January 2015

COVER STORY

LumenRT 2015 - The Communication Platform
for Architecture and GeoDesign

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STUDIOJDK

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A letter direct from the editor desk highlighting on August edition

The team of sketchup-ur-space is going to introduce another fabulous issue which will be palatable to our readers. This edition is enriched with 5 exclusive articles, one informative cover story, 3 nice tutorials, 4 useful blogs and some latest news on sketchup and 3d modeling technologies.

The cover story is presented by David Burdick from E-on software. David has more than 25 years of experience in the computer graphic field. In his cover story, David offers an in-depth presentation on LumenRT 2015. LumenRT 2015 provides a real time solution for architects, designers, engineers, and GIS professionals to present their designs in a much more compelling and engaging fashion with high-fidelity, photorealistic 3D visualization & rendering.

In article section, out of the five articles, four are presented by the editorial team of sketchup-ur-space and the rest one is written by Jeremy Kay from Chaos Group. The first article is about the features and functionalities of some free rendering and animation programs like Scratch, GeoGebra and sketchup which help the designers to accomplish any challenging projects.

The second article focuses on various keyboard shortcuts useful for designers to speed up their modeling work with sketchup as well save huge time in their designing work.

The third article explains how to import sketchup textures as well as produce custom materials. These materials can be used with your sketchup models and make the design more attractive.

In the fourth article there will be a video based tutorial that shows how sketchup models can be embedded from the 3D warehouse to the modelers site.

The last article by Jeremy Kay shows how the sketching in digital watercolors is streamlined with some industry recognized softwares like Photoshop, SketchUp, and V-Ray. Jeremy has created these elegant & beautiful designs with watercolors in his studio called studioJDK.

In the first tutorial the readers can learn the application of guidelines to calculate something perfectly and utilize these measurements to generate accurately positioned shapes and objects in sketchup.

The second tutorial supported with a video will teach you how to draw a sphere in sketchup by applying various sketchup tools like Circle tool, the Select tool, the Follow-Me tool, the Eraser tool as well as Inference.

The last and final tutorial by James Brough will explain how sketchup can be a useful tool to win bid for any architectural or engineering projects with its supreme 3d visualization & modeling capabilities.

In blog section, first write up is about five best free tools for designers to transform any web design, architecture and graphic design to the next level.

The second blog content highlights five free essential plug-ins of sketchup like flatten, weld, build face, joint push-pull etc which can significantly your drawing processes with sketchup.

The third blog content provides details on an exclusive event on 3d sensors technology organized by Autodesk. By attending the event, one can explore with various reality capture technologies like 3d laser scanners to drones; meshes to models; 3d printing to digital fab; VR to AR, Photogrammetry etc.

The last and final blog content is about the launching of CL3VER 3.0, the most updated version of CL3VER, the cloud based platform for interactive 3D presentations. CL3VER 3.0 will contain various game changing features that enahnce the production workflow of cross platform interactive 3D presentations.

In interview section, our team has interviewed Laurent Brixius, a French-speaking Belgian architect, CG Artist and SketchUp trainer both off-line and on-line.

In news section, there will be lots of exciting news on sketchup and latest architectural 3d modeling & 3d object modeling programs.

Hope this edition will also be beneficial to our readers. Download the PDF version.

If you have any queries concerning publication, subscription, troubles navigating the site, please mail us at rajib@sketchup-ur-space.com

Best wishes
Rajib Dey
Editor

Interview with Ricardo Botella, the promising architect and 3d visualizer, regarding the importance of 3D architectural visualization & rendering

Interviewer: Rajib Dey (Editor-in-chief)

Please make your brief introduction to our readers?

I'm an architect specialized in 3D visualization. I'm founder of render online, a company focused on quality visualizations for architectural projects and real estate. We also research in new technologies applied to visualization and project development, like 3D printing and augmented reality.

Why you became interested to enter into Architectural Visualization field? Do you undergo any formal training in this field?

I studied architecture as my personal passion, however I always loved computers and new technology, and during my studying I became more and more interested in computer graphics, the way I could better mix my skills. It was a hobby at first, a way to make my degree projects look better and more realistic.

How 3D and visualization evolved over time? What is the existing challenges that the 3d visualizers facing with this type of work?

I believed in entrepreneurship in architecture, and from my point of view that needs to be done by involving ourselves in virtual world and new technologies. When I started, everything was about getting the more realistic images we could. Then, when technology let us reach the limit, visualizers started to think in hyper-realism and more artistic ways of representation. I think now the challenge is the expression, it doesn't need to be as real world, the challenge is to be art.

When did you first get hooked on sketchup?

I started using Sketchup for representing my projects in the first years I was studying. I remember the first version. It was free, easy to use, and quick. I could have a 2D project made in 3D in a few hours before having it ready for the teachers review. The first time I did that was amazing.

Why sketchup is considered as an indispensible tool for architectural visualization?

Sketchup is an amazing tool for designers and visualizers, after years of CAD, sketchup remembered designers the paper and pencil, a quick way to design thinking. Fast do and undo, easy exporting, and with a great community hub that lets you upload and download thousands of designs in a while.

Image Courtesy: render-online.net

What types of project do you prefer to work most and what is your most successful project/render?

I like architectural projects that make me feel they really can be built in our world (or other worlds). The render I like more wasn't successful in business, it was a personal project for a train station, made with millions of polygons with a 2-core laptop, I was learning a lot of new tricks, it was hard but made me feel I could do a lot more with just a bit better machines.

Is there any interesting project that is currently going on?

We are collaborating with specialists in augmented reality to make new ways of visualization for real estate businesses, a way to people understand far better buildings in 3D in real time.

Image Courtesy: render-online.net

What are the most challenging factors in your daily work?

The hardest thing is to get clients, and when you have them, it's making them understand the difficulty of a 3D designer job, many people believe that "everything" is made by computers, and that it's made immediately. The truth is that computers and software are amazing tools, but just tools. The talent is ours.

What importance should be given in executing superior quality 3D visualizations and designs?

I think the key is organization. Whether you make a complete job alone or in teams, it's very important the first planning hour for final success. Making every step right, and saving different versions for changing demands, which are the common thing to happen.

What will be the future prospects of architectural visualization?

As I mentioned before, I believe the future now is augmented reality. Glasses, or lenses, or whatever other gadget we are to see in the next 2 to 10 years will be as popular as tablets and smartphones are today. And again will change the way people see their surroundings. Architectural visualization has to be there.

Will it be possible that 3d visualizations & real photos become identical? Have we already attained to that excellence?

That's a long discussion many CG artists have. I think we can already make them identical, but I personally don't see the point. For me it is far more interesting the propositional views as artists we can make.

Image Courtesy: render-online.net

How can we make rendering superior as compared to finished building?

There are a lot of ways for that, probably each CG artist will tell you different methods. I usually try to make very good and complete models, and try to push the result up in post processing. But it's not always needed to be superior to finished building, in many occasions clients just want a simple drawing representation which lets them imagine a lot more about spaces.

Do you utilize any other software/tools alongside sketchup? How do you select top software for modeling / rendering application?

I use to use 3Ds max, vray, rhino, photoshop. It depends on the project, how every software manages different shapes and textures. For fast work, easy shapes, many changes, it's sketchup. A lot of weird surfaces rhino is great. Photoshop is the king on post processing with a lot of tools, but many times a lighter software can make the deal when images don't need many changes after rendered.

Is there any project where you use augmented reality? Please share your views.

We are working on a project for representing many different 3Ds as fast and with as much polygons with just one marker, making sellers an easy job with a technology that's not completely developed to its limits yet. It's easy to start experimenting with augmented reality, it's harder to make a big project with it nowadays, but we'll make it.

What suggestions do you want to provide to the younger people who want to pursue a striking career in this industry?

We have great tools to make whatever our imagination wants to create. Expertise in CG software takes its time, but it's very important to never lose the creativity, making paper drawings sometimes, writing down your own ideas, etc. will make the difference in the future.

Image Courtesy: render-online.net

How do you evaluate our magazine?

sketchup-ur-space is a great place to stay up to date with sketchup and all its possibilities, and also with the evolution of 3D modeling and visualization. I appreciate this interview, and I like the magazine being open to many professionals and artists to collaborate sharing their experience. Thank you very much and congratulations!

LumenRT 2015 - The Communication Platform for Architecture and GeoDesign

David Burdick

In the rapidly growing field of 3D design visualization and rendering, there are many tools that can produce pretty pictures and videos. Whether creating output to win a project bid, sharing design intent with colleagues and contractors, or creating consumer oriented advertising, the need for high-fidelity, photorealistic 3D is clearly a mainstream requirement across the entire design-build-manage process. However, the tools and applications serving this important market suffer from a number of chronic deficiencies:

- Difficult to use with long learning curves
- Require specialized CG knowledge
- Are not well integrated into CAD/BIM/GIS design applications
- Have limited ability to render designs in a complete environmental context (e.g. trees, people, vehicles, water, terrains)
- Create static output that must be "re-rendered" if new points of view are required or if changing the lighting/time-of-day
- Do not handle large-scale scenes very well

Enter e-on software, the world's leader in natural scenery rendering. The company has recently introduced a major upgrade to its real-time immersive nature solution -- LumenRT 2015. LumenRT solves traditional rendering tool shortcomings in a very feature-rich, attractively priced offering that allows architects, designers, engineers, and GIS professionals to convey their designs in a much more compelling and engaging fashion.

Screen capture of LumenRT Real-Time LiveCube™

LumenRT 2015 – What's New

LumenRT 2015 contains many new capabilities for creating vivid images, videos, and immersive experiences. Outlined below is a brief description of the major new features and enhancements:

Dynamic Immersive Visualization Engine DIVE ™- Dynamic Immersive Visualization Engine (DIVE™) combines E-On Software's industry leading software for digital nature. 3D atmospheres, sculptable terrains, and

PlantFactory™ vegetation combined form a powerful solution that delivers higher levels of natural realism with cutting-edge real-time rendering.

LumenRT Live: Share LiveCubes™- With LumenRT Live, your LiveCubes™ can be shared with everyone using any web browser. This revolutionary new technology enables interactive 3D LiveCubes™ to be explored and navigated on any web connected device (e.g. PC or tablet) with performance that rivals high-end gaming PC's.

Interactive Authoring and Editing- Authoring and edit directly inside the LiveCube™. Add plants, vehicles and characters as easily as painting with a brush. Edit individual material properties or load pre-made materials from the LumenRT material library.

Sculptable Terrains- A variety of terrains are now available to start off all LumenRT scenes. Easily customize each terrain by scultping the land and painting with your choice of several material presets by just a swipe of the brush tool.

Seasonal Plant Factory™ Vegetation- Move the date slider and watch the foliage turn from spring to fall. LumenRT 2015 utilizes e-on's industry leading Plant Factory™ technology and allows users to create their own custom plants and trees with the optional Plant Factory Add-on.

Graphisoft ArchiCAD Integration- E-on software is pleased to announce support for Graphisoft ArchiCAD, one of leading BIM systems in use today. The ArchiCAD LumenRT plugin exports all ArchiCAD models and BIM information and includes a complete LumenRT content library. Supports ArchiCAD 17 and 18.

BIM "In-A-Box"- LumenRT 2015 incorporates a much richer set of BIM information and capabilities including attributes, layers and section planes.

Animation Paths- Any object in LumenRT can be fully animated using the innovative animation path painter. Simply select an object and paint the desired animation path by clicking waypoints anywhere in the scene.

Advanced Vehicle Traffic Animation Support- Included in LumenRT GeoDesign is the ability to import MicroStation Traffic and VISSIM animation paths for large scale traffic simulations. Additionally, LumenRT 2015 contains enhanced support for jitter-free pavement markings.

Animated 3D Skies and Water- LumenRT 2015 contains fully animated 3D skies with adjustable cloud densities and patterns. A more life-like sea water generator has been added with adjustable wave patterns and shore foam.

Enhanced Content Library- The new LumenRT 2015 content library features a huge array of indoor and outdoor objects and many new fully animated characters, animals, vehicles. Vehicles now have moving wheels and lights/.

Simple Workflow – Zero Learning Curve
One of the defining features of LumenRT is that it allows full scene authoring inside the source CAD/BIM/GIS system making it much easier to learn the system and maintain a single "source of truth" for all objects added to the model. The LumenRT export plugins include a full proxy library of plants, people, animals, and vehicles which are added directly to the scene using the familiar tools available in the CAD/BIM/GIS system. In SketchUp for example, trees are added using a SketchUp component library that allow users to simply drag and drop objects into the scene and adjust the size and position using the standard SketchUp tools. The components are low-polygon object "proxies" which are automatically converted to their full fidelity, full motion counterparts in LumenRT.
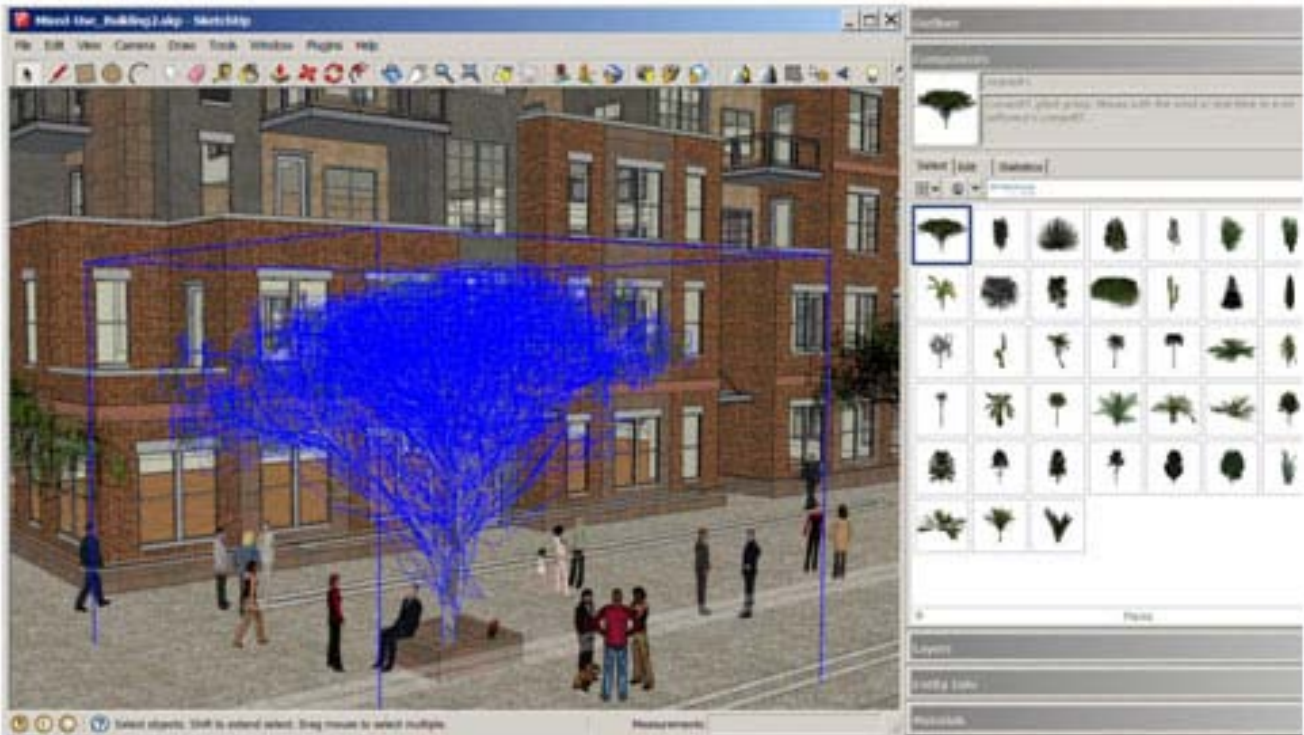
A LumenRT tree added to the model by dragging and dropping a SketchUp component

To transform the model into a LumenRT LiveCube™, the user invokes a very simple interface directly inside their CAD/BIM/GIS system which transfers geometries, materials, lights, layers, and BIM information directly into LumenRT.
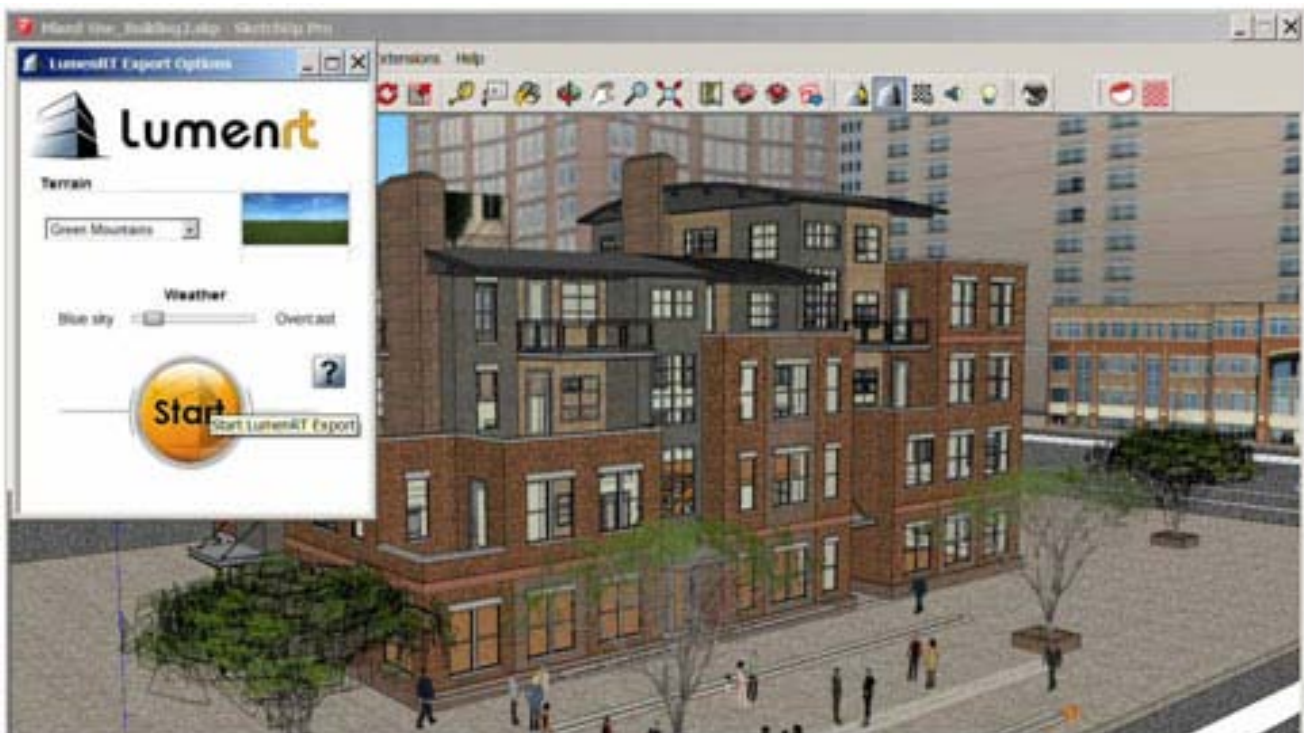
The Simple LumenRT Export Interface

Deep Integration with all the leading CAD/BIM/GIS Systems
LumenRT is compatible with all 3D applications and directly plugs into Autodesk Revit, Bentley MicroStation, E-on Software VUE, Esri CityEngine, Graphisoft ArchiCAD, and Trimble Sketchup. LumenRT's deep integration allows the export of all geometry, materials, layers, lighting, sections, cameras, and BIM attributes. In addition,

LumenRT's smart integration allows CAD/BIM/GIS models to be re-exported into LumenRT and will retain all material and scene changes, thus providing complete associativity with the source model.

LumenRT Supported Integrations

Interactive Editing

LumenRT 2015 provides a complete set of tools for editing scenes directly inside the LumenRT LiveCube. Users can move, scale, and rotate objects, edit materials, import objects, change lighting, adjust the season and weather, and of course add content such as trees, characters, and vehicles.

Moving an object using the object manipulation tool

Content Galore

LumenRT contains an extensive content library (LumenRT Content Library) with hundreds of plants, characters, animals, vehicles, and a variety of indoor and outdoor objects. All content is conveniently accessed from the LumenRT content browser and placed using either the individual object placement tool or brushed on in groups using the object brush tool.

Adding a flower garden using the brush tool

Change the Season Interactively
Using the new seasonality slider, plants and groundcover change color according to the season – spring, summer, fall, and winter. The seasonality slider is fully animatable allowing the creation of seasonal time-lapse videos.
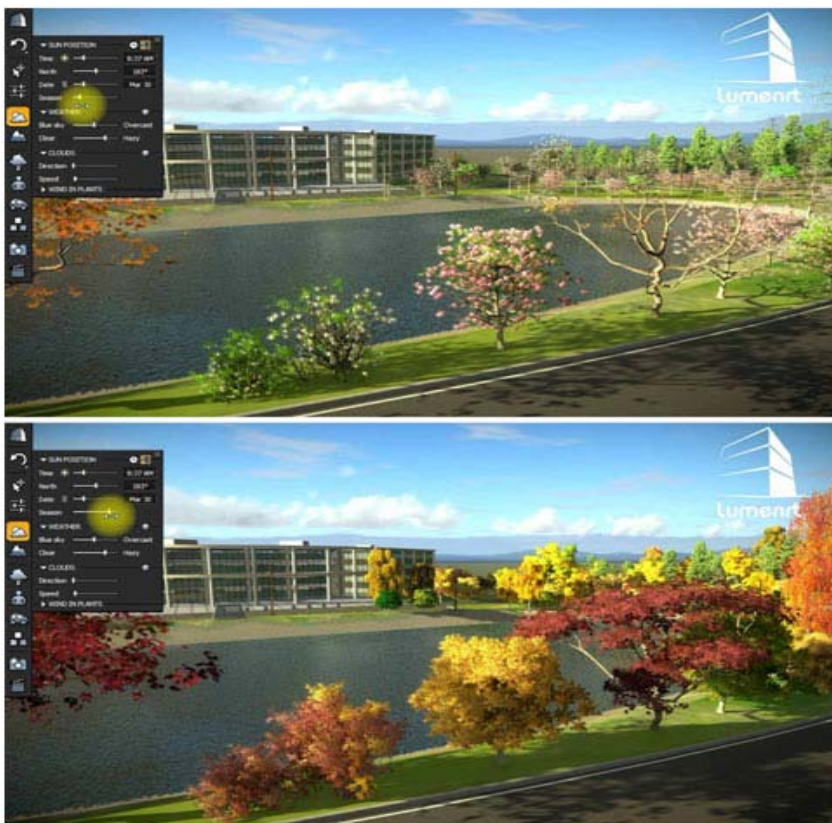
Interactive Seasonality

Terrain Sculpting and Painting

Terrains are fully editable with the new LumenRT 2015 terrain sculpting and painting tools. Terrains can be raised, lowered, flattened, or molded to the height of surrounding objects such as roads. Using the terrain painter, users can brush on materials using a wide selection of ground covers such as 3D grasses, rocks, soil, and snow.
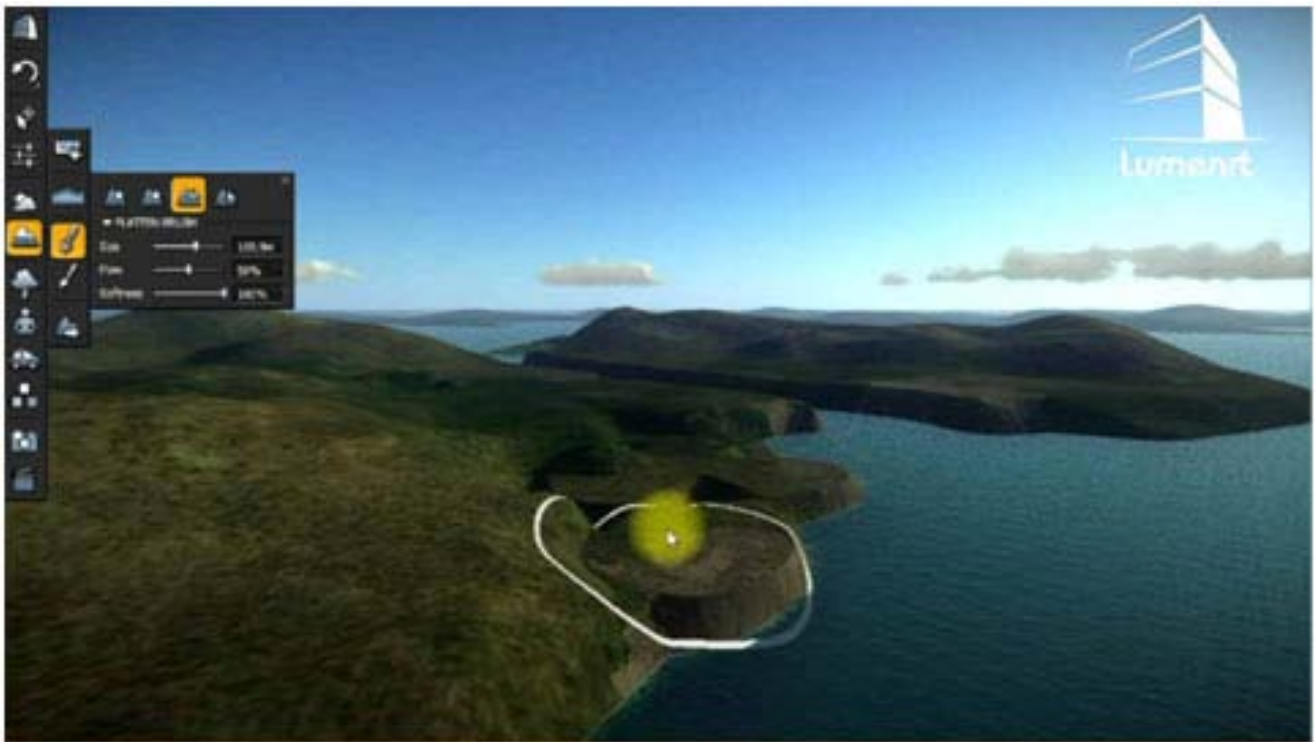
Sculpting a terrain using the flatten brush

Seas and Water Bodies

High fidelity water with adjustable waves and foam can be added to any LumenRT scene. Water objects also contain caustics for added realism.

Water body with agitation and foam

Lighting and Time-Of-Day

LumenRT supports an impressive array of lighting and illumination capabilities. Light and shadow studies can be performed using LumenRT's dynamically adjustable sun. Sun location is accurately set using NREL (National Renewable Energy Lab) qualified solar positioning algorithms. Artificial point and spot lights with IES (Illumination Engineering Society) profiles are supported and are fully adjustable and animatable. Finally, LumenRT supports luminous materials which create a glow-like effect. This is useful for lighting exterior building windows.

LumenRT Lighting – Street Lights and Luminous Windows

Advanced MicroStation and VISSIM Traffic Simulation Support

MicroStation and VISSIM traffic simulations can be imported directly into LumenRT. Transportation users now have a fully immersive capability to present interactive simulations of any traffic pattern imaginable.

Mobile River Bridge Traffic Simulation

Layers and Sections

New in LumenRT 2015 is the ability to use layers and sections to present and highlight various parts of the scene. Layers and sections are fully animatable allowing users to create more engaging presentations such as progressive display of features or examining cross section details.

LumenRT Dynamic Section

Making Video Clips and Images

LumenRT allows users to quickly create custom video clips and guided walkthroughs using the animation editor. The animation editor provides a very simple, easy-use timeline for creating camera keyframes. A keyframe is created by simply pressing the F6 key which captures the current camera position and time of day. Repeating the process while moving the camera will add subsequent keyframes to the timeline. Movies and images can be exported in a variety of formats such mpeg and avi.

LumenRT Animation Editor

Sharing LiveCubes™
One of LumenRT's most compelling features is its ability to publish and share LiveCubes™. It's a fantastic way to share 3D data with clients, colleagues, contractors and consumers, allowing them to walk-through and explore designs in a secure and engaging manner.

The LumenRT Publisher packages the LiveCube™ into a self-extracting executable similar to a zip file and runs without the use of any special software or viewer on PC and Mac platforms. The LiveCube™ file size ranges from 50MB to 150MB so the use of an ftp file sharing service (e.g. MediaFire, Dropbox) is probably the best way to share the physical LiveCubes™.

LiveCube authors can add custom logos and splash screens to the LiveCube to give it a more personalized feel.

Creating LumenRT LiveCubes™ with the LumenRT Publisher

LumenRT Live!
During 2015, e-on will be offering a new breakthrough service that allows users to share their 3D LumenRT Immersive LiveCubes™ on any device (tablets, smartphones, laptops), with anyone across the web, at speeds that rival the fastest graphics cards. Called LumenRT Live, this revolutionary technology allows users to upload their 3D LiveCubes to an e-on software hosted server where they can be viewed in any full- featured web-browser capable device (e.g. PC, Mac, iPad, Tablets, etc). Essentially, the user experience in terms of interactivity and performance is equivalent to running the LiveCube on a local high-end computer.

What Others Are Saying About LumenRT

"LumenRT is our communication tool of choice. It lets us easily produce professional videos and interactive experiences that empower the audience and provide in-depth understanding of our projects."

Kurt Stiles, Project Manager - Visual Engineering Resource Group, WS Dept of Transportation

"LumenRT's impressive ability to quickly construct large scale interactive visualizations from any CAD or GIS source helps us efficiently present the design intent and environmental impact to a wide variety of audiences."

J.D. D'Arville, GIS Administrator - Alabama Dept of Transportation

"LumenRT lets us create great looking videos, screenshots and interactive scenes of our CityEngine and SketchUp models, quickly and easily."

Elliot Hartley, Director - Garsdale Design Limitedn

"LumenRT is possibly the best thing that happened to BIM since BIM itself, by allowing the exploration of BIM scenes in real-time with a true-to-life environment."

Ivo Venkov, Architect & Founder - PAA Studio

"LumenRT allows clients and contractors to understand my designs in a way that drawings and CAD models never could!"

Nick Sonder, Architect

Pricing and Packaging
Image Courtesy: LumenRT is attractively priced at $995 for the Studio version and $1,995 for the GeoDesign version. For more detailed pricing information, please visit www.lumenrt.com/store

Trial Version
30-day trial versions of the product are available at www.lumenrt.com/download

The trial is a fully functional version of LumenRT and includes a small selection of the content that ships with the full product.

Bottom Line
LumenRT delivers outstanding value and capabilities for users seeking to add high-fidelity 3D viewing and Immersive Nature to their design-build-manage pipeline. While there are a number of competing products in the real-time 3D viewing/authoring market, none offer the robust combination of LumenRT's rich feature set, large natural scenery content library, LiveCube™ publishing, and simple, straightforward CAD/BIM/GIS integration.

Three Free Rendering and Animation Programs: Scratch, GeoGebra and SketchUp

Debamoy Ghosh

This document gives short introductions for how to exercise three free graphic programs that your team may be attracted in using in carry of your Challenge work.

How to Use Scratch: Scratch is tool that was created by the university Media laboratory and is accessible for free of charge. The scratch may be a false-made language that builds it straightforward to form your own interactive stories, animations, games, music, and art — and share your creations on the online." (From the website)

To Download Scratch:

- Go to scratch.mit.edu
- Click orange button to "Download Scratch"
- Choose the sort of laptop you're on (mac/windows etc.) and click on the link at a lower place that heading
- The installer ought to transfer on to your laptop. Open up the installer and follow its directions.

Basic Scratch Vocabulary: To understand the essential operational elements of Scratch, please scan the subsequent from the website:

"Scratch created from objects referred to as sprites. You'll be able to modification however a faery appearance by giving it a unique costume. You'll be able to build a faery seem like an individual or a train or a butterfly or the rest. You'll be able to use any image as a costume:

- You'll be able to draw a picture within the Paint Editor, import a picture from your disk, or sweep up a picture from an internet site.
- You can offer directions to a faery, telling it to maneuver or play music or react to alternative sprites. To inform a faery what to try and do, you snap along graphic blocks into stacks, referred to as scripts. After you click on a script, Scratch runs the blocks from the highest of the script to rock bottom."

Getting Started:

- The Scratch website presents a nice, quick direction that goes over the basic process here: info.scratch.mit.edu
- This is the process for creating a short animation, while using multiple commands in the process which have to follow.

More Support:

- The Scratch web site additionally includes an in depth reference guide that goes into depth all told aspects of Scratch, together with what every command can do.info.scratch.mit.edu. This could be found here: Paste your text here and click on "Next" to observe this text redact do its issue.
- Hasn't any text to check? Hasn't any text to check? Click "Select Samples". If you're a lot of a visible learner, the Scratch web site additionally provides short video tutorials on ideas like dynamic color, graphic effects, and movement to a beat, costumes, music loops, and making dialogue. These videos can be found here:info.scratch.mit.edu/Video_Tutorials
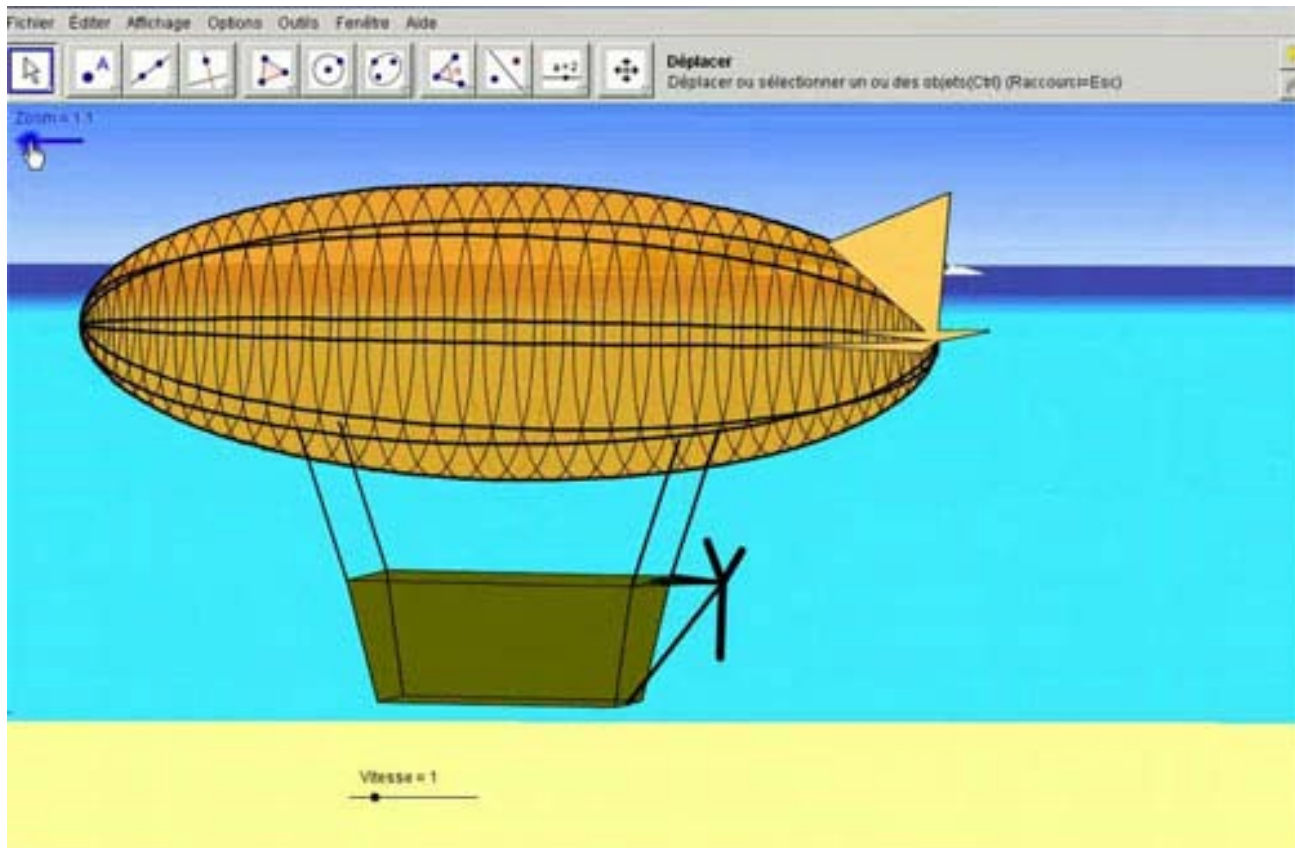
How to Use GeoGebra: Hasn't any text to check? Hasn't any text to check? Click "Select Samples".GeoGebra is free arithmetic software package that mixes pure mathematics, algebra, tables, graphing, and statistics into one easy-to-use package. basically, GeoGebra may be a coordinate plane on that you'll be able to build lines, curves, and shapes either by drawing, getting into a operate or providing some points to plot.

GeoGebra is a very great tool for visualizing mathematics issues and constructions, permitting you to tug objects and alter parameters as you go along: no construction is ever finalized or unable to be modified. This software package additionally exposes the connection between the graphical and algebraical sides of a retardant, with side-by-side "algebra view" and "graphics view". If one a part of a retardant isn't quite creating sense, GeoGebra will facilitate show a relationship between the varied elements of the matter during a clear, visual way.

Download GeoGebra is easy: To download GeoGebra follow this:

- Go to www.geoebra.org
- Click on "download."
- Under WebStart, click on "Webstart."
- The software should be downloaded.

The GeoGebra website supplys frequent accommodating guides to new users as follows: The GeoGebra Quickstart: www.GeoGebra.org/help/GeoGebraquickstart_en.pdf

This is a brief guide that gives bit-by-bit directions for 3 completely different samples of victimization the program. This guide is helpful for seeing a number of the chances of what GeoGebra will do likewise as familiarizing you with many of the tools and commands GeoGebra offers.

Introduction to GeoGebra: www.GeoGebra.org/book/intro-en.pdf

This is a far longer guide outlining all of the fundamental commands and options of GeoGebra. There's a table of contents beginning on page four, thus it's straightforward to seek out the precise task you'd prefer to knowledge to try to to.

The GeoGebra Help Website: wiki.GeoGebra.org/en/

This portion of the GeoGebra web site is jam-packed with varied resources to assist you, as well as a manual particularization of all the commands and tools of the program, additionally as tutorials giving bit-by-bit directions on specific topics.
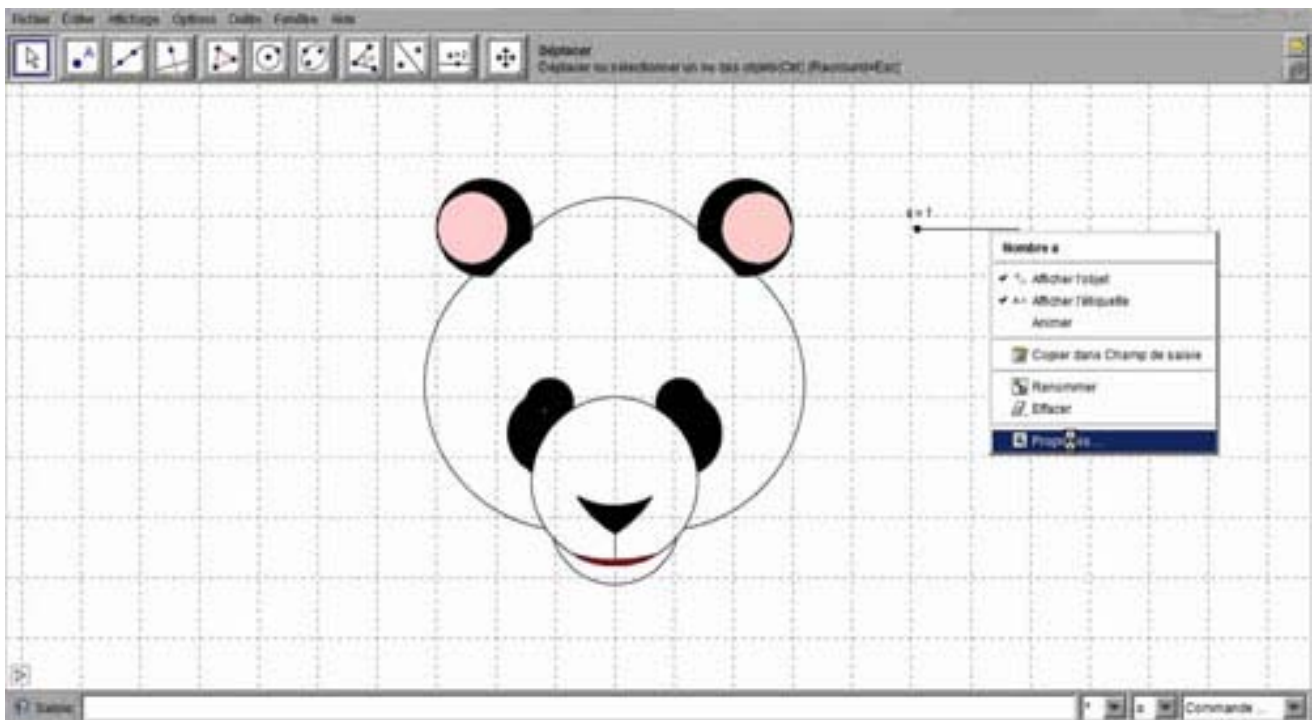
How to Use SketchUp: SketchUp may be a free 3D modeling program (although there's a 'pro' version that prices money) that launched in 2000 and may be used "to explore style ideas and experiment with 3D. You'll be able to draw your home or known buildings, use it for comes reception or college, or produce fun stuff like cars, area ships, barns."

To Download SketchUp:

- Go to sketchup.google.com/intl/en
- Click blue button on the right "Download SketchUp"
- From here, click on the lower link that says "Download SketchUp"
- Choose the desktop click "Agree and Download"
- The installer should download directly to desktop. The user can open up the installer and pursue the instructions.

Getting Started: The SketchUp website offers a short guide that goes over the basic operations and vocabulary found here: support.google.com/sketchup

More Support:

The SketchUp website includes a detailed user interface that provides and in-depth explanation for all tools in SketchUp. This can be found here: support.google.com/sketchup

- Along the left facet of the screen, numerous tools area unit softened by class like drawing, construction, and camera.
- If you're a lot of a visible learner, the SketchUp web site conjointly provides video tutorials on obtaining started, still as on individual tools. These videos are often found here: sketchup.google.com/intl/en/training/videos

Ref: www.meridianstories.com

Need fast access in SketchUp - It's easy to use keyboard shortcuts

Debamoy Ghosh

You want to get first in modeling?

You need keyboard shortcut, the read this article, originally written by Matt Donley; here we are going to get an excerpt.

These shortcuts are helpful very much.

User can also download the custom keyboard shortcuts at the underside of this article, and introduction them into your SketchUp.

Why it should be used?

- Time saver
- Ideas can be generated
- Reduce friction between software and design
- Looks natural.

At the beginning, a few easy ones like Spacebar, P, and R. Then construct on from there.

Default Keyboard Shortcuts: Many would don't know that SketchUp has various keyboard shortcuts configured which by default.

Custom shortcuts: Window -> Preferences -> Shortcuts.

These are some frequently used shortcuts.

The users can active the tool without selecting menu or toolbar.

- Spacebar – Select tool
- R – Rectangle tool
- L – Line tool
- M – Move tool
- P – Push/pull tool
- S – Scale tool
- Q – Rotate tool
- E – Eraser tool
- G – Make Component (A custom shortcut SHIFT + G for creating group)
- Arrow keys – Lock axis
- **Custom Keyboard Shortcuts**: In addition to the default keyboard shortcuts that user can use, user has established the need over the years to show the number of further custom keyboard shortcuts in addition. You'll add your own tradition keyboard shortcuts, or, if user desires to transfer keyboard shortcuts and import that right into SketchUp.
- To put in a custom crosscut, visit Window -> Preferences -> Shortcuts.
- Then, decide the command favorable to make a crosscut to. Wherever it says "Add Shortcut", click within the text box then faucet the key combination (or single letter) you would like to use for the crosscut.
- Click the sign, and you're done.
- Controlling what you see at any given moment.
- **X = Hide Rest of Model**
- One of the ways the users elegant to boost the speed is to have managed over what objects user can scrutinize in my model.
- SketchUp has a great quality build in called Hide Rest of Model, and what that does is it hides anything outside of the recent groups or element that you're editing.
- To be able to clasp back and forth between this is super helpful; solve assigned it to the letter X.

- **H= Hide Selected**
  J = Unhide Last
- The users have found it constructive to be able to momentarily hide selected faces, and speedily unhide them. For occasion, when creating a model for 3D printing, it needs to be solid.
- If you have any extra faces or edges "inside" the model, they need to be deleted. Sometimes you can locate these extra articles by switching to X-ray mode, but it tends to be a bit irresistible when you can see all the limits in your model.
- **CTRL + D = Hide Dialogs (toggle)**: One of the things the user love about having dual check is that they can put all the pop-up windows in one screen, and have a full workplace in the other. But sometimes the user has the whole thing in one screen if the user needs to have the other monitor engaged by a PDF, or something.
- SketchUp has a built-in domination that hides all open windows provisionally. If things are getting messy and the users need to be capable to witness the model. Hit CTRL D to conceal all the windows, need the windows to back.
- **Creating groups**
  SHIFT + G = Create group from selected
- One of the most common effects you do in SketchUp is turn things into groups and workings. SketchUp already has the letter G dispensed, to formulate a factor from the selected entities, so it only seemed right to make a custom shortcut using SHIFT + G to make a group.
- Paste in Place
  SHIFT + V = Paste in Place
- The paste in place is an actually supportive action built into SketchUp that is not very well known. To recognize what Paste in Place does, you first necessitate understanding-groups and components.
- Paste in Place permits you to copy or cut an object from one group/component, and paste it into another without moving it from its physical location.
- When you Paste in Place, the copy will appear at the same exact coordinates and orientation as the original.
- This is really useful for when you are reviewing the organization of your model, and need to move things from one group/component to another.
- Download Custom Shortcuts Here: Once users have downloaded them,
- Go to Window -> Preferences -> Shortcuts, and click Import.
- Select the shortcuts file you downloaded and click 'ok'. Just be aware that that outcome of these shortcuts will succeed to any custom shortcuts users already have, so user might want to backup.
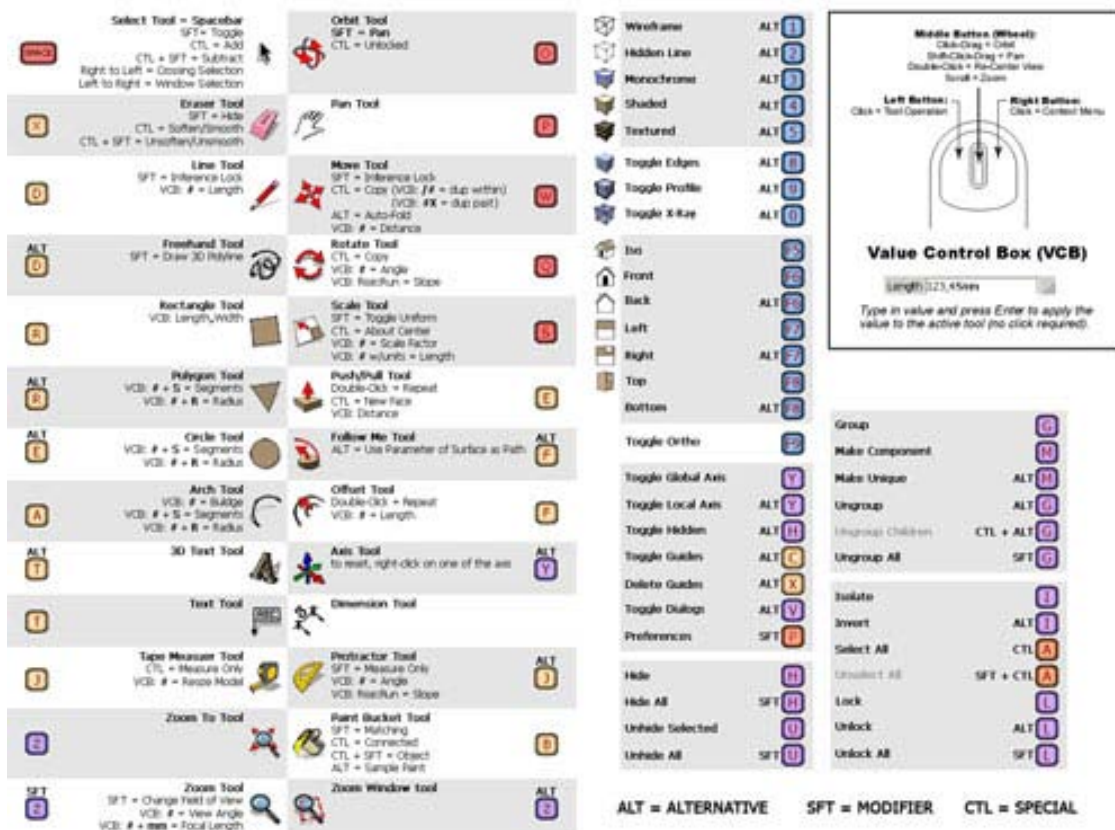
How to Import Sketchup Textures & Create Custom Materials

Debamoy Ghosh

Sketchup features a pretty nice array of materials designed into it, however it most likely doesn't have everything you're searching for. During this sketchup tutorial, the user will learn the way to import your favorite sketchup textures and switch them into new materials that you simply will use in your models.

1. If you haven't already, the primary factor you're reaching to wish to try and do is use a sketchup texture to use.

SketchupTexture – A good place for a lot of free textures.

CGtextures – This won't to be my go-to before user found SketchupTexture. These textures don't seem to be all super clean, however it's actually associate in nursing awful library to seem through.

2. Click on the Paint Bucket tool. Doing this can appear the Materials window.
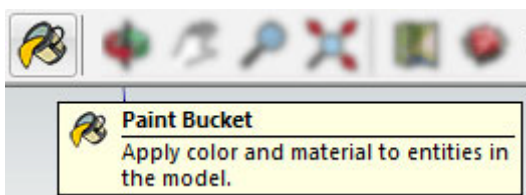
Image Courtesy: designerhacks.com

Alternatively, you'll be able to move to the Window tab and choose Materials from the drop-down list.
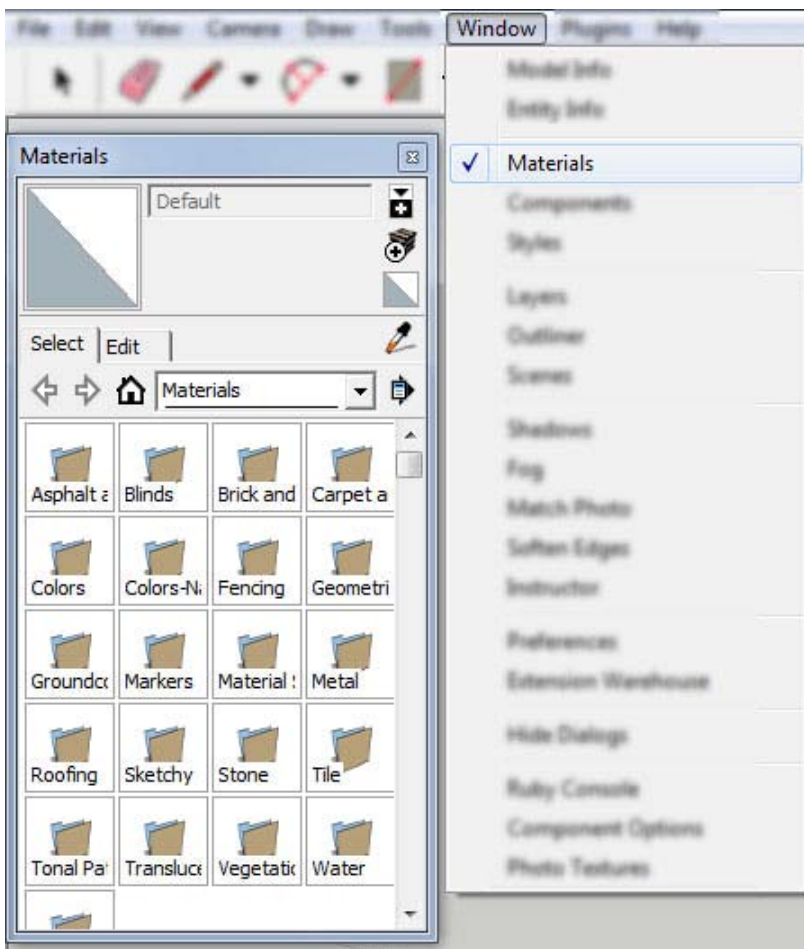
Image Courtesy: designerhacks.com

3. Within the Material window click the produce Material button.
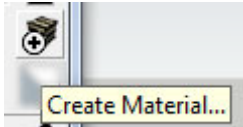
Image Courtesy: designerhacks.com

4. The produce Material window can then pop-up. To import your sketchup textures, click the Import Image within the Texture Editor section. Once your texture image is uploaded, you'll see a preview of it within the higher left corner. You'll be able to use the colour Editor Section to regulate your material's color while not having to edit it in Associate in nursing external program and re-import it. If the texture starts to look weird once for the victimization the colour picker, attempt checking the change choice within the Texture Editor section.

Change turns your texture to black and white so puts the colour overlay on prime. If you import your texture and it's too tiny or large, use the feel Scale & Lock within the Texture Editor section to regulate the size of your sketchup texture.

When you mess things up unfortunate, there's forever the Reset Color.
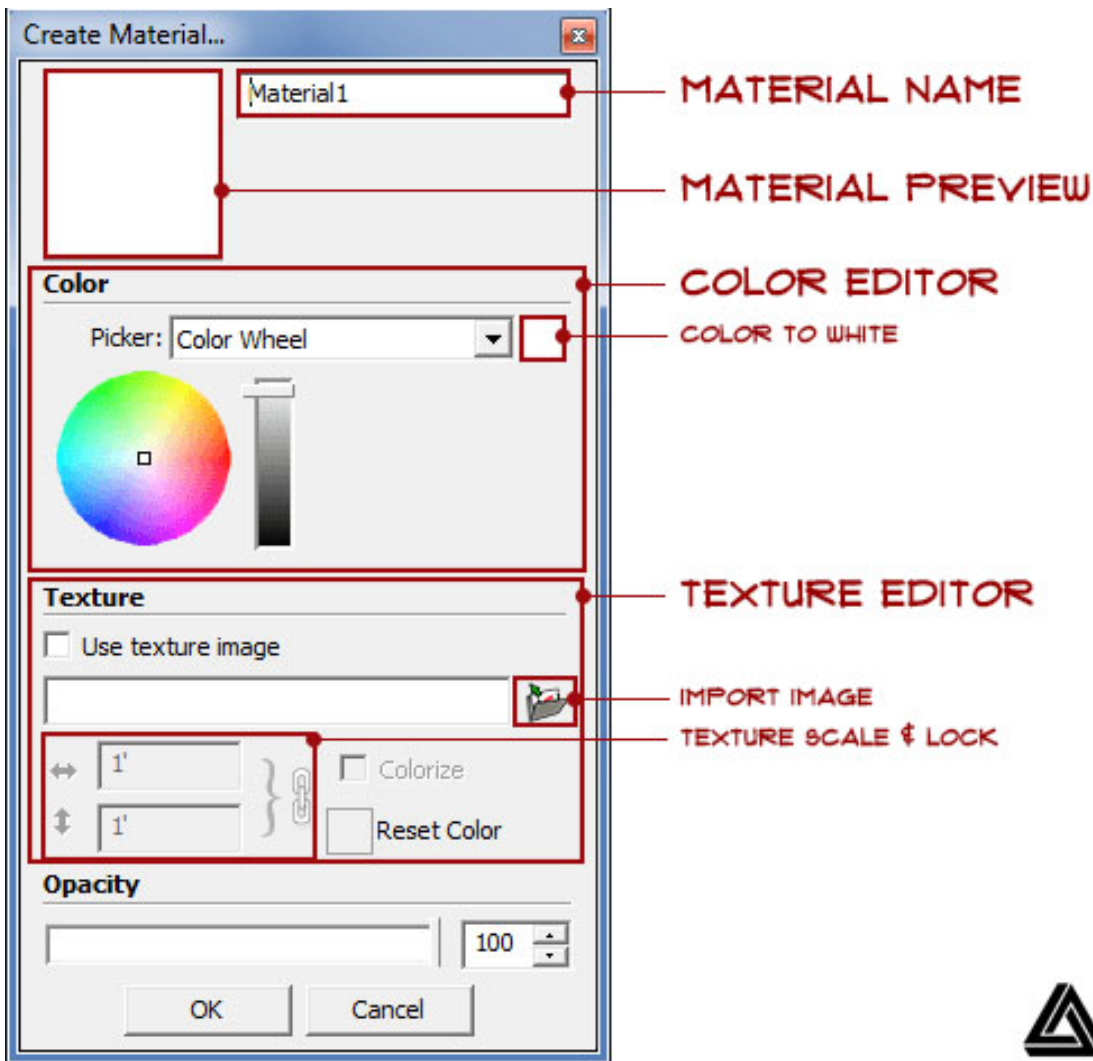
Image Courtesy: designerhacks.com

5. Click OK.

Your custom material can currently show up within the sketchup material library.

6. Select it, grab the Paint Bucket tool, and have at it
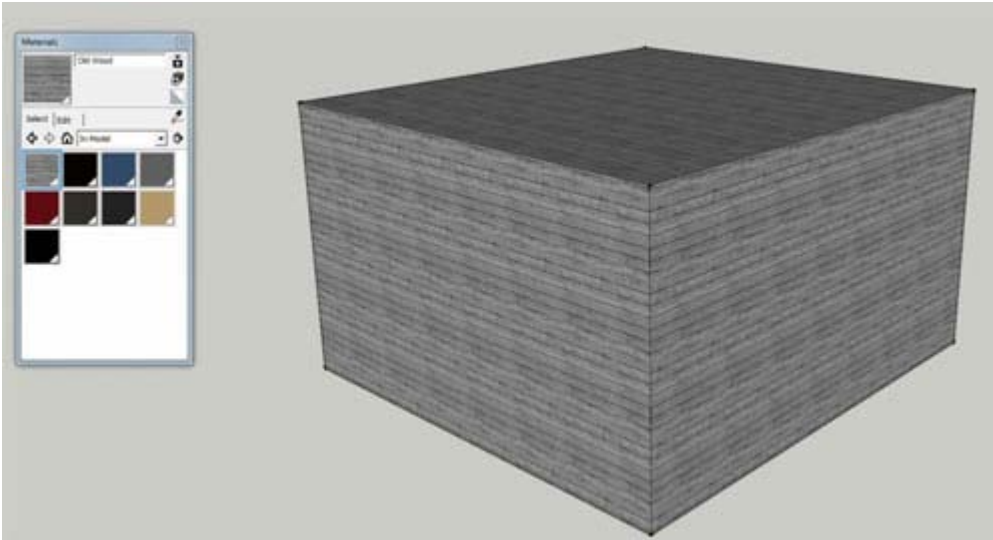
Image Courtesy: designerhacks.com

Ref: designerhacks.com

How to Embed Sketchup Models from the 3d Warehouse into your portfolio site

Debamoy Ghosh

The video itself shows how sketchup models can be embedded from the 3D warehouse to the modellers site.

https://www.youtube.com/watch?v=OmOI7dbYNi4

1. If you do not have a portfolio web site you're reaching to get one for this tutorial. Don't worry its super straightforward and easy.

2. First has to get the location of the model.

3. At all-time low of the correct sidebar there's a tab that claims introduction.

4. After clicking the embed tab, the modeler are given with two options
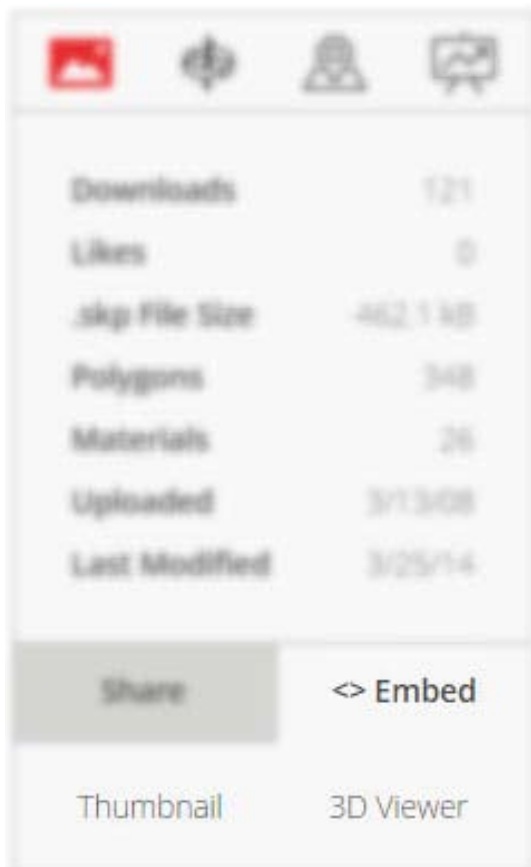
Image Courtesy: designerhacks.com

- Thumbnail – a stationary image of your model. An example is shown below.
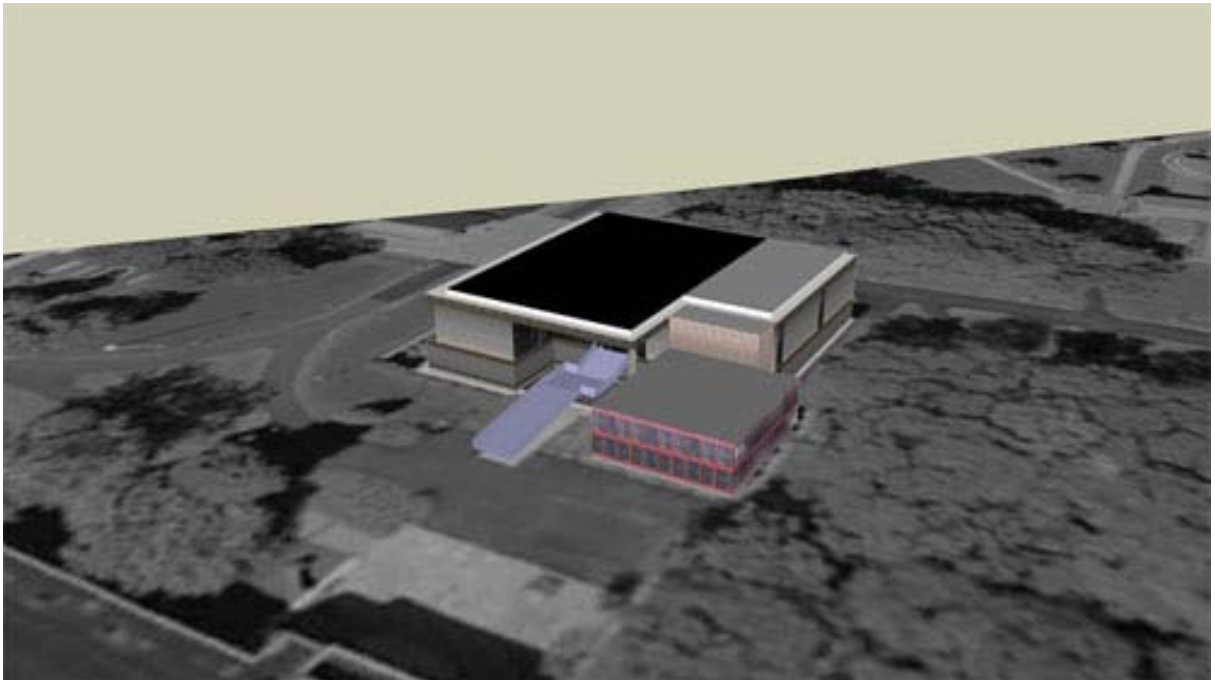
Image Courtesy: designerhacks.com

- 3d Viewer – a 3d widget of your model that you can turn and pan around. An instance is shown below.
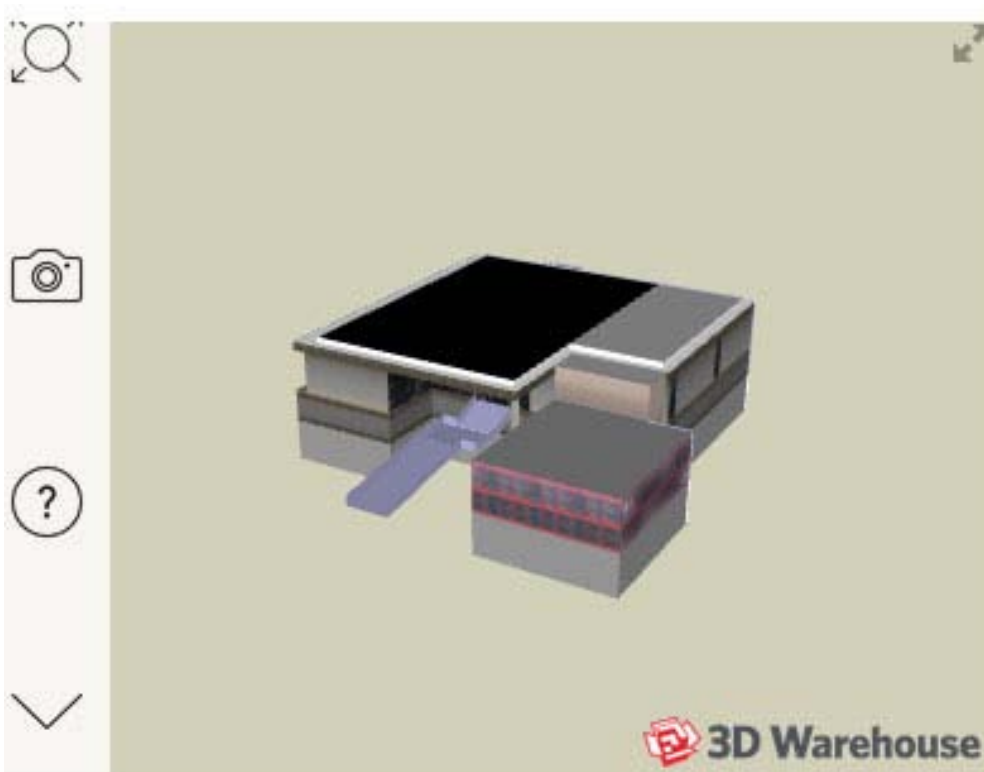
Image Courtesy: designerhacks.com

5. After clicking on the option, a dialogue window-will pop-up with a code snippet. Then Copy this code. This is the magic you need to embed sketchup.
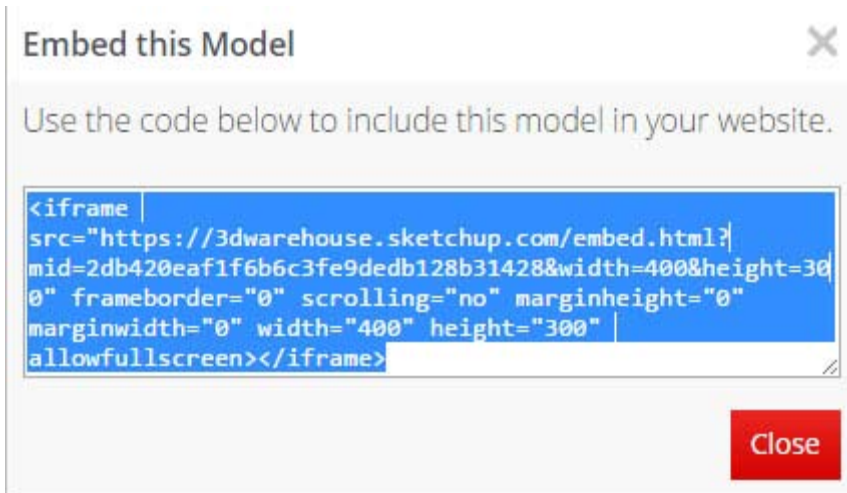
6. Then go to the portfolio website and log-in using your qualifications

7. Now under the Post tab, select Add New.
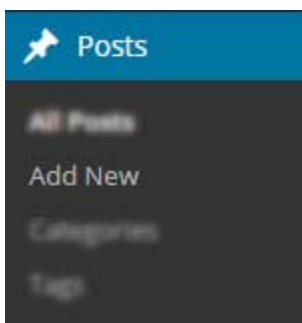
Image Courtesy: designerhacks.com

8. Now name the post.

9. Click the Text Tab at the pinnacle of the dialogue box.

Image Courtesy: designerhacks.com

10. Paste your code into the dialogue box.

11. Publish the post, using the key in the right side bar.

12. Check-out the link and slick embed sketchup model!

Image Courtesy: designerhacks.com

Ref: designerhacks.com

Sketching in digital watercolors

Jeremy Kay

Artwork by StudioJDK

It can't be said that the designs that come out of studioJDK are old fashioned. On the contrary, they are groundbreaking in their ability to combine artistry and technology, finding a middle ground that most designers simply can't achieve. Jeremy Kay, founder of studioJDK, is able to obtain this remarkable balance by exploring software and techniques that allow him the best of both worlds. Photoshop, SketchUp, and V-Ray are just some of the tools that share equal importance with his watercolors, helping him to create beautiful, effective designs that retain a very human touch.

After becoming inspired by Mike Doyle's Color Drawing, Jeremy worked side by side with the author himself at Communication Arts, a hybrid firm of architecture, graphic design, and environmental branding. It was this hybrid quality that made Jeremy a perfect fit.

Composition, values, shadow, understanding of light, a steady hand; these were all key design concepts that Jeremy began to apply his passion to. How can someone design better trees? Better human figures? These questions inspired him, and Jeremy's passion for drawing was only matched by his growing fascination with rendering technology.

"I was really into that digital stuff," Jeremy says. "I have a really insatiable appetite, and I still do, about learning new techniques in visual communication".

Artwork by StudioJDK

When he stumbled across the Gnomon Workshop, a place where concept designers of games and movies post tutorials about their methods, Jeremy encountered the second greatest inspiration in his career. Their style of blending drawing and super high-tech rendering was a revelation, and something he was already on the road to achieving himself in architectural visualization.

Jeremy began to model his images in 3D and brilliantly paint on top of them. This technique made his work unique, and put him in high demand. Uniting 3D rendering technology with traditional media was something new at the time, and still uncommon today. It was a dream come true for him.

Artwork by StudioJDK

After a stint at the firm LRK, Jeremy finally knew it was time to go for his ultimate dream: owning his own studio. "My belief is, in order for you to succeed well in what you're doing as a career, you have to be really passionate about it. I just took the two things I was most passionate about and combined them", he says. "That is architectural concept design and illustration."

The whole industry was moving completely over to photorealism at the time, and Jeremy knew that he wanted to find his own style that would set him apart in the marketplace. Anyone can create exceptional renderings with the help of software and technology, but he wanted to be placed in the rare category of the digital artist.

Ref: stories.chaosgroup.com/StudioJDK

5 of the best free tools for designers

Debamoy Ghosh

It does not need a wide span to invent that the value of free tools for designers are really few and hard to find out. designerhacks has recently presented an engaging article which says about the opportunity.

There are different design software's in the likes of web design, architecture and graphic design. Some of those are paid tools and others are free as per the trade standard.

1. Sketchup: It is one of the best free tools. There are many ways that a modeler can use sketchup. It can be used in the large scale planning, small models or add good components to 3D graphics. Not only to save the model or, but the animation features and 3D content can sharply be done.

Image Courtesy : sketchthis.net

2. Google Drive: Work is the most important passion for a designer. Saving the work is also equally important. Sometime 1TB external hard drives are being used. Google drive is the best free place to upload 15 GB. It can share large files with clients and traders. Here the users do not need to use Gmail. The facilities of preparing excel like spreadsheets and word documents.
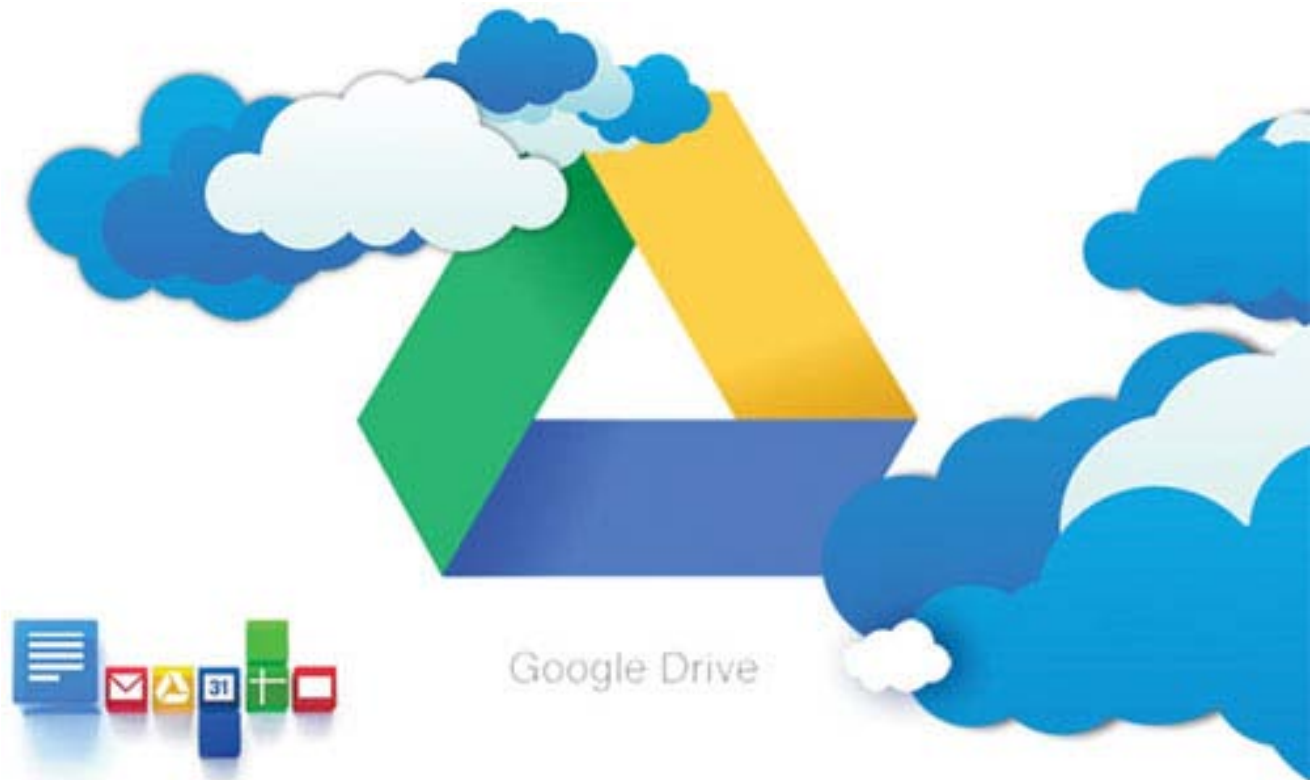
Image Courtesy : comparisons.financesonline.com

3. Adobe Kuler: Adobe Kuler is huge for browsing color combinations. It also provides RGB and Hex numbers to match up color combinations with the given design.

Image Courtesy : jaced.com

4. Gimp: Gimp is the option for Adobe Photoshop. It is powerful image editing tool, but not such heavy software as Photoshop. The Photoshop files can to open and export as an added advantage.
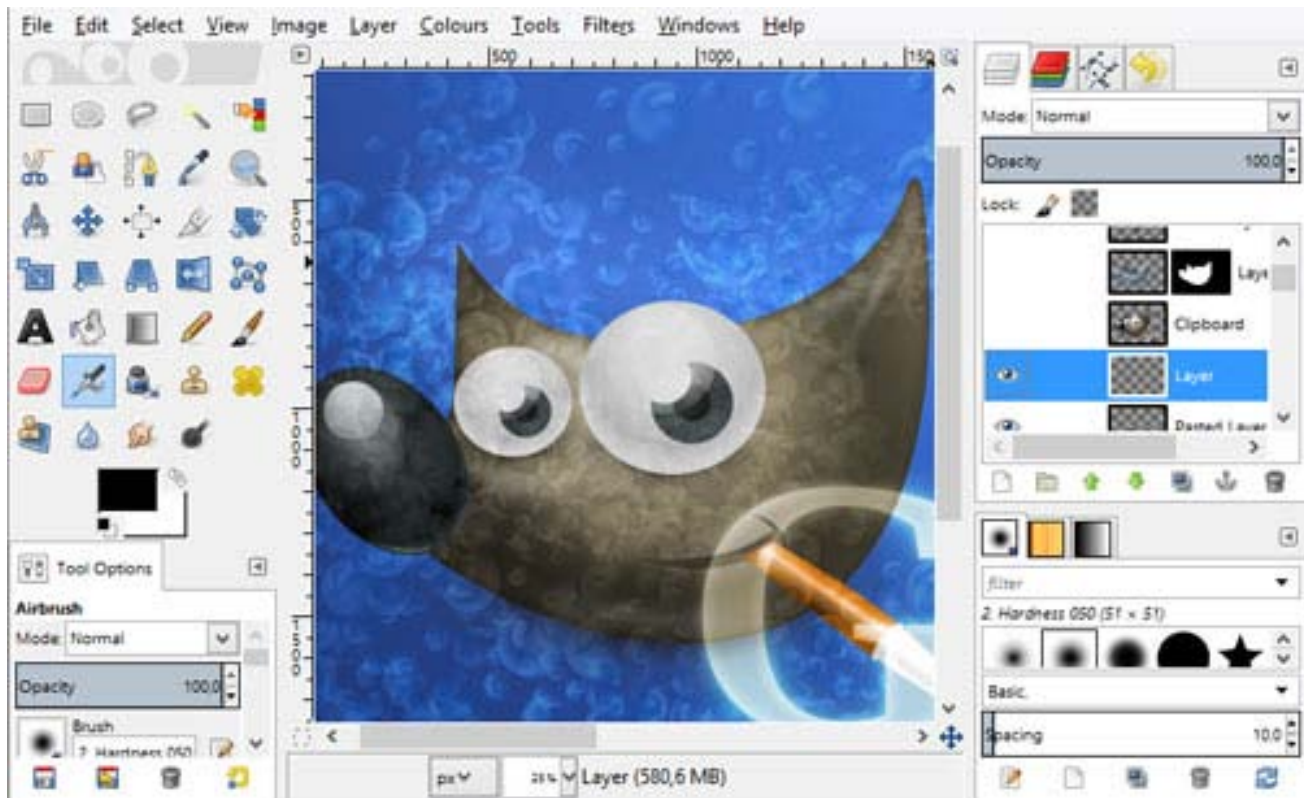
Image Courtesy : gimp-win.sourceforge.net

5. Dafont: Dafont is a best way to download exceptional fonts. If your client wants to feel enthralling in the design process, is the ultimate aim.

Image Courtesy : dailyblogtips.com

5 sketchup plug-inns

Debamoy Ghosh

Sketchup plug-in can produce a world of distinction, once you're modeling creator. Finding the right ones can take lots of some time. These area units of sketchup plug-ins and extension.

5 Essential Sketchup Plugging : Free downloadable -

Flatten: If one issue look smart at intervals the high parallel projection browse, but in 3d has lines everyplace the place, you will be able to use this tool to squish all the lines to an analogous plane. Generally this alone will facilitate turn out faces just by simply adding another line, generally it doesn't.
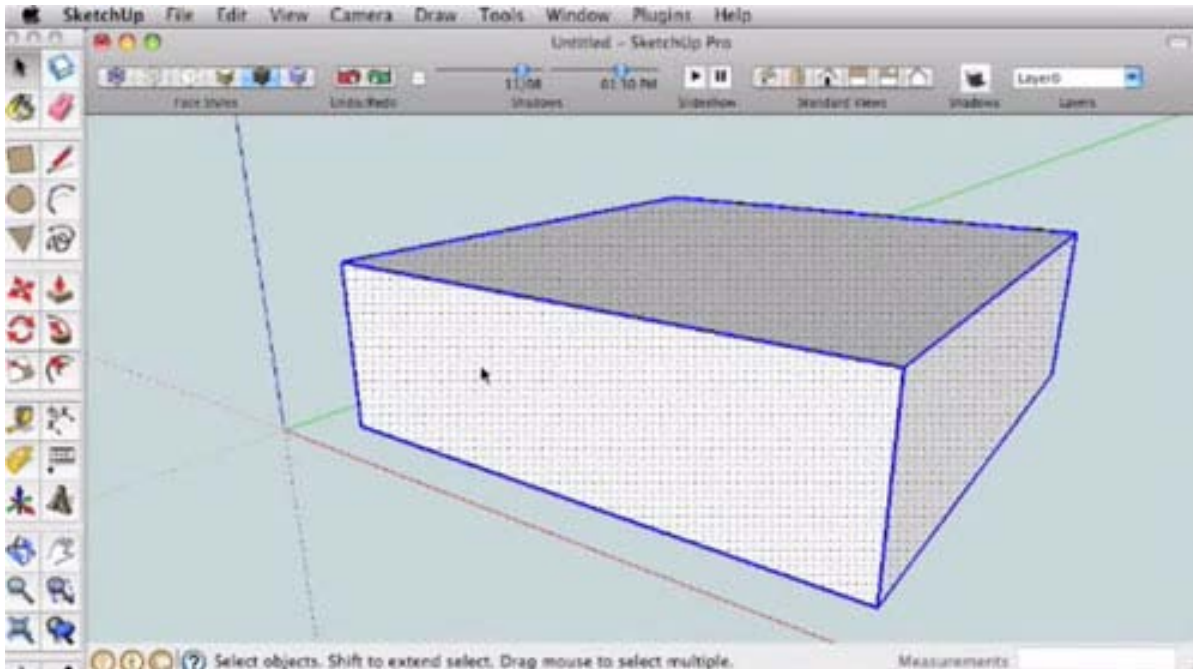
Take away Lonely Vertices: somebody hates having lots of lines then i'd like, and in an exceedingly} very big file, inessential lines can add up and really hinder your progress. Of all the sketchup plugging I've used this appearance to undertake to the foremost effective job for getting obviate those extra segments you don't wish.

BEFORE REMOVE LONELY VERTICES
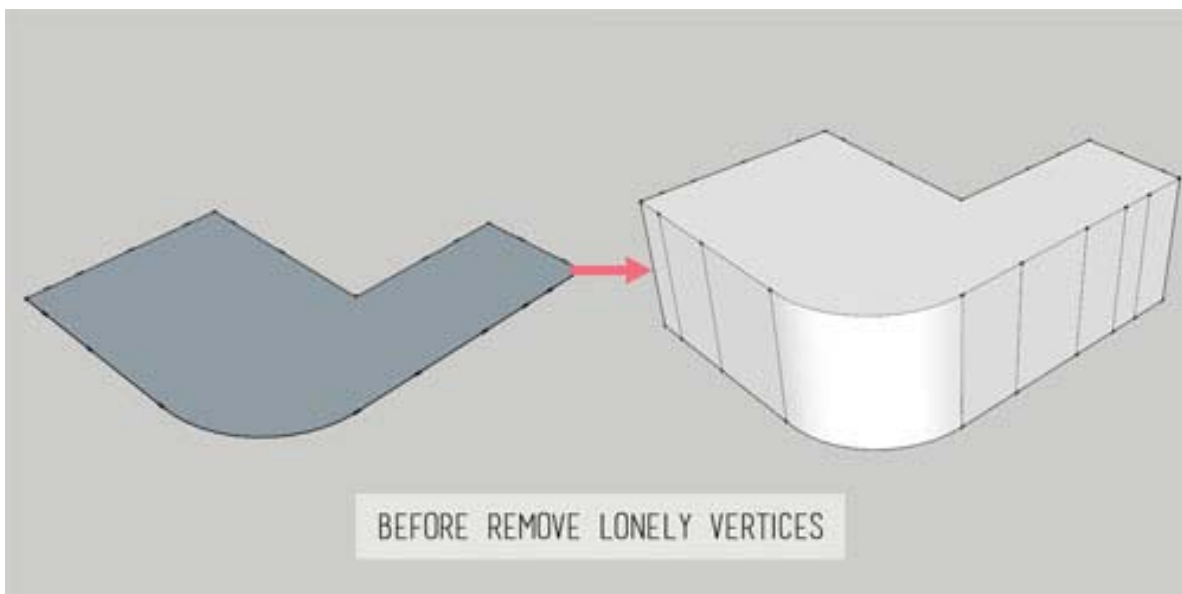
Image Courtesy: designerhacks.com
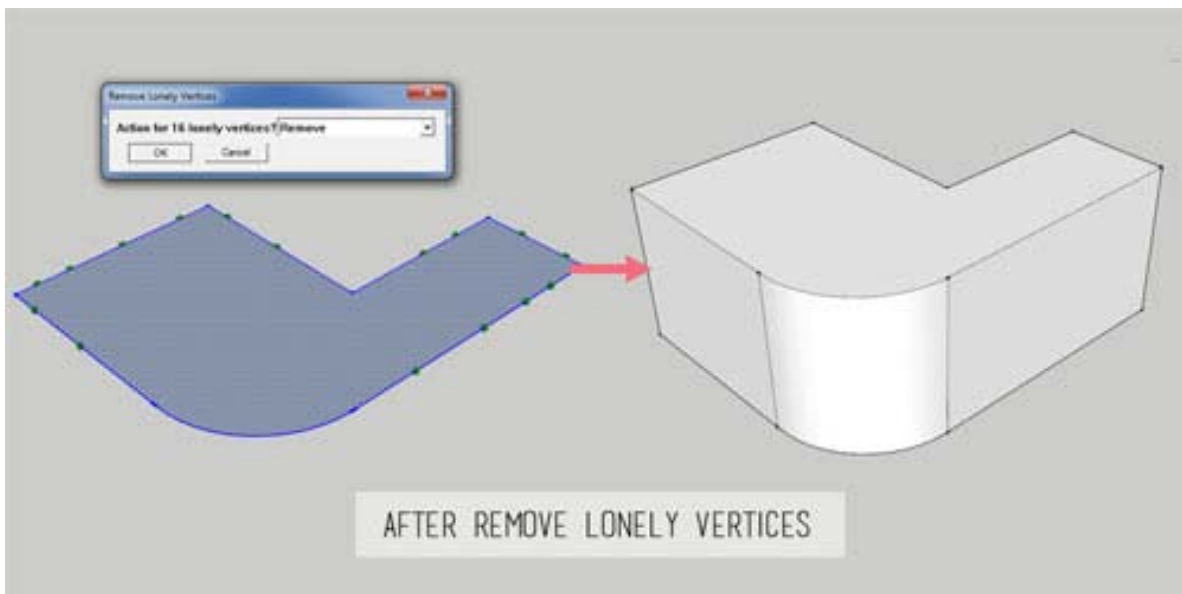
Image Courtesy: designerhacks.com

Weld: Weld will combine any lines you decide on into one line and lift to shut your line type|to make to create} a form. If your face edge looks right but won't shut, likelihood is that high that it's not a closed kind. This takes the guess calculate of making an attempt to hunt out where your kind continues to be open.
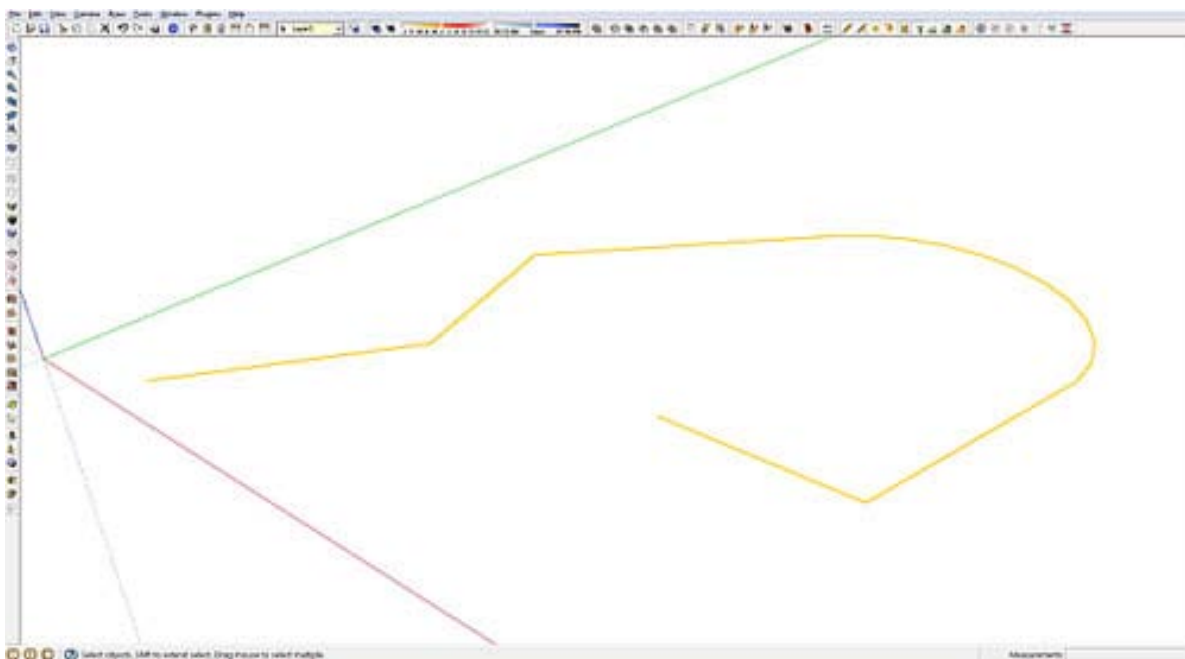
Build Faces: once you get to creating complicated shapes, shut shapes typically won't close. This plug-in could be sensible speedy thanks to plan to produce a face from a fancy closed form that sketchup won't acknowledge.
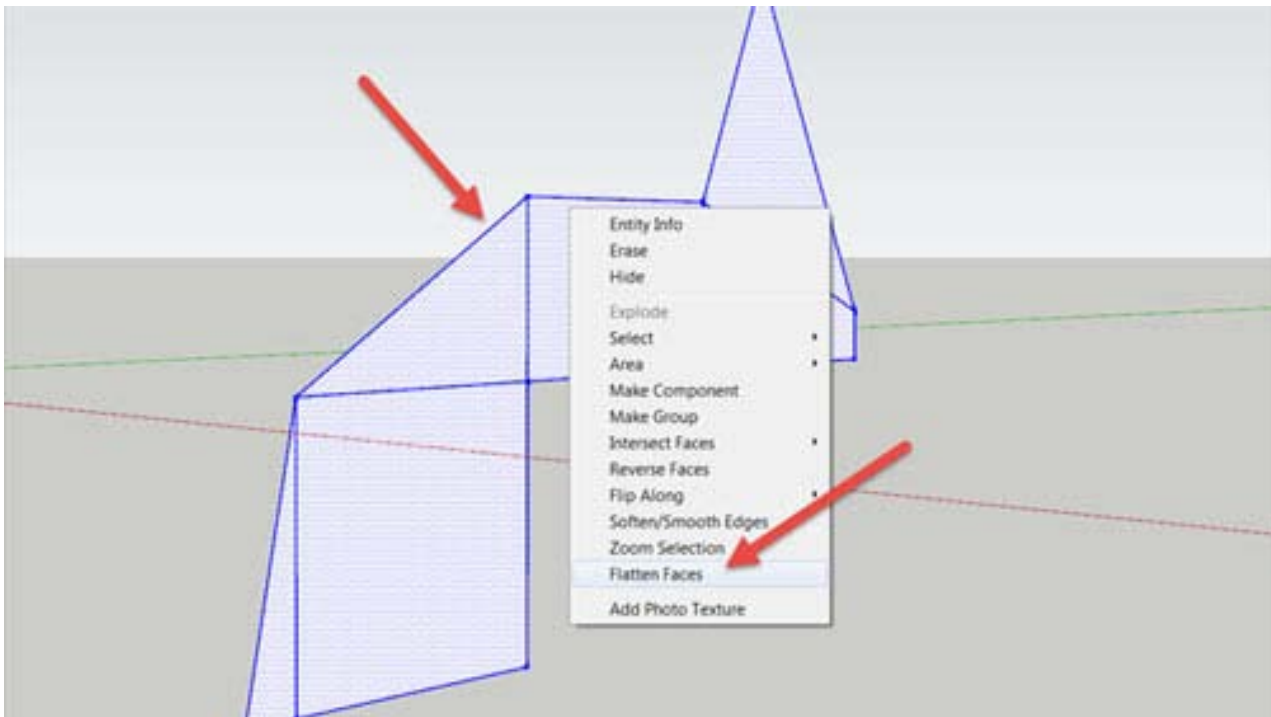
Joint Push Pull: merely place, vanilla sketchup doesn't enable you to create faces that area unit curved... however this plug-in does!
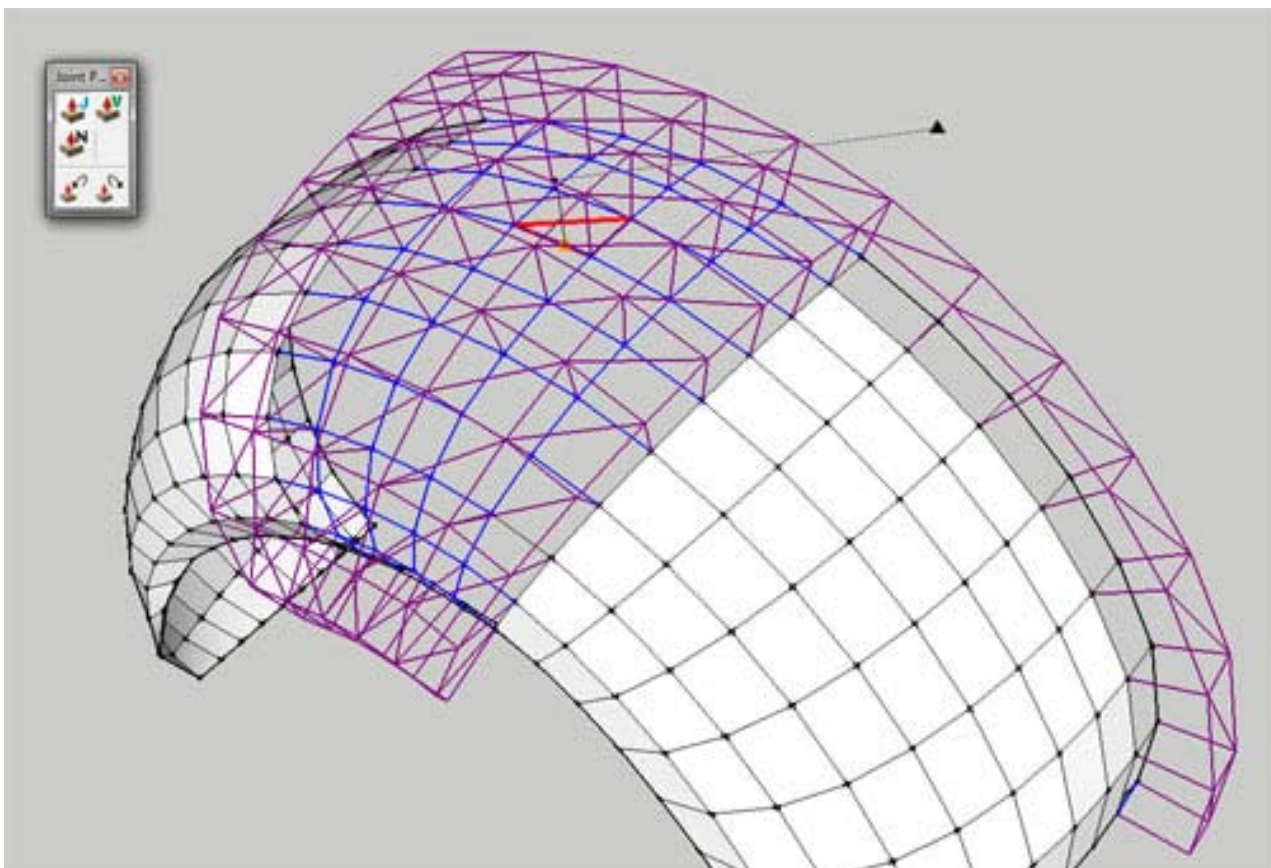
Real 2015 – An exclusive event on sensor technologies organized by Autodesk

Rajib Dey : Editor-in-chief

3D sensors are becoming significant part of today's 3d modeling industries. One can use the sensor technology through a 3d laser scanner and economical software to produce a 3d model of existing objects. The application of 3d sensors can be found in drones, autonomous cars, industrial robots major engineering works, game consoles, tomorrow's mobile phones etc.

Real 2015 will be the first ever event to be taken place in 2 Marina Boulevard (at Buchanan Street).

San Francisco, CA 94123 on 25-27th February 2015. The event is organized by Autodesk and provides huge benefits to architects, engineers as well as artists and visionaries, developers, designers, inventors, investors, makers and metrologists, surveyors & scientists, entrepreneurs & educators.

By attending the conference, one will be able to explore with various reality capture technologies like 3d laser scanners to drones; meshes to models; 3d printing to digital fab; VR to AR, Photogrammetry etc.

This exclusive tech event will bring the following benefits to the attendees:-

- Get in touch with more than 500 leaders and innovators — professionals from diverse industries, investing, research, and media
- 30,000 sq ft 'world's fair' of 3D tech demos
- Explore the various aspects of professional 3D sensing, making & visualization industries.
- Showcasing of live project across various disciplines ranging from: Architecture to Art, Engineering to Entertainment, Manufacturing to Media, Heritage to Health, and Sports to Science...
- Explore through various 3d sending & 3d scanning technologies like laser scanners; 3D cameras; lidar; RGB-D, photogrammetry; SFM, CMMs to satellites; On tripods to drones, and phones to robots.
- Work out with various 3d processing methods ranging from mesh analysis to optimization, modeling to measurement, interference detection to data management, and recognition/vision to reverse engineering.
- Learn 3d visualization & 3d making through latest technologies like Virtual to Augmented Reality (VR/AR) and additive to subtractive manufacturing, 3D printing and CNC machining.

Reserve your seat by making registration online.

https://www.youtube.com/watch?v=L2W7cefdDm8

For getting more updates, visit www.real2015.com

CL3VER announces CL3VER 3.0

Luca Vidotto

Automatic real-time lightmap technology makes CL3VER 3.0 a game changer for 3D visualization and Project Storytelling.

Palo Alto, 18th February 2015 - CL3VER, the cloud based platform for interactive 3D presentations, has announced the release of a brand new WebGL GPU-based real-time lightmap technology that will be available for users in the upcoming CL3VER 3.0 version. CL3VER 3.0 will add several game changing features that speed up the production workflow of cross platform interactive 3D presentations.

Faster presentations without rendering time

When it comes to presenting and communicating design, rendering times can cause significant bottlenecks. These potential delays can have an impact on project deadlines and can be multiplied when client changes to projects are required.

CL3VER 3.0 introduces a new proprietary automatic real-time lightmap rendering solution that drastically reduces the rendering time required by traditional visualization techniques from several hours to just minutes. By leveraging the performance of today's GPUs within the artists workstations and laptops, CL3VER is able to dramatically improve the real-time lightmap rendering workflow.

The new solution will offers engineers, architects, and other design professionals a higher level of flexibility, allowing them to easily create interactive 3D presentations. Any changes to the presentation can be incorporated quickly since extensive re-rendering will no longer be required. The process is automatic, meaning that lightmaps of the scene are calculated in real-time while users continue to work on the presentation allowing them to immediately see the impact on the scene illumination after any changes have been made.

Streamlined workflow for visual 3D communication

CL3VER is a solution for architects, engineers and designers to quickly create high quality multi-device interactive 3D presentations using existing 3D models.

The CL3VER platform will be improved to better support all compatible 3D formats, making the process to import models much faster.

An improved UI will make the process of creating a scene and including animation and interactivity more intuitive. Finally, a new sharing system will enable project owners to quickly invite users to view, edit and collaborate on projects in a secure environment.

Release date

CL3VER 3.0 will be released on March 11, 2015, just one week before CL3VER´s participation in the NVIDIA GPU Technology Conference in San Jose, CA at booth #118.

CL3VER has enabled a subscription list to provide early access to the 3.0 version. All the details of the new features and improvements will be unveiled on the release date.

Useful Links

CL3VER website: www.cl3ver.com
New in CL3VER blog: www.cl3ver.com/blog
CL3VER´s participation in the NVIDIA GPU Technology Conference:www.cl3ver.com/events/gpu-technology-conference-2015
Subscription list: eepurl.com/bduh7D

About CL3VER

CL3VER provides a cloud based platform for interactive 3D presentations for the web and mobile devices. CL3VER presentations helps professionals in the AEC and Manufacturing industries to engage customers and stakeholders with the power of 3D and the usability of the web.

The company is headquartered in Barcelona, Spain with offices in Palo Alto, California. For more information, visit www.CL3VER.com.

Media contact
Luca Vidotto
luca@cl3ver.com
Europe: +34 93 328 41 67
US: +1 (302) 353-4580

How to produce and employ a Construction Guide in Sketchup

Debamoy Ghosh

This is an excerpt that how this process has been completed. wikihow.com has published this article, from which we have taken an excerpt.

First Step: The user first has to click on the Tape Measure tool. Then the change will be seen in a tiny plus sign. This indicates that the tool is ready to generate guidelines.

It can be measurable, click the CTRL key and then you will just be computing something.
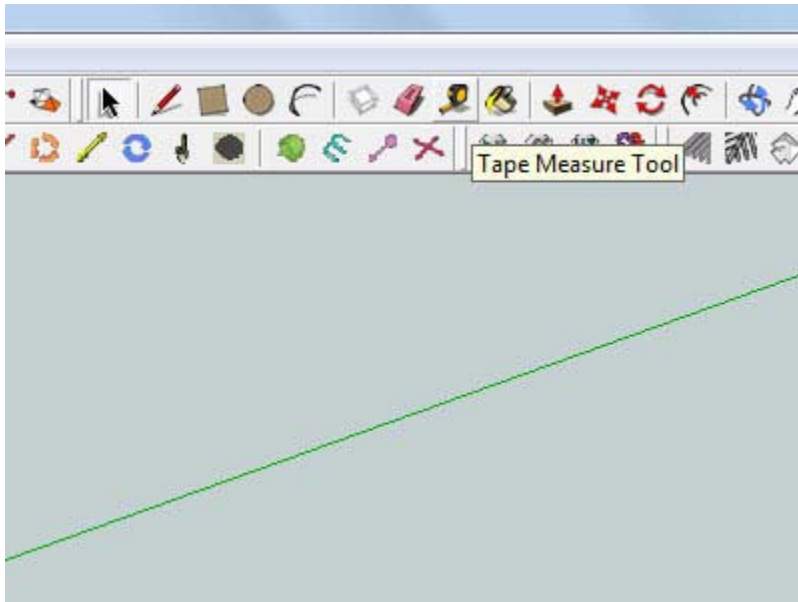
Image Courtesy: wikihow.com

Second step: The point of tip of the calculating tape on the line that you want to examination from.
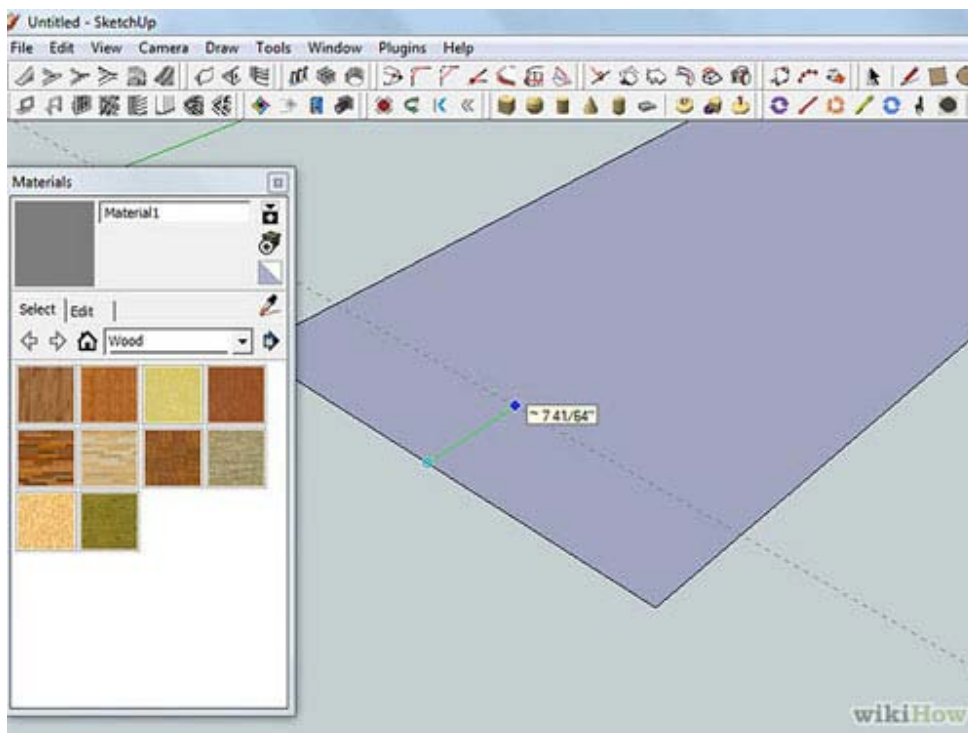
Image Courtesy: wikihow.com

Third Step: The user can drag to the preferred position or if you have a certain dimension, type that in, like: Pick another point that you want to gauge from. It could be:

- Same point as before
- The guideline just created.

If you would desire a little a sure width, then you would want to assess the new principle from the old one. Clicking and dragging will pull out an additional rule.
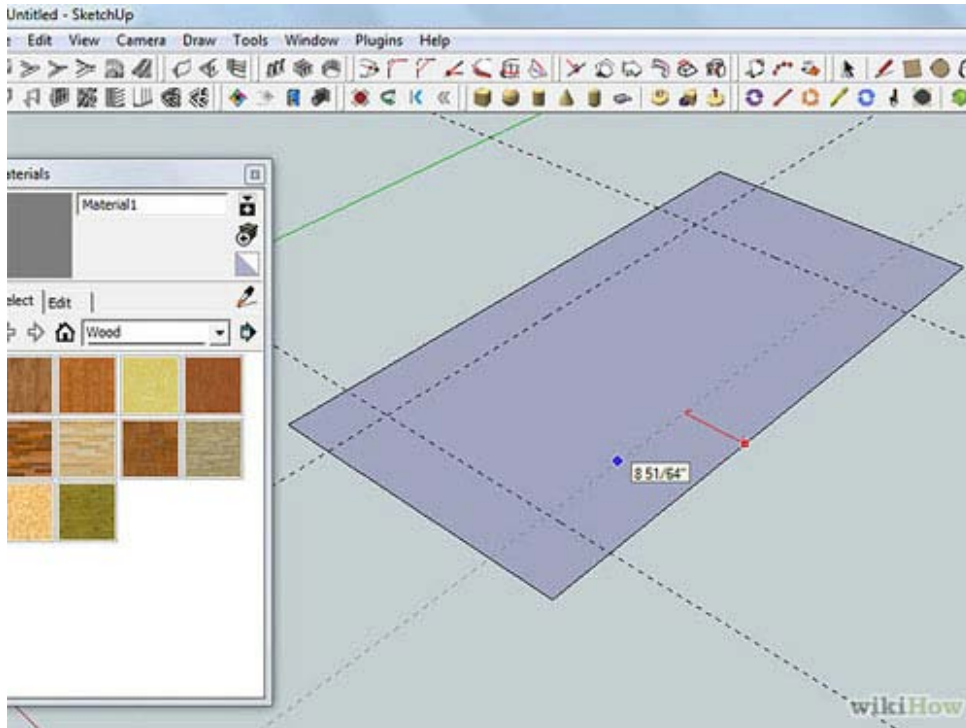
Image Courtesy: wikihow.com

Fourth Step: Now you have to use the rule. But using the guidelines, use the rectangle tool to create the shape (a window in this case).
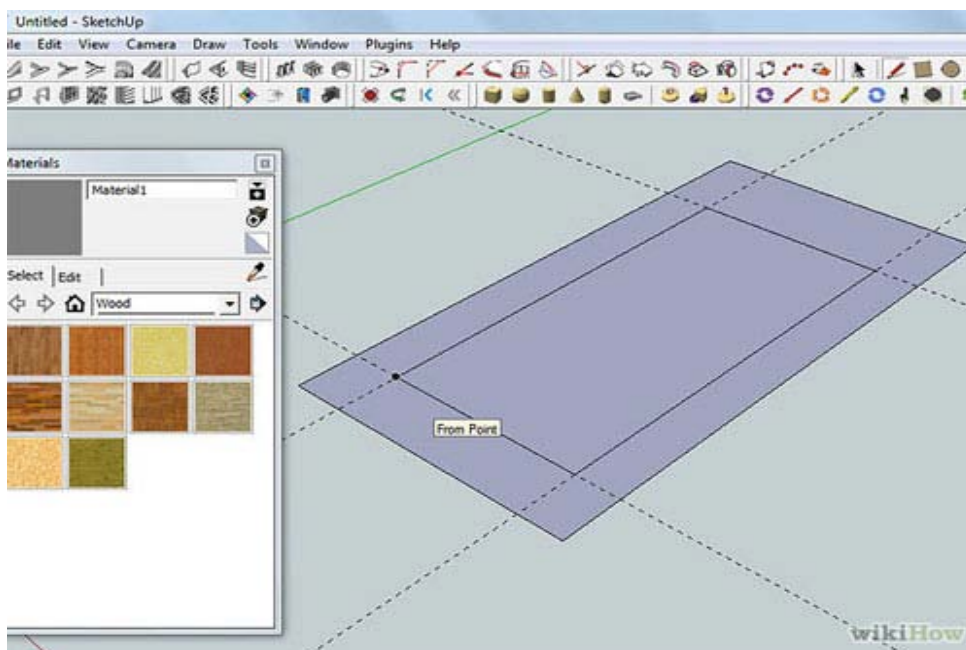
Image Courtesy: wikihow.com

Fifth Step: Now you have to delete the construction guide-line when done. The user can carry out this with: a permanent eraser.

See the chart below:

Click on View >> Non-permanent Guides >> you can get them back by repeating the same.
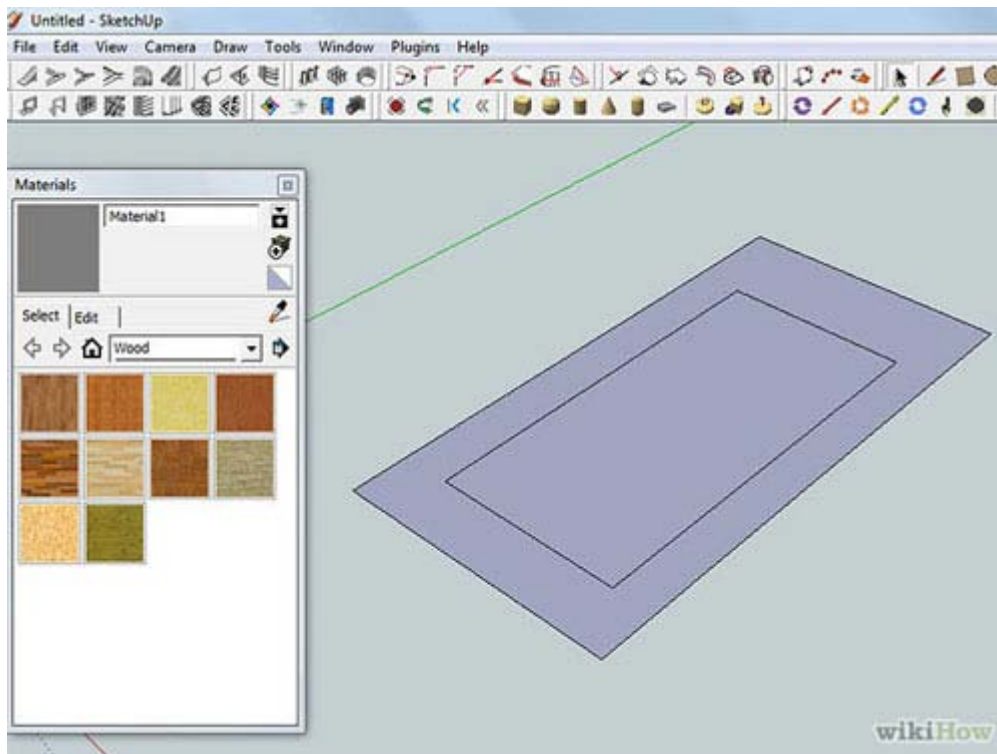
Image Courtesy: wikihow.com

Ref: www.wikihow.com

Some useful sketchup tips to learn how to draw a sphere with sketchup

Rajib Dey : Editor-in-chief

In order to draw a cone as well as sphere, one has to familiar with various sketchup tools and attributes. For drawing a sphere, one should be well versed with the tools like the Circle tool, the Select tool, the Follow-Me tool, the Eraser tool, Inference and their applications.

One should abide by the following sketchup tips which are considered as the most convenient ways to draw a sphere efficiently:-

- Start with a circle. At first draw a circle (according to the size of desired sphere) on the ground plane in one axis on the basis. Use the circle as the path for sketching the sphere.
- Shift the cursor to the origin and until it is snapped to the origin.
- Now shift the cursor up toward the blue axis (on top of the circle on the ground plane). The cursor will be converted to green or red.
- In order to lock the circle tool toward the green or red inference path. just simultaneously push & hold the shift key.
- Sketch a lesser circle, as compared to the first one, at a 90 degree angle with the circle on the ground plane (it characterizes the profile of the sphere).
- Choose the perimeter of the circle on the ground plane. It should be the path.
- Opt for the Follow-Me tool.
- Click on the profile of the sphere and the sphere will be produced smoothly.
- Now take away the circle on the ground plane.

Watch the following live sketchup video to streamline the process.

https://www.youtube.com/watch?v=DWv7JP16UuI

help.sketchup.com/en/article/114035
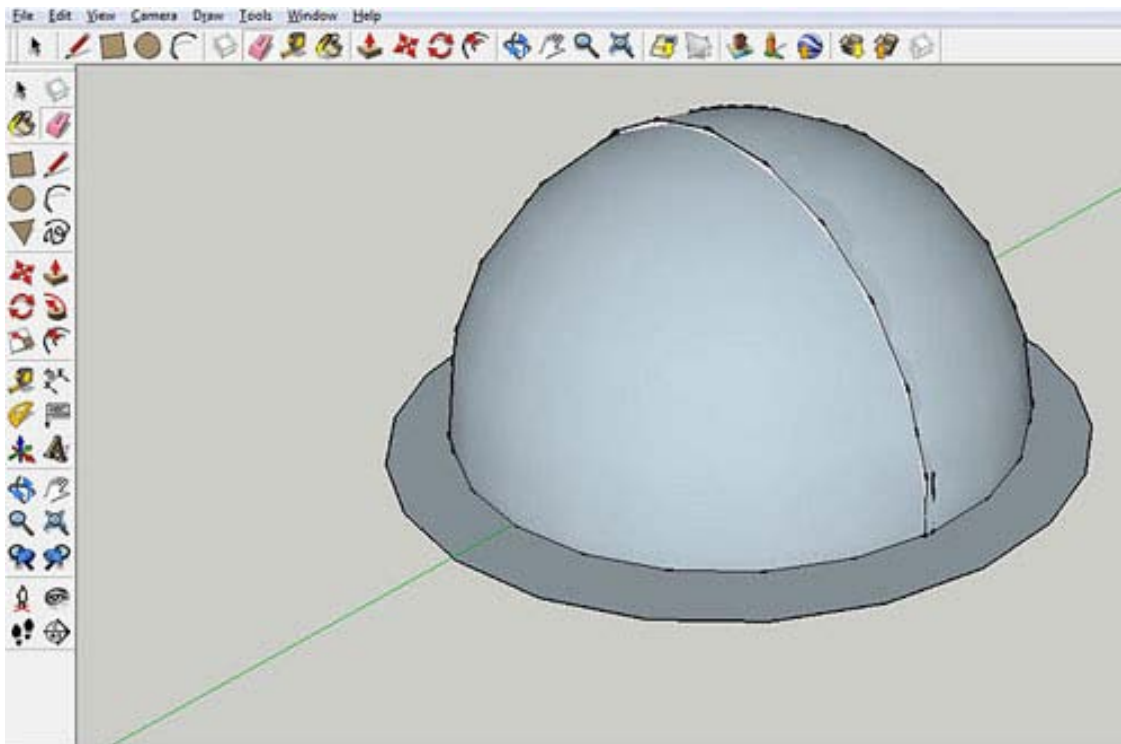
How Sketchup helps you win bids

James K.B. Brough

Working in-studio at Sprunt, a London based Architect's firm, there was always many projects on the go at once; and I was heading a very small CGI team dealing out the design and visuals for a number of bids, competitions and live projects.

What **Sketchup** offers is a free design tool that ANYONE can use. Urban Designers, Private and Commercial Designers, Landscape Architects... everyone who has an idea of design and form, and with this tool are able to show off their idea and hand it over to the 3D team to polish it off.

The best part was the time saving that Sketchup offers. With the basic form in place, Sketchup gives you multiple outputs across many platforms. You can imagine as a 3D artist how helpful this is. It was no longer reading off rushed or badly drawn DWG files. No more importing heavy DWG files. Sketchup can either go in the hands of detailers to fix up in**Revit**, or straight to the CGI team to create stunning visuals with **3DS Max** and **Photosho**p within a short time frame.

Sketchup massings are now standard to building development. I actually can't remember the last time I **didn't** receive a Sketchup massing file to import. And let me say, the project would be a lot longer and tougher if I didn't have it.

Sketchup should always be step one of the design process, and what's nice is the clarity this tool offers the designer. Immediately you can see if the form or space is not working as well as it appears in a drawing. Landscape areas can be added. Cut-out trees, cars and people to give an idea of scale. Sweeping animations to go from a birds-eye view to eye level (perfect for presentation meetings or consultations.)

Initial ideas in Sketchup are a vital part for a design document. Most meetings with Building Planners won't go off the ground unless visuals like this are present. Within a day you can create visuals that will help your architectural project win competitions and bids. It's an essential, powerful tool that's only getting more exposure, and I can't imagine a single architectural project in the last decade that hasn't used it. Come to think of it; I can't think of any winning bid that hasn't used Sketchup -and not just architectural; engineering too. I recently completed a successful campaign for Mammoth Technologies in Johannesburg, South Africa, which all began with Sketchup models of complex drill bits.

Sketchup   final

It's an awesome tool (which has a free version by the way), that can and should be used for any simple or complex design.

James K.B. Brough
3D Art Director and Author

http://jamesbrough.com/games.html

How to Import a Map with Google Earth Terrain into Sketchup

Debamoy Ghosh

To start with, this is the video that take you to the subject.

https://www.youtube.com/watch?v=ZE6lOXsrbbA

The process of importing Google earth parcel and/or map into sketchup is pretty seamless (probably as a result of once Google initial non-heritable sketchup they were hoping to use it to populate the 3d buildings in Google earth). Thus let's get right thereto.

Once you usually understand wherever your website location is sketchup, strike the file tab and roll right down to Geo-location>Add Location... from here you'll be able to search as you'd in Google maps for your web site. As an example if you needed to look for a web site in urban center, you may sort in urban center, PA to start out panning around to search out what you're probing for. You'll be able to additionally enter a selected address if you've got that still.
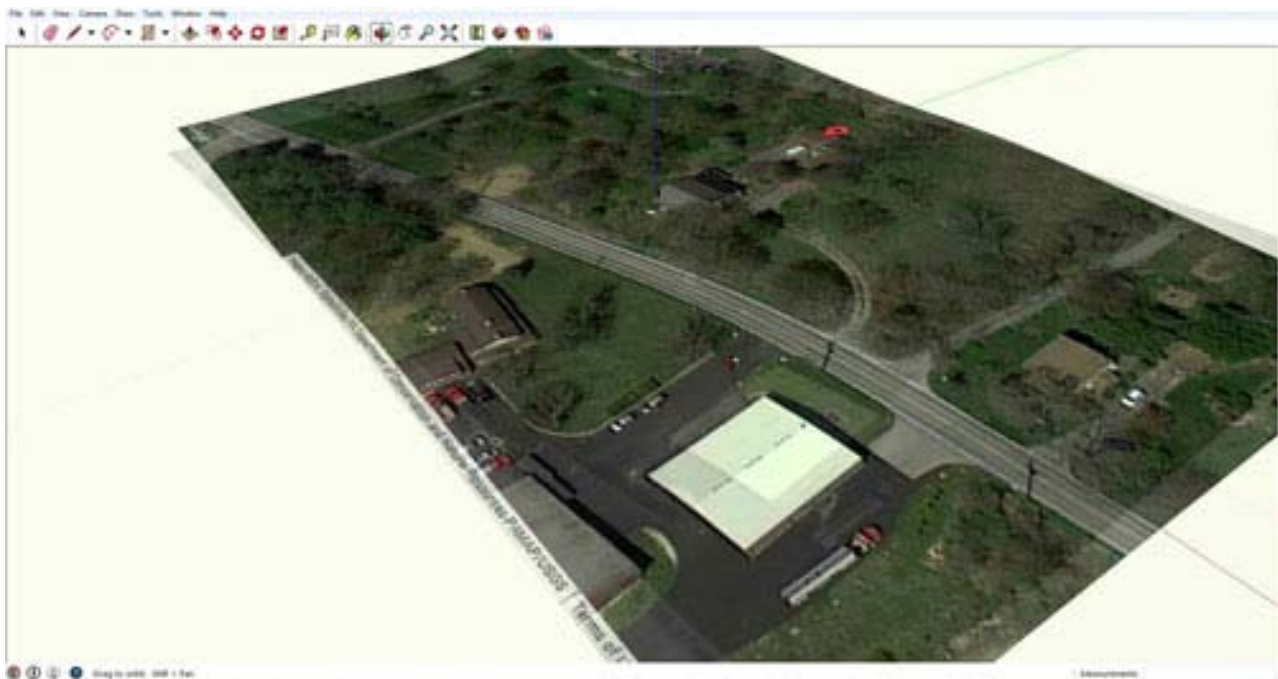
Once you've found your web site, you would like to determine if you would like a lot of discourse (broader) data on your web site or a lot of careful data.

Broader data is that the thanks to go if you don't set up on modeling the positioning, or you're in an exceedingly rural setting with not abundant around to be too involved concerning.

More careful data is useful for the opposite; if you intend on modeling the positioning and/or it's in an exceedingly dense urban context.

Once you've selected what quite data you would like, you'll savvy to line your zoom. A close-up zoom is what you ought to use to urge a lot of careful data and a zoomed-out read is what you ought to use to urge broad data.

Use the pins to vary the realm you'd wish to import to your model. Hit grab once you're happy by your choice to import into your modeling area.
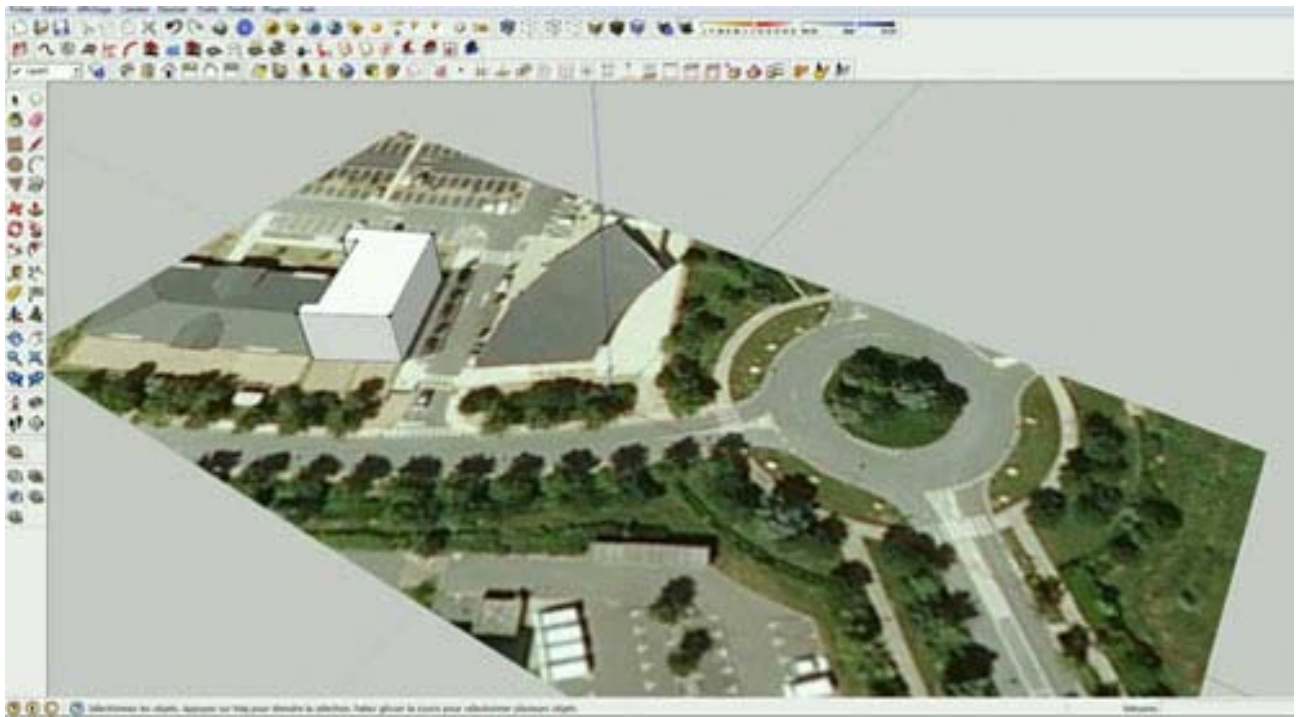
Insert photo into Sketchup

Debamoy Ghosh

In addition to operating with 3D models, Google SketchUp supports regular second photos within the JPEG, PNG, PSD, BMP and TIF image formats. It provides 2 ways in which for mistreatment photos in your comes, as well as mistreatment the image as a texture for Associate in Nursing object and inserting the image anyplace at intervals your model's background. SketchUp allows you to size a picture you utilize within the model's background, and it mechanically tiles a picture once you use it as a texture, if needed. smallbusiness.chron.com has published this news reported by Gabriele Sturmer, Demand Media.

Step 1: Open Google Sketchup and open the project during which you wish to insert a photograph.

Step 2: Select "Import" from the "File" menu. Click the "Files of Type" menu and choose "All Supported picture varieties." choose your picture within the window and so click "Use as Image" to insert the pic as a picture or "Use as Texture" to use the pic as a texture for Associate in Nursing existing object. Click "Open" to open the image in your project.
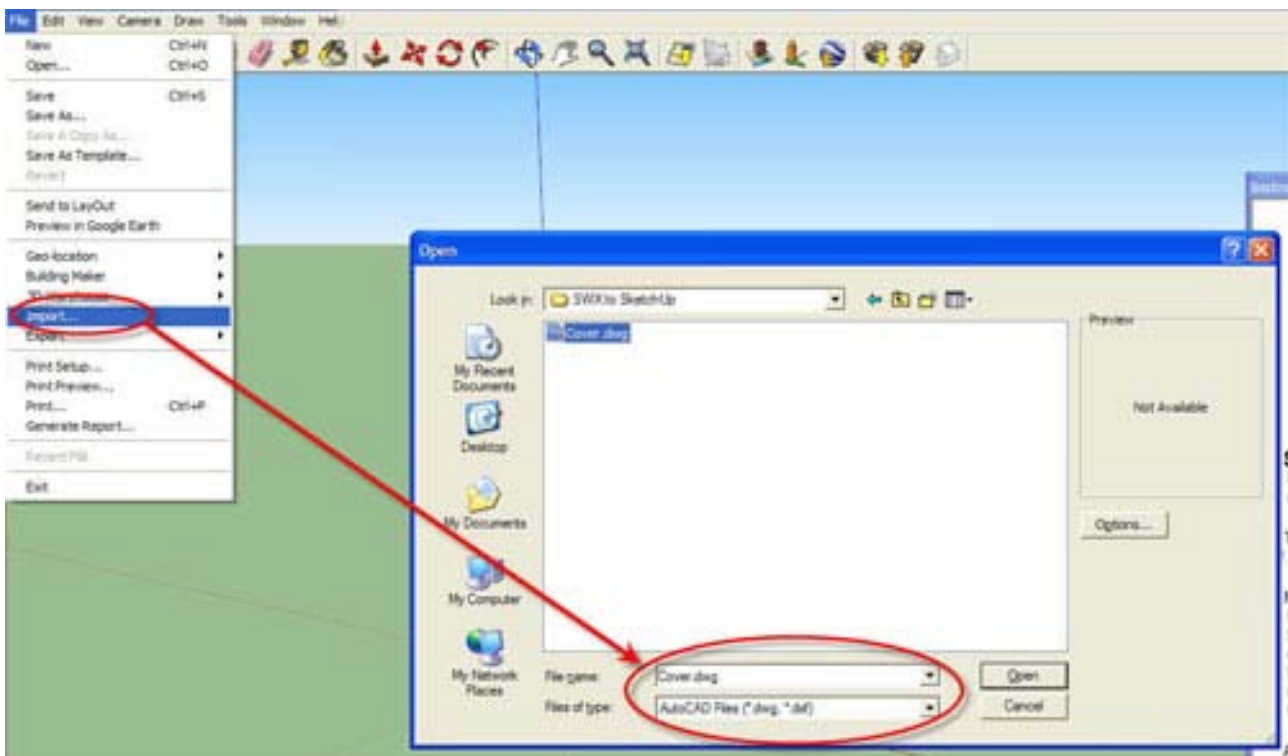
Step 3: Place your mouse over the placement or object wherever you wish to put the image. Click the specified location and so move your pointer inward to create the image smaller or outward to enlarge the image. If you chose "Use As Texture" and therefore the image could be a completely different size or form than the chosen object, the image can seem covered and reshaped on the item.

Step 4: lick the realm once more to end inserting the image in your SketchUp model.

Image Courtesy: katsbits.com

How to upload your Google Sketchup model to the 3d Warehouse

Debamoy Ghosh

The 3D Warehouse could be a large assortment of 3D models that's searchable and, most significantly, free for everybody to use. If you have got a Google SketchUp model you would like to share with the planet, share with simply a couple of folks or simply store on Google's servers for guardianship, the 3D Warehouse is wherever you place it. This text has been written by Aidan Chopra, Google SketchUp eight For Dummies. We tend to bring you the excerpt.

The user can break the models in the 3D Warehouse into two broad categories:

- **Geo-located**: Things in the likes of monuments, bridges, buildings and dams exist in a very specific geographic location. These models show au fait the 3D Buildings layer in Google Earth, and also the 3D Warehouse is wherever they are available from.
- **Not geo-located**: Objects like toasters, SUVs, wheelchairs, and sofas aren't distinctive, and that they don't exist in anyone geographic location. However models of Not geo-located stuff area unit unbelievably valuable for people that build their own SketchUp models.

Follow steps to upload model to the Google 3D Warehouse:

- **Open the model the users want to upload in SketchUp and fiddle around with users view until you like what you see**:
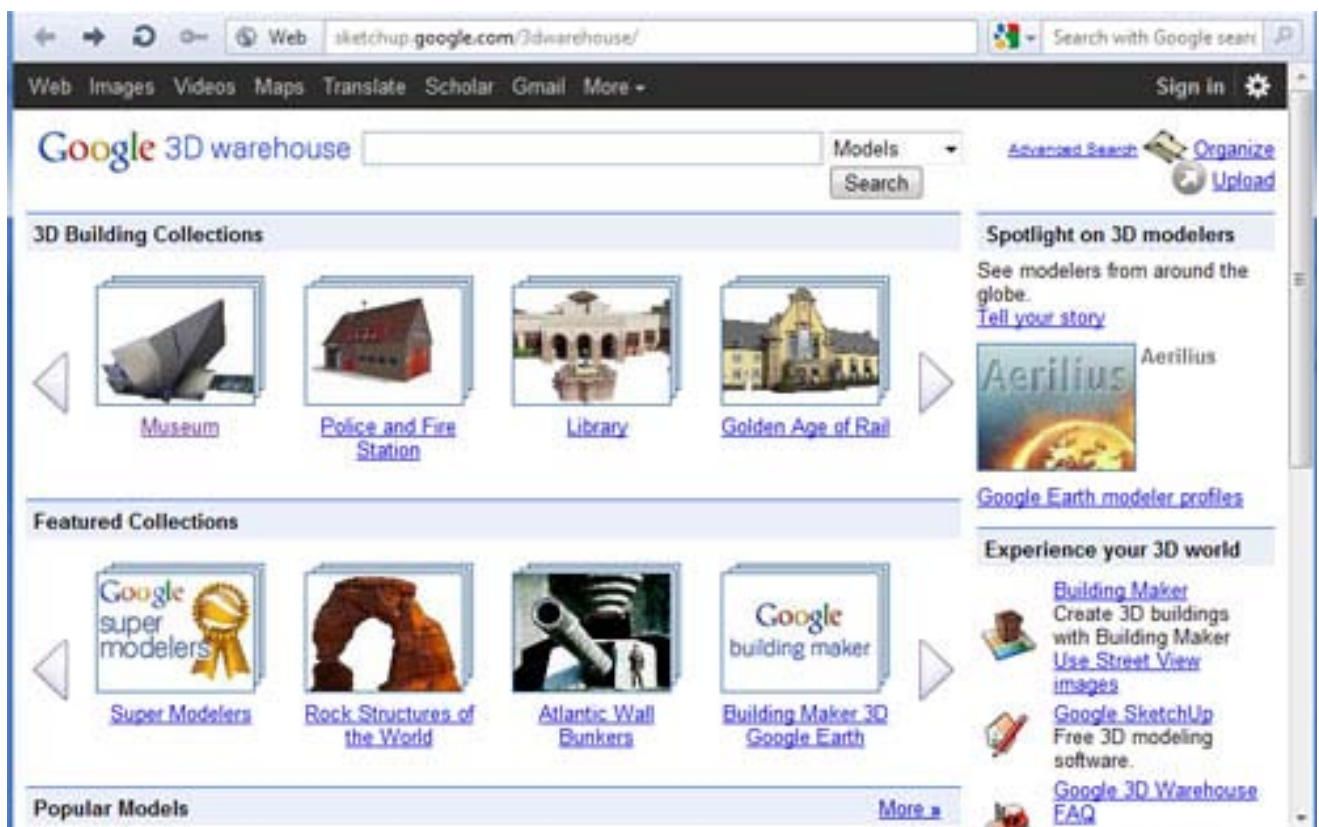
- Now upload the model to the 3D Warehouse, SketchUp mechanically creates an appetizer image that's a snapshot of your modeling window.
- **Choose File, 3D Warehouse, and Share Model.**
- A mini-browser window opens, and it shows the logon screen for the 3D Warehouse. If you would like to transfer models, you would like a Google account. They're free; you only want a legitimate e-mail address to urge one. If you don't have already had one, follow the onscreen directions to sign on.

When you produce your Google account, take care to kind one thing wherever the system asks for a nickname. If you don't, everything you transfer is attributed to Anonymous.

- **Now you can enter your Google account information, click the Sign In button, and fill out the Upload to 3D Warehouse form as completely as you can**.
- **After that click the upload button to add your model to the 3D Warehouse.**
  If everything works properly, the users can see a page with your model on it, along with all the information you just entered

Some powerful architectural 3d modeling programs of the recent time

Rajib Dey : Editor-in-chief

The technology is making a sea change in the functionalities of the various tools & software which are considered as the inherent part of the advanced architectural modeling.

Mobile technology, especially tablets have improved & speeded up the workflow of a draftsman and 3d modeler significantly through advanced architectural modeling. SHIELD tablet with DirectStylus 2 technology is such type of tool that can transform digital modeling process to the next level. The users can generate different kinds of shapes with complete control through the 3d software in the tablet. The users can also know the exact position for touching the screen as well as keep on zoomed out. Thus huge time is saved in operating with fingers.

DirectStylus 2 technology of the tablet facilitates the users to produce and cooperate advanced architectural modeling.

DirectStylus 2 is based on 192-core Tegra K1 processor and it offers the users to print and smoothly and perfectly like a draftsman works. The exclusive angled carve tip on the stylus resembles the sense of a pencil.

The angled tip is soft and moves fluidly across the screen, giving the right pressure sensitivity when modeling objects.

The architects can combine the SHIELD tablet with the 3d printers to generate schematic forms and instantly render them in 3D.

Autodesk's FormIt is another useful architectural 3d modeling program for architects compatible with tablets. With FormIt the architects and designers get the ability to silhouette ideas in the office or on the job site. Building models can be accessed in the cloud through a tablet and on a PC. The designers can make drawing in 3d and save the data in the cloud for future application.

https://www.youtube.com/watch?v=4h8k5LLK0jI

Image Courtesy: howardmodels.com

Take your 3d object modeling practice to the next level with SentiSculpt technology

Rajib Dey : Editor-in-chief

Lithuania based Neurotechnology, having expertise in developing precision imaging software, recently introduced SentiSculpt Software Development Kit (SDK). SDK is based on artificial intelligence and robotics applications and compatible with C, C++, and C# development environments under the 64bit Windows platform.

The designers can use SentiSculpt technology to instantly generate 3d object models from sets of 2d photos which are obtained from diverse angles through the regular cameras as well as smart phones. The models which are produced can be used for various purposes ranging from virtual or augmented reality, video games creation, CAD, 3D printing etc.

SentiSculpt technology can simplify the 3d design process for gamers, designers, animators and other involved in 3d designs.

The process for using SentiSculpt technology is simple and uncomplicated. One has to just snap photographs from various different angles in order that meshes or wireframes and texturing mapping can be generated from point cloud. A 2-5 megapixel camera will be most useful for this process.

With SentiSculpt, the users can experience a superior presentation inside a 3d surrounding. By applying this newest technology, the sculptors will be able to present their work as well as produce virtual galleries. The application developers can also incorporate this technology into their personal projects with some few codes.

Benefits of SentiSculpt

- Wide array of object photos are utilized for generating the 3D object models automatically.
- In place of 3d scanners, off-the-shelf cameras or smartphones are used.
- Recreates point clouds, produces meshes, executes texture mapping.
- Resulting models are presered in widely supported file formats.
- Available as an SDK that is compatible with several programming languages.
- Affordable prices, flexible licensing and free customer support.

Order SentiSculpt SDK online, order can be given through Credit cards, PayPal and bank transfers.

Download 30-day SDK Trial.

Image Courtesy: tenlinks.com

Magazine Details – The Creative team of Sketchup-ur-Space

Started in September 2010, Sketchup ur Space (SuS) was the first online magazine devoted to SketchUp, that unique, innovative 3D design tool from Google. It holistically covers features, events, news, updates, reviews and many tips and tricks.

Rajib Dey: rajib@sketchup-ur-space.com

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.

Manoj Kumar Singh: manoj@jobs2india.com

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.

Abhishek Mondal: abhishek@jobs2india.com

Abhishek is the designer-in-chief of this magazine with the help of his creativity Sketchup ur Space has gotten a classy as well as trendy look...

Debamoy Ghosh: debamoy@jobs2india.com

Pouring the confidence to budding 3D modelers is a challenge, which makes them believe that they can create a universe. I try to bring exciting stories that not only riveting read but put them the right technical path. After all, every right action needs believe and determination for fulfillment.