| COURSE TITLE | ARC4833 - **Electronic Methodologies Three**, On-Line (OL)  
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>BLACKBOARD SITE</td>
<td>Fall Semester 2011 – <a href="http://my.ltu.edu">http://my.ltu.edu</a> and select CRN 1819</td>
</tr>
</tbody>
</table>

| INSTRUCTOR | Alan Hall  
|------------|--------------------------------------------------|
|            | Adjunct Faculty – Lawrence Technological University  
|            | College of Architecture and Design  
|            | BIM+CV Certificate Coordinator  
|            | Contact Information:  
|            | E-mail: ahall@ltu.edu  
|            | Business phone: (248) 674-4300  
|            | Office: A-142 - Office hours by appointment |

| SCHEDULE | August 31, 2011 (Wednesday) – December 22, 2011 (Thursday)  
|-----------|----------------------------------------------------------------|
|           | Go to the following address for the official LTU academic calendar information.  
|           | [http://ltu.edu/cm/attach/c48ae433-ef02-4edf-bdec-232fd74fae95/11-12%20ACADEMIC%20CALENDAR%20V6%20071311.pdf](http://ltu.edu/cm/attach/c48ae433-ef02-4edf-bdec-232fd74fae95/11-12%20ACADEMIC%20CALENDAR%20V6%20071311.pdf) |

| LEVEL/ HOURS | Undergraduate Degree / 3 credit hours  
|--------------|-----------------------------------|
| PREREQUISITE | Prerequisite requirements: **Electronic Methodologies One** (ARC 2813)  
|              | **Electronic Methodologies Two** (ARC 3823) |

| REQUIRED TEXT | **Mastering Autodesk’n s 3ds Max Design 2011**  
|---------------|-------------------------------------------------|
|               | By: Mark Gerhard and Jeffery Harper  
|               | Publisher: Sybex, August 16, 2010  
|               | ISBN: 978-0-470-88262-7  
|               | **Mastering mental ray**: Rendering Techniques for 3D and CAD Professionals  
|               | By: Jennifer O’Connor  
|               | Wiley Publishing, Inc. 2010  
|               | ISBN: 978-0-470-56385-4  
|               | These books are both available at the LTU Bookstore or for online purchase through their website  

| ADDITIONAL RESOURCES | LTU Online student resources: [http://www.ltu.edu/ltuonline/](http://www.ltu.edu/ltuonline/)  
|----------------------|----------------------------------------------------------------|
|                      | Tutoring – Academic Achievement Center: [http://www.ltu.edu/aac/tutoring.asp](http://www.ltu.edu/aac/tutoring.asp)  
|                      | Fall schedule (to be determined – see website for details) the following is typical:  
|                      | Monday – Thursday, 9:30am – 5:30pm  
|                      | Friday – 10:00am – 4:00pm |

| TECHNICAL SUPPORT | Technical support for using Blackboard is provided by the Helpdesk.  
<table>
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<tbody>
<tr>
<td></td>
<td>Visit <a href="http://www.ltu.edu/ehelp">www.ltu.edu/ehelp</a> or 248.204.2330 or <a href="mailto:helpdesk@ltu.edu">helpdesk@ltu.edu</a></td>
</tr>
</tbody>
</table>
**COURSE SCHEDULE**

This fully online course begins with a partial week online course orientation period to familiarize yourself with the online learning environment and to meet via email with your instructor. Each subsequent week starts on a Monday and ends on a Sunday. The last week of class is also a partial week which falls in the final exam week schedule. Suggested events for the semester may change as we proceed.

<table>
<thead>
<tr>
<th>Dates</th>
<th>Modules</th>
<th>Topics / Readings</th>
<th>Assignments Due</th>
</tr>
</thead>
</table>
| Prior to Class Start Date and August 31 – September 4 | Module 0 | 1) Module Instructions & Information  
2) View Course Guide Presentation  
3) Syllabus Review (Purchase books) | Email verification  
Bb Discussion Board  
Take Bb quiz |
| Week 1 September 5 – September 11 | Module 1 | Mastering 3ds Max Design - Chapter 1  
Mastering 3ds Max Design – Appendix B  
Read book materials and complete exercises | Quiz 1 & Project Selection  
Chapter 1 (64 pages)  
Appendix B (33 pages) |
| Week 2 September 12 – September 18 | Module 2 | Mastering 3ds Max Design - Chapter 5  
Mastering mental ray – Chapter 1  
Read book materials and complete exercises | Quiz 2  
3ds Max Design (53 pages)  
mental ray (28 pages) |
| Week 3 September 19 – September 25 | Module 3 | Mastering 3ds Max Design - Chapter 9  
Mastering mental ray – Chapter 2  
Read book materials and complete exercises | Quiz 3 & Project 1 Due  
3ds Max Design (81 pages)  
mental ray (39 pages) |
| Week 4 September 26 – October 2 | Module 4 | Mastering 3ds Max Design - Chapter 10  
Mastering mental ray – Chapter 3  
Read book materials and complete exercises | Quiz 4  
3ds Max Design (42 pages)  
mental ray (35 pages) |
| Week 5 October 3 – October 9 | Module 5 | Mastering 3ds Max Design - Chapter 11  
Mastering mental ray – Chapter 4  
Read book materials and complete exercises | Quiz 5  
3ds Max Design (39 pages)  
mental ray (31 pages) |
| Week 6 October 10 – October 16 | Module 6 | Mastering 3ds Max Design - Chapter 14  
Mastering mental ray – Chapter 5  
Read book materials and complete exercises | Quiz 6 & Project 2 Due  
3ds Max Design (57 pages)  
mental ray (51 pages) |
| Week 7 October 17 – October 23 | Module 7 | Autodesk Tutorial  
Complete exercises | Exercise submittal |
| Week 8 October 24 – October 30 | Module 8 | Study and prepare for Mid-Term Exam  
Take Written Exam (open book) | Mid-Term Exam |
| Week 9 October 31 – November 6 | Module 9 | Mastering 3ds Max Design - Chapter 12  
Mastering mental ray – Chapter 6  
Read book materials and complete exercises | Quiz 7  
3ds Max Design (45 pages)  
mental ray (34 pages) |
| Week 10 October 31 – November 6 | Module 10 | Mastering 3ds Max Design - Chapter 13  
Mastering mental ray – Chapter 7  
Read book materials and complete exercises | Quiz 8 & Project 3 Due  
3ds Max Design (43 pages)  
mental ray (18 pages) |
| Week 11 November 14 – November 20 | Module 11 | Mastering 3ds Max Design - Chapter 15  
Mastering mental ray – Chapter 8  
Read book materials and complete exercises | Quiz 9  
3ds Max Design (27 pages)  
mental ray (18 pages) |
| Week 12 November 21 – November 27 | Module 12 | Computer Animation Tutorials  
Complete exercises | Exercise submittal |
<table>
<thead>
<tr>
<th>Dates</th>
<th>Modules</th>
<th>Topics / Readings</th>
<th>Assignments Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Week 13</td>
<td>Module 13</td>
<td>Mastering mental ray – Chapter 9</td>
<td>Quiz 10 &amp; Project 4 Due</td>
</tr>
<tr>
<td>November 28 – December 4</td>
<td></td>
<td>Read book materials and complete exercises</td>
<td>mental ray (22 pages)</td>
</tr>
<tr>
<td>Week 14</td>
<td>Module 14</td>
<td>Work on final project</td>
<td>Quiz 11</td>
</tr>
<tr>
<td>December 5 – December 11</td>
<td></td>
<td>Mastering mental ray – Chapter 10</td>
<td>mental ray (26 pages)</td>
</tr>
<tr>
<td>Week 15</td>
<td>Module 15</td>
<td>Study and prepare for Final Exam</td>
<td>Final Exam</td>
</tr>
<tr>
<td>December 12 – December 18</td>
<td></td>
<td>Take Written Exam (open book)</td>
<td></td>
</tr>
<tr>
<td>Week 16</td>
<td>Module 16</td>
<td>Final Project – Presentation submittal</td>
<td>Final Project 5 Due</td>
</tr>
<tr>
<td>Partial week</td>
<td></td>
<td>End of Final Exam Week</td>
<td>Bb Course Evaluation</td>
</tr>
<tr>
<td>December 19 – December 22</td>
<td></td>
<td>Project Due by: 11:59pm – Thursday, Dec 22nd</td>
<td></td>
</tr>
</tbody>
</table>

I encourage all students to keep up with the schedule as described in this syllabus. We have a large volume of material to cover and only so much time to dedicate to the tasks at hand. It is very easy to fall behind, especially when dealing with high-end technology, so time management will be an important element in this course.

STUDENT EVALUATION

Your grades will be calculated with the percentage and point system detailed below. Note: The total points (shown in “My Grades” on blackboard) are not weighed evenly and grades are based on the following Grade Computation Criteria. For example, the (11) quizzes will score 1100 points (100 points each) and comprise 11% of the final grade, while the Final Project scores 15 points and comprises 15% of the final grade.

<table>
<thead>
<tr>
<th>Grade Computation Criteria</th>
<th>Point Totals</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>3ds Max Design &amp; Mental Ray Textbook exercises and Tutorials (Total points – sum per module allotment)</td>
<td>33%</td>
<td>(Due weekly)</td>
</tr>
<tr>
<td>3ds Max Design &amp; Mental Ray Weekly Quizzes (1% for each quiz for 11 quizzes)</td>
<td>11%</td>
<td>(Due weekly)</td>
</tr>
<tr>
<td>Project 1 – History and Research Digital Documentation of class work</td>
<td>5%</td>
<td>Due – Sep. 25</td>
</tr>
<tr>
<td>Project 2 – 2D Line work Digital Documentation of class work</td>
<td>5%</td>
<td>Due – Oct. 16</td>
</tr>
<tr>
<td>Project 3 – 3D model &amp; materials Digital Documentation of class work</td>
<td>10%</td>
<td>Due – Nov. 6</td>
</tr>
<tr>
<td>Project 4 – Cameras &amp; Rendering Digital Documentation of class work</td>
<td>10%</td>
<td>Due – Dec. 4</td>
</tr>
<tr>
<td>Project 5 – Final project animation Digital Documentation of class work</td>
<td>15%</td>
<td>Due – Dec. 22</td>
</tr>
<tr>
<td>Mid-Term Written Exam</td>
<td>5%</td>
<td></td>
</tr>
<tr>
<td>Final Written Exam</td>
<td>5%</td>
<td></td>
</tr>
<tr>
<td>Discussion board, evaluations, timely assignments and participation</td>
<td>1%</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td>100%</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Class Points</th>
<th>Letter Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>96 and above</td>
<td>A</td>
</tr>
<tr>
<td>90 – 95</td>
<td>A-</td>
</tr>
<tr>
<td>87 – 89</td>
<td>B+</td>
</tr>
<tr>
<td>83 – 86</td>
<td>B</td>
</tr>
<tr>
<td>80 – 82</td>
<td>B-</td>
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<tr>
<td>77 – 79</td>
<td>C+</td>
</tr>
<tr>
<td>73 – 76</td>
<td>C</td>
</tr>
<tr>
<td>70 – 72</td>
<td>C-</td>
</tr>
<tr>
<td>61 – 69</td>
<td>D (Undergrad Only)</td>
</tr>
<tr>
<td>60 and below</td>
<td>E</td>
</tr>
</tbody>
</table>

EDUCATIONAL GOALS

To learn Autodesk’s 3ds Max Design requires a significant amount of time and practical application. The goal of this course is to introduce the student to the basic skills required to produce digital architectural models, rendering and animations using 3ds Max Design 2011. Also the student is exposed to a more in-depth discussion of the mental ray rendering engine for better presentation skills. The books selected are designed to take the student through a series of exercises based on real world examples. While performing the prescribed tasks the student will become familiar with the tools, specific commands and interface menus. The student will develop visualization techniques to aid in the methodology of digital architectural design and obtain an awareness of computer animation.
EM3 - CATALOGUE DESCRIPTION
The computer as a totally integrated aid in the design, planning and management process related to architecture. Application of two-dimensional and three-dimensional computer graphic skills, and database generation and manipulation to the solution of an architectural design problem. Lect. 2 hrs., Lab 2 hrs. 3 hours credit.

REQUIRED MATERIALS
The student is required to have a functional computer with internet connection, access to the Blackboard website, and software supported by the LTU helpdesk and the College of Architecture and Design - specifically Autodesk’s 3ds Max Design 2011 for class projects and Adobe Acrobat 9 to create PDF files. Windows Live Movie Maker 2011 is required for final movie presentation and can be downloaded for free at Microsoft’s website at http://explore.live.com/windows-live-movie-maker?os=other. AutoCAD 2011 and Revit Architecture 2011 will also be helpful for minor activities. Purchase the required books for the class and a 2-button mouse with a wheel - using a track ball or sensor pad can be very inefficient when utilizing CAD programs. It is also suggested to have Microsoft PowerPoint and/or Adobe Photoshop for presentation purposes.

STUDENT LEARNING OBJECTIVES / OUTCOMES
■ To provide a theoretical understanding of the basic skills and principles associated with 2D and 3D visualization utilizing computer modeling, rendering and animation.
■ To provide a more in depth study of the mental ray rendering engine for architectural rendering techniques.
■ To have the student study a real world architectural project by a master architect via exploration and presentation.

PREREQUISITE SKILLS
Students are to have an understanding of the skills taught in the courses EM1 (ARC 2813) and EM2 (ARC 3823) including a basic understanding of 3ds Max and an appreciation for file size and computer memory management.

INSTRUCTIONAL METHODS AND COURSE ORGANIZATION
Blackboard Learning Environment – Blackboard at “my.ltu.edu” contains the syllabus, all assignments, narrated mini-lecture videos, written lecture notes, chapter questions, links to Web resources, and discussion forums. You will submit all assignments via Blackboard and are expected to participate in discussion topics as assigned. Please take time to familiarize yourself with the organization of the Blackboard site. You will want to check the site frequently for announcements reminding you of new resources and upcoming assignments.
Student/Instructor Conversations – Students can keep in touch with the instructor via e-mail, and Blackboard resources such as Pronto and Wimba if needed or by special request.
Self-Assessments – Self-assessment tools (quizzes) will help students measure their skills during the course.
Required Reading – Textbook chapters are to be read according to the schedule outlined in the Course Schedule.
Assignments – Textbook and Autodesk tutorials are required along with custom personal projects for creativity.

CLASS POLICIES AND EXPECTATIONS
I plan to offer you a valuable learning experience and expect us to work together to achieve this goal. Here are some general expectations regarding this course:

Each student has a LTU email account. If you wish to use a different email address for this course, please change your email address in Blackboard under “Blackboard Tools”, then “Personal Information” and send an email to me so I can store your address in my email directory. The majority of the communication for this online course will be by email so you want to make sure that you check your email often!

On-line courses demand a great deal of reading and personal time management. Many assignments will take more than just a couple of hours, so start early in the week and assess the amount of work required, then complete the tasks at hand. Readings, discussion forum participation, and assignments must be completed according to the class schedule. It is important to contact me as needed to discuss personal needs regarding course requirements and assignments.

All assignments must be submitted on schedule, via Blackboard and using Microsoft Office compatible software and/or required software. If you need to submit an assignment via email for any reason, please contact me in advance. Assignments must be completed to an adequate standard to obtain a passing grade. Requirements for each assignment will be detailed in the weekly module’s instruction PDF located in the module.
Be prepared to log into Blackboard at least once each day. Please focus your online correspondence within the appropriate Blackboard discussion forums so that your colleagues can learn from you. At the end of the course, you will be invited to participate in a university evaluation of this course. Your feedback is important to the university, to LTU Online, and to me as an instructor. Completion of this evaluation process is required.

It is important for you as students to know what to expect from me as your instructor:

- I will be available to you via e-mail and will personally reply to your messages. (See Module 0 for specifics)
- Tutors are available at the Academic Achievement Center for face-to-face appointments, if necessary.
- I will maintain the Blackboard web site with current materials and will resolve any content-related problems promptly as they are reported to me.
- I will send out a weekly email update to all class members to guide upcoming work and remind you of assignment due dates.
- I will evaluate all posted assignments and may include individualized comments and suggestions located within the assignment posting. The green box signifies that it is waiting for my evaluation, a score will indicate completion.
- I will hold our personal written or verbal communications in confidence. I will not post any of your assignments for viewing by the class (unless it is of high quality) without requesting your approval in advance. (Submitting any project in this class becomes university property and you agree to the university’s terms and conditions)
- I will treat all members of the class fairly and objectively.
- If any of these points need clarification, or should special circumstances arise that require my assistance, please contact me so that we can discuss the matter.

PRACTICAL GUIDELINES FOR CLASS LOAD EXPECTATIONS

This three-credit course generally requires at least (12) twelve hours per week of time commitment. Here are some practical guidelines to help you schedule your time for this on-line course:

- The Fall Semester is 15 weeks (16 with finals week) and will require at least 192 hours of time commitment to successfully complete all readings, activities, assignments, and texts as described in this syllabus.
- You should reserve at least 12 hours per week to read the required textbook chapters and resources, participate in online discussions, review presentation materials, and work through online quizzes.
- You should organize your remaining time to roughly correspond with the point value of each major assignment. Major projects could take concentrated effort before their due dates and time should be appropriated accordingly.

These guidelines may not reflect the actual amount of outside time that you, as a unique individual with your own learning style, will need to complete the course requirements. The number of hours each week will vary based on assignment due dates, so please plan ahead to insure that you schedule your academic, work, and personal time effectively.

The following graphic can be used to guide you in planning your weekly course work to remain on schedule:
ASSIGNMENT DETAILS
Course assignments and evaluation criteria are detailed below. Please review these requirements carefully. See the section: Academic Resources / Assessment Guidelines for information about assessment of written and oral presentations.

Details for all assignments are shown below. All assignments are submitted (in the Practice Folder) using the Blackboard “Assignments” or “SafeAssign” function. Some assignments are also posted to the Blackboard Discussion Forum for student comments.

Please make sure when submitting assignments that you actually click the submit button and not just the save button. You will know an assignment has been submitted successfully when you see a green box (with a check mark) appear in that assignment category when viewing the MyGrades area on Blackboard.

Assignments

TEXTBOOK WORK
Refer to the “Course Schedule” for the required readings and correct chapters to be discussed. Not all chapters will be covered. The procedural requirements for completing and submitting textbook work will be stated in the weekly class assignments and on Blackboard. The written criteria will have to be adhered to when submitting work and will be found in the “Theory” folder for that particular week.

CHAPTER QUESTIONS
The procedural requirements for completing and submitting chapter questions will be stated in the weekly class assignments on Blackboard. The written criteria will have to be adhered to when submitting work and will be found in the “Theory” folder for that particular week. The actual required quiz to be taken will be found in the “Practice” folder for that particular week.

LATE ASSIGNMENTS
Posting a late assignment will result in a grade reduction of 20% for that assignment. Once an assignment is late, it’s late, so whether you turn it in one day or a month late, the same reduction will apply. The point is to turn in completed work. No assignment will be accepted after the last day of class - Thursday, December 22, 2011. It will behoove the student to keep pace with the schedule. Each module will expire and disappear when the next module is posted. Following, the module will be re-activated and marked “late” for any late assignments submittals, if needed.

ASSIGNMENT SUBMISSIONS
Each week a module will be posted on Blackboard with all of the required information to be completed. Read all materials on Blackboard and in textbooks. I will be using the 3ds Max Design “history” feature to make sure that students are submitting their own work. This tool allows me to view, by student initials and number, who worked on a file and when. If it is found that a student is submitting files worked on or belonging to someone else, that student will be reported to the university and be subject to the consequences deemed appropriate.

Tests, Exams, and Online Participation

Midterm and Final Exams
The Midterm and Final Exams will both be open book exams deployed via blackboard in order to evaluate the student’s basic understanding of the material covered in the textbooks. The written exam will be formatted with multiple choice, true/false, matching and graphic hot spot type questions.

Quizzes
Quizzes will be posted per the “Course Schedule” and will be accessible while the module is open. Please be aware that each week’s module will be posted from Monday at 12:10am till Sunday at 11:59pm. The previous module’s quiz will disappear when the next module is posted. Special permission or a doctor’s note will be required for any make-up quiz or exam. Quizzes will be open book and timed. They will be located in the “Practice” folder in its corresponding module. If you have computer trouble during a quiz and it locks you out or ends abruptly, then email me and I can re-set the quiz. This must be done prior to the module expiration time.
SYLLABUS ADDENDA
Please see the LTU Online “Current Students” web site http://www.ltu.edu/ltuonline/ for comprehensive information about Lawrence Tech’s academic services, library services, student services, and academic integrity standards. The content of this web site is explicitly included as syllabus requirements.

The LTU Online “Current Students” web site also includes grading rubrics used by your instructor to evaluate written assignments, discussion forum participation, and group assignments. Please note that the SafeAssign anti-plagiarism product will be used for written assignments submitted for this course. Please see the instructions included on the LTU Online web site regarding the use of the SafeAssign product.

LTU Academic Honor Code:
Academic integrity and honesty are basic core values of Lawrence Technological University. In carrying out its academic mission, Lawrence Technological University, like all universities, depends on the honesty and integrity of its faculty, staff, and students, and for this reason every member of the Lawrence Technological University community is charged with upholding the Academic Honor Code. Actions that breach the Code erode the trust of those who look to universities for honest evaluations of academic work arrived at through honest processes. Violations may also cause individual harm in that reports of performance made to post-graduate schools, professional societies, and employers would inaccurately represent a student’s progress. Lawrence Technological University is committed to creating an academic community that values both individual and collaborative efforts that promote learning and discovery. Such a community expects honesty and integrity in the work of all its members. The Academic Honor Code speaks to the work of individual students within the community. It should not be construed as arguing against the important collaborations that also occur among students on campus.

Students, faculty, and staff are expected to follow established standards of academic integrity and honesty. Academic misconduct entails dishonesty or deception in fulfilling academic requirements and includes but is not limited to cheating, plagiarism, or the furnishing of false information to the University or a University affiliate in matters related to academics. An affiliate of the University is any person, organization, or company who works in conjunction with Lawrence Technological University for the purposes of assisting students in fulfilling their academic requirements. It is therefore this institution’s stated policy that no form of dishonesty among its faculty or students will be tolerated. Although all members of the University community have an obligation to report occurrences of dishonesty, each individual is principally responsible for his or her own conduct.

Full text of the LTU Academic Honor Code can be found at: http://www.ltu.edu/currentstudents/honor_code.asp

Plagiarism:
From Lawrence Institute of Technology Catalog, pg 17:

“Academic dishonesty includes plagiarism, cheating, forgery, or other acts that deceive or defraud in regard to a student’s own academic work or that of others. Questions of academic dishonesty are reviewed by the Dean of the School responsible for the courses in which they occur. When necessary, cases of academic dishonesty may be referred to the Student Discipline Committee. The usual penalty for academic dishonesty is failure in the course on the first offense and expulsion from the College on the second offense.”

-- Full text adapted from the LTU College of Arts & Science documents. More information and full text is located at: http://www.ltu.edu/arts_sciences/humanities_ss_comm/plagiarism.asp

Retention of Student Work:
As noted in the University’s undergraduate catalog, “all two and three dimensional drawings, as well as reports and other written studies submitted in satisfaction of any required or elective courses become the property of the University. When such work is kept, arrangements will be made for the student to receive suitable photographic copies as a record of his or her design work.” Exemplary examples of student work may be retained for Open House, for accreditation visits, for Honors exhibitions, or as examples for future classes.

Leadership Transcripts Opportunity:
The leadership transcript enables students to track co-curricular activities that are undertaken above-and-beyond the requirements of the LTU curriculum. The leadership transcript serves students by enhancing the leadership portfolio; providing the opportunity for a transcript of distinction; enhancing their resumes; and assisting in articulating leadership experience. It can be accessed by logging on to Banner Web and clicking the Student and Financial Aid tab. Leadership Activities is located at the bottom of the list.