

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, kitchen design, landscaping and many more.

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

The course includes a session covering the latest AI features available in SketchUp.



Course summary

Teaches the fundamentals of 3D modelling in SketchUp. Sessions include:

- Drawing and geometry
- Building a 3D model
- Working with components and groups
- Materials and textures
- Using 3D Warehouse
- Styles
- Scenes and animation
- SketchUp LayOut (overview)
- Exporting and sharing

The AI features covered include:

- Overview of AI-related/generative AI features available in SketchUp
- Diffusion: AI-assisted imagery
- Generate Textures: AI-assisted-Material Editing

Training is based on SketchUp Pro. Many of the features covered are not available in SketchUp Go (iPad and Web).

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.

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

When attending training in-centre, you'll have the use of a computer running SketchUp Pro software to practice the techniques taught.

You can choose to use a Windows computer or a Mac.

Course materials and certificate

You'll receive:

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

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

Course syllabus

Session	Topics
Getting Started	The SketchUp interface and workspace Selecting toolbars
Navigation and Essential Tools	Orbit, Pan, Zoom Understanding the X, Y, Z axes Choosing templates Selection techniques - selecting edges, faces and entities
Drawing and Geometry	Using the pencil tool Drawing lines, arcs, rectangles, circles and polygons Taking measurements Sticky geometry Using shortcuts Information and database
Building a 3D Model	Moving, rotating, scaling and offsetting objects Understanding faces and edges Hidden Endpoints Locking movement along axes Best practices for clean geometry Moving and move/copy Simple array techniques Rotating objects Rotate/copy Scale techniques Using Push Pull Using Follow Me Intersecting geometry Tags Outliner for model organisation
Working with Components and Groups	Difference between components and groups Creating, editing, replacing and mirroring components Using the component browser Grouping objects
Materials and Textures	Material browser Painting faces, groups and components Applying materials to objects Editing scale and opacity

Session	Topics
Materials and Textures (cont.)	Importing Custom Textures Editing materials Textures and bitmaps Working in the Materials Editor What makes a good texture? Where to find textures Positioning textures
Using 3D Warehouse	Searching and downloading models Best practices for lightweight components Purging unused items
Styles	Create and editing styles Edges, colours, shadows Creating sketchy and technical visual styles
Scenes and Animation	Create new scenes Managing scene properties Setting camera views Creating simple animations Dimensions Using the walkthrough and look-around camera tools Sunshine and shadows
LayOut Overview	Sending a SketchUp model to LayOut Creating scaled 2D viewports Dimensioning and annotations Export options
Exporting and Sharing	Exporting images and PDFs Model optimisation File formats: SKP, DWG, PNG, JPG
Tips, Tricks and Shortcuts	Efficient modelling techniques Using keyboard shortcuts for faster work Addressing common mistakes and challenges
AI in Sketchup	Overview of AI-related/generative AI features available in SketchUp Diffusion: AI-assisted imagery Generate Textures: AI-assisted material editing