An ISO 9001:2008 Certified

DiSHA
COMPUTER INSTITUTE
EXPERTS IN COMPUTER TRAINING

Name :		Course :		Mob No.	
IMS NO. :	Admission Date :		Start Date :		End Date :

SR NO	DATE	TOPICS NAME	DAYS REQUIRED	STUDENT SIGN	FACULTY SIGN
1		**INTRODUCTION OF SKETCHUP**			
2		GETTING STARTED WITH SKETCHUP			
3		TEMPLATE SELECTION			
4		GUI OF SKETCHUP			
5		MOUSE CONTROL & SKETCHUP PREFERENCES			
6		TOOLBARS CUSTOMIZATION & MANAGING TRAYS			
7		CREATING, SAVING AND OPENING A MODEL			
8		IMPORTING DIFFERENT TYPES OF FILES INTO SKETCHUP AXES			
9		INFERENCE: CONCEPT OF INFERENCE, INFERENCE LOCKING			
10		**ENTITIES MODELING PART 1**			
11		DRAWING LINE ENTITY: CONSTRUCTING A SURFACE, DIVIDING A FACE AND JOINING FACES			
12		RECTANGLE ENTITY,A ROTATE ENTITY			
13		CIRCLE ENTITY,ELLIPSE & POLYGON ENTITY			
14		ARC, 2 POINT ARC, 3 POINT ARC, PIE TOOL, FREEHAND SHAPES			
15		SELECTION OF AN OBJECT: SELECT MULTIPLE ENTITIES			
16		EDITING SHAPES USING ENTITY INFO OPTION			
17		PUSHING AND PULLING SHAPES INTO 3D			
18		MOVING ENTITIES AROUND			
19		COPYING GEOMETRY: COPYING AND MULTIPYING			
20		GEOMETRY WITH MOVE TOOL			
21		ROTATING COPIES AROUND AN AXIS			
22		UNDO RECENT TASK & ERASER TOOL			
23		OFFSETTING LINE FROM AN EXISTING GEOMETRY			
24		PRACTICE MODEL - 1			
25		PRACTICE MODEL - 2			
26		**ENTITIES ADVANCE MODELING PART 2**			
27		DIVIDING, SPLITTING, EXPLODING LINES AND FACES			
28		FLIPPING, MIRRORING AND ROTATING			
29		SACLING MODEL: TAPE MEASURE TOOL, SCALE TOOL			
30		STRETCHING GEOMETRY USING SCALE TOOL			
31		EXTRUDING WITH FOLLOW ME: AUTOMATIC, MANUAL AND			
32		MODELING REVOLVED SHAPE			

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33		SOFTEN / SMOOTH EDGES OF GEOMETRY & HIDING GEOMETRY			
34		PRACTICE ON PROJECT 3			
35		**ENTITIES ADVANCE MODELING PART 3**			
36		TAPE MEASURE TOOL: MEASURING DISTANCE / CREATE GUIDES			
37		PROTRACTOR TOOL: MEASURING AN ANGLE			
38		EDITING GUIDELINES, ADDING TEXT			
39		DIMENSION TOOL, ESTIMATING BUILDING HEIGHT ACCURATELY			
40		MATCH PHOTO			
41		PRACTICE ON PROJECT 4			
42		**SKETCHUP COMPONENTS PART 1**			
43		GETTING STARTED WITH COMPONENTS			
44		CREATING A COMPONENTS			
45		EDITING COMPONENTS			
46		MAKING DYNAMIC COMPONENT: ADDING ATTRIBUTES,			
47		DEFINING ATTRIBUTE VALUES AND TESTING			
48		INTERSECTING, REPLACING AND INTERACTING WITH			
49		DYNAMIC COMPONENTS			
50		SEARCHING FOR COMPONENT			
51		INTERIOR DESIGNING PART 1			
52		**SKETCHUP COMPONENTS PART 2**			
53		ADJUSTING A COMPONENTS INSERTION POINT, EDITING			
54		COMPONENT			
55		GROUPING GEOMETRY, WORKING WITH HIERARCHIES IN THE			
56		OUTLINERS			
57		RENAMING GROUP & COMPONET, FINDING GROUPS			
58		AND COMPONENTS, INDENTIFYING A GROUP / COMPONENTS			
59		STATUS, RESTRUCTURING A MODELS HIERARCHY			
60		CONTROLLING VISIBILITY WITH LAYERS			
61		INTERIOR DESIGNING PART 2			
62		**PRESENTING YOUR MODEL**			
63		VIEWING A MODEL: CAMERA, CHANGING THE VIEW OR			
64		FOCAL LENGTH			
65		SECTION: TO PLACE A SECTION PLANES, SHOWING /			
66		HIDING SECTION PLANES, CUTS & FILLS			
67		EXPORTING SECTION CUT EFFECTS			

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68		SCENES: ADDING A SCENE, MANAGING PROPERTIES SAVED			
69		WITH SCENES AND ANIMATING SCENES			
70		STYLES : EDITING STYLE, STYLE EDITING OPTION,			
71		MANAGING IN MODEL STYLE & COLLECTIONS, SHARING STYLE			
72		ADDING FOG EFFECT TO MODEL AND APPLYING SHADOW			
73		APPLY MATERIALS & TEXTURES			
74		REPLACE MATERIAL			
75		CALCULATING MATERIAL AREA			
76		MANAGING & ORGANIZING MATERIAL			
77		CREATING NEW MATERIAL			
78		ADDING GEOGRAPHIC LOCATION FROM GOOGLE MAP			
79		LAYOUTS: CREATING A LAYOUT DOCUMENT			
80		CHOOSING A TEMPLATE IN THE GETTING STARTED DIALOG			
81		MODIFYING PAPER AND UNIT SETTINGS, INSERTING A			
82		SKETCHUP MODEL, ADDING TEXTSM LABELS AND			
83		DIMENSIONS AND PRESENTING A SKETCHUP MODEL.			
84		FINAL PROJECT SUBMISSION - INTERIOR & EXTERIOR			
85		LAYOUT PREPRATION PRINTING SHEET			
86		**COMPLETE V-RAY**			
87		V-RAY OVERVIEW			
88		LIGHTING			
89		RENDERING			
90		RENDERING SETTINGS			
91		V-RAY OBJECTS			
92		MATERIAL			
93		COMPLETE SETTING			
94		DIFFERENT EFFECTS			
95		FINAL PROJECT			