هيئة تقويم التعليم والتدريب
Education & Training Evaluation Commission

T-104
2022

Course Specification

Course Title: Computer Aided Presentation (2) (الإظهار بالحاسب)
Course Code: IND 644
Program: Interior Design Program
Department: Architecture Department
College: College of Engineering and Information Technology
Institution: Onaizah Private Colleges
Version: Third Version
Last Revision Date: 2025-05-20

Previous Course Specification
https://drive.google.com/file/d/1FSm1Y-ipFwqUlliQ1ZJReDWeyPN75njz/view

Table of Contents:

A. General information about the course:

Course Identification	
1. Credit hours:	3 Credit Hours [1 Theoretical + 2 Practical]
2. Course type a. University ☐ College ☐ Department ☒ Track ☐ Others ☐ b. Required ☒ Elective ☐	
3. Level/year at which this course is offered:	Sixth Level / Third Year
4. Course general Description This course builds on the foundational skills developed in Computer-Aided Presentation 1, advancing students' ability to communicate interior design concepts through professional digital visualization tools. Emphasis is placed on the integration of 2D and 3D workflows, high-quality rendering, composition of complex presentation boards, and the creation of interactive visual content. Students will explore advanced techniques using industry-standard software such as Adobe Creative Suite, Sketch-Up, and rendering engines like V-Ray and Inscape, enhancing their capacity to present interior spaces with photorealistic quality and refined visual storytelling. The course also introduces digital layout strategies for portfolios, client presentations, and design documentation. By the end of the course, students will be able to produce cohesive, technically accurate, and visually compelling digital presentations that reflect professional standards in the interior design field.	
5. Pre-requirements for this course (if any): CSC 105, CSC 111, IND 341, IND 442, IND 543.	
6. Co- requirements for this course (if any): None	
7. Course Main Objective(s) This course aims to advance students' digital presentation capabilities by building on previously acquired skills in visual communication and design software. It focuses on developing proficiency in integrating 2D drafting and 3D modeling, applying advanced rendering techniques, and organizing presentation content for professional-level interior design communication. Students will explore digital strategies to enhance realism, spatial depth, and narrative clarity in their work. The course emphasizes the use of industry-standard tools to create cohesive portfolios, presentation boards, and client deliverables that clearly express design intent. By the end of the course, students will be able to produce technically accurate, visually refined, and contextually appropriate digital presentations for a variety of interior design projects.	

1. Teaching mode

No.	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	75	100%
2	E-learning		
3	Hybrid • Traditional classroom • E-learning		

No.	Mode of Instruction	Contact Hours	Percentage
4	Distance learning		

2. Contact Hours (based on the academic semester)

No.	Activity	Contact Hours
1	Lectures	15
2	Laboratory/Studio	60
3	Field	
4	Tutorial	
5	Others (specify)	
Total		**75**

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
1.0	Knowledge and understanding			
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2.0	Skills			
IND 644.C LO.S.1	Generate interior design solutions and detailed presentations using digital tools that demonstrate thoughtful material selection, furniture specification, and sustainable design considerations	S.1(التصميم برنامج الداخلى Interior Design)	Primary: Interactive Lecture \ Demonstration Additional: Discussion (or similar active learning strategies)	Formative: Project Assessment (Rubric) Summative: Student Portfolio
IND 644.C LO.S.2	Create professional-quality visualizations and presentation boards using advanced digital tools and techniques for interior design communication	S.5(التصميم برنامج الداخلى Interior Design)	Primary: Lab Work/Experiment Additional: Project or Research (Individual or Group)	Formative: Practical Assessment (Rubric) Summative: Student Portfolio
IND 644.C LO.S.3	Demonstrate digital interior design solutions using 2D and 3D software tools to effectively	S.6(التصميم برنامج الداخلى Interior Design)	Primary: Discussion (or similar active learning strategies)	Formative: Presentation (Individual or Group) (Rubric)

Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
	communicate project concepts and details to stakeholders		Additional: Tutorial	Summative: Student Portfolio
3.0	**Values, Autonomy, and Responsibility**			
IND 644.CLO.V.1	Demonstrate responsible and independent decision-making in the development and digital presentation of interior design projects	V.3(التصميم برنامج الداخلى Interior Design)	Primary: Independent Study or Research Additional: Lab Work/Experiment	Formative: Observation (Instructor/ Students/ Committee) (Rubric) Summative: Student Portfolio

C. Course Content

No.	List of Topics	Contact Hours
1	Introduction to 3D Modeling for Interior Design: - Importance of 3D in spatial design communication. - Interface overview: Sketch Up / 3ds Max. - Units, templates, and navigation basics.	5
2	Basic Modeling Tools and Geometry Creation: - Drawing tools: lines, rectangles, arcs, circles. - Push/pull, move, scale, rotate, offset. - Groups and components.	5
3	Modeling Interior Spaces: - Walls, floors, ceilings. - Openings: doors, windows, voids. - Basic room layout and furniture blocks.	5
4	Using Layers, Tags, and Scenes: - Organizing model geometry. - Scene creation for views. - Visibility control and object management.	5
5	Applying Materials and Textures: - Importing and editing materials. - Creating custom textures. - Mapping materials for realistic surfaces.	5
6	Furniture and Component Libraries: - Using 3D Warehouse (Sketch Up) / Asset Browser (3ds Max). - Importing external models. - Scaling and editing downloaded objects.	5
7	Lighting in 3D Models: - Default lighting vs. artificial lights. - Light types: point, spot, directional (in 3ds Max/SketchUp extensions). - Simulating natural daylight.	5
8	Camera Setup and Composition: - Placing and adjusting cameras. - Setting up interior views and walk-through paths. - Field of view, perspective settings.	5
9	Midterm.	5

10	Introduction to Rendering Engines: - (e.g., V-Ray, Inscape, Corona Renderer). - Rendering interface overview. - Applying global illumination, adjusting quality settings. - Test renders and material lighting feedback.	5
11	High-Quality Interior Rendering Techniques: - Setting up scene lighting for realism. - Reflection, refraction, and bump maps. - Composition and visual balance in render views.	5
12	Post-Production in Photoshop: - Enhancing renders: contrast, color correction, shadow depth. - Adding entourage (people, trees, furniture overlays). - Compositing render passes.	5
13	Modeling Complex Forms and Custom Furniture: - Advanced shapes using follow-me, lofting, subdivision. - Modeling soft furniture (e.g., couches, cushions). - Exporting/importing between 3ds Max and Sketch Up.	5
14	Final Project Work Session: - Instructor review and individual feedback. - Refinement of models, materials, and presentation renders.	5
15	Final Project Submission and Critique: - Full 3D model presentation with views and renderings. - Peer review and discussion. - Final project evaluation and wrap-up.	5
Total		**75**

D. Students Assessment Activities

No.	Assessment Activities*	Assessment Timing (in Week No.)	Percentage of Total Assessment Score
1	Student Portfolio	15th	15%
2	Project Assessment (Rubric)	15th	30%
3	Practical Assessment (Rubric)	During the Course	40%
4	Presentation (Individual or Group) (Rubric)	10th	10%
5	Observation (Instructor/ Students/ Committee) (Rubric)	During the Course	5%
			100%

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.)

E. Learning Resources and Facilities

1. References and Learning Resources

Essential References	- Autodesk 3ds Max 2020 Essentials, Sybex. - Mastering Autodesk 3D Max 2013.
Supportive References	- Architectural Rendering with 3ds Max and V-Ray: Photorealistic Visualization.
Electronic Materials	None.
Other Learning Materials	- YouTube Tutorials.

2. Required Facilities and Equipment

Items	Resources
Facilities (Classrooms, Laboratories, Exhibition Rooms, Simulation Rooms, etc.)	Lecture Hall, Computer Lab.
Technology Equipment (Projector, Smart Board, Software)	Smart Board or multi-media projector with Desktop or Laptop computer. Auto-desk 3D Max and its plugins (VRay + Corona).
Other Equipment (Depending on the nature of the specialty)	3D Max Software (Latest version). V-Ray Plug-in. Corona Plug-in.

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	Peer Reviewer	Direct (peer classroom observation according to the approved Rubric)
Effectiveness of students' assessment	Faculty/Instructor	Direct (analysis of CLOs assessment results and grade distributions)
Quality of learning resources	Students	Indirect (course evaluation survey)
The extent to which CLOs have been achieved	Faculty/Instructor	Direct (CLOs assessment and analysis of results according to CLOs targets)
	Students	Indirect (Students through course evaluation survey)
Commitment to learning and teaching strategies and assessment methods included in the program and course specifications	Peer Reviewer	Direct (Peer- classroom observation according to the approved Rubric in OC-QMS)
	Department Chair through Students Focus Groups	Indirect (Chair – survey questions to a focus group of students according to OC QMS)
Action Plan Continuity (Closing the Loop)	QAC (Quality Assurance Committee)	Direct (periodic review of course reports and submitting comments to course instructor/coordinator)
Instructor's Support to Students	Students	Indirect (course evaluation survey)

Assessor (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify)
Assessment Methods (Direct, Indirect)

G. Specification Approval Data

COUNCIL /COMMITTEE	Department of Architecture Council
REFERENCE NO.	11
DATE	2023-05-09

Learning outcomes of this course, as well as CLOs/Teaching Strategies/Assessment Methods matrix have been evaluated and reviewed by multiple OC parties according to OC-QMS. You can access results of these final reviews by scanning the QR code on the right, which contains a link to the reviews on OC-E-QMS.

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