SKETCHUP

DURATION
45 Days

COURSE DESCRIPTION

Ideally suited for designers, broadcasters, architects, engineers as well as anyone who would like to learn to create 2-dimensional and 3-dimensional study models with ease and sophistication, this course delivers a wellrounded introduction to the power of Google's SketchUp.Students are enabledto draw using a familiar pencil and paper paradigm in a software context. Google SketchUp makes 3D modeling easy enough for anyone to learn, and fast enough to use under real-world time constraints. SketchUp will allow students to demonstrate to clientswhat a new building will look like,recreate and fly through the scene of an accident, or visualize a theatrical set before it's built. At the conclusion of this course, students will be comfortable creating, animating, and displaying 3D environments at a sophisticated level.

COURSE ASSESSMENT

This course will explore the techniques and methods for the design and creation of 3D models in SketchUp. You will presented with a series of informative assignments that in turn illustrate the tools needed to create a final project geared towards your design profession.

TOPIC: INTRODUCTION TO SKETCHUP 8

- Course Introduction - review of syllabus
- Templates
- Toolbars
- 2D Drawing Tools: line, rectangle, circle, polygon, freehand,
- **Assignment #1**
- 2D floorplan / drawing of a space

TOPIC: ORGANIZING A MODEL

- groups
- components
- layers
- outliner

TOPIC: MODELING TECHNIQUES

- creating roof pitches
- inferences
- axes lock
- move/copy
- tape measure
- **Assignment #3**
- Massing Model (Due Session 4)

TOPIC: MODELING IN 3D

- Drawing tools: push/pull, follow-me,
- Orbiting tools: zoom, pan, orbit,zoom previous, field of view, look around
- Modification tools: offset,move, copy, measurement
- solid tools
- **Assignment #2**
- Massing Model (Due Session 3)

TOPIC: MATERIALS & COMPONENTS

- creating materials
- edit in model
- edit in photoshop / image software
- creating advanced components
- saving components
- component library
- **Final Project**
- Begin development of final project/presentation (Due Session 10)
- 40% of grade

TOPIC: GOOGLE LAYOUT 2.0

- paperspace for SketchUp
- presentation template
- Topic: Plug-ins & Extra Features
- 1001 bit tools
- 1001 shadows
- drop at intersection
- from contours
- podium
- shape bender

FINAL PROJECT STATUS

- continue to developmassing model, components, & textures

TOPIC: DESIGN TIME

- from google earth
- from autocad / .dwg
- from pdf
- from building maker
- terrain / contours

FINAL PROJECT STATUS

- completed model
- begin creating scenesand views for final presentation
- show final storyboard to instructor
- **Topic: Final Presentations**
- 5-10 minute presentation
- feedback