SketchUp Part II -Training Agenda for the ADG

Skill Level: Advanced

Duration: 1 day

Recommended Prerequisite: SketchUp Part I

Working with Photographs
Advance Photomatching
Matching a model to a site photograph
Import a hand drawn rough sketch of the set in the preliminary phase

Working with CAD input and Output
Modeling from CAD Files
Generating Surfaces from CAD lines
Generate floor plans drawn to scale showing from above the general layout of each set and the placement of the furniture and large props
Generate front elevations giving a view of the elements of the set from the front and showing details like windows or platforms
Section Tool/ Adding Dimensions to Section Exports

Modeling
Working with Curved Forms
Texturing Curved Surfaces
Dealing with difficult surfaces
Raising Walls

Working with Exteriors
Creating a massing model
Overview of the Follow me tool
Creating planter boxes and Embankments
Generating Topography
       From Scratch
       From Contours
       Stepped Terrain Model
       Using the Drape Tool
Projecting Texture Imagery
Entouraging with Google 3D Warehouse
Downloading Components

Working with Ruby Scripts
Working with Plugins

Cameras

Setting up cameras

Working with the Advanced Camera Tool