



Sketchup

SKETCHUP TRAINING COURSE SYNOPSIS

SketchUp enables you to draw using a familiar pencil and paper paradigm in a software context. The Mastering 3D Using SketchUp: Basic Training course provides students with an excellent choice for beginning to learn to use SketchUp. This course is intended for students with little or no 3 dimensional drawing or SketchUp experience, but who want to start to create 3 dimensional models using SketchUp.

SKETCHUP TRAINING COURSE LENGTH AND TIME

This class is 2 days long. Class time is 9:00 a.m.- 4:00 p.m. Breaks are scheduled throughout the day and lunch is typically scheduled 12-1. Students provide their own lunch.

WHAT YOU WILL LEARN IN THIS SKETCHUP TRAINING COURSE

- Creating Basic Geometry
- Creating Surfaces From Polygons
- Understanding Stickiness In 3D
- Drawing In 3D Using The Pencil Tool
- Generating Forms Quickly
- Creating Concentric Surfaces
- Mirroring in SketchUp
- Display Options And Styles
- Mastering the Rotate Tool
- Creating new terrains and editing existing terrains
- Explaining solids and the proper use of solids
- Optimizing Photo Textures
- Organizing your collections in the 3D Warehouse
- Using Layout to manage styles and to work with dimensions

WHO SHOULD ATTEND THIS TRAINING COURSE

This course is designed for those who would like to learn to create quicker (and sometimes more accurate) 2 dimensional and 3 dimensional study models with the ease of SketchUp. This course is intended for students with little or no 3 dimensional drawing or SketchUp experience, but who want to start to create 3 dimensional models using SketchUp.

SKETCHUP ENROLLMENT

Please see our Enrollment Page (<http://www.ledet.com/enroll>) for our enrollment form.

LOCATIONS FOR THIS SKETCHUP TRAINING COURSE

We have training centers in Atlanta, Houston, Chicago, Denver, San Diego and Washington DC. We also offer classes at a network of rental facilities. We offer private onsite training and instructor-led, live online training. If coming to a rental facility, please double-check the location of your class with our office to make sure you get to the right location.

PREREQUISITES FOR THIS TRAINING COURSE

Knowledge of your operating system and basic computer navigation is required for all classes.

GOALS FOR THIS SKETCHUP TRAINING COURSE

Sterling Ledet and Associates realizes the importance of education and we take pride in being able to offer you classes that are more custom fit to your needs. Call us at (877) 819-2665 if you have any special questions or e-mail us at sales@ledet.com.

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LESSON 1 - MEETING SKETCHUP

SketchUp Basics
Comparing SketchUp to Other 3D Modeling Programs
What you Should (and Shouldn't) Expect SketchUp to Do
Taking the 10 minute SketchUp Tour

LESSON 2 - ESTABLISHING THE MODEL SURFACES

All About Edges and Faces
Drawing in 3D on a 2D screen
Warming Up for SketchUp

LESSON 3 - BUILDING SIMPLE MODELS

Setting Up SketchUp
Making A Quick Model
Painting your Model
Giving Your Model Some Style
Adding Shadows
Sharing Your Model

LESSON 4 - MODELING BUILDINGS

Drawing Floors and Walls
Creating Stairs
Creating a Roof

LESSON 5 - KEEPING YOUR MODEL'S APPEARANCE

Grouping Things Together
Working with Components
Discovering Dynamic Components
Taking Advantage of Components to Build Better Models

LESSON 6 - CREATING EVERYDAY OBJECTS

Extruding Shapes with Follow Me
Modeling with the Scale Tool
Making and Modifying Terrain
Building a Solid Tools Foundation

LESSON 7 - KEEPING YOUR MODEL ORGANIZED

Taking Stock of Your Organization Options
Using the Outliner
Putting It All Together

LESSON 8 - MODELING WITH PHOTOGRAPHS

Painting Faces with Photos
Modeling Directly from a Photo
Modeling On Top of Photo Textures

LESSON 9 - CHANGING YOUR MODEL'S APPEARANCE

Changing Your Model's Appearance with Styles
Creating a New Style
Working with Shadows

LESSON 10 - PRESENTING YOUR MODEL INSIDE SKETCHUP

Exploring Your Creation On Foot
Taking the Scenic Route
Mastering the Sectional Approach

LESSON 11 - WORKING WITH GOOGLE EARTH AND THE 3D WAREHOUSE

Getting the Big (3D) Picture
Sending Your Models to Google Earth
Using the 3D Warehouse

LESSON 12 - PRINTING YOUR WORK

Printing from a Windows Computer
Printing from a Mac
Printing to a Particular Scale

LESSON 13 - EXPORTING IMAGES AND ANIMATIONS

Exporting 2D Images of your Model
Making Movies with Animation Export

LESSON 14 - EXPORTING TO CAD, ILLUSTRATION, AND OTHER MODELING SOFTWARE

Exporting Drawings in 2D
Exporting 3D Data for Other Software

LESSON 15 - CREATING PRESENTATION DOCUMENTS WITH LAYOUT

Getting Your Bearings
Building a Quick Layout Document
Life After Layout
Staying Organized with Layers and Pages
Working with Inserted Model Views
Discovering More about Dimensions
Drawing with Layout's Vector Tools
Customizing Layout with Templates and Scrapbooks

LESSON 16 - TROUBLESHOOTING AND USING ADDITIONAL RESOURCES

Ten SketchUp Traps and Their Solutions
Ten Plugins, Extensions, and Resources Worth Getting
Ten Ways to Discover Even More