

SketchUp Training 1
Beginner/Intermediate



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1.0 Course objectives (Beginner/Intermediate)

- SketchUp setup

- OpenGL – Hardware acceleration
- Creating custom keyboard quick-keys
- Ruby scripts/extensions
- Creating custom default templates
- Custom shadow settings
- How to Orbit whilst using the Push/Pull
- How to turn the perspective on and off
- How to paint a landscape with an aerial photograph

- Drawing tools

- Rectangle tool & functions
- Line tool & functions
- Circle tool & functions
- Arc tool & functions
- How to reference heights
- Benefits of the X-Ray display
- How to turn the visibility of layers on and off
- How to ‘Flip Along’ a Component/Group
- How to create Scenes
- How to Intersect with model
- Using the Polygon tool for geometric shapes
- Autofold shapes
- Using the Polygon tool

- Editing tools

- Push/Pull tool & functions
- Move tool & functions
- Offset tool & functions

- Geometric shapes

- How to create a cone
- How to create a truncated cone (Autofold)
- How to create a truncated cone using the Scale tool
- How to use the Smoove tool
- How to Smooth/Soften edges
- How to use the Drape tool

- Project 1: Skills

- Move and Copy
- Erase-Mask-Blend
- Add Dimension
- Add Notes
- How to project the image onto the model
- How to edit the position of the projected image once applied to the model

Course objectives (Beginner/Intermediate) continued

- Project 2: Skills

- How to create a default template for LayOut
- How to insert a Logo
- How to insert a SketchUp model
- How to create 2D Scaled drawings in LayOut
- How to use Scenes created in SketchUp
- How to use Styles with Scenes
- How to edit the view of the model
- How to have multiple views in LayOut
- How to update the SketchUp model and LayOut at the same time
- How to select different styles

PLUS - extra exercises and tips