

Workshop Module

DESIGN SKILL BOOSTERS CAMP

June 25th - July 17th, 2026

Building B, Universitas Pelita Harapan

WORKSHOP SCHEDULE

TIME	MON/29 JUNE	TUE/30 JUNE	THU/2 JULY	FRI/3 JULY
MORNING (09.00 - 12.00)			THINKING INSIDE THE BOX (Wilusty Tengara) PITCH ME! (Rezki Dikaputera)	THINKING INSIDE THE BOX (Wilusty Tengara) PITCH ME! (Rezki Dikaputera)
AFTERNOON (13.00 - 16.00)	MODELING WITH BLENDER 101 (David Utama) MOTION GRAPHIC (Silvi Lim) D.N.A. (Katarina Monika)	MODELING WITH BLENDER 101 (David Utama) MOTION GRAPHIC (Silvi Lim) D.N.A. (Katarina Monika)	MODELING WITH BLENDER 101 (David Utama) MOTION GRAPHIC (Silvi Lim) THINKING INSIDE THE BOX (Wilusty Tengara) PITCH ME! (Rezki Dikaputera) D.N.A. (Katarina Monika)	MODELING WITH BLENDER 101 (David Utama) MOTION GRAPHIC (Silvi Lim) THINKING INSIDE THE BOX (Wilusty Tengara) PITCH ME! (Rezki Dikaputera) D.N.A. (Katarina Monika)
TIME	MON/6 JULY	TUE/7 JULY	THU/9 JULY	FRI/10 JULY
MORNING (09.00 - 12.00)	IS THIS THE REAL LIFE? IS THIS JUST FANTASY? (Dannel Reskala) 1:64 ARCHITECTURE VOYEURISM (Ardy Hartono)	IS THIS THE REAL LIFE? IS THIS JUST FANTASY? (Dannel Reskala) 1:64 ARCHITECTURE VOYEURISM (Ardy Hartono)	MASSING ITERATION FOR ARCHITECTURE IN WITH BLENDER (David Utama) BUDGETING & COST LOGIC (Samuel Rianto) SHORT VIDEO FOR BIG IDEA (J. Baptista Anton)	MASSING ITERATION FOR ARCHITECTURE IN WITH BLENDER (David Utama) BUDGETING & COST LOGIC (Samuel Rianto) SHORT VIDEO FOR BIG IDEA (J. Baptista Anton)
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TIME	MON/13 JULY	TUE/14 JULY	THU/16 JULY	FRI/17 JULY
MORNING (09.00 - 12.00)	MAKE IT REAL WITH REVIT (Enriko Daniel T.) HUMAN SKETCH FOR SENSING SPACE (Doni Ibrahim) THE SCRIPT - VISUAL STORYTELLING (Dimas Satria) DRAWING OVERRIDE (Dani Hermawan)	MAKE IT REAL WITH REVIT (Enriko Daniel T.) HUMAN SKETCH FOR SENSING SPACE (Doni Ibrahim) THE SCRIPT - VISUAL STORYTELLING (Dimas Satria) DRAWING OVERRIDE (Dani Hermawan)	NURBS INSTINCT (Dani Hermawan) GOOD DESIGN IS NOT ENOUGH, MAKE IT WORK ON SOCIAL MEDIA (Alvin Fernandez K)	NURBS INSTINCT (Dani Hermawan) GOOD DESIGN IS NOT ENOUGH, MAKE IT WORK ON SOCIAL MEDIA (Alvin Fernandez K)
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01 MODELING WITH BLENDER 101

with *David Hutama*

COURSE DESCRIPTION

This short course aims to provide students with foundational knowledge to do modeling in Blender. This course would introduce blender's interface, navigation and snapping in modifying object, different modes between Object mode and Edit Mode, introduction to modifier and lighting.

JUNE 29, 13:00 - 16:00

Introduction to Blender and Blender's Interface.

This session introduces the interface of Blender, outlining its main components and functions. It also covers the fundamental principles and characteristics of modelling in Blender, including how to modify objects in both Object Mode and Edit Mode. The session will then focus on three essential transformation commands: Move, Rotate, and Scale. In addition, it introduces key Edit Mode operations, including Loop Cut, Extend, and Extrude, as the basic tools for shaping and developing geometry.

JUNE 30, 13:00 - 16:00

Orientation and Snapping.

This session introduces methods for controlling the X, Y, and Z axes when editing objects. It also covers working with multiple objects and demonstrates how to use snapping to position them with precision. In addition, the session introduces the Bevel command in Edit Mode as a tool for refining edges and geometry.

JULY 2, 13:00 - 16:00

Play with Modifiers.

Modifiers are non-destructive tools in Blender that allow you to alter objects without changing their original geometry. This session introduces several key modifiers for modelling, including Solidify, Wireframe, and Skin. The session also discusses the importance of Face Orientation in objects, as well as the differences between quad and n-gon geometry when modifying forms.

JULY 3, 13:00 - 16:00

Introduction to Shaders and Shadow in Blender.

Blender's render engines are powerful and operate at an industry level. This session introduces the Eevee and Cycles render engines, focusing on their respective characteristics and use cases. The exercises in this session concentrate on the Eevee render engine. Students will learn how to apply color and opacity to objects, as well as how to use shadows to enhance and articulate geometry.

ADDITIONAL EQUIPMENT/TOOLS:

Installed Blender software.

02 MOTION GRAPHIC

with Lim Silvi

COURSE DESCRIPTION

Learn how to use composition, layering, and animation in Adobe After Effects to turn static designs into compelling visual narratives. An introductory course on 2D motion graphics for architecture, focusing to improve visual communication and storytelling.

JUNE 29, 13:00 - 16:00

Static to Story

Learning keyframe, interface, timing and spacing

JUNE 30, 13:00 - 16:00

Cut, Layer, Animate

Making asset for photo collage in photoshop, applying texture and animate it in after effect

JULY 2, 13:00 - 16:00

Building Depth in 2D

Learning about camera and parallax in after effect

JULY 3, 13:00 - 16:00

Motion as Presentation

Final project and simple typography

References:

https://youtu.be/jp9WFNpIX0E?si=_CMbYPypcDU8bMjB

03 D.N.A — DESIGN YOUR IDENTITY, NARRATE YOUR STORY, AMPLIFY YOUR VOICE

with **Katarina Monika**

TUTOR PROFILE

Katarina Monika - Founder SOSJ Design Bureau & Consultancy - Part Time Lecturer DKV Universitas Pelita Harapan

COURSE DESCRIPTION

Help participants discover who they are, build a strong personal identity (personal brand) and express it through visuals and communication in an authentic way.

ADDITIONAL EQUIPMENT:

Mix Medium

JUNE 29, 13:00 - 16:00

Know Yourself = The Foundation of Your Brand

YOU = BRAND

Objective:

Participants understand themselves better and start building the foundation of their personal brand.

Topics: 1. Self-Knowing & Observation, 2. Core Concepts: * Self-Esteem → how much you value yourself * Self-Image → how you see yourself * Ideal Self

3. Simple Self-Mapping (SWOT approach): * Strengths * Weaknesses * Opportunities (what people seek you for) * Aspirations (what you want to be known for)

Activities:

Self-Interview (Reflection Exercise) Sample questions:

- * Describe yourself in one sentence
- * What are your strongest qualities?
- * What do you want to be known for?
- * Who are your role models?
- * What do people often ask your help with?

03 D.N.A — *DESIGN YOUR IDENTITY, NARRATE YOUR STORY, AMPLIFY YOUR VOICE*

with *Katarina Monika*

JUNE 30, 13:00 - 16:00

FROM IDEA TO VISUAL

Idea → Concept → Visual

Participants learn how to translate identity into visual form.

Topics: * Visual thinking basics * Turning words into concepts and symbols * Mind mapping → sketching → refining * Introduction to symbolism (semiotics)

Activities: * Create a mind map based on your identity * Sketch visual ideas (logo / symbol / style) * Explore tone & visual direction (colors, shapes, mood)

JULY 2, 13:00 - 16:00

EXPLORE & CREATE

Art & Craft Workshop

Objective:

Participants express their personal brand through tangible creative work.

Topics: * Experimentation & adaptation * Finding medium * Branding as an evolving process (not instant perfection)

Activities:

Participants choose their own medium:

- * Photography
- * Collage
- * Illustration / logo
- * Embroidery / craft
- * Sculpture or other visual forms

Explore:

- * Different styles
- * Different formats
- * See what feels most “you”

03 D.N.A — DESIGN YOUR IDENTITY, NARRATE YOUR STORY, AMPLIFY YOUR VOICE

with **Katarina Monika**

JULY 3, 13:00 - 16:00

TELL YOUR STORY

Communicating & Pitching Your Brand

Objective:

Participants learn how to present and share their personal brand clearly.

Topics:

- * Storytelling for your work
- * Personal branding on social media
- * Communicating ideas clearly and confidently

Activities:

- * 1-minute presentation:
- * Who you are
- * Your personal brand
- * The meaning behind your work
- * Optional: share your work on social media

Final Output: Each participant will have:

1 Personal Brand Name, 1 Clear Positioning Statement , 1 Personal Brand Story, 3 Visual Artifacts / Outputs, A Series of Personal Branding Content Ideas

04 THINKING INSIDE THE BOX: GRIDS AND LAYOUT

with Wilusty Tenggara

TUTOR PROFILE

Dwells on design and architecture. With a background in interior design (UPH) and architecture design (Polimi), and working experience with Dua Studio, she has always been intrigued by how things come together—whether in space, objects, or on a page.

Wilusty also often thinks how ideas are arranged, adjusted, and communicated, and how those decisions shape the way we understand a project. Enjoys working hands-on and sharing ways of thinking through making.

COURSE DESCRIPTION

We're often told to think outside the box. But do we really know the box? How familiar are we with it?

In this workshop, we start by thinking inside the box, exploring how elements sit, shift, and find their place within a grid and a frame. Through a series of hands-on exercises, we will work with fragments, arrangements, and sequences, gradually shaping how a project is seen and read.

Somewhere along the way, the question becomes less about how it looks, and more about what goes where and why.

ADDITIONAL EQUIPMENT/TOOLS:

- Laptop with InDesign/Illustrator,
- Ruler, scissors, cutter, cutting mat, paper glue

04 THINKING INSIDE THE BOX: GRIDS AND LAYOUT

with *Wilusty Tenggara*

JULY 2, 9.00 - 12.00

Meet and Grids

Let's meet the box and everything that lives inside it. We'll get to know different graphic elements, sizes, and ways of reading (and showing), while getting familiar with the grid that quietly holds it all together.

JULY 2, 13:00 - 16:00

Cut and Place

Time to open the box. We'll take things out, move them around, and see how they sit, shift, and fit within the space. Along the way, we'll test what belongs where and discover how different arrangements start to speak.

JULY 3, 9.00 -12.00

What Goes Where?

The most asked question when it comes to layouting. Let's answer it—with real content. We'll get to know the materials first, then start placing them across pages—testing what goes where, what leads, and what supports. Less about filling space, more about making it make sense (and readable).

JULY 3, 13:00 - 16:00

Show and Tell

Time to show and tell.

Let's see how you present your project through your "designed" layout. We'll refine the layouts, print them out, and share them with the group. Together, we'll read each other's work, reflect on different approaches, and see how layout shapes the way a project is understood.

References:

Grid System in Graphic Design by Josef Müller-Brockmann

[https://monoskop.org/images/a/a4/Mueller-](https://monoskop.org/images/a/a4/Mueller-Brockmann_Josef_Grid_Systems_in_Graphic_Design_Raster_Systeme_fuer_die_Visuele_Gestaltung_English_German_no_OCR.pdf)

[Brockmann_Josef_Grid_Systems_in_Graphic_Design_Raster_Systeme_fuer_die_Visuele_Gestaltung_English_German_no_OCR.pdf](https://monoskop.org/images/a/a4/Mueller-Brockmann_Josef_Grid_Systems_in_Graphic_Design_Raster_Systeme_fuer_die_Visuele_Gestaltung_English_German_no_OCR.pdf)

05 PITCH ME!

with *Rezki Dikaputera*

TUTOR PROFILE

Rezki Dikaputera is currently focus on developing his architecture studio, Arah Arsitektur in Jakarta, Indonesia. Since even before graduated from Tarumanagara University, Rezki has expressed his interest in architecture discourse environment. His adventure on this interest is cemented when he joined OMAH Library in 2015 as volunteers, and eventually progressed as researchers and librarian until 2017. His passion on architectural practice also developed under PT. Budi Lim Arsitek for two years, before he established his own practice. The culture of discourse is explored as well during his tenure with Budi Lim's office and on his own studio. The desire to involve more people led to the creation of Rembukars in 2020, with the vision to infuse urgency on architecture discourse as one of the primary catalyst that set up a motion forward for Indonesian architects.

COURSE DESCRIPTION

The courses elaborate on the overshadowed role of Architects/Designers as Consultant. This role is as crucial as your design skills in the making of your business and expanding your perspective on how you do the job as a problem solver would make differences.

INTENDED FOR:

The student who curious to think beyond the landscape you've been working as architects/designers.

ADDITIONAL EQUIPMENT/TOOLS:

Paper & any stationaries of your own choice (could be pen, marker, coloring pencil, whatever), Laptop for slides.

05 PITCH ME!

with *Rezki Dikaputera*

JULY 2, 09:00 - 12:00

Stop Pitching!

Learn how to earn the pitch. We will break down the logic of pitching process together and examine how it affects our strategy in working out a deal.

Learn to working out between the lines. Pitching vs Consulting.

JULY 2, 13:00 - 16:00

The Doctor

Learn to be a problem seeker. Finding problem that bother your client and intrigue you might be your main task to close the deal. Imagine a doctor who need to do the right diagnose every hour, you might need to prepare yourself.

Learn how to gather knowledge and data- so you could be a versaitle problem seeker.

JULY 3, 09:00 - 12:00

Show Your Work!

Learn to make a visual board that is unique to every problem you found.

Learn how story telling is a skill. It can be learnt.

JULY 3, 13:00 - 16:00

Close the Door

We will then close the courses with some roleplaying simulation. To actually get the gist on how you absorbed the course on personal level, we need empirical evidence.

References:

Enns, B. (2010). The Win Without Pitching Manifesto. RockBench Publishing.

Kleon, A. (2014). Show your work!: 10 ways to share your creativity and get discovered. Workman Publishing.

Antoniades, A. C. (1990). Poetics of Architecture: Theory of Design. Van Nostrand Reinhold.

Pinvidic, B. (2019). The 3-minute rule: Say less to get more from any pitch or presentation. Penguin Publishing Group.

Voss, C., & Raz, T. (2016). Never split the difference: Negotiating as if your life depended on it. HarperBusiness.

06 IS THIS THE REAL LIFE? IS THIS JUST FANTASY? *REALISTIC RENDERING USING BLENDER FROM SKETCHUP MODELS*

with **Dannel Reskala Sutanto**

COURSE DESCRIPTION

Quick and streamlined method for rendering 3d sketchup architecture/interior models into realistic renderings using Blender.

INTENDED FOR:

Interior Design & Architecture students, but not limited for other sketchup users

ADDITIONAL EQUIPMENT/TOOLS:

Blender version 4.0, Previous Architecture/ Interior SKP models (can use previous/current semester studio project), Photoshop OR Affinity photos (free download)

JULY 6, 9.00 - 12.00

INTERIOR 3d Model to Realistic Render Image

For the first session, students will be provided a training module and a case study model for an interior renderings. In the first 2 hours, student will be able to replicate the interior renderings using the example model.

- Sketchup to Blender Import
- Setting up lightings
- Simple material settings
- Camera setting
- Rendering settings

JULY 6, 13:00 - 16:00

ARCHITECTURAL 3d Model to Realistic Render Image

The second session will build up on the basic rendering skill. Students will be provided an architecture building model and learn how to set up the scene for rendering.

- Sky Setting
- Planting Trees
- Camera Setting (architectural)
- Adding Cars and Peoples

06 IS THIS THE REAL LIFE? IS THIS JUST FANTASY? *REALISTIC RENDERING USING BLENDER FORM SKETCHUP MODELS*

with **Dannel Reskala Sutanto**

JULY 7, 9.00 - 12.00

Case Study : Portfolio Level Up

Students bring their previous studio project and try to render using the taught method. Tutor will help troubleshooting and provide tips and tricks to turn students project into realistic renderings.

- Composition
- Lighting Tips
- Additional material settings
- using AI Img Generation for adding accesories & details
- Material ID & Magic Wand using photoshop / Affinity Photos

JULY 7, 13:00 - 16:00

Future Possibilities

Students will be taught on other possibilities for creating presentation using Blender. This is not an in depth step by step, but will be a demo on other possibilities that opens up once students understand the basic rendering principles.

- Single Material Render (Maquette)
- Orthographic Rendering (floor plans, sections, axonometry)
- 360 Rendering (panoramic)
- Video Rendering (moving cameras)
- Walk Through Presentation
- Using blender for modelling (demo only, if time available)

07 1 : 64 | ARCHITECTURAL VOYEURISM

with Ardy Hartono

TUTOR PROFILE

Ardy Hartono is the co-founder of Dua Studio. He graduated from Architecture Department, Parahyangan Catholic University Bandung in 2010. He obtained his master's degree from Dessau Institute of Architecture, Germany in 2015. Since 2016, he also teaches at the Department of Architecture, School of Design, Universitas Pelita Harapan, Indonesia. His past experience include part of the curatorial team and designer for the Indonesia Pavilion at the Venice Architecture Biennale 2018 and working as intern for Junya Ishigami + associates.

COURSE DESCRIPTION

In this model-making workshop, participants are invited to observe and reinterpret their surroundings through a smaller scale—1:64. Through the lens of windows and observation, this workshop explores how architecture shapes what we see—and what remains hidden. At 1:64 scale, participants will construct not just buildings, but scenes: moments behind the window, stories beyond the wall, and the subtle relationship between observer and observed. As children, many of us borrowed fragments of the surroundings around us as backgrounds for our miniature cars and imagined worlds—the edge of a window became a highway, a table corner became a building, and the street outside became part of the story. Did you do it too? Shall we do it again?

INTENDED FOR:

Students (all disciplines), others

ADDITIONAL EQUIPMENT/TOOLS:

Cutter, scissors, UHU glue, cutting mat, phone camera.

07 1 : 64 | ARCHITECTURAL VOYEURISM

with Ardy Hartono

JULY 6, 09:00 - 12:00

I Think Someone is Watching

Who lives there?

Who is watching?

What happened just before this moment?

Every window hides a story.

JULY 6, 13:00 - 16:00

Action!

Don't Think. Cut.

Start before certainty.

Cut first, understand later.

Let the hands decide.

JULY 7, 09:00 - 12:00

Camera, Roll, and...

Let's borrow the surroundings

JULY 7, 13:00 - 16:00

The Brown Bag Session

Don't show the model.

Show the moment.

One photo should make people ask: what happened here?

08 MASSING ITERATION FOR ARCHITECTURE IN WITH BLENDER (INTERMEDIATE LEVEL)

with *David Hutama*

COURSE DESCRIPTION

This course introduces a design workflow for architecture using Blender. Students are guided step by step, starting from simple planar massing and gradually developing it into architectural elements.

The course also covers material mapping and lighting setup to produce precise light and shadow studies for understanding spatial qualities. In addition, the particle system is introduced as a method for constructing landscape elements within an architectural context.

ADDITIONAL EQUIPMENT/TOOLS:

Installed Blender software. Must have basic modelling skills in Blender/have taken Basic Blender course.

JULY 9, 9.00 - 12.00

Playing with Plane

In the first session, students are introduced to massing studies using the Plane object in Blender. Key modelling operations such as Loop Cut, Insert Faces, Bevel, and Extend are used extensively to develop form.

Students also learn how to work with origin points and pivot points to achieve precise control in editing and composing object geometries.

JULY 9, 13:00 - 16:00

Arranging Collections and Making Sections

In the second session, students learn how to separate and join objects to create architectural components such as columns, beams, platforms, and stairs. The session also introduces methods for organizing and managing objects within a scene.

Students are then guided to set up cutting planes to produce architectural drawings, including plans and sections.

08 MASSING ITERATION FOR ARCHITECTURE IN WITH BLENDER (INTERMEDIATE LEVEL)

with *David Hutama*

JULY 10, 9.00 - 12.00

Trees and Clothes

In this session, students will use the Particle System in Blender to generate landscape elements. The session also introduces Cloth Physics to simulate soft materials, such as curtains and pillows.

JULY 10, 13:00 - 16:00

UV Mapping and Lighting

In the final session, students learn how to map materials onto their objects. The session also introduces three types of light sources (ie; Sun, Spot, and Point) to simulate lighting conditions and study spatial qualities.

09 BUDGETING & COST LOGIC: TRANSLATING VISION INTO ECONOMIC VALUE

with **Samuel Rianto**

TUTOR PROFILE

Samuel Rianto is the Principal Architect of X3M Architects, a Tangerang-based firm established in 2014. Graduated from UPH Architecture at 2011, he gained early experience at PT INAMATARI before founding his own practice.

Specializes in integrated design-and-build services for luxury residences, hotels, and commercial spaces. He received the IAI Award 2021 for the Qubika Boutique Hotel, recognized for its innovative container-based sustainable design. With over 100 projects completed, his work prioritizes space quality, material exploration, and functional aesthetics. Samuel's approach seamlessly blends client aspirations with sustainable, contemporary architectural solutions.

COURSE DESCRIPTION

"A great design remains a mere 'vision' until it is validated by 'value.' This intensive 12-hour masterclass is designed to transform students into strategic cost thinkers. We move beyond basic arithmetic to explore the sophisticated Cost Logic required to bring complex projects to life.

Through a hands-on, simulation-based approach, students will take the lead as Lead Estimators for a 2-Story Residential Project. From deconstructing architectural blueprints to navigating real-world market volatility, participants will learn to build a robust and professional Budget Plan (RAB). You will not just calculate costs; you will learn how to engineer value, manage financial risks, and ensure that every line item serves a strategic purpose in the project's journey from drawing board to reality."

INTENDED FOR:

Architecture/ Interior Students

ADDITIONAL EQUIPMENT/TOOLS:

Laptop with Installed Excel, AutoCad, Sketchup Software, papers and writing tools, calculator, measurement tape, rulers, laser meter

09 BUDGETING & COST LOGIC: TRANSLATING VISION INTO ECONOMIC VALUE

with **Samuel Rianto**

JULY 9, 09:00 - 12:00

The Anatomy of Construction Costs.

Understanding the 'What' and 'Why' behind every rupiah in a project. This module covers:

- Direct Costs (labor, material, equipment)
- Indirect Costs (overhead, profit, contingencies)
- From Methods to Money: Understanding how site logistics and construction sequences impact the final Budget Plan (RAB).

JULY 9, 13:00 - 16:00

Quantity Take-Off (QTO) – The Logic of Measurement

"Accuracy in budgeting is impossible without a mastery of physical reality. This module transforms the way you view technical drawings—from static lines into quantifiable data. We explore the Logic of Measurement, where students learn to meticulously 'take off' quantities from blueprints while anticipating the physical complexities of the site. You will move beyond basic geometry to understand the 'Waste Factor,' material overlaps, and the impact of construction sequences on volume. In this session, we prove that a project's financial integrity is only as strong as its measurement foundation; because in the world of cost logic, if you can't measure it, you can't manage it."

JULY 10, 09:00 - 12:00

Market Intelligence & Procurement: Navigating Real-World Dynamics

"A budget is a living document, constantly challenged by the volatility of the global and local markets. This module moves you out of the classroom and into the Commercial Battlefield. Students will learn the art of 'Market Intelligence'—the strategic process of surveying suppliers, analyzing commodity price fluctuations (like steel and cement), and decoding the hidden costs within vendor quotations. We don't just look for the cheapest price; we look for the most sustainable value. You will learn how to build a dynamic cost database, manage inflation risks, and understand the procurement strategies that separate a profitable project from a financial disaster."

JULY 10, 13:00 - 16:00

Digital Logic & Integrated Estimation: The Future of Budgeting

"In the era of Digital Transformation, the traditional spreadsheet is no longer a static table—it is a powerful analytical engine. This module bridges the gap between manual calculation and automated intelligence. We explore the Digital Logic of Estimation, focusing on how to build dynamic, 'future-proof' Excel models that can handle complex variables and instant revisions."

10 SHORT VIDEO FOR BIG IDEA

with J. Baptista Anton

TUTOR PROFILE

J. Baptista Anton - Founder of Ilumaris Production, Founder of The Watchingpost Channel, Part Time Lecturer of Film Concentration, DKV - UPH

COURSE DESCRIPTION

“Short Video for Big Idea” is a practical tutorial that will transform the way we present design work into something more vivid, engaging, and professional—whether using a DSLR/mirrorless camera or a smartphone. In this tutorial, we will explore how to craft a strong visual narrative, capture aesthetically compelling shots, and package big ideas into short, impactful videos—without the need for expensive equipment. It is perfect for designers, creators, and anyone who wants to make their portfolio stand out and captivate clients in a short amount of time.

ADDITIONAL EQUIPMENT/TOOLS:

Laptop, DSLR/Mirrorless or Smartphone.

JULY 9, 09:00 - 12:00

Thinking Like a Director: From Design to Story

Understand that video is not just about showing design work, but about communicating the value and idea behind it.

1. Why Short Video Matters
2. The Big Idea Behind Design
3. Basic Storytelling Formula
4. Planning Before Shooting

JULY 9, 13:00 - 16:00

Cinematic Shooting with Any Camera

Learn how to capture aesthetic and professional footage using any device.

1. Camera Essentials
2. Composition for Designers
3. Movement That Feels Premium
4. Lighting Fundamentals
5. Capturing Detail

10 SHORT VIDEO FOR BIG IDEA

with J. Baptista Anton

JULY 10, 09:00 - 12:00

Editing Fast, Clean, and Impactful

Turn ordinary footage into compelling and professional short videos.

1. Editing Mindset
2. Structure of a Great Short Video
3. Basic Editing Techniques
4. Music & Sound Design
5. Recommended Apps

JULY 10, 13:00 - 16:00

Make It Sell: Portfolio, Clients & Social Media

Use short videos to increase the value of your work and attract new opportunities.

1. Video for Portfolio
2. Video for Client Pitching
3. Formats for Different Platforms
4. Personal Branding for Creatives

11 MAKE IT REAL WITH REVIT - BEGINNER LEVEL

with Enriko Daniel Tangkere

TUTOR PROFILE

Enriko Daniel Tangkere is a recent graduate (Class of 2021) of Universitas Pelita Harapan with a strong interest in the application of technology in the field of architecture. After completing his studies, he worked as a Junior Architect at Monokroma Architect, where he was involved in various design and research processes. Throughout his professional experience, Enriko has actively implemented technologies such as Building Information Modeling (BIM), extended reality, and photogrammetry. The use of BIM has supported his work in 3D modeling and client-oriented visualization, while extended reality has provided more immersive visual experiences, thereby enhancing the clarity and understanding of design proposals.

Currently, Enriko is employed at Alessio Office as a Project Engineering Executive. In this role, he contributes to project operations and technical management, particularly in the areas of furniture production and design implementation.

COURSE DESCRIPTION

"Make it Real with Revit" is a course designed as a progressive introduction to Autodesk Revit, beginning with fundamental concepts such as the user interface (UI), primary tool functions, navigation, and essential workflows, including project setup, grid and elevation configuration, as well as modeling and visual output. Subsequently, students learn to develop simple building models using core architectural elements such as columns, beams, walls, floors, and roofs. In the following stage, students are encouraged to explore forms and develop building designs based on their own ideas through a custom modeling approach. The course concludes with a finalization phase, during which students produce visual representations of their designs including plans, elevations, sections, isometric views, and perspectives, while enhancing the overall quality of presentation. By the end of the course, students are expected to produce a comprehensive building model and present it through clear and well-structured visual outputs.

Disclaimer: This course is intended for beginners in Revit; therefore, 3D modeling content is limited to essential tools and simplified workflows to facilitate students' understanding of the software.

11 MAKE IT REAL WITH REVIT - BEGINNER LEVEL

with Enriko Daniel Tangkere

INTENDED FOR:

1. Students who have no prior experience with, or limited understanding of, Revit and who are interested in learning and comprehending its modeling system.
2. Architecture or interior design students who aim to focus on 3D modeling and design visualization in the development of studio projects or other academic assignments.

ADDITIONAL EQUIPMENT/TOOLS:

Laptop with Autodesk Revit 2026 (Licensed)

JULY 13, 09:00 - 12:00

Introduction: Getting Started with Revit

This module covers fundamental concepts, including the user interface (UI), primary tool functions, navigation, and the basic workflow in Revit (ranging from project setup, grid and elevation configuration, to modeling and visual output). In this module, students are expected to understand the basic tools and primary settings in Revit and be able to apply them to produce simple outputs.

JULY 13, 13:00 - 16:00

Modeling Essentials: Building Form & Drawing Output

Building on the previous module, students begin developing building models using fundamental elements such as walls, columns, beams, floors, and roofs. They also produce basic construction drawings (plans, elevations, and sections) from the generated model. Students are expected to understand the principles of modeling in Revit through the creation of a simple building.

JULY 14, 09:00 - 12:00

Shape your own Architecture

Students are introduced to custom modeling and encouraged to explore more complex forms in order to develop designs based on their own ideas. Students are expected to produce more flexible design variations using custom modeling techniques, while considering materiality and spatial composition as part of the project output.

JULY 14 13:00 - 16:00

Final Touch: From Model to Presentation

In this module, students finalize their proposed building designs and prepare visual outputs, including plans, elevations, sections, isometric views, and perspectives. Students are expected to complete their building models and present them with clear and well-developed visual representations.

Design Skill Boosters Camp 2026

Register now at: <https://go.uph.edu/TicketingDSBC>

12 HUMAN SKETCHING FOR SENSING SPACE

with *Donny Ibrahim*

TUTOR PROFILE

Donny Ibrahim has three decades of experience teaching fundamental drawing and art. He is a graphic designer, illustrator, and painter. As a social media enthusiast, he founded Donart Academia, which focuses on art and basic drawing education. He actively engages with audiences on social media platforms including YouTube, TikTok, and Instagram."

COURSE DESCRIPTION

Understand human anatomy, gesture as communication, and be able to depict humans within a spatial context, along with surrounding objects and things."

JULY 13, 09:00 - 12:00

Anatomi Tubuh Manusia

Memahami tubuh manusia (ideal) yang proporsional
Memahami tubuh manusia tiga dimensi

JULY 13, 13:00 - 16:00

Anatomi dan Gerakan (Freehand Drawing)

Prinsip dasar "movement" pada tubuh manusia
Dasar-dasar gerakan tubuh manusia

JULY 14, 09:00 - 12:00

Anatomi dan Objek (Freehand Drawing)

Skala perbandingan antara manusia dan objek di sekitarnya dengan teknik perspektif
Manusia dan benda, manusia dan hewan

JULY 14, 13:00 - 16:00

Anatomi dan Ruang (Freehand Drawing)

Menggambar manusia dalam ruang
Menggambar manusia, hewan, benda dengan menggunakan teknik "freehand drawing" perspektif

13 THE SCRIPT - VISUAL STORYTELLING

with Dimas Satria

COURSE DESCRIPTION

one text, ten images
one situation, ten drawings
one plot, ten movies
one story, ten perspectives

This workshop invites participants to explore possibilities of ways to tell a single plot, situation or a story. Inspired by Matt Maiden's book on "99 ways to tell a story", a single plot are an open interpretation from different view and perspectives. Enabling the reader to read the story with much more imagination.

INTENDED FOR:

Architecture and design students

ADDITIONAL EQUIPMENT/TOOLS:

Drawing pen, pencil.

JULY 13, 09:00 - 12:00

The Script

Start with the brief introduction, participants will be given a script, and discuss keypoints that are relevant to understand the plot, such as perspectives (pov), time, materials.

JULY 13, 13:00 - 16:00

Ideation, First Sketch

First drawings, participants start to explore their view/perspectives on how they interpret the plot.

JULY 14, 09:00 - 12:00

Draw and Illustrate

Participants start to produce the final products/chosen media from their previous sketch.

JULY 14, 13:00 - 16:00

Pin Up!

Participants start to produce the final products/chosen media from their previous setch.

14 **DRAWING OVERRIDE - MODELING, PROJECTION, AND ARCHITECTURAL DOCUMENTATION**

with **Dani Hermawan**

COURSE DESCRIPTION

Drawing Override is a two-day Rhino course focused on pushing Rhino beyond 3D modeling and into architectural drawing production. The course explores how architects can use Rhino not only to build design models, but also to think through projection, extract drawings, and develop clear architectural documentation.

On the first day, participants will focus on modeling workflow and the logic of turning 3D form into 2D drawings. The sessions will cover how to build cleaner architectural models and understand projection through plans, sections, elevations, and axonometric views.

On the second day, the course shifts into documentation. Participants will learn how to organize drawing output, control graphic hierarchy, annotate drawings, and prepare sheets for architectural communication. By the end of the course, participants will understand Rhino as a connected workflow from model to drawing.

INTENDED FOR:

Second Year Design/Architecture Students

ADDITIONAL EQUIPMENT/TOOLS:

Rhinoceros, Adobe Acrobat

JULY 13, 09:00 - 12:00

Modelling + Projection Thinking

Modeling with Intention

Focus: Building architectural geometry that is precise, editable, and drawing-ready
Contents:

- Rhino setup for architectural workflow
- Units, layers, snaps, naming, and file discipline
- Modeling walls, slabs, openings, stairs, roofs, and massing
- Curve, surface, and solid workflow strategies
- Clean modeling habits for later drawing extraction
- Organizing the model for efficient revisions and output

Outcome:

Participants produce a structured 3D architectural model ready for projection and drawing

14 **DRAWING OVERRIDE - MODELING, PROJECTION, AND ARCHITECTURAL DOCUMENTATION**

with **Dani Hermawan**

JULY 13, 13:00 - 16:00

Projection as Drawing Logic

Focus: Understanding how 3D models become 2D architectural drawings

Contents:

- Thinking in plan, section, elevation, and axonometric
- Reading space through cuts and projections
- Setting up views for drawing extraction
- Introduction to section cuts and Make2D workflow
- Controlling visible lines and drawing clarity
- Translating model information into architectural representation

Outcome:

Participants understand how to derive drawings from 3D models and use Rhino as a projection tool.

JULY 14, 09:00 - 12:00

Graphic Control and Drawing Assembly

Focus: Turning extracted geometry into readable architectural drawings

Contents:

- Organizing drawing outputs in Rhino
- Lineweights, linetypes, hatches, and graphic hierarchy
- Dimensioning and annotation workflow
- Titles, labels, notes, and scale awareness
- Composing drawings for clarity and legibility
- Setting up layouts and detail views

Outcome:

Participants can refine raw drawing output into clear and communicative architectural drawings.

14 **DRAWING OVERRIDE - MODELING, PROJECTION, AND ARCHITECTURAL DOCUMENTATION**

with **Dani Hermawan**

JULY 14, 13:00 - 16:00

Model-to-Sheet Workflow

Focus: Building a complete documentation process from Rhino model to final sheet

Contents:

- Coordinating plans, sections, and elevations from one model
- Creating consistent drawing sets
- Managing revisions and drawing updates
- Exporting for PDF, CAD, Illustrator, or presentation boards
- Balancing technical precision and visual quality
- Common workflow mistakes and best practices

Outcome:

Participants complete a workflow that connects modeling, projection, and documentation into one system

15 NURBS INSTINCT - IDEATION AND FORM EXPLORATION WITH RHINO

with *Dani Hermawan*

COURSE DESCRIPTION

NURBS Instinct is a Rhino-based course for design students who want to use digital modeling as a tool for generating ideas, not just representing finished ones. The course focuses on Rhino's NURBS modeling potential as a way to explore form, variation, continuity, precision, and spatial character.

Instead of treating Rhino as a software for final output only, this course positions it as a creative environment for testing design possibilities. Through a series of guided exercises, students will learn how curves, surfaces, transitions, and manipulations can trigger new concepts and open unexpected formal directions.

The emphasis is on process: building form from simple geometries, iterating through multiple versions, studying proportion and flow, and using NURBS operations to push ideas further. By the end of the course, students will understand Rhino as an ideation tool that supports experimentation, visual thinking, and design development.

INTENDED FOR:

3rd year students who have already learn Rhino at least 2000 hours

ADDITIONAL EQUIPMENT/TOOLS:

Rhinoceros

JULY 16, 09:00 - 12:00

Thinking in Curves

Focus: Using curves as the starting point of design ideation

Contents:

- Rhino as a sketching tool for three-dimensional thinking
- Introduction to NURBS logic: control points, degree, continuity, and precision
- Drawing curves as generators of form
- Exploring silhouette, flow, tension, and proportion
- Exercise: turning simple curve sets into spatial possibilities

Outcome:

Students begin to see curves not as outlines, but as conceptual drivers for design

15 NURBS INSTINCT - IDEATION AND FORM EXPLORATION WITH RHINO

with *Dani Hermawan*

JULY 16, 13:00 - 16:00

From Curves to Surfaces

Focus: Building surfaces that carry spatial and formal intention

Contents:

- Surface generation through Loft, Sweep, Revolve, and Network Surface
- Comparing different surface-building strategies
- Understanding smoothness, transition, and control
- Exercise: creating multiple surfaces from the same curve framework
- Reading how surface decisions affect character and direction

Outcome:

Students learn how different NURBS operations produce different design results from similar inputs

JULY 17, 09:00 - 12:00

Continuity, Blending, and Spatial Quality

Focus: Refining forms through surface relationships

Contents:

- Surface continuity and smooth transitions
- Blend Surface, Match Surface, Fillet, and patch strategies
- Studying seams, joints, intersections, and flow
- Exercise: connecting separate forms into one coherent language
- Evaluating elegance, tension, and surface quality

Outcome:

Students gain sensitivity toward how parts come together and how refinement change the quality of a design

JULY 17, 13:00 - 16:00

Abstract Form to Design Proposal

Focus: Translating freeform exploration into more intentional design thinking

Contents:

- Reading function, structure, enclosure, and spatial direction from abstract forms
- Using section cuts and views to evaluate form
- Identifying which experiments have design potential
- Exercise: select one exploration and develop it into a clearer proposal
- Framing digital form-making as part of a design process

Outcome:

Students move from pure experimentation toward more deliberate concept development

16 GOOD DESIGN IS NOT ENOUGH, MAKE IT WORK ON SOCIAL MEDIA

with Alvin Fernandez K.

COURSE DESCRIPTION

This workshop explores how to turn good design into effective social media content by focusing not only on how it is presented, but also on how it reflects a clear identity. Many design works fail to gain attention because they are communicated without a consistent voice or direction.

Participants will learn how to translate their design into content that is clear, engaging, and aligned with a specific brand persona. The workshop covers how content is consumed, how communication style is shaped, and how to produce simple, impactful posts that are both recognizable and relevant in a social media context.

ADDITIONAL EQUIPMENT:

Your phone

JULY 16, 09:00 - 12:00

Why Your Design Doesn't Work on Social Media

This session explains why good design often fails on social media, not only because of how it is presented, but because it lacks a clear identity. Participants will understand how content is consumed and why aligning design communication with a consistent brand persona is essential to be recognized and remembered.

Focus:

1. Difference between design presentation and social media content,
2. How people consume content on Instagram,
3. The role of brand persona in shaping communication style,
4. Common issue: good design without a clear identity

Output:

Participants understand why their content fails, and recognize the importance of aligning their design communication with a clear brand persona.

16 GOOD DESIGN IS NOT ENOUGH, MAKE IT WORK ON SOCIAL MEDIA

with Alvin Fernandez K.

JULY 16, 13:00 - 16:00

Turning Design Into Content

This session focuses on how to translate design work into social media content. Participants will learn how to turn drawings, renders, and concepts into clear and engaging content, while maintaining a communication style that aligns with their brand persona.

Focus:

1. Translating design into content ideas,
2. Content formats for Instagram,
3. Aligning content style with brand persona,
4. Structuring content for clarity and engagement

Output:

Participants generate 2–3 content ideas from their design and align them with a clear communication style based on their brand persona.

JULY 17, 09:00 - 12:00

Make People Feel Your Design

This session focuses on how to create content that evokes emotion and builds connection. Participants will learn how to structure content so their design is not only understood, but also felt, while staying consistent with their brand persona.

Focus:

1. Basic storytelling for short-form content,
2. Structuring content (Hook, Flow, Emotion),
3. Creating emotional impact through visuals and narrative,
4. Maintaining consistency with brand persona

Output:

Participants produce one structured content concept with a clear narrative and emotional direction, aligned with their brand persona.

16 GOOD DESIGN IS NOT ENOUGH, MAKE IT WORK ON SOCIAL MEDIA

with Alvin Fernandez K.

JULY 17, 13:00 - 16:00

Make It Work and Produce Your Design

This session focuses on executing content ideas into actual social media posts. Participants will learn simple production techniques to create clear and engaging content, and ensure it reflects their brand persona.

Focus:

1. Basic shooting techniques using simple tools,
2. Editing for clarity, pacing, and engagement,
3. Translating ideas into final content,
4. Maintaining consistency with brand persona

Output:

Participants produce one completed social media content that clearly communicates their design and reflects their brand persona.

