

SketchUp – Essentials 1

SketchUp enables you to draw using a familiar pencil and paper paradigm in a software context. This course is ideal for students just beginning to learn to use SketchUp. It is intended for students with little or no 3-Dimensional drawing or SketchUp experience, but want to start learning how to leverage SketchUp to create compelling 3D designs.

Who should attend?

Anyone looking to get up to speed and learn how to use SketchUp to create 3D models.

Prerequisites

No prerequisites for this course. Design, or drafting is recommended. However, no previous CAD experience is necessary.

Questions?

Please call us at 800-336-3375.

Course Outline

Setting Your Template

- Creating Surfaces from Lines
- Creating Surfaces from Circles
- Creating Surfaces from Polygons
- Understanding the Stickiness of Geometry
- Drawing in 3D Using the Line Tool (Pencil)

Creating Basic Geometry 3D

- Viewing a Model in 3D
- Drawing in 3D Using the Line Tool

Understanding Stickiness in 3D

- Using the Push/Pull Tool
- Using the Move Tool
- Coplanar & Autofold

Connecting & Generating Forms

- Locking an Interface
- Constructing a Building Footprint
- Creating Concentric Surfaces
- Making an Array
- Applying Materials
- 3D Text
- 3D Warehouse

Display Options & Styles

- See Your Model in Google Earth