SketchUp 2013, Part 1: Introduction

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Prerequisites: This course assumes very little familiarity with SketchUp 2013. This course is part of a 5 part learning series. The courses should be taken in the following order; SketchUp 2013: Introduction; SketchUp 2013: Landscaping and Floor Plans; SketchUp 2013: Style and Layout; SketchUp 2013: Interactivity and Models; and SketchUp 2013: Extensions.

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Course description: Master SketchUp 2013 in this 5 part learning series, SketchUp 2013 is 3D modeling and drawing software used by interior designers, architects, civil engineers, and maker hobbyists. You will start with an overview of SketchUp and get acquainted with the workspace. Then start sketching a model from scratch with 2D shapes and 3D objects. Learn how to create a model from a floor plan including interior and exterior elements. Discover how to create presentations including a movie, and use SketchUp with other applications including Google Earth, Adobe Acrobat, Photoshop, and Illustrator.

Course outline:

Introduction
- Introduction
- Sketchup Versions
- Plugins
- View Tools
- Mac Version
- Choosing a Template
- Summary

The Workspace
- Introduction
- Managing the Workspace
- Add Tools
- Creating 2D Shapes
- Creating 3D Shapes
- Summary

Materials & Textures
- Introduction
- Cozy Cottage
- Applying Materials
- Applying Textures
- Create a Chimney
- Summary

Components
- Introduction
- Create Gutters
- Gutters Cont.
- Working with Components
- Summary