

**APPROVED****ARCH7030: SketchUp****Module Details**

<b>Module Code:</b>	ARCH7030
<b>Title:</b>	SketchUp <b>APPROVED</b>
<b>Long Title:</b>	SketchUp
<b>NFQ Level:</b>	Intermediate
<b>Valid From:</b>	Semester 1 - 2014/15 ( September 2014 )
<b>Duration:</b>	1 Semester
<b>Credits:</b>	5
<b>Field of Study:</b>	5810 - Architecture & Urban Environment
<b>Module Delivered in:</b>	<a href="#">2 programme(s)</a>
<b>Module Description:</b>	This module covers the commands needed for 3D modelling and rendering of buildings and landscape elements. Using SketchUp as a design tool professional architectural visuals will be created using rendering and image editing techniques. Layout and presentation techniques will also be explored in order to create 3D visualisations for documents and portfolios.

Learning Outcomes	
On successful completion of this module the learner will be able to:	
#	Learning Outcome Description
LO1	Apply the fundamentals of the 3D design process (modelling, rendering, resolution, creating & editing materials creating & managing styles, views and layout).
LO2	Create virtual models in a 3D environment.
LO3	Apply advanced 3D rendering techniques for buildings and site modelling.
LO4	Render still images for use in present boards, documents & portfolios.
Dependencies	
<b>Module Recommendations</b>	
<b>Incompatible Modules</b>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b>	
No requirements listed	

Indicative Content
<b>Commands</b> Exercises aimed at becoming proficient at 3D modelling and rendering. Setting preferences, building scenes, pushing and pulling faces into 3D, creating 3D text, measuring and labelling models, creating, editing, and adjusting materials, projecting maps onto curved objects modelling with floor plans, rendering a scene, geolocating models with Google Maps, modelling in Photo Match, hiding objects dynamically, creating solids, exporting objects for rendering.
<b>3D Software Programmes</b> Using SketchUp tools effectively and becoming confident at working in a 3d virtual environment. Understanding the process of exporting and importing for different software packages.
<b>Visualisation Techniques</b> Rendering, image editing and layout techniques will be explored to create professional 3D visuals for portfolio and document presentations.

**Module Content & Assessment**

Assessment Breakdown	%
Coursework	100.00%

**Assessments**

Coursework				
<b>Assessment Type</b>	Project	<b>% of Total Mark</b>	50	
<b>Timing</b>	Week 6	<b>Learning Outcomes</b>	1,2	
<b>Assessment Description</b> Creation of a virtual 3D environment (building & site)				
<b>Assessment Type</b>	Project	<b>% of Total Mark</b>	50	
<b>Timing</b>	Sem End	<b>Learning Outcomes</b>	1,3,4	
<b>Assessment Description</b> Rendering of 3D model, layout and presentation techniques				
No End of Module Formal Examination				
Reassessment Requirement				
<b>Coursework Only</b> This module is reassessed solely on the basis of re-submitted coursework. There is no repeat written examination.				

**Module Workload**

Workload: Full Time					
Workload Type	Contact Type	Workload Description	Frequency	Average Weekly Learner Workload	Hours
Lab	Contact	Software instruction	Every Week	3.00	3
Independent & Directed Learning (Non-contact)	Non Contact	Software application	Every Week	4.00	4
Total Hours					7.00

Total Weekly Learner Workload					7.00
Total Weekly Contact Hours					3.00
<b>Workload: Part Time</b>					
Workload Type	Contact Type	Workload Description	Frequency	Average Weekly Learner Workload	Hours
Lab	Contact	Software instruction	Every Week	3.00	3
Independent & Directed Learning (Non-contact)	Non Contact	Software application	Every Week	4.00	4
Total Hours					7.00
Total Weekly Learner Workload					7.00
Total Weekly Contact Hours					3.00

Module Resources	
<i>Recommended Book Resources</i>	
Aidan Chopra. (2011), Google SketchUp 8 For Dummies, 1st. John Wiley & Sons, New Jersey, [ISBN: 978-0470916827].	
<i>Supplementary Book Resources</i>	
Daniel Tal. (2009), Google SketchUp for Site Design, 1st. John Wiley & Sons, New Jersey, [ISBN: 978-0470345252].	
Robin de Jongh. (2010), SketchUp 7.1 for Architectural Visualization, 1st. Packt Publishing, Birmingham, Uk, [ISBN: 978-1847199461].	
<i>This module does not have any article/paper resources</i>	
<i>Other Resources</i>	
Website, SketchUp, <a href="http://www.lynda.com/search?q=sketchup&amp;amp;mp;x=36&amp;y=5">http://www.lynda.com/search?q=sketchup&amp;amp;mp;x=36&amp;y=5</a>	

Module Delivered in			
Programme Code	Programme	Semester	Delivery
CR_CARCT_8	<a href="#">Bachelor of Science (Honours) in Architectural Technology</a>	-1	Elective
CR_TARCH_7	<a href="#">Bachelor of Science in Architectural Technology</a>	-1	Elective