


SketchUp Tips

Building History in 3D

General <ul style="list-style-type: none"> • We are using SketchUp Pro 2017 • Easier to use a wheel mouse 	Contact Info <ul style="list-style-type: none"> • Ted Barnett: ted@timewalk.org • Mark Gerhard: xxxx • Class notes: www.timewalk.org/class
Things to Check <ul style="list-style-type: none"> • Create Groups whenever possible (e.g. "door", "outside walls", "chimney"). This makes it easier to move objects around. It will also make it easier to change colors and textures when in Unity. To create a group: <ul style="list-style-type: none"> ○ Hold SHIFT while selecting all items in the group (edges) ○ Right-click and choose "Make Group" ○ Rename the group in the Outliner Setup <ul style="list-style-type: none"> • Choose View/Toolbars... and make sure "Getting Started" is checked • Choose Window/Default Trays and make sure only these items are checked: <ul style="list-style-type: none"> ○ Entity Info ○ Materials ○ Instructor ○ Outliner 	SketchUp Toolbar Items (and shortcuts)  <ul style="list-style-type: none"> Select (SpaceBar) Erase (E) Line (L) Arc Rectangle (R) Push/Pull (P) Offset (F) Move (M) Rotate (Q) Resize/Scale (S) Tape Measure (T) ignore Paint Bucket (B) Orbit View (O) Pan View (H for "hand") Zoom Resize (fit in window) 3D Warehouse ignore ignore ignore