INTRODUCTION TO SKETCHUP PRO

Duration: 2 Days

OBJECTIVES

THIS SKETCHUP TRAINING CLASS MAKES 3D MODELING EASY FOR ANYONE TO LEARN. AFTER ATTENDING OUR SKETCHUP CLASS YOU'LL BE ABLE TO USE THE SOFTWARE TO WORK UNDER REAL-WORLD TIME CONSTRAINTS. FROM BROADCASTERS TO ARCHITECTS AND ENGINEERS, VIRTUALLY EVERY INDUSTRY USES SKETCHUP TO MODEL AND ANIMATE 3D OBJECTS AND ENVIRONMENTS.

PRE-REQUISITES

Experience of the Windows or Macintosh operating system.

COURSE INCLUDES

A comprehensive set of reference notes covering course topics, follow-up telephone support and lunch and refreshments.

COURSE OUTLINE

Set Up & Introduction to the Interface
- Setting Preferences
- Customising the Toolbars
- Setting a default Style
- Saving a Template
- Shortcuts
- Palettes
- Toolbars
- Drawing Axis

Navigation
- Navigation using the Mouse
- Panning
- Orbiting
- Zooming

SketchUp Core Concepts
- Click Drag Drawing
- Inferencing Geometry
- Creating Surfaces from Lines
- Creating Surfaces from Circles
- Creating Surfaces from Polygons
- Push Pull / Inferencing Geometry
- Dividing / Splitting Surfaces
- Healing Surfaces

Creating Geometry & Drawing Accurately

- Rectangles
- Circles
- Faces, Axes and Inferences
- Lines
- Polygons
- Protractor Tool
- Offsetting
- Push Pull
- Tape Measure
- Arcs & Filleting
- Sticky Geometry
- Groups & Components
- Copy, Array, Duplicate
- Rotating
- Scaling
- Follow Me

Components
- Creating Components
- Adding Components
- Understanding the difference between groups and components
- The Component Window
- Editing Components
- Use Google Warehouse to search for Components

Organisation
- Layers
- The Outliner

Materials
- Creating Materials
- Placing Materials
- Editing Materials

Styles
- Editing Styles
- Applying Styles

Scenes / Views
- Set Perspective
- Position Camera
- Setting Eye Height
- Look Around
- Creating Scenes
- Sections / Section Elevation
- Transitions
- Creating an Animation
- Printing
- Saving a PDF
- Exporting Images