

Contents at a Glance

<i>Introduction</i>	1
<i>Part I: Getting Started with SketchUp</i>	9
Chapter 1: Meeting Google SketchUp.....	11
Chapter 2: Establishing the Modeling Mind-Set.....	23
Chapter 3: Getting Off to a Running Start	57
<i>Part II: Modeling in SketchUp</i>	73
Chapter 4: Building Buildings.....	75
Chapter 5: Falling in Love with Components	115
Chapter 6: Going Beyond Buildings.....	165
Chapter 7: Keeping Your Model Organized.....	209
Chapter 8: Modeling with Photographs	221
<i>Part III: Viewing Your Model in Different Ways</i>	247
Chapter 9: Working with Styles and Shadows.....	249
Chapter 10: Presenting Your Model Inside SketchUp	285
<i>Part IV: Sharing What You've Made</i>	313
Chapter 11: Working with Google Earth and the 3D Warehouse.....	315
Chapter 12: Printing Your Work.....	335
Chapter 13: Exporting Images and Animations.....	349
Chapter 14: Creating Presentation Documents with LayOut	369
<i>Part V: The Part of Tens</i>	401
Chapter 15: Ten SketchUp Traps and Their Workarounds	403
Chapter 16: Ten Plugins, Extensions, and Resources Worth Getting	409
Chapter 17: Ten Ways to Discover Even More.....	415
<i>Index</i>	419

Table of Contents

.....

<i>Introduction</i>	1
About This Book	1
Foolish Assumptions	3
How This Book Is Organized	4
Part I: Getting Started with SketchUp	5
Part II: Modeling in SketchUp	5
Part III: Viewing Your Model in Different Ways	5
Part IV: Sharing What You've Made	6
Part V: The Part of Tens	6
On the Web site	6
Icons Used in This Book	7

Part I: Getting Started with SketchUp **9**

Chapter 1: Meeting Google SketchUp **11**

Things You Ought to Know Right Away	12
Where SketchUp Fits in Google's World	12
Comparing SketchUp to Other 3D Modeling Programs	13
Jumping right in	13
Understanding the difference between paper and clay	14
What You Should (and Shouldn't) Expect SketchUp to Do	15
Taking the Ten-Minute SketchUp Tour	17
Hanging out at the menu bar	19
Checking the status bar	20
Taking a peek at the dialog boxes	21

Chapter 2: Establishing the Modeling Mind-Set **23**

It's All about Edges and Faces	24
Living on (with, actually) the edge	24
Facing the facts about faces	26
Understanding the relationship between edges and faces	27
Drawing in 3D on a 2D Screen	29
Giving instructions with the drawing axes	30
Keeping an eye out for inferences	31
Using inferences to help you model	32
Warming Up Your SketchUp Muscles	33
Getting the best view of what you're doing	34
Drawing edges with ease	37
Injecting accuracy into your model	38

Selecting What You Mean to Select.....	43
Moving and copying like a champ	45
Making and using guides.....	52
Painting your faces with color and texture	54
Chapter 3: Getting Off to a Running Start.....	57
Setting Things Up	57
Making a Quick Model.....	59
Slapping on Some Paint	65
Giving Your Model Some Style.....	68
Switching on the Sun.....	69
Sharing Your Masterpiece.....	71
 Part II: Modeling in SketchUp.....	 73
Chapter 4: Building Buildings	75
Drawing Floors and Walls.....	76
Starting out in 2D	77
Coming up with a simple plan.....	82
Going from 2D to 3D	88
Adding doors and windows.....	91
Staring Down Stairs	95
The Subdivided Rectangles method.....	96
The Copied Profile method.....	99
Raising the Roof.....	101
Building flat roofs with parapets	104
Creating eaves for buildings with pitched roofs.....	104
Constructing gabled roofs	106
Making hip roofs	109
Sticking your roof together.....	110
 Chapter 5: Falling in Love with Components.....	 115
Grouping Things Together	116
Working with Components.....	117
What makes components so great?.....	117
Exploring the Components dialog box.....	120
Creating your own components.....	126
Taking Advantage of Components to Build Better Models	132
Modeling symmetrically: Good news for lazy people	133
Modeling with repeated elements	140
Discovering Dynamic Components	142
Getting acquainted with DCs.....	142
Using Dynamic Components	144
Building your own Dynamic Components	149

Chapter 6: Going Beyond Buildings	165
Extruding with Purpose: Follow Me	165
Using Follow Me	166
Making lathed forms like spheres and bottles	167
Creating extruded shapes like gutters and handrails	169
Subtracting from a model with Follow Me	176
Modeling with the Scale tool	180
Getting the hang of Scale	182
Scaling profiles to make organic forms	184
Digging Around in the Sandbox	189
Taking inventory of the Sandbox tools	189
Roughing out a site	203
Chapter 7: Keeping Your Model Organized	209
Taking Stock of Your Organization Options	210
Seeing the Big Picture: The Outliner	210
Taking a good look at the Outliner	211
Making good use of the Outliner	212
Discovering the Ins and Outs of Layers	213
What layers are — and what they're not	213
Using layers in SketchUp	214
Staying out of trouble	216
Putting It All Together	217
Chapter 8: Modeling with Photographs	221
Painting Faces with Photos	222
Adding photos to faces	222
Editing your textures	225
Modeling on top of photo textures	233
Modeling Directly from a Photo: Introducing Photo-Matching	237
Looking at all the pretty colors	237
Getting set up for photo-matching	239
Modeling by photo-matching	242
 Part III: Viewing Your Model in Different Ways	 247
Chapter 9: Working with Styles and Shadows	249
Changing Your Model's Appearance with Styles	250
Choosing how and where to apply styles	250
Applying styles to your models	251
Editing and saving your styles	253
Working with Shadows	273
Discovering SketchUp's Shadow Settings	273
Using shadows to add depth and realism	275
Creating accurate shadow studies	279

Chapter 10: Presenting Your Model Inside SketchUp 285

- Exploring Your Creation on Foot..... 286
 - These tools were made for walking..... 286
 - Stopping to look around 288
 - Setting your field of view 289
- Taking the Scenic Route 290
 - Creating scenes 291
 - Moving from scene to scene..... 294
 - Modifying scenes after you’ve made ’em..... 296
- Mastering the Sectional Approach 302
 - Cutting plans and sections 303
 - Creating section animations with scenes 310

Part IV: Sharing What You’ve Made 313

Chapter 11: Working with Google Earth and the 3D Warehouse . . 315

- Getting the Big (3D) Picture 316
- Taking the Ten-Minute Tour of Google Earth 317
 - Getting Google Earth 318
 - Getting your first dose 318
- Building Models for Google Earth 320
 - Understanding the process 321
 - Finding a site and bringing it into SketchUp 321
 - Modeling on a Google Earth snapshot 323
 - Viewing your model in Google Earth..... 328
- Becoming a SketchUp All-Star with the 3D Warehouse 330
 - Getting to the Google 3D Warehouse 330
 - Uploading your models..... 331

Chapter 12: Printing Your Work 335

- Printing from a Windows Computer 335
 - Making a basic print (Windows)..... 336
 - Decoding the Windows Print dialog box..... 337
- Printing from a Mac 341
 - Making a basic print (Mac)..... 342
 - Deciphering the Mac printing dialog boxes 343
- Printing to a Particular Scale 345
 - Preparing to print to scale..... 346
 - Printing to scale (Windows and Mac) 346

Chapter 13: Exporting Images and Animations 349

- Exporting 2D Images of Your Model..... 349
 - Exporting a raster image from SketchUp..... 350
 - Looking at SketchUp’s raster formats..... 354
 - Making sure that you’re exporting enough pixels 357

Making Movies with Animation Export.....	361
Getting ready for prime time.....	362
Exporting a movie.....	363
Figuring out the Animation Export options settings.....	364

Chapter 14: Creating Presentation Documents with LayOut 369

Getting Your Bearings.....	370
Some menu bar minutiae.....	370
A dialog box discourse.....	372
Setting up LayOut preferences.....	374
Tooling around.....	376
Getting Set Up.....	378
Starting out with templates.....	379
Creating a new, blank document.....	381
Adding pages to your document.....	382
Moving around your document.....	383
Simplifying Layout with Layers.....	383
Bringing in Everything You Need.....	386
Inserting images and model views.....	387
Working with inserted model views.....	388
Inserting text.....	391
Presentation-Perfect Images.....	391
Cropping with clipping masks.....	392
Drawing something from scratch.....	394
Living Life after LayOut.....	397
Printing your work.....	397
Exporting a PDF.....	398
Exporting an image file.....	398
Going full-screen.....	400

***Part V: The Part of Tens*..... 401**

Chapter 15: Ten SketchUp Traps and Their Workarounds 403

SketchUp Won't Create a Face Where I Want It To.....	403
My Faces Are Two Different Colors.....	404
Edges on a Face Won't Sink In.....	405
SketchUp Crashed and I Lost My Model.....	405
SketchUp Is Sooooo Slooooooow.....	406
I Can't Get a Good View of the Inside of My Model.....	407
A Face Flashes When I Orbit.....	407
I Can't Move My Component the Way I Want.....	407
Bad Stuff Happens Every Time I Use the Eraser.....	408
All My Edges and Faces Are on Different Layers.....	408

Chapter 16: Ten Plugins, Extensions, and Resources Worth Getting 409

- Components 409
 - Form Fonts 409
 - Sketchupmodels.com 410
- Ruby Scripts 410
 - Smustard.com 411
 - Ruby Library Depot 411
 - SketchyPhysics 412
- Renderers 412
- Hardware 413

Chapter 17: Ten Ways to Discover Even More 415

- Put Away Your Wallet 416
- Now Get Out Your Wallet 417

Bonus Chapter: Exporting to CAD, Illustration, and Other Modeling Software BC1

Index **419**

