

GANPAT UNIVERSITY									
FACULTY OF ARCHITECTURE DESIGN & PLANNING									
Programme	Bachelor of Architecture				Branch/Spec.	INSTITUTE OF ARCHITECTURE			
Semester	V				Version	2.0.0.0			
Effective from Academic Year			2021-22		Effective for the batch Admitted in			June 2019	
Subject code	2VA08PE		Subject Name		Professional Elective III				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	2	-	-	-	2	Theory	-	-	-
Hours	2	-	-	-	2	Practical	40	60	100
<b>Objective:</b>									
<ul style="list-style-type: none"> <li>Understanding the details and grip over the various graphical and 3D software for advance presentation and skills through rendering mediums as well. SketchUp, CorelDRAW, Photoshop, Illustrator, etc.</li> </ul>									
<b>Learning Outcome:</b>									
<b>LO1:</b> Understanding the software and its application as a whole. <b>LO2:</b> Learning the applications for various off purpose. <b>LO3:</b> Learning the rendering process of the created model. <b>LO4:</b> Overall learning presentation through the dedicated software medium.									
<b>CONTENT &amp; TEACHING UNITS</b>									
<b>Unit</b>	<b>Content</b>								<b>HRS</b>
1	Introduction to the software-purpose, application, techniques with the whole idea of the final output.								06
2	Learning various commands with their specific task and understanding their output for the design.								06
3	Combination of the various commands for the task and continuous repetition of the commands for the better grip and fluency.								06
4	Introduction to the various rendering software with the application and its application over the created model with views, Light, shadows as required.								08
5	Final presentation with use of combination or single software.								06
<b>Reference Books</b>									
1	CorelDRAW X8: The Official Guide by Gary David Bouton								
2	The SketchUp Workflow for Architecture by Michael Brightman								
3	Adobe Photoshop CC Classroom by Andrew Faulkner and Conrad Chavez								
4	Adobe Illustrator Classroom in a Book by Brian Wood								
5	Photographic Rendering with V-Ray for SketchUp by Brian Bradley								

	SA-PO 1	SA-PO 2	SA-PO 3	SA-PO 4	SA-PO 5	SA-PO 6	SA-PO 7	SA-PO 8	SA-PO 9	SA-PSO 1	SA-PSO 2	SA-PSO 3
VSUT/SELE CO1	2	3	2	3	2	3	2	2	2	2	2	2
VSUT/SELE CO2	1	2	3	2	2	2	2	2	3	2	2	1
VSUT/SELE CO3	2	2	2	2	2	3	1	2	1	2	2	3