

1: Basic SketchUp Tutorials Archives - SketchUp Tutorials

Getting started with Sketchup - Part 4 Getting Started This is a great introduction to SketchUp that will take you through building several projects to learn the essentials of SketchUp.

SketchUp is known for its user-friendly interface and easy learning curve. In this tutorial you will learn the very basics of SketchUp, including: How to prepare your workspace and get started How to draw basic 2D shapes lines, rectangles, circles, arcs How to turn a 2D shape into a 3D object How to move, push, pull, cut, rotate, scale, copy and delete objects Ready, steady, go! Download the Software To download SketchUp, go to <https://www.sketchup.com>: Basically, both versions are the same when it comes to basic commands and tools for modeling. Prepare the Workspace SketchUp allows you to select the workspace you want to use from a window that appears when you open the application. The window shows three tabs: Learn, License, and Template. The Template tab displays a list of different presets to select from. They depend on the type of model you will be doing. I recommend that you explore these templates, but for now, let us use the Simple Template "Meters". Click on the template and then on the button Start using SketchUp on the lower right side of the window. I recommend you to check the box on the lower left side that says Always show on startup, as this will enable you to select any template every time you open the application. On your first SketchUp workspace, you will see default toolbars on the upper part of your screen. A window will appear with a list of toolbars. For this tutorial, we will use the Large Tool Set. This toolbar contains most of the tools you need to build a 3D model. Check the Large Tool Set. I recommend you uncheck the other toolbars to avoid confusion. This allows you to view your work from different angles. Also, SketchUp has a snapping feature that helps you align your lines or models along the different axes. These are the fundamentals of our future 3D models. To draw a line, first click the Pencil symbol on the toolbar or simply press L on your keyboard 2. Click anywhere on your screen to assign the first point 3. Drag the mouse to the desired location of the second point and click 4. To specify the length in this case I entered 5 , simply type the value right after Step 2 and press Enter As you have probably already noticed, you can align any line to the Red, Green, or Blue axis of the workspace. This part is a bit tricky. Enter the values like this: To draw a Circle, first click the icon below the rectangle icon or simply press C on your keyboard 2. Click the desired point to assign the midpoint of your circle 3. Drag the cursor anywhere on the screen to make the circle and then click 4. To specify the radius i. To use Pan, click the icon or simply press H on your keyboard 2. Click to set the origin, hold the mouse button and just drag. This will allow you to move your view Orbit: To use Orbit, click the icon on the toolbar or simply press O on your keyboard 2. Click anywhere, hold and drag to rotate the whole view 3. You can also use the mouse wheel to Orbit Step 7: In order not to lose your progress, make sure to save your file from time to time. Enter the filename and select the directory you want your file to be stored in. First, zoom in on one of your 2D shapes by using your mouse wheel button 2. Hover your mouse cursor over the plane of the circle 4. When you see the plane is highlighted i. Click the left mouse button again to set the height of your cylinder, cube or cuboid. Or type the height after the first click You will then see that the 2D shape has converted into a 3D object. You have created your first 3D object! Dimension Tools This tool allows you to check the dimensions of your model. To use this tool, simply click the Dimension icon on the toolbar 2. Or simply click the line. You will then see the length of your line or object You can also use this Tape Measure Tool to measure distances more freely and the Protractor Tool to check different angles. The best way to learn how to use these tools is by playing around with them. You can see the results of the Tape Measure Tool and the Protractor Tool in the lower right corner see screenshot below. Moving and Maneuvering Objects This tool is very easy to use: First select the object you want to move. Click the Move tool or simply press M on your keyboard 3. Click the selected object and drag it. Simply click again when you reach the desired location Step Creating Copies of Your Object 1. To create a copy of your object, select it again as seen just above 2. Press Ctrl on your keyboard to create a copy of the model 3. Left-click again to place the copied model in the desired location Step Erase Tool This tool works like a basic eraser: First click on the Eraser tool on the toolbar 2. Once the eraser icon appears, click on the lines you want to erase you can also select a line with the Select tool and then

hit the delete button Step Text The 2D text tool allows you to calculate base areas of planes and to place labels. The arrow indicates which object was labeled. The 3D text tool actually creates the text as a 3D object that is part of your design. As always, it makes sense to simply play around with these two tools. Basic Cutting This tool allows you to cut or eliminate a section of your model. To show you how to use this tool, we used the cylinder. For this tutorial, make a line on three points of the surface of the cylinder. Mark the first at any point on the edge of the top surface of the cylinder. Second, make a point in the center and third, make a point that aligns to the red axis 3. Click on one half of the top surface of the cylinder and push it downwards to create the cut and click to finalize What a nice, clean cut! Play around with this tool some more to discover all its functionalities. It allows you to draw a curve. After selecting the tool, click on one of the corner points of a cube. Then click somewhere on one of its top axes and draw an arc. Scaling and Stretching This tool allows you to adjust your model accordingly or to the desired scale. To use this tool, simply select your model first and click on the Scale tool on the right or press S on your keyboard. This will show you the different scaling points you can use. You can scale and stretch the object by clicking on the green dots that appear. If you want to scale our model up or down while maintaining the ratio and proportion of our rectangular box this is called uniform scaling you need to click on one of the 8 corner points of the rectangular box. You will see the value of your scaling in the lower right corner of the window. A value of 0. Rotating This feature is very useful when you experience orientation issues. First select the model you want to rotate and select the Rotate tool or press Q on your keyboard 2. Click on the center of the top surface of the rectangular box to set your axis. Extend your cursor towards the green or red axis to select the baseline of your rotation 3. Rotate the model to the desired direction or simply input an angle value. Did you already create a 3D model in SketchUp and want to make it 3D printable? This requires some extra steps which you will learn in this tutorial. Are you more interested in simple 3D modeling software for sculpting organic objects? Then our SculptGL and Meshmixer tutorials might come in handy.

2: SketchUp Tutorials for Professionals | www.enganchecubano.com

Learn SketchUp Video Tutorials From beginner tool tips to intermediate and advanced modeling techniques, our video tutorials are a great way to build your SketchUp skills.

3: How to Create a Standard House in SketchUp: 8 Steps

A collection of Sketchup tutorials, videos, tips and tricks to help you become a better 3D modeler in Sketchup. Each tutorial is detailed, step by step to help even the beginner follow through with the model even if it is your first time using Sketchup.

4: SketchUp Tutorials - The SketchUp Essentials

Been meaning to learn SketchUp? Or you've picked up the basics but are pretty sure you're doing things the wrong way? Get started by learning the right way to use the fundamental drawing, editing and navigation tools.

5: SketchUp and LayOut Tutorials | SketchUcation

Sketchup Tutorial For Beginners - Part One I go over the basic drawing tools and navigation tools so that by the end of the video you should be able to make your first model in Sketchup on.

6: How to Use SketchUp (with Pictures) - wikiHow

This tutorial by All3DP's SketchUp expert Mich Judelag will help you understand the basics of this powerful 3D modeling software. He will show you how to build a simple 3D object and how to use basic commands and tools in order to turn

your ideas into the third dimension.

7: SketchUp Basics Tutorial Part 1 – A Tutorial Primer for those new to SketchUp - SketchUp Tutorials

Google SketchUp® 7 Hands-On Basic Exercises By Bonnie Roskes A collection of exercises, tips and tricks that will get you up and running, and creating just.

8: Sketchup for Woodworkers

In this Article: Installing SketchUp Learning SketchUp Basics Creating a Structure Community Q&A This wikiHow teaches you how to use SketchUp on your computer. SketchUp is a free 3D-modeling program which allows you to create anything from simple houses to vast recreations of cities.

9: Vray for SketchUp Tutorial Part 1: BASIC ILLUMINATION – MARICARdeDIOS

Our SketchUp tutorials demonstrate achitectural, civil, mechanical, and video game design, and cover advanced tools and techniques including how to build floorplans. New SketchUp Courses.

A Letter to Diognetus Speciality steels and hard materials Molecule of life matriculation Karl Ludwig Sand Celebrated Crimes Queen Alexandras Royal Army Nursing Corps The secret memoirs of Lemuel Gulliver: satire, secrecy, and Swift / Host family survival kit Bombay Prohibition Act, 1949 Three lives in mine Crescent Color Guide To Kittens Geopolitics and the decline of empire Inside Story Of My Chemical Romance A Students Guide to Robert Frost (Understanding Literature) Grandmother Elsie Good manufacturing practice for active pharmaceutical ingredients Honda accord 1999 service manual Discrimination complaints Why Im Guessing Youd Rather Live in Paris than Tehran Pioneer laymen of North America Marketing real people real choices 8th ed Green buyer behaviour Strategy to increase the use of rail for the transport of containers to and from the Fremantle port Worki New ideas in the Pirc Defence Spectrum language arts grade 4 Folded Fabric Elegance Jeff Gordon (Edge Books NASCAR Racing) Bibliographic control of microforms List of quality measures in adults Billy budd full text Its a wide, wide world Family and Intimate Relationship Princess Napraxine 2. The seven sleepers of Ephesus International financial management bekaert 2nd edition Riddles For Children Patience under insult Goodbye, Columbus, by P. Roth. Directions for use Basic Economics (with InfoTrac and Economic Applications Printed Access Card) Jerry Jemmott Blues and Rhythm and Blues Bass Technique (Bass Builders)