

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, landscaping, kitchen design, and many more.

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



Course summary

Teaches the fundamentals of 3D modelling in SketchUp, teaching how to:

- Create 3D models.
- Use SketchUp's key tools and commands.
- Incorporate textures, scenes and styles.
- Produce visualisations.

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.

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

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/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).
- Advanced Textures and Styles in SketchUp (1 day).

Course syllabus

What is SketchUp?

How to get around inside SketchUp

Zoom, pan and rotate

Understanding the XYZ axis

Selecting toolbars

Applying templates

Drawing and using the pencil tool

Drawing basic geometric shapes

Drawing with measurements

Drawing circles and arcs

Sticky Geometry solutions and benefits

Discovering tags (previously called layers)

Using shortcuts

Measuring items inside SketchUp

Information and database

Moving and move / copy

Simple Array techniques

Rotating objects

Rotate / copy

Scale fractional and relative

Making components

Making groups

Comparisons and benefits

Saving components

Re-loading components

Creating a digital warehouse

Modelling techniques

Using Push Pull

Using Follow Me

Intersecting Geometry

Copy and Offset Faces, edges and polygons

How to use polygons in 2D drawings

Paint bucket

Materials Editor

Textures and bitmaps

Getting to understand the Materials Editor

What makes a good texture?

Where to find textures

Positioning textures

Limits to graphics and bitmaps

Create new scenes

Create new styles

Saving scenes and styles

Introduction to animation

Dimensions inside SketchUp

Annotation inside SketchUp

Printing from SketchUp

Exporting 2D images or PDF