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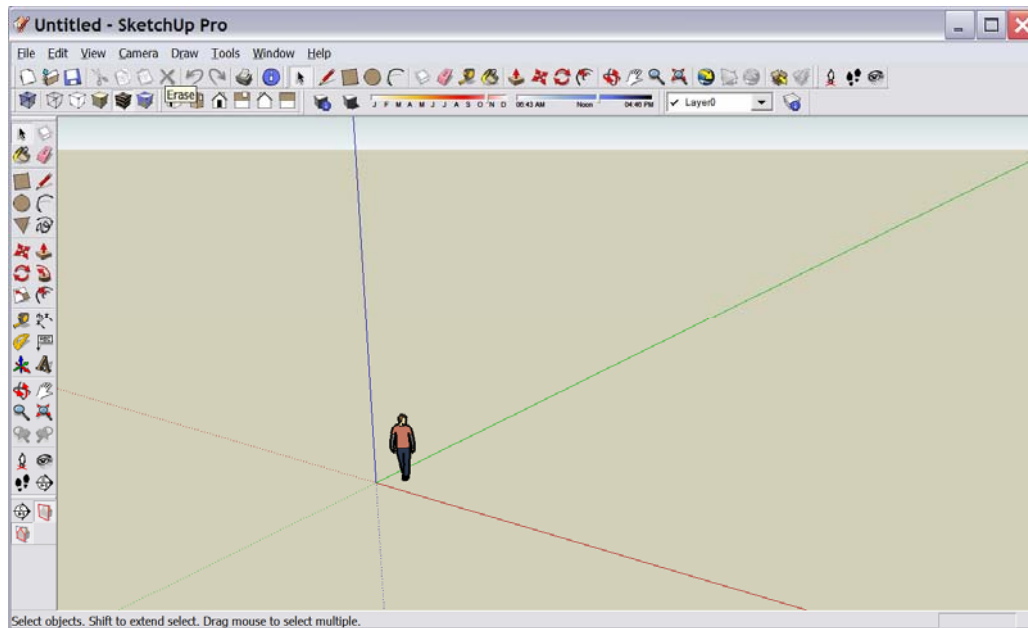
1. Sketchup 6 free version vs Pro: not in Free
 - a) Exporting to various CAD
 - b) Sandbox tool (terrains)
 - c) Layout (an add-on separate program for making pages)
 - d) See user's guide for details

2. Written resources:
 - a) Third party SU6 Student Workbook by Bonnie Roskes. This includes exercises from her other two books. The Delta book is the 'between' version that takes you from version 5 to version 6. see attachment A.
 - b) Print yourself from Website: <http://sketchup.google.com/vtutorials.html>
 - i) User's guide in .pdf for SU
 - ii) User's guide in .pdf for Layout
 - iii) Quick Reference Guide
 - c) Version 3.1 Syllabus by Kevin Gentry
<http://forum.sketchup.com/showthread.php?t=74923> with very interesting ideas: i.e. don't over do your modeling.
 - d) SU6 for Dummies is due out late June, 2007

3. Online resources:
 - a) Tutorials are videos and self-paced sketchup files, shows what you can do
 - i) Version 5, version 6 and Layout
 - b) Bonus packs
 - i) Components (ris)
 - ii) Materials
 - c) Galleries for ideas
 - d) Google SketchUp Plugins, on website : Much of the content in this directory was developed by other companies or by Google's users, not by Google. Google makes no promises or representations about its performance, quality, or content. Google doesn't charge for inclusion in this directory or accept payment for better placement.
 - e) Google sketchup group for basics.
 - f) Google Pro Forum for lots of stuff. It's getting big. . .
 - i) Get down into the threads and find materials, etc
 - ii) Remember to bookmark those materials places, wish I had

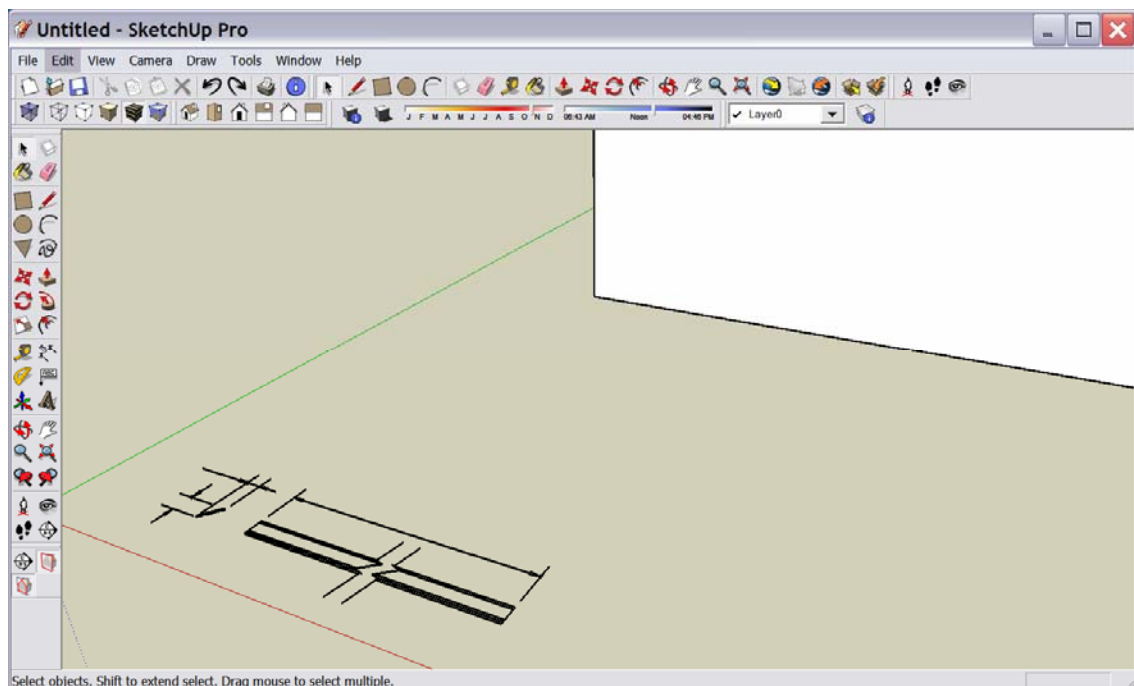
4. Learn the lingo:
 - a) See TOOLBARS, Pgs 66-68 of SU User's Guide, for tool names.
 - b) Reading the Forum can help with lingo.
 - c) the 'language' has changed: e.g. SU pages are now scenes and the term pages is used in Layout

5. Update often
 - a) look for new components and materials
 - b) SU issues updates to software, so check often
6. Sketchup
 - a) turn on toolbars
 - i) Large toolset: View, Toolbars, check Large Toolset
 - ii) Large Buttons: View, Toolbars, check Large buttons, others as wanted
 - iii) Sandy's workspace (not showing sandbox)

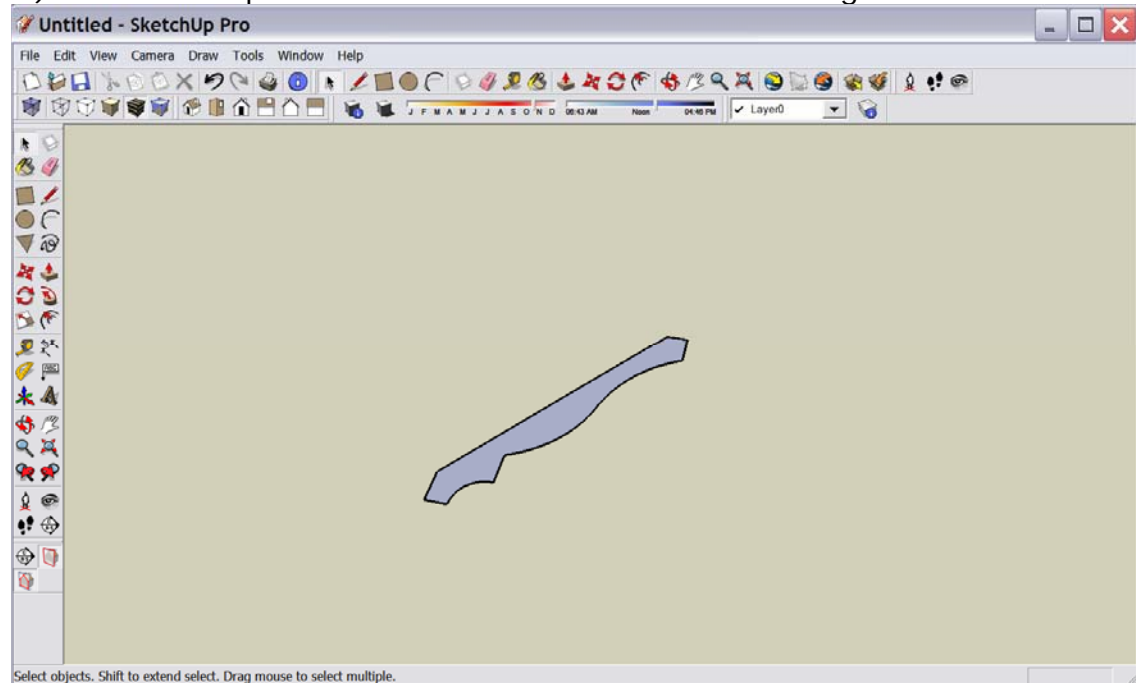


- b) Set Preferences: Window, Preferences
 - i) 5 minutes saves
 - ii) Continuous lines
 - iii) Auto-detect the Click-Style
 - iv) Edge color by Axis good for 1st few sessions
 - v) Display style
 - vi) Dimensions style
 - vii) Text styles
 - viii) Use preferences to edit all in their types
- c) Selecting and Sequence
 - i) Hold Control to add
 - ii) Hold Shift to toggle add, subtract
 - iii) Control and shift to subtract
 - iv) All work with window mouse gesture
 - v) Left windowing and right windowing are like CAD
- d) What is it? Entities important concepts
 - i) Faces – the surface

- ii) Edges – the line attached to a surface, a separate entity
 - iii) Components, groups
 - iv) Layers – display on or off
 - v) Materials, default is like none, but can be assigned
 - vi) Section planes – put into a group to do several at once
 - vii) Scenes – don't forget to update changes
 - viii) Guide lines – erase all
 - ix) Images
 - x) Dimensions – align to surfaces, hidden if too close
 - xi) Text – attached and non-attached
 - xii) Styles – the 'look' see below
- e) Hovering (my term) how the mouse works
- i) If a group is selected hover over one object to execute on a group
 - ii) Picking outside the group will unselect
- f) Text – attached to model items and not attached
- i) Attached have names and areas/lengths
 - ii) Non-attached will be in all scenes
- g) Importing:
- i) keep as a component (RI) so you can purge or erase later.
 - ii) Can edit for useful components, e.g. wood trim. Import dwgs from internet: (01-206-16.dwg from http://www.worthingtonmillwork.com/cad_moldings.html)



iii) Edit the component into a final surface: trace one edge to add face.

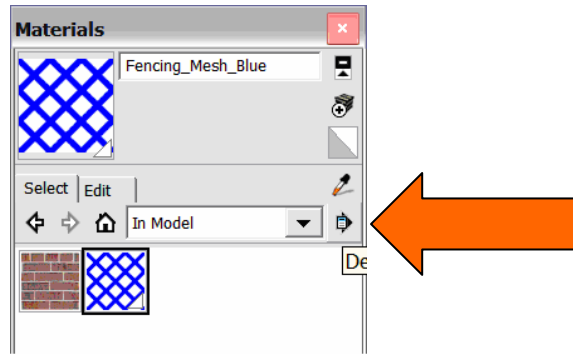


- h) Rotate tool
 - i) Use Shift to lock onto something
 - ii) Draw surfaces to rotate around and erase
 - iii) Hover close to the protractor

- i) Follow Me, three ways
 - i) Select edges, Pick Follow Me, Pick face to extrude
 - ii) Select faces, Pick Follow Me, Pick face to extrude
 - iii) Pick Follow Me, Pick face to extrude, drag the cursor around all the edges and click at the completion point
 - iv) All of the above except be sure to draw the 'face to extrude' first
 - v) Align the 'face to extrude' correctly

- j) Components
 - i) Like RIs, in separate libraries
 - ii) Like Blocks, each is inserted 'In Model'
 - iii) Every time one is tried, it is saved in the file, gets very big if trying a lot of components (see purging below)
 - iv) Make libraries and don't edit the system ones, updating to a new version could overwrite your special components

- k) Purge files that are too big:
 - i) Materials only: Materials, In Model, left click Details, Purge Unused



- ii) Components only: Components, In Model, left click Details, Purge Unused
 - iii) Purge All unused: Window, Model Info, Statistics, Purge Unused
 - l) Materials in components
 - i) Default is replaced, always
 - ii) Default can be a material
 - iii) Can assign the material inside the component
 - m) Layers
 - i) Make layers for composing scenes
 - ii) Degrees of modeling
 - iii) Future erasing
 - iv) Floors, walls, ceilings, materials, furniture, etc.
 - n) Printing
 - i) Practice one or two setups
 - ii) Update scenes to repeat printing
 - iii) Frame shots so text not on the model
 - iv) Use model extents can cut off some of the model
7. Layout (LO) – different from SU
- a) Use an empty template, you must make a page (sheet size).
 - b) Copy and Paste are like Corel, there is one on top of the first. Copy is copy to Clipboard, Paste is right on top of it. Must use the move tool to separate them.
 - c) Many of the logos are images
 - d) Rotate is only on the paper
 - e) Insert models into LO, edit the scenes
 - f) Can be open at the same time as SU
 - g) Unlock layers to edit templates

Attachment A: Try to get to this page to order educational version:

[home](#) | [online store](#) | [shopping cart](#) | [checkout](#)

Technical Documentation and Training

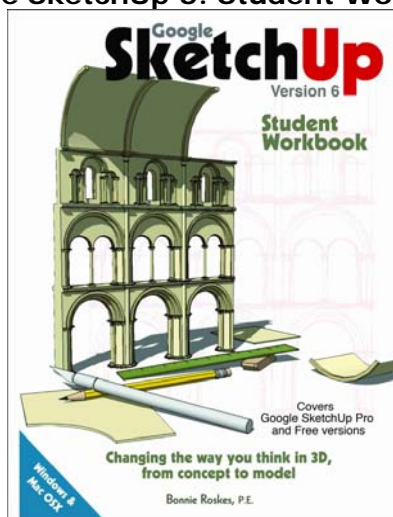
*** * * Student and Instructor Books for Version 6 are ready! * * ***

For instructors and educators, these books are a combination of [Google SketchUp 6: Basic Exercises](#) and [Google SketchUp 6: Advanced Exercises](#). They are specially written for classroom instruction.

See below for ordering information. Instructors, trainers, and teachers: see below for information on viewing the Workbook PDF.

item display

Google SketchUp 6: Student Workbook



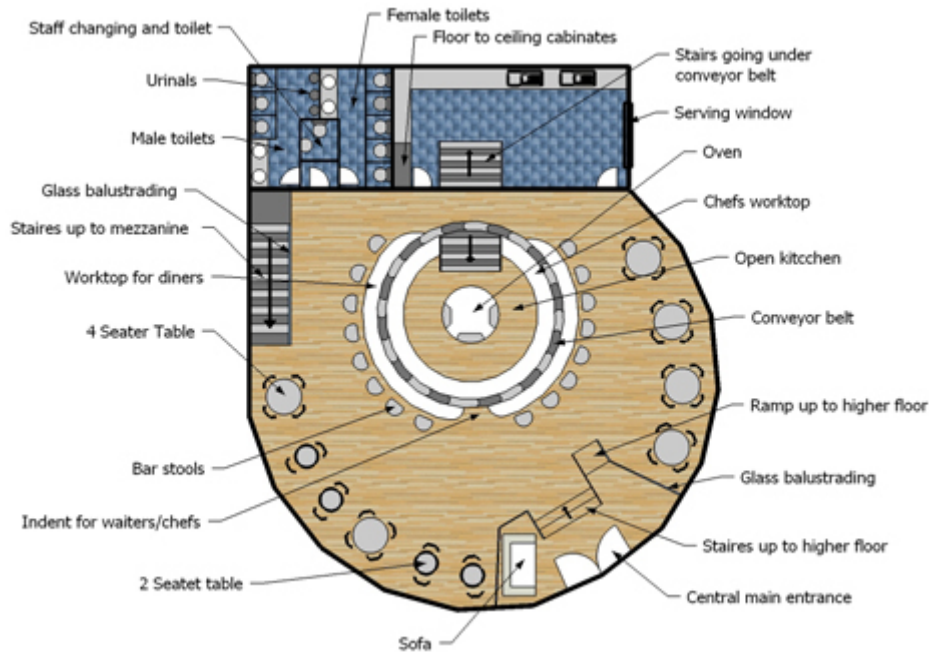
The *Student Workbook* is designed as a teaching tool. It contains the same exercises as the "Complete" books, but with less detail in the advanced sections. The initial chapters provide all basic concepts, which students then apply and build upon while working on "do-it-yourself" projects. Minimal guidance is provided when necessary.

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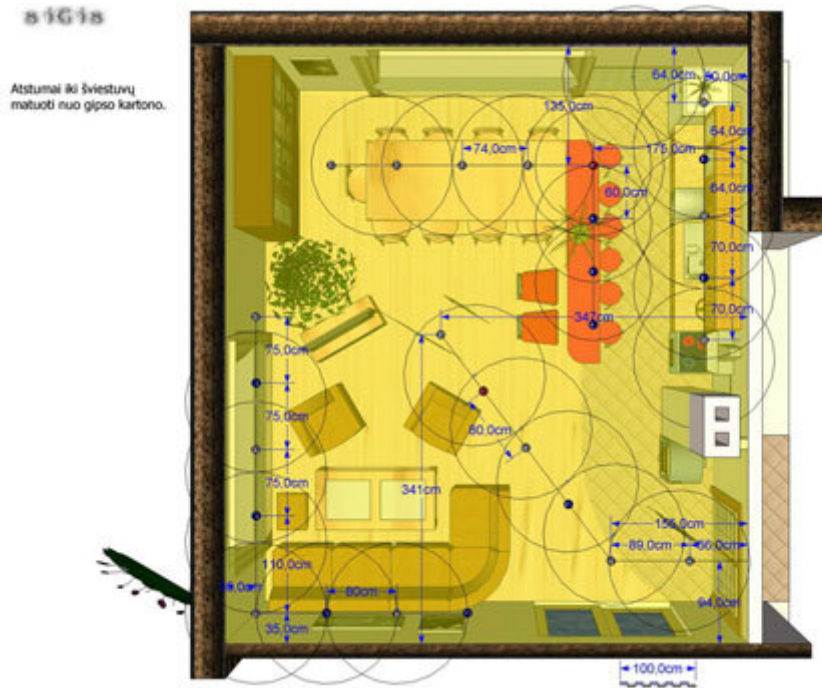
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