

Sketch Up 101: Rookie

Level: Introduction
Duration: 1 Days
Time: 10 AM - 5 PM
Cost: Call for details

Overview

Create 2-dimensional geometry (in a 3D environment)

Description

Get the basics of Sketch Up in just 1 day

Google SketchUp is software that you can use to create, modify and share 3D models and is an easy to learn 3D modeling program. SketchUp has been design with a simplified toolset, guided drawing system and clean look-and-feel to enable the work to be done as efficiently as possible. Google SketchUp has plenty of its own idiosyncrasies, particularly for those folks who consider themselves 'casual or part-time users'. So, whether you're a SketchUp newbie or a CAD software veteran, we offer training options that will have you creating amazing designs in no-time!

Who is this course for?

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.

Assumed Knowledge

Because of the amount of material we cover in class, we do require students to be comfortable using a mouse, opening and saving files, and the general operations of computers. While we will make every reasonable effort to help, students with insufficient skills may be required to observe the class lessons or do their best to keep up without slowing down the rest of the class.

What you will learn

- * Creating Basic Geometry
- * Creating Surfaces From Polygons
- * Understanding Stickiness In 3D
- * Drawing In 3D Using The Pencil Tool
- * Generating Forms Quickly
- * Creating Concentric Surfaces
- * Mirroring in SketchUp

* Display Options And Styles

Outline

Create 2-dimensional geometry (in a 3D environment)

- Create surfaces from lines, circles, polygons and arcs
- Create surfaces from freehand curves
- Demonstrate stickiness of geometry
- Create 3-dimensional geometry
- View a model in 3D
- Create surfaces from lines in 3D
- Create geometry with the Push/Pull Tool
- Move entities to manipulate geometry
- Maintain coplanar geometry
- Connect and generate forms
- Lock inferences
- Generate forms quickly
- Restore/Heal a surface
- Mirror or array a model
- Apply materials
- Create 3D Text
- Import Component models from Google 3D Warehouse
- Alter a model using built-in Styles
- Position and export models to Google Earth
- Understand stickiness in the model
- Use Groups and Components to isolate geometry
- Create a Component