

Introduction to SketchUp

Training course outline



SketchUp is a 3D modelling application used to create, share and present 3D models and visualisations. There are two versions of the software: Make and Pro.

SketchUp Make is free software, used primarily by amateurs and hobbyists.

SketchUp Pro is a feature-rich application used in a wide range of industries including architecture, construction, engineering, interior design, kitchen design, civil and mechanical engineering, film and video, and many more.

Introduction to SketchUp provides a thorough grounding in 3D modelling principles and the use of SketchUp, for new users of SketchUp Make or SketchUp Pro.



Course summary

Teaches the fundamentals of 3D modelling in SketchUp, teaching you how to:

- Create 3D models.
- Incorporate textures, scenes and styles.
- Produce visualisations.
- Use SketchUp's key tools and commands.

The course can be tailored for each client to be relevant to the type of models and visualisations required.

Duration

Two days.

Who should attend?

This course is for new users of SketchUp Make or SketchUp Pro.

Delegates should have a working knowledge of Windows®. No prior CAD knowledge is necessary.

General information

SketchUp courses are hosted by experts in 3D modelling and CGI, who have been providing training of this type to industry for over 20 years.

Introduction to SketchUp training is arranged on-request, i.e. one-to-one training or a course for your group. This means that the training can be:

- Provided when it suits you.
- Adapted to reflect the work you're going to be doing in SketchUp, focusing on topics that are most important to you, and reducing emphasis on those that are less so.

Whilst attending training, delegates have the use of a computer running SketchUp to practice the techniques taught.

Refreshments and lunch are also provided.

Course fees can be paid by cheque, electronic transfer or credit/debit card.

Courseware and certificate

Delegates receive:

- A comprehensive training guide.
- An e-certificate confirming attendance on an *Introduction to SketchUp* course.

After course support

Following SketchUp training, delegates are entitled to 30 days' email support from their trainer to help with any post-course issues.

Further information

See: armada.co.uk/sketchup-training-course.

Course syllabus

See over.

Course syllabus

What is SketchUp?

How to get around inside SketchUp

Zoom, pan and rotate

Understanding the XYZ axis

Selecting toolbars

Applying templates

Drawing and using the pencil tool

Drawing basic geometric shapes

Drawing with measurements

Drawing circles and arcs

Sticky Geometry benefits

Discovering layers

Using shortcuts

Measuring items inside SketchUp

Information and database

Moving and move / copy

Simple Array techniques

Rotating objects

Rotate / copy

Scale fractional and relative

Making components

Making groups

Comparisons and benefits

Saving components

Re-loading components

Creating a digital warehouse

Modelling techniques

Using Push Pull

Using Follow Me

Intersecting Geometry

Copy and Offset Faces, edges and polygons

How to use polygons in 2D drawings

Paint bucket

Materials Editor

Textures and bitmaps

Getting to understand the Materials Editor

What makes a good texture?

Where to find textures

Positioning textures

Limits to graphics and bitmaps

Create new scenes

Create new styles

Saving scenes and styles

Introduction to animation

Dimensions inside SketchUp

Annotation inside SketchUp

Printing from SketchUp

Exporting 2D images or PDF