

Course Number and Title: ARCH 150 / Intro to CADD I / 4.0 Credits

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PROJECT 3: Design and Development – Terrain Model; Design Development

Developing a 3D terrain model from a 2D line drawing can aid in the visualization of design ideas.

Assignment 2:

1. Use the proposed site plan you developed to create topography lines for your site design.
2. Translate the topography of your site into a 3D terrain model in SketchUp. Be sure to incorporate solid volumes for the surrounding buildings (not shown in example below but demonstrated in this week's tutorial available online).
3. Revise your *proposed site* plan as necessary and use it as an overlay on the SketchUp model. The image must be output as a .JPG from Photoshop.

Assignment Objectives:

Work between 2D and 3D imagery to aid in design development; become familiar with the different tools and techniques necessary to develop presentation drawings.

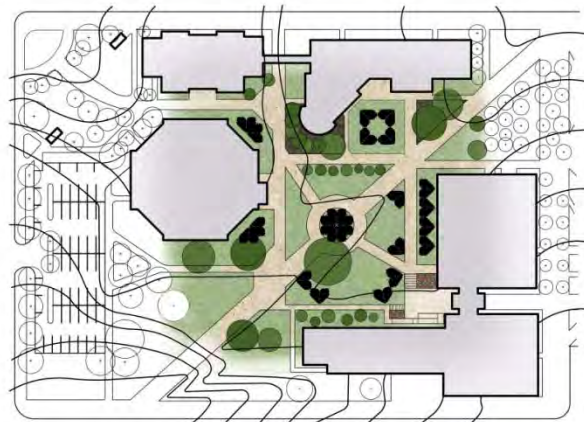
Submission of Work, Project 3, Assignment 2:

Due at 2pm, Tues 5/18/10 (Sect 1) or Thurs 5/20/10 (Sect 2)

- (1) 3D terrain model, developed in SketchUp
- (1) .JPG of terrain model, exported at 300dpi
- (1) .JPG of Final Proposed Site Plan, revised for Week 8 as necessary
- (2, min).JPGs of final design for seating / shade / bike shelter
- Submit digital files of all images due for this week to AW Storage by 2pm:
 - (1) Terrain Model: **YourName_P3A2_Terrain.skp**
 - (1) Terrain Model: **YourName_P3A2_Terrain.jpg (300dpi)**
 - (1) Site Plan: **YourName_P3A1_SitePlan.jpg (300dpi)**
 - (2) Final Design Images: **YourName_P3A1_ShadeStructure.jpg (300dpi)**



SketchUp Terrain Model example .JPG



Proposed Site Plan example .JPG
(Rob Cramer, 2009 – Drexel student)