



ARCHITECTURAL 3D

Event Specifications

FRESNO CITY COLLEGE EVENT CONTACT

For any specific event questions, please contact:

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SCOPE OF CONTEST

Contestant will be given architectural design/visualization problems especially chosen for computer 3D modeling.

NUMBER OF COMPETITORS

Individual event, limited to 30 competitors.

Fresno ROP reserves the right to modify enrollment due to limited spaces available.

RULES AND PROCEDURES

The problems may test any of the contestant's skills and knowledge of the following issues:

- Three-dimensional coordinate systems
- Application and usage of styles
- Application of blocks/components (as supplied, if applicable)
- General architectural conventions and standards
- Visualization
- View selection
- Exterior architectural materials

The drawing requirements may include, but are not limited to, the following areas:

- Context
- Architectural styles
- Exterior views
- Walls, windows, doors
- Foundation Plan
- Roof slopes and styles

Necessary problem background information, design requirements and reference materials will be provided.

JUDGING CRITERIA

Grading criteria includes how well the individual solves the given problem, the accuracy of 3D modeling, use of and representation of materials, creativity of the solution, quality of the rendering view, and completeness of the solution. Judges are unable to write comments on entries due to time constraints.

EQUIPMENT AND MATERIALS

1. Supplied by the Career Skills Challenge:
 - a. Computer Workstation using Windows XP
 - b. Sketchup 3D Modeling Software
 - c. 3 button wheel mouse
 - d. Customized programs, third party programs, pre-customized menus, and tablet menus will not be allowed. Also no libraries or blocks will be allowed.