



Sound, Solid, SketchUp™ Basic Training

Course Objectives

Visualizing ideas in three dimensions is critical to successful design of architectural spaces. Form / void, light, / dark, space / scale make spaces come to life. Traditional methods for exploring these issues are very labor intensive. Developments in computer software has advanced to enabled quicker (and sometimes more accurate) study models to be generated and explored.

SketchUp™ is one of those innovative programs. This course provides you with a solid start in beginning to master SketchUp. This course is intended for students with little or no 3 dimensional drawing or SketchUp experience, but who want get into the 3D game, creating models using SketchUp.

To succeed fully in this course, students should already be able to:

Define fundamental geometrical terms, including polygon, parallel, perpendicular, axes, arc, and array.

Define 3 Dimensional drawing terms, including rendering, field of view, and point of view.

Demonstrate and be competent with mouse skills, including double-clicking, drag, single-clicking, and context-clicking (right-clicking).

Upon completion of this course, you should be able to:

- Create 2 dimensional geometry (in a 3 dimensional or 3D environment) using SketchUp
 - Create surfaces from lines
 - Create surfaces from circles
 - Create surfaces from polygons
 - Create surfaces from arcs
 - Create surfaces from freehand curves
- Understand stickiness of geometry
- Create 3 dimensional models and view them in 3D
- Demonstrate “stickiness” of geometry in SketchUp
 - Create geometry with the push-pull tool
 - Move entities to manipulate geometry
- Keep models clean with coplanar geometry
- Connect and generate forms
 - Lock an inference
 - Generate forms quickly
 - Recover a surface that is missing
- Create a model, step-by-step
- Mirror a model
- Create an array



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