
INTRODUCTION

SketchUp enables participants to draw using a familiar pencil and paper paradigm in a software context. The SketchUp Essential Training course provides students with an excellent choice for beginning to learn to use Sketch Up. This course is intended for students with little or no experience in 3 dimensional drawing or Sketch Up experience, but who want to start to create 3 dimensional models using Sketch Up.

LEARNING OBJECTIVES

By the end of the course, participants should be able to:

- ✓ Understand Sketchup Interface
- ✓ Setting a metric/imperial drawing environment
- ✓ Presenting of objects in architectural model, and work with elevation, section, and 3D views.
- ✓ Use SketchUp to create a model which began life in the AutoCAD environment and move the rudimentary plan to SketchUp showing that AutoCAD geometry, blocks and layering can be incorporated into a SketchUp model.
- ✓ Work with architectural walls and its component.
- ✓ Use google links to a large set of 3D models which you can use in your own design work.
- ✓ Organize Scenes
- ✓ Create Textures and Materials

TARGET GROUP

This course is designed for those who would like to learn to create quicker (and sometimes more accurate) 2 dimensional and 3 dimensional study models with the ease of Google SketchUp. This course is intended for students with little or no 3 dimensional drawing or SketchUp experience, but who want to start to create 3 dimensional models using SketchUp.

CAREER PATH

- ☐ 3D Visualizer, 3D Artist, Interior Designer, 3D Graphic Artist, 3D Designer, Architectural Visual Producer

COURSE CONTENT

Day 1

Introduction Sketchup & Interface

- Navigating In Sketchup
- Creating Camera Views
- Creating Scenes, Shadows And Fog
- Using Tools: Select, Move, Scale And Rotate
- Advanced Selection Tools

2D Drawing in Sketchup

- Drawing Tools: Line, Circles, Polygons And Arcs
- Pushing And Pulling Faces Into 3D
- Using Offset Tool And Follow Me Tools
- Creating Text
- Softening Round Edges And Creating Sections

Construction Tools for 3d Modelling

- Measurement Of Objects
- Angular Measurement And Guides
- Axes Tools
- Object Dimensioning
- Text Cool
- 3D Text
- 3D Cross Section

Day 2

Modification Tools for 3d Modelling

- Move, Copy And Linear Arrays
- Rotate, Copy And Rotational Arrays
- Scaling And Resizing
- Offsetting Lines And Faces
- Extruding And Subtracting
- Path Extrusions
- Exercise

Model Presentation (Material, Styles & Scenes)

- Paint Bucket Tool
- Creating Materials
- Repositioning Materials
- Style Browser
- Editing Styles
- Lighting and Shadows
- Adding Scenes and Creating Animations
- Exercise

Components, Groups and Layers

- Understanding and Creating Components
- Inserting Components
- Editing Components
- Creating Groups
- Layers
- The Google 3d Warehouse
- Importing And Exporting