

SketchUp Essentials



Course Objectives

To train the fundamental principles of 3D design, using Hands-on exercises representing real-world scenarios.

This course is intended for those with little or no experience in 3D.

This trainer lead course will provide delegates with the understanding of the principle 3D design, after completion delegates will be able to capture design intent by using the proper techniques and recommended workflows for creating 3D models.

Prerequisites

No previous CAD experience is necessary. Working knowledge of drafting and/or design is an advantage but not a prerequisite, some basic knowledge of using a computer is required (opening, saving files, how to use a mouse, etc.)

Exercises

This course is instructor led, involving the utilisation of examples and exercises in a workshop environment.

Topics

Getting Started

- Introduction...What can it do?
- User interface and the screen
- View manipulation

Creation Techniques

- Sketching and Construction
- Faces and Solids
- Styles, Painting and Views

Basic Shape Design and Manipulation

- Using Push/Pull
- Sweep and Extrude with Follow Me
- Move, Rotate and Scale

Detailed Manipulation

- Using Copy
- Circular and Rectangular Patterns

Organisation of your model

- Using Layers and Colours
- Groups
- Components

Introduction to the 3D Warehouse

- Accessing the Warehouse
- Placing from the Warehouse
- Storing model from the Warehouse
- Review the Extension Warehouse

Basic View Creation

- Parallel and Perspective view creation
- Storing and replaying views
- Section views
- Shadows
- Sunlight setting

Creation of 2D Documentation

- Using Layout module
- Creating 2D working drawings

Project Exercise

This section of the course is designed to pull together all aspects of the 2 days and consolidate the learning experience with a real work design exercise.