General Information:

Name of Course:

Course Code: Semester: Number of Credits: Allotment of Hours per Week: Evaluation: Prerequisites:

APPLICATION OF COMPUTERS 2 PMTSTNB246CA

3rd 2 2 Practical Lessons /Week Signature (with grade) None

Instructors:

Tibor Zoltán DÁNYI, teacher's assistant

Office: 7624 Hungary, Pécs, Boszorkány u. 2. Office N° B-322 E-mail: <u>danyitiborzoltan@mik.pte.hu</u> <u>tibor@danyi.me</u>

Introduction, Learning Outcomes:

This subject aims to provide an introduction to the use of computers in architectural design.

General Course Description and Main Content:

Students are introduced to the theory behind Computer Aided Design software and their practical use through the following topics: geometric construction and 3D modelling using architectural CAD software, application of materials and textures to the design components, preparation of explanatory and 3D images, phase drawings and animations, export of vector and pixel-graphic data files for image processing and editing programs, insertion of processed data and other digital images and texts into CAD drawings, preparation of presentation material. The software used on the practical lessons is ArchiCAD.

Methodology:

Practical lessons are held during the semester. Skills that have learned on the lessons are practiced at home and emerging questions are answered by the instructor through e-mail or on a consultation appointment.

Schedule:

Week	Wednesday	Practical lessons: 13.00-14.30				
1.	3 rd February	Introduction about the time schedule of the semester and about the tasks.				
2.	10 th February	The ArchiCAD interface, The Virtual Building Concept				
3.	17 th February	Multiplying elements, Curtain wall system, Modifying curtain walls				
4.	24 th February	Interior walls, Place, edit, move and copy doors				
5.	2 nd March	Stories, Roofs, Exterior walls, Stairs				
6.	9 th March	Dimensioning, Practicing for the first test				
7.	16 th March	Sections, Elevations, Dimensioning				
8.	23 rd March	1 st Practical test				
9.	30 th March	Spring break				
10.	6 th April	Insert external files, Placing objects				
11.	13 th April	Merge plans, Modules				
12.	20 th April	Rendering, 3D documents, Layouting				
13.	27 th April	Publication, Practicing for the second test				
14.	4 th May	2 nd Practical test				
15.	11 th May	Practical test correction (only one of the two)				

Studio Culture:

The course is based on through collaboration, participation and discussions trough lessons. This is an interaction between Students and Faculty; used the teaching methods like 'Problem-based learning' and 'learning-by-doing'. The communication and work should be reflect a respect for fellow students and their desire to work with regard to noise levels, noxious fumes, etc – from each site of participants.

Attendance:

Attending is required all classes, and in case of absence from more than 30% of the total number of lesson will be grounds for failing the class. To be in class at the beginning time and stay until the scheduled end of the lesson is required, tardiness of more than 20 minutes will be counted as an absence. In the case of an illness or family emergency, the student must present a valid excuse, such as a doctor's note.

Evaluation + Grading

Points to be collected during the semester:1st Practical test:20 points(min. 10 points)2nd Practical test:30 points(min. 15 points)

Numeric Grade:	5	4	3	2	1
Evaluation in	86%-100%	74%-85%	62%-73%	50%-61%	0-49%
points:					

PTE Grading Policy:

Information on PTE's grading policy can be found at the following location:

Students with Special Needs:

Students with a disability and needs to request special accommodations, please, notify the Deans Office. Proper documentation of disability will be required. All attempts to provide an equal learning environment for all will be made.

Readings and Reference Materials:

Educational software download (Registration required): <u>http://www.graphisoft.hu/downloads/</u>

Tips and tricks, troubleshooting: <u>http://helpcenter.graphisoft.com/</u>