

Sketch up Content

1- THE SKETCHUP INTERFACE

Interface basics

Navigating

Walking around

Creating camera views

Shading faces and edges

Creating shadows and fog

Creating scenes

Selecting and moving objects

Scaling and rotating objects

Manipulating faces and edges

Advanced selection tools

2- DRAWING IN SKETCHUP

Line tool fundamentals

Using the Line tool for 3D drawing

Using the Rectangle tool

Creating circles and polygons

Creating arcs

Pushing & pulling faces into 3D

Using the Offset tool to create outlines

Using the Follow Me tool

Creating text

Softening round edges

Using construction tools to create guides

Creating sections

3- ORGANIZING SCENES

Grouping objects

Creating components

Working with layers

Using the Outliner

Hiding and unhiding objects

Locking and unlocking objects

4- IMPORTING

Importing models from the Google Warehouse

Importing landscape components

Sketchup and Google Earth

Using Dynamic Components

Using Scenes

5- CREATING TEXTURES AND APPLYING MATERIALS

Materials Applying materials

Editing materials

Creating materials

Mapping images

Applying bitmap images

Mapping curved objects

Projecting maps on curved objects

6- LIGHTING SCENES

Exterior & Simulated Lighting

Interior Light Settings

Exterior Light Settings

General Light Settings

7- RENDERING AND ANIMATION

Applying styles

Creating styling

Basic and advanced animation

8- CREATING TERRAIN USING SANDBOX

Contours

Creating resources

Creating terrain from scratch

Sculpting with the Smoove tool

Stamping and draping objects on terrain