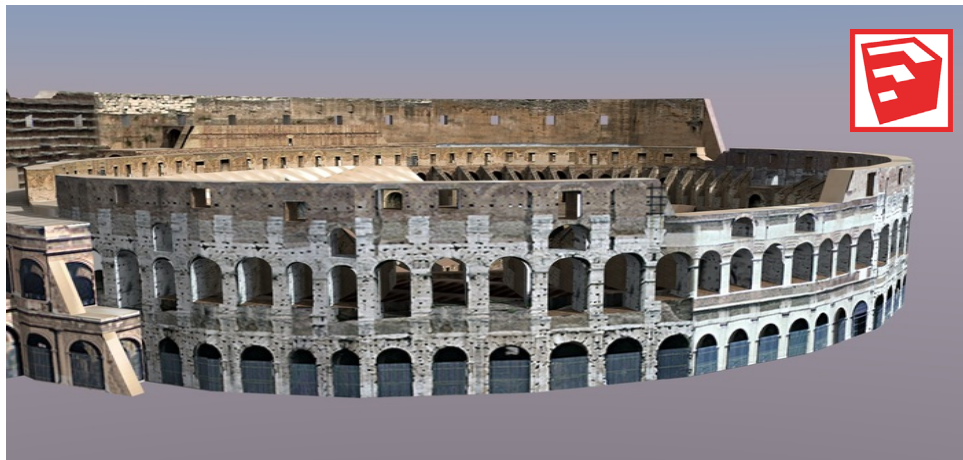


Intermediate SketchUp

Training course outline

Building on the basics, this course teaches how to use SketchUp Pro's more sophisticated features and commands to make you more productive in your work, and improve the quality of your designs and visualisations to a quality associated with more expensive applications.



Course summary

Sessions cover:

- Enhanced 3D modelling techniques.
- Creating and editing textures, scenes and styles.
- UVW mapping.
- Animations.

Delegates also learn a range of tips and tricks for becoming more productive when using SketchUp.

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 have a basic understanding of SketchUp, 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. *Intermediate SketchUp* 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 work your design work.

Whilst attending training, delegates have the use of a computer running SketchUp 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.

Course materials and certificate

Delegates receive:

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

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 specific requirements with the trainer.

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/intermediate-sketchup-training/. For a quote and details of our availability, please contact us.

Course syllabus

See over.

Course syllabus

Beyond the basics - what is possible in SketchUp?

Intermediate modelling techniques

Inc. 2D to 3D and Freeform

Controlling segments and face counts

Using Follow Me for Detailed modelling

Using Push Pull techniques

Freeform Modelling

Importing CAD

Layers and protocols

Selection techniques

Isolating layers

Refining components

Discover outliner

Why groups

Choosing groups or components

Editing textures

Managing your textures

Animation techniques

Controlling transition speed and delays

Tabs and updates

Understanding the Scenes Manager

Changing and updating scenes

Controlling animation

Output for video

Getting to understand styles better

Saving and editing styles

Incorporating your style into your scene

Controlling output

2D graphics out

3D models out

Shortcuts for getting around SketchUp

Zoom, pan and rotate

Move, copy and scale

Where and how to add shortcuts

Understanding implied intersections

Magic Box modelling technique

Polygon modelling techniques

Projected UVW mapping

Adjusting mapping size

Adjusting mapping position

Mapping UVW origin

Shadows and daylight control

Using alpha channels

Preparing graphics with alpha channels

Banner objects

People and trees