

Introduction to SketchUp

Training course outline

SketchUp is a 3D modelling application used to create, share and present 3D models and visualisations.

It is used in a wide range of industries including interior design, architecture, kitchen design, and many more.

Introduction to SketchUp provides a thorough grounding in the application teaching everything you need to know to begin designing in 3D.



Course summary

Teaches the fundamentals of 3D modelling in SketchUp, teaching you how to:

- Create 3D models.
- Incorporate textures, scenes and styles.
- Produce visualisations.
- Use SketchUp's key tools and commands.

Duration

Two days.

Who should attend?

This course is aimed at new users of SketchUp Pro running on a Windows or Mac computer.

Delegates should have good computing skills. No prior CAD knowledge is necessary.

In-class or live online

You can attend course in-person at any of our centres, or participate online from your place of work or home.

To read about our approach to online training, see armada.co.uk/live-online-training.

General information

SketchUp courses are hosted by 3D modelling/CGI industry experts, who have been providing training of this type for over 20 years.

Whilst attending training at our centres, delegates have the use of a computer running SketchUp on which to practice the techniques taught.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help delegates to learn the techniques taught.

Delegates have ample opportunity to discuss their specific requirements.

Course materials and certificate

Delegates receive:

- A comprehensive training guide.
- An e-certificate confirming successful completion of an *Introduction to SketchUp* course.

After course support

Following SketchUp training, you're entitled to 30 days' email support from your trainer

Further information

For further details, prices and dates of forthcoming courses, see armada.co.uk/course/sketchup-training.

Course syllabus

See over.

Course syllabus

What is SketchUp?

How to get around inside SketchUp

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 solutions and benefits

Discovering tags (previously called 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 Push Pull

Using Follow Me

Intersecting Geometry

Copy and Offset Faces, edges and polygons

How to use polygons in 2D drawings

Paint bucket

Materials Editor

Textures and bitmaps

Getting to understand the Materials 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 SketchUp

Printing from SketchUp

Exporting 2D images or PDF