



WHO WE ARE



We are Oriol (right) and Roger (left), two engineering students from Barcelona who are staying in Cambodia to carry out a collaboration with Trash Is Nice, a plastic recycling station based in Phnom Penh.

Our fields of study are Physics and Artificial Intelligence respectively.

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CONTENTS

SETUP

- Acces SketchUp Online
- Register for free
- Create a new project

3

ADVANCED

- Groups and components
- "Follow Me" tool
- Meshes and terrains

2

BASICS

- Navigation
- Basic tools
- Alignment

4

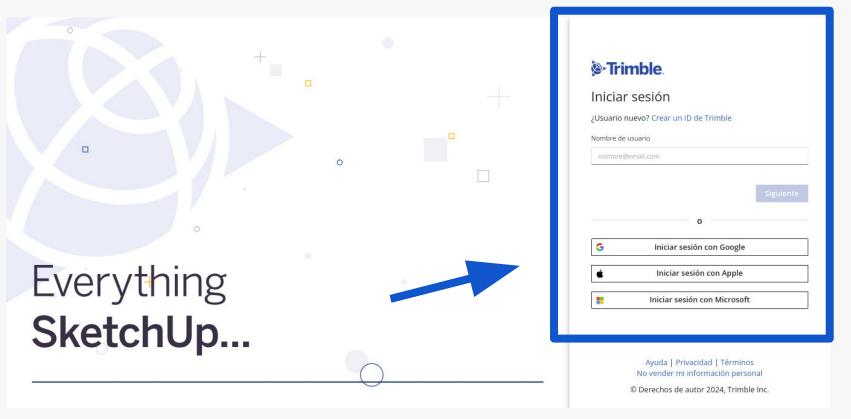
EXTENSIONS

- Entity Information
- The 3D Warehouse

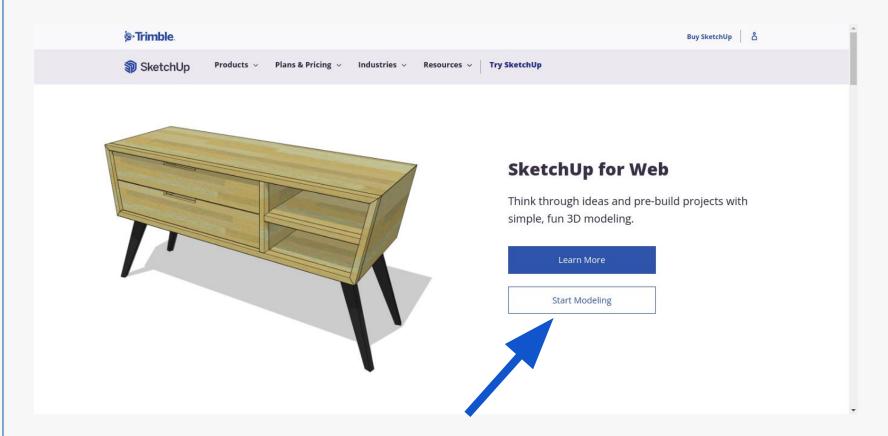




Sign In with Google, Apple, Microsoft or create your own account.

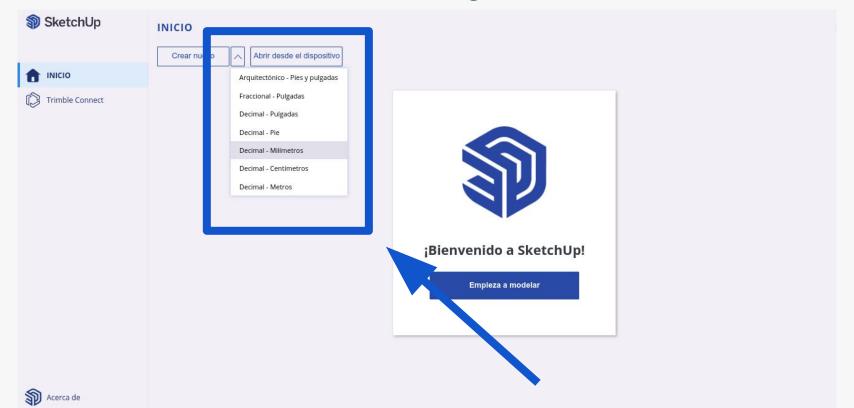


Start modelling...

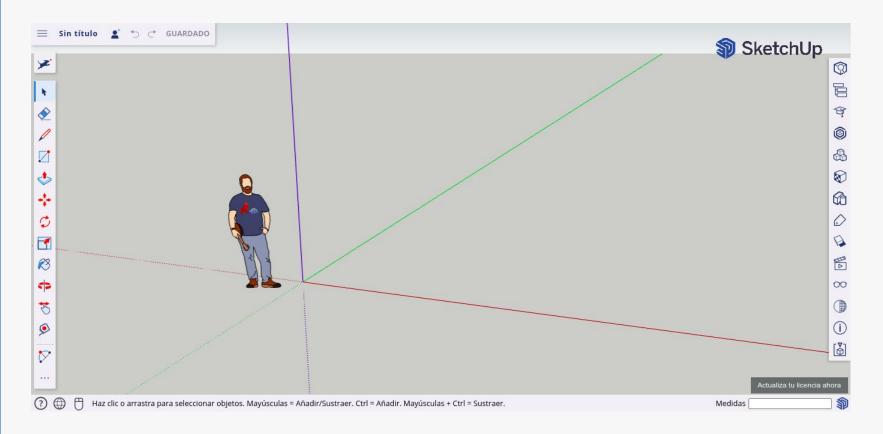


When creating a new project, make sure to choose your preferred units of measurement.

We recommend using millimeters.



You are all set up! 🤗

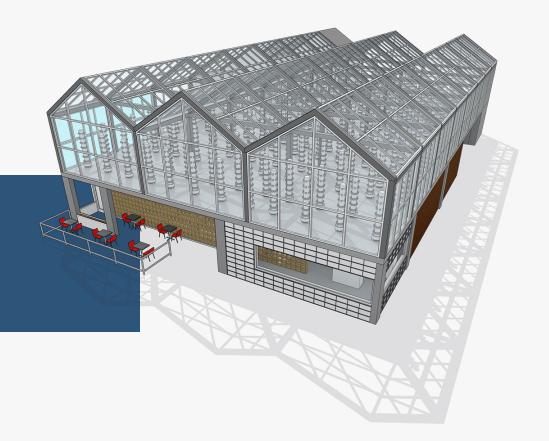


2

BASICS

A lot can be done in SketchUp knowing only the very basics.

Use your intuition to build complex models with just a few tools.



2.1 Navigation









SELECT

ORBIT

DISPLACE

ZOOM

2.2 Basic tools









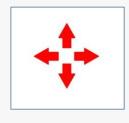


ERASER

RECTANGLE

CIRCLE

MEASURE



MOVE







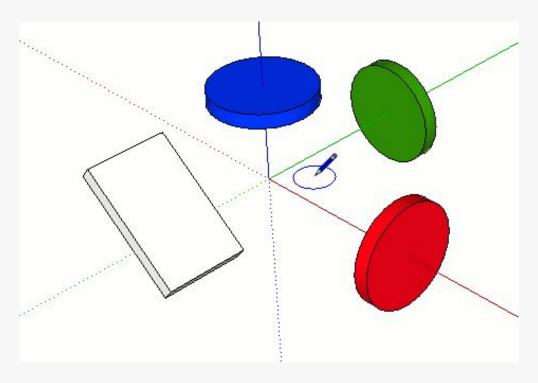


ROTATE

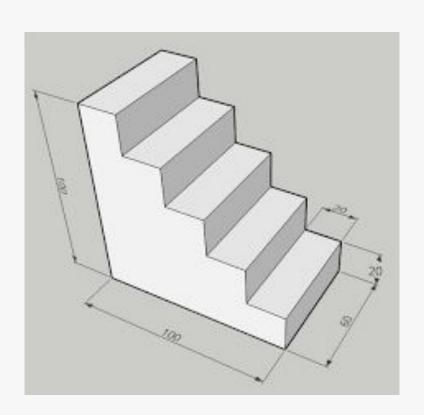
PUSH/PULL

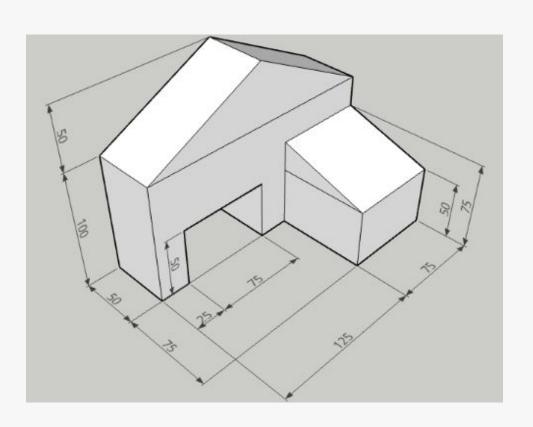
SCALE EQUIDISTANCE

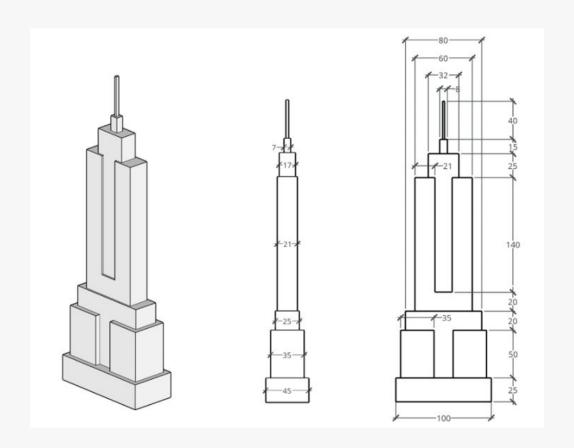
2.3 Alignment

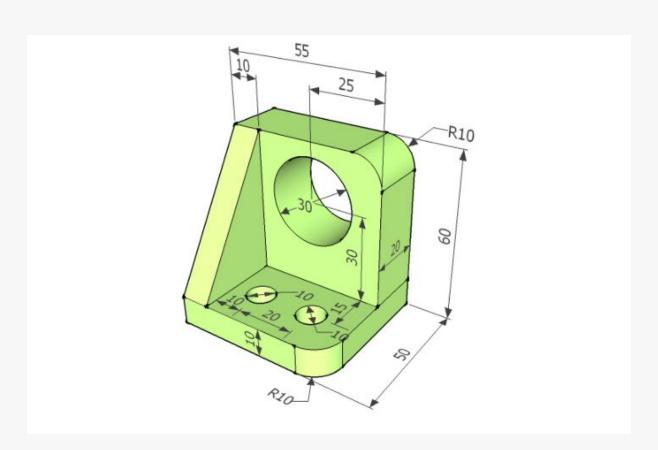


This is an animated image. If you don't see the animation, access it here.

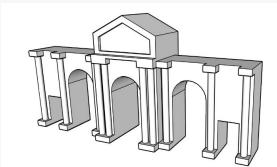


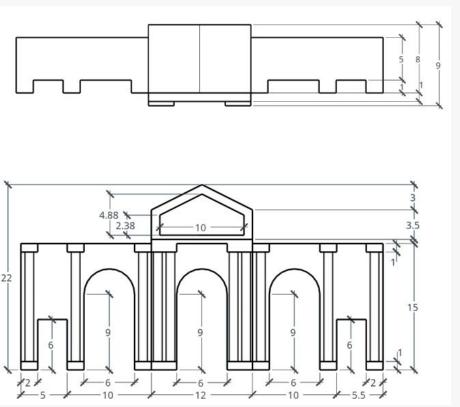










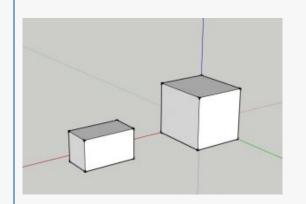


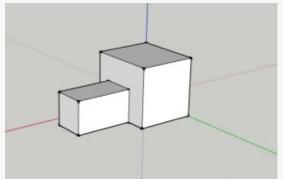
Puerta de Alcalá, Madrid. Visit it on Google Earth by clicking here.

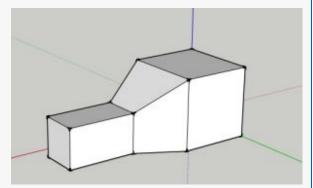


Comprehend how these new tools allow you to do complex tasks in an easy way.

Sometimes we do not want independent objects interacting with each other.

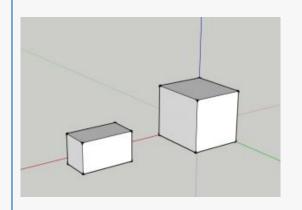


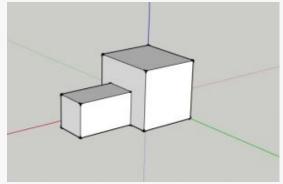


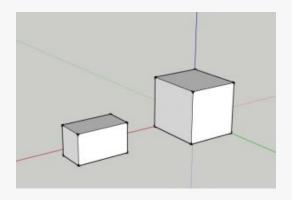




This can be solved by defining a **group** for each of the independent objects.



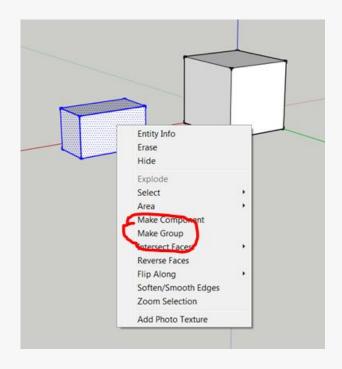






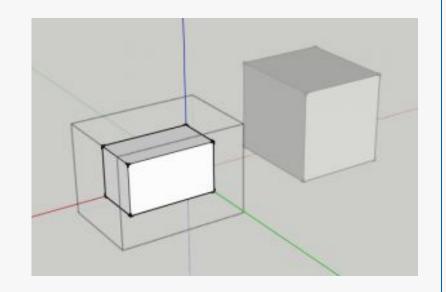
To make a group:

- 1. Select every element (edges and surfaces) that you want to include in the group
- 2. Right click + "Make Group"



To **edit a group**:

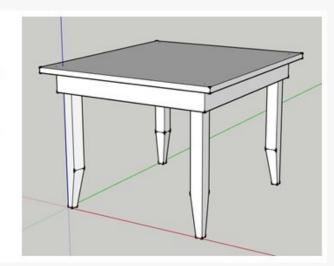
- 1. Double click the group
- 2. Every modification you make now will be kept inside the group
- 3. To stop editing the group, press ESC



3.2 Components

A component is just like a group. However, if you copy it several times, all the copies will be linked. If you modify one, the changes will also apply to the rest.

If I model all 4 table legs as copies of a single component, then all I have to do is change 1 leg and the other 4 will change as well



3.2 Components

To **make a component**:

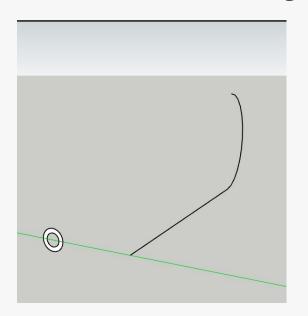
- 1. Select every element (edges and surfaces) that you want to include in the group
- 2. Right click + "Make Component"

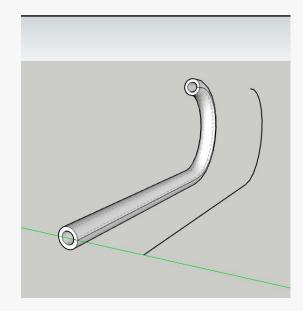
To **copy a component**:

1. Ctrl+C -> Ctrl+V

3.3 "Follow Me" tool

Given **a surface** and **a path** (several edges connected together), the "Follow Me" tool will extrude the surface along the path.

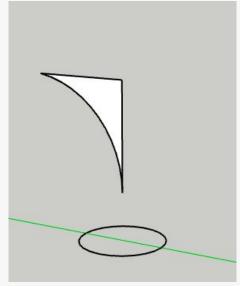


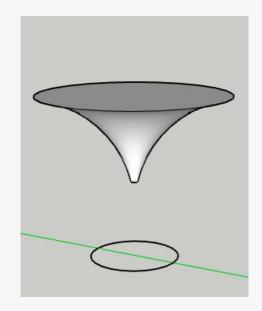


3.3 "Follow Me" tool

Possibilities are endless. Think about revolution bodies, it is just like pottery.

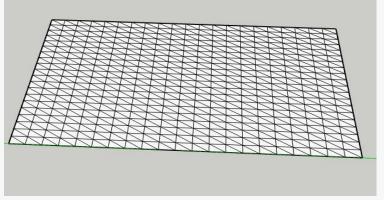


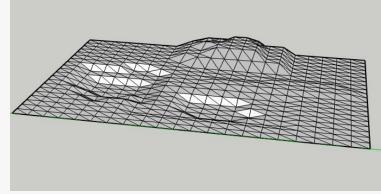


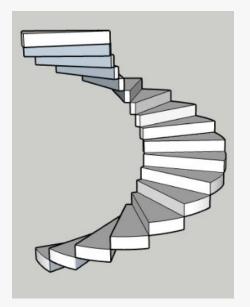


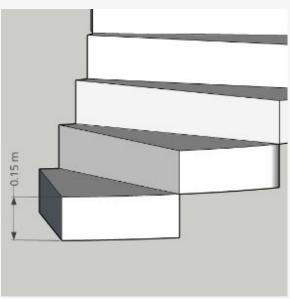
3.4 Meshes/Terrains

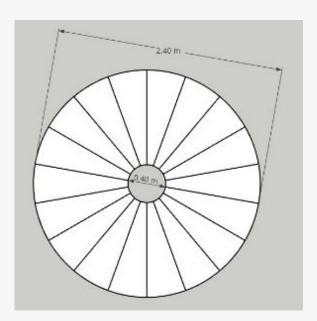
With what you know, you can build a mesh pretty easily. You can see it as an adaptable surface, just like a terrain. Move each intersection on the up/down axis. You can select multiple intersections at a time











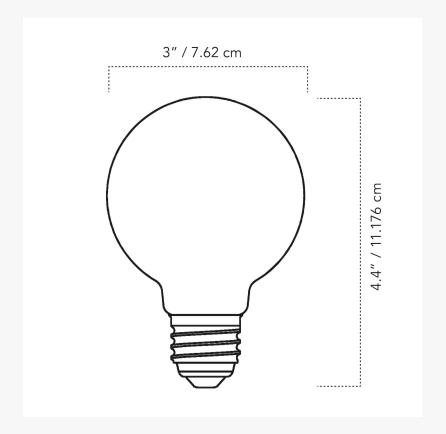
Staircase Tip: Make it so that all the steps are components linked together, meaning that if you change one, the others will change as well.

Once you have it, add a pillar at the center of the staircase.

Adding a handle to the staircase using the Follow Me tool is also a very good idea.

Ask us for some tips on how to make the bulb's screw.

For the glass part of the bulb, think about it being a revolution body (use Follow Me to follow a circle).

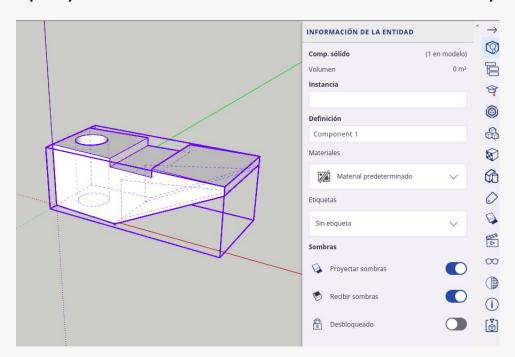




We'll take a look at a couple of them.

4.1 Entity Information

It is the first icon on the right-hand side of the screen. It displays information about whatever entity we have selected.



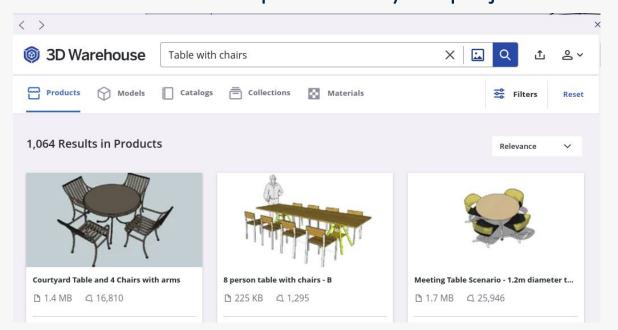


4.2 The 3D Warehouse

Use any model built by the community.

For example, you can search for a "Table with chairs" model and import it into your project.

ICON



4.3 And many more...

Explore the rest of the extensions on your own.

SketchUp is easy to grasp as long as you are driven by curiosity.

Do you want to 3D-print your model? Check out the Solid Inspector extension.

Do you want to make a small video showcasing your model? Check out the Scenes extension.

• • •

THAT'S ALL FOLKS

Thank you for your interest.