

Sketch Up Basic Tutorial

Basic Navigation tips:

1. Pressing the middle mouse button allows you to rotate the camera and your P.O.V.
2. Scrolling the mouse wheel zooms in and out.
3. The closer you get to an object, the more precise and subsequently, the zooming speed will be.
4. Double clicking a made shape selects the ENTIRE thing.
5. Single clicking selects a SPECIFIC section of a shape such as a side or a line.
6. The tools menu is where you will find the ANSWERS to majority of your problems

Creating Basic 3D Shapes

1. First a 2D shape has to be created.
2. Shapes can be created using the rectangle and circle tools. The pencil tool can create a closed shape if the points are joined.
3. Second the shape has to “Pushed” or “Pulled” into the right proportions.
4. Sketch up has MANY different assets such as doors, windows etc. already created for you. Just look under “Windows” and then “Components”.

Modification of Basic Shapes

1. Tools such as “Scale” and “Rotate” can be used to change the proportion and positioning of your shape.
2. Different sides of your shapes can be clicked to select and then deleted.
3. You can create a shape within a shape if needed.
4. If something seems to complex to create yourself, (Cars, planes for example), you can search with the “get models” button and usually find an asset that somebody has already created for you to place in your composition.
5. Colors and textures of shapes can be changed by using the Paint Bucket on specific parts of the shape. If the ENTIRE shape is selected, then it will all be changed.