

SketchUp – Rendering with LightUp

Training course outline

The LightUp plugin provides true, real-time rendering from within the SketchUp window. The results are stunningly accurate, showing your work in the best possible light.

This course teaches how to get the most out of LightUp to create highly realistic 3D visualisations of your designs.



Course summary

Teaches the fundamental skills required to create rendered photo-realistic 3D images using the LightUp plugin.

Delegates learn how to use LightUp's key features and commands, applying these to real world scenarios using many practical workshop exercises.

The course can be tailored for each client to be relevant to the type of models and visualisations you require.

Duration

Two days.

Pre-requisites?

Delegates should be proficient in using SketchUp for 3D design and modelling, i.e. be familiar with the techniques taught in our *Introduction to SketchUp* course.

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 experts in 3D modelling and CGI, who have been providing training in SketchUp and related applications to industry for over 20 years.

SketchUp – Rendering using LightUp training is arranged on-request, i.e. one-to-one training or a course for your group. This means that the training can be:

- Provided when it suits you.
- Adapted to reflect the type of visualisations you're producing.

Whilst attending training, delegates have the use of a computer running SketchUp and LightUp to practice the techniques taught. Refreshments and lunch are also provided.

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 a *SketchUp – Rendering using LightUp* course.

After course support

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

Further information

For further details see armada.co.uk/course/sketchup-rendering-with-lightup-training/.

For a quote and details of our availability, please contact us.

Course syllabus

See over.

Course syllabus

What is LightUp 3D interactive?

How to get around inside LightUp

Move, pan and rotate

Understanding the XYZ axis

LightUp toolbars

Standard preferences

Ambient occlusion

Speed and mouse control

Adding lights

Adjusting lights

Editing light profile

Adding IES light profiles

The Tour tool

What makes improved results

Time investments and benefits

Textures from SketchUp

Tweaking existing textures

Adding bitmaps

Adding reflections

Making components that remember

Creating a digital warehouse

Database benefits

Modelling techniques for LightUp

Paint Bucket and Materials Editor

Textures and bitmaps

What makes a good texture?

Where to find textures

How to edit textures

Positioning textures

Limits to graphics and bitmaps

Animation

Controlling transition speed and delays

Tabs and updates

Create new scenes

Create new styles

Saving new styles

Exporting 2D images

Time savings

Exporting Alpha channels

Exporting the interactive model

Downloading and installing the plugin

Starting the interactive model

Navigation and touring the cameras

LightUp on iPad