COURSE SYLLABUS

SketchUp Pro Bootcamp

Learn to create 3D models with SketchUp in this introductory SketchUp Pro course. Gain hands-on experience and build 3D modeling projects while learning about SketchUp for Web, interface navigation, drawing shapes, adding volume, transforming elements, and more.

Group classes (NYC) and onsite training are available for this course. For more information, email corporate@nobledesktop.com or visit: https://www.nobledesktop.com/classes/sketchup-pro-class-nyc



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Course Outline

SketchUp Day 1

Introduction to SketchUp

- SketchUp for Web: requirements
- SketchUp Pro: Hardware and software requirements
- Welcome screen and templates
- Interface overview: how to navigate: title bar, menu bar, getting started toolbar, drawing area, status bar, measurements box, default panels.
- Panels menus and tools overview: How to use SketchUp tools (Quick Reference Card)
- Setting up tools panels and preferences
- Saving and reopening a model (Backing up)

Quickstart: Creating 3D Elements

- Drawing shapes
- Adding volume
- Moving elements
- Transforming elements
- Adding textures and colors
- Navigation with tools keys and mouse
- Orbit, zoom, pan
- Saving and exporting

Core Concepts 1

- Select elements
- Modifier keys
- Working with axis
- Managing units of measurement (set units and precision in the model info window)

- Camera
  - Standard views
  - Perspectives
  - Walk
  - Look around
  - Field of view
  - Zoom extents
  - Position

SketchUp Day 2

Creating a 3D Model (Drawing Lines, Shapes, and 3D Objects)

- Inference types and engine
- Drawing lines
- Creating and dividing faces
- Working with edges
- Healing deleted faces
- Finding and locking an inference
- Linear inferencing toggle
- Locking inferences with the keyboard
- Ensuring edges are aligned to axes
- Model and entity info

Working with Shapes

- Drawing a rectangle, square, circle, ellipse, polygon, and shape
- View styles for edges and faces
- Selecting
- Editing shapes
- Adjusting the drawing axes
- Pushing and pulling shapes
- Drawing arcs
- Drawing freehand shapes
- Measurement tools
- Measuring angles and distances to model precisely
- Dividing, splitting, and exploding lines and faces
- Sticky modifiers
- Flipping, mirroring, rotating, and arrays
- Scaling and slicing models
- Using the follow me tool
- Softening, smoothing, and hiding geometry
- Offsetting a line from existing geometry

Working with Solid Tools

- Applying colors, photos, materials, and textures
- Reference images

- Match Photo
- Grouping
- Components
- Layers
- Outliner: Working with Hierarchies

Working with Text

- Fonts
- 3D text Layers

Core Concepts 2

- Exporting and rendering
- Cast realistic shadows
- Location and times of day
- View the model in Google Earth
- Watermarking a model
- SU Podium photorealistic rendering
- Sandbox Tools
- Modeling terrain
- Geolocated terrain
- Importing
- Creating Terrain
- Sculpting
- Placing models and objects
- Exporting

Warehouse

- 3D warehouse
- Searching for models
- Category, properties, and filters
- Extensions warehouse
- Extensions manager