

## 於。GDAŃSK UNIVERSITY 奶 OF TECHNOLOGY

## Subject card

Subject name and code	CAD Introduction, PG_00055692							
Field of study	Architecture							
Date of commencement of studies	October 2023		Academic year of realisation of subject			2023/2024		
Education level	first-cycle studies		Subject group			Obligatory subject group in the field of study		
Mode of study	Full-time studies		Mode of delivery			at the university		
Year of study	1		Language of instruction		Polish			
Semester of study	1		ECTS credits		2.0			
Learning profile	general academic profile		Assessmer	essment form		assessment		
Conducting unit	Department of Visual Techniques -> Faculty of Architecture							
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. arch. Małgorzata Rogińska-Niesłuchowska						
	Teachers		dr hab. inż. arch. Maria Helenowska-Peschke					
			dr inż. arch. Małgorzata Rogińska-Niesłuchowska					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	t	Seminar	SUM
	Number of study hours	0.0	0.0	30.0	0.0		0.0	30
	E-learning hours included: 0.0							
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study		SUM
	Number of study hours	30		4.0		16.0		50
Subject objectives	The program aims to build students' knowledge about the possibilities of using computer programs to create design documentation and graphical presentations and develop basic skills in this area.							
Learning outcomes	Course outcome		Subject outcome			Method of verification		
	[K6_U03] is able to prepare a graphic, written and oral presentation of your own design concepts in the field of architecture and urban planning, meeting the requirements of a professional record appropriate for architectural and urban design		programs to create models and			[SU1] Assessment of task fulfilment [SU5] Assessment of ability to present the results of task		
[K6_U01] is able to use the experience gained during studies to critically analyze the condition and formulate conclusions for design in an interdisciplinary context		uring studies ne conditions Isions for	creating and editing vector graphics and raster images. He/she can select the suitable			[SU3] Assessment of ability to use knowledge gained from the subject [SU4] Assessment of ability to use methods and tools		

Subject contents	The application of computer	graphics in architectural desig	n					
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	1. Creation of digital spatial models in SketchUp:							
	- creation, modifications and transformations of geometric objects							
	- navigation in virtual space and defining parallel and perspective views							
	2. Creating visualizations of architectural objects based on digital models							
	- the use of materials library and components							
	3. Creating and post-processing raster images in CorelDRAW Graphics Suite							
	4. Creating technical vector drawings in AutoCAD							
	- digital drawing management - properties, styles, layers, blocks, groups, etc.							
	- printing to the scale							
	5. Creating complex digital documents							
	- combining vector drawings, raster images and text							
Prerequisites and co-requisites	IT knowledge at the secondary school level							
Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade					
and criteria	substantive and graphical correctness of practical exercises	100.0%	100.0%					
Recommended reading	Basic literature	1. Course materials: https://enauczanie.pg.edu.pl/moodle/course/ index.php?categoryid=176						
	<ol> <li>User manuals available from the program's levels and/or pro online by software developers</li> </ol>							
	Supplementary literature							
		1. A. Jaskulski, AutoCAD 2020/LT20120 (2013+) Podstawy projektowania parametrycznego i nieparametrycznego. Wersja polska i angielska, PWN 2019 + ćwiczenia https://it.pwn.pl/Artykuly/ AutoCAD-2020-LT-2020-2013						
		2. A. Jaskulski, AutoCAD 2019/LT2019/ Web / Mobile+ / Kurs projektowania parametrycznego i nieparametrycznego 2D i 3D, Wersja polska i angielska, PWN 2018						
		3. W. Wrotek, CorelDRAW Graphics Suite, Helion						
		4. Pottmann H, Asperl A., Hofer M., Kilian A.: <i>Architectural Geometry</i> . Bentley Institute Press						
	eResources addresses	Adresy na platformie eNauczanie:						

Example issues/ example questions/ tasks being completed	Models of architectural objects - viewing platform, pergola, summer house, single family house
	Vector drawings - elevations, conceptual floor plans, detail
	Multi-page document - portfolio
Work placement	Not applicable