

DP3 2020 FA Course Outline

W01 Kickoff Intro / course outline Advanced lofting exercise Chair tutorial Build your own chair	W08 Grasshopper facade Basic Grasshopper tutorial	Course Learning Outcomes (CLOs)
W02 Shadow studies + urban context Advanced modeling tutorial	W09 Grasshopper recap Work session	CLO01 Advanced Modeling -Rhino Surfacing -Grasshopper -Subdivision Surfaces
W03 Subdivision modeling Importing external assets	W10 Advanced lighting / rendering Advanced material settings	CLO02 Advanced Rendering -Sun / Shadow Study -Site Context Building -Advanced Materials Settings -Advanced Lighting
W04 Intro to interactive design Unreal engine interface basics	W11 Guestroom rendering UE rendering Template	CLO03 Interactive Design -Basic Unreal Interface -Basic Interactive Design
W05 UE collisions / triggers Interactive exhibition design	W12 Rendering main space Animation assets final	Midterm Deliverables Interactive Design Wall
W06 UE work session	W13 Lab session	Final Deliverables Still renderings of main space Advanced still renderings of guestrooms Animation fly-through
W07 Midterm Independent midterm for interactive design	W14 Final	