



## TRIMBLE SKETCHUP ESSENTIAL TRAINING

### **Objectives**

After completing this guide, you will be able to:

- ✓ Setting a metric/imperial drawing environment.
- ✓ Presenting with different display techniques.
- ✓ Representation of objects in architecture model, and work with elevation, section, and 3D views.
- ✓ Use SketchUp to create a model which began life in the AutoCAD environment and move the rudimentary plan to SketchUp showing that AutoCAD geometry, blocks and layering can be incorporated into a SketchUp model. Work with architectural walls and its component.
- ✓ Use Google links to a large set of 3D models which you can use in your own design work.
- ✓ Use the paint tool to apply textures to your models. Creating and using new texture maps.
- ✓ Attaching image files to frames in your model. Stretching and distorting images to fit the model.
- ✓ Explain the model in documentation environment i.e adding dimensions and text.

### **Pre-requisites**

This guide is designed for new users of Trimble Sketchup. It is recommended that you have a working knowledge of:

- Basic Architectural and design skills.
- Microsoft® Windows® 7, Microsoft® Windows® 8 or Microsoft® Windows® 10.

## TRAINING PROGRAMME DAY 1

### **Chapter 1: Getting Started**

- Interface Settings
- Interface Toolbars
- 3D Navigation
- Scene and Object Selection
- Scene and Object Modification Exercise

### **Chapter 2: 2D Drawing Tools**

- Line Tools
- Arc Tools
- Freehand Tool
- Rectangle Tool
- Circle Tool
- Polygon Tool Exercise

## TRAINING PROGRAMME DAY 2

### **Chapter 3: Construction Tools for 3D Modeling**

- Measurement of Objects
- Angular Measurements and Guides
- Axes Tool
- Object Dimensioning
- Text Tool
- 3D Text
- 3D Cross Sections Exercise

### **Chapter 4: Modification Tools for 3D Modeling**

- Move, Copy and Linear Arrays
- Rotate, Copy and Rotational Arrays
- Scaling and Resizing
- Offsetting Lines and faces
- Extruding and Subtracting
- Path Extrusions Exercise

## TRAINING PROGRAMME DAY 3

### **Chapter 5: Model Presentation (Material, Styles & Scenes)**

- Paint Bucket Tool
- Creating Materials
- Repositioning Materials
- Style Browser
- Editing Styles
- Lighting and Shadows
- Adding Scenes and Creating Animations
- Exercise

### **Chapter 6: Components , Groups and Layers**

- Understanding and Creating Components
- Inserting Components
- Editing Components
- Creating Groups
- Layers
- The Google 3D Warehouse
- Importing and Exporting  
(Including AutoCad Drawings)Exercise