

GOOGLE SKETCHUP

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A lesson about creating a 3D environment



Google SketchUp is a modeling program that allows users to create 3D environments.



SELECT TOOL: select objects to modify or edit

This program is mostly used by video game developers, filmmakers, architects and engineers. However, New Media artists are always looking for new ways and environments to present their work, so this program can provide new opportunities.



MOVE TOOL: Move, stretch or copy objects

We want to show how easily someone with no 3D knowledge, can create a 3D environment. We will show, step by step, how quickly a 3D neighborhood can be created by using Google Earth and Google's 3D warehouse in Sketchup.



ORBIT TOOL: Rotate camera angle around objects



PAN TOOL: Move camera (your view) vertically or horizontally



ZOOM TOOL: Move camera (your view) in or out from objects



LINE TOOL: Draw lines. Connect all edges to create shapes

Additional Tutorials...

<http://sketchup.google.com/training/videos.html>



3D WAREHOUSE: Allows user to import premade models (or models made by users)

<http://www.megaupload.com/?d=HQUVIORM>

IMPORT FROM 3D WAREHOUSE

To find 3D Warehouse models within SketchUp, simply click the 3D WAREHOUSE icon. This opens a 3D Warehouse search page, in which you can enter your search keywords. You can import chosen models into SketchUp

USING GOOGLE EARTH

Make sure the Google- Earth Plug-in is installed first!

- 1) Search a location on Google earth (using the plug-in)
- 2) Click "3D Buildings" on the layers option (bottom left corner)
- 3) Click on building, click picture of building, and then download model and save it to a desired location
- 4) In SketchUp, import the building

