



# Google SketchUp

## Syllabus

- Introduction to CAD DESK
- Introduction to google sketch up
- How to get around inside Sketch Up  
Zoom, pan and rotate
- Understanding the X Y Z axis
- Selecting toolbars
- Applying templates
- Drawing and using the pencil tool
- Drawing basic geometric shapes
- Drawing with measurements
- Drawing circles and arcs
- Sticky Geometry benefits
- Using shortcuts
- Measuring items inside Sketch Up
- Information and database
- Rotating objects
- Rotate /copy
- Scale fractional and relative
- Making components
- Making groups
- Comparisons and benefits
- Saving components
- Re-loading components
- Creating a digital warehouse
- Modeling techniques
- Using Push Pull
- Using Follow Me
- Copy and Offset Faces, edges and polygons
- Getting to understand the Materials Editor
- What makes a good texture?
- Where to find textures
- Positioning textures
- Limits to graphics and bitmaps
- Introduction to animation
- Dimensions inside Sketch Up
- Annotation inside Sketch Up
- Printing from Sketch Up
- Exporting 2D images or PDF
- Project