

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