



# SKETCH-UP Workshop

## Primitives and Basics

## SKETCH-UP Workshop

### 1. THE FREE ONLINE VERSION OF THE SOFTWARE

It is available on Google-Suite or on Microsoft Office 365 Education or on

#### **Follow the instructions**

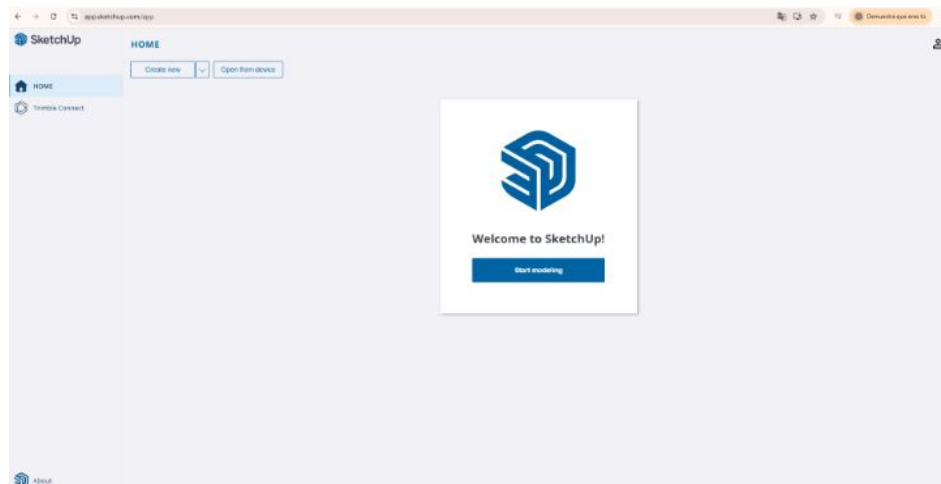
Depending on the type of computer, the installation instructions may vary. You need to read very carefully.

### 2. OPEN THE PROGRAM

You will see that a group of three axes will immediately appear, so as to get the 3D chart from the start.

<https://app.sketchup.com/app>

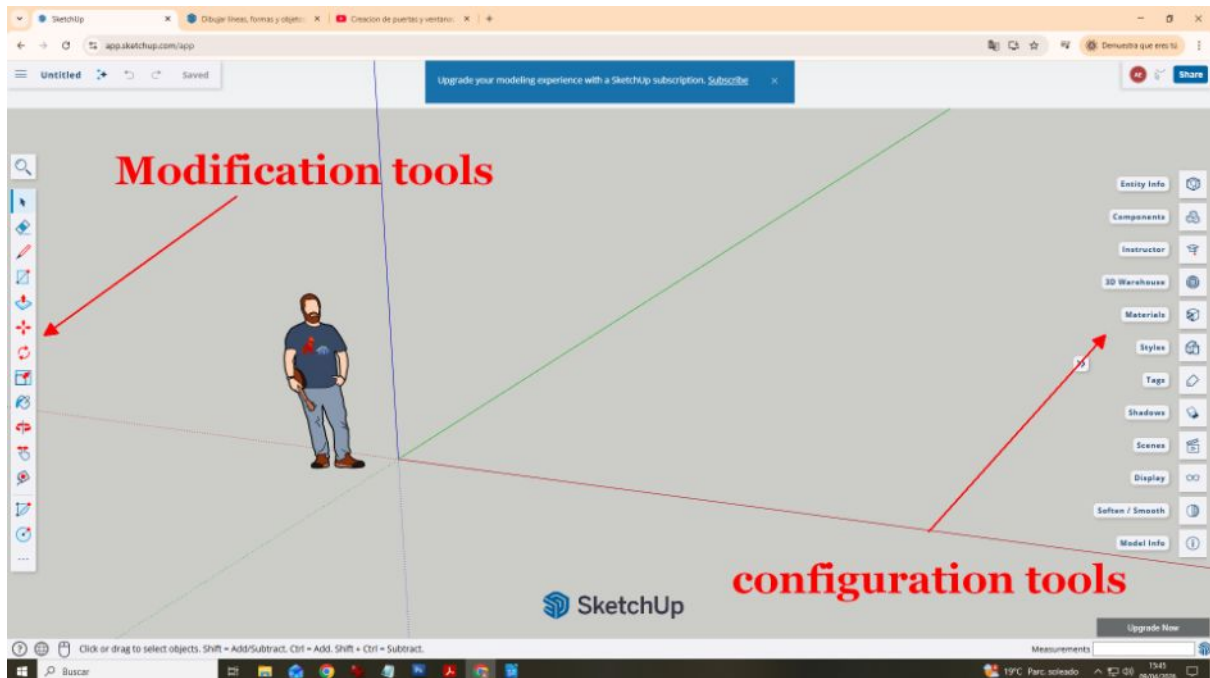
you have to login with google or similar



Take a look at the tools available. There are a Row tool, a Circle tool, and a Polygon tool. Each of these comes with a variety of possible options for creating the desired shapes.

### 3. SOME BASICS

SketchUp offers simple modification and primitive tools and configuration tools, all useful for making a model.



The first group of instruments consists of Orbit, Pan and Zoom. Use them to be able to move and get different points of view of the subject.

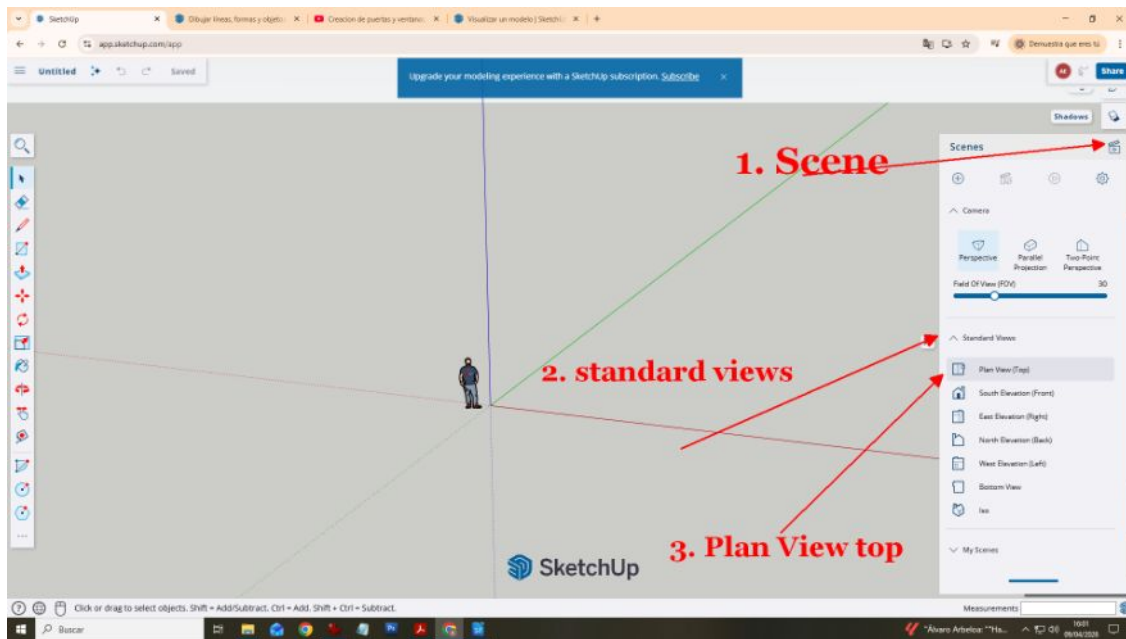
To move the entire display of the screen, press the middle mouse button and hold down the Shift key on your keyboard.

To clear, click the Arrow button, present on the toolbar; when something is selected to be deleted, it turns blue. Press the Delete key on your keyboard.

To save something, click "File" (top left) and then click "Save As". Choose where to save the file. Type the name of the file and click Save. The file will be saved as \*. SKP.

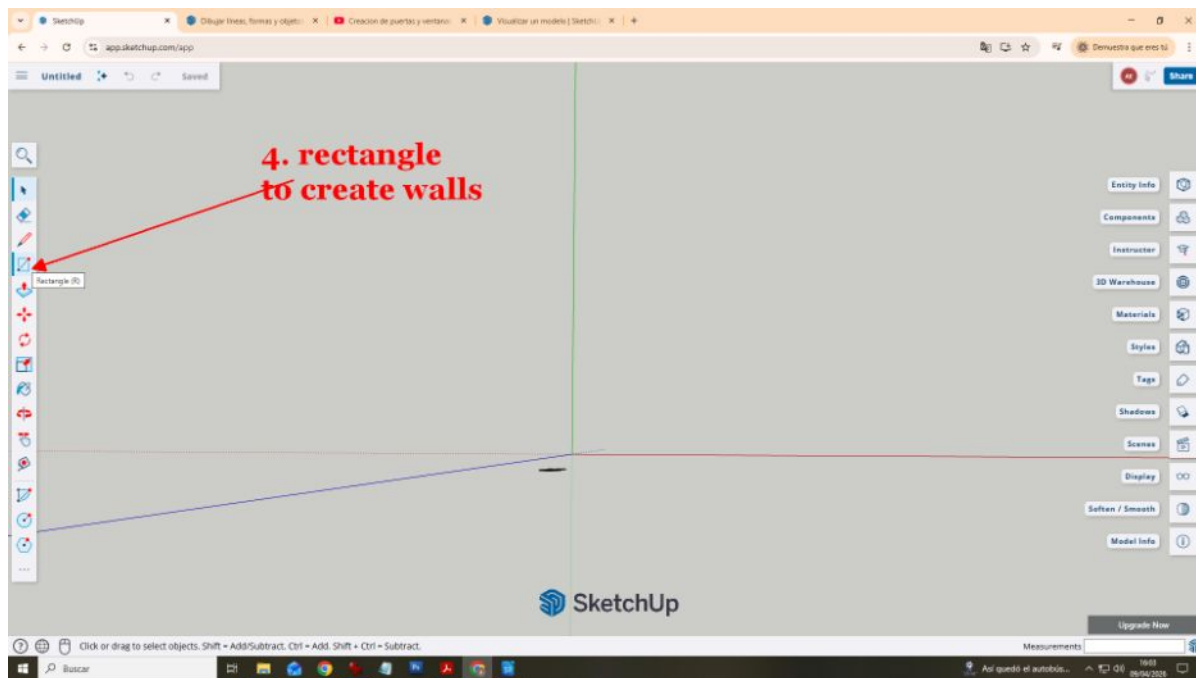
### 4. CREATING THE PLANE

Going to Scenes and choose in camera option Plan View

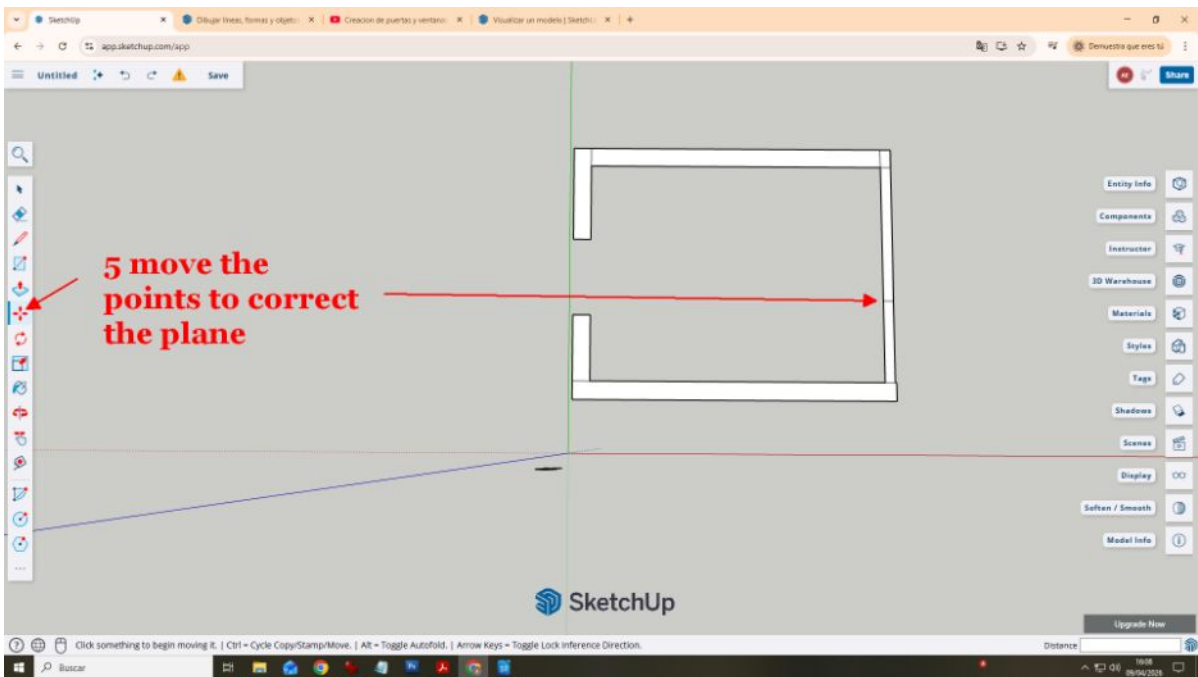
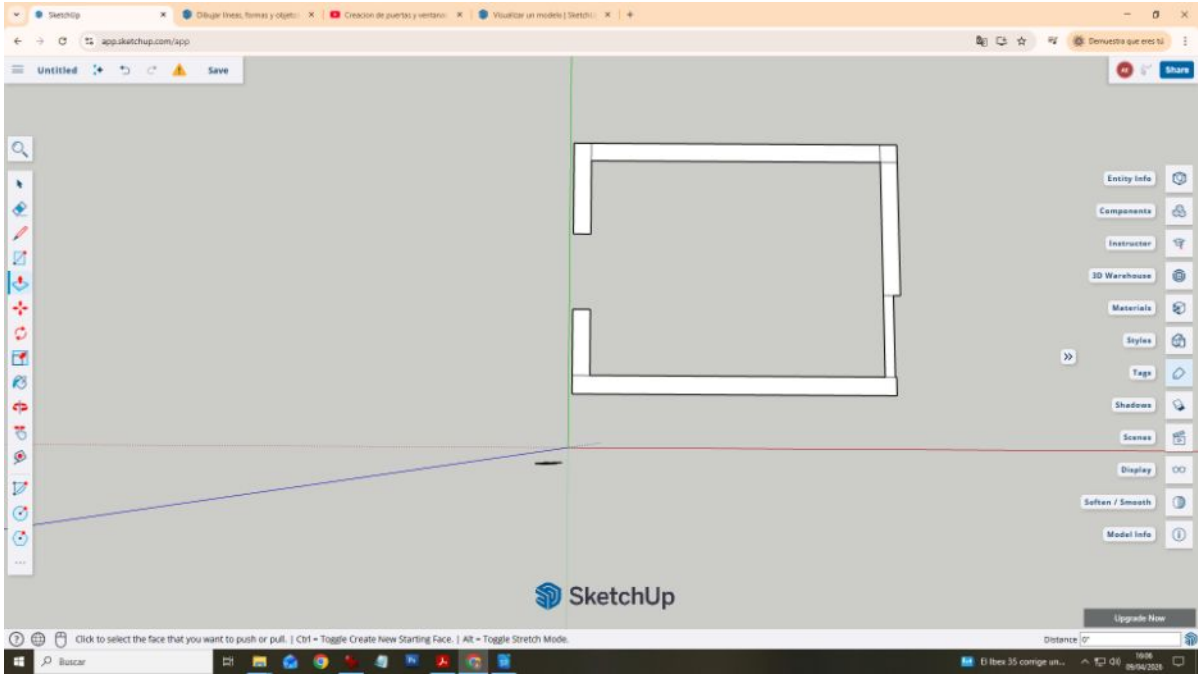


## 5. RECTANGLES & LINES

The Line tool is selected by default when you open SketchUp. Obviously, this is for drawing segments. Rectangles is optimal to create the walls of the house.

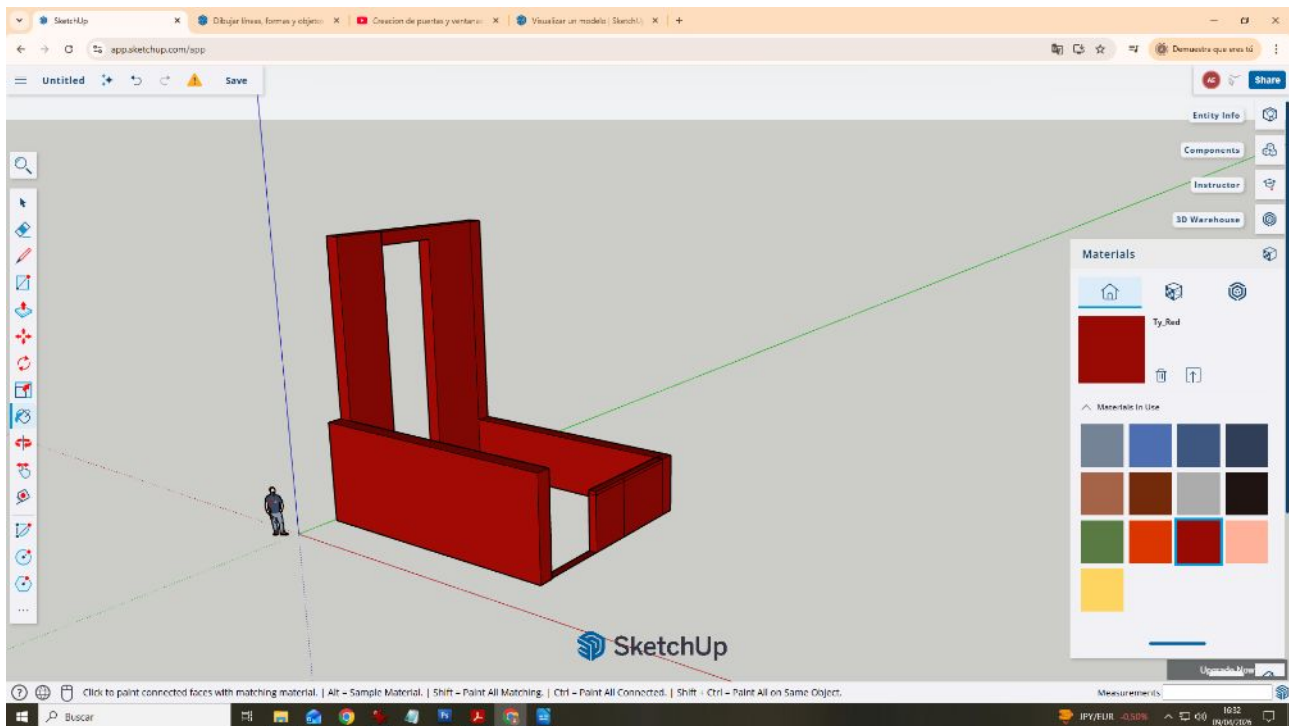
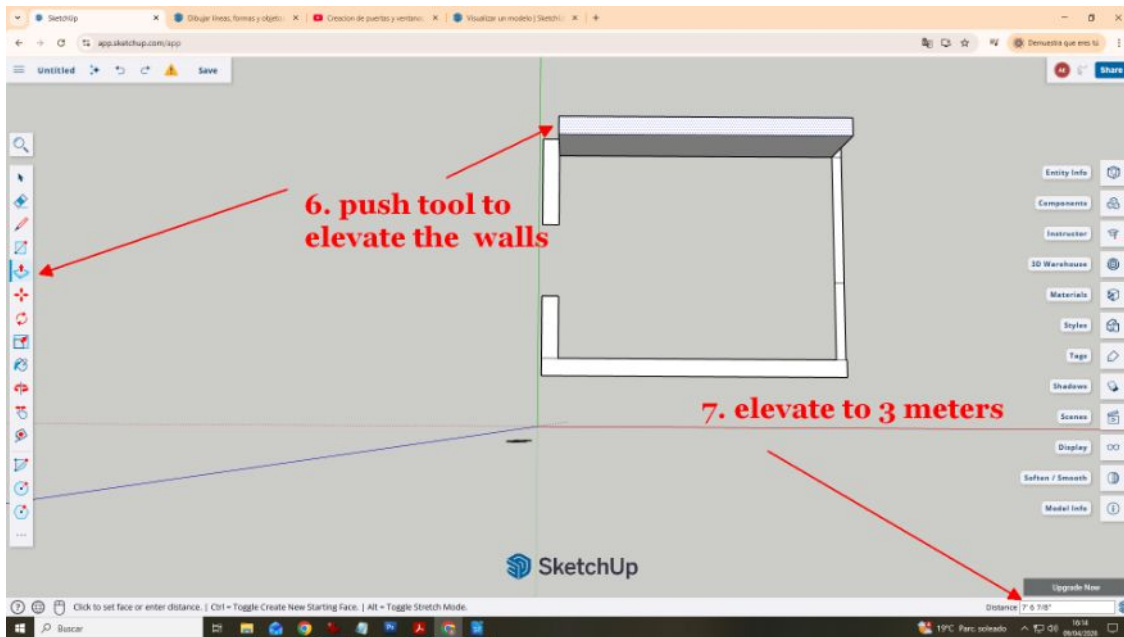


Do a test to see what you can create and just to get an idea of the lines, but you have to be aware that they are one-dimensional, so you will not be able to take yourself on the axes, etc.



## 6. UPLOADING THE WALLS

Use the push tool to elevate the walls. You can check the high in the bottom.



## Task 1

Create a building with two rooms and a rooftop using the sketch-up walls and extrude tool