

Sketchup Pro 3D Training: Foundation



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SketchUp (formerly Google Sketchup) is a 3D modeling computer program for a wide range of drawing applications such as architectural, interior design, landscape architecture, civil / mechanical engineering, film, and video game design—and available in a freeware version.

This course has been designed for delegates with a reasonable knowledge of computing and drafting however students with existing CAD knowledge, good computing skills and an interest in design could complete a two day version of this course, or add further in depth training to day three.

Introduction to the basics and so much more:

The course runs from 9.30 am to approximately 4.30 pm.

Duration: 2-3 day foundation/intro.

What is Sketchup 3D

Choosing a Template:

How to get around inside Sketchup
Zoom, Pan and Rotate
Understanding the XYZ axis
Setting up Units
Selecting and erasing

Drawing:

Drawing and using the Pencil tool
Drawing basic Geometric shapes
Drawing with measurements
Drawing Lines, Circles and Arcs

Shortcuts

Measuring items inside Sketchup
Discovering Information and Data

Transform Commands:

Moving and Copying
Simple Array techniques
Rotating Objects
Rotate / Copy
Scale Objects

Modelling techniques:

Using the XYZ axis
Using Push Pull
Using Follow Me
Using Offset

Offset Edges and Polygons

How to use polygons in 2D drawings
Smoothing Groups

Components

Groups
Comparisons and Benefits
Solid Modelling Techniques

Paint Bucket:

Applying Textures
Creating New Textures
Adding Bitmaps
Sizing Bitmaps

Texture Quality:

What makes a good texture?
Where to find textures
How to edit textures
Positioning textures
Limits to graphics and bitmaps

“A highly professional company run by knowledgeable, friendly people”



Sketchup Pro 3D Training

Our bespoke onsite courses run from 9:30am to 4:30pm with an hour for lunch. The trainer will arrive in time to check and help with your set up. If you need to amend these timings just let us know in advance and we will work around what suits you.

Styles:

Using Sketchup styles
Editing Existing Styles
Saving New Styles

Scenes:

Making New Scenes
Updating Scenes
Rename and Re-Order Scenes

Layout:

Links to Layout
Scenes in Layout
Pages in Layout

Dimensions inside Sketchup

Annotation inside Sketchup
Excluding Scenes from Animation
Saving Templates

Export:

Printing from Sketchup
Exporting Components
Export a 2D image or .pdf
Export Animation