



Advanced Concepts 1, Training Seminar Google SketchUp™ PRO

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Course Objectives:

This course is intended to build on existing skills taught in the Essentials courses 1 & 2. Advanced tools such as Sandbox and Ruby Script use are covered. This course is designed to help advanced students to solve more complex modeling challenges such as advanced roof building techniques, and tricky stairs and learn most of the remaining tools not covered in the Essentials Classes.

To succeed in this course, students should already be able to:

Use the Mouse with ease for double clicking, zooming, panning and rotating in 3D using the centre wheel. Use all of the basic drawing and measuring tools in Sketchup with some exposure to “Follow-Me” and Intersect with model. Understand and make use of SketchUp’s* unique inferencing abilities. Use “Groups” and “Components” effectively. Use the material browser and component browser to create, store and load materials and components. Understand how to load and manipulate “image” files either as textures or objects and some familiarity with SketchUp* Styles.

It is not recommended that students take the Advanced 1 course till they have had several weeks experience with the tools learned in Essentials 1 & 2 unless very adept with the computer.

Upon Completion of this Course, you should be able to:

- Create Animations and Walkthroughs
- Create and Manipulate Curved Forms
- Utilize SketchUp’s version of Layers effectively
- Create Spiral Stairs and other Complex forms
- Utilize Google SketchUp* 3D Warehouse™
- Work with the “Sand-Box” tools for simple terrains
- Find and Use of some helpful Ruby Scripts

Class progression varies with the experience of the participants. When time allows, additional topics may be covered.

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