



ARCHITECTURE

Gradesheet

See Important Info. Below

NAME: _____

Partner: _____

Period: _____

Rotation: _____

Important Information: Read this first!!! There are NOT any Lessons.

DO NOT go into the LabVolt software until the END of the module to take the Post-test.

Look for the "CHIEF ARCHITECT" notebook (3 ring binder) with the "RED" cover. This is the "Step by Step" book. Follow the directions starting on page 2.

POST TEST / MODULE GRADE (Log in and take the Post Test on the last day)= _____

"WORKSHEET" (Chapter 1-5, see the back of this sheet) _____ (100 points)

DAILY LAB PERFORMANCE: _____

(If you are absent, write ABS on the line for the day you miss and discuss what you need to make up with the teacher)

LAB PERFORMANCE TOTAL= _____

Nearly all of your points come from your drawing work. There really isn't any "Teachers Initials" for this module. On the back of this page is the "**ARCHITECTURE DRAWING GRADE SHEET**". It has the list of all the things you will be graded on. As you work through the step by step book, you will need to check to see if you have included everything.

Your "Worksheet" grade will come from the print-outs you turn in.

Extra Credit-Discuss this with the teacher before beginning!!

LESSON 6: Adding Furniture _____, 5 points

Lesson 7: Adding a Basement and Stairs _____, 5 points

Lesson 8: Adding a Porch and Deck _____, 5 points

Lesson 9: Adding a Second Floor _____, 5 points

Lesson 10: Rendering _____, 5 points

Lesson 11: Quick Prints _____, 5 points

TOTAL EXTRA CREDIT _____

BONUS POINTS _____

ARCHITECTURE DRAWING GRADE SHEET

ORIGINAL Cabin: Chapter 1

Four outside walls all connected _____ (page 7 - 11), Original Size of house measurements 18' by 12' _____ (page 11), Text for your house with your name _____ (page 13), Exterior door on right _____ (page 14), Window #1 _____ (page 18), Window #2 and #3 _____ (page 19), **Print** of this part of house _____ (page 22).

Chapter 1

TOTAL =

(7 items)

CHAPTER 2:

Add a couch/sofa/loveseat _____ (p. 26), Add two side chairs _____ (p. 27), Add coffee table _____ (p. 28), **Print out** of "Vector Camera Overview" _____ (p. 30), Add the roof _____ (p. 31,32), Printouts from p. 34 print #1 _____ print #2 _____, **Model Printout** _____ (p. 35), Add color and Material to siding (printout "Vector Full Overview" to the **Color printer**) _____ (p.36-39).

Chapter 2

TOTAL =

(7 items)

CHAPTER 3:

Change the size of the house to 24' by 36' _____ (p. 43), Rebuild the roof _____ (p. 44), Remove Window #1 _____ (p. 45), Add interior walls for closet #1 _____ (3' by 6' p. 47), Add the bedroom walls _____ (15' by 12' p. 48), Add the closet inside the bedroom _____ (3' by 6' p. 48), Add bathroom walls _____ (6' by 9' p. 49), Add four new windows in selected locations _____ (p. 50), Add doors to the closets, bedroom and bathroom _____ (p. 53), Change front door to 60" _____ (p. 54), Change closet doors to louvered type _____ (p. 54), Change swing of bedroom and bathroom doors _____ (p. 55 & 56), **Print out** (p.57 "Vector View/Overview in color) _____ and **print** (p.56 & 57) Floor Plan _____.

Chapter 3

TOTAL =

(14 items)

CHAPTER 4:

Add invisible walls between family room, living room and kitchen _____ (p. 61), Add text to bathroom _____ (p. 62), Add color to walls and materials on floors and walls (all rooms) _____ (p.62), **Print a render "Camera Floor Overview"** _____ (p. 63), Add tub to bathroom _____ (p. 64), Add toilet to bathroom _____ (p. 64), Add sink to bathroom _____ (p. 65), Add window to bathroom _____ (p. 65). **Print** a view of the bathroom (**Vector** tools) _____ (p.65). **Print Floor Plan** showing text in bathroom _____ (p.65)

Chapter 4

TOTAL =

(22 items)

Kitchen:

Place base cabinet- Lazy susan to kitchen corner _____ (p. 67), Add second base cabinet next to lazy susan (left side) _____ (p. 68), add third base cabinet _____ (1' p.69), add stove/electric range next to third cabinet _____ (p. 70), add fourth base cabinet to left of stove (1'-6") _____ (p.71), add refrigerator to left of fourth cabinet _____ (p. 71), add medium wall hood above stove _____ (p. 72), add sink _____ (p. 72), add cabinet to right of lazy susan _____ (p. 73), make a **color rendered printout** of the kitchen _____ (p.74), **print floor plan** with dimensions _____ (p.73). **Study Guide** turned in with papers at the end of the module _____

CHAPTER 5:

Add upper corner cabinet (p. 77) _____, add wall cabinet (p. 77), center the window (p.78) _____, add wall cabinet between sink and range (p.78) _____, add wall cabinet between stove and refrig. (p.78) _____, add wall cabinet above range (stove) hood (p. 79 & 80) _____, add cabinet above refrigerator (p.80) _____, adjust cabinet style (p.81 & 82) _____, add soffits above cabinets (p.82) _____, **Print** of kitchen (**render** view) _____. **Print out a Floor Plan** with dimensions _____ (p.83).

Chapter 5

TOTAL =

(10 items)

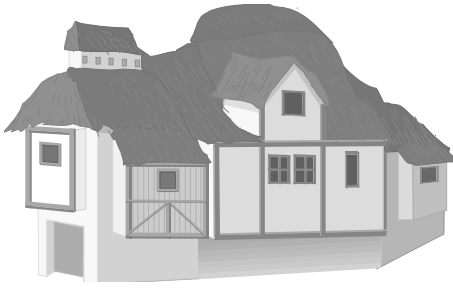
PRINTOUTS: You should end up with at least nine prints (TEN prints if you finish lesson five, the model print will be several pages but count as one) if you finish through chapter five.

EXTRA CREDIT: CHAPTERS SIX THROUGH 12: Discuss with the teacher.

TOTAL 60/60= _____

Percent: _____

ARCHITECTURE STUDY GUIDE



As you read through the instruction book circle the answers to these questions. You may use this study guide on the Post Test at the end of the module (on the last day).

- The name of the software you are using is p. 2.
3-D Home Architect **Architect Deluxe** **Architect 'R US** **Chief Architect**
- The Parent Tools are on the p. 4 part of the screen.
Lower Left **Lower Right** **Upper Left** **Upper Right**
- The name of the first drawing you started was the page 6.
Your Initials, your partner's initials and a 1 **Your initials** **Chapter 1** **Ferd Stuga**
- To draw a wall, you click on the p. 6 tool.
Walls tool **Stairs tool** **Window tool** **Wall Mode Button**
- To save your drawing, you save to the p. 6.
B: drive **D: drive** **A: drive** **Class period folder in the Architecture folder on the desktop**
- When you use the cursor to pick something, you use the p. 8 tool.
select objects **cursor** **arrow** **delete**
- If you want to see a closer view of something, you click on the p. 10 button and drag a box around the area you want to see.
zoom mode **zoom out** **zoom in** **edit mode**
- The size of the cabin you started where you drew the first four walls was the p. 11.
12' by 18' **10' by 10'** **20' by 20'** **28' by 30'**
- To add a regular door, you click on the p. 14 button.
window & door mode **standard door mode** **sliding door mode** **door tools**
- The measurements on the house are called p. 17.
sizes **rulers** **dimensions**
- To add furniture to a room you would click on the p. 26 button first, then furnishings and find what type of furniture you want to add.
Fixture **furniture** **bedroom** **library browser**
- Viewing the plan or design in 3D, you first use the p. 28 tool.
camera tool **3D tool** **vector view** **plan tool**
- To see your house with a bird's eye overview of the entire house, you would use the p. 28 tool.
bird's eye **view** **angle** **vector floor overview**
- To change the angle view when looking at your house like a bird, you would use the p. 29 tool.
bird's eye **orbit** **angle** **overview**
- To add a roof to your house, you would use the p. 32 mode button.
roof tools **top** **covering** **designer**

16. When you changed the size of the house, you made it _____ p. 43 _____.
20' by 20' **30' by 30'** **40' by 40'** **24' by 36'**
17. To add walls on the **inside** of your house, you use the _____ p. 46 _____ tool.
all walls **exterior walls** **interior walls** **any wall**
18. The first room you added for the house(or cabin) was the _____ p. 47 _____.
closet **kitchen** **bathroom** **upstairs**
19. The size of the first bedroom was _____ p. 48 _____.
10' by 12' **15' by 12'** **15' by 15'** **12' by 12'**
20. The second room you drew for the house was the _____ p. 48 _____.
closet **bedroom** **bathroom** **kitchen**
21. The width of a closet in most cases should be _____ p. 48 _____ feet.
1 **2** **3** **4**
22. The fourth room you drew for the house was the _____ p. 49 _____.
closet **bedroom** **bathroom**
23. To add a window, you click on the _____ p. 50 _____.
window tools **window edit** **library** **window library**
24. The type of doors you added to the closets were _____ p. 54 _____ doors.
sliding **open** **living room** **louvered**
25. To change the swing of a door, you click on the door and then click and _____ p. 55 _____
one of the resize handles in the direction of the swing you want.
right click **double click** **drag** **enter**
26. You put these items in your bathroom: _____ p. 64-65 _____.
bathtub, sink and closet **bathtub, sink, and toilet** **bathtub, toilet and shower**
bathtub, shower and sink
27. To add a bottom cabinet in the kitchen, you would click on the _____ p. 66 _____ button.
cabinet mode **base cabinet** **select cabinet mode** **camera mode**
28. To add a fixture like a refrigerator to your kitchen, you would first select the Library Browser
button, then the _____ p. 70-71 _____ then select refrigerator and finally select the size and
type refrigerator you want .
cabinet **library** **fixture** **appliances**
29. To print in color, you printed to the _____ p. 30 _____ color printer
IMC **Techlab** **Ide** **Computer lab**
30. This was a fun module because _____ p. Lab Tour and common sense _____.
there were no quizzes **a student wrote the module** **Mr. Windsor created it**
Lab Volt created it

ARCHITECTURE

N	F	T	B	O	L	A	N	D	S	C	A	P	E	L
O	I	N	C	T	H	R	T	W	C	Q	L	S	Y	W
I	X	E	R	E	O	C	X	E	E	A	T	L	A	F
S	T	H	O	O	T	H	R	R	N	A	M	L	A	O
N	U	C	O	C	O	I	U	O	I	I	K	E	V	W
E	R	T	L	Q	R	T	H	R	L	T	B	E	R	G
M	E	I	F	O	I	E	S	C	H	O	R	A	D	A
I	S	K	O	N	A	C	B	R	R	V	D	R	C	R
D	A	D	R	V	T	T	O	A	I	A	A	O	E	A
I	A	U	M	E	N	U	R	E	T	Q	C	O	I	G
V	F	C	X	J	G	R	W	O	Y	H	U	M	Y	E
A	M	T	R	H	V	E	J	M	O	O	R	D	E	B
M	O	O	R	G	N	I	V	I	L	F	J	O	E	H
T	O	O	L	B	A	R	W	O	D	N	I	W	O	L
X	Z	G	Z	T	W	W	E	I	V	C	S	E	J	M

ARCHITECT

ARCHITECTURE

BATHROOM

BEDROOM

CABINET

CAMERA

DIMENSION

COLOR

DOOR

FIXTURES

FLOOR

FURNITURE

GARAGE

KITCHEN

LANDSCAPE

LIVINGROOM

MENU

OVERVIEW

ROOF

ROOM

STAIRS

TEXT

TOOLBAR

VIEW

WALKTHROUGH

WALL

WINDOW

ZOOM



ARCHITECTURE STUDY GUIDE

(old)

Look in the Blue notebook on the pages listed to find the answers.

- The name of the first drawing you started was P-4 "Getting Started".
The cabin The addition The addition part 1 The upstairs
- The P-52B is the name of the family you are making the designs for.
Jones's Brown's Smith's Rodda's
- The P-4 Getting Started Architect Co. is the name of the company you are making the drawing for.
Jim Shoe Joe Schmidt Haggart/Cotter Joe Schmoe
- To draw a wall, you click on the P-21 button.
wall stairs window wall mode button
- If you want to draw a closer view of something, you click on the P-23 and drag a box around the area you want to see in detail.
zoom mode button zoom out button standard zoom button edit mode button
- The size of the cabin you started was about P-23.
14' by 20' 10' by 10' 20' by 20' 28' by 30'
- The size of the house you drew including the addition (without the garage) was about P-55.
20' by 20' 30' by 30' 40' by 40' 28' by 30'
- The first room you drew for the cabin was the P-24.
bedroom kitchen bathroom upstairs
- To change the swing of a door, you click on the door and then click and P-26 one of the red handles in the direction of the swing you want.
hold double click drag enter
- To add a regular door, you click on the P-26& 26A button.
window mode standard mode sliding mode door mode
- To save your drawing, you save to the P-26B "Saving Directions".
C: drive D: drive A: drive Class period folder on the network drive
- To add a cabinet in the kitchen, you would click on the P-28 button.
cabinet mode selection mode select mode camera mode
- To add a fixture like a stove to your kitchen, you would use the P-29 mode button.
cabinet library fixture appliances
- The standard cabinet size is P-30 inches.
20 24 30 36
- To see the view of the kitchen like a picture, you would use the P-33 tool.
normal camera overview full overview
- To add furniture to a room you would click on the P-36 mode button.
fixture furniture bedroom appliance
- To delete something, you would use the P-37 button and then hit the delete key.

18. To add the name of a room, you would use the arrow button and double click inside the room, then you would pick the room name in the P-38 dialog box.
- select* *cursor* *delete* *remove*
19. To add a toilet to the bathroom, you would first use the P-39 tool.
- room tool* *name* *game* *room specification*
- bathroom* *fixture* *toilet* *accessories*
20. To see your house with a bird's eye overview of the entire house, you would use the P-41 tool.
- bird's eye* *view* *angle* *overview*
21. To change the angle view when looking at your house like a bird, you would use the P-41 tool.
- bird's eye* *view angle* *angle* *overview*
22. To add a roof to your house, you would use the P-44 mode button.
- roof* *top* *covering* *designer*
23. When you added on to the cabin, you did so because the family you are designing the house for P-52B .
- won the lottery* *got money from an inheritance* *got money form the insurance company* *got hit by a bus*
24. The width of a hallway should be no less than P-"Add Cabin 57" feet.
- 3* *4* *5* *2.5*
25. The minimum width of a closet should be P-"Add Cabin 58" feet.
- 1* *2* *3* *4*
26. The type of doors you added to the living room closet was a P-63 door.
- sliding* *open* *living room* *bi-fold*
27. The bathroom downstairs had three fixtures, they were P-39 & 40 .
- toilet, bathtub and sink* *toilet, shower and sink* *toilet, shower and Jacuzzi* *bathtub, shower and Jacuzzi*
28. Normally, people have P-75 windows in a bedroom.
- many* *no* *few* *very large*
29. The measurements on the house are called P-23 .
- measurements* *sizes* *rulers* *dimensions*
30. This was a fun module because Orientation Lab Tour & Common Sense .
- Mr. Rodda created it* *A student created it* *Mr. Windsor created it* *Lab Volt created it*