

Title	Modelling with SketchUp in Landscape Architecture		
<i>Code</i>	6TF63MSUCXN		
<i>Prerequisites</i>	Basics in CAD/GIS are useful, but it's not compulsory		
<i>Description</i>	<p>SketchUp is simple but powerful tool to create 3D ideas. This 3D software is a unique from the graphics and 3D visualisation software. The simplicity of the software makes it extremely quick to take a sketch and recreate into any 3D object. It is suitable for viewing and modification and our work can easily publish on the Internet. Drawing can be combined with the elegance and spontaneity of pencil but on the digital wax. It's not only for sketching - complex drawings can be created with it too.</p> <p>The students will get a practical and handy knowledge about how to create, edit, manipulate and present models in landscape architecture or in open space design. The laboratory exercises will cover: working with objects (selecting, cloning, transforming, cloning etc.); modelling basics (drawing and modifying objects), applying materials, adding effects, using scenes.</p>		
<i>Lecturer</i>	József László MOLNÁR		
<i>Semester</i>	Fall/spring	<i>Contact hours/week</i>	2
<i>Level</i>	Undergraduate	<i>ECTS Credit</i>	4
<i>Teaching and Learning Methods</i>	<p><i>Computer laboratory training with Trimble SketchUp 8 software. Daily tasks (theoretical background, practical advice), homeworks to solve the students work individually.</i></p>		
<i>Reading</i>	Trimble SketchUp Help;, Google SketchUp and SketchUp Pro 7 Bible		
<i>Assessment</i>	<p>Based on students' individual work submitted (digital models) and their weekly activity. Final work.</p> <ul style="list-style-type: none"> • Course works 10% • Home works 20% • Mid term exam 30% • Final exam 40% 		