

Architectural CAD, IET-161
Spring 2013, Week 10

Name: _____

In Class Evaluation (ICE)

Day and date: _____

Final Project Model with First Floor Plan - Title Block items, First Floor Plan - Sheet, Exterior Building - Rendered Image, Interior Building - Rendered Image, 90 points total

Final Project Model (90pts); continue designing your Final Project model and include the elements in the check list below.

First Floor Plan - Title Block items. (20pts)

1. Downloaded Title Block family file from the website and make modifications listed below, no credit for this section unless you use the correct file and make these modifications.
2. Create a sheet for your First Floor plan, insert plan into sheet
3. SHEET NUMBER text change (1pt), Sheet Number Label change (1pt), Bold (1pt).
4. Title Block Border width (1pt)
5. Project Name and Sheet Name Label changes (2pts)
6. Sheet information area smaller text changes (2pts), border changes (1pt)
7. Logo, unique, attractive, descriptive (3pts) with company name, address, phone, website and email (2pts)
8. All definable text populated through Project information and Sheet Properties (3pts)
9. Large text centered, small text justified, all items neat and orderly (3pts)
10. Errors and Extras

First Floor Plan Printed - Sheet (20pts)

1. Rename sheet to A15 (A for architecture) (1pt), and FIRST FLOOR PLAN (1pt)
2. Plan fills the sheet, use appropriate scale (2pts)
3. Exterior dimensions, door tags (2pts)
4. Activate View and adjust the Crop Region to fit within the borders of the sheet (1pt), neat and orderly (1pt), Hide Crop Region (1pt)
5. Add Plan View Door legend in open area (1pt)
6. Insert your Graphic Scale Bar with modifications (3pts)
7. Print sheet at half size, ANSI B, on the HP9050, landscape, scale at 50%, centered (4pts)
8. Verify by measuring your Graphic Scale Bar (2pts)
9. Views neat and orderly (1pt)
10. Errors and Extras

Exterior Building - Rendered Image (20pts)

1. Elevate your first floor level one foot above the Toposurface points around building (2pts)
2. Dress up the exterior, steps, railings, sidewalks, driveways, entourage, landscaping and materials on different surfaces (3pts)
3. Exterior image, building fills image, front door, angled perspective (2pts)
4. Sun study, set location (1pt), today's date (1pt), 1pm (1pt), shadows on (1pt)
5. Render at High resolution (2pts), printer setting 150 dpi (1pt), Exterior Sun and Artificial (1pt), Sky: Very Few Clouds (1pt)
6. Adjust Exposure for a balanced image (3pts)
7. Save to project (1pt)
8. Extras and errors

Interior Building - Rendered Image (30pts)

1. Dress up the interior, steps, railings, furniture, fixtures, entourage, doors windows and materials on different surfaces (4pts)
2. Interior lights from ceiling, walls or fixtures, 2 types or more (4pts)
3. Choose a location inside that includes both windows and interior lighting (2pts)
4. Camera position low, below about 3 feet, target above 5 feet (2pts)
5. Sun study, set location (1pt), today's date (1pt), late in the day (1pt), shadows on (1pt)
6. Render at High resolution (2pts), printer setting 150 dpi (1pt), Interior Sun and Artificial (1pt), Sky: Few Clouds (1pt)
7. Adjust lighting so there is equal weight between interior and exterior lighting (5pts)
8. Adjust Exposure for a balanced image (3pts)
9. Save to project (1pt)
10. Extras and errors