Course Title	Code	Semester	Hour (T+P)	Credit	ECTS
Communications 4	ARCH 204	4	1+3		3.00
Prerequisities					
Language of Instruction	English				
Course Type (Required / elective)	Required				
Course Coordinator					
Instructors /e-mail	Ali DEMİRCİ / alidemirci0034@gmail.com				

Goals	Produce architectural presentations using 2D and 3D drawing techniques with CAD softwares. Finalize, analyze and make arrangements on the design idea with the help of CAD softwares.
Learning Outcomes	AutoCAD, Sketchup, Photoshop, Blender, Vray software application to architectural drawings. Gaining graphics expression skills. Gaining the design representation ability. Technical documentation providing and review. Gaining experience in creating formal composition.
Course Content	Explaining the theoretical and technical background of the use of computer aided design tools in different phases of design; experiencing architectural project representation with different practices; ensuring and developing the integration of digital tools into the project process.

Assessment Criteria	Assessment Components	No component may have more than 50% weight.
	Mid -term exam	% 40
	Final Exam	% 60
	TOTAL	% 100

WEEKLY TOPICS AND PREPARATIONS			
WEEKS	**DATE**	**TOPICS**	**PREPARATIONS**
1. Week		Information about SketchUp installation Introduction of software interface and tools	
2. Week		Creating simple geometric shapes in SketchUp. Exercises on push-pull functions, moving, rotating tools.	In-class practice - homework
3. Week		Simple architectural form creation with SketchUp tools.	In-class practice - homework
4. Week		Importing AutoCad file to SketchUp software and producing 3D architectural model.	In-class practice - homework
5. Week		Terrain modeling, use of ready-made models, material settings with SketchUp.	In-class practice - homework
6. Week		Material and lighting adjustments, rendering scene with SketchUp Vray.	In-class practice - homework
7. Week		Visualization with Vray, Post-Production with Photoshop.	In-class practice - homework
MIDTERM WEEK			
8. Week		*Creating diagrams with SketchUp, editing with Photoshop.*	In-class practice - homework
9. Week		Introduction to Blender software, preparing diagram animation.	In-class practice - homework
10. Week		*Visualization with Blender Eevee and Cycles rendering engines.*	In-class practice - homework
11. Week		Introduction to large-scale project production with SketchUp.	In-class practice - homework
12. Week		Realistic scene, camera, material settings with SketchUp-Vray.	In-class practice - homework
13. Week		Architectural presentation sheet composition with Photoshop.	In-class practice - homework

14. Week		'2d export' in different styles with SketchUp. Transferring files to different software. Filing techniques.	In-class practice - homework
FINAL WEEK			

REFERENCES

Architectural Design with SketchUp: 3D Modeling, Extensions, BIM, Rendering, Making, and Scripting (2nd Edition) - Alex Schreyer
Building Blocks of SketchUp - Robert Lang
Google SketchUp for Site Design - Daniel Tal
CHIAROSCURO WITH V-RAY The Art of Lighting, Materials and exercises to get Photorealistic Rendering - Ciro Sannino

ECTS / WORKING HOUR TABLE

Activities	Number of Weeks	Duration (Hour)	Working Hours
Duration of the Course (Including Exams: 14 x Total Weekly Course Hour)			
Extracurricular Working Hour (Preparatory Work, Review)			
Assignments, Presentations, Internet Studies, etc.			
Mid-term Exam			
Final Exam			
Working Hours in Total			
Working Hours in Total / 30			
ECTS Credit of the Course			