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A letter to the Desk of Editor

Hello friends!

We are overwhelmed to experience increased subscribers for our magazine. Presently we have more than 25,000+ subscribers from different parts of the world. So we get encouraged to publish another fabulous issue of our magazine.

The most striking news for the SketchUp community is the arrival of SketchUp 2013 by Trimble.

SketchUp 2013 has come up with some significant improvements. Trimble have made Layout more commanding and made an ecosystem which facilitate worldwide SketchUp modelers to get and apply the plugins, add-ons and extensions according to their choice. Other crucial improvements are - An extension warehouse for SketchUp ruby plugin to explore, download and install plugin from within SketchUp and A customizable toolbars interface for windows.

The free version of SketchUp has been rebranded with [SketchUp Make](#) and the paid version will be recognized as SketchUp Pro 2013.

The SketchUp users can download the SketchUp Pro 2013 and SketchUp Make from the [SketchUp](#) site.

In the news section of the magazine, our readers will get more details on SketchUp 2013.

The present theme of the magazine is "SketchUp Drawing and Design Toolbars". In this respect the team of SketchUp-ur-space has presented an informative cover story focusing on how to apply various drawing and design tools inside SketchUp effectively to make the work process simple for 3d modelers and achieve preciseness with SketchUp.

In interview section the SketchUp-ur-space team has interviewed Jean-Luc Clauss, the most recognized SketchUp trainer, architect, author of SketchUp 8 Pro and Free version.

In tutorial section, our readers will get various tutorials like Adobe Photoshop and Google SketchUp - Quick tips for making background/How to add objects in a SketchUp model from 3D warehouse/How to make a fur material in V-ray for SketchUp/Modeling for Google Earth: 13 Advanced Photoshop techniques.

In article section the enterprise architect from Vietnam has presented two educational articles focusing on 'Google SketchUp - Accelerate the Learning Curve' and 'Utilization and application of various tools in SketchUp'.

In another article, Imran Ashraf from Pakistan has presented a short but useful tutorial focusing on how to utilize SketchUp for tent modeling.

In blog section there will be an update for the newly launched SketchUp v-ray 1.6 from Chaos Group/How to apply push/pull tool in SketchUp and SketchUp training classes conducted by Trimble.

In plugin review section our readers will come to know about the latest plugin of SketchUp called as Hirsch3D SketchUp plug-in.

In news section our readers will get updated with some newly launched SketchUp plugins and latest happenings in SketchUp.

Hope our readers will like this publication of SketchUp ur Space. We will welcome some helpful feedback from our readers. Please send me your suggestions at rajib@SketchUp-ur-space.com.



Best Wishes
Rajib Dey
Editor

Happy Reading!

Interview Jean-Luc Clauss - SketchUp trainer, architect, author of SketchUp 8 Pro and Free version

Welcome to the space of SketchUp-ur-space. Make your own intro to our readers.

I am so glad that you are still connected with us and continuing the world of SketchUp alive. Graduated in 1999 as an architect, I am the founder and the owner of Archi-Com 21. I am working in France and I am providing SketchUp training, 3D modelisation and visualization services. In 2011 and 2012, I wrote 2 books related to SketchUp free and pro version (ENI publisher). Since then I was asked to teach SketchUp Pro at the University of Strasbourg (Visual Art Department).

When did you first get hooked with SketchUp and How?

I discovered SketchUp in 2001, I kept the fire burning. I had been through the thick and thin moments of my life until it became a real passion in 2004 that I began to use it professionally. At that times, I had to model a whole 5 storeys building. I did the job with SketchUp and I'd got the virus!

You teach SketchUp Pro Version at the University of Strasbourg. Please share your experience as a teacher with our readers.

As a teacher, I am happy to share and propagate the things I love to do with my students. With conviction, I do believe that this could help them to be more creative. We focus especially on acquiring the good modeling and organizing tips. The goal is not modeling for modeling, it's the way of learning how the volumes and the forms are organised in architecture and design. Thru SketchUp we have a high purpose : inviting students to discover their own way of expressing their ideas and communicate them with efficiency.



You are a professional writer and which books do you recommend for SketchUp users who are trying to improve their skills?

Most of your readers are english speakers so I would recommend english written books: Daniel Tal's "SketchUp for Site Design" and "Rendering in SketchUp" help to begin with the right method. I also recommend Alexander C. Schreyer "Architectural Design with SketchUp" for those who would like to go deeper in creating components or plugins. For french readers, I recommend my books of course :) By the way I would like to thank my publisher ENI for an amazing work.

You work with Archi-Com 21. Please tell something about your company and the nature of your work. How do you utilize SketchUp in your day-to-day work?

SketchUp is our daily tool. Most of the time, the clients are sending us DWG files and we model their project in 3D. After applying texture comes the rendering time. We are also providing SketchUp training in the entire France.

You have completed your graduation in architecture and have so many years of professional experience. As an architect how do you evaluate SketchUp?

SketchUp allows me to work with pleasure. More pleasure means working more and better ! When you transmit the pleasure you have through your work to your clients, giving answers to their problems, guess what happen ? You please the clients and got even more.

You have expertise in rendering work. How SketchUp can be useful for creating various types of rendering styles?

Even without any renderer, the rendering qualities of SketchUp are great. For example take a look at Daniel Tal's "SketchUp for Site Design" cover. Using both SketchUp and LayOut increase the possibility of expression.

What set SketchUp apart from other 3d modeling and rendering software's?

First is the price. SketchUp is very affordable. Plus, SketchUp helps us to win clients, it is more than a software, we consider it as a marketing tool. Another advantage : even the clients don't know how to manipulate SketchUp they are able to turn around and zoom in the model. SketchUp is simple but not as easy as we think. For it to be simple and easy, training is highly recommended.

Do you like to use any supportive software with SketchUp for rendering & architectural modeling?

I use Kerkythea, Render[IN], DoubleCAD, DraftSight, Gimp, Photoshop. I started to go deeper with Thea Render.



What other software's, tools and techniques do you prefer to apply in your project?

The best technique is to work hard and to update myself all the time.

How would you like to observe SketchUp develop in near future?

I would like that SketchUp be more BIM oriented.

Focus on some major projects in which you applied SketchUp successfully. Which project gave your complete satisfaction and which was most challenging?

I remember a project which we had to model, texture, render and post process 25 houses in a very short period of time for an affordable price for the client. We organised a workflow and when it came to choose the points of view, SketchUp did the work perfectly. On the other hand I would say that each project is challenging because the client and the budget are always changing.

What suggestions do you want to provide for newbie designers to enhance their workflow?

Don't forget the basics: study, read, travel, meet people, get in touch with other cultures. Be attentive of the laws of perspective, composition and colors. Educate yours eyes and your mind. Then SketchUp (and your favourite renderer) will allow you to express your personnality and your own style.

Provide your valuable suggestions or feedback for the team of SketchUp-ur-space.

Thank you so much for this interview. We hope to have soon the forum and have more folks be enlightend through this initiative.

Brief overview of SketchUp Drawing & Design Tools

SketchUp is a user-friendly 3D modeling program with which one can draw different kinds of shapes and turn them into 3D. SketchUp contains some intuitive & easy-to-learn drawing and other tools and these can be utilized to generate 3d models of anything like houses, sheds, decks, home additions, woodworking projects as well as space ships. Every SketchUp users should have expertise in applying these drawing tools in order to make their work process simpler.

Introduction of the drawing tools

SketchUp Rectangle Tool: Rectangle tool can be accessible through the Rectangle menu and it is utilized to sketch four coplanar intersecting edges and a subsequent Face entity. The SketchUp users can illustrate a rectangle and then put the measurements according to their choice to find out the area of the rectangle. Here the height will be excluded.

While starting a drawing, a rectangle's dimensions vigorously become visible in the Measurements Toolbar. Type proper length and width dimensions in the Measurements Toolbar and press enter either. Value should be put in the measurements toolbar after clicking the first corner or drawing the rectangle instantly.

The SketchUp can only recognize numeric value and apply it in the existing document units setting. The SketchUp users can also have the option to give either Imperial (such as 1'6") or Metric (such as 3.652m) units at any time, apart from the document units setting.

The SketchUp users can put one dimension one time in the Measurements Toolbar. If any user put a value and a comma (3',) simultaneously, the new value is applicable to the first dimension, and the second dimension will be preserve from before. In the same way, if any user put a comma and then a value (,3'), it will only affect the second dimension.

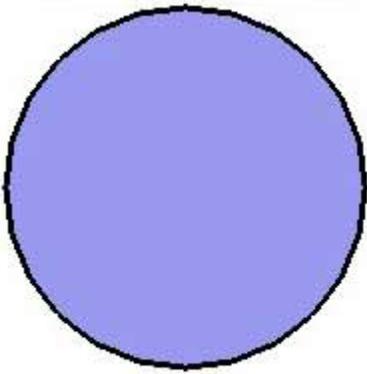
Keyboard Shortcut to draw circles applying Circle tool: R

https://www.youtube.com/watch?feature=player_embedded&v=PUilymt3X2s

SketchUp Circle Tool: Circle tool is used to sketch circle entities. The user can visit Toolbar/Tool Palette and turn on the Circle tool. The user can also activate it from the Draw menu.

Keyboard Shortcut to draw circles applying Circle tool: C

Circle entities: Circle entities are an amalgamation of several line segments adjoining collectively to make a circle. These entities perform like a distinct line in order to identify the edge of a face as well as segregate a face. If anyone prefers to select the entire circle entity, he/she has to select just one section of the arc.

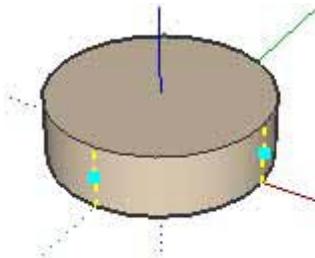


Here all inference procedures will maneuver on the Circle devoid of it contains segments. For example, every point on the circle is inferred as an endpoint of the segment.

The users can utilize the 'explode curve context menu' to split a circle into regular edges segments.

Circle entities are formed with a radius and number of segments. Arc and Circle entities are special because they mechanically generate softened edges while extruding it with the Push/Pull tool.

How to edit an extruded circle: In order to extrude a 2D circle, with the Push/Pull Tool, a special cylindrical Surface entity is formed at that time. Apply the following steps for altering the size of the extruded circle:



- Opt for the Move tool (). The cursor will transform to a four-way arrow.
- Select one of the four cardinal points (denoted by a vertical dashed line) on the side of the extruded circle.
- Shift the cursor inner to reduce the size of the extruded circle or outer to enlarge the size of the extruded circle.

Circle segmentation: If a Circle contains additional line segments, it can generate smoother curvature in comparison with a circle having fewer line segments. However, more line segments in a circle results in raising the size of the concerned model and demeans performance. For getting superior results, just point out little segmentation and apply smoothing and edge softening to form the feeling of smoothness.

Push/pull tool 

With push/pull tool the SketchUp users can quickly & easily render any 2D shape into a 3D object as well as extrude any flat surface into a 3D form.

The users can visit the toolbar menu and click on the icon to select it. Alternatively, the user can go to Tool menu bar and select it. This tool is very useful to pull or push face entities related to a model for raising or reducing its volume while drawing a 3D model. Besides, the users can also generate additional geometry with push/pull tool.

One can Push/Pull a rectangle into a box. Sketch the outline of a staircase and Push/Pull it into 3D. Push/Pull a hole through your wall to create a window easily.

As for instance, Select push/pull tool and start to pull a rectangle up. Put in 3' or 36" in the measurement box. If inches are selected as a default value, just put 36. Now press enter. It will form a rectangle containing the dimensions of 6x4x3.

Keyboard shortcut : P

http://www.youtube.com/watch?feature=player_embedded&v=miC1hvWQjIQ

Polygon Tool: Introduction - With the Polygon tool, the SketchUp users will be able to sketch regular Polygon entities inscribed within a circle, containing 3 to 100 sides. Turn on the Polygon tool from the Toolbar / Tool Palette or from the Draw menu. After drawing a polygon, type the number of sides that should be contained in it. In order to perform that while commence the drawing, type in the number you want to put and save.

The Polygon menu item invokes a Polygon tool used to draw regular Polygon entities.

Line Tool: Introduction



The line tool is applied to sketch the edges or Line entities. The SketchUp users can unite the line entities to create a face. The Line tool can also be used to divide faces or heal deleted faces. Activate the Line tool from the Toolbar / Tool Palette or from the Draw menu. After selecting the line tool, put the required length as per your choice. As for example, if you put 16' it will create a line containing length 16 feet.

While generating a shape by affixing a line, always keep in mind that they all belong to the same plane. At the time of closing a surface if it doesn't fill automatically, it indicates that your surface exists on numerous planes.

Keyboard Shortcut: L

Arc Tool: Introduction



The Arc tool is utilized to sketch Arc entities. Arcs contain various connected line segments which are editable as a single arc. The SketchUp users can turn on the Arc tool by going through the Toolbar / Tool Palette or from the Draw menu.

Keyboard Shortcut: A

Arc entities



Arc entities are formed with the grouping of various line segments adjoined jointly to approximate the curving of the arc. These entities perform as a single line focusing on characterizing the edge of a face as well as partitioning a face. In order to select the complete Arc entity, just select one segment of the concerned Arc. All inference techniques will function on the Arc instead of it consists of segments. As for instance, every point on the arc is inferred as an endpoint of the segment. With the help of Explode Curve context menu item, one can split an arc into regular edge segments.

Arc entities consist of a length (also known as the base chord), bulge, radius, and number of segments. Arc and Circle entities can automatically create softened edges after being extruded with the Push/Pull tool.

Arc segmentation: If an Arc includes additional line segments, it can produce smoother curvature in comparison with a circle containing fewer line segments. However, more line segments in a circle can enhance the size of the concerned model and demans performance. In order to get better results, just indicate little segmentation and apply smoothing and edge softening to make the feeling of smoothness.

http://www.youtube.com/watch?feature=player_embedded&v=o2pgjs3ao9U

Freehand Tool: Introduction

Freehand tools are considered as the best way to sketch asymmetrical hand-drawn & coplanar connected lines with respect to Curve entities and 3D Polyline entities. Curve entities include several line segments which are associated together. These curves perform as a single line useful for identifying and segregating faces. Curve entities provide huge benefits to symbolize contours in a contour map or other organic shapes. For using the Free hand tool turn it on from the Toolbar / Tool Palette or from the Draw menu.

http://www.youtube.com/watch?feature=player_embedded&v=DP0jXOygsil

Drawing 3D polylines: 3D polylines are not liable to produce inference snaps or influence geometry in any way. One can apply 3D polylines to outline imported drawings, 2D sketching, or garnish any model. Prior to start the drawing for making 3D polyline, just press and hold the Shift key.

Sculpting Tools for SketchUp: SketchUp is a great tool for poly modeling. But at the time of creating models for compound curved surfaces and terrain modeling, the SketchUp users find it very complicated to perform the task with SketchUp.

There are two different plugins which can be very useful for modeling terrain construction as well as organic and vehicle construction.

Artisan



Dale Martens has created this tool which consists of a set of intuitive sculpting tools useful for making organic shapes. Within the toolset, there exists a poly-reducer useful for

importing models from a NERB software package similar to Rhino or Maya. The tool facilitates SketchUp users to choose how much they require minimizing the poly count of a model to resize it according to their choice. The users will get ability to turn around the process and get a low-poly model and enhance the detail.

http://www.youtube.com/watch?feature=player_embedded&v=OJqbuDh_xUs

Vertex Tools



The another good plugin is known as **Vertex Tools**. The Norway base model maker, Thom Thomassen has developed these tools. The cost of the plugin is \$20.

http://www.youtube.com/watch?feature=player_embedded&v=yoMyjEzHn7U

The plugin is also very useful for making terrain as selection tools within the plugin facilitate you to put how the tools have an effect on the adjacent polys with either a linear or cosine fall-off.

[Buy Now](#)

Vertex Tool version 1.1

http://www.youtube.com/watch?feature=player_embedded&v=HQV9ApkWhVI

Introduction of the Design Tools

DrawMetal Tools: DrawMetal contains plugins (extensions) for SketchUp® and it is very useful for illustrating various types of shapes in the form of spirals, curves and tapered (tapered extrusions). In architectural and ornamental scrollwork, Curved tapered shapes are playing a vital role and here they are applied to work out the amount of stock (raw material) necessary to fabricate the tapers.

The plugins are free of cost.

Curve Maker: Curve Maker is applied to sketch various types of spirals and curves co-actively, from the given dimensions or by identifying values for mathematical parameters.

http://www.youtube.com/watch?feature=player_embedded&v=UX1HptFLObM

Taper Maker: Taper Maker is applied to sketch a taper (a tapered extrusion) alongside a path (line) as set by the user. Taper cross-sections may come in various shapes like round, square, rectangular, hexagonal or octagonal.

Taper Maker can also sketch tapered right trapezoid and quadrilateral cross sections connecting a pair of paths.

http://www.youtube.com/watch?feature=player_embedded&v=4Erlpw22F7o

Stock Maker: With Stock Maker, one can calculate approximately the necessity of stock to fabricate a taper. Stock Maker also gathers requisites across various tapers and guess the total finished weight and stock cost.

Draw menu (Windows): SketchUp drawing tools can also be accessible through the Draw menu. It provides an alternative method to utilize the toolbars or keyboard shortcuts.

Before starting your modeling work with SketchUp, go through the following video tutorial which provides you step-by-step learning process for using the essential tools.

http://www.youtube.com/watch?feature=player_embedded&v=rr8IBuwQ-6w

Google SketchUp - Accelerate the Learning Curve

Table of Content

- Scope - What WILL and WILL NOT Be Covered
- Why Am I Doing This?
- What is SketchUp?
- Why is SketchUp Free?
- SketchUp Usage Scenario for Inventors
- Accelerate Learning Curve
- Extend Accelerated Learning Curve - Proposals
- Questions

Extra Contents

- System Requirements, References / Links, Extra Videos
- Inexpensive IT for Inventors

Scope

- What WILL NOT be covered
 - Introductory tutorial on how to use SketchUp
 - Not a "Dummies' Guide to SketchUp"
- What WILL be covered
 - Quick description of SketchUp
 - Explore usage scenario for inventors
 - Accelerate Learning Curve
 - Introductory tutorial video summary
 - Tips on some fundamental but difficult aspects of usage
 - Shortens initial learning curve for quicker productivity
 - Remove initial frustration / barrier, without having to take a class

Why Am I Doing This?

- Cost - Free
 - Research and development in a virtual environment
 - Develop concepts
 - Virtual prototype
 - Walkthrough and physics simulations
 - Graphics
 - Marketing pictures
 - Patent diagrams
 - Time and effort is only cost
- Collaboration - "Two are better than one" (Coco 351)
 - Overcome newbie frustration
 - Use VALUABLE growing collective knowledge base
- Teacher
 - Moderate SketchUp user, not an expert
 - Took a few solids days to get comfortable with SketchUp
 - Like to share/teach with others

What is SketchUp?

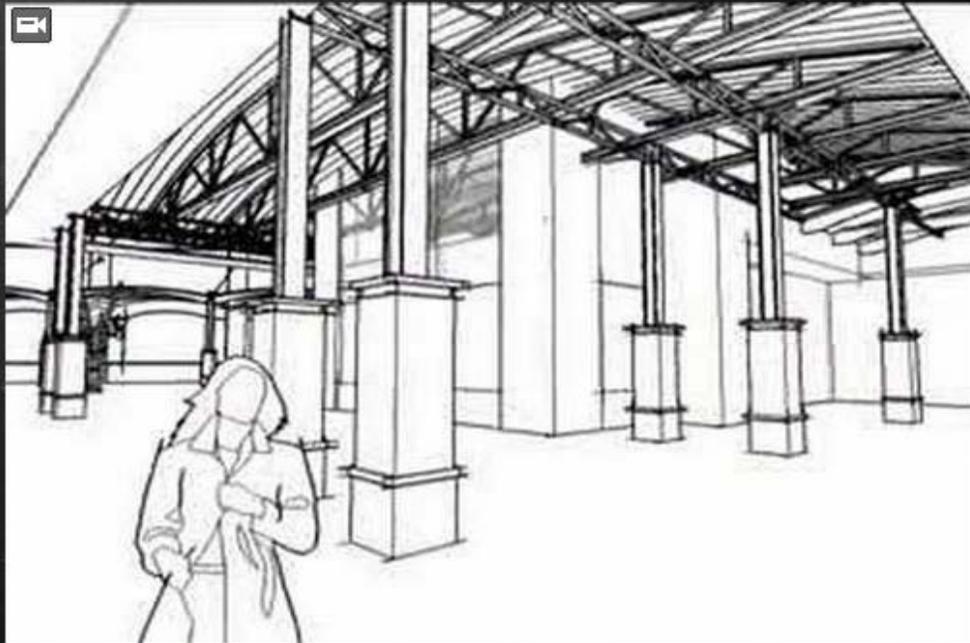
- SketchUp is a general purpose 3D content creation and modeling program
- Designed for
 - Architecture, commercial interiors, kitchen, bath and interior design
 - Planning & urban design, landscaping
 - Construction, civil engineers, mechanical engineers, product packaging
 - Filmmakers, animation, game developers, pre-visualization
 - Related professions
- Designed to be easier to use than other 3D CAD programs
 - Tagline "3D for Everyone"
 - Envisioned software *"that would allow design professionals to draw the way they want by emulating the feel and freedom of working with pen and paper in a simple and elegant interface, that would be fun to use and easy to learn, and that would be used by designers to play with their designs in a way that is not possible with traditional design software"*
 - Won Community Choice Award at first tradeshow for shorter learning period than other 3D tools
- Professional and free versions exist

Ref <http://en.wikipedia.org/wiki/SketchUp>

Intro Video

What is SketchUp?

<http://video.google.com/videoplay?docid=-6261301848075088204>



Why is SketchUp Free?

- Google purchased SketchUp developer *@Last Software*
- Google release free version of SketchUp to allow users to generate 3D models of buildings and structures for Google Earth
- History^[1]
 - August 2000 - *@Last Software* first released SketchUp
 - Won Community Choice Award at first tradeshow for shorter learning period than other 3D tools
 - March 2006 - Google acquired *@Last Software*
 - Attracted by Google Earth plugin development
 - August 2006 - Google released free version of *SketchUp*
 - November 2008 - Released *SketchUp 7*
 - Integration of SketchUp's Component Browser with Google 3D Warehouse

¹ <http://en.wikipedia.org/wiki/SketchUp>

SketchUp Features

- **Edges and Faces:** That's all there is to it
- **Push/Pull:** Quickly go from 2D to 3D
- **Accurate measurements:** Work with precision
- **Follow Me:** Create complex extrusions and lathed forms
- **Paint Bucket:** Apply colors and textures
- **Groups and Components:** Build smarter models
- **Shadows:** Perform shade studies and add realism
- **Sections:** See inside your models
- **Scenes:** Save views and create animations
- **Look Around and Walk:** Explore your creations firsthand
- **Dimensions and Labels:** Add information to your designs
- **The Instructor:** Catch on quickly
- **Layers and the Outliner:** Stay organized
- **Google Earth:** See your models in context
- **Sandbox tools:** Work on terrain
- **3D Warehouse:** Find models of almost anything you need
- **Import 3DS:** Get a head start on your modeling
- **Import images:** Paint walls with photos
- **Export TIFF, JPEG and PNG**
- **PRO Import and Export DXF and DWG:** 2D line drawings and 3D models
- **PRO Export PDF and EPS:** 2D vector images
- **PRO Export 3DS, OBJ, XSI, FBX, VRML and DAE**

Ref <http://sketchup.google.com/product/features.html>

Comparison: Free vs. Pro

Comparison	Google SketchUp	Google SketchUp Pro
Price	Free	\$495
Email technical support		YES
Online help center / video tutorials and groups	YES	YES
Create custom intelligent object/components		YES
Make 3D models	YES	YES
Export 3D models: 3DS, DWG, DXF, FBX, OBJ, VRML, XSI		YES
Export 3D models: KMZ, COLLADA	YES	YES
Export 2D vectors: PDF, EPS, EPX		YES
Export 2D rasters: JPEG, TIFF, PNG	YES	YES
Import 2D and 3D DWG and DXF files		YES
Import 3D models and 2D graphics in many formats: COLLADA, KMZ, 3DS, DEM, DDF and a range of image formats	YES	YES

Full comparison table available at <http://sketchup.google.com/product/whygopro.html>

SketchUp Usage Scenario for Inventors

1. Have an idea



SketchUp Usage Scenario for Inventors

1. Have an idea
2. Sketch idea on paper



SketchUp Usage Scenario for Inventors

1. Have an idea
2. Sketch idea on paper
3. Scan idea into SketchUp



SketchUp Usage Scenario for Inventors

1. Have an idea
2. Sketch idea on paper
3. Scan idea into SketchUp
4. Create 3D model in SketchUp



SketchUp Usage Scenario for Inventors

1. Have an idea
2. Sketch idea on paper
3. Scan idea into SketchUp
4. Create 3D model in SketchUp
5. Develop concept & journal



SketchUp Usage Scenario for Inventors

1. Have an idea
2. Sketch idea on paper
3. Scan idea into SketchUp
4. Create 3D model in SketchUp
5. Develop concept & journal
6. Create business proposal images



SketchUp Usage Scenario for Inventors

1. Have an idea
2. Sketch idea on paper
3. Scan idea into SketchUp
4. Create 3D model in SketchUp
5. Develop concept & journal images
6. Create business proposal images
7. Create patent application diagrams



SketchUp Usage Scenario for Inventors

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7. Create patent application diagrams
8. Create marketing graphics



SketchUp Usage Scenario for Inventors

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5. Develop concept & journal images
6. Create business proposal images
7. Create patent application diagrams
8. Create marketing graphics
9. Animate physics & walkthrough



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https://docs.google.com/presentation/d/1_V-TqHMg92wUATgXVqbCTIcJa3gBxQWwzXgFBVsYp2s/edit#slide=id.l96

Manoj Singh

Google SketchUp

File Edit View Help View only

Present Comments Share

SketchUp Usage Scenario for Inventors

1. Have an idea
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4. Create 3D model in SketchUp
5. Develop concept & journal images
6. Create business proposal images
7. Create patent application diagrams
8. Create marketing graphics
9. Animate physics & walkthrough
10. Export to CAD/CAM for prototype



start | Inboxes - Microsoft... | May 2013 | may | img | Google SketchUp - ... | Macromedia Dream... | Adobe Photoshop | 5:22 PM

Accelerate Learning Curve

Best Practice: Video Tutorial Summary

- Summary of Google's tutorial videos for SketchUp
 - Tutorial Videos: <http://sketchup.google.com/training/videos.html>
 - Basic Introductory Videos:
http://sketchup.google.com/training/videos/new_to_gsu.html
 - Intermediate Videos: http://sketchup.google.com/training/videos/familiar_with_gsu.html
- Intended
 - As refresher notes to be used along with the video
 - To serve as reminders for when actually using SketchUp
- SketchUp Tutorial Summary.pdf
https://docs.google.com/fileview?id=0ByJTEd4L_freNzV1YzUjZkM1NTBjNjU0ZWUwLWU4MmW4tYjWh4z4yNmVE2NjRi2H=en

Accelerate Learning Curve

Skillset: Navigating View

- Navigation: **MOST PRODUCTIVE with a scroll wheel mouse!!!**
 - Zoom - scroll wheel
 - Orbit - click-drag scroll wheel
 - Pan - shift + click-drag scroll wheel
- Magnitude of navigation proportional to entity indicated by mouse position
 - Mouse hovering over no entity (infinite) - large movements
 - Mouse hovering over entity - proportional to object
- Focus/center of navigation indicated by mouse position
 - Position mouse over object to zoom in/out or orbit around
- **MUST MASTER NAVIGATION!!!**
 - Fundamental - Have to maneuver to see what to do
 - Used for EVERYTHING

Accelerate Learning Curve

Skillset: Selection

- Selection
 - Operation executed on selected entity(s)
 - Complex operations
- Learn
 - Inclusive group selection
 - Exclusive group selection
 - Add, subtract, toggle entity/group selection
- Guidelines
 - Use entity surface, edge, point, or inference points
 - Create temporary grab handles
 - Put entities in different layers
- **MUST MASTER SELECTION!!!**
 - Even simple 3D models complicated without proper selection
 - Used for EVERYTHING

Accelerate Learning Curve

Skillset: Entity Placement

- Move entity(s) by selecting it and click-dragging mouse
- Entity moves in 3D space
- Use another entity as reference for 3D placement
- where the entity should be
- Click-drag point on entity based on desired end position of entity to move
 - Use point whenever possible
 - Create a temporary point (intersection of guidelines)

Accelerate Learning Curve

Best Practice: Scene

- Scene recalls
 - Camera viewing location
 - Camera viewing angle
 - Camera viewing layers
- Scene intended for walkthrough animation
- Alternative uses for inventors
 - Recall multiple viewing perspectives
 - Overview perspective
 - Internal/external perspective
 - Points of interest/importance
 - Dimensions
 - Recall camera position for animation

Accelerate Learning Curve

Best Practice: Layer

- Layer
 - Contains a collection of entities
 - All entities in layer can be visible/invisible
 - Invisible entities cannot be selected
- Guideline - Place like entities in same layer
 - For viewing purposes
 - For selection purposes
- Viewing anomalies due to grouping/components
 - Works best when all entities of groups/components are in same layer
 - Sub-group/component is in different layer than parent
 - Visible in both layers, but not always (probably a bug)

Accelerate Learning Curve

Coming Soon - To Be Explored

- Skillset
 - Simulation using SketchyPhysics
 - ...
- Best Practices
 - Group vs. Component vs. Layer
 - ...
- Technical
 - Installing SketchyPhysics
 - ...

Extended Accelerated Learning Curve

- Form INCA SketchUp interest group
- Goal
 - Focus on typical inventor's use cases
 - Repository for inventor's SketchUp reference
- Activity
 - Catalog assistance questions into FAQ
 - Focus FAQ on questions not answered elsewhere
 - Maintain list of good tutorials references
- Costs
 - Free for INCA Members
 - Otherwise TBD

Extend Accelerated Learning Curve Proposal - SketchUp Pro Purchase

- INCA or interest group purchase SketchUp Pro at \$495
- Hosted on Virtual PC
 - Installed on virtual PC
 - Online access via secured HTTPS
- Members use SketchUp Pro
 - One user at a time
 - For CAD import / export
 - For additional features
- Security
 - Virtual PC allows baseline restoration
 - Analogous to harddisk backup and restore
 - ABSOLUTELY no trace of activity

Questions



Google SketchUp Extra Contents

by Sang Go

References

Google Docs

This Presentation: https://docs.google.com/presentation/edit?id=0AS1IEdML_freZGd4ZmdkNTVfMzVnZjZubWpmaA&hl=en
SketchUp Tutorial Summary.pdf:
https://docs.google.com/fileview?id=0By1IEdML_freNzVIYzVjZDA4tNTBINS00ZWUwLWw4MmVhMzMyNWE2NjR&hl=en

SketchUp

- Download: <http://sketchup.google.com/download/gsu.html>
- Viewer Download: <http://sketchup.google.com/download/gsuview.html>
- Overview: <http://en.wikipedia.org/wiki/SketchUp>
- Features: <http://sketchup.google.com/product/features.html>
- Free vs. Pro Comparison: <http://sketchup.google.com/product/whyopro.html>
- Pricing: http://docs.google.com/view?docid=dc837t9h_159fd743xob
- System Requirements: <http://sketchup.google.com/support/bin/answer.py?hl=en&answer=36208>

Video

- What is SketchUp?: <http://videogoogle.com/vidoplay?docid=-6261301848075088204>
- Create Cool Stuff With Google SketchUp: <http://www.youtube.com/watch?v=5PLSIHbQ-bc>
- The SketchUp Show #11: Create a Sphere: <http://www.youtube.com/watch?v=D6bQhQjsP9g>
- SketchUp Cone: <http://www.youtube.com/watch?v=SU76nKY0CaU>
- Google SketchUp Dome / Bowl Tutorial: <http://www.youtube.com/watch?v=EBIiHnv8mh4>
- Dodecahedron Tutorial: <http://www.youtube.com/watch?v=9vgoQW5DFIA>
- How to make a rhombic stellated dodecahedron in Google SketchUp 7:
<http://www.youtube.com/watch?v=EFVyaFRTT3A>
- SketchyPhysics Examples: <http://www.youtube.com/watch?v=qLuXvzPvfWI>

System Requirements

- Windows XP

- Software

- Microsoft® Internet Explorer 6.0 or higher
 - Google SketchUp Pro requires .NET Framework version 2.0

- Recommended Hardware

- 2+ GHz processor
 - 2+ GB RAM
 - 500 MB of available hard-disk space
 - 3D class Video Card with 512+ MB of memory or higher, and OpenGL 1.5 or higher support
 - 3 button, scroll-wheel mouse

- Minimum hardware

- 600 MHz processor
 - 128 MB RAM
 - 128 MB of available hard-disk space
 - 3D class Video Card with 128 MB of memory or higher, and OpenGL 1.5 or higher support

- All Others

- URL - <http://sketchup.google.com/support/bin/answer.py?hl=en&answer=36208>

Extra Video

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<http://www.youtube.com/watch?v=5PL5IHbQ-bc>



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The SketchUp Show #11: Create a Sphere
<http://www.youtube.com/watch?v=iDbQhQjeP9g>



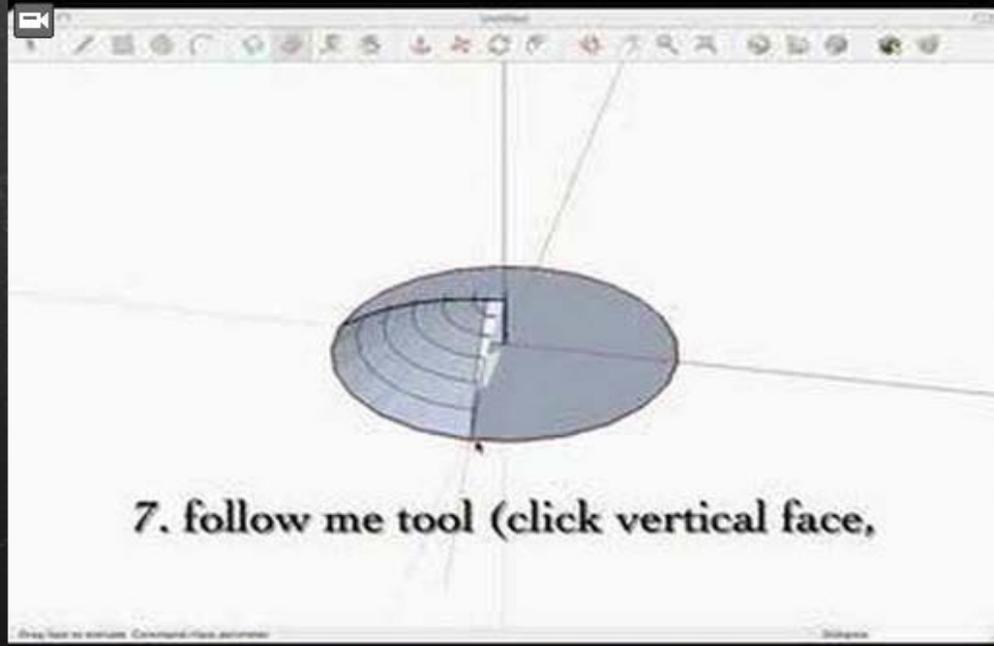
Extra Video

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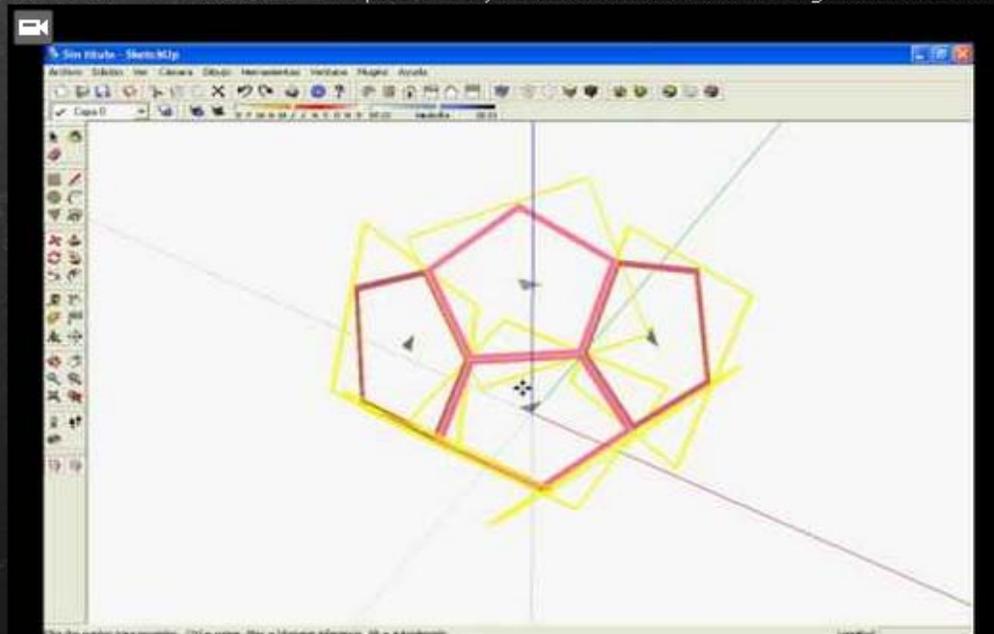
Extra Video

Google SketchUp Dome / Bowl Tutorial
<http://www.youtube.com/watch?v=EBIiHnv8mh4>



Extra Video

Dodecaedro Tutorial
<http://www.youtube.com/watch?v=9vgoOW5DFIA>

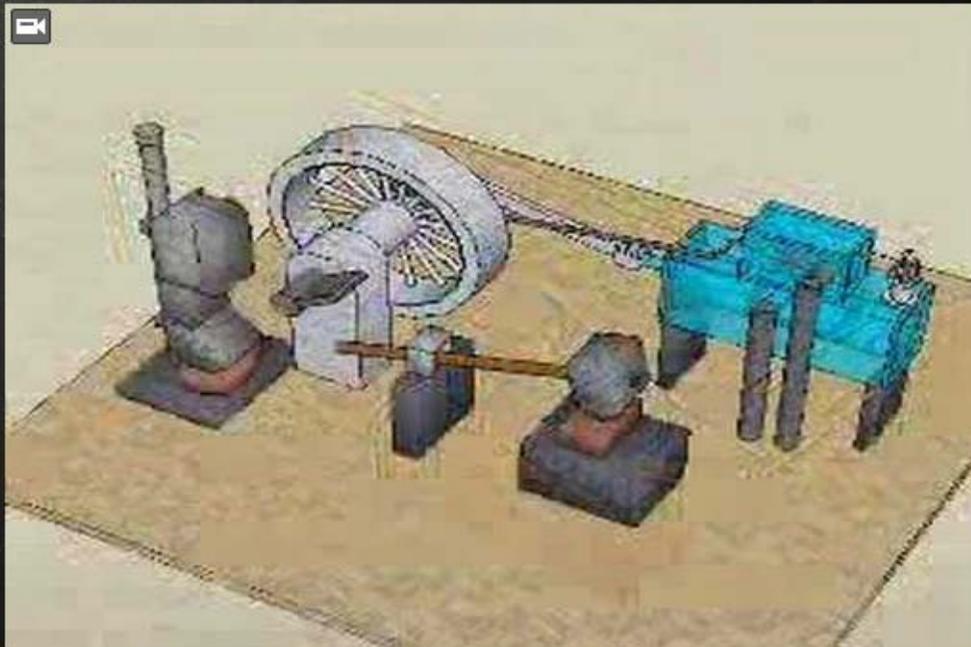


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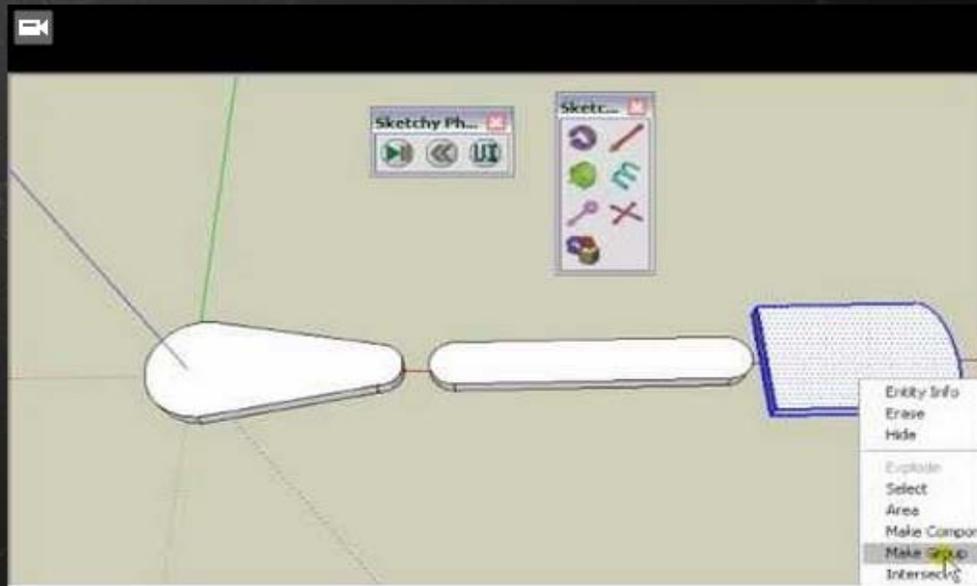
SketchyPhysics Examples
<http://www.youtube.com/watch?v=qLvXvzPvfWI>



Extra Video

Basic Sketchy Physics

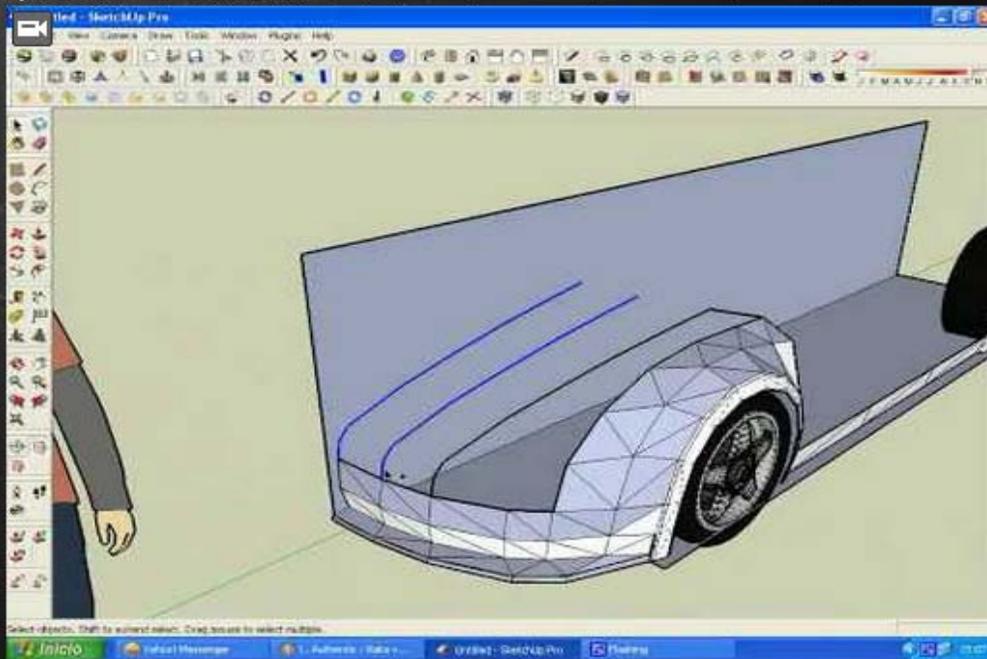
<http://www.youtube.com/watch?v=3exA1bfA6G8>



Extra Video

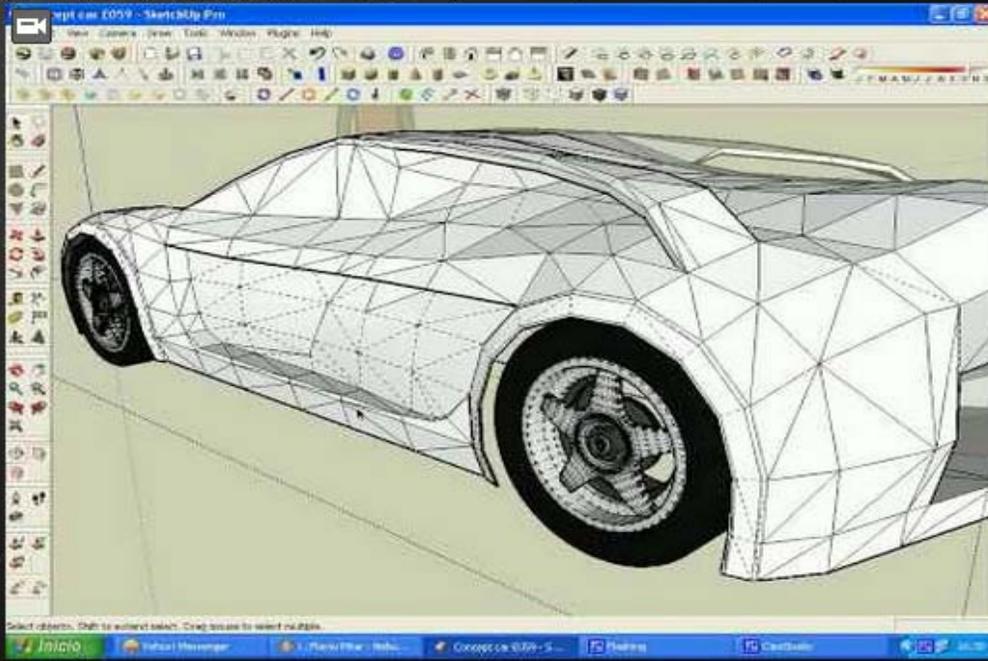
Modeling a Supercar in SketchUp Part 1/x

<http://www.youtube.com/watch?v=tzjA06PdQrw>



Extra Video

Modeling a Supercar in SketchUp Part 2/x
<http://www.youtube.com/watch?v=Z5PiagATexw>



Comparison: 3D CAD Software

TBD

Inexpensive IT for Inventor

Extra Contents

by Sang Go

Inexpensive IT for Inventors

- Google
 - Free website content management tools & hosting
 - Free email, calendar, contacts, voice
 - Free collaboration - video, docs, spreadsheet, presentation
 - Free Apps - Picasa, SketchUp, Translator, Chrome, Earth, Moon, Mars
- Free Virtual Meetings
 - Teleconference - Gizmo5
 - Web Meeting - DimDim
- Open Source (SourceForge.net) or Free Software
 - Linux - Redhat, Chrome OS, Debian, Ubuntu, Fedora, Knoppix
 - Apache, Firefox, Thunderbird, FileZilla, BitTorrent
 - AVG, Avast, LogMeIn, Hamachi, HFS, Smart Defrag, DriveImage XML
 - Skype, OpenOffice, FoxIT Reader, CutePDF, 7-zip, TrueCrypt, Eraser
 - Paint.net, Inkscape, XnView, GIMP, VLC Media Player, Audacity
 - Edit Plus, WinMerge, TortoiseSVN
- Virtual Computer
 - VMware
 - VirtualPC
 - XenServer

Utilization and application various tools in SketchUp

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Introduction

Video tutorials for SketchUp authored by Google at the following URL <http://sketchup.google.com/training/videos.html> has been summarized here. These are refresher notes to be used along with the video tutorial and is intended to serve as reminders for when actually using SketchUp.

New to Google SketchUp

The basic introductory video tutorials for SketchUp can be found at the following URL http://sketchup.google.com/training/videos/new_to_gsu.html.

Part 1 – Concepts

A great starter video for anyone trying Google SketchUp.

- SketchUp is 3D
- Orbit tool – click scroll wheel, drag
- Zoom tool – scroll wheel
- Pan tool – shift-click scroll wheel, drag
- Draw shapes, then push/pull them into 3D

Part 2 – Drawing Shapes

This video covers some of the best practices for drawing shapes in Google SketchUp.

- SketchUp draws either edge or surface
- Edges can exist on their own, surfaces need a set of bounding edges
- Surfaces are automatically created when edges create a closed loop that is coplanar (on a single plane)
- Removing a bounding edge of a surface also removes the surface
- 4 Basic Rules for Drawing Edges Successfully
 - Rule 1: Draw a closed loop of edges to create a surface ... your loop of edges must also be coplanar
 - Rule 2: Watch the axis directions and use inferring to line up edges
 - SketchUp snaps to the Red, Green and Blue axis using a dotted Red, Green and Blue line
 - Use inferences to draw along axis aligned with a particular point or surface
 - As you draw a shape, hold the cursor over a point for 2 seconds, then inferences to that point along the axis will be available
 - Rule 3: Learn and use the different inference points.
 - Endpoint – green dot
 - Midpoint – cyan dot
 - Edge (not endpoint or midpoint) – red dot

- Edge Crossing – black dot
- Rule 4: Always draw to and from existing edges, or don't draw new edges over existing edges, because surfaces will not be properly created.

Part 3 – Modify Tools

Covers some of the abilities of the push/ pull tool.

- Push/pull tool will work on any flat surface, in any direction
- Will push/pull in direction perpendicular to the surface
- Accuracy in SketchUp
 - Begin an action (such as push/pulling a shape)
 - Type in a value
 - Press the 'Enter' key
 - Works with any tool, any time (don't have to click in entry box)
- Type metric or imperial units; i.e., 3', 10", 15cm, 4.5m
- Push/pull on surface and infer to another surface
- Cut openings with push/pull
 - both surfaces are parallel
 - no interfering edges on surface
- You can move:
 - Endpoints
 - Edges
 - Surfaces
 - Selected Entities
 - Grouped Objects

Part 4 - Create a Chair (8:43)

This video will show you how to create a simple chair in Google SketchUp two different ways, and then show a 3rd more advanced method to introduce some new tools.

- Subtractive method
 - use a large block
 - then take away areas
- Additive method
 - Build the blocks
- Use the "Esc" key to cancel any action in SketchUp
- Use tape measure tool to create construction guides
- Google SketchUp Toolbar Series (24 videos)

Selections (4:28)

Shows how to use the select tool in Google SketchUp with tips and best practices.

- Click – Selects individual entities (edges, surfaces, grouped objects)
- Double Click – Selects surface and bounding edges
- Triple Click – Selects all connected geometry
- Select Multiple Objects
- Crossing Window – Dragging towards the LEFT selects anything the window crosses (touches)

- Selection Window – Dragging towards the RIGHT selects ONLY objects completely inside the window
- Shift-Click/Drag – Add and subtract entities
- Ctrl-Click/Drag – Add entities ONLY
- Shift-Ctrl-Click/Drag – Subtract entities ONLY

Components (4:26)

Shows the basics of components in Google SketchUp with tips and best practices.

- Sticky Geometry – adjoining edges and surfaces stick together
- Grouped geometry and components do not exhibit sticky geometry
- Grouped geometries and components behave as a single entity
- Grouped geometries are each independent of other grouped items; i.e., changing one group does NOT affect the other groups.
- Components are all linked as an instance of the component; i.e., changing one component changes all other components.
- If you are NOT going to make any copies of your object, make it a group rather than a component.
- Components can only be moved, rotated or scaled.
- Component geometries can only be modified by editing the component.
- Using the *Select* tool, double-click on the component to "open" or "edit" it, click once outside the component to "close" it.

Paint Bucket (4:18)

Shows how to use the paint bucket tool in Google SketchUp with tips and best practices.

- Select the *Paint Bucket* tool, select the material, then click on a surface.
- Hold the *Shift* key while painting to replace all similar material anywhere in your model.
- Hold the *Ctrl* key to replace all material that is touching.
- Hold the *Shift + Ctrl* key to replace all material that may not be touching, but is part of joined geometry.
- Hold the *Alt* key to sample existing materials in your scene.

Eraser (1:55)

Shows how to use the eraser tool in Google SketchUp with tips and best practices.

- Eraser tool only affects edges, not surfaces.
- Hold mouse button down and drag over multiple edges.
- Because the eraser does not affect surface, using X-ray mode, edges hidden behind surfaces can be erased.
- *Shift* key to hide edges.

- *Ctrl* key to soften edges.
- *Ctrl + Shift* key to unsoften edges.

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Shows how to use the rectangle tool in Google SketchUp with tips and best practices.

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- Rectangles can be drawn on ground plane or surfaces.
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- Rectangles show a diagonal line when drawing a perfect square or a golden section.
- Exact dimensions can be typed in, separated by a comma.

Lines (2:37)

Shows how to use the line tool in Google SketchUp with tips and best practices.

- Two methods for drawing lines
 - Click mouse along various points to make multiple connected segments.
 - Click-drag the mouse to create a single line segment.
- Press the "Esc" key to quit out of any tool.
- Primary purpose of edges is to create surfaces or divide surfaces.
- Edges can be subdivided into equal segments.

Circle/Polygon (3:10)

Shows how to use the circle and polygon tools in Google SketchUp with tips and best practices.

- To draw a circle/polygon, click once for the center, then again for the radius.
- Type in an exact radius and press "Enter" to be accurate.
- Circles have a default of 24 sides.
- Polygons default to 6 sides.
- To change the number of sides for circles or polygons, type the number of sides, followed by the letter "s", and press "Enter" to accept.
- Difference between circles and polygons is that when pushed/pulled into a 3D entity, the circle walls are smooth, but the polygons are distinct surfaces.

Arc (4:12)

Shows how to use the arc tool in Google SketchUp with tips and best practices.

- Define the two endpoints, then the radius of the arc.
- Be careful that the radius of the arc is along the correct plane through inferences.
- Snaps at perfect half circle.

- Arcs can be drawn that are perfectly tangent to two edges.
 - Start the arc line from one edge
 - Go along the other edge until it turns to magenta
 - Move slowly until the arc changes to magenta, showing that it is tangent to both lines
- Use arc tool to create multiple arcs in sequence
 - Start from an endpoint of an existing arc
 - As you pull away, the arc line is blue and tangent to the last arc
- Arcs are made up on 12 segments (by default), but can be modified by typing in a value followed by "s"

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- Move tool is an auto-select tool, highlighting entities, but only if nothing was pre-selected.
- Move tool functions in 3D space, so this must be done carefully.
- Move along an axis direction, first the Green direction to meet the wall, then the Red direction to pull it away from the countertop.
- We suggest viewing the "Select" tool video to properly move multiple objects.
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- To rotate an object
 - Select the object
 - Click once to set rotation tool's center of rotation
 - Move away to set rotation base. This is the

- controlling arm you will use to rotate your object.
- o Rotate object, referencing other objects as needed to be accurate. Click to finish the rotation.
- Rotation orientation can be locked by holding down the *Shift* key.
- Click-drag to set the orientation.
- Can rotate copies and arrays.

Follow-Me (4:21)

Shows how to use the follow me tool in Google SketchUp with tips and best practices.

- Select the shape, then follow along edges that the shape is suppose to fill out.
- Pre-select path, then select the shape, and shape is filled out along path.
- Pre-select edges by selecting a surface.
- Select the shape, then start to follow along edge, press the *Alt* key and click on a surface that defines the edges.

Scale (3:42)

Shows how to use the scale tool in Google SketchUp with tips and best practices.

- By default, scales from the opposite side, but *Ctrl* key to scale from the center.
- *Shift* key force a uniform scale.
- Mirror objects by scaling to -1 of the original.

Offset (3:07)

Shows how to use the offset tool in Google SketchUp with tips and best practices.

- Offset works on only one flat surface at a time.
- You can pre-select or auto-select surface to use offset.
- Offset distance can be typed in for exact values.
- Offset can use inferences.
- Offset once, then double-click on other surfaces for the same amount.

Tape Measure (3:06)

Shows how to use the tape measure tool in Google SketchUp with tips and best practices.

- Use the tape measure tool to
 - o Measure edges and distances.
 - Value in VCB (value control box)
 - o Create construction geometry/dashed guidelines.
 - Parallel guidelines extends to infinity
 - Guidelines drawn from an endpoint are dashed lines with endpoint
 - o Resize individual groups or the entire model.

- Measure a distance, then type in a value to rescale whole model accordingly, but components added from the component library will not be affected.

- All construction guidelines can be deleted from the File->Delete Guides

Dimensioning (4:04)

Shows how to use the dimension tool in Google SketchUp with tips and best practices.

- Select two endpoints, then pull away.
- Select an edge, then pull away.
- Dimensions are dynamically linked to the model so that the dimensions adjust according to scaling of model.
- Model can have a dimension fixed, so that the model scales to keep the fixed dimension.
- Fix a dimension by typing in a value for the dimension.
- To go back to auto-dimension, delete the typed in value.

Protractor (2:42)

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- Leader text will, by default, give you the length of an edge, an area of a surface, or the name of the component.
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- Shift key to lock the orientation.
- Only one section active at one time.

Familiar with Google SketchUp

The intermediate video tutorials for SketchUp can be found at the following URL

http://sketchup.google.com/training/videos/familiar_with_gs_u.html.

Google SketchUp Techniques: Copy and Arrays (4:11)

You can create quick and easy copies as well as repeated copies, or arrays.

- Video Outline:
 - Making one copy
 - Creating multiple copies or arrays
 - Changing the number of copies
 - External vs Internal arrays
 - Creating circular arrays
- When moving an object, tap the *Ctrl* key to make it a copy.
- To make an array, make a copy, then type in the number of copies followed by "x" or "/" and press Enter.
- Always finish your array immediately. Doing anything else will put you out of the array mode, and you won't be able to make any other changes.
- As arrays are so easy to create, don't worry if you do make a mistake, simply undo the array and recreate it.
- Creating a multiplied array outward is called an "external" array ("x").
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- When rotating an object, tap the *Ctrl* key to make it a copy.
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Although there isn't an actual mirror tool in SketchUp, it is easy to mirror anything with the scale tool.

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 - Mirror symmetrical components or shapes for efficiency

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This video covers multiple tools in showing how you can be accurate and precise in SketchUp.

controlling arm you will use to rotate your object.

- Rotate object, referencing other objects as needed to be accurate. Click to finish the rotation.
- Rotation orientation can be locked by holding down the *Shift* key.
- Click-drag to set the orientation.
- Can rotate copies and arrays.

Follow-Me (4:21)

Shows how to use the follow me tool in Google SketchUp with tips and best practices.

- Select the shape, then follow along edges that the shape is suppose to fill out.
- Pre-select path, then select the shape, and shape is filled out along path.
- Pre-select edges by selecting a surface.
- Select the shape, then start to follow along edge, press the *Alt* key and click on a surface that defines the edges.

Scale (3:42)

Shows how to use the scale tool in Google SketchUp with tips and best practices.

- By default, scales from the opposite side, but *Ctrl* key to scale from the center.
- *Shift* key force a uniform scale.
- Mirror objects by scaling to -1 of the original.

Offset (3:07)

Shows how to use the offset tool in Google SketchUp with tips and best practices.

- Offset works on only one flat surface at a time.
- You can pre-select or auto-select surface to use offset.
- Offset distance can be typed in for exact values.
- Offset can use inferences.
- Offset once, then double-click on other surfaces for the same amount.

Tape Measure (3:06)

Shows how to use the tape measure tool in Google SketchUp with tips and best practices.

- Use the tape measure tool to
 - Measure edges and distances.
 - Value in VCB (value control box)
 - Create construction geometry/dashed guidelines.
 - Parallel guidelines extends to infinity
 - Guidelines drawn from an endpoint are dashed lines with endpoint
 - Resize individual groups or the entire model.

- Measure a distance, then type in a value to rescale whole model accordingly, but components added from the component library will not be affected.

- All construction guidelines can be deleted from the *File->Delete Guides*

Dimensioning (4:04)

Shows how to use the dimension tool in Google SketchUp with tips and best practices.

- Select two endpoints, then pull away.
- Select an edge, then pull away.
- Dimensions are dynamically linked to the model so that the dimensions adjust according to scaling of model.
- Model can have a dimension fixed, so that the model scales to keep the fixed dimension.
- Fix a dimension by typing in a value for the dimension.
- To go back to auto-dimension, delete the typed in value.

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Google SketchUp Techniques: Accuracy (5:05)

This video covers multiple tools in showing how you can be accurate and precise in SketchUp.

Google SketchUp Techniques: Autofold (1:21)

Autofold is part of the move tool, activated by pressing the Alt key or Apple key on a Mac. Autofold lets you move a point, edge or surface in any direction automatically creating fold edges as needed to do so.

Google SketchUp Techniques: Intersect with Model (5:39)

Video Outline:

- What is Intersect with Model?
- Basic intersections
- Intersecting options
- Intersecting tips

Google SketchUp Technique Series: Inference Locking (7:16)

Inference locking is the ability to draw or move in only one locked direction in SketchUp. This video will teach you how to use this technique and show a few examples of inference locking in use.

Google SketchUp Techniques: Match Photo Part 1 (5:49)

Matching a photo allows you to import and align the SketchUp axes to match the photo perspective. With this done, you can create models using the photo as a direct reference. This video covers the basics of importing and aligning the axis to start modeling.

Google SketchUp Technique Series: Match Photo Part 2 (7:05)

The video continues to build on the information presented in Match Photo Part 1. Here we cover importing multiple images and modeling from those. Then we show how to start with a SketchUp model, and align a photo to it so you can see your model in its real-world context.

How to apply SketchUp for tent modelling

Tent is growing rapidly. New designs, materials and concepts are coming every year. It is very important to be in market and keep yourself up to date with the latest designs and trends.

Shetchup by Google is very usefull and easy application for my use. I can design, make estimates, fabric cutting patterns, metal frame details and make 3d render to see the design, and discuss with the customer before manufacturing it.

Why SketchUp- In start, I tried to use AUTOCAD, but found it very difficult to use. Then I hired a CAD guy for my work. He had the knowledge of AutoCad but less knowledge of tent / structure designs so he was taking too much time for every job, Now which thing I can make in SketchUp in 20 minuits, he use to do the same thing in a week. (May be it was difficult in AutoCad or that smart guy was making his working hours).

I downloaded Shetchup 2 years back for the 1st time. The interface looked good and increased my interest in exploring it. I checked its help site, saw many models and tutorials on Youtube. Also came to know about Plugin and searched many and still using which are useful for my work.

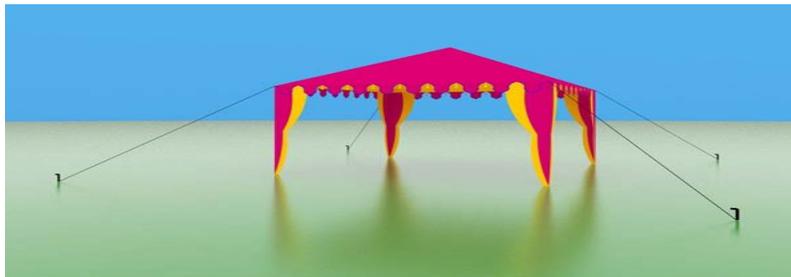
Design Experience- I want to share one of many experiences of one job till its design to completion of the production.

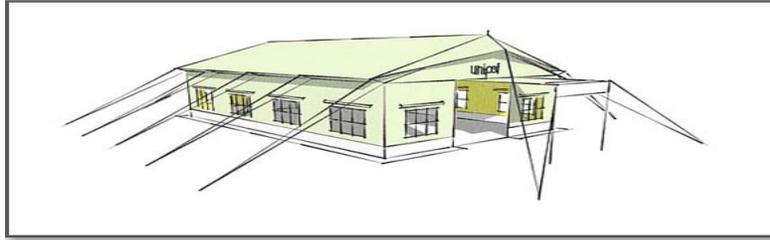
The requirement was to make the Tunnel type 20 x32ft. It hardly too 2 hours to complete with all details and making its patterens.

Tips

- Always do some paper work and make basic design and make rough work before making drawing in SketchUp.
- Once you start, save the file by size ref, project name and its date for any data loss during work and reminding in future.
- Re-checking the values to make sure that you are making correct dimensions for future surprise.
- Do not go into decorative details like coloring or applying materials before finalizing the design. It will be heavy and difficult to handle if any change is required.
- Always keep the hard copy of final design (Top, Front, Side, Back and ISO)







Contact: [Imran Ashraf](#)

Chaos Group's V-Ray 1.6 for SketchUp Now in Open Beta

Significant Enhancements to Rendering Speed, Workflow, Visualization and Lighting Features; Ready for Use in Professional Design and Engineering Projects.

Sofia, Bulgaria – 15 May 2013 – Artists, architects and designers always want their software to do more. More detail, more speed, more quality. Today, with the announcement of [Chaos Group's V-Ray 1.6 for SketchUp open beta](#), these users now have the biggest expansion to SketchUp's rendering capabilities right at their finger tips. More is here.

This massive upgrade to V-Ray for SketchUp includes a series of new feature introductions that enhance visualization workflow and render quality ([V-Ray RT®](#), [V-Ray Dome Light](#)) and streamline scene complexity ([V-Ray Proxy](#)).

"With 16 new features designed and accounted for, V-Ray 1.6 for SketchUp has become the most robust, and artist-friendly render application SketchUp users have ever seen," said Corey Rubadue, Chaos Group product manager, V-Ray for SketchUp. "And it's only going to get better in the future."

As part of this update, V-Ray 1.6 for SketchUp will offer architects and designers access to proven V-Ray technologies that accelerate the creative process. For example, with V-Ray Proxies users can now achieve exceptionally high levels of detail and modeling complexity while efficiently rendering massive amounts of geometry in the blink of an eye. Proxies can also be shared between V-Ray versions giving architects the ability to share models between 3ds Max, Maya, Softimage and Rhino.

"V-Ray 1.6 for SketchUp should be part of every designer's digital toolset; it's fast, simple, and seamlessly integrated, which allows you to explore ideas without leaving the application," said Jorge Barrero, senior associate at Gensler. "The recent addition of V-Ray RT gives me instant feedback on my lighting, while V-Ray Dome Lights lets me push the quality of my renders to a whole new level. As a long time user, it's pretty exciting."

Key Features for V-Ray 1.6 for SketchUp

Rendering Engine Upgrades:

- [V-Ray RT](#) – This CPU-supported rendering engine streamlines scene setup and provides instant visual feedback directly in SketchUp for quicker design, material, and lighting decisions.

Lights:

- [Dome Light](#) – Creates simple, artifact-free image-based lighting using importance sampling of HDR images. This technique greatly optimizes light tracing and GI precision.
- **Lights as Components** – V-Ray lights can now be part of a SketchUp component, making the process of changing the design and settings of multiple lights at once much easier.
- **Sphere Light** – Creates spherically shaped area lights.

Geometry:

- **V-Ray Proxy** – Manages scene memory and efficiently renders large amounts of geometry to increase detail and complexity in scenes. V-Ray Proxy objects are dynamically loaded and unloaded at render time, which saves vital RAM resources.

For the full list of features, [click here](#).

Chaos Group is also releasing a set of materials that will help their users experience the benefits of V-Ray 1.6 for SketchUp even faster. Those materials include: [help documentation](#), a dedicated beta [forum](#), [tutorials](#), and [videos](#) explaining the new features.

“V-Ray for SketchUp is phenomenal, and the ability to control lights by layers is genius!” said Ramy Hanna, partner and 3D artist at Tiltpixel. “Now I can produce different lighting scenarios based on scene tabs. It’s like Chaos Group looked at SketchUp’s strengths and decided to build my favorite V-Ray features on top of them.”

Pricing and Availability

The free open beta of V-Ray 1.6 for SketchUp is available for SketchUp 8 on both the Windows and OS X platforms - 32bit only. It can be downloaded right now by applying for the public beta program on Chaos Group’s [website](#).

Pricing for V-Ray 1.6 for SketchUp will remain unchanged (\$800). The upgrade price from V-Ray 1.49 for SketchUp or lower is \$320. Users who purchased V-Ray for SketchUp between April 15, 2013 and the official release date will be eligible for a free upgrade.

About Chaos Group: Chaos Group is a leading provider of innovative rendering solutions for the media, entertainment, and design industries. For over a decade our flagship rendering software, V-Ray®, has set the standard for speed, quality, reliability and ease of use, and it has become the rendering engine of choice for renowned international studios. We work closely with our customers from around the world to ensure we’re creating the best tools for their workflow. Inspired by their imaginative creations, we passionately pursue advances in rendering technology and continue to improve the software needed to communicate their vision.

We proudly support the 3D community with our advanced software solutions: V-Ray® for Autodesk® 3ds Max®, V-Ray® for Autodesk® Maya®, V-Ray® for Autodesk® Softimage®, V-Ray® for Rhino®, V-Ray® for SketchUp®, Phoenix FD and Pdplayer.

Press Contacts: Chaos Group - [Angelina Penkova](#)

www.chaosgroup.com

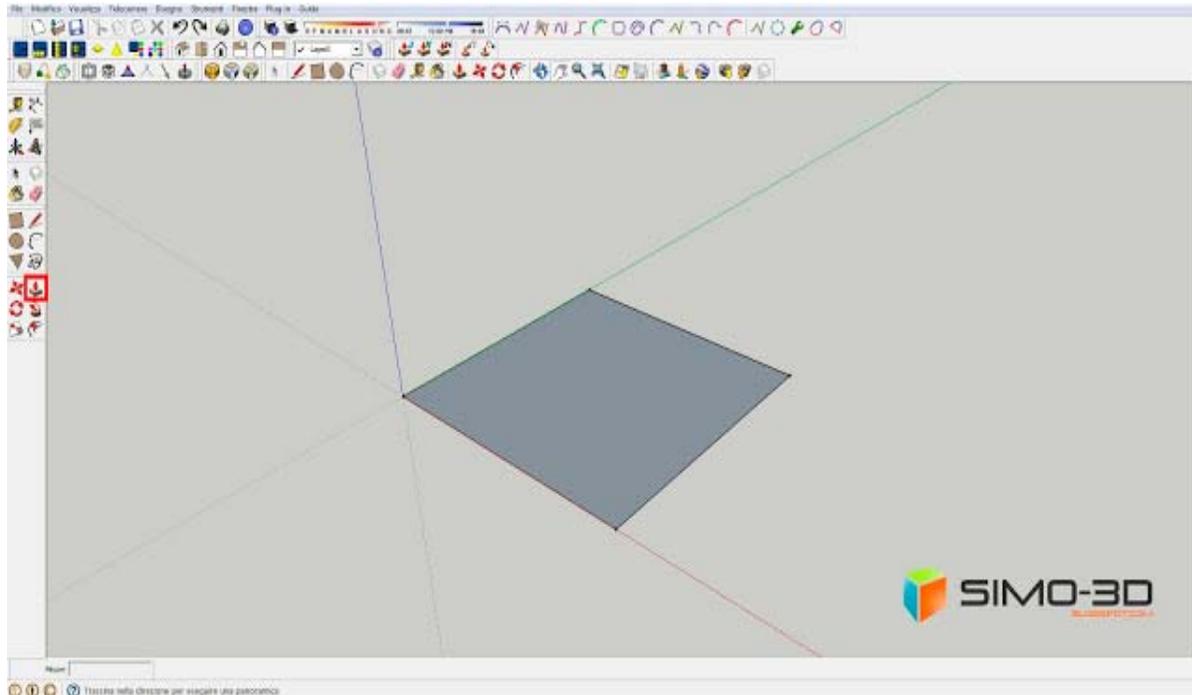
Liaison Inc.

Colin McLaughlin, (503) 796-9822, colin@liaisonpr.com

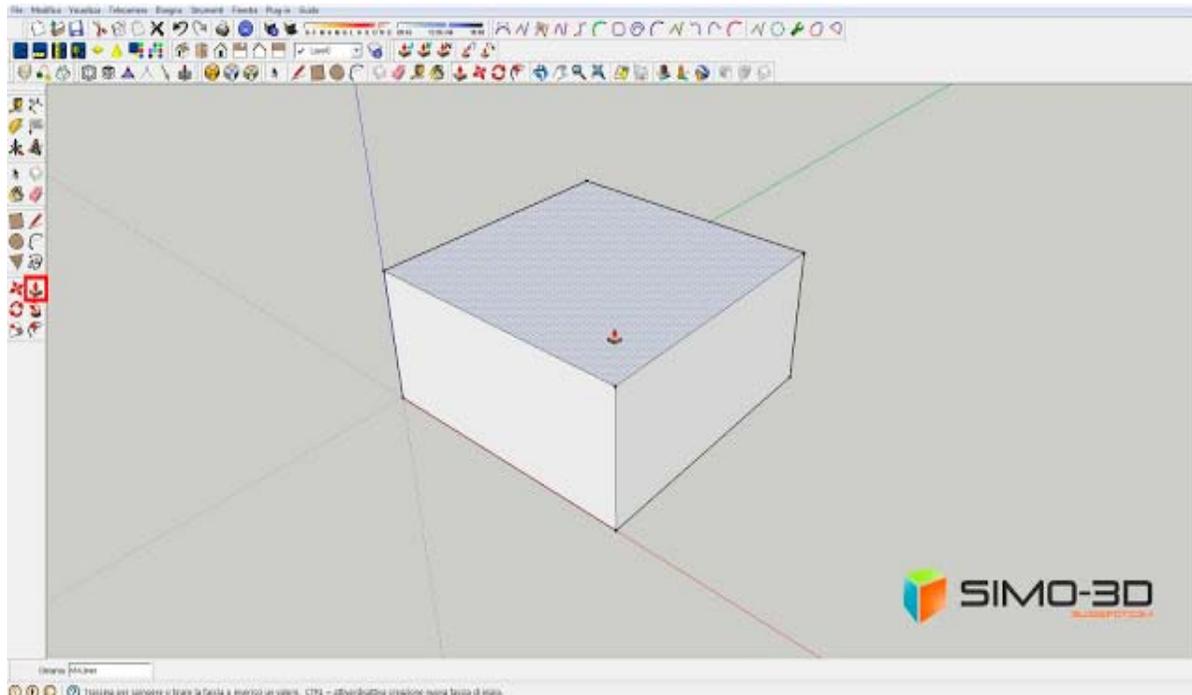
www.liaisonpr.com

SketchUp tools : PUSH / PULL

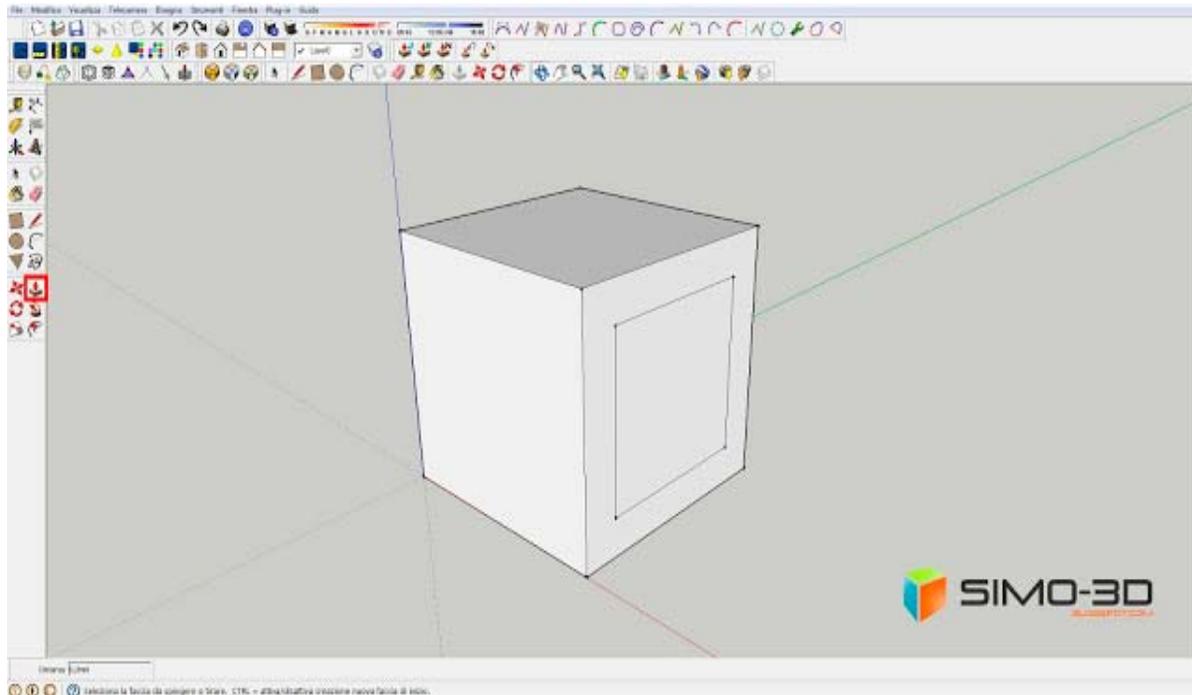
The tool "Push / Pull" allows us to increase or decrease the volume of a solid, exactly pushing or pulling a face.



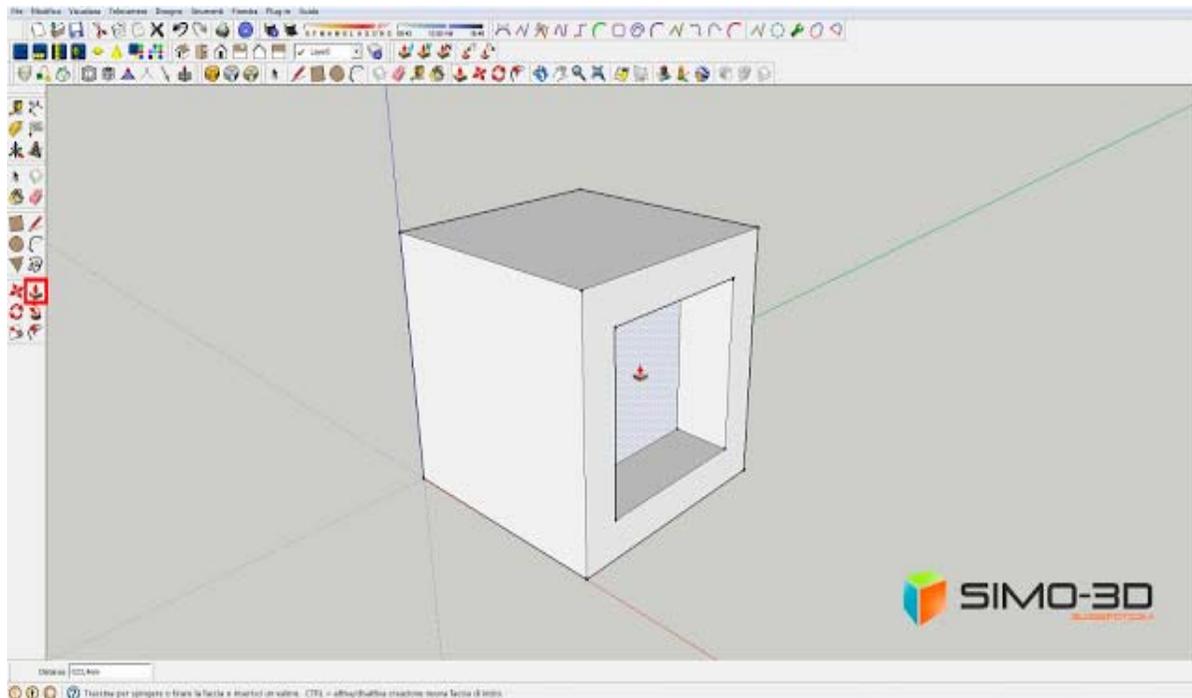
The same concept applies even if we want to push a face.



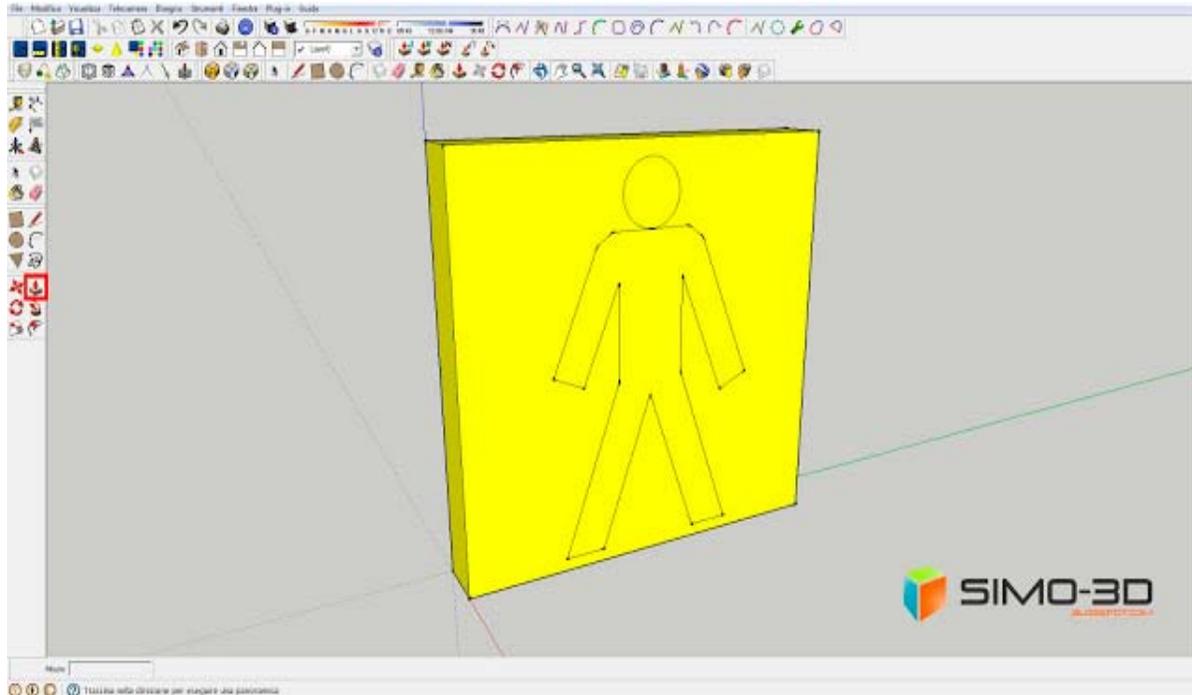
In this case push the face inwards. If we come up to 'other solid end face thrust be deleted and it will create a vacuum.



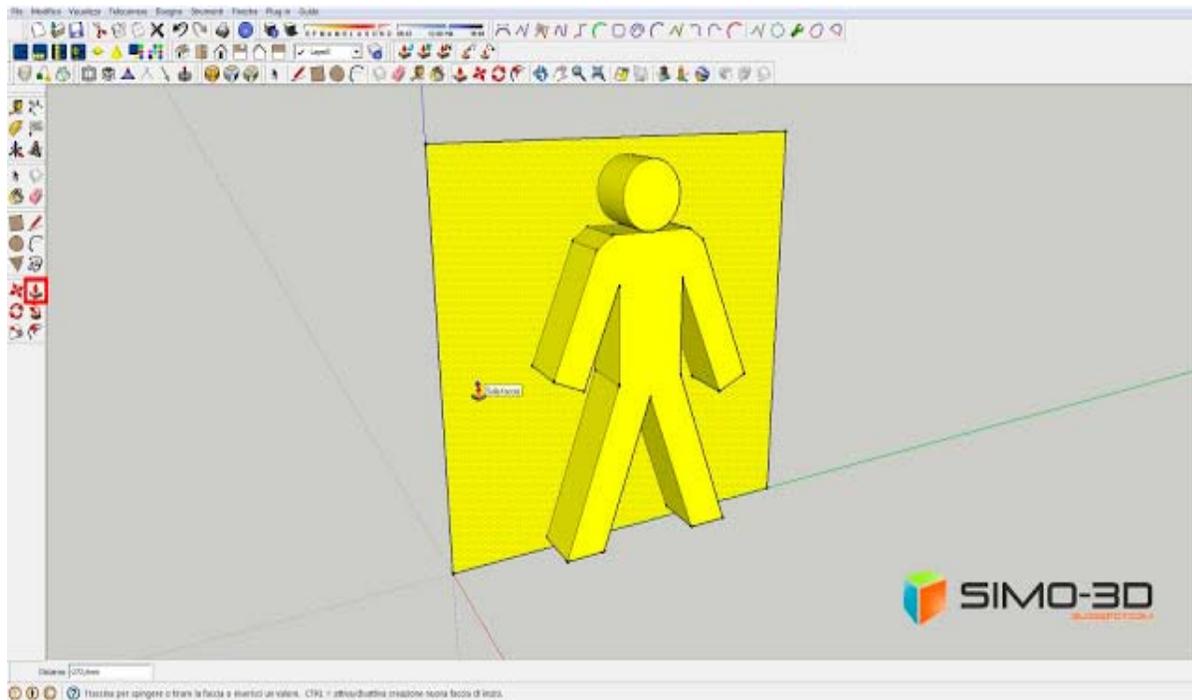
Nell 'example below I drew a little man out of a solid.



Then with the instrument "Push / Pull" I pushed my face I want to delete until its end,



at this point SketchUp has eliminated the thrust face leaving only our model.



SketchUp Training Central

We offer hands-on training sessions led by SketchUp experts in a variety of fields. Our courses are available to take online, in a classroom setting, or at your workplace. There's really no substitute for having an instructor help you learn a tool like SketchUp.

- SU101: SketchUp Pro Essentials I
- SU102: SketchUp Pro Essentials II
- SU201: SketchUp Pro 2 Day



Classroom: Learn in a physical classroom setting with up to nine other students and an instructor who can help you make progress quickly. Bring a laptop computer, a mouse with a scroll wheel and plenty of questions.

[SketchUp Training Classes](#)

Virtual Classroom: Sometimes it's more convenient to take an online class. Like our physical classes, our virtual classes are led by a live instructor and include a small number of students. You'll need to have your own computer, a mouse and a reliable broadband Internet connection.

[SketchUp Training Schedule](#)

On-site: We offer hands-on training sessions led by SketchUp experts in a variety of fields. Our courses are available to take online, in a classroom setting, or at your workplace. There's really no substitute for having an instructor help you learn a tool like SketchUp.

[Register Now](#)

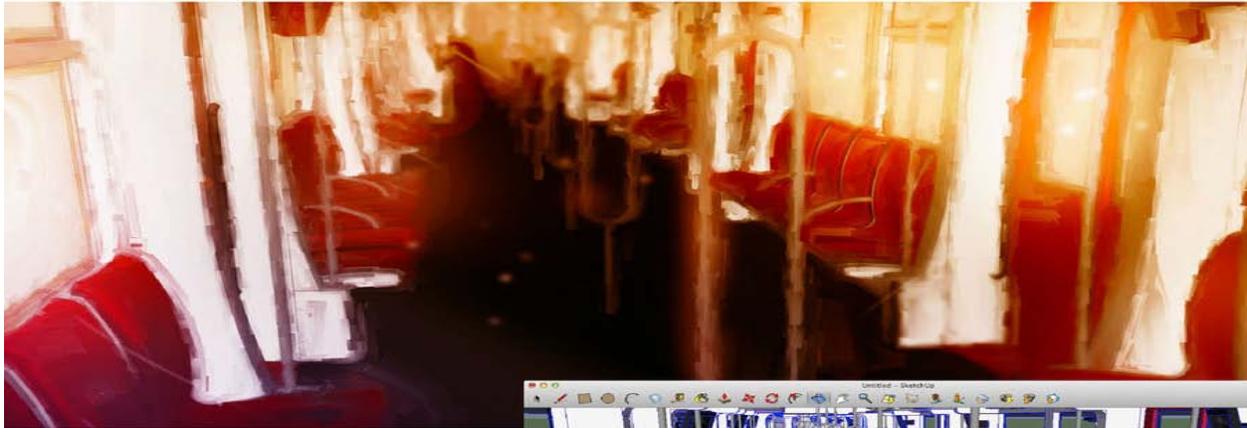
Adobe Photoshop and Google SketchUp - Quick tips for making background

We will use Adobe Photoshop CS5 Macintosh and Google SketchUp. Just like I say before The Hoskey on Mac Version of Photoshop is Little Bit Different you may need to find it by yourself the right hotkey for windows version.

For you who didn't know that is Google SketchUp, SketchUp is a easy program for creating furniture, house or even a space ship and also you can download per made model. On the tutorial I will use pre moade model. Link to Google SketchUp are on below. For Basic SketchUp tutorial you can find it on Google SketchUp itself like how to rotate, pan etc.

This tutorial require basic knowledge of Adobe Photoshop and Google SketchUp, since this is only quick tips, the resulsts is depends on yourself I only giving a tips for making background not step by step entirely how to make background.

What we gonna make Today



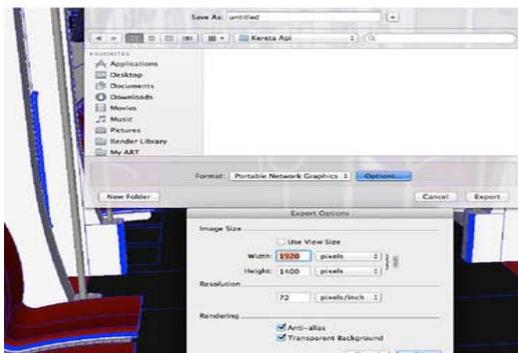
Step 1 is Open / Download Google Sketchup First After that , Click Box with  Yellow Arrow Icons it will open Tremble 3D Warehouse for you you can search 3D Model you need.

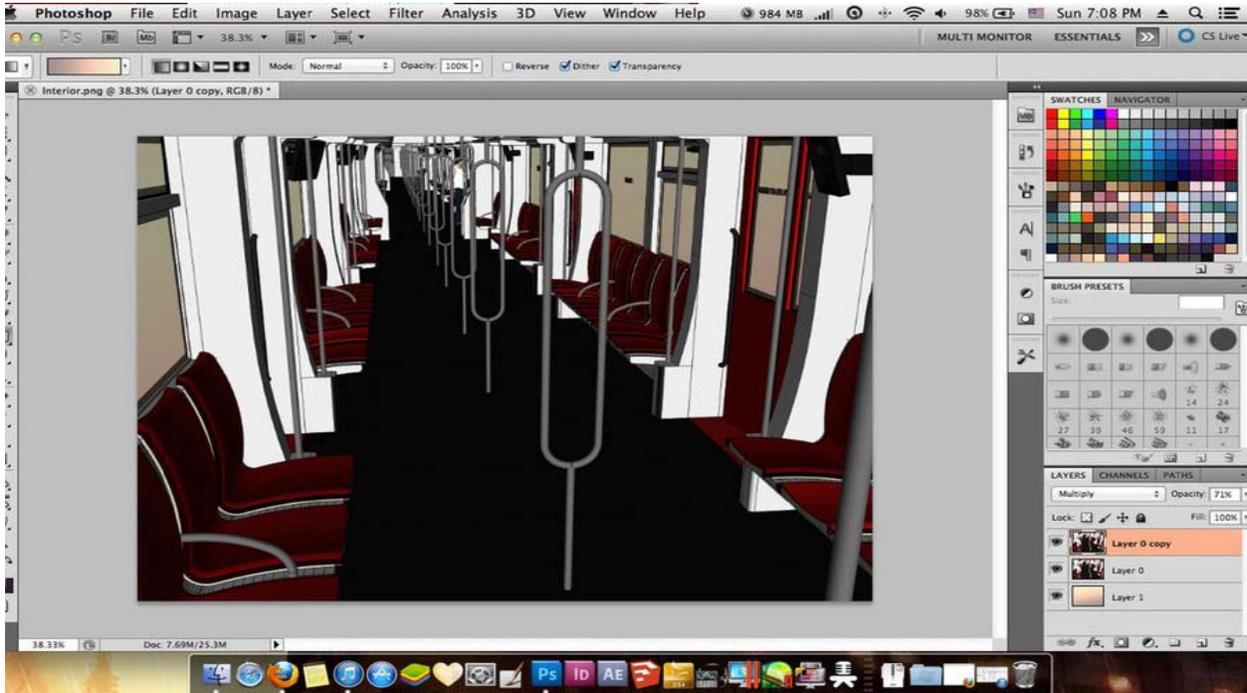
Remember do not download Heavy 3D Model Like TOWN , LARGE MANSION if you use an Old Computer. Mine use MacBook Pro sometimes still lagging when Downloading Heavy Model.

I Reccomended for most people only download simpler model like Train like i use now. you can search anything like Simple House Church , Mosque anything.

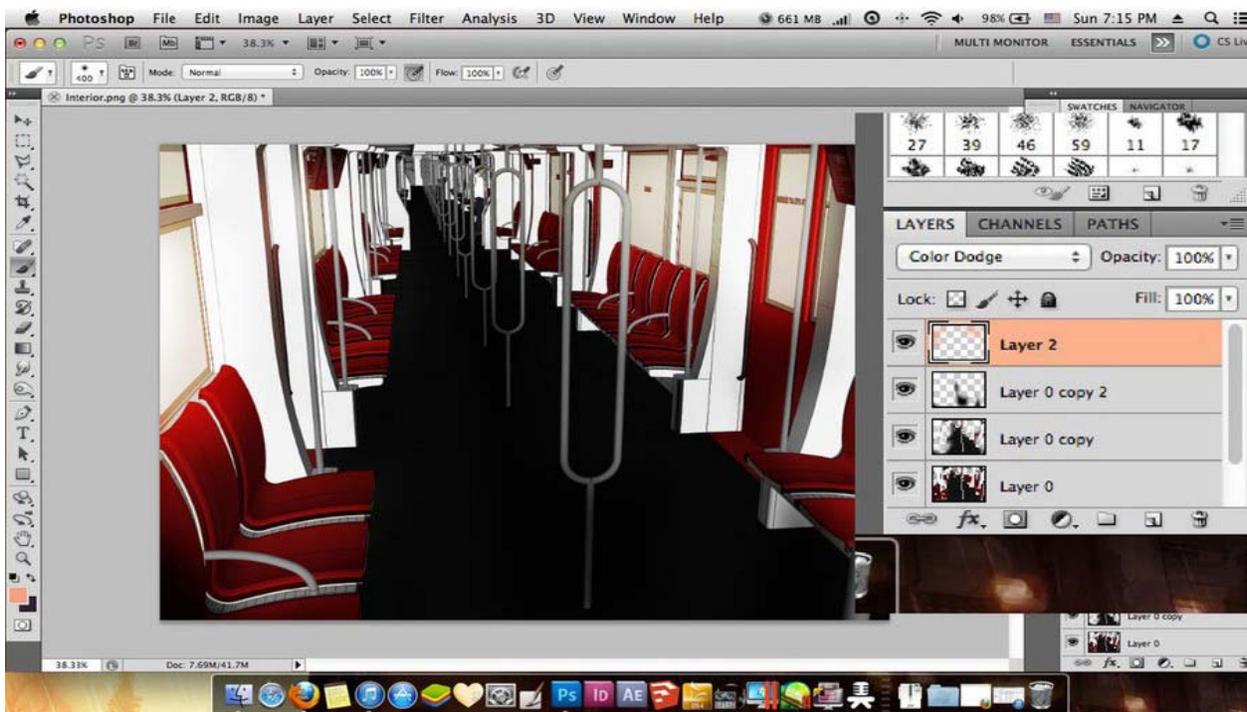


Step 2 after you download The Model to your computer or to sketchup. you can Pan , Rotate to view you like. after you satisfied with the View and angle you can save it by clicking file >export > 2D model > set PNG click option with Enable Transparency

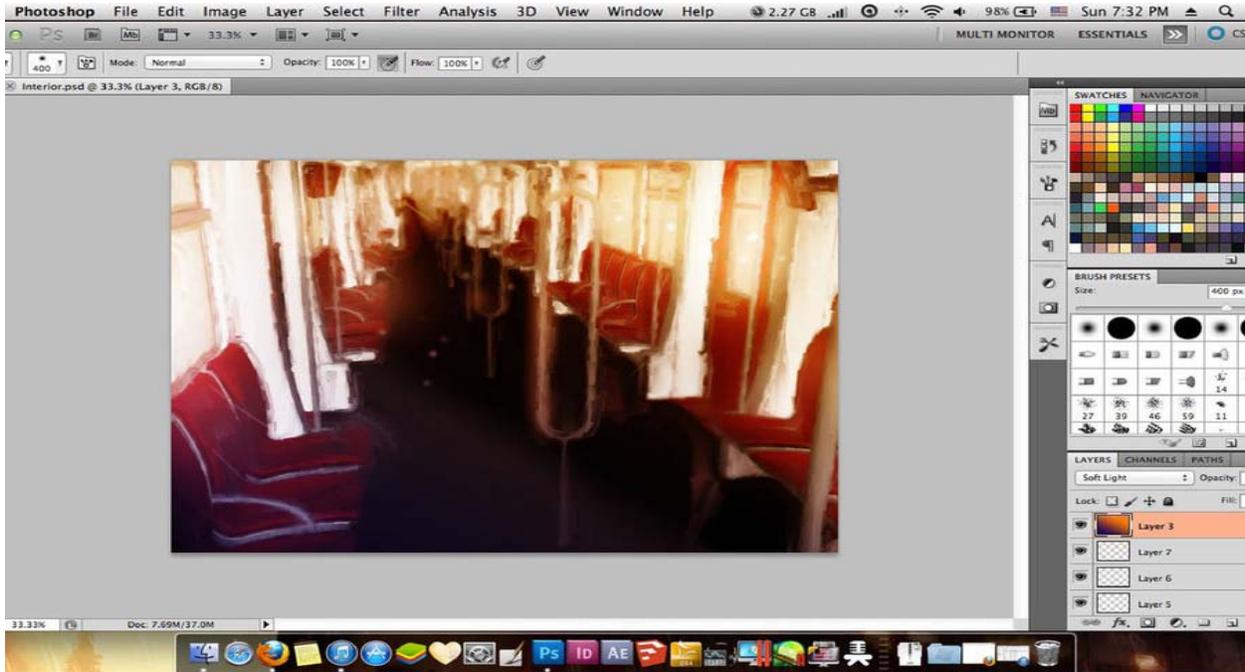




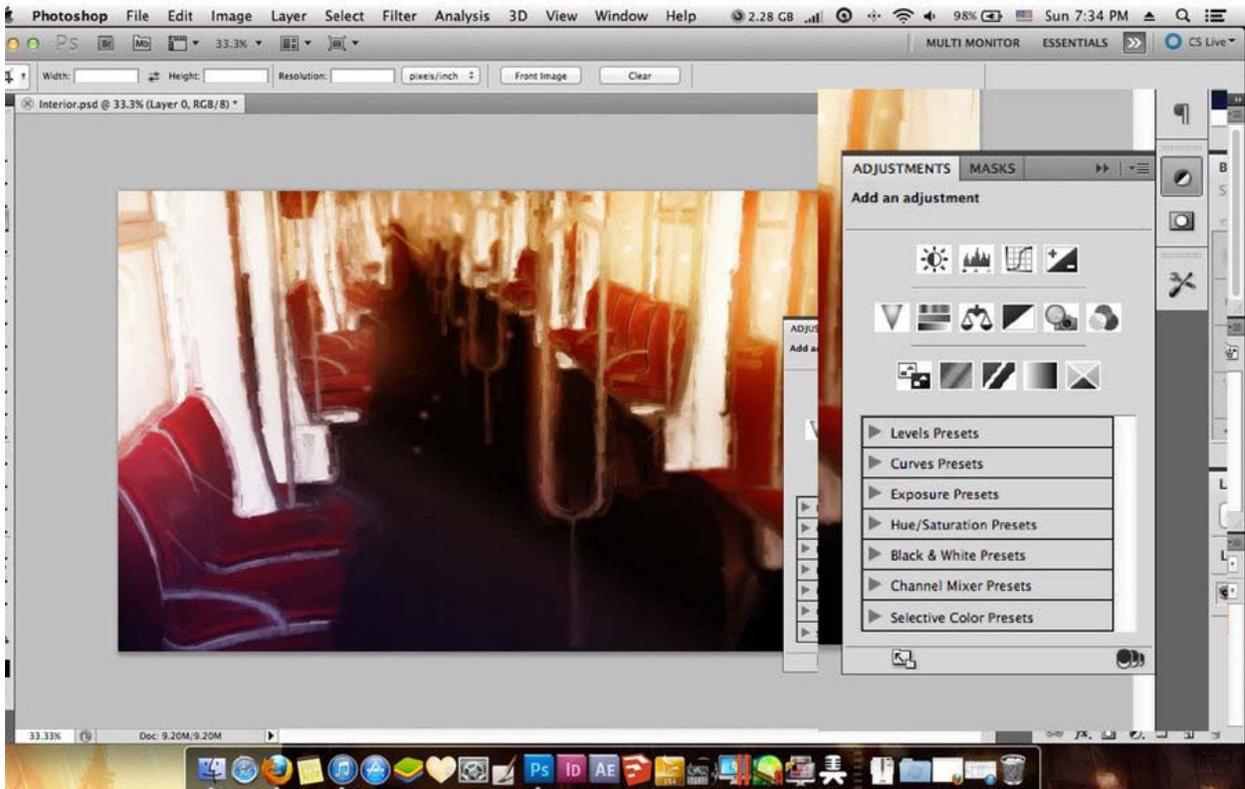
Step 3 Is Open it On Adobe Photoshop , Duplicate the Layer set the Upper Layer is MULTIPLY or anything you want. on this step i want you to Dr aw the shadow so you know the light direction. on my model i set the light direction is from both side the windows



Step 4 is use color dogde for adding light trough the windows and adding reflection on the pole and chair



Step 5 is i leave it to you. me is re painting it again the whole 3D model and then Merge it All adding a Gradient with Soft Light setting. and adding more light effect by Adding new layer with color dogde. remember it's all on you i am not forcing you using my style tough since this only tips not How To Make it from Zero.



Step 6 is Adding Adjustment Layer , and warp it a bit. you can choose any adjustment layer you like. mine adding Curve , Color Balance , Levels , Vibrance and Photo Filter.



Step7 , finish ! , adding your signeture and you done.

Extra Tips .



Some of My Artwork done with smillar technique

You also can use Photos as Reference to your Background , this is more easier since it's not require 3D knowledge. just take photos and you done. here some example



Google SketchUp tutorial 11 - Adding objects from the 3D Warehouse

Google SketchUp tutorial 11 - Adding objects from the 3D Warehouse. Using the rotate tool to fit them to your house.

http://www.youtube.com/watch?feature=player_embedded&v=HYTf3M_2u1s

How to create a fur material in Vray for SketchUp

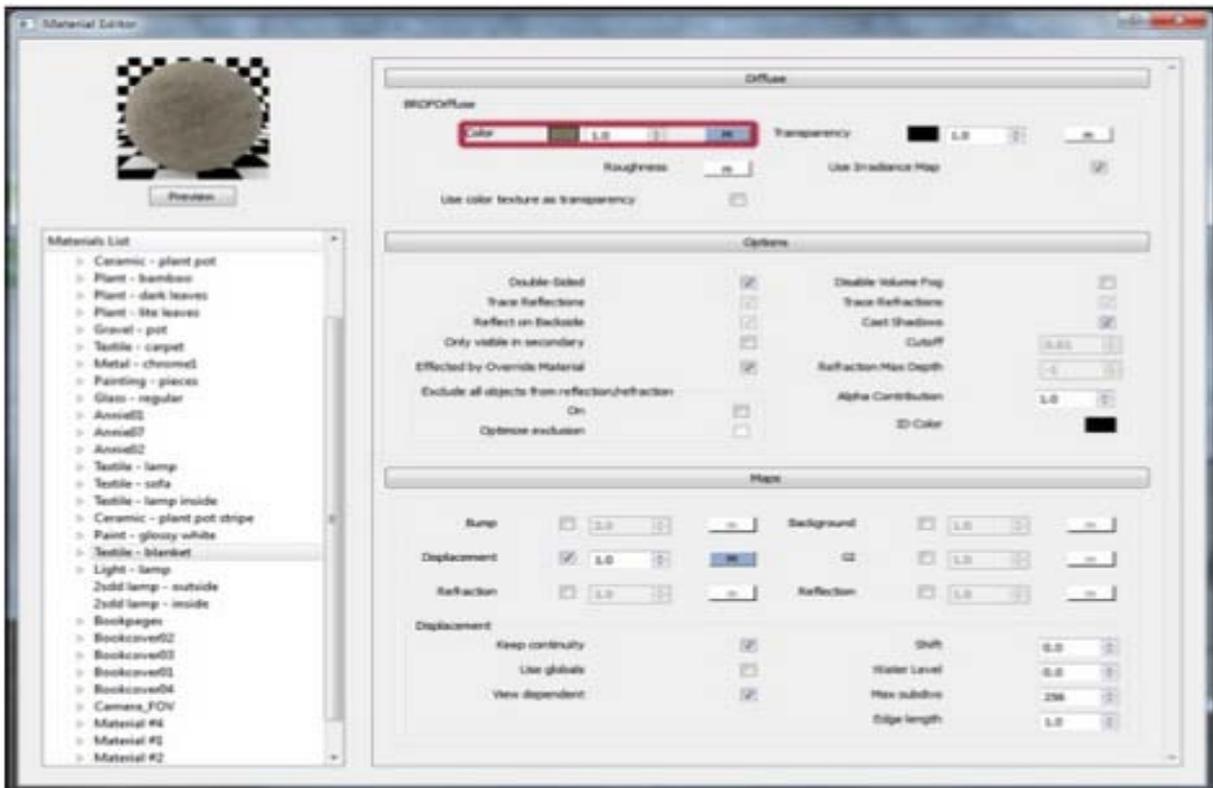
This is a short tutorial on how to create fur materials using a displacement map.



In the model there is a conflict between the blanket and the sofa. This is done intentionally because the displacementmap rises the blanket. When i made the geometry corectly, the blanket looked like it was floting above the sofa.



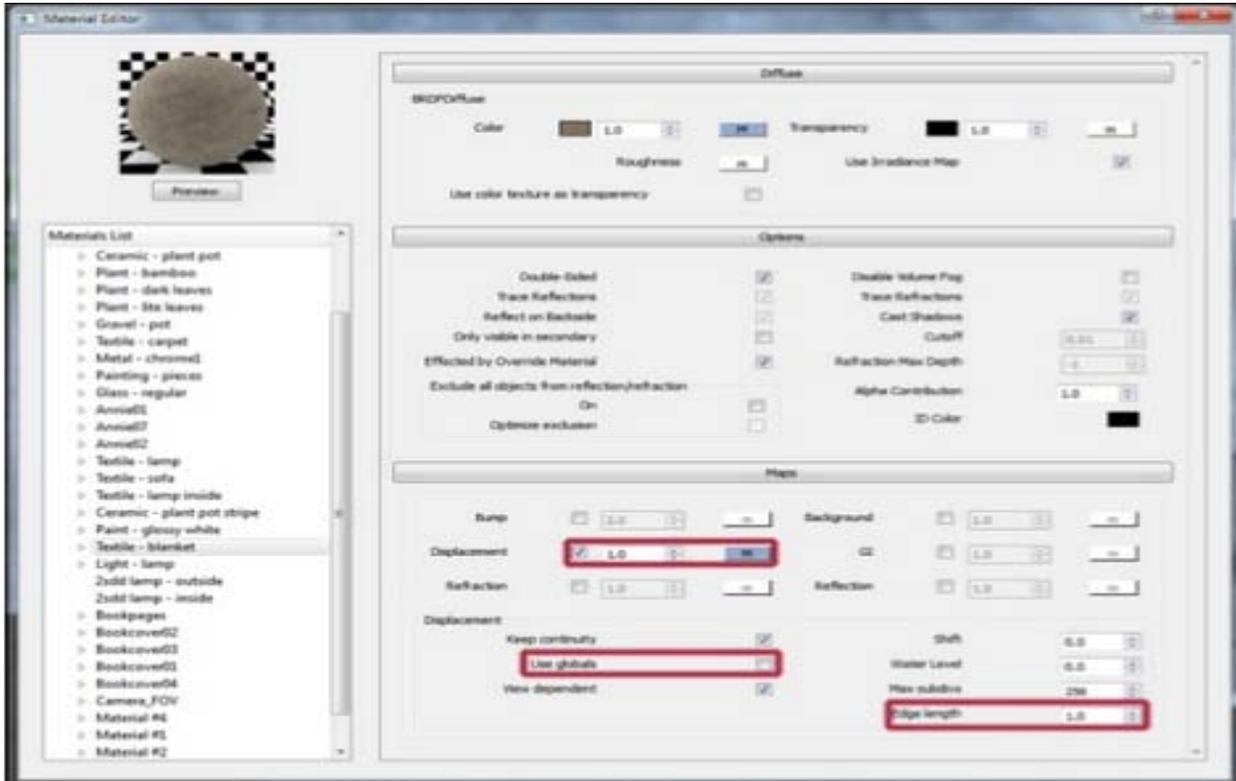
Used only two maps for this material - Diffuse and Displacement.



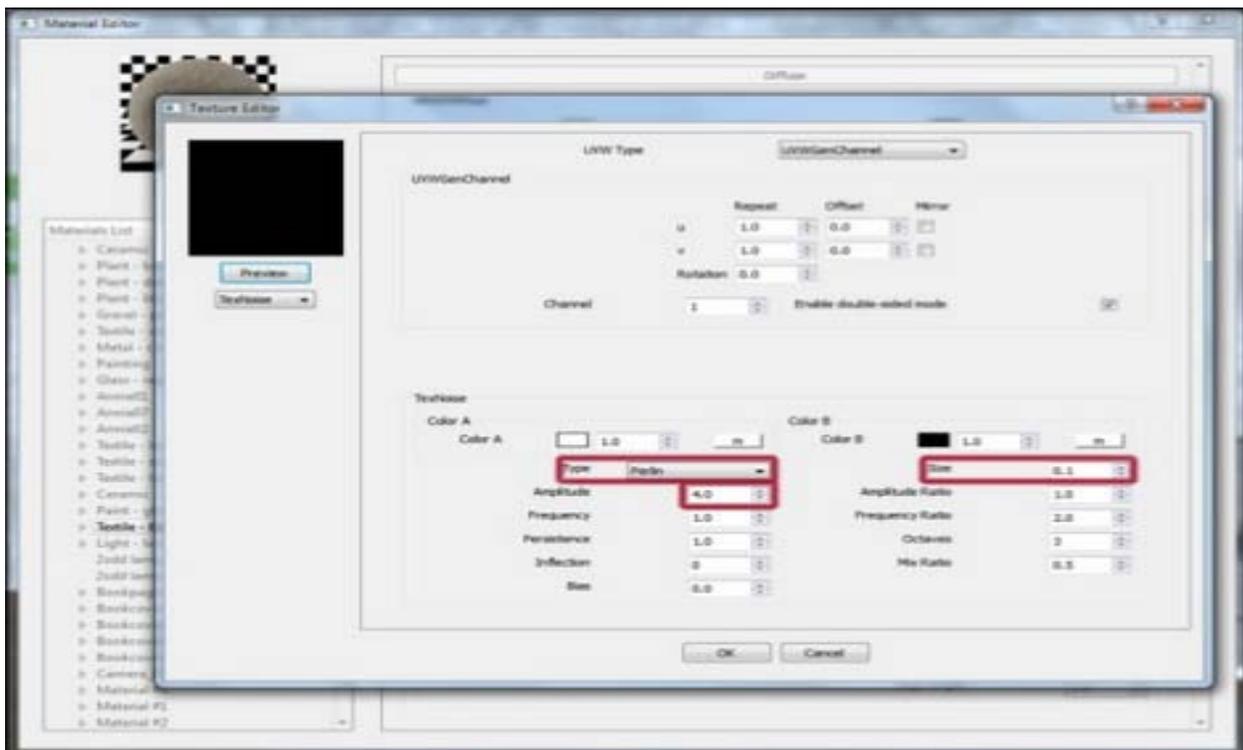
For the Diffuse map i chose a Falloff texture. It is the first time i used this so a lot of it was trial-and-error. Basicly i onlychose Color1 and Color2 (both single AColor textutres). I tuned the Invert Alpha off because it looked better that way.



For the Disp. map it was important to uncheck Use Globals and reduce the Edge Length to 1.0 because i wanted really nice fur. Keep in mind that by reducing the Edge Length your render time will increase substantially.



For the displacement map i used the Noise texture. The Perlin Type gave me the best preset for the effect i was after. Because the blanket had to have really fine hairs i had to lower the Size and increase the Amplitude.



Use Photoshop forms in Alaski through the program immediately de cinema

http://www.youtube.com/watch?list=UUA45JJVGboPNbBu9c2Yrbvg&feature=player_embedded&v=gyDMGQQjJsI

Modeling for Google Earth : 13 Advanced Photoshop techniques

This tutorial shows some additional techniques in Photoshop which can be useful.

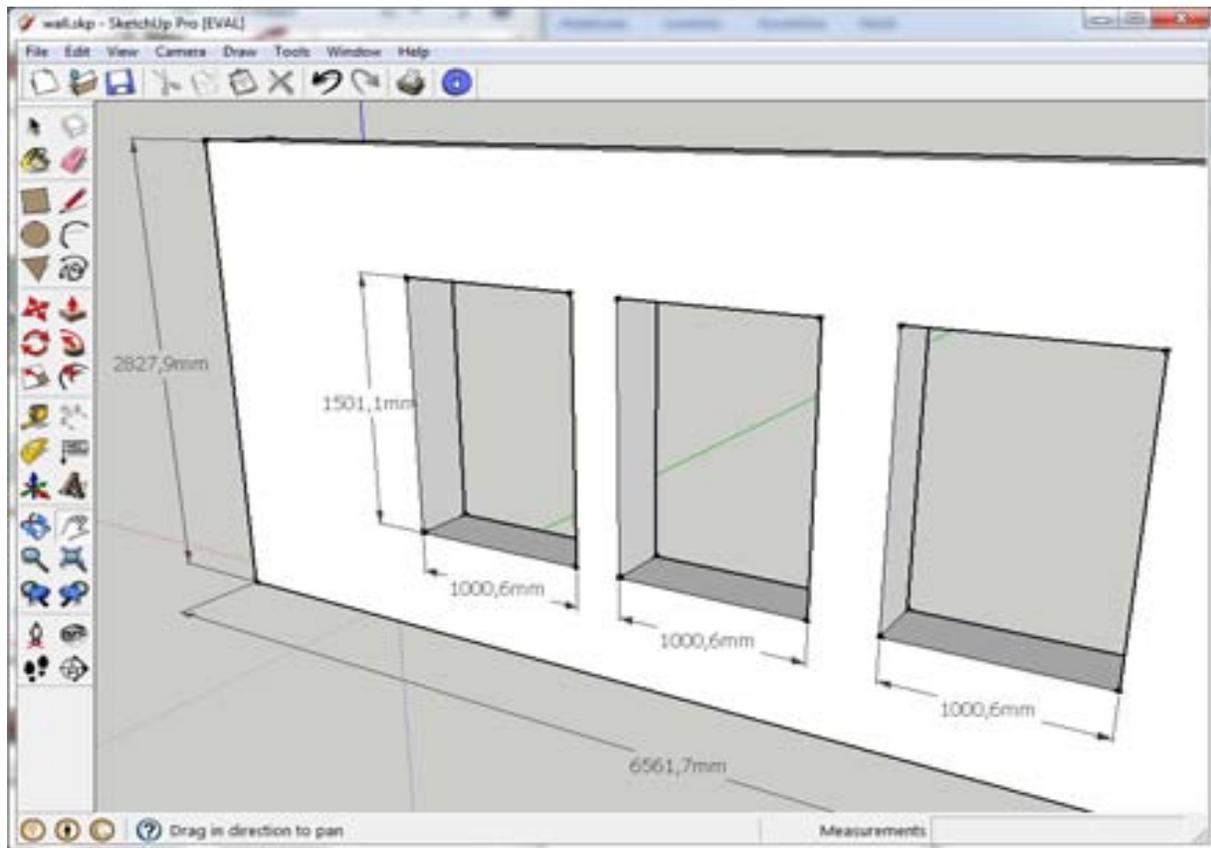
http://www.youtube.com/watch?feature=player_embedded&v=xHOKb_Q28Iw

Configuration Integration

Our clients use various CAD and other IT systems to manage their projects, products, customers, quotations, and the manufacturing processes. Our software solutions provide smart possibilities to communicate with the ERP, PIM, price DB and CAD systems of our customers.

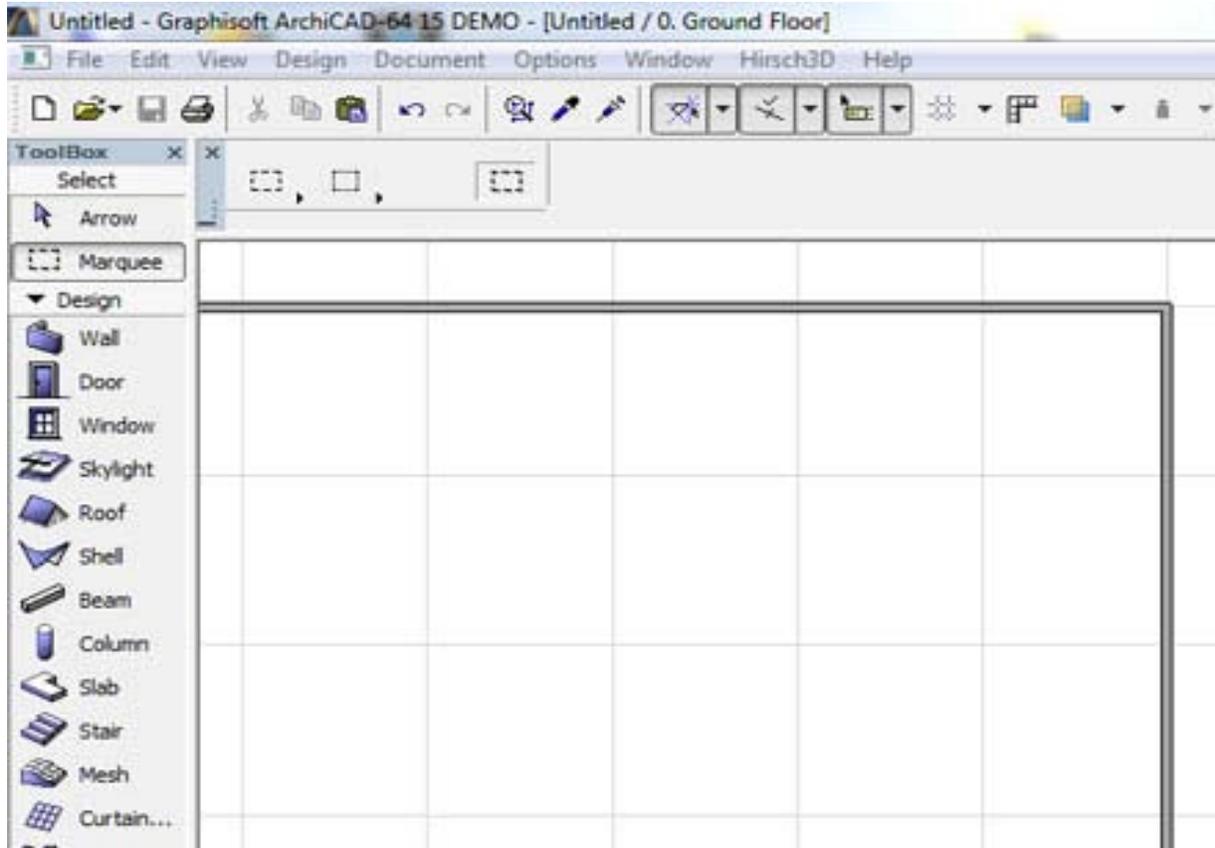
As a result of the configuration process a realistic and intelligent BIM (Building Information Model) product will be generated, which can be placed and used in the most popular CAD and CAM systems.

The Hirsch3D SketchUp plug-in allows the use of the Hirsch3D configuration solutions from SketchUp itself. You can open the Configuration Environment set up the required product, and places it into the SketchUp workspace on a very simple way:

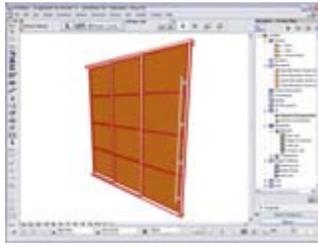


[Download the Hirsch3D SketchUp plug-in here >>](#)

With the help of the Hirsch3D ArchiCAD Add-On, architects, and designers can use Hirsch3D BIM Products in their projects. Smart connection allows easy definition, and simple modification of complex BIM Objects within the ArchiCAD environment:

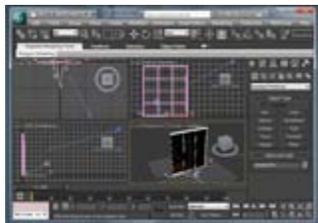


[Download the Hirsch3D ArchiCAD Add-On here >>](#)



The different export plug-ins of Hirsch3D allows the integration and use of the BIM Products in various CAD systems.

Using the **3DS export plug-in** you can save the textured realistic model from Hirsch3D and load it in **3D Studio**, and any other **Autodesk** products.

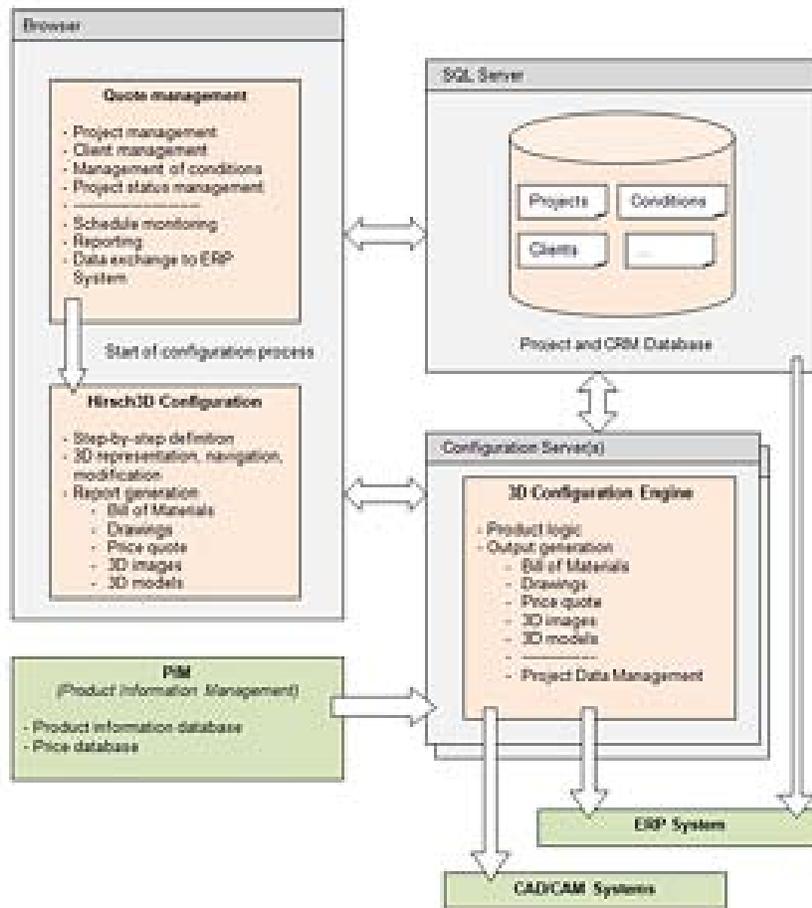


DXF files can be used in most of the CAD software.

The **Kmz export plug-in** allows the use of our models in SketchUp and Google Earth.

The Hirsch3D configuration solutions can use product codes, and other resources stored in the ERP databases, use existing 3D model components, textures etc. Get price and availability information directly from databases, or use customer information from PIM systems.

Hirsch3D provides the latest technology for customized communication. Based on the modular architecture of the software it is also possible to expand it with new import and export plug-ins.



Trimble Delivers SketchUp 2013, New Version of 3D Modeling Platform for Architecture, Design and Construction Professionals

Product Updates Include New Capabilities and Tools to Match How Users Work

Trimble introduced SketchUp 2013, the latest version of the popular 3D modeling platform used by millions around the world, including architects, engineers, building and design professionals and members of the fast-growing maker community. Featuring new capabilities for professional users, an Extension Warehouse for add-on tools and a rebranding of the software's free version as SketchUp Make, the new release marks the first major update since Trimble's acquisition of SketchUp from Google in April 2012. The enhancements underscore SketchUp's strategic value as part of Trimble Buildings, a group formed in 2012 to offer hardware, software and service offerings for streamlined communication throughout the Design-Build-Operate (DBO) lifecycle of construction.

Trimble has always recognized that one of the biggest challenges facing the construction industry today is ensuring effective, clear and consistent collaboration between professionals involved in all phases of a construction project," said Chris Keating, director of Trimble Buildings' Architecture Division. "SketchUp is an important tool to address this industry need. That's why Trimble has already implemented several SketchUp integrations with Trimble's data modeling and project management tools. SketchUp 2013 marks the first step in a continuous technology investment that will benefit SketchUp's existing user community and other Trimble customers across the construction industry.

3D for Professionals and Hobbyists- SketchUp Pro 2013 provides professional users with more powerful tools to easily explore, modify and share design ideas in 3D. As in previous versions, users can quickly design and visualize in 3D, import CAD plans, photos, aerial imagery, and then use SketchUp Pro's documentation tools to develop communication and planning deliverables. For example, architects can quickly evolve design ideas and document modeling work to reflect changing project requirements. SketchUp Pro also enables engineers, general contractors and building owners to drive design discussions and generate commercial deliverables such as conceptual estimates, construction drawings, RFI's and full-screen digital presentations.

The new release includes several improvements to SketchUp Pro's 2D documentation capabilities, including enhanced vector drawing tools, faster rendering and zooming, and customizable hatching styles. These updates make SketchUp Pro more powerful, precise and customizable for detailing, dimensioning and organizing models in professional documents.

In addition to serving the commercial market with SketchUp Pro, Trimble will continue to provide a free, entry-level, 3D drawing tool--now named SketchUp Make--enabling makers and hobbyists of all kinds to bring their ideas to life.

New Extension Warehouse Provides Easy Access to Customized SketchUp Tools- Since 2004, third-party developers have been using SketchUp's open and free API to build custom tools for SketchUp users. This plugin ecosystem grew throughout SketchUp's years at Google and now--in Trimble's first update--dedicated developers and their valuable modeling tools finally have a home within SketchUp. The Extension Warehouse makes it easier than ever for users to search, find and install SketchUp extensions. As developers

begin using the Extension Warehouse to manage, market and support their extensions, SketchUp users can expect to have easy access to more and more task-specific tools.

We may have changed companies, but our commitment to delivering smart and efficient design tools is stronger than ever," said John Bacus, director of SketchUp product management at Trimble. "We noticed that a big percentage of our professional users were using plugins, so part of making SketchUp more efficient is making it easier for them to find the tools they need, when they need them. We often say that SketchUp is better off because of the work done by our developer community--now, SketchUp users are better off too.

SketchUp Pro and SketchUp Make are available now. Additional information and downloads are available at: www.SketchUp.com

For more information, visit: www.trimble.com

3D Model Marketplace CGTrader looks for the next 3D Printable Innovation

CGTrader.com, 3D model store, calls the 3D community to design 3D printable models and take part in the 3D printing competition. Two winners will receive an Ultimaker 3D printer and a dozen of other great prizes.

The next industrial revolution already has a name - 3D printing. 3D printing is affecting how products are created and consumed. In order to work, this technology needs professional-level 3D models, but there is a surprising gap between 3D printing industry and professional 3D designers. CGTrader aims to bridge this gap and help the 3D designer community take a plunge and start modeling for the exciting 3D printing technology. [Professional 3D designers](#) have the skills and creativity needed to bring the next big thing in 3D printing, and we aim to encourage them to do that with this 3D printing competition." - says Marius Kalytis, CEO and founder of CGTrader.com

The designers are free to [upload 3D models](#) - as long as they are 3D printable and are submitted before June 30th. However, items of doubtful legitimacy, such as 3D printable guns - including the notorious Liberator - will not qualify for the competition.

Marius Kalytis also adds that creating an ecosystem of [professional quality 3D models](#) that can be traded both ways is extremely important factor for growth and mainstream adoption of 3D printing.

CGTrader's challenge is being supported by a number of well-known sponsors in 3D printing. The winners of the challenge will be awarded with two best-selling 3D printers by Ultimaker. 3D Print UK company will provide a chance to 3D print the best model. Moreover, the nominees will be given an opportunity to showcase and sell their 3D designs in the world's biggest 3D printing shop ran by iMakr. Other sponsors include provider of 3D printing filaments FILACO, the giant in the 3D printing arena Sculpteo, and Stash Media that guarantees inspirational 3D content for the artists.

"A printer without a [3D model marketplace](#) is similar to an iPhone without an App Store. This competition is a milestone for CGTrader, and a small, but important step towards the future of 3D printing." - says Marius Kalytis.

CGTrader is a 3D model marketplace for 3D designers. It was launched in 2011 with a vision to democratize the rapidly growing 3D model market. In May 2013, the company reached the milestone of 14,000 3D models uploaded to CGTrader.com and boldly moves forward.

For further information, please always feel free to contact us via email: info@cgtrader.com

New tool lets you create 3D-printed models with a literal wave of your hand

Like any trade, once you learn the ropes of 3D modeling and do it enough, it becomes second nature. Certain college programs even dare to think they can teach it to you in just a semester or two. If you're one of those people that finds all that clicking really rather tedious, or you simply want to get in on the ground floor of 3D modeling with a new kind of control scheme, Purdue University has created a new gesture tool just for you.

To fulfill your Minority Report reference for the day, the new tool, called Shape-It-Up, employs the use of a Kinect and some specialized algorithms in order to sense gestures that you make in the air with your hands. The tool then interprets these gestures and applies them to a 3D modeling program, which results in a 3D model you created via your best Tom Cruise impersonation, rather than the tried-and-true method of using a mouse. The intent of Shape-It-Up, aside from delivering a new method of 3D-modeling input, is to make it seem like you're actually [molding the model with your bare hands](#), similar to molding clay. The Purdue team envisions the new tool being used in any venue that [3D modeling](#) would be used, such as in the worlds of video game development, engineering design, or architecture.

In the demonstration above, it's clear that it's quite easy to create and manipulate the 3D model, though the tool doesn't yet look sophisticated enough to, for example, painlessly create the intricate details of a main character's face in a modern-gen, triple-A game. However, it does look like it can easily handle some less important items, such as environmental details.

The system works through a set of predefined gestures, but they're more complex and intuitive than the phrase "predefined gestures" makes it seem. It's not like the Wii's remote (before WiiMotion Plus), where you just kind of waggle in a certain way, and the game interprets the motion no differently than a button press, and then activates an in-game action based on that input that doesn't mimic the waggle. In effect, Shape-It-Up first recognizes a certain hand gesture — similar to how the Wii recognizes a certain kind of waggle — but then that triggers a more fluid gesture-recognition that allows the user to more intricately manipulated a 3D model. In a simple sense, imagine it like a mouse's click and drag; you click to initiate the action, then can fluidly manipulate the drag however you wish.

Since all it really takes to create a 3D-printed object (once you have the 3D printer and printing material, that is) is a 3D model of that object, Shape-It-Up also works as a fun way to create [3D printed items](#). Simply create your wacky 3D model using Shape-It-Up, feed the model data into whatever 3D printing program you prefer, then let the printer have at it. You can even nonchalantly brag about how you made that weird mushroom figurine or flower vase with your bare hands, perhaps subtly flexing while you do so.

Currently, there doesn't seem to be word on when or if Shape-It-Up will hit the market, but considering the team envisions the system being used by game designers and architects, it's safe to assume that we'll be hearing about a public release at some point.

Read More: <http://www.extremetech.com/>

PlusSpec - New SketchUp Plugin

Now this is no ordinary plug in. This Plug in is called PlusSpec. PlusSpec will draw walls, add windows, add rooves, add textures, add framework, internal linings and do an estimate on the materials with one click. There is so much to our plug in that there is too much to list in just one newsletter. Here is a link to a video & BETA testing which should commence next week. Check out the video.

http://www.youtube.com/watch?feature=player_embedded&v=-RM_EAFZeY

To down load models all users need to log in and if they want more information on this new SketchUp revolution we encourage them to sign up for our news letter.

If you are interested in making us a headline in your release, I will email you an exclusive video link just for your readers. I know PlusSpec will change the way the world uses SketchUp and I would like to have you guys get exposure from it.

Architecture Unchained Visualization Contest

After a very long break in contests, we are back with the new one. I was working hard to make this one happen, and I am sure you will be as excited about it as I am :) This time we're going to free our minds, liberate our fantasies, unchain our souls! Fly. Fly away. Live in a flying building. Fly in a living structure. Sink into the creativity and get awarded. Sounds perfect, right?

Description: The main aim of the contest is to let people create something unique, futuristic and inspiring at the same time without any limitations and blow a fresh air into their portfolios. Participants will create objects liberated from any gravity and other physical laws to showcase how do they imagine the future of Architecture industry.

Schedule: Final image submission June 30, 2013. Results & winners announcement July 15, 2013.

Conditions: The aim of this contest is to showcase what are we – CGI artists & Architects – capable of. Construction rules? Urban rules? Law? Screw it! You are an artist, act like one.

There is only one strict condition that must be kept – As this is Work in progress challenge, every participant must create his own thread in our [Forum](#) and post there his/her WIP images, while other participants will make comments and suggestions for possible improvements. Also, WIP images may help judges to add valuable points when deciding about the winning image ;)

Your image can be an interior, exterior or a mix of both.

You are encouraged to post on the Challenge forum as many WIP images as you can. The minimum requirement is to submit an image for each of these parts – Concept Sketch (Reference images), Environment Model, Accessories modeling, Texturing, Lighting and Rendering, Post production and Final Images. While all WIP images must be published during the whole process in our [Forum](#), final images must be submitted in 2 ways: Either published in the same WIP thread as other images from the author, they must be submitted via email (studio@flyingarchitecture.com with the "CONTEST" as a subject of the email.) as well.

Email must contain:

- Final image in JPG in full quality and resolution
- Subject "CONTEST"
- Information about software you used
- Testimonial for the contest (may be published)

Final submitted images MUST be at least 1920 x 1200 pix, while recommended size is 2500 x 1500 pix, 72 DPI.

Every participant may join the contest with one or more designs / images. It is highly recommended to finish two or more images to the final submission.



Software: This contest is not restricted to any specific 3D or 2D software, nor plugins. Feel free to use any software of Your choice to get the final image as awesome as possible ;) Software is just a tool, right?

For more information about Architecture Unchained Visualization Contest - [Click](#)

SketchUcation releases new SketchUp plugin that makes managing plugins much easier

3D modeling is an essential part of being a Maker or Modder in today's world. We use it for everything from mocking up projects, to designing objects that our 3D printers will make into physicals. Many of us use SketchUp to do these tasks for its ease of use, and free price tag. As a result, many plugins and scripts have been written to ease certain tasks in the program.

The problem with those plugins is that generally they are hard to find, or often difficult to install due to version requirements. Fortunately the SketchUp educational community, known as SketchUcation, has released a plugin of their own that makes finding, downloading, installing and managing those plugins a breeze.

http://www.youtube.com/watch?feature=player_embedded&v=rh89avqKDes

The SketchUcation Plugin Store is a plugin that you download and install into SketchUp 8, which gives you instant access to over 600 SketchUp plugins from within one tool. The best part is that the plugin is entirely free and only requires that you sign up for a free account in the SketchUcation forums.

I know that some of you may be wary about creating yet another account, but I can vouch for these guys. I have been a member (albeit, just a browser) of their forums for several years now.

Architectural program takes shape in Western Springs District 101

Squares, triangles, right angles and straight lines are each concepts of geometry.

They also happen to be basic architectural concepts incorporated into houses, schools and other buildings. For the second year in a row, third-graders at Forest Hills School in Western Springs were able to gain a hands-on understanding of how geometrical and architectural concepts work together.

The exercise uses a software program called SketchUp, with instructions in using the software provided by Oak Park architect Mark Klancic.

The students at Forest Hills School really enjoy the program, said third-grade teacher Nancy Caris.

"They say 'oh, wow, that was really neat' after they're done," Caris said.

Students created three-dimensional representations of their own houses, and placed them in various locations surrounding a visual representation of their school. During a second exercise May 10, students will be able to add more details to their model drawings.

"Before we go into the computer lab, the students are presented with the concept of perspective, visual perspective in 3D," Klancic explained.

Caris said students use line segments and parallel lines in their designs.

"The program teaches them how to place porches, trees and windows, choose siding and roofing materials," Caris said. "They have to decide where they would want sunshine and shadow."

Even as freeware, the SketchUp program includes a broad variety of features that allows students to add realistic touches to their model houses. However, several students engaged their imaginations to create structures that included embellishments not always seen in actual home construction.

"Some are pretty wacky; some are straitlaced but a few really stand out," Klancic said.

As a professional architect, Klancic was familiar with the SketchUp program and its potential.

"There are many things the students can take away and I think it will vary from student-to-student," he said. "I hope they come away with the concept of 3D perspective in the everyday environment, I hope they see 3D modeling can be a collaborative and a way to share ideas, I hope they gain some idea of general to specific as an organizational tool."

Source: <http://westernsprings.suntimes.com/>

Trimble SketchUp - World Renowned 3D Modeling Tool

SketchUp is a 3D modeling program used by millions of people worldwide. SketchUp allows you to design and build basically anything imaginable. Drawing out building structures, creating new and unique furniture, expanding on your interior design space or laying out your new landscape design becomes instantly effortless with SketchUp.

For Production Designers in the Film Industry, SketchUp is widely used as one of the top design tools for building sets. SketchUp allows the Production Designer to develop a visual language between all members of the Film Production, which includes but is not limited to the Director, Producer, Director of Photography and/or Visionary of the production, and allows all parties to communicate how the set will be designed and displays what the set will look like for everyone to see and comment on. From constructing the set, to painting the walls and adding textures, to set dressing including adding 3D furniture, wall art, lamps, doors, windows, etc., SketchUp will bring your story and concept for design to life.

SketchUp is a great 3D Architectural tool to help you design and build your next video production set!

You can build your own unique models from scratch or import models from the Trimble 3D Warehouse. The learning curve for SketchUp is quite pleasant due to the fact that there are dozens of video tutorials, an extensive Help Center and a worldwide user community available to help you any time.

How do you get started?

Step 1: Download the Free Version of Trimble SketchUp from Google or Click this Link <http://www.SketchUp.com/>

Step 2: Install the program onto your hard drive.

Caris said students use line segments and parallel lines in their designs.

Step 3: View Video Tutorials and follow along with step by step instructions. There is also an option to download these videos so you can watch them any time!

- New to Sketch Up (28 Videos available) [click here](#)
- Familiar with Sketch Up (10 Videos) [click here](#)
- Expert in SketchUp (4 Videos) [click here](#)
- Create Models for Google Earth (14 Video) [click here](#)
- Create Presentations with Lay Out [click here](#)

Step 4: Sketch up any design to your hearts content!

SketchUp is a free software program that you can download but there is a Pro Version available once you become an expert. Using the SketchUp Pro Version will cost you \$495 but it is packed with many powerful tools to help you design professionally. For example, SketchUp Pro will allow you to fully design your 3D production set models including the added ability to choose from different camera lens and angles to set and play back scenes which will help create accurate storyboards that will reflect exactly what coverage the

camera will see during any given scene from the script, making pre-production and production a breeze.

http://www.youtube.com/watch?feature=player_embedded&v=6LFnxT98-WM

Sketch2Scene : Sketch-based Co-retrieval and Co-placement of 3D Models

Abstract: This work presents Sketch2Scene, a framework that automatically turns a freehand sketch drawing inferring multiple scene objects to semantically valid, well arranged scenes of 3D models. Unlike the existing works on sketch-based search and composition of 3D models, which typically process individual sketched objects one by one, our technique performs co-retrieval and co-placement of 3D relevant models by jointly processing the sketched objects. This is enabled by summarizing functional and spatial relationships among models in a large collection of 3D scenes as structural groups. Our technique greatly reduces the amount of user intervention needed for sketch-based modeling of 3D scenes and fits well into the traditional production pipeline involving concept design followed by 3D modeling. A pilot study indicates that it is promising to use our technique as an alternative but more efficient tool of standard 3D modeling for 3D scene construction.

- Paper: [\[PDF 6.1M\]](#)
- Presentation: [PPTX]
- Supplemental Document: [\[PDF 4.4M\]](#)
- Supplemental Video: [\[AVI 12.5M\]](#)

Bibtex: @article{Xu13sig,

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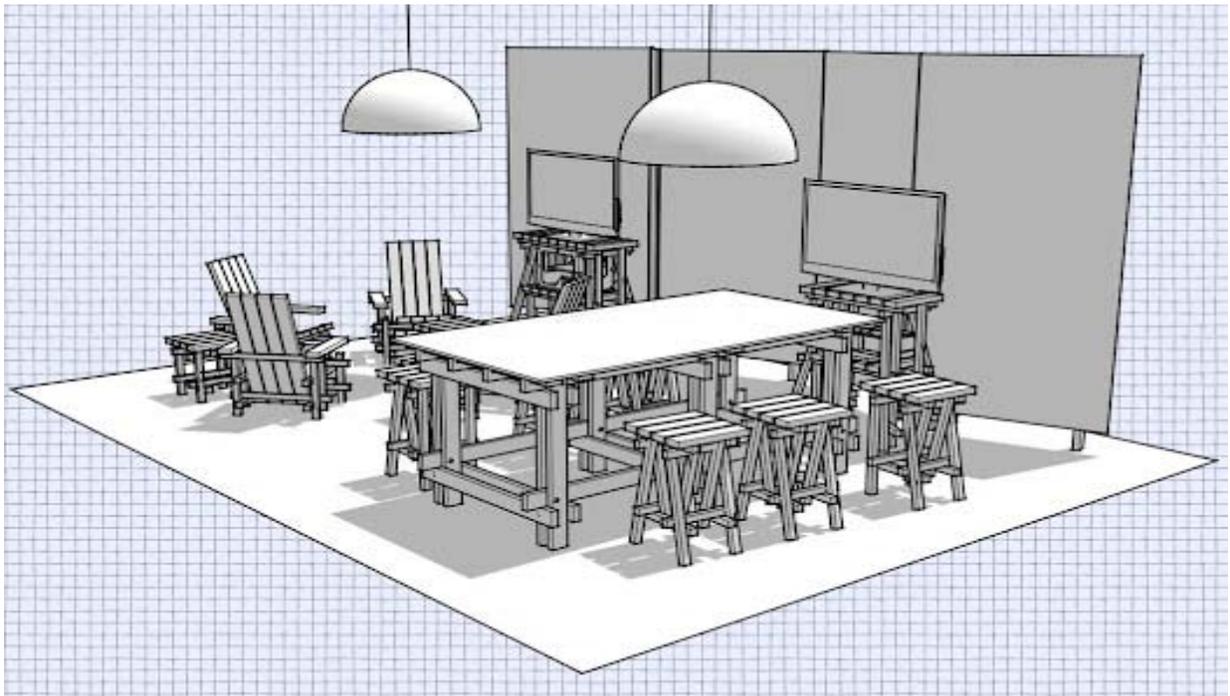
Making our space at Maker Faire Bay Area

SketchUp Maker Faire checklist:

- SketchUp design
- Engineering toolbox plugin
- Cutlist plugin
- Lumber cutlist
- Miter saw
- 18-bolt cordless drill
- Gorilla glue
- Safety glasses
- Band-aids

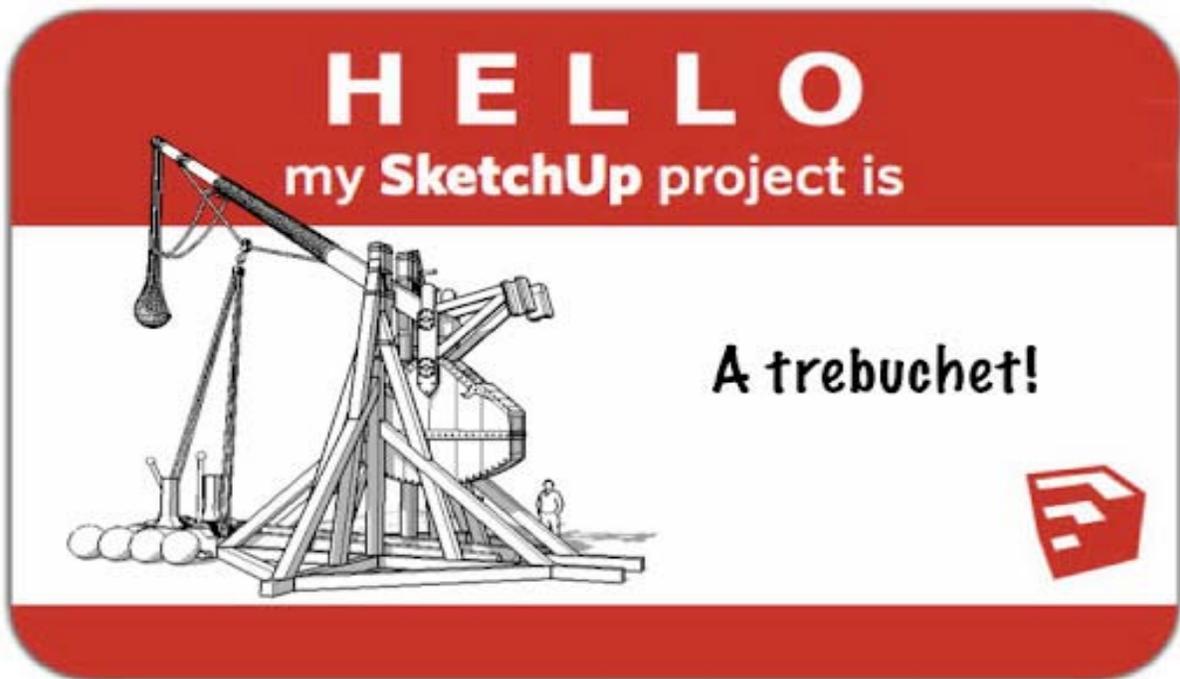
Through our years attending [Maker Faire Bay Area](#) we've realized this: we generally spend less time talking about SketchUp and more time using it. For us, Maker Faire is usually more of a workshop than a trade show.

Recognizing that, we wanted to do something a bit different for [Maker Faire Bay Area](#) next weekend in San Mateo, CA. For starters, instead of setting up a booth to tell people about SketchUp, we decided it would be more fun to create a space where we could work with people on SketchUp projects. And since we designed it ourselves, we decided to make it ourselves too.



We thought designing and building our own furniture was a good approach since we're participating in Maker Faire's **Model Makerspace** (in [the Sequoia building](#)). This is a prototype makerspace that pulls together the requisite tools makers need to make ideas real: electronics, laser cutters, CNC routers, 3D printers, science kits, and of course, 3D modeling. [The idea](#) is to teach folks how to set up their own makerspaces, and we're excited to be a part of that effort.

We like to say that nothing great was ever made that didn't start with a great drawing. We'll be working on drawings of our own project over the weekend, but we'd rather help you take your idea to the next level. Do you have a SketchUp project or even a rough sketch of something you want to create? **Send a model or an image of your project to SketchUpblog@gmail.com, and we'll hook you up with free admission to Maker Faire Bay Area***, and then help you work on your model.



Of course, there are plenty of people who visit us at Maker Faire who have never used SketchUp before. At past Maker Faires, we noticed we were spending a lot of time teaching folks SketchUp one at a time, and A LOT of folks want to learn. So we had another idea: why not to teach everybody at once? So, in addition to our design studio in the Model Makerspace, **we're also hosting a Mass 3D Modeling Teach-in** on the [Maker Faire Center Stage](#) at 7pm on Saturday. Come one, come all: learn, draw, then build something rad.

LumenRT 4.1 Now Available!

We are pleased to announce the immediate availability of LumenRT 4.1 Studio! LumenRT 4.1 Studio adds extended capabilities for large MicroStation models and Revit export.

Here is a shortlist of the important improvements included in LumenRT 4.1 Studio:

- Enhanced support for exporting larger Bentley MicroStation models
- New animated water materials – ocean, sea, lake, pond
- Improved Revit export with more complete textures
- Export of point lights from Revit
- Improved Mac performance

http://www.youtube.com/watch?feature=player_embedded&v=Tgws7I3ek_w

Current LumenRT Studio users can download this update directly from their e-on software account page.

Visit www.lumenrt.com for more information and try.lumenrt.com to download the free LumenRT 4.1 Studio trial version.

See LumenRT in Action at the Bentley Learning Conference

LumenRT 4 Studio will be demonstrated at the Bentley Learning Conference in Philadelphia, PA this week. Feel free to drop by and see how LumenRT can create stunning Immersive Nature scenery at the press of a single button using models from the world's leading AEC infrastructure design system.

Depicting Architecture - Enter the Riba Journal Eye Line Competition

However you design – on paper or on screen, through collage or any combination of these – depicting your intentions as an architect is often about more than communicating information. It can be an object of beauty and wit. It can be a mere suggestion or ultra-detailed, close to abstraction or photo-realistic. And we want to see the best you can do.

This is why we have launched **Eye Line** – the RIBA Journal competition for the depiction of architecture. One of our 120th year initiatives, it's very simple: we want to find the best representations of a building design or concept through visual means. We shall devote a special issue of RIBA Journal to this in our revived August issue – we're pleased to announce that henceforth RIBAJ will return to 12 issues per year – and publish the winners. Entries should be two-dimensional – we will not accept models or video, nor will we consider photographs of models – but within that constraint we will judge all methods and media equally.

Our judging panel includes Turner-nominated artist and Royal Academician Cornelia Parker; architect, academic and noted penman Alan Dunlop; Narinder Sagoo, youngest partner in Foster & Partners; and RIBAJ editor Hugh Pearman.

Sagoo, (Twitter name 'Drawing Man') works closely with Norman Foster and the other partners to illustrate the thought processes and architectural visions of almost all the projects in the office. He says: 'Drawing for me is the language of storytelling through the pen or pencil, or even the finger on an iPad. Through an efficient drawing, sketch or doodle, it's this storytelling that allows one to communicate ideas of architectural grandeur or dreams of urban utopianism. Today we use the same language to warn of impending dystopias. The language of drawing rules in today's global markets and universal visions of design, from headquarter designs in the UK or libraries in the USA to a new metropolis in China.'

Dunlop, sceptical of computer-rendering, with a very recognisable densely-worked ink drawing style of his own, says: 'Hand drawing has intrinsic value; the effort of artistic endeavour that produces an article that is both unique and personal. Today, few young architects know how to build and even fewer know how to transfer and develop their ideas on the page. This, I submit, is a direct consequence of the immediacy and false authenticity provided by the computer. No computer generated image, however, can match the spirit of a great drawing. I hope this competition proves me wrong.'

Cornelia Parker RA, OBE, has exhibited all over the world: her work is in museums including the Tate. Known for her highly oblique and witty approach, she often adapts found objects – such as her famous 'Cold Dark Matter' sculpture of suspended fragments, the result of blowing up a shed, or her steamrollered silver-band instruments. 'I resurrect things that have been killed off... My work is all about the potential of materials - even when it looks like they've lost all possibilities,' she has said. She also produces remarkable works on paper, including her 'Poison and antidote drawings' which combine rattlesnake poison, black ink, antidote serum and white ink. She comes with no preconceptions as to the nature of the 'drawing' work that this competition will reveal. She simply remarks: 'I hope to see a vision of an impossible future'.

Hugh Pearman's take on the competition is that all modes of depiction are equally valid, since all are tools, and that they can fruitfully be combined: but that however the work is made, it must be about the ideas and the talent of the architect, not governed by the physical or technical capabilities of the tool itself. 'The moment the medium takes over from the message is the moment that the depiction of architecture loses its way,' he says. 'But increasing sophistication of digital media is now returning the directness to depiction: if David Hockney can successfully paint on an iPad, then what's the problem? It's all to do with the idea, the hand and the eye.'

Source: <http://ribajournal.com/>

SketchUp ur Space - The Creative Team



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Rajib, the editor-in-chief of SketchUp ur Space magazine is the main writer. He is responsible to write the cover story, blog and many other columns. Along with it, he is creating a liaison between the writers and the readers.



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Manoj is enthusiastic helps to put the content of the SketchUp up Space magazine in the html version. Manoj is the html developer who beautifully creates each and every edition with care along with the PDF version.