SketchUp Essentials Training Agenda for the ADG

Skill Level: Intro
Duration: 1 day
Recommended Prerequisites: None

SketchUp enables you to draw using a familiar pencil and paper paradigm in a software context. This course provides students with an excellent choice for beginning to learn to use 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.

Configuring your Template
Setting up Drawing Units and default styles

Creating Basic Geometry
Understanding how to work with inferences
Drawing and erasing edges and surfaces
Creating surfaces from Polygons and circles
Using the Pencil Tool to draw in 3D

Understanding the stickiness of Geometry
Using the Push-Pull and Move tools
Using the Move tool to adjust vertices and edges
Working with the Autofold tool to maintain coplanar Geometry

Navigating the model
Using the Orbit and Pan tools

Constructing a building footprint

Creating Concentric Surfaces
Using the Offset and Mirror tool
Making an Array

Applying Materials
Using the Paint Bucket Tool and Materials Palette
Adding 3D Text
Adding detail to your SketchUp model
Using the Google 3D Warehouse

**Display options and styles**
Adding information from Google Earth

**Creating and Editing Components**
Working with nested components
Using groups to organize geometry
Working with the Component browser

**Sharing your model using Google Earth**

**Working with Photographs**
Analyzing photos using the photomatch tool
Projecting photos onto your model
Correcting textures
Creating edges using the follow me tool

**Working with the material Browser**
Using the Eyedropper tool
Changing the visibility of edges

**Stylizing your model**
Adding details with Google Warehouse
Setting up Shadow and fog settings
Creating, editing, and applying styles
Working with sketched edges
Adding Watermarks

**Creating a scene-based walkthrough**

**Presenting your Design**
Adding Text, Color, and images to a Layout
Changing document properties
Controlling Lineweights
Adding Pages to a Layout
Bringing models to Scale