

SketchUp Beginner to Advanced Course

This SketchUp Course is a great way to improve your SketchUp Skills. Our in-house Specialist Trainer will give you the confidence and knowledge to complete your very own SketchUp Project. 'Model along' with advanced Hands On SketchUp techniques. This course will teach pre-modeling strategies; component mirroring, pasting and array techniques; and selected extensions for complex modeling and selections. If you are a SketchUp User and want to improve and become better at understanding proven workflows, then this is your course.

We Start with the basics and progress to more Advanced Techniques. This class is designed for beginners. Students will learn how to create and organise SketchUp Model as well as understand presentation and exporting techniques. Important Workflows are presented. Learn from an experienced CAD trainer in a small class environment.

Who should do this course?

People who are interested in studying a design course in future, people interested in making models for 3D printing.

Prerequisites

Students need to be able to use a computer mouse (with two buttons and a scroll wheel) and keyboard. No prior architectural or building knowledge is needed.

Topics include:

- Navigating SketchUp. Creating camera views
- Configuring the toolbars on Mac and Windows
- Selecting, moving, and scaling objects
- Using the line tools for 3D drawing
- Creating rectangles, outlines, circles, and freehand shapes. Creating 3D text
- Using the measurement and labeling tools
- Organizing drawings with groups and layers
- Creating components and using components from the 3D Warehouse
- Creating and applying materials. Working with textures
- Rendering and animating drawings. Creating a template watermark
- Mixing and saving styles
- Adding/Updating/Aligning/Animating scenes
- Adding and animating sections. Creating views
- Customizing layout preferences and document setup
- Working with references in LayOut
- Building a template
- Working with site plans
- Coordinating plans and elevations
- Adding text, dimensions, and title blocks
- Building a scrapbook

COURSE CONTENT

The SketchUp Interface

- Interface basics for Windows/ Mac
- Navigate/Walk around in SketchUp
- Create camera views/Shade faces and edges
- Create shadows and fog
- Create multiple views using scenes
- Configure toolbars and trays: Windows/Mac

Manipulate Objects

- Select/Move/Scale/Rotate objects
- Manipulate faces and edges
- Advanced selection tools

Draw in SketchUp

- Line tool fundamentals
- /3D drawing with the Line tool
- Use the Rectangle tool/Create rotated rectangles
- Push and pull faces in 3D/Use the Eraser tool
- Create outlines with Offset/Draw curved and freehand shapes
- Create circles and polygons/Soften and smooth edges
- Use the Follow Me tool/Create 3D text

Measure and Label

- Use the Tape Measure tool/ Protractor tool
- Create Labels with the Text Tool/Dimensioning
- Create Cutaways using Section Planes

Staying Organised

- Grouping Objects/Working with Layers
- Using Outliner and Entity Info

Working with Components

- The Component Window/Creating Components
- Using 3D Warehouse/The Component Options Window
- Using the Interact Tool

Materials and Textures: Windows

- Applying Materials/Editing Materials/Creating Materials
- Mapping Textures Interactively/Map curved Objects
- projection Maps on Curved Objects/Create a Floorplan Using Bitmaps
- Draw a Structure from a Floorplan

Materials and Textures: Mac

- Applying /Edit/Create materials on a Mac
- Map textures on a Mac/Projection Maps on a Mac

Duration: 4 day

Class size:

- ✓ 8 students max
- ✓ Or : One on One training

Times: 9:00am - 4:00pm

Where : In your home or Office or Coffee Shop

Course Inclusions :

- ✓ Comprehensive learning materials
- ✓ 12 months FREE email support
- ✓ 'Certificate of Attendance' on completion of course
- ✓ Morning & afternoon tea

- Draw from a floor plan on a Mac

Rendering and Animation

- Applying Styles/Editing Styles
- Export in 2D and 3D/Basic Animation

All About Scenes

- What is a Scene. Adding/Updating Scenes
- Aligning Geometry Between Scenes/Animating Scenes

All about Sections

- Adding Sections/ Controlling Visibility of Sections
- Active, Inactive and Selected Sections/Aligning, Flipping and Exporting Sections
- Animating Sections/More than one Section/Acoustics Ceiling Animated

Creating Views for Layout

- Location and Site Plan Views/Floor Plan Views
- Front Elevation View/Elevations with no Landscape
- Section Views/3D Views/Remaining 3D Views

Sending to Layout

- The Layout Interface/Customising the Toolbars/Layout Preferences
- Document Setup/References
- Print Setup/Large File Sizes and How to Deal with them

Floor Plans and Elevations

- Floor Plans/Raster vs Vector/Create Group from Slice/
- Slices/Moving the Camera/Adding Elevations

Co-ordinating Plans and Elevations

- Duplicationd Sheets and changing styles
- Adding Pattern fills/Floor Zones and Tags
- Grids and Levels/Exploding Model Objects

Annotations

- Text Point size/Paragraph Text/Label text
- Dimensions/Adding Dimensions/Adding Blocks

Scrapbooks

- All about Scrapbooks/CAD Furniture/Join and Split Tools
- Saving a Scrapbook Page/Images and Clipping Masks
- Creating Geometry in Scrapbooks

Extension Plugins

- How to load Plugins/Top 10 Plugins
- Where to find Plugins/Extension Manager