

Education and Culture

Leonardo da Vinci



... bildet weiter.



Archi-Let's Soft IT!

Leonardo da Vinci LLP-LdV/IVT /2012/RO/128

Cuprins



1. Partenerii
2. Beneficiarii
3. Scopul proiectului
4. Selecția participanților
5. Evoluția
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Parteneri



**ALFATRaining
BILDUNGSZENTRUM**

COLEGIUL NAȚIONAL IAȘI



Beneficiari



Berigoii Andra Ioana

Brînză Alina Elena

Buciuleac Mara Catinca

Bulgaru Iliescu Andra Irina

Geantău Cosmin George

Huțanu Mădălina

Lazăr Nicoleta

Mangalagiu Ionuț

Minea Horia Octav

Negrușer Tudor Gabriel

Pădurariu David Alexandru

Popa Ioana

Tudose Laura

Ulman Theodor

Zupcu Dragoș Gabriel

Profesori coordonatori:

Havârneanu Lotus

Mangalagiu Geanina

Care este scopul proiectului?



- **Programul Leonardo Da Vinci** oferă participanților o multitudine de oportunități în formarea profesională pe piața muncii europene, finanțând o gamă largă de proiecte de mobilitate și creând parteneriate între numeroase instituții din țară și străinătate. În cazul proiectului de față, elevii participanți au avut ocazia de a dezvolta competențe în domeniul arhitecturii și informaticii în cadrul unei firme germane.

Cum se încheie?

- Această experiență vă poate schimba complet atât pe plan profesional cât și personal, deoarece vă oferă o îndrumare spre o posibilă carieră de viitor precum și șansa de a studia pentru o perioadă de timp într-o țară străină.
- La finalizarea proiectului Archi-Let's soft IT!, elevii au primit certificate de atestare a cunoștințelor în domeniul în care s-a desfășurat mobilitatea, dar și al limbii engleze, certificate care le sunt foarte folositoare în eventualitatea alcătuirii unui dosar pentru acceptarea la o universitate sau la un loc de muncă.
- De asemenea, datorită acestui proiect, elevii vor beneficia și de documentul de mobilitate Europass, recunoscut pe tot cuprinsul UE și care permite dezvoltarea într-o carieră ulterioară.

Cum poți fi admis în proiectele Leonardo?



- Selecția participanților în proiectele programului Leonardo da Vinci este riguroasă, fiind necesar un dosar de înscriere în care se menționează toate rezultatele școlare în cadrul olimpiadelor și concursurilor, precum și activitățile extracurriculare. Acest dosar trebuie să includă și un curriculum vitae în format Europass. De asemenea, cunoștințele lingvistice și cele informatice sunt componente importante ale selecției, acestea fiind testate, iar rezultatele fiind luate în considerare împreună cu dosarul.

Evoluția



- Am început prin a ne familiariza cu noțiunile de bază ale desenului tehnic, învățând să lucrăm cu diverse instrumente și reprezentări, simulând la finalul primei săptămâni o zi din viața unui *drafter*. De asemenea, îndrumați îndeaproape de tutore, am învățat să lucrăm cu instrumentele 2D oferite de platforma CAD studiată.
- Am creat mai multe planuri cu aceste unelte, iar cea mai importantă realizare a fost efectuarea unei reprezentări a sălii noastre de curs, în care am încorporat cât mai multe detalii posibile.

- Am trecut apoi la un nou nivel și, încet-încet, am pătruns în lumea 3D. Inițial, am învățat operații simple cu uneltele respective, ce permiteau o vizualizare ulterioară tridimensională. Prima noastră sarcină a fost proiectarea clasei în 3D, pentru ca în următoarele zile să realizăm un model al clădirii firmei Alfatraining. De asemenea, am reușit să învățăm cum să ajustăm dimensiunile, să stabilim materialele de construcție, precum și să vizualizăm produsul în diverse moduri (perspectivă, axonometrie etc.)



- La final, fiecare dintre noi a trebuit să aplice cunoștințele asimilate în timpul programului de formare. Echipa a demonstrat că toți participanții fluxului au reușit să-și dezvolte competențele necesare și, colaborând eficient, a realizat proiectul final, reprezentat de un complex rezidențial modern format din casele create de noi.

Produsele finale

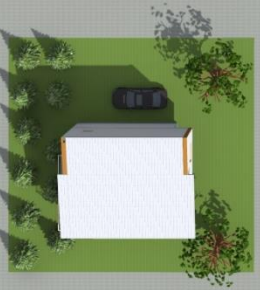
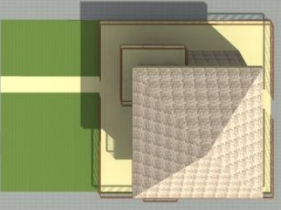
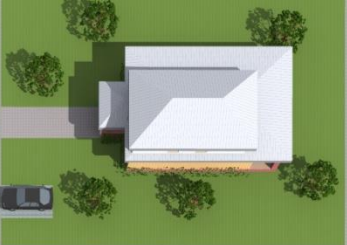


1. Cartierul rezidențial
2. Site-ul
3. Broșura

Cartierul rezidențial



- 1. Casa *Ulmang* (Theodor Ulman și Ioan Mangalagiu)
- 2. Casa *A&M* (Brînză Alina și Huțanu Mădălina)
- 3. Casa *Laura* (Tudose Laura)
- 4. Casa *Nicoleta* (Lazăr Nicoleta)
- 5. Casa *Diana* (Negrușer Tudor Gabriel și Popa Ioana)
- 6. Casa *D&H* (Pădurariu David și Minea Horia)
- 7. Casa *Dracon* (Geantău Cosmin și Zupcu Dragoș)
- 8. Casa *IMI* (Berigoii Andra, Buciuleac Catinca și Bulgaru Andra)











Site-ul(<http://archisoftit-rocni2013.blogspot.de>)





The difference between other common plans is that the first floor is located at the level -1 the access to it is provided by the stairs located near the garage. Moreover, in the back of the house there is a small court which offers the possibility for the owner to see the magnificent garden. The glass door and the windows make possible for the sun to illuminate the inside of the house creating a pleasant atmosphere for intellectual activities such as reading. The inside plan of the first floor provides to the owner of the house well furnished rooms the living room and the kitchen are separated by a glass door. Furthermore, the owner has a personal room where he is able to work and some technical space required for maintaining the house clean and safe. What attracts the attention of the viewer when he sees the plan is the mini-bar a special place designed for meetings and friendly talks.



Week

▼ 2013 (3)

▼ iulie (3)

[Week 1](#)[Week 2](#)[Week 3](#)

Despre mine

 [Colegiul Nationa](#) [Urmărește](#) 0[Vizualizați profilul meu complet](#)

What's Leonardo Da Vinci project?

Part of the European Commission's Lifelong Learning Programme, this programme funds many different types of activities of varying scales. These include 'mobility' initiatives enabling people to train in another country, co-operation projects to transfer or develop innovative practices, and networks focusing on topical themes in the sector. Students aged between 15 and 18 years old.



Education and Culture

Leonardo da Vinci

Teenagers will have the opportunity to work in a professional environment in different countries across Europe at an institute focused on Informatics skills.

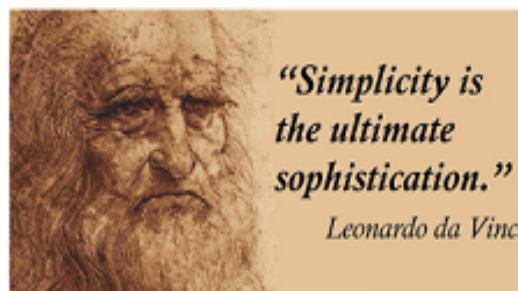
Leonardo da Vinci and National College Iasi

National College Iasi was first accepted in the "Leonardo da Vinci" project in 2003. It took place in countries such as: Spain, Greece, United Kingdom, Italy and Portugal.

All years brought even more and more interesting programs for the students to develop in, making it National College's most prestigious collaboration project.

How do you enter?

"Leonardo da Vinci" project has a rigorous selection and only the best students may participate. A file full of school and extracurricular results is required also language and cultural knowledge are a vital part of the selection.



Broșura



- Broșura este unul dintre produsele finale realizate în cadrul proiectului. Este divizată în 7 capitole ce prezintă informații atât despre programului Leonardo da Vinci cât și o scurtă prezentare a proiectului nostru și a activității desfășurate de către flux pe parcursul mobilității.
- Pe parcursul capitolelor sunt prezentate detalii tehnice referitoare la platforma CAD în care am lucrat, precum sistemele de coordonate sau comenzile, dar și prezentarea proiectelor individuale. Ultimul capitol surprinde activitatea culturală desfășurată de noi.

Broşura

Colegiul National Iasi, Romania

Archi let's SoftIT



Consulting
Sales
Staffing

Archi Let's SoftIT



1. What does "Leonardo da Vinci" project mean?

Part of the **European Commission's Lifelong Learning Programme**, this programme funds many different types of activities of varying scales. These include 'mobility' initiatives enabling people to train in another country, co-operation projects to transfer or develop innovative practices, and networks focusing on topical themes in the sector.

Who is this project addressed to?

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Leonardo da Vinci and National College

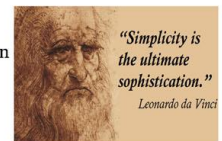
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"Leonardo da Vinci" project focuses on giving the students an opportunity to study in initial vocational training. The participants who complete the training will leave with an European certificate in Informatics knowledge.



Summary

1. What does "Leonardo da Vinci" project mean?
2. What is ArchiCAD and AutoCAD?
3. A short parallel between ArchiCAD and AutoCAD.
4. A summary of the three weeks spent at the company.
5. The final project : a district.
6. The houses' presentations.
7. The cultural training.

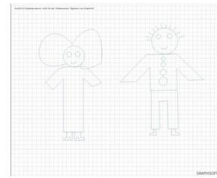
Archi Let's SoftIT

Broşura

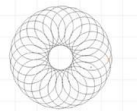
4.A short summary of the three weeks

We started by learning how to draw in 2D mode. The very first step was making a line. Then we continued with polylines and shapes.

Our first learned skill was how to draw little people!



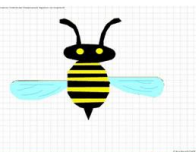
Multiplying, Rotating, Moving...



Learning the shortcuts!

MOVE - CTRL + E
 TO MOVE AN OBJECT PRESS CTRL TO DUPLICATE (+)
 MOVE AND DUPLICATE + CTRL + SHIFT + E (+)
 MOVE MANY DUPLICATES + CTRL + ALT + E (+)
 ROTATE + CTRL + D
 ROTATE AND DUPLICATE + CTRL + SHIFT + D
 ROTATE MANY DUPLICATES + CTRL + ALT + D
 REDRAW + CTRL + M
 REDRAW AND DUPLICATE + CTRL + SHIFT + M
 MULTIPLE WINDOW + CTRL + W
 FEED MANY OBJECTS + SHIFT

Now that we knew how to draw anything we wanted, the next step was to add color and make everything look better. We also learned how to change the pattern of our drawings not only on the entire object but also on the outlines.

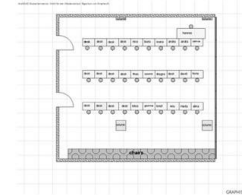


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After all this work we were ready for something bigger! The next project was designing our classroom. The most difficult thing was trying to guess every dimension, but after a lot of hard work we managed to finalize our plan!

The goal of the week!



Week 2

The second week came faster than we expected and we were introduced to a completely new side of the program we were learning. Before we knew it we had already learned the ropes of CAD platform and could now make 2D plans and drawings using diverse tools.

But this week we went on a whole new level and ,step by step , we entered the amazing world of 3D, where the simple plans we made in the work zone turned into dream houses.

We started the week by learning about the new tools in the planning tool-bar which we could use for 3D presentations. We found out how to adjust the properties of elements in order to reach our goal.

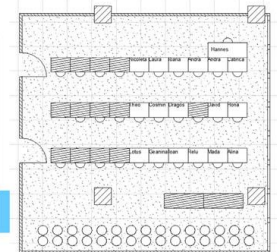
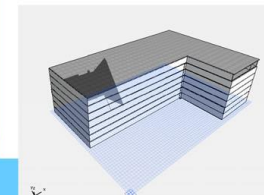
The main tools we used were Walls ,Doors , Windows , Floor , Objects , etc.

Our first assignment was designing our classroom in 3D. We thought it was no difference at first, but then we discovered that as opposed to the simple 2D plan, we could view the new drawing in the third dimension. One of the most important things we learned was setting the exact measures such as height and length, so that the object would fit perfectly in the space designed. We planned even the smallest details, from the pattern of the column to placing the computers on the tables.

During this week we also made a model of the **Alfatraining** building and in this process we learned how to add more stories. As a matter we designed our own stairs and

We used some tricks so that we could make our project more accesible (perspective, axonometry, orbits, etc.) and

Finally we knew enough to start our very own project : houses where we

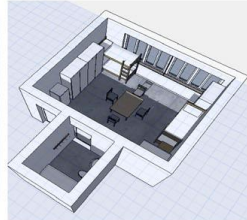


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Broşura



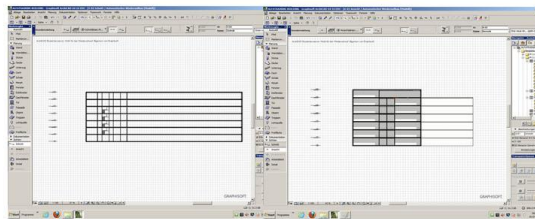
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Week 3

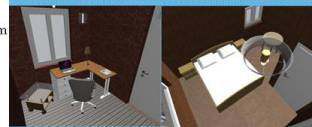
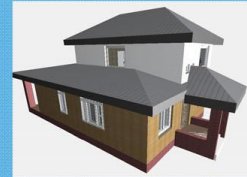
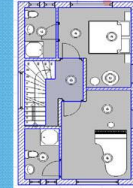
The last week, although apparently easy and without any difficulties, actually caused trouble to every single one of us. The beginning of the week seemed to be calm and usual, because we've learned in these days new information about layers and building sections. Our tutor thought us how to use, create, edit and analyze the properties of a layer. He help us very much in the case that we have a elaborate project, because using it we can hide temporarily from the plan some elements which confused us and also make the program work slower. The section of the building is one of the most significant aspect of the **CAD platform**, because it offers us a large perspective: one in detail and one by cutting it.



The next days , everything became more complicated, each one of us had to apply all the skills that had been assimilated during the training. An important element which was necessary this week was the text tool that we created in the previous weeks, because it gave us the possibility to revise everything that we've learned over time and to use it. The team tried to prove the fact that the classes were useful and, working really intensely , they managed to design the final project. The whole group co-operated very nicely, setting up the website and also its brochure. Also the teachers helped us in this rough period, and they gave us the moral support that we needed to stay together and to keep our target intact.

After long hours of working we succeeded to come to an end and also to sum up all the knowledge in one final design of houses "ensemble" thus creating a brand new modern district.

5.The district



Ulmang House

Mangalagiu Ioan, Theodor Ulman:

Our first problem with the house was naming it. Me and Ioan worked very hard to design and create our house in ArchiCAD. After a while, we decided to combine our family names to show the unity and cooperation between us into this project. So we named it Ul-Manghaus.

(Pointing at the picture of the house in 2d) This is the 2d view of the house, how we first designed it. We designed the walls in standard fashion: 0,3 meters for the outside and 0,1 and 0,15 for the inside. This way the walls are thick enough to provide maximum safety and comfort.

With a unique design we divided the inside of our house so it is both practical and efficient, so that every possible owner of the house would enjoy it. As you can see the house layout is very simple yet making use of all the space.

We used the piano room as a metaphor for life. The walls are plain, creepy and a bit ugly, but the piano stands for freedom. It stands for an idea which I very believe in, that art is the only way we can be free, fulfilled. Maybe even happy.

(Pointing at the 3d views) Here you can see more views of our house in 3d, showing warm and comfortable dormitories. The intense blend of colors gives you a welcoming feeling.

In the last 3 slides we intended to show the evolution of our house, from raw building to a real house. After adding the finishing touches we looked at our house, and thought that: "This is our dream house."

When I first started drawing this, I wanted to make my real home, but it was quite impossible because I didn't have the plans, so I had to approximate everything. It took me a pretty long time to build the house, but it was definitely worth doing it!

I started with the ground floor. The dimensions are 0,3 m for the outside walls and 0,1 m for the inside walls, but I don't want you to get bored with all these numbers! First floor was next. I kept the structure of the ground but I added a big balcony. Then I started placing the windows and the doors. After this I began decorating the rooms. I chose the walls color, the furniture, the place of every object and many other things to make it look as good as possible.

This way I got one simplistic living room, two big bathrooms, one kitchen and four bedrooms.

That was the time when I realized that I don't have a foundation, so this was the next step. Building it I obtained two more rooms: a dressing room and one with the central.

I also designed a big garden around the house and I finalized my project by putting the roof.

Now that the house was done, I finally received the plans of my real home, so I started to modify the entire building in order to make it closer to reality. It was a hard work considering that I needed to move all around, but I did it!!! Almost...

So, at the end, this is how it looks like! Probably it doesn't seem special, but it is very important to me and I wish you like it!

Broşura



6. Karlsruhe



6. Karlsruhe



Broşura



6. Karlsruhe



Archi let's softIT



6. Durlach



Archi let's softIT

Pregătire



- Pe parcursul programului de formare, în afară de cunoștințele obținute în ceea ce privește operarea cu platforma CAD, am beneficiat și de alte trei tipuri de pregătire: **pedagogică, lingvistică și culturală.**
- În cadrul pregătirii pedagogice am aflat mai multe despre **Karlsruhe**, având ocazia de a efectua un tur al orașului în care tutorele nostru german, **Waltraud Koger**, ne-a arătat sediul firmei, căminul și hotelul (în care am locuit pe perioada stagiului), precum și cele mai importante locații din orașul gazdă. Tot aici ni s-au oferit detalii referitoare la desfășurarea cursurilor, regulile de respectat în timpul șederii noastre și competențele pe care le vom obține la final.
- Pregătirea lingvistică a avut loc sub îndrumarea domnului **Harald Moses**. În cadrul acesteia, am aprofundat cunoștințele de limbă engleză, în special terminologia specifică arhitecturii, desenului tehnic și domeniului IT.



Pregătire culturală

Karlsruhe







Durlach





Baden-Baden



Stuttgart



Heidelberg



Încheierea stagiului



- Pe durata celor trei săptămâni toți participanții la proiect au acumulat o serie de cunoștințe și au dezvoltat competențe tehnice (elaborarea planurilor și realizarea de conexiuni între calculatoare), de IT (operarea propriu-zisă în platforma CAD) și lingvistice (prin îmbunătățirea și îmbogățirea vocabularului specific domeniului aplicațiilor software și componentelor unui computer). Acestea sunt evidențiate prin intermediul documentelor de mobilitate Europass, dar și de certificatele de participare și, respectiv, lingvistice.



*Choose a job you love, and you will never
have to work a day in your life.*

Confucius

All things are difficult before they are easy.

Thomas Fuller