

Advanced Textures and Styles in SketchUp

Training course outline

Sketchup offers a range of textures as standard, and many more are available online.

Even so, you might not be able to find precisely the one you want. This course teaches how to create custom textures, materials and styles that you can use in your SketchUp models, making your designs unique.



Course summary

Teaches advanced techniques for creating custom textures, materials and styles to add sophistication to your scenes.

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

Duration

One day.

Pre-requisites?

You should have good working knowledge of SketchUp for 3D modelling, i.e. be familiar with the techniques taught in our *Introduction to SketchUp* course (see armada.co.uk/sketchup/syllabus).

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.

Whilst attending training at our centres, you'll have the use of a computer running licensed software to practice the techniques taught.

Refreshments and lunch are provided.

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

Course materials and certificate

You'll receive:

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

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 you learn the techniques taught.

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

After course support

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

Further information

See armada.co.uk/course/sketchuptextures.

Course syllabus

See over.

Course syllabus

What are textures in Sketchup 3D

The Paint Bucket
Making new materials
Adding new bitmaps
Controlling the size of textures
Updating textures
Exporting textures
Importing textures

What makes a tileable texture
How texture maps are made
Practice making tileable textures

Textures for LightUp
Bump maps
Normal maps

Textures for V-Ray
Diffuse maps
Glossy maps
Displacements maps

Positioning textures
Projected textures
Sampling textures

Limits to graphics and bitmaps
How to control sizes
How to mitigate hardware issues

Creating new scenes
Re-naming scenes
Re-ordering scenes
Omitting scenes from animation
Updating scenes

Style toolbar
Using standard styles
Editing styles and updating scene tabs

Creating new styles
Saving new styles
New style names

Adding sky and foreground
Display options for presentation
Display options for modelling

Drawing with endpoints and extensions
Profile options for style management
Purging unused styles

Changing styles pre or post animation
Style changes in animation

Using layers and styles to tell a story