

**SARDAR PATEL UNIVERSITY**  
**Programme: B.Sc (Home Science)**  
**Semester: VI**  
**(Family Resource Management)**  
**Syllabus with effect from: November/December-2013**

<b>Paper Code:UH06CFRM03</b>	<b>Total Credit: 2</b>
<b>Title Of Paper: Computer Application in F.R.M (Auto Cad –II)</b>	

	<b>Description in detail</b>	<b>Weighting (%)</b>
1	<b>Basic wall construction (1 to 5)</b> Adding Walls Modifying Walls Creating curtain Walls	30%
2	<b>Creating wall openings</b> Adding wall openings Modifying wall openings	
3	<b>Structural Design</b> Creating Column grids and columns Modifying Column grids Annotating Column grids Adding blocks to tool palettes Working with structural members	
4	<b>Reflected Ceiling Plans</b> Creating Ceiling Grids Modifying Ceiling Grids Inserting Ceiling Fixtures	
5	<b>Vertical Circulation</b> Adding Stairs Modifying Stairs Adding Railings Modifying Railings	
6	<b>Floors (6 to 10)</b> Creating Floor Slabs Modifying Floor Slabs Editing Floor Slabs using slab tools	30%
7	<b>Roofs</b> Creating roofs Modifying roofs Working with roof slabs Modifying roof slabs roof slabs tools	
8	<b>Fixtures, Furnishing and Equipment</b> Furnishing the building design Adding blocks to the tool palettes	
9	<b>Introduction to drawing management</b> Project Concepts Using the project navigator	
10	<b>Building Model views</b>	



	Boundary and detail callouts Elevations and building sections Modifying callout objects Using live sections	
11	<b>Annotations (11 to 15)</b> Drawing scale for annotation Adding text and leaders Dimensioning in AutoCAD Architecture Other annotation tools	40%
12	<b>Scheduling</b> Adding door and window tags Editing tag data Creating schedule Editing schedules	
13	<b>Creating Details</b> Creating details from tool palettes Using the detail component manager Annotating details with keynotes	
14	<b>Basic visualization</b> The visualization workspace 3D Navigation tools Working with show in	
15	<b>Advanced visualization</b> Adding lights Rendering concepts Creating precise perspectives Creating motion path animations	

