

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, landscaping and many more.

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

The course includes a session covering the latest AI features available in SketchUp.



Course summary

Teaches the fundamentals of 3D modelling in SketchUp. Sessions include:

- Navigation tools
- Drawing and geometry
- Building a 3D model
- Groups and components
- Materials and textures
- 3D Warehouse
- Styles
- Scenes and animation
- SketchUp LayOut (overview)
- Exporting and collaboration

The course also provides an overview of the AI features available in SketchUp

Training is based on SketchUp Pro. Many of the features covered are not available in SketchUp Go (iPad and Web).

Duration

Two days.

Who should attend?

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

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

In-class or live online

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

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

General information

Courses are hosted by highly experienced instructors with vast experience of using the application professionally.

You have ample opportunity to discuss specific requirements with the trainer.

When attending training in-centre, you'll have the use of a computer running SketchUp Pro software to practice the techniques taught.

You can choose to use a Windows computer or a Mac.

Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate (PDF) confirming successful course completion.

After course support

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

Further information

See armada.co.uk/course/sketchup.

Course syllabus

See over.

Follow-on courses

- Intermediate SketchUp (2 days).
- SketchUp LayOut (1 day).
- SketchUp – Rendering with V-Ray (2 days).
- SketchUp – Rendering with LightUp (2 days).
- Twinmotion (1 day).
- Advanced Textures and Styles in SketchUp (1 day).

Course syllabus

Session	Topics
Getting Started with SketchUp	The SketchUp interface and workspace Toolbars Shortcuts Quick Reference Cards
Navigation and Essential Tools	Understanding the X, Y, Z axes Selecting entities Moving entities Viewing a model – orbit, pan and zoom Setting a standard view Using templates effectively
Getting Started with SketchUp	The SketchUp interface and workspace Toolbars and shortcuts Navigation and Essential Tools Understanding the X, Y, Z axes Selecting and moving entities Viewing a model – orbit, pan and zoom Setting a standard view Using templates effectively
Drawing and Geometry	3D fundamentals Drawing shapes – lines, Rectangles and squares, rotated rectangles, circles, ellipses, polygons, Freehand Shapes Tracing an Image Specifying Units of Measurement Taking measurements – distance and angles Sticky geometry
Building a 3D Model	Creating your first 3D model in SketchUp Summary of best practice Understanding faces, edges and endpoints Locking movement along axes More about Moving Copying Flipping and rotating Arrays Stretching and Scaling Dividing, splitting and exploding lines & faces Using Follow Me for detailed modelling Using Push Pull Intersecting geometry Tags Adding text, labels, and dimensions Using the Outliner for model organisation Predesign SketchUp Labs

Session	Topics
Groups and Components	Groups vs components Introduction to groups Introduction to basic and dynamic components
Materials and Textures	Managing and organising materials Building a collection Applying materials to objects Wrapping textures around boxes and cylinders Calculating material area Editing existing materials Importing Custom Textures
Using 3D Warehouse	Downloading and uploading models
Styles	Introduction to styles Creating and editing styles Edge settings Face settings
Scenes and Animation	Creating new scenes Creating simple animations Creating a 'Look Around' tour Creating a 'Walkthrough' tour Sunshine and shadows
LayOut Overview	Introduction to SketchUp LayOut Sending a SketchUp model to LayOut
Exporting and Collaboration	Importing CAD files created in another application Exporting to a 2D CAD format Exporting as a 3D model Sharing and collaboration Sharing your model Generating a sharable link
Best practice for improved performance	Use lightweight components Purge unused items
AI in Sketchup	Overview of AI features available