

SKETCHUP -UR-SPACE

June 2016

COVER STORY

Working with Solids for
3D Printing
- **Belen Fernandez Franca**

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“Spin It To Win It”
Cadman Report Tools for Sketchup
How To Render Additional Lighting Passes
Using The VrayLightSelect
- **Ismail Rebbane**

BLOGS

Ropefall for Sketchup – A newest sketchup extension

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ArtVPS introduced SHADERLIGHT 2016 (4.1)

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TIPS AND TRICKS

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with sketchup and vray

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A letter direct from the editor desk highlighting on June edition

We have just published the June edition of sketchup ur space. The editorial team of sketchup ur space has written an exclusive cover story on various energy analysis plugins for sketchup. The energy analysis plugins play an important role in creating improved sustainable designs and analyze model efficiently.

In article section there are five exclusionary articles. The first article is presented by Belén Fernández Franca, a renowned technical architect and sketchup trainer. The article sheds light on some handy sketchup tips for 3d printing with sketchup.

The second article is submitted by Ismail Rebbane, the 3d visualization expert. This article is based on rendering additional lighting passes through Vraylightselect render element.

The other three articles written by the editorial team of sketchup ur space. In these articles, the first one is about an exclusive contest on 3d sketching app. 3d sketching app is a smartphone & tablet based 3d sketching app that includes some powerful brushes to generate 3d lines, shapes as well as uniform models with a simple mouse click. The second one highlights the features of Cadman Report Tools For Sketchup. It is a useful sketchup extension that supports sketchup 2015 and sketchup 2016.

The plugin is used to associate and manipulate information on components in their models determined with an easy to use CSV spreadsheet. The last and final article speaks on 3d warehouse tools for sketchup, an excellent sketchup extension. This sketchup extension is compatible with SketchUp 2014, SketchUp 2015, SketchUp 2016. It is used to assess (nested groups, model size) & deal with the sketchup models as well as reduce any irrelevant lines, marks before uploading them to 3D Warehouse.

The tutorial section is enriched with an outstanding tutorial by Chaos Group. The tutorial teaches you how to render exterior of a house with Vray lighting keeping modeling, lighting and editing parameters of materials as it is.

In blog section, the readers will get information on some newest sketchup extensions like ropefall for sketchup, window+ for sketchup and meshwrapper tool for sketchup. The ropefall sketchup plugin can rapidly develop and design the model of realistic ropes, cables, wires with physics simulation. The window+ sketchup plugin allows the building designers to generate and edit nice looking and symmetrical rectangular windows. The meshwrapper sketchup extension consists of a wide array of tools to develop an outer shell all over 3d geometry. It will streamline the for process for creating models and produce an uniformly dispersed surface mesh around the object.

In news section, the readers will get latest updates on various on some upcoming sketchup plugins as well as v-ray for 3ds Max.

I Hope, our readers will enjoy this issue as usual.

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 Ahmed Maher, Teaching Assistant, Architecture and Urban Design Program in GUC.

Interviewer: Rajib Dey (Editor-in-chief)

Please make your brief introduction.

My name is Ahmad Maher, I'm from Cairo, Egypt. I am a Teacher Assistant in German University in Cairo - Architecture department, Authorized Instructor for Trimble SketchUp The first in Egypt and Autodesk certified Instructor. I am also Instructor in CADMasters training Center in Egypt.

For more than 9 years now SketchUp is my main tool for design and visualization, either for Training.

You work as a teaching assistant in Architecture and Urban Design Program in GUC. Tell us something about your professional life.

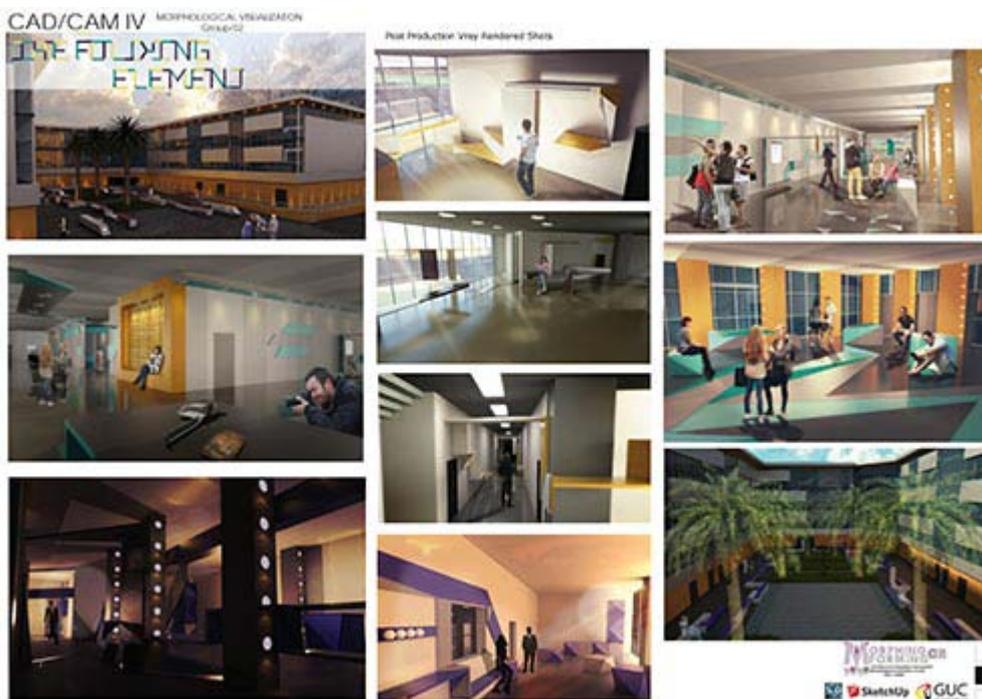
I am interested in the world of Education, Active Learnings and Architecture, and I trying hard to integrate the Computerized vision in Architecture Learning based on the rational aspects of the world Architecture Community hierarchies. So here in GUC we try to focus on parametric modelling and how to teach the students different ways to use the software in Architecture visualization, specially in our Course "CAD-CAM".

How sketchup streamlines the Architectural and Urban Design Process?

In GUC, it is the first time here to mix the Sketchup, Vray and lumion in Design conceptual methods, so we established "The Morphological visualization Track" with Architectural competition "Morphing or Forming" which is to prepare students for modelling architectural geometry through the development of parametric schemes for architecture. They have to redesign the unused spaces in the campus by Morph it or they should Form anew masses for the new buildings.

When did you first discover sketchup?

My first contact with sketchup was in 2006 it was in my college, Architecture department i felt that i have to find a software to draw my sketches and design and i found that Sketchup is the best way to create 3D models in easy way, so I started to master it by self learning, after that and in 2010 I started my career in Teaching it in the university and in the training centers.



How does sketchup impact your workflow?

SketchUp Pro is rewriting the stigma that CAD programs are hard to use. The layout of SketchUp Pro is very intuitive and easy to use, even for the least knowledgeable CAD designers. The added bonus of the 3D Warehouse is a great resource as you'll have constantly new models and symbols to choose from and work with. Although support only lasts for a year, and architectural tools are not plentiful, SketchUp Pro is still a wonderful program for designing and editing 3D models and designs. and we can also use vray or any other render engine or stand alone software to render the outcome of Sketchup.

The latest version of sketchup is sketchup 2015. Provide your valuable feedback on this latest version of sketchup.

SketchUp is owned by Trimble Navigation, best known for their GPS products. They purchased what was formerly Google SketchUp from Google in 2012, and since then have dedicated efforts to ensuring the much-relied-upon SketchUp software continues to reign as a top choice for architects, engineers, building developers, interior decorators, moviemakers — and those just looking to have plain old fun with design technology. New features make it easier and faster to create, access, share and collaborate on 2D drawings and 3D models. SketchUp 2015 offers 64-bit support for Windows or Mac, while IFC file import capabilities allows back-and-forth sharing of IFC files between SketchUp Pro and any other application.

GUC is organizing an exclusive event on Morphological visualization with sketchup. Please tell us something about the event.

Yes, as i mentioned before this is the first time here we work on an Architectural competition in the educational curriculum, so we found the "Morphing or forming competition" which is mainly refers to how the students could use their campus spaces to modify, morph and redesign the unused one. We have another track its about interactive Architecture named "Responsive Prototyping track", it is a magnificent experiment to enhance the computerized Architecture vision of students.

How sketchup will evolve in near future?

I think its the time to develop Sketchup as a BIM tool which is a great system to draw and design, and i want to see anew systems of parametric modeling like Grasshopper Plug-in for sketchup.

Is there anything else you would like to focus on sketchup?

I want to say that sketchup is a magnificent tool to design and create 3Ds in minutes, so it must be considered as one of the best softwares in the world.

What suggestions do you want to provide to the newbie urban designers and architects?

Passion

If you can be excited and willing to get out of bed in the morning to be an architect and happy to put in the hours and hours of hard work then you are off to a good start. You will become a person that thinks about architecture all day everyday, as it dominates your mind. If this is something you already feel, then you are in a good place, and work won't seem like work at all!

Creativity and passion for design

If design gives you a real buzz and you love to get creative then architecture is a great field for you. Tie that in with some of the skills below you will smash it as an architect!

Problem solver

Working in architecture is a constant puzzle. You must be able to identify a problem (preferably before it arises) and find a suitable solution to address the problem. A problem solver with a curious mind – questions everything... how can this be improved, how will this work, how does this go together...?

Be patient – it takes a long time to learn this trade – and you never really know it all. The benefit of this is that if you keep on learning all the different factors of an architects role, you shouldn't really get bored, and amongst it all you will find the part you love.

Resourceful

I consider it to be really important for architects to know the information they need, and have the initiative to go and find it. When you reach a stumbling block, instead of just giving up it is important to be able to find the resources you need to solve the problems you face.

Technical knowledge

An enthusiasm for the technical side of things is an advantage. A bit of maths, physics and IT will help – as architecture is not just about design. Implementation of your design and ideas in order to make something that produces functional design solutions and can actually be built requires technical ability.

Communication – and listening...and persuasion

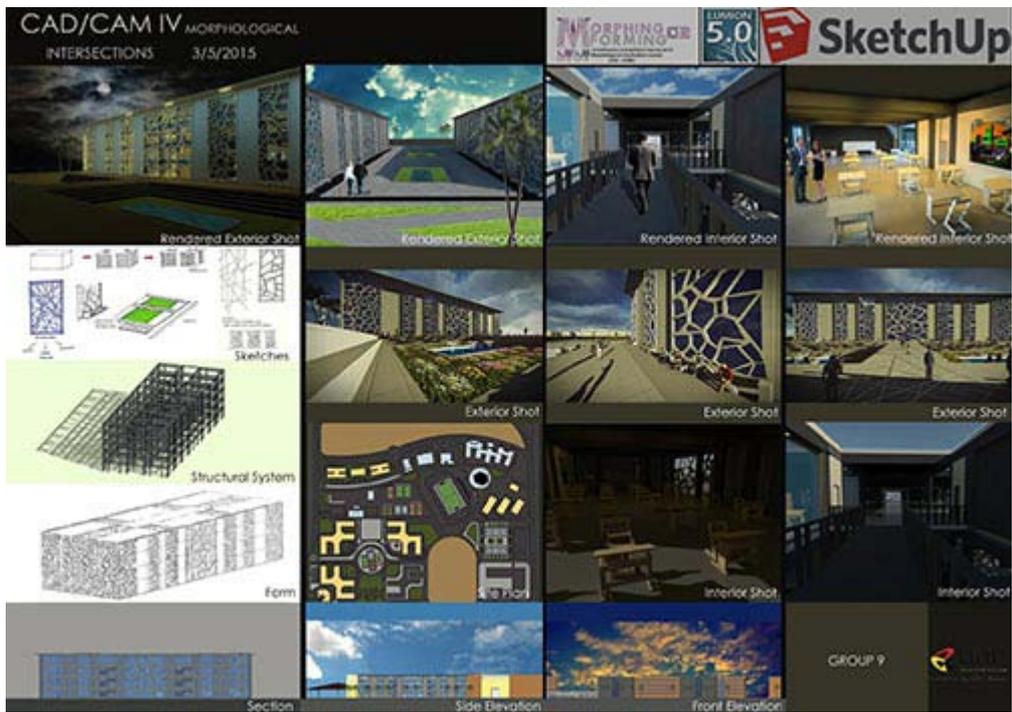
You are going to be working with clients from different background with different goals and requirements and you have to be able to communicate with the client effectively. You will need to be able to listen and understand what your client needs, and often put those needs before your personal tastes, or be able to integrate the two together.

There is a lot of negotiation in architecture, whether you are persuading your client that your design is suitable for their needs or communicating with planners who don't want to approve your proposal. Either way, it is important to have good people skills to get the job done.

If you don't have all these qualities there are always actions you can take to improve your ability to become a great architect.

How do you evaluate our magazine?

It's very helpful Magazine and one of the best Magazines of Sketchup users in the world, the criteria and it could be a next generation of worldwide media announcement about the up comings in Sketchup.



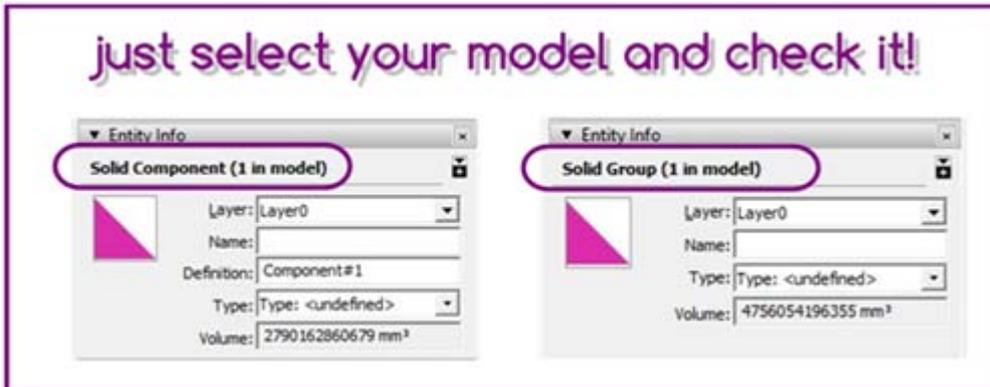
Working with solids for 3D printing

[Belén Fernández Franca](#)

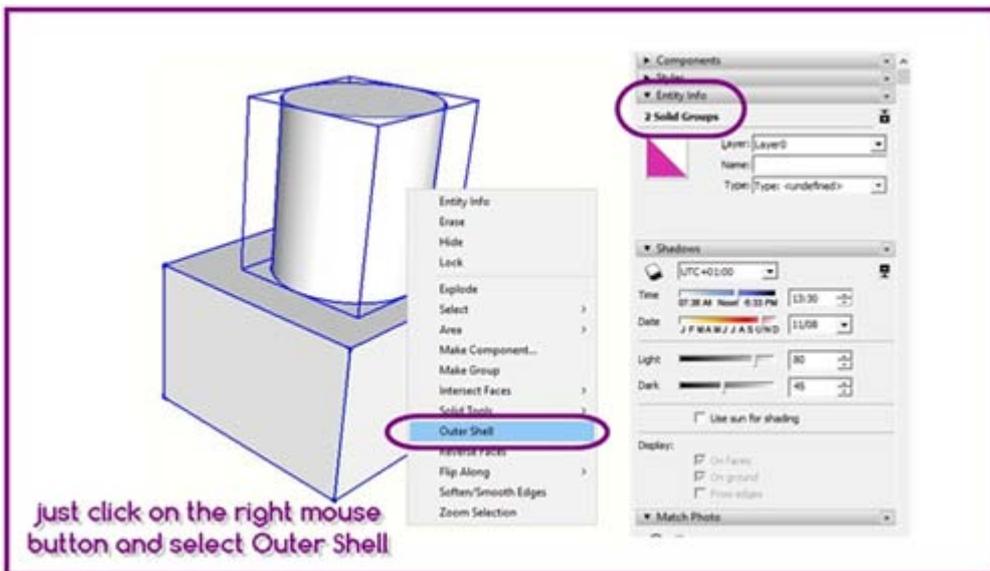
I'll tell you about some design tricks with SketchUp for 3D printing. You have to aware that it is not the same to model for rendering, than to model for 3D printing. All models that are to be printed must be solid elements.

So what is a solid? A solid is an object where all their edges start exactly from two planes, thereby generating a totally watertight element.

In SketchUp only the groups or components can be solid elements. So make sure that your model is a solid group/component from menu WINDOW / ENTITY INFO.

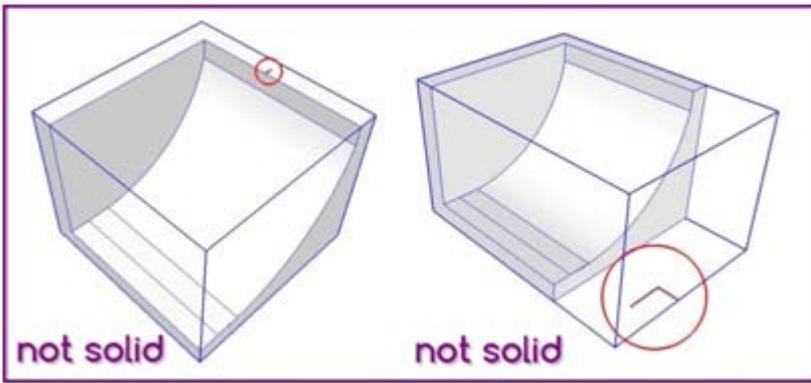


When you want to join several groups or components into one, you must combine them with the OUTERSHELL tool. This is the way to turn them into a single solid. And remember that you should not create subgroups, just make an Outer Shell.!

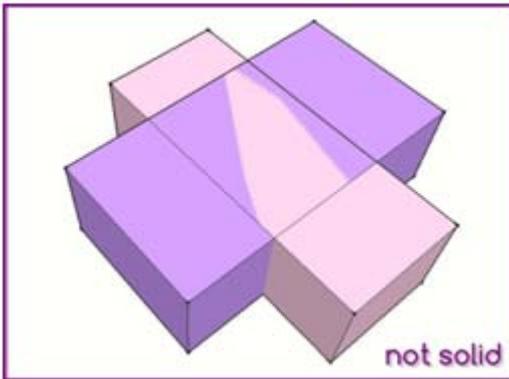


The most common modeling errors we find when we work with solids are the following:

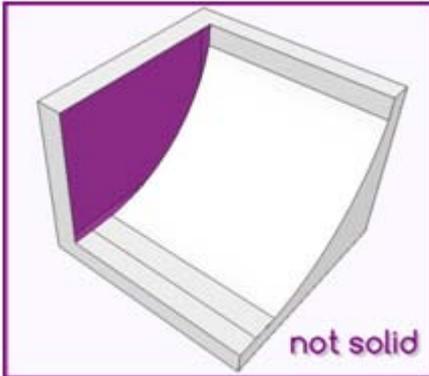
Having disconnected edges or edges outside the geometry of the group/component.



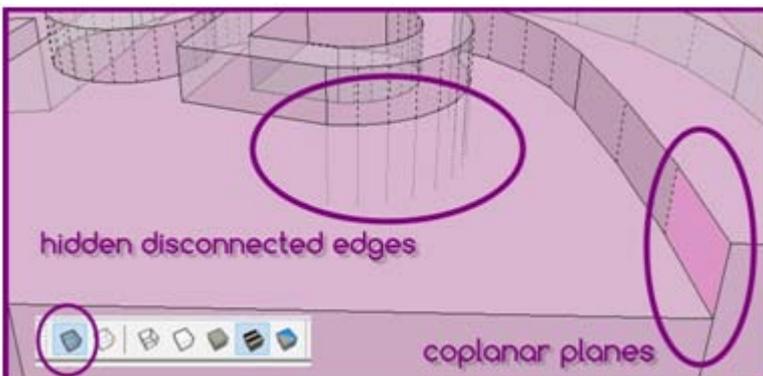
Having surfaces with coplanar planes.



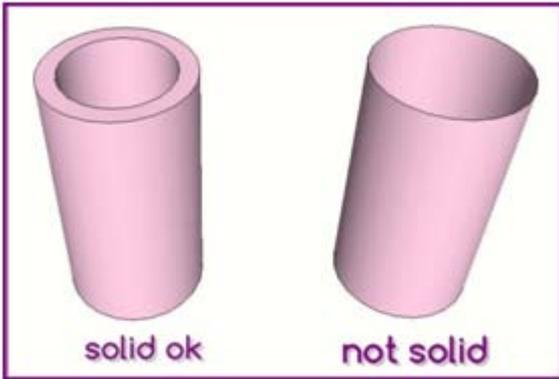
Missing planes which cause the geometry to not be continuous.



To view and correct these errors, I recommend that you activate the hidden geometry from the VIEW/HIDDEN GEOMETRY menu, this also enables the display transparent mode from Styles Icon. Remember to use the Guides to draw auxiliary lines; they will not be exported in your STL model.



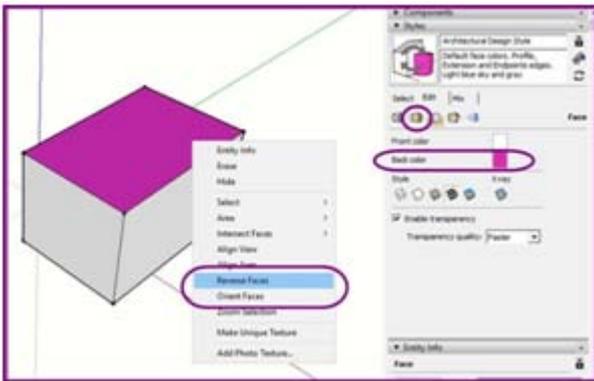
Another important rule is that your model cannot have planes without volume. I recommend you draw planes with a minimum thickness of 1 mm, because most of 3D filament printers ignore inferior thicknesses and they are not printed.



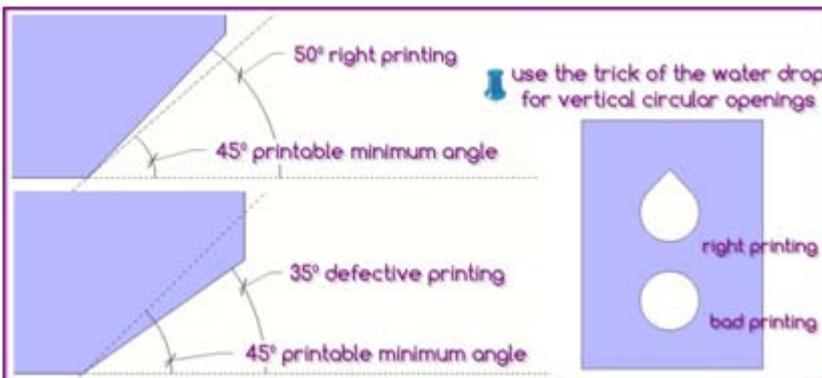
To avoid problems in 3D printing, make sure your planes are well oriented. The normal of the plane must always look outside.

To detect this error quickly ... just change the default back color of the plane to another vivid color, so you can see in an easier way, the plane orientation as you draw. You can do it from STYLES / EDIT / FACE SETTINGS window.

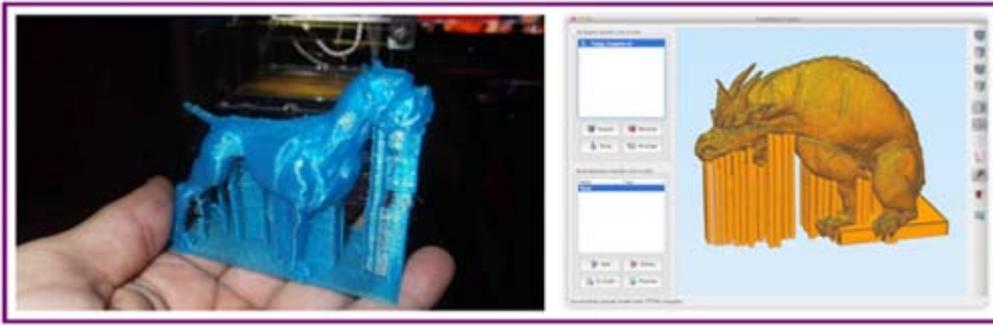
If you have a reversed face just click on it with the right button and select REVERSE FACES, and if you have several reversed faces, select a well oriented plane and click on it with the right button and select ORIENT FACES.



If you are working with a filament 3D printer, keep in mind that not all forms are printable. If your model has overhanging geometry, you must maintain a minimum angle of 45° in order that the filament does not fall by gravity. If the angle is less than 45° you will have to add supports as a formwork mode.

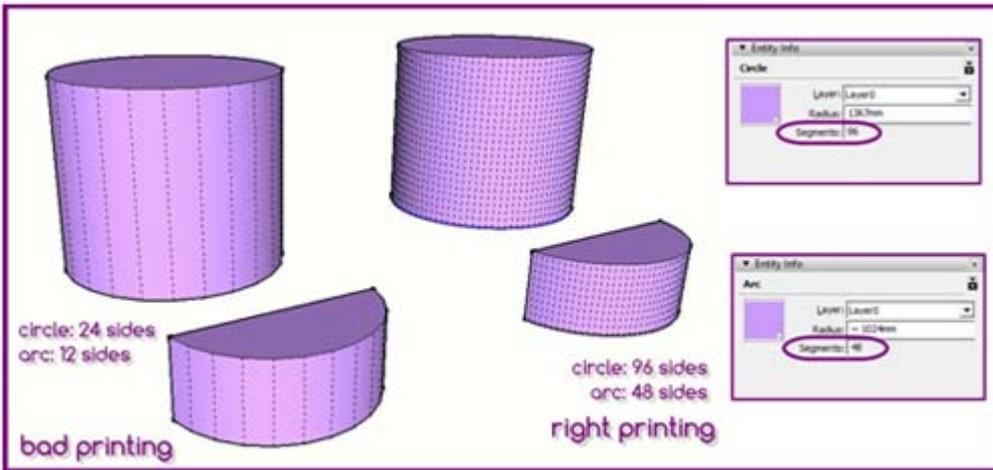


These supports can be done with other free software like Slic3r, Cura or MeshMixer.

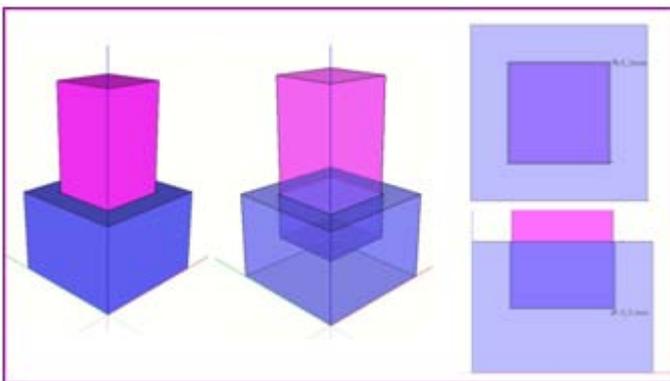


It is also important to remember that the print size is directly proportional to the resolution, this means the greater the print size, the higher definition and better finish.

Do not forget to increase the number of sides of your circles and arcs so that they appear correctly when printed. You can control the number of sides from ENTITY INFO window.



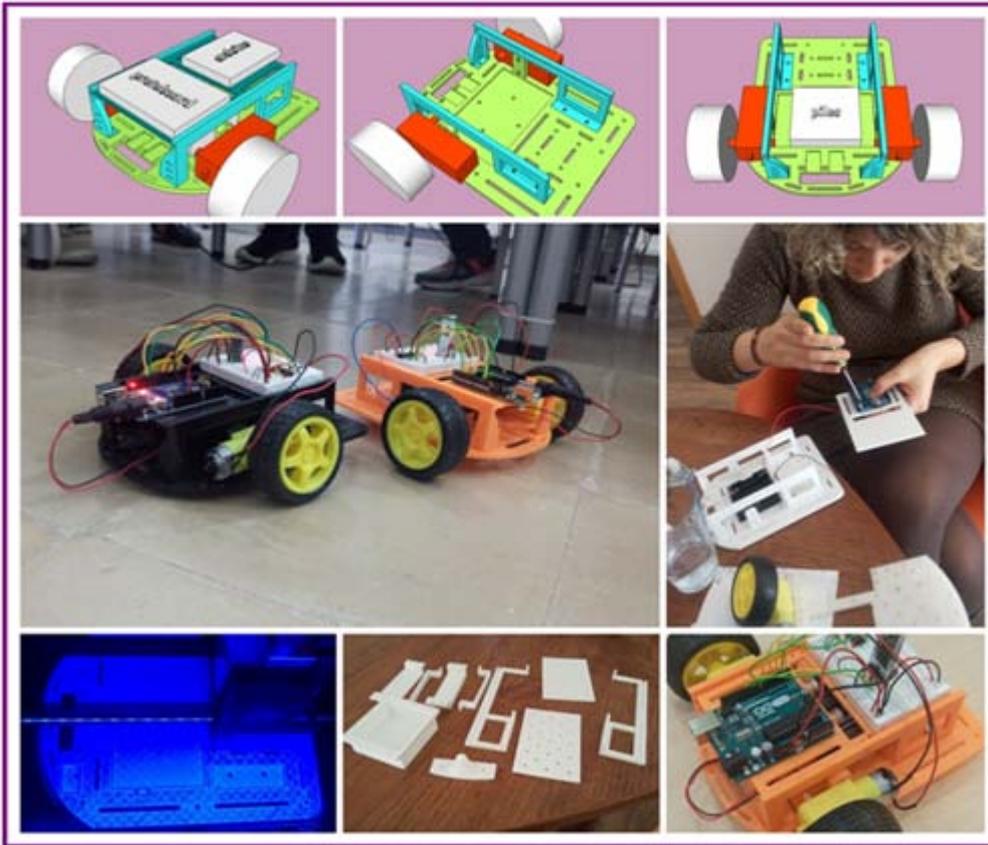
The last thing to mention is, if you have pieces assembled in your model you must keep an equidistance of 0.3 mm between them, so that pieces fit well...!



To end this article, I'll show our latest project with SketchUp and the 3D Printer.

His name is Xuxesbot and it is a remote control robot that is designed with SketchUp, programmed with Arduino, and controlled by a smartphone.

We use the Xuxesbot in a workshop with children from 11 to 15 years. We did it with my colleague Oriol Blas Guinovart, at the Punt Multimèdia (www.puntmultimedia.org) center where we work in Barcelona.



The truth is that it was a fantastic experience; both the children and us learned a lot from the experience and had fun... We will repeat for sure!

Belén Fernández Franca

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“Spin It to Win It” – An exclusive 3d modeling & 3d printing contest by Shapeways & Gravity Sketch

Rajib Dey - Editor-in-chief

Gravity Sketch, located in London, has introduced a smartphone and table based 3D sketching app. There are a slew of powerful brushes which can be used to coherently produce 3D lines, shapes, and uniform models with a single click.

In this regard, the well-known 3D printing service bureau Shapeways in collaboration with Gravity Sketch has organized the “Spin It to Win It!” contest, to use the full potentiality of the 3D sketching app. The participants have to apply the 3D sketch app to generate an exclusive and innovative model of a spinning top. The last date of Submissions for the “Spin It to Win It!” contest will be by June 23, 2016.

The judge panel will include representatives from Gravity Sketch and Shapeways, who will be liable for choosing the top eight designs on the basis of uniqueness and creativity, perceived physics, aesthetics, and the best application of the Gravity Sketch app. As soon as the top eight designs are chosen and 3D printed, they will be published on Facebook Live (<https://live.fb.com/>). The top three spinning designs will then be nominated by the judge panel, which involves Shapeways Community Manager Andrew Thomas, designer and Shapeways shop owner Dalton Bissell, and other assorted members of the Gravity Sketch team.

During the first round of the competition, the top eight selected designs will be 3D printed by the service bureau, then, the top three designs will be decided upon and awarded with the prizes. The participant ranked with first position will obtain \$100 in 3D printing credit, while the participants ranked with second and third position will be awarded with \$50 and \$25 in credit, correspondingly. These three winners will be selected and revealed throughout the week of July 11, 2016.

As a rule, competitors should download the 3D sketching app on their iPad (itunes.apple.com/app), the app itself supports iOS 8.0 or higher versions. Next, just use the ground-breaking features offered on the Gravity Sketch app to generate a unique spinning top design, which must be uploaded to Shapeways via your account upon accomplishment. Finally, all the entries must be distributed on your Shapeways product page under the tag ‘GravitySketchTop2016’. Each participant has to abide by the guidelines (<http://www.shapeways.com/contests/spin-it-to-win-it-with-gravity-sketch-and-shapeways>) prior to participate in the competition. The Shapeways users who come from United States or the United Kingdom, will be eligible to participate and all the entries must be purely designed with the Gravity Sketch app.



Image Courtesy: twoguysandsomeipads.com

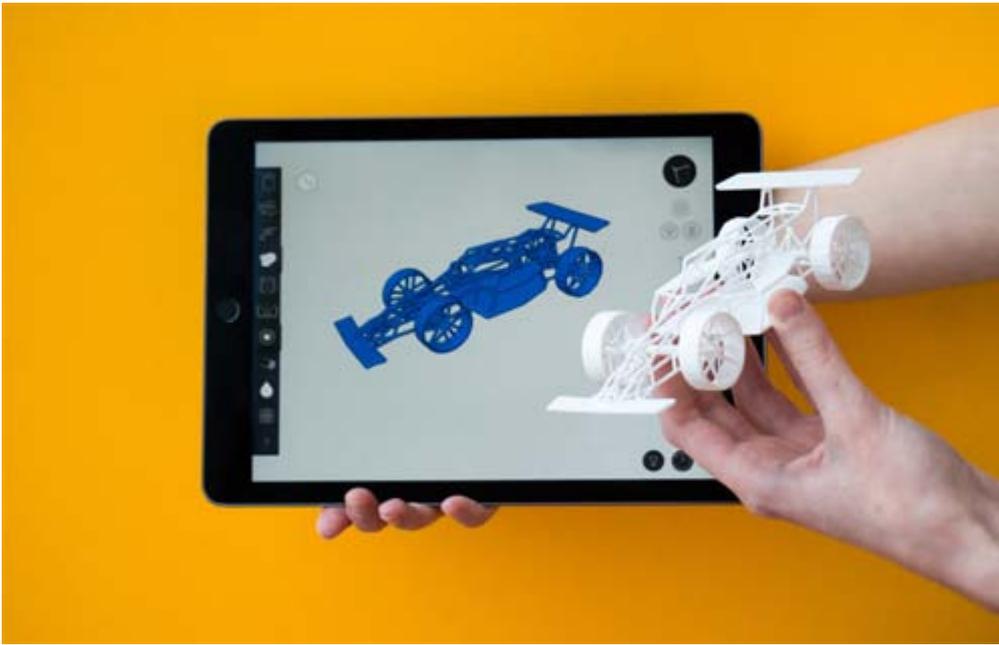


Image Courtesy: thingser.com

Cadman Report Tools For Sketchup

Rajib Dey - Editor-in-chief

Cadman develops another useful sketchup extension that is called Cadman Report Tools. This sketchup extension supports sketchup 2015 and sketchup 2016.

Report Tools facilitate the sketchup users to associate and manipulate information on components in their models determined through a simplified CSV spreadsheet. It offers various methods to watch, control and report design information out of a model.

The Cadman Report Tools characterizes attributes on files and components. They read from a CSV spreadsheet having headers and rows of values. The FIRST COLUMN should include a component name or a sketchup filename. The rest of the columns provide information required for each component in the inventory, as for instance cost per unit, power requirements, product numbers suppliers, availability etc.

A simple CSV Header Data file contains two rows. The upper row belongs to the Headers or category fields for every sequential row. The upper row of values is utilized by the labeler to develop the Input dialog, and the second row of values is the default values for the dialog box. The Cadman Report Tools are designed to get input from any CSV file.

Three sample header files exist in the user Plugins/ Cadman Report Tools folder to start your work. The tools read from this Header & Data file to produce forms and reports.

The plugin offers the following Tools:

Generate Report- Creates a report from a user specified dictionary (from drop down list)

Color and Sizes Report- Produces a report of colors (materials) and component sizes (x,y,z)

Batch Label All Attributes- Allocates attributes to components on the basis of a chosen spreadsheet

Make Individual Attributes- Separately allot attributes to components on the basis of a chosen spreadsheet

Product Page URL- Facilitates to choose a component and begin a website from the related attribute

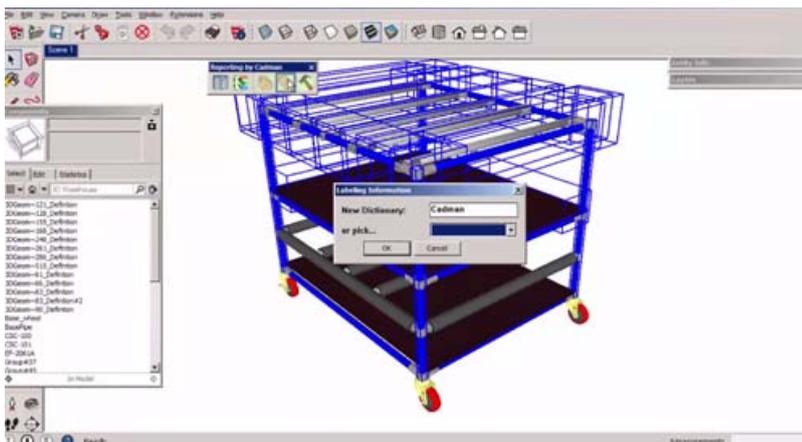
Model Info Report- Creates a text file concerning all layer names and component names inside a file or selection

3D Library- Exports all components in the active file to a 3DLib folder under the existing model

Remove all Attributes- Purifies a dictionary out of a file and all its components

Download [Cadman Report Tools](#)

<https://youtu.be/UhbFwLJeHTI>



How to Render Additional Lighting Passes Using the VrayLightSelect

[Ismail Rebbane](#)



Image Courtesy: cgalter.com

Working with Multiple passes opens new possibilities for perpetual ∞ creative solutions.

In this Video, You'll learn one of these solutions that saved my day once:

1. Rendering a New Additional Lighting pass using the VrayLightSelect
2. Compositing The VrayLightSelect, GI, Reflection
3. How to Blend the VrayLightSelect and GI using the Raw passes?

<https://youtu.be/--mb6rzDDjA>

Why Rendering Additional Lighting Passes?

One word, to **save time**, That's two words!

Instead of re-rendering the image with It's component (Materials ..GI.. etc) we could cut the fat and render only a specific lighting pass.

Lighting passes are **direct light**, which means we don't need to re-render Indirect Illumination nor the Shaders.

It can be a slow process to render everything from scratch. Imagine 5000 frames!

Links and Resources Mentioned in this Episode

- [CGalter Resources](#), All you need to get started with Multipass Compositing
- Music Used: [haircuts for men](#) and [twinmusicom](#)



Image Courtesy: youtube.com and Ref: cgalter.com

3D Warehouse Tools for Sketchup

Rajib Dey - Editor-in-chief

Cadman develops 3D Warehouse Tools for sketchup. This sketchup extension supports SketchUp 2014, SketchUp 2015, SketchUp 2016.

There are a plethora of tools which are used to evaluate (nested groups, model size) & handle the sketchup models as well as eliminate any irrelevant lines, marks before uploading them to 3D Warehouse.

Show Nesting Levels is a visual method for assessing the structure of a selection or the complete model. It generates a layer for each nesting level that is organized in the selection and arranges the model display to Color through layer. The layers apply customary AutoCAD colors: red-1, yellow-2, green-3, cyan-4, blue-5, magenta-6, silver-7.

Save Screen Image facilitates the users to create the model directly in SketchUp, then occupy the screen as a jpg file for communication and further assessment. It saves the image in the similar folder as the model. Save images whenever required with the review, the images are numbered in sequence for the users.

Model Report is used to preview information on the selection or the complete model. The Top Level Information illustrates the number of components and groups at the first level while editing the component (this is the red level). The second half of the report illustrates the total polygon count, useful for ascertaining model simplification.

The **Quick Check** menu item counts all the unnecessary elements in the model (on the basis of the 3D Warehouse checklist) and focuses them for examining visually.

The **Count Stuff** menu item allows the users to count just one type of element in the model as well highlight it for the users as well.

The **3D Warehouse Cleaner** allows the users to select the things to be eliminated from the model (on the basis of the 3D Warehouse checklist). The default is all items. You will be provided with a summary and view all the items disperse from each dialog, streamlining the model.

Link for download [3D Warehouse Tools](#)

https://youtu.be/LOblmEA_IJM

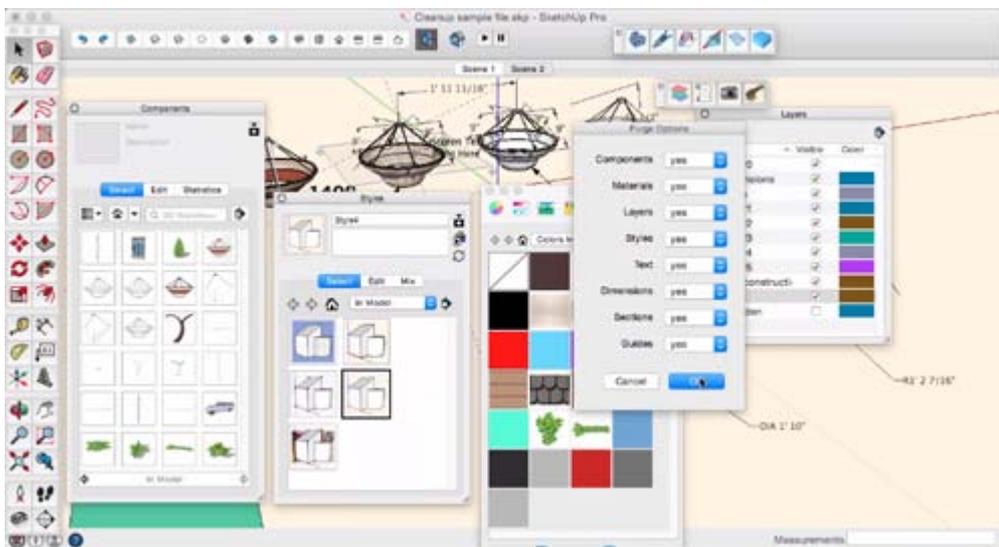


Image Courtesy: youtube.com

Ropefall for Sketchup – A newest sketchup extension

Rajib Dey - Editor-in-chief

Balazs Torma develops Ropefall for sketchup. The plugin supports SketchUp 2015 and SketchUp 2016. This sketchup plugin is used to develop and design the model of realistic ropes, cables, wires with physics simulation instantly.

The algorithm simulates a rope that drops downward to bottom through a custom spring based physics model. The two ends of the rope won't go down as they are fixed. The falling rope is obstructed by hurdles in the way.

1. Turn on the line tool and sketch a polyline characterizing the preliminary shape of the rope.
2. Turn on the select tool and choose the polyline.
3. Click menu Draw → Ropefall → Fall.
4. Identify rope parameters and click the 'ok' button to begin simulation.
5. Wait unless the simulation is finished or discontinue it with the Esc key.

TIP: The simulation process can be more speedy if hiding parts of the model that (presumably) does not block the rope from falling.

One can use a free version for three days as well as purchase a licence for USD 15. See www.sketchrope.com for further details.

<https://youtu.be/jsuev-g-Xq0>

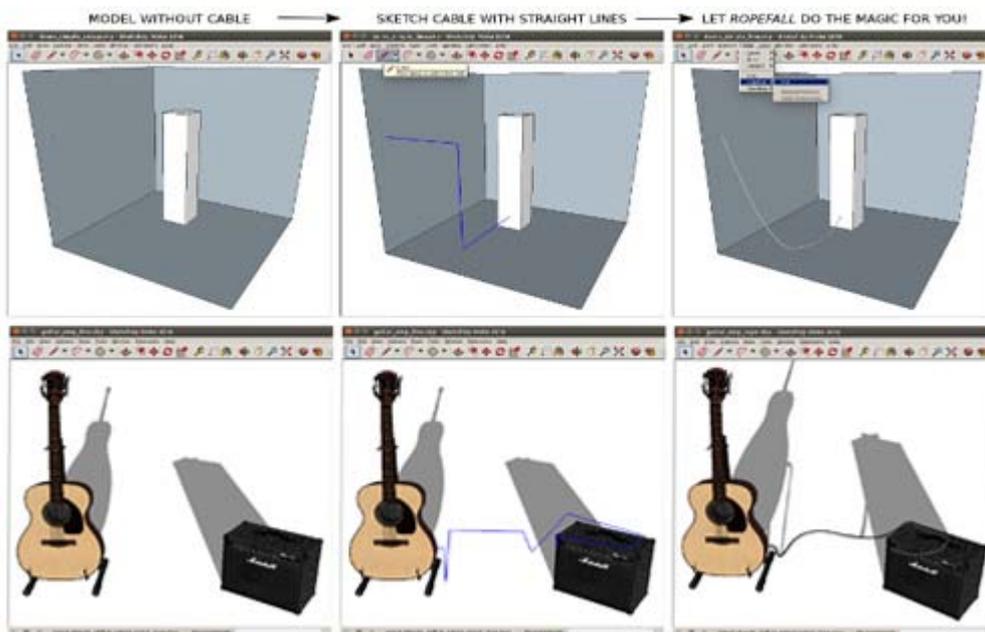


Image Courtesy: sketchrope.com

Window+ - A powerful sketchup extension to add windows to the building models

Rajib Dey - Editor-in-chief

Window+ is specifically designed for building designers to facilitate them to easily produce and edit good-looking and symmetrical rectangular windows. With Window+ the designer gets the ability to generate any rectangular window layout as well as measure the profiles to fit the detailed profiles with the manufacturer's data.

Like this the windows appears to be adjacent to the actual windows, particularly if Sketchup's effective texture 'paint bucket' tool is applied to provide a finishing touch. The users can also draw out profile length similar to BIM object data and glass area.

Window+ is originated from WinDoor (a free sketchup extension developed by Francis). Window+ is completely revised with superior and more robust algorithms for developing & editing all windows. You can use this sketchup extension to include windows to your building models.

Download [Window+ A powerful sketchup extension](#)

<https://youtu.be/bp91Hb29XYo>

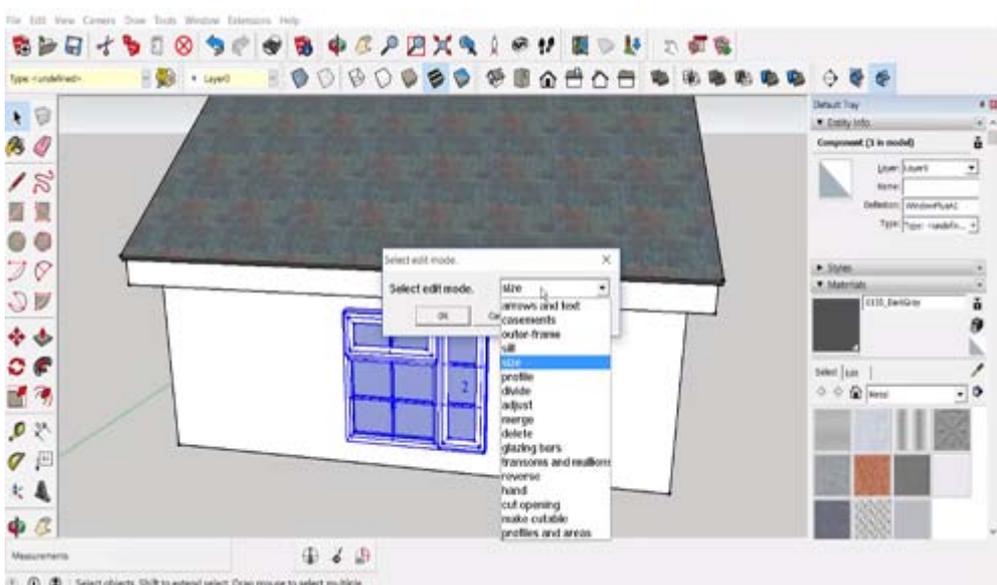


Image Courtesy: youtube.com

MeshWrapper Tool – A useful sketchup extension for mesh modelingp

Rajib Dey - Editor-in-chief

Cadman introduces MeshWrapper Tool for sketchup. This sketchup extension contains a slew of tools to generate an outer shell all over 3d geometry. It will streamline the model and produce an uniformly dispersed surface mesh around the object.

The Wrap Objects tool sets an even grid mesh around an object(s). The dissimilar grid projections are each a group inside a complete MeshWrapper group. Every grid mesh is controlled with a quad faces, and is well-matched with quad face tools.

Choose the object(s) to be wrapped with a mesh. Then fulfill the Gridding Options dialog:

The Grid spacing size. If this number denotes a negative number, the lengthiest dimension of the object(s) will be subdivided by that number to establish the grid size.

The mesh projection style, both all around (surround), Top and Bottom, Front and Back, or Right and Left.

The Shard filter identifies a grid edge multiplier. Once an edge's length surpasses this multiplier, its triangle is removed of the final mesh.

Stitch edges: The subgroups of the mesh are isolated from one another, but their perimeter grid cells are rectified to fit with each other as soon as the Stitch edges variable is set to 'yes'.

For more features, visit extensions.sketchup.com

To learn the functionalities of this sketchup extension, go through the following youtube video tutorial.

https://youtu.be/Mk7_ZbumIUQ

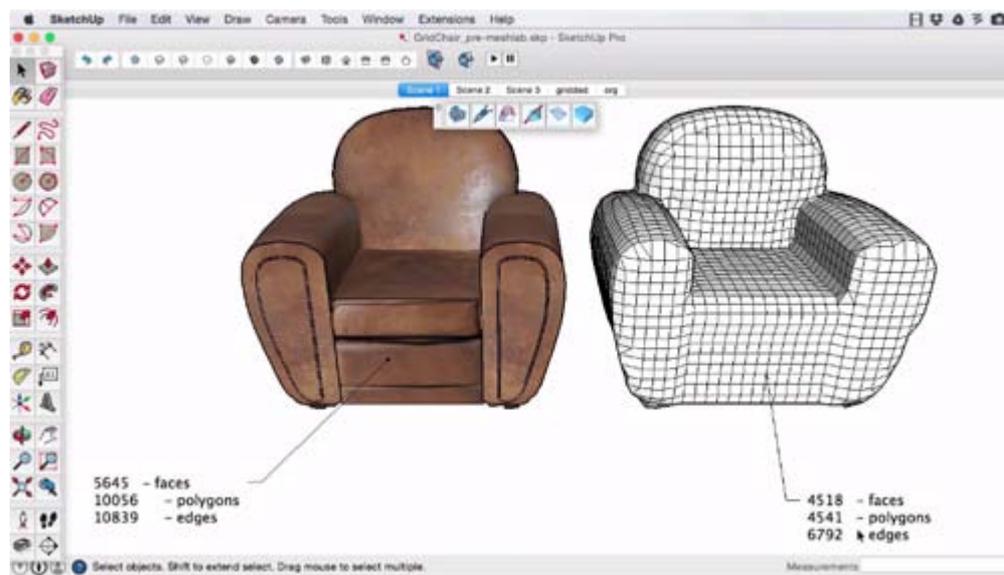


Image Courtesy: youtube.com

How to set up and light a sketchup exterior scene with sketchup and vray

Rajib Dey - Editor-in-chief



Image Courtesy: vizpark.com

This tutorial will provide step-by-step guidances for setting up and adding light to a sketchup exterior scene through a HDRI Skydome and Vray. In order to obtain superior result, the focus should be given on the following points :-

The VP HDRI Skydomes contain a very high dynamic range to produce sharp sun shadows efficiently. It is possible to apply compelling and colorful lighting into your scene with some simple mouse clicks.

There are usually two primary steps - Initially load the Hdri skydome as per your choice and then fine-tune camera settings like exposure and white balance.

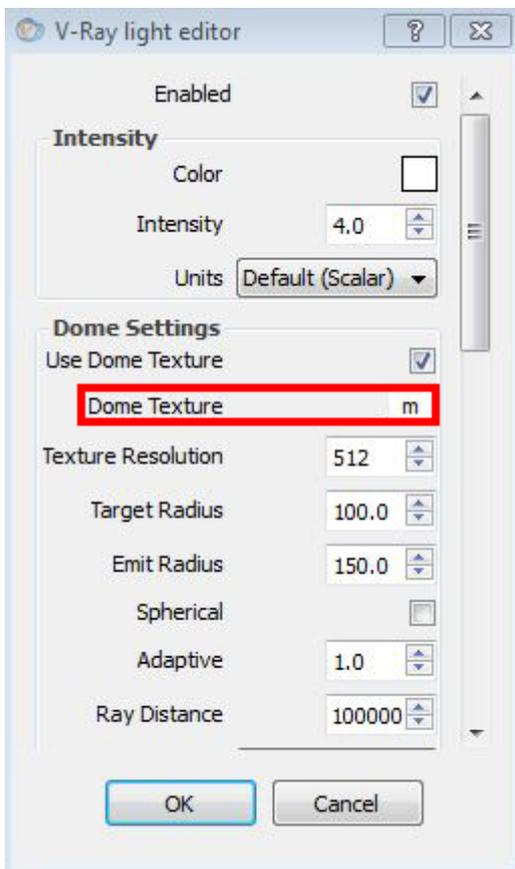


Image Courtesy: vizpark.com

Initially generate a dome light and open the light editor. In the panel Dome Settings, include a texture in the slot "Dome Texture".

Set it as texBitmap and load your HDRI file.

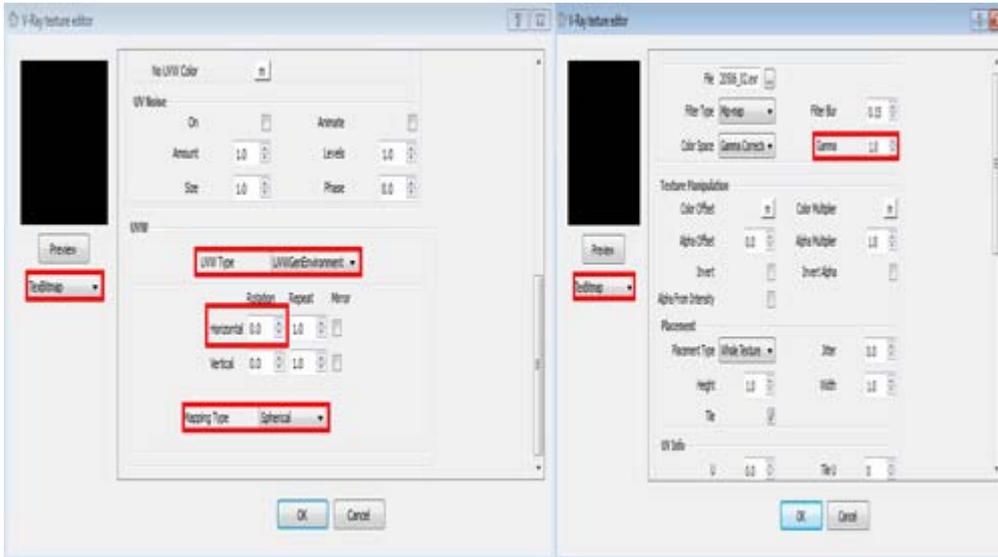


Image Courtesy: vizpark.com

At the bottom in the UVW panel, arrange the UVW type as UVWGenEnvironment and the mapping type as Spherical. In the UVW panel, the horizontal rotation can be modified from 0 to 360 degrees for rotating the sky.

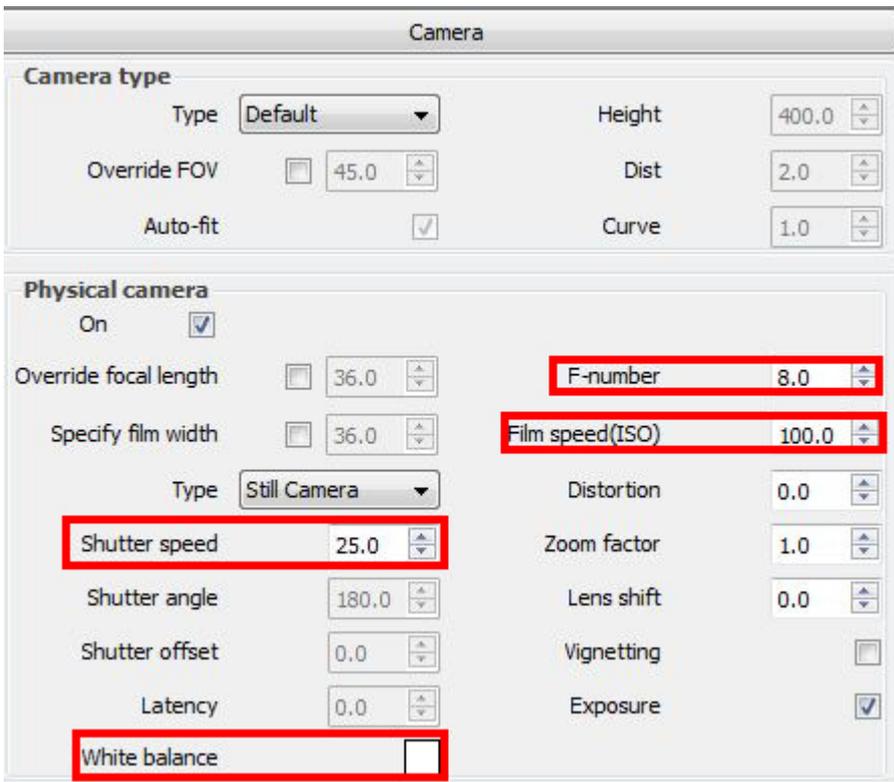


Image Courtesy: vizpark.com

Click on the following link to get the complete tutorial www.vizpark.com

How to make best use of geometry of vray proxy in vray for sketchup

Rajib Dey - Editor-in-chief

This sketchup video tutorial will focus on how to make best use of geometry of vray proxy to perform various soft works in sketchup. This sketchup tutorial is presented by Galiif Velikiy.

V-RayProxy is used to import geometry from an outer mesh at render time only. V-Ray Proxy efficiently control scene memory and renders huge amounts of geometry to speed up detail and complications in scenes.

V-Ray for SketchUp there exists an option to substitute the proxy geometry with the use of any other object. Each single vertices and faces use up memory of ram i.e. if there are various proxies in the scene, not just the SketchUp feedback will be slow, but the memory of ram will also be exhausted that is essential for obtaining a high resolution render.

So it is always suggested to substitute the genuine low polygon proxy representation for easy to use geometry.

Link for download [V-Ray for SketchUp](#)

<https://youtu.be/7XegHZYmCRw>

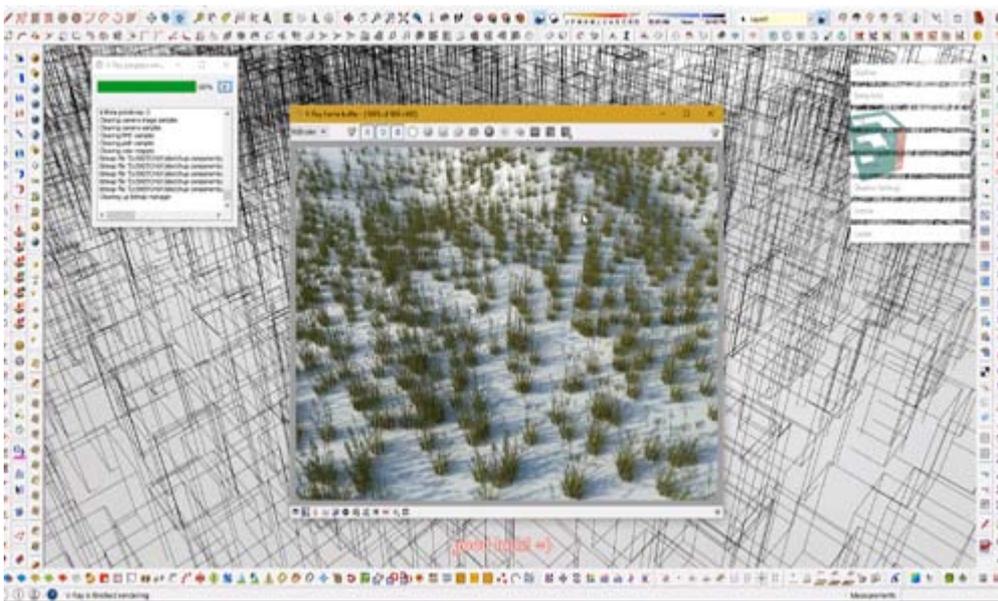


Image Courtesy: youtube.com

ArtVPS introduced SHADERLIGHT 2016 (4.1)

Rajib Dey: Editor-in-chief

ArtVPS recently launched SHADERLIGHT 2016 (4.0) with some new and advanced features. SHADERLIGHT 2016 (4.0) completely supports sketchup 2016 (sketchup make and sketchup pro).

The architect, interior designer, 3D rendering expert can use this latest version of shaderlight to produce realistic design as well as superior images and animations directly out of sketchup.

Given below some of the newest features:-

Shaderlight 2016 (4.0): Section Plane Rendering

- Active section planes in the model are now rendered through Shaderlight, if the render is developed through SketchUp 2014 or later. With this new feature, the users will be able to render photorealistic floor plans or sectional views straight from SketchUp.

Latest Skylight Portal Placement Tool

- The old skylight portal placement tool is substituted with a new version that facilitates the users to choose any pre-existing face as a template for the portal. It will allow users to generate portals of any shape that can be produced with any of SketchUp's in-built drawing tools, as well as with various third-party extensions.

MOV Files Saved With Background Visible (OS X only)

- While rendering an animation to a MOV file, Shaderlight now saves the movie with the background apparent rather than black.

Shaderlight 2016 (4.1)

- Shaderlight's skylight portal placement tool becomes simplified to be applied with lots of enhancements made to this popular new feature.
- Shaderlight's Cloud rendering plugin user interface becomes more improved for the users who like to transmit their renders to the Shaderlight Cloud.
- Shaderlight's rendering resolutions are upgraded and now consist of two supplementary pre-sets enhanced for iPad and iPad Pro screens thus simplified the process for demonstrating Shaderlight renders to clients.

<https://youtu.be/Lm3jwVc2FtU>

Download [Shaderlight 2016 4.1](#)



Image Courtesy: artvps.com

How to apply texture mapping (UV) in sketchup to design a table

Rajib Dey - Editor-in-chief

W Design Corp presents an exclusive sketchup tutorial for global sketchup users. This sketchup video is based on Texture Mapping (UV) in Sketchup. Learn how to place texture (UV) in sketchup.

UV mapping denotes the 3D modeling process of transmitting a 2D image to a 3D model's surface for texture mapping.

This method assigns a texture map onto a 3D object. The letters "U" and "V" specify the axes of the 2D texture as "X", "Y" and "Z" are already applied to symbolize the axes of the 3D object in model space.

In Sketchup go to menu->Plugin->UVTools->Import UVs from OBJ

There are various skethup plugins which can help the users to create easy mappings uv texture in SketchUp.

<https://youtu.be/f2X1KcB9As>



Image Courtesy: youtube.com

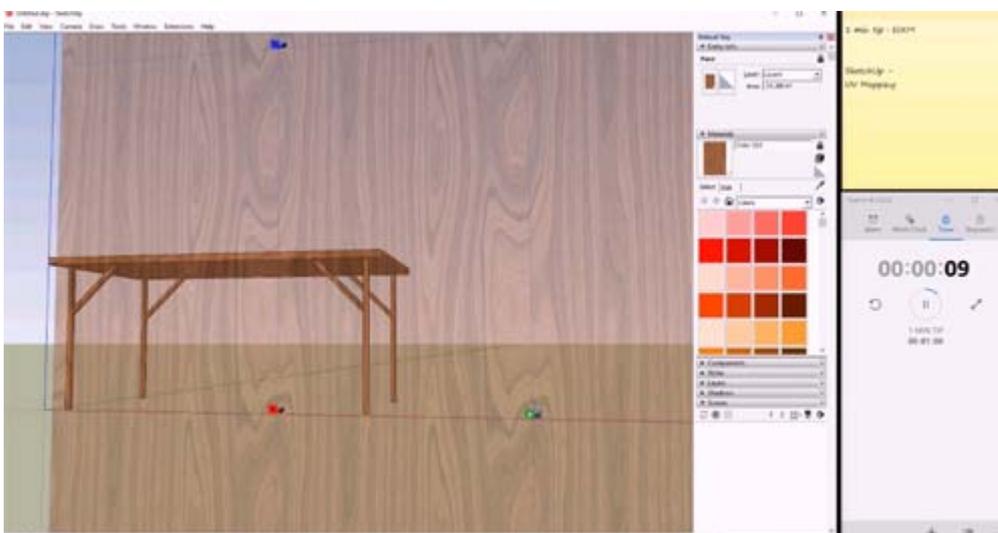


Image Courtesy: youtube.com

Chaos Group launched V-ray 3.4 for 3ds Max

Rajib Dey - Editor-in-chief

Chaos Group Recently Released V-ray 3.4 for 3ds Max that is known as V-Ray Denoiser. This newly launched v-ray software can automate the process for eliminating noise as well as reducing render time half of the actual timing. It applies the new denoising technology to produce real-time render.

Denoising will be applied increasingly at the time of rendering or after rendering, together with support for animation and superior blending amid frames through the individual denoiser tool.

V-Ray 3.4 is compatible with 3ds Max 2017 as well as offers preliminary support for the new Physical Material and HiDPI scaling of the V-Ray Frame Buffer. V-Ray RT is now well matched with MultiTile and ColorMap.

V-ray 3.4 includes some significant features like superior GPU rendering, Aerial perspective, VR cameras, Rapid global illumination, V-ray RT enhancements, Superior GTR/GGX, Update with V-ray frame buffer.

To get more features, [V-ray 3.4 for 3ds Max](#)

<https://youtu.be/HMDrTS1aEPk>



Image Courtesy: youtube.com



Image Courtesy: youtube.com

Camera Spiral for Sketchup

Rajib Dey - Editor-in-chief

Jeando for De Luminae is the creator of Camera Spiral for sketchup. This sketchup extension only supports sketchup 2016 as well as Mac OS X, Windows platform. The extension is used to facilitate rotation around a point of origin spiraling around.

Camera Spiral provides an elementary function to rotate camera around some origin, radius and distance progressing among two positions, to develop a show or produce images.

The most updated version of Camera Spiral for sketchup is Camera Spiral 1.3 and it facilitates to select the center of the rotation.

The older version i.e. 1.2 offers the following functionalities :-

- Superior Loop in,
- Lack of blocking option
- Nonstop rendering
- Message remaining time

Link for download [Camera Spiral](#)

<https://youtu.be/A48hUEC8Nys>

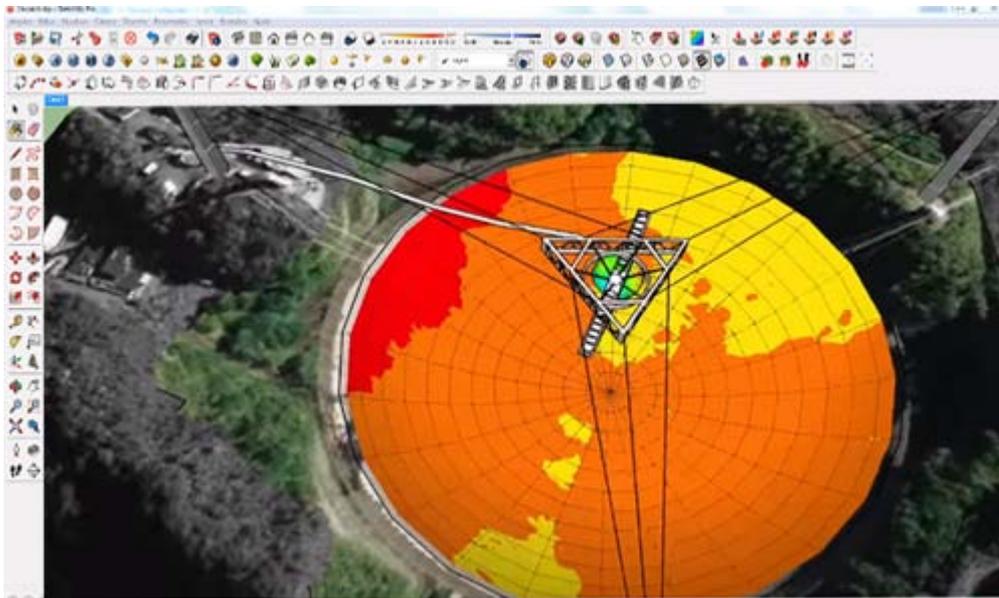


Image Courtesy: youtube.com

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.



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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.



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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...