

**ID305**  
**Digital Graphics**  
**3 Credits**

Instructor: John Wilkinson  
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Original Developer: Greg Plant

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Reviewer: Fiona McLeod

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## **ID305 Version: 5**



## **Digital Graphics**

### **Calendar Description**

Emphasis in this course is placed on the use of various digital software programs in the development of conceptual drawings, working drawings and student portfolios. Supplementing their use of Microsoft Office Suite and Autodesk AutoCAD, students are introduced to Autodesk Revit and 20-20 Design, drawing software.

### **Rationale**

This is a required course for Interior Design Technology students. The accurate manipulation of drawings and images within design/construction documents is required to fully convey the design requirements of a project. In large part, the designer/drafter is responsible for the accuracy and thoroughness of this aspect of design and working drawings.

### **Prerequisites**

ID260

### **Co-Requisites**

ID360

### **Course Learning Outcomes**

Upon successful completion of this course, students will be able to

1. use and understand terminology commonly used for communication and reference within digital graphics.
2. operate the various hardware components used in the production and editing of digital imagery.
3. manipulate digital imagery as applied to architectural and interior design drawing practices.
4. demonstrate fundamental skills in the use of various computer programs used to create and edit digital imagery.

## Resource Materials

### **Required Textbook(s):**

Ascent. (2020). *Autodesk Revit 2020 Architecture Fundamentals: Student Guide, Imperial – 1st Edition*. Charlottesville, VA: Ascent.

### **Reference Textbook(s):**

Krohn, M. (2014). *Kitchen & bath design presentation: Drawing, plans, digital rendering* (2nd ed.). Hoboken, NJ: Wiley & Sons, Inc.

Instructor Handouts

## Conduct of Course

1. Most of the course material is covered by work during class. The 45 hours combine lecture with studio work.
2. The instructor provides instructional objectives and activity criteria at the beginning of each class.
3. Each topic is introduced with a lecture, followed by a related application of skills assignment.
4. Active participation in class is expected.
5. Assignments are due when stated, in the format specified by the instructor. Late assignments receive a deduction of one grade step per day including weekends. For example, if the assignment warrants a "B" and it is submitted one day late, the recorded grade will be "B-"; two days late: C+ and so on.
7. Students are expected to:
  - -let the instructor know if you will be absent.
  - -be punctual. No student will be admitted after the commencement of class.

## Evaluation Procedures

Class assignments & chapter reviews	20%
Exams	25%
Projects & practice tasks	50%
Student performance evaluation	5%
Total	100%

## Grade Equivalents and Course Pass Requirements

*A minimum grade of C (60%) (2.00) is required to pass this course.*

Letter	F	C	C+	B-	B	B+	A-	A	A+
Percent Range	0-59	60-64	65-69	70-74	75-79	80-84	85-89	90-94	95-100
Points	0.00	2.00	2.30	2.70	3.00	3.30	3.70	4.00	4.00

### Attendance

Regular attendance is essential for success in any course. Absence for any reason does not relieve a student of the responsibility of completing course work and assignments to the satisfaction of the instructor.

If the total number of unexcused absences exceeds three classes, a student may be required to withdraw from the class and automatically receives a grade of "RW" (Required to Withdraw) no credit earned. An "RW" is calculated as a failing grade of 0.0 in GPA.

In cases of repeated absences due to illness, the student is requested to submit a medical certificate.

*Instructors have the authority to require attendance at classes.*

### Course Units/Topics

#### 1. Hardware

- Introduction to, and familiarization with, equipment available for student use.

#### 2. Terminology

- Basic terms and their definitions as they pertain to the language of digital graphics

#### 3. Software

- Autodesk Revit 2020
  - Introduction to BIM and Autodesk
  - Revit Basics
  - Setting Up Levels and Grids

- Modelling Walls
- Doors & Windows
- Working with Views
- Adding Components
- Modelling Floors
- Creating Details
- Material & Textures
- Importing AutoCAD
- 2020 Design v11.5
  - Basics
  - Walls & Openings
  - Appliances
  - Placing Cabinets
  - Textures & Accessories
  - Rendering
  - Use of Layout



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