

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