RGPV (DIPLOMA WING) BHOPAL	OBE CURRICULUM FOR THE COURSE FORMAT- 3								
Branch		ARCHITI	ECTURAL ASSISTANTSHIP	Sem	T	HIRD			
Course Code	303	Course Name	CA	D- II					
Course Outcome1	Stude	ent will be able to	develop and render 3D building models in	SketchUP	Teach Hrs	Marks			
Learning Outcome 1	Studen models	cted three-dimensional	12	10					
	2.	Basics of Sketch- a. Using ske b. Viewing a c. Creating o d. Using var e. Creating 3	up tch-up and navigation in 3D space objects ious draw tool bars 3D objects using draw tool bars						
Method of Assessment	;		INTERNAL (PT -1)						
Learning Outcome 2	odifying three- iUp	13	10						
Contents	1.	<ul> <li>Modifying object</li> <li>a. Modification</li> <li>b. Editing and r</li> <li>Using Custom mate</li> <li>a. Various mate</li> <li>b. Blocks of doc</li> </ul>	s methods nodifying of shapes aterials rials of walls, ceiling, glass, grass etc. or, window, people, animals, furniture etc.						

Method of Assessment	INTERNAL: PORTFOLIO SUBMISSION									
Learning Outcome 3	Student will be able to import/ export building drawings in SketchUp	13	10							
Contonts	1. Working with Files and Importing & Exporting									
Contents	2. Exporting AutoCAD plan into 3D space									
Method of Assessment	INTERNAL: PORTFOLIO SUBMISSION									
Learning Outcome 4	Student will be able to Use SketchUp rendering plug-ins, to enhance visual communication	13	15							
Learning outcome	throughout the design process	13	15							
Contents	1. Light and Cameras									
Contents	a. Artificial and Solar lighting in the scene									
	b. Using cameras									
	2. Walkthroughs- designating path to a camera									
	3. Rendering									
	a. Rendering scene									
	b. Creating environment									
Method of Assessment	EXTERNAL: PRACTICAL									
Course Outcome 2	Student will be able to develop and render 3D building models in Autodesk Revit									
Learning Outcome1	Student will be able to prepare accurate, organized, efficiently constructed three- dimensional models of objects, buildings and interior spaces in Autodesk Revit	12	10							

Contents	1. The Basics of BIM									
	2. Introduction to Autodesk Revit Architecture									
	a. Starting the project,									
	b. Understanding the User Interface									
	c. The Basics of the Toolbox Selecting,									
	3. Creating Walls and Basic Building Components									
	a. Modeling Floors, Ceilings, and Roofs									
	b. Understanding Floor Types									
	c. Sketching for Floors, Ceilings, and Roofs									
	d. Modeling Slab Edges									
	e. Modeling Floor Finishes									
	f. Creating Ceilings									
	g. Understanding Roof Modeling Methods									
	h. Using Advanced Shape Editing with Floors and Roofs									
	4. Creating Stairs and Railings									
	a. Designing Stairs and Railings									
	b. Reviewing the Key Components of Stairs and Railings									
	c. Creating Stairs									
	d. Annotating Stairs									
	e. Creating Railings									
	f. Using the Railing Tool for Other Objects									
	5. Using the Editing Tools									
	a. Modifying, and Replacing Elements									
	b. Editing Elements Interactively									
	c. Exploring Other Editing Tools									
Method of Assessment	INTERNAL (PT -2)	INTERNAL (PT -2)								
Learning Outcome?	Student will be able to employ a variety of methods for creating and modifying three-	10	10							
Lear ming Outcomez	dimensional models of objects, buildings, and interior spaces in Autodesk Revit	13	10							

Contents	1. Adding Annotations and Dimensions										
	a. Annotating the Design										
	b. Annotation category,										
	c. Annotating with Text and Keynotes										
	d. Annotating with Tags										
	e. Adding Dimensions										
	2. Extended Modeling Techniques										
	a. Creating Simple Curtain Walls										
	b. Creating Complex Curtain Walls										
	3. Configuring Templates and Standards										
	a. Introducing Project Templates										
	b. Customizing Project Settings										
	c. Creating Custom Annotations										
	d. Starting a Project with a Custom Template										
Method of Assessment	INTERNAL: PORTFOLIO SUBMISSION										
Learning Outcome 3	Student will be able to import/ export building drawings in Autodesk Revit	13	10								
	1. Inserting and using CAD data										
	2. Using inserted 3D data										
Contents	3. Exporting CAD data										
	a. Exporting 2D CAD data										
	b. Exporting 3D model data										
Method of Assessment	INTERNAL: PORTFOLIO SUBMISSION										
	Student will be able to Use Autodesk Revit rendering plug-ins, to enhance visual	10									
Learning Outcome 4	communication throughout the design process	13	15								
	1. Visualization										
	a Role of Visualization										
	a. Role of Visualization										
Contents	<ul><li>a. Role of Visualization</li><li>b. View Controls</li></ul>										
Contents	<ul><li>a. Role of Visualization</li><li>b. View Controls</li><li>c. Analytic Visualization</li></ul>										

Method of Assessment	EXTERNAL: PRACTICAL		
Course Outcome 3	Student will be able to develop 3D building models in Autodesk 3Ds Max		
Learning Outcome 1	Student will be able to prepare accurate, organized, efficiently constructed three-dimensional models of objects, buildings and interior spaces in Autodesk 3Ds Max	03	05
Contents	<ol> <li>Introduction to 3D Studio MAX</li> <li>Basics of 3D Studio MAX         <ul> <li>Using 3D Studio MAX</li> <li>Using 3D Studio MAX</li> <li>Viewing and navigation in 3D space</li> <li>Selecting objects, using transformers</li> <li>Precision and drawing aids</li> </ul> </li> <li>Creating Objects         <ul> <li>Creating Objects</li> <li>Creating geometric primitives and patches</li> <li>Creating spline and text shapes. Creating lofts</li> <li>Creating morphs, Booleans and particle systems</li> <li>Creating copies and arrays</li> </ul> </li> </ol>		
Method of Assessment	INTERNAL (PT -1)		
Learning Outcome 2	Student will be able to employ a variety of methods for creating and modifying three- dimensional models of objects, buildings, and interior spaces in Autodesk 3Ds Max	03	05
Contents	<ol> <li>Modifying objects         <ol> <li>Modification methods</li> <li>Applying geometric modifiers</li> <li>Editing and modifying shapes</li> <li>Editing meshes. Editing patch surfaces</li> </ol> </li> </ol>		
Method of Assessment	INTERNAL (PT -2)		

RGP	V (Dipl	oma Wir	ng) S(	CHEME FOR LEARNING OUTCOME		r Bra	anch C	ode	Course (		Code 3	CO Code	LO Code	Format
Bhop	pal			00100		A	0	6	3	0	3	1	1	No. 4
COUR	SE NAME				CA	D II								
CO De	scription			Student will be abl	e to develop and r	ender 3D	) build	ling n	nodel	s in S	Sket	chUP		
LO De	scription	Student will spaces in Ske	be able to pre etchUp	epare accurate, organize	d, efficiently constr	ructed three	ee-din	nensic	onal n	nodel	s of	objects, l	ouildings	and interior
				SC	CHEME OF STUI	ЭY								
S. No.	L	earning Cont	ent	Teaching – Learning Method	Description o Process	f T-L	Teac H	hing rs.	Pra /Tu	actic: ut Hi	al rs.	LRs R	equired	Remarks
1.1.1	<ul> <li>1.1.1 Introduction to Sketchup</li> <li>1.1.2 Basics of Sketch-up <ul> <li>a. Using sketch-up</li> <li>b. Viewing and navigation in 3E space</li> <li>c. Creating objects</li> <li>d. Using various draw tool bars</li> <li>e. Creating 3D objects using draw tool bars</li> </ul> </li> </ul>			<ul> <li>Interactive classroom teachings</li> <li>Demonstration</li> </ul>	<ul> <li>Teacher will expl the contents and pr handouts to studen guide them for des study.</li> <li>The student will be the basics of Sketc and submit the assignment given be faculty</li> </ul>	ain rovide ts, ktop learn hup by the	(	02		10		<ul> <li>White b</li> <li>Smart C</li> <li>similar fa</li> <li>SketchU</li> <li>software</li> <li>Desktop</li> <li>Internet</li> <li>Connection</li> </ul>	oard lassroom cility Jp on	/
			SCHI	EME OF ASSESSMEN	NT									
S. No.	Met Asse	thod of ssment		ment	Maximu Mark	ım s		Res	ource	es R	equired		External / Internal	
1	Wri	tten test	• Short answ	vers/ descriptive question	ons	10		• Test paper INTERNA (PT -1)					INTERNAL (PT -1)	
			1	ADDITIONAL INSTR	UCTIONS FOR 7 (IF ANY)	THE HO	D/ FA	CUL	ГҮ					
					NIL									

RGP	RGPV (Diploma Wing) States State		g) SC	CHEME FOR LEARNING OUTCOME		7 F	Brai	nch C	ch Code		Course Co		CO Code	LO Code	Format
Bhop	al					-	A	0	6	3	0	3		2	No. 4
COURS	SE NAME				C	AD II									
CO Des	cription			Student will be able to develop and render 3D building models in SketchUP											
LO Des	cription	Student will b interior spaces	e able to em s in SketchU	ploy a variety of methods for creating and modifying three-dimensional models of objects, buildings, and p										dings, and	
				S	CHEME OF STU	DY									
S. No.	L	earning Conte	ent	Teaching – Learning Method	Description of Process	of T-L		Геас Н	hing rs.	Pra /T	actica ut H1	al 's.	LRs R	equired	Remarks
1.2.1	<ul> <li>1.2.1 Modifying objects <ul> <li>a. Modification methods</li> <li>b. Editing and modifying of shapes</li> </ul> </li> <li>1.2.2 Using Custom materials <ul> <li>a. Various materials of walls, ceiling, glass, grass etc.</li> <li>b. Blocks of door, window, people, animals, furniture etc.</li> </ul> </li> </ul>			<ul> <li>Interactive classroom teachings</li> <li>Demonstration</li> </ul>	<ul> <li>Teacher will explain the contents and demonstrate the technique</li> <li>The student will learn to create 3d models of an interior space and small buildings</li> </ul>			-			13		<ul> <li>White bo</li> <li>Smart C</li> <li>similar fac</li> <li>SketchU</li> <li>software</li> <li>Desktop</li> <li>Internet</li> <li>Connection</li> </ul>	oard lassroom cility p	
				SCHE	EME OF ASSESSI	MENT									
S. No.	Met Asse	hod of ssment		Description of Assess	ment	Maxi Ma	mun rks	n		Res	ource	es R	equired		External / Internal
1	Portfolio	submission	• Drawings presentation	will be assessed based on accuracy and n techniques.				D	eskto co	op, Sk onnec	etchu tion,	ip so disp	oftware, ii olay facilit	nternet y	INTERNAL
			1	ADDITIONAL INSTR	RUCTIONS FOR	THE H	OD	)/ FA	CUL	<b>TY</b> (1	IF AI	NY)			

RGP	RGPV (Diploma Wing)			SCHEME FOR LEARNING			Branch Code			Course Code			LO Code	Format
Bhop	al (	<del>-</del>	<b>5</b> /	OUTCO	OME	P	A 0	6	3	0	3	1	3	No. <b>4</b>
COURS	SE NAME		!		CA	AD II	'						· · ·	
CO Des	scription			Student will be abl	le to develop and r	ender 3	BD buil	ding n	nodel	s in S	keto	chUP		
LO Des	scription	Student will be	able to im	port/ export building dra	awings in SketchU	р								
		·		SC	CHEME OF STUI	DY								
S. No.	L	earning Conter	nt	Teaching – Learning Method	Description o Process	of T-L	Teac F	ching Irs.	Pra /Tu	actica 1t Hr	tical LRs Required			Remarks
1.3.1	Working with Files and Importing & Exporting			<ul><li>Interactive classroom teachings</li><li>Demonstration</li></ul>	• Teacher will exp the contents and demonstrate the	lain		- 13			• • •	White bo Smart Cl similar fac	oard assroom cility	/
1.3.2	Exporting <i>s</i> pace	AutoCAD plan i	nto 3D		<ul> <li>technique</li> <li>The student will to download 3d me from warehouse an install extensions</li> </ul>	learn odels nd					S (	<ul> <li>SketchUg</li> <li>Software</li> <li>Desktop</li> <li>Internet</li> <li>Connectio</li> </ul>	p	
				SCHE	EME OF ASSESS	MENT								
S. No.	Met Asse	thod of ssment		Description of Assess	ment	Maxin Ma	num rks		Reso	ource	s Re	equired		External / Internal
1         Portfolio submission         • Drawings will be assessed based presentation techniques.					on accuracy and	10		Deskto co	op, Sk	etchu tion,	p so disp	oftware, i lay facili	nternet ty	INTERNAL
	·	· · ·		ADDITIONAL INSTR	RUCTIONS FOR '	тне н	OD/ FA	CUL	TY (I	F AN	Y)			

RGP Bhop	RGPV (Diploma Wing) Shopal			CHEME FOR DUTCO	R LEARNINGEOMEA			Code 6	Course Code303		de 3	$\begin{array}{c c} CO & LO \\ Code & Code \\ \hline \end{array} \\ \hline \\$		For No.	mat 4
COURS	SE NAME			CAD II											
CO Des	cription			Student will be able to develop and render 3D building models in SketchUP											
LO Des	cription	Student will be	able to Us	Jse SketchUp rendering plug-ins, to enhance visual communication throughout the design process											
				SC	CHEME OF STUI	θY									
S. No.	L	earning Conter	nt	Teaching – Learning Method	Description o Process	f T-L	Teac E	eaching Hrs.		Practical /Tut Hrs.		LRs Requi		R	emarks
1.4.1 1.4.2 1.4.3	Light and Cameras a. Artificial and Solar lighting in the scene b. Using cameras Walkthroughs- designating path to a camera Rendering a. Rendering scene b. Creating environment			<ul> <li>Interactive classroom teachings</li> <li>Demonstration</li> </ul>	<ul> <li>Teacher will explicit explicit the contents and demonstrate the technique</li> <li>The student will have a student the lighting the create realistic render a student will be a student will have a s</li></ul>	ain earn ng and ler of		-		13	• \$ sin • \$ so • 1 • 1 Co	White bo Smart Cl milar fao SketchU oftware Desktop Internet onnectio	oard lassroom cility p n	.1	
			SCH	EME OF ASSESSMEN	NT										
S. No.	Met Asse	thod of ssment		Description of Assess	ment Maxin Mar		mum arks		<b>Resources</b> R			Required		Ext In	ternal / ternal
1	Portfolio	and display	Presentati	on on drawings submitte	ed by Student	15		• Display facility				EXT PRA	ERNAL: CTICAL		

ADDITIONAL INSTRUCTIONS FOR	THE HOD/ F.	ACULTY	
(IF ANY)			

NIL

RGPV (Diploma Wing) SC	CHEME FOR LEARNING			Branch Code			ırse C	ode	CO Code	LO Code	Format		
Bhopal	_		UUICU	<b>NIE</b>	A	0	6	3	0	3	2	1	No. 4
COURSE NAME	E			CAD I	[					1			
CO Description			Student will be able to develop and render 3D building models in Autodesk Revit										
LO Description	Student will be abl spaces in Autodesk	e to pre c Revit	pare accurate, organize	d, efficiently constructe	d thre	ee-dim	ensic	onal n	nodel	s of	objects, ł	ouilding	s and interior
			SC	CHEME OF STUDY									
S. No. Learning Content			Teaching – Learning Method	Description of T- Process	_	Teac H	hing rs.	Pra /T	actica ut H1	al rs.	LRs R	equired	Remarks
2.1.1The Basic2.1.2IntroductiArchitecta. Stab. UnIntroductionc. ThSel2.1.3CreatingComponea. ModeRoodb. Undc. Sketandd. Modee. Modef. Creatingg. UndMethh. Usinwith	es of BIM ion to Autodesk ure arting the project, iderstanding the erface e Basics of the T lecting, Walls and Basic B ents deling Floors, Ceiling fs erstanding Floor Type teching for Floors, C Roofs deling Slab Edges deling Floor Finishes ating Ceilings erstanding Roof M hods ag Advanced Shape Floors and Roofs	Revit User Foolbox Building gs, and es ceilings, odeling Editing	<ul> <li>Interactive classroom teachings</li> <li>Demonstration</li> </ul>	<ul> <li>Teacher will explain the contents and provid handouts to students, guide them for desktop study.</li> <li>The student will learn the basics of 3ds Max and submit the assignment given by the faculty</li> </ul>	e		-		12		• White bo • Smart C similar fac • Revit so • Desktop • Internet Connectio	oard lassroom cility ftware on	

2.1.4	Creating Stairs and Railing	gs											
	a. Designing Stairs and	nd Railings											
	b. Reviewing th	ne Key											
	Components of	Stairs and											
	Railings												
	c. Creating Stairs												
	d. Annotating Stairs												
	e. Creating Railings												
	f. Using the Railing	g Tool for											
	Other Objects												
2.1.5	Using the Editing Tools												
	a. Modifying, and	Replacing											
	Elements												
	b. Editing Elements I	Interactively											
		SCHE	CME OF ASSESSMEN	NT									
a 11	Method of				Maximu	m			External /				
S. No.	Assessment		Description of Assessi	nent	Marks	5	Resources R	equired	Internal				
1	Written test	• Short answ	vers/ descriptive questio	ons	10	•	Test paper		INTERNAL				
							1 1		(PT -2)				
	1	<u> </u>		LICTIONS FOR	 ТПЕ ПОГ		ΓV		. /				
	ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY												
				NIL									

RGP	V (Dipl	oma Wing)	SC	CHEME FOR DUTCO	B	anch	Code	Course Code		ode	CO LO Code Code		Format		
виор						A	0	0	5	0	3	2	2	No. 4	
COURS	<b>E NAME</b>				CA	AD II									
CO Des	cription			Student will be able t	o develop and ren	der 3D b	uildiı	ig mo	dels i	n Aut	ode	sk Revit			
LO Des	cription	Student will be ab	le to emp Autodesl	ploy a variety of methods for creating and modifying three-dimensional models of objects, buildings, and k Revit											
				SC	CHEME OF STUI	DY									
S. No.	L	earning Content		Teaching – Learning Method	Description o Process	f T-L	Tea l	ching Irs.	Pr /T	actica ut Hr	ıl rs.	LRs R	equired	Remarks	
2.2.1	Adding Ani a. Anno b. Anno c. Anno Keyr d. Anno e. Addi Extended M a. Crea b. Crea Wall Configuring a. Intro b. Cus c. Crea d. Star Cus	notations and Dime otating the Design otation category, otating with Ten- notes otating with Tags ong Dimensions Todeling Technique ting Simple Curtain ting Complex s g Templates and Sta oducing Project Ten- tomizing Project Se ating Custom Anno- ting a Project tom Template	nsions xt and es n Walls Curtain andards mplates ettings tations with a	<ul> <li>Interactive classroom teachings</li> <li>Demonstration</li> </ul>	<ul> <li>Teacher will expl the contents and demonstrate the technique</li> <li>The student will to create 3d model interior space and buildings</li> </ul>	lain learn s of an small		-		13		White bo     Smart C     similar fac     Revit sof     Desktop     Internet     Connectio	oard lassroom cility ftware n		
	1	1	SCHE	ME OF ASSESSME	NT										
S. No.	Met Asses	hod of ssment		Description of Assess	Maxim Marl	Maximum MarksResources RequiredEx In						External / Internal			

1	Portfolio submission	• Drawings will be assessed based on accuracy and presentation techniques.	10	Desktop, Revit software, internet connection, display facility	INTERNAL								
	ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)												
	NIL												

RGP Bhop	V (Dipl al	oma Win	g) <sup>9</sup>	SCHEME FOR OUTCO	LEARNING ME	Brand Brand	anch C	ode 6	Cou 3	orse C	ode 3	CO Code 2	LO Code 3	Format No. <b>4</b>
COURS	SE NAME		'		CA	AD II							<u> </u>	
CO Des	scription			Student will be able t	o develop and ren	der 3D bı	uilding	g mod	lels ir	n Au	tode	sk Revit		
LO Des	scription	Student will b	e able to	import/ export building dr	awings in Autodesl	k Revit								
SCHEME OF STUDY														
S. No.	L	earning Cont	ent	Teaching – Learning Method	Description o Process	of T-L	Teac H	hing rs.	Pra /Tu	actica ut Hi	al rs.	LRs R	equired	Remarks
2.3.1	Inserting an <b>1.</b> Usin Exporting ( a. Exporting b. Exporting	nd using CAD ng inserted 3D CAD data g 2D CAD dat g 3D model da	data data a ta	<ul> <li>Interactive classroom teachings</li> <li>Demonstration</li> </ul>	<ul> <li>Teacher will exp the contents and demonstrate the technique</li> <li>The student will to assemble files a manage them in 3c</li> </ul>	lain learn nd ls Max		-	<ul> <li>13</li> <li>White board</li> <li>Smart Classroo similar facility</li> <li>Revit software</li> <li>Desktop</li> <li>Internet</li> <li>Connection</li> </ul>				oard lassroom cility ftware on	1/
			SC	HEME OF ASSESSME	NT									
S. No.	Met Asse	thod of ssment		Description of Assess	ment	Maximu Mark	ım s	<b>Resources Required</b>						External / Internal
1	Portfolic	submission	• Drawin presentat	gs will be assessed based of the based of th	10		Desktop, Revit software, internet connection, display facility					INTERNAL		
				ADDITIONAL INSTR	RUCTIONS FOR 7 (IF ANY)	THE HO	D/ FA	CUL	ТҮ					
					NIL									

RGP Bhop	V (Dipl al	oma Wing	g) S	CHEME FOR OUTCO	LEARNING DME		Branch ( A 0	Code 6	Cou 3	rse Co 0	ode 3	CO Code 2	LO Code 4	Format No. <b>4</b>			
COURS	E NAME				CA	AD II							1				
CO Des	cription			Student will be able t	o develop and ren	der 3D	buildin	g mod	lels ir	a Aut	ode	sk Revit					
LO Des	cription	Student will be	e able to Us	se Autodesk Revit rendering plug-ins, to enhance visual communication throughout the design process													
SCHEME OF STUDY																	
S. No.	L	earning Conte	nt	Teaching – Learning Method	Description o Process	Teac F	ching Irs.	Practical /Tut Hrs.			LRs R	equired	Remarks				
2.4.1	Visualizatio a. Role b. Vie c. Ana d. Pho	on e of Visualizati w Controls lytic Visualizat torealistic Visu	on ion alization	<ul> <li>Interactive classroom teachings</li> <li>Demonstration</li> </ul>	<ul> <li>Teacher will exp the contents and demonstrate the technique</li> <li>The student will to adjust the lightin camera position ar create realistic rem 3d models</li> </ul>		-		13		<ul> <li>White be Smart C</li> <li>Smart C</li> <li>similar fae</li> <li>Revit so</li> <li>Desktop</li> <li>Internet</li> <li>Connection</li> </ul>	oard lassroom cility ftware on	/				
			SCH	EME OF ASSESSME	NT												
S. No.	Met Asses	hod of ssment		Description of Assess	ment	Maxiı Ma	num rks		Reso	ource	es Ro	equired		External / Internal			
1	Portfolio	and display	• Presentati	on on drawings submitt	15		Display facility     F					EXTERNAL: PRACTICAL					
	ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)																

RGP	V (Dipl	oma Wing)	SC	CHEME FOR	Br	anch C	ode	Course Code			CO LO Code Code		Format			
Bhop	bal			UUICU		A	0	6	3	0	3	3	1	No. <b>4</b>		
COURS	SE NAME				CAD I	I				1						
CO Des	scription			Student will be a	Student will be able to develop 3D building models in Autodesk 3Ds Max											
LO Des	scription	Student will be able spaces in Autodesk	e to pre 3Ds M	bare accurate, organized, efficiently constructed three-dimensional models of objects, buildings and interior												
				S	CHEME OF STUDY											
S. No.	L	earning Content		Teaching – Learning Method	Description of T- Process	L	Teaching Practics					LRs R	equired	l Remarks		
3.1.1 3.1.2 3.1.3	Introductio Basics of 3 a. Us b. Vie spa c. Sel trat d. Pre Creating O a. Cre b. Cre and c. Cre shaj d. Cre and e. Cre syst f. Cre	n to 3D Studio MAX D Studio MAX ing 3D Studio MAX ewing and navigation dece lecting objects, nsformers ecision and drawing a bjects ation methods ating geometric prin patches ating spline and pes. Creating lofts ating morphs, Bo particle systems ating space warp tems ating copies and arra	n in 3D using aids mitives text poleans s and tys	<ul> <li>Interactive classroom teachings</li> <li>Demonstration</li> </ul>	<ul> <li>Teacher will explain the contents and provid handouts to students, guide them for desktop study.</li> <li>The student will learn to import/ export files from Sketchup and submit assignment give by the faculty</li> </ul>	le n		-		3		• White b • Smart C similar fa • 3Ds Ma • Desktop • Internet Connectio	oard lassroom cility x softwar	n / re		
			SCHE	ME OF ASSESSME	NT							1				

S. No.	Method of Assessment	Description of Assessment	Maximum Marks	<b>Resources Required</b>	External / Internal							
1	Written test	Short answers/ descriptive questions	ort answers/ descriptive questions 5 • Test par									
ADDITIONAL INSTRUCTIONS FOR THE HOD/ FACULTY (IF ANY)												
NIL												

RGP Bhor	V (Dipl pal	oma Wing	g) S(	CHEME FOR OUTCO	LEARNING DME	r Br	anch C	Code 6	Course Code           3         0         3		CO Code 3	LO Code 2	Format No. <b>4</b>			
COURS	SE NAME				CA	AD II										
CO Des	scription			Student will be able to develop 3D building models in Autodesk 3Ds Max												
LO Des	cription	Student will be interior spaces	e able to em	employ a variety of methods for creating and modifying three-dimensional models of objects, buildings, and lesk 3Ds Max												
				S	CHEME OF STUE	DY										
S. No.	L	earning Conte	ent	Teaching – Learning Method	Description o Process	f T-L	Teac H	hing [rs.	Pr /T	actic: ut H	al rs.	LRs R	equired	Remarks		
3.2.1	Modifying Modificatio Applying g Editing and Editing me	objects on methods eometric modif l modifying sha shes. Editing pa	fiers pes atch surfaces	<ul> <li>Interactive classroom teachings</li> <li>Demonstration</li> </ul>	<ul> <li>Teacher will explain the contents and provide handouts to students, guide them for desktop study.</li> <li>The student will learn to import/ export files from 3Ds Max and submit assignment giver</li> </ul>				3 .		<ul> <li>Smart Classroom / similar facility</li> <li>3Ds Max software</li> <li>Desktop</li> <li>Internet Connection</li> </ul>		n / re			
			SCHI	CME OF ASSESSME	NT											
S. No.	Met Asse	thod of ssment		ment	Maximu Mark	ximum Iarks Resource				es R	Required		External / Internal			
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			I	ADDITIONAL INSTR	RUCTIONS FOR 7 (IF ANY)	ГНЕ НО	D/ FA	CUL	TY							
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