

SketchUp



SevenMentor
PVT LTD

Syllabus Content

What is Sketch up ?
How to get around inside Sketch Up.
Zoom, pan and rotate,

Understanding the XYZ axis.

Selecting toolbars.
Applying templates.
Drawing and using the pencil tool
Drawing basic geometric shapes.
Drawing with measurements
Drawing circles and arcs.

Sticky Geometry Benefits

Discovering layers.
Using shortcuts
Measuring items inside Sketchup
Information and database.

Moving and move / copy .

Simple Array Techniques.
Rotating Objects.
Rotate / copy.
Scale fractional and relative.

Making components.

Making groups.
Comparisons and benefits.
Saving components.
Re - loading components.
Creating a digital Warehouse.



Modelling Techniques.

Using pull & push command.
Using follow me.
Intersecting Geometry .
Copy and offset faces, edges and polygons.
How to use polygons in 2D drawings.
Paint bucket
Material Editor.
Textures and Bitmaps.

Getting to understand the Material Editor.

What makes a good texture ?
Where to find textures.
Positioning textures.
Limits to graphics and bitmaps.
Create new scenes
Create new styles.
Saving scenes and styles.

Introduction to Animation :

Dimensions inside Sketchup
Annotation inside Sketch up
Printing from Sketch up
Exporting 2D images or PDF.

