

EDUCATIONAL ACHIEVEMENT UNIT/LEARNING RESULTS UNIT				
Name of Field/ Qualification	82-41-M/11 – Interior Design		Level EQF	4
Name of Unit of Learning Outcomes/Outcomes of Learning <i><u>Explanatory Notes:</u> Learning outcome/outcome of learning = a complex part of the qualification comprising of a set of learning outcomes, each being "acquirable" and assessable on its own</i>	INTERIOR DESIGN RENDERING Task: Create a set of visualizations from the interior design of a room created in the SketchUp program Objective: Creation of 3 – 5 visualizations of the given interior Task Completion Schedule: <ol style="list-style-type: none"> 1. Assignment of the exercise – specification of the task 2. Selection of the source SketchUp model (the student will use their model that they previously created/the model was provided to the student by the client) 3. Selection of a suitable rendering program – the student chooses a program according to school/company options (V-ray, Lumion, Enscape, Twin motion) 4. Preparation of materials - treatment of surface materials 5. Setting the lights in the rendering program 6. Selection of the angle of view and the quality of the resulting image 7. Rendering (time allowance according to computer hardware) 8. Post-production – editing of the resulting image in Adobe Photoshop 9. Presentation of the resulting image – digital submission to USB/TEAMS/school server. 			

<p>Anticipated duration of execution:</p>	<ul style="list-style-type: none"> 4 hours – theoretical instruction, practical training and verification of the knowledge, skills and competences learned <p><i>Explanatory notes: The proposed number of hours and days is only indicative. The schedule can be modified, according to the current project, to fit the needs of students and the possibilities of the school/work experience provider.</i></p>	
<p>Expected results / learning/education achievements are divided into:</p>		
<p style="text-align: center;">Knowledge</p> <p><i>(Knowledge acquired in the course of education, learning or experience, acquired and comprehended information (facts, theories, procedures, etc.), general or professional (factual).)</i></p>	<p style="text-align: center;">Skills</p> <p><i>(The motor/intellectual ability of an individual to apply knowledge, materials, means and tools in practice (e.g. when performing a certain specific activity).)</i></p>	<p style="text-align: center;">Competences / level of independence and responsibility and social skills</p> <p><i>(Such mental/sensory/motor qualities/characteristics of an individual as are a necessary prerequisite for the use of acquired knowledge and skills for the good performance of the required activity in a certain environment (work, study, personal) and under certain circumstances, e.g. interaction with people.) https://www.narodnikvalifikace.cz</i></p>
<p>The learner knows:</p> <ul style="list-style-type: none"> Basic modeling experience in SketchUp Technical capabilities of the rendering program The principles of interior photography, which he or she applies to the visualization 	<p>Learner is able to:</p> <ul style="list-style-type: none"> Select, apply and modify surface materials Work with real and hidden space lighting Choose a suitable angle of view for the best description of the space/interior Use Adobe Photoshop to edit the visualization. Make light, color and linear adjustments. 	<p>The learner demonstrates/masters:</p> <ul style="list-style-type: none"> The selected rendering program Photo editing in Adobe Photoshop Creativity Information literacy Decision making Independence <p><i>Explanatory notes: Level of achievement:</i> <i>E - elementary</i> <i>I - intermediate</i> <i>H - high</i></p>
<p>Expected results of the learning/education – knowledge, skills, competences/level of independence and responsibility:</p>		
<p>Mobility participant:</p>		

- Chooses a suitable point of view that best describes the given interior
- Works with a gallery of materials and can edit them according to a specific element/model/interior
- Works with light, thanks to which he or she creates the most realistic final visualization
- Can complete the visualization in Adobe Photoshop

Verification of unit learning outcomes/outcomes of learning:

Presentation of work, submission in digital form

Showing of the correctly accomplished: result/output of the learning/education unit



Iceland
Liechtenstein
Norway grants



ŠKOLA
MICHAEL