
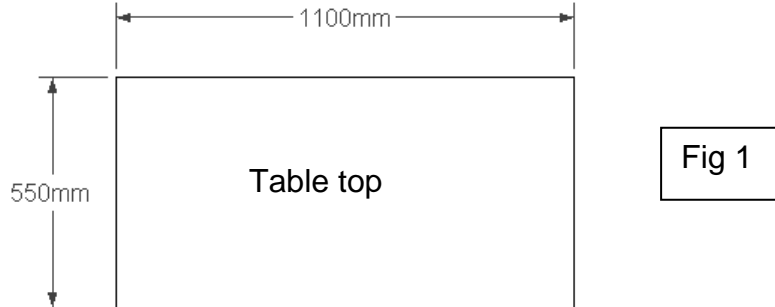



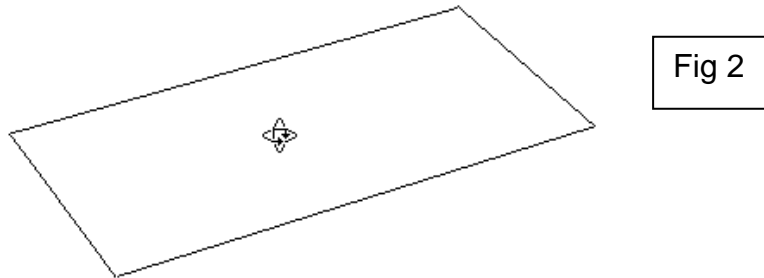
SketchUp Practice Notes


Coffee Table:

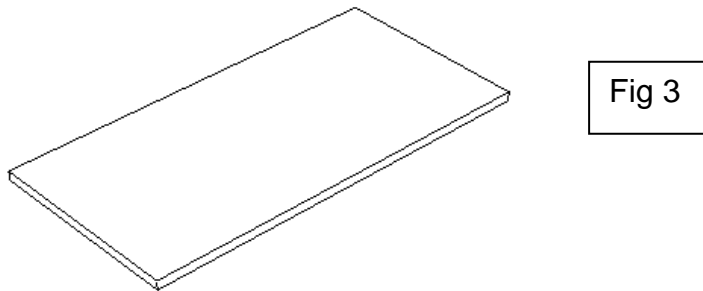
 Using the **Rectangle** tool, draw a rectangle which is 1100mmx550mm to form the Top of the coffee table. You will need to key in the value as **1100,550** then **enter**. (fig 1)




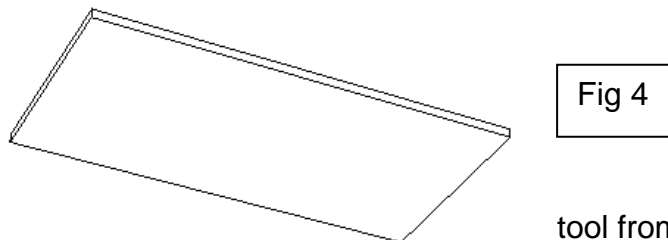
 Hold down the middle scroll wheel on the mouse or use the **Orbit** tool from the side Icons to change the viewing position of the Top (fig 2). When you select Orbit place the orbit tool (cursor) over the coffee table top. Hold down the left mouse button and move the mouse.




 Select the **Push/Pull** tool and place it over the top of the coffee table top. Note that the top will appear textured when it is selected. **Hold down the left mouse button** and **drag the Top up** to give it thickness. Type **25** then enter. (fig 3)



 Use the Orbit tool to turn the tabletop over so that you are working on the under side of it. (fig 4)



 Select the **Measure** tool from the side icons and

select an edge of the underside of the Top. Hold down the left mouse button and drag a guide line in from that edge (Make sure that you stay on the axis (Green)) (fig 5) and type **75** then **enter**. Repeat this for all four sides. (fig 6)

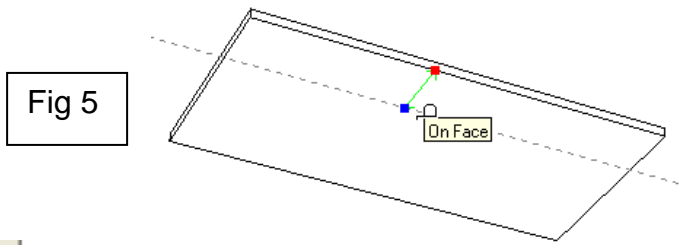


Fig 5

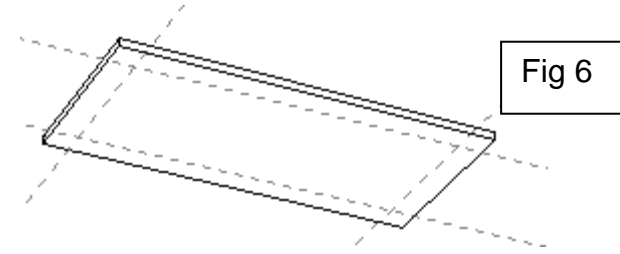


Fig 6



Select the **Rectangle** tool and draw a rectangle starting from the intersection of the two guide lines. (fig 7) The rectangle is 70mmx70mm (Remember to type **70,70** then press **enter**) (fig 8)

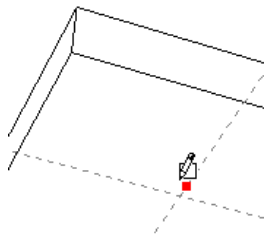


Fig 7

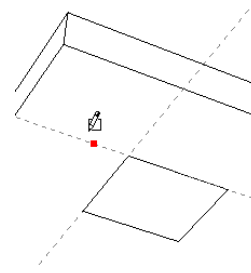


Fig 8



With the **Select** tool, select the rectangle that you just drew. Select the **Move** tool and left mouse button click on the rectangle on the corner shown. (fig 9) Hold down the **Ctrl** key (Option (Mac)) and drag a copy of the rectangle to the new position shown. (fig 10) Repeat this for the other two legs. (fig 11)

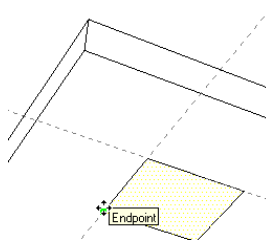


Fig 9

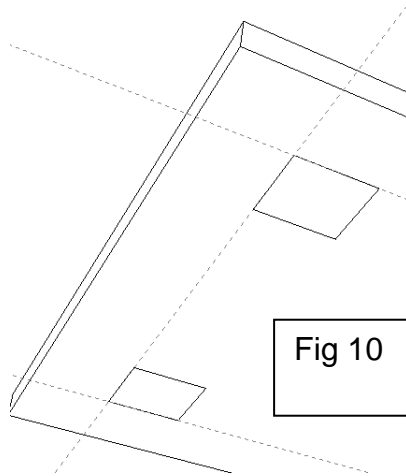


Fig 10

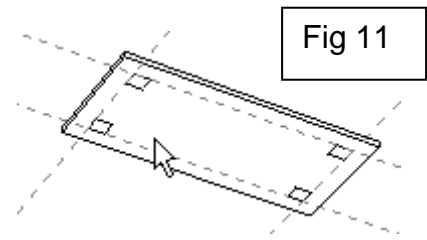


Fig 11



Select **Push/Pull** and drag a leg down and type **350** then press **enter**. (fig 12) **Double click** of the other three legs to repeat the push/pull. (fig 13)

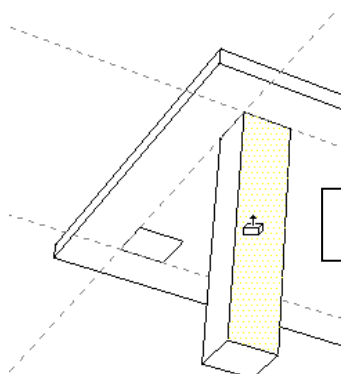


Fig 12

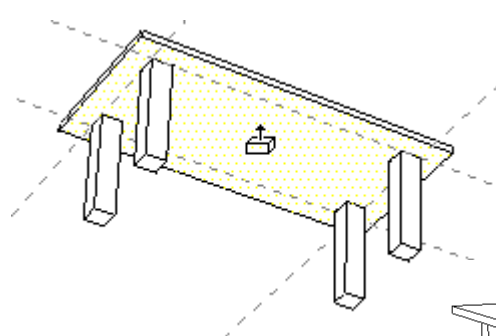
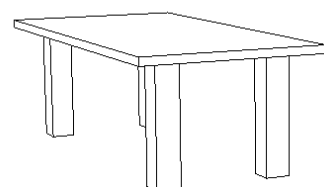


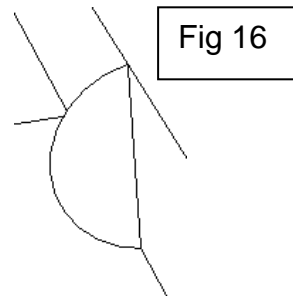
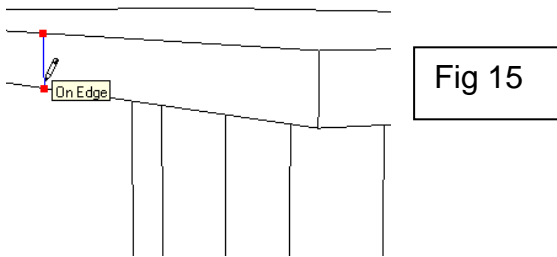
Fig 13



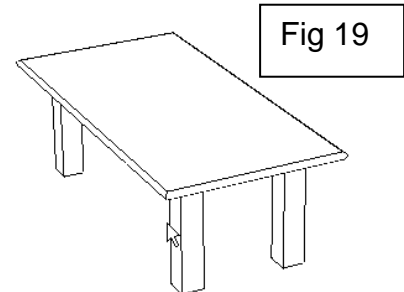
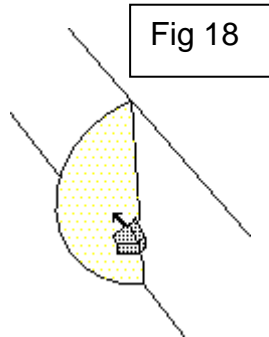
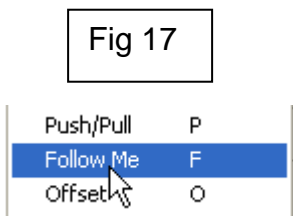
Use the **Erase** tool to erase the guide lines.

Orbit the coffee table over so that is the same as fig 14.

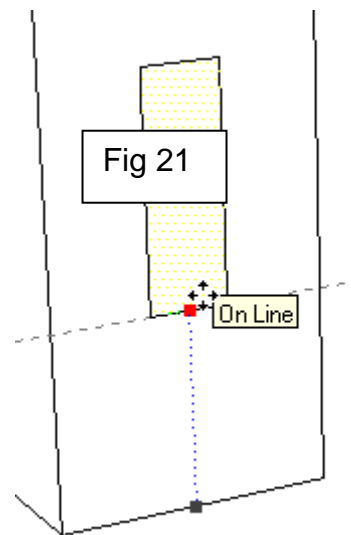
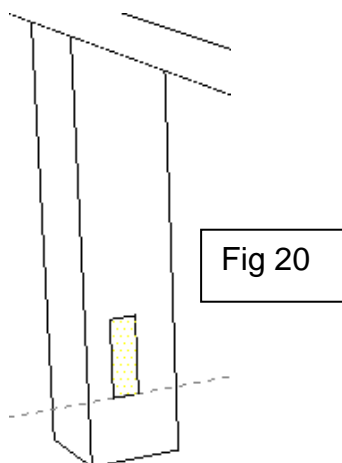
Select the **Line** tool and draw a line as shown in fig 15. Make sure that you are on the correct axis. Select the **Arc** tool and draw an arc as shown in fig 16. Note: the arc must be on the axis perpendicular to the table top and you may need to orbit the table to better position it to achieve this.



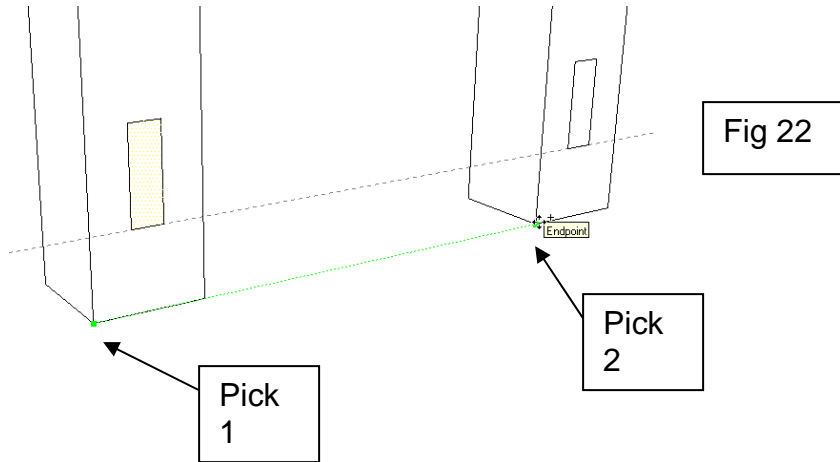
With the **Select** tool select the top of the table top. From the **Tools** Pull-down select **Follow Me** (fig 17) then select the molding profile. (fig 18) The molding will now automatically extrude around the top of the table Top. (fig 19)



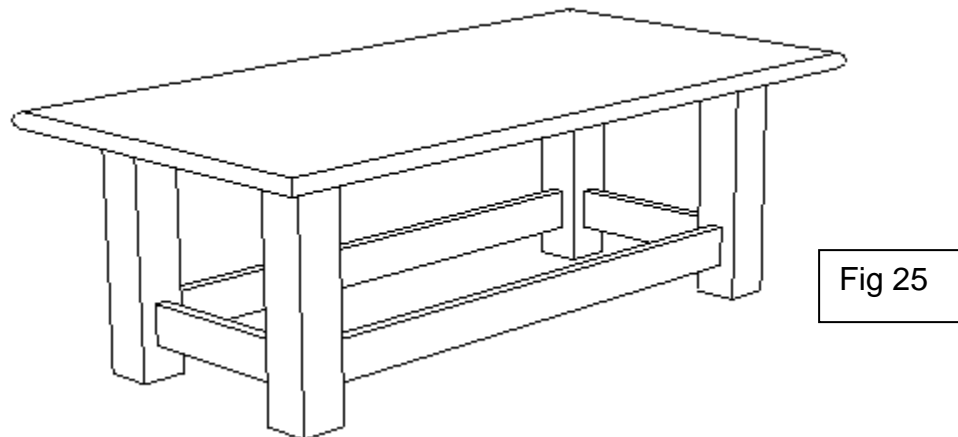
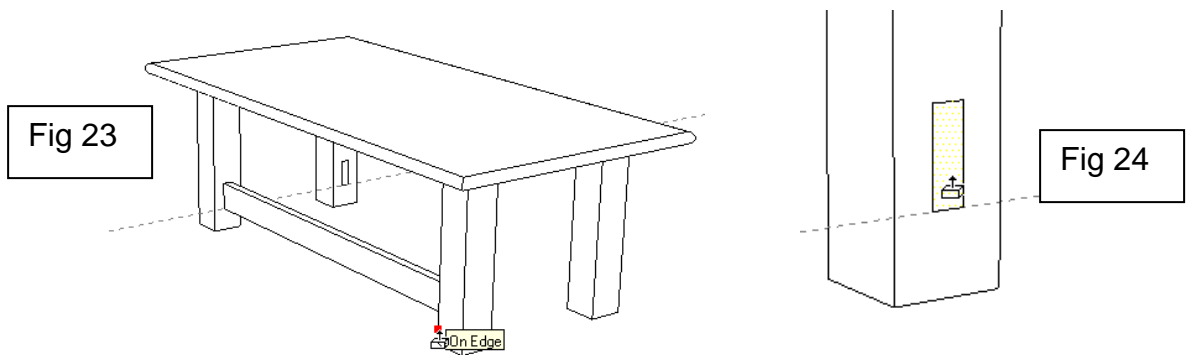
Create a **guide line** which is **50mm** up from the base of the leg. Using the **Rectangle** tool draw a rectangle shown in fig 20 that is **60,20**. With the **Select** tool select the rectangle that you just drew. Select the **Move** tool and pick the rectangle in the center at the bottom. (fig 21) Now move the rectangle on the axis along the guide line slightly. Hold down the **Shift** key (Option (Mac)) and touch the middle of the leg at the bottom to align the rectangle. (fig 21)



Make sure that the rectangle is still selected. Using the **Move** tool with the **Ctrl** key held down move the rectangle to the other leg shown. Holding down the Ctrl key will produce a copy. (fig 22)



Using **Push/Pull** drag the first rectangle forward to form a rail. Touch the edge of the leg that the leg that it is to be positioned to. (fig 23) **Double click** on the other rail rectangle and it will move forward the same amount as the last Push/Pull distance. (fig 24) Repeat the processes above to create the other rails. (fig 25)



Create a rectangle on the rail shown which is **50,15**. Position the rectangle similar to fig 26. Select all of the rectangle with the select tool (Be careful not to select other lines/objects in the background) and right click with the mouse over it and select **Make Component**. (fig 27)

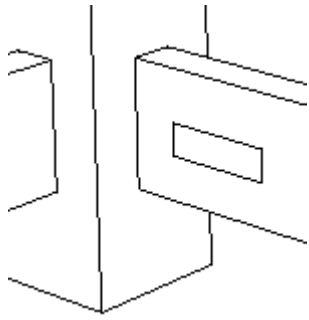


Fig 26

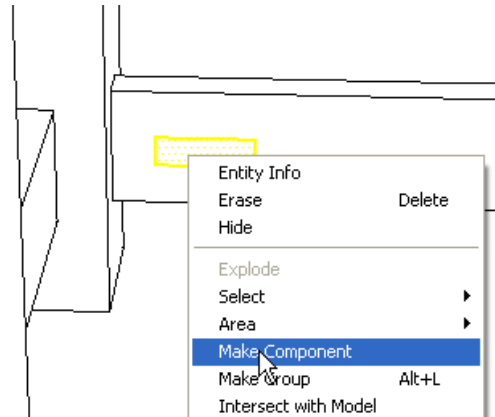


Fig 27

Type Shelf for the name and select Create. (fig 28)

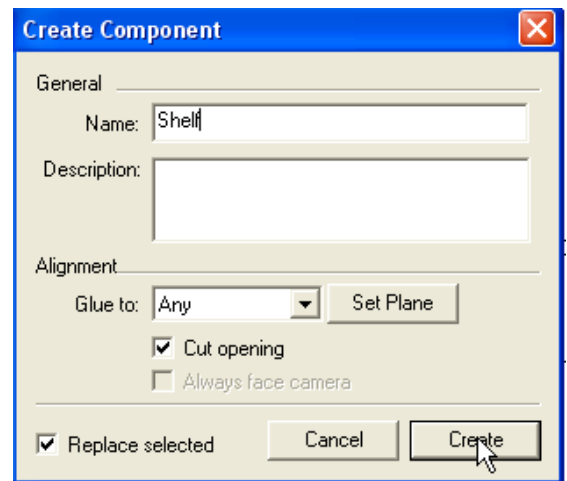


Fig 28

Now copy the shelf rectangle along and place it as shown using **Move** with the **Ctrl** key held down. (fig 29) Type 12x and enter and you will get an array of rectangles. (fig 30) Note: if **12x** is too many then type 11x etc until you get the required amount.

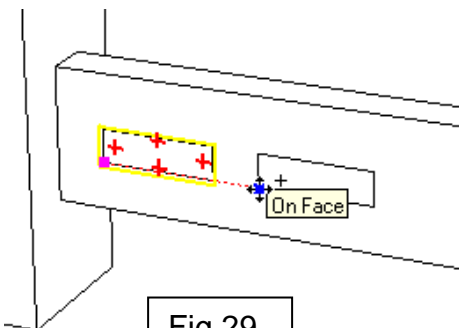


Fig 29

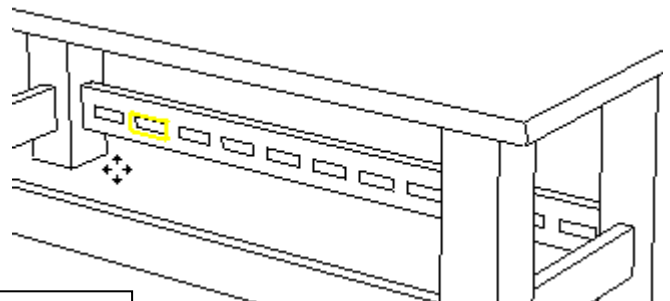


Fig 30

Double click on the first rectangle so that you activate the component. (fig 31) Now **Push/Pull** the first shelf rectangle towards the opposite rail. Now you will now see all the rails move at once, (fig 32) this is because components which are the same have a parametric link to each other.

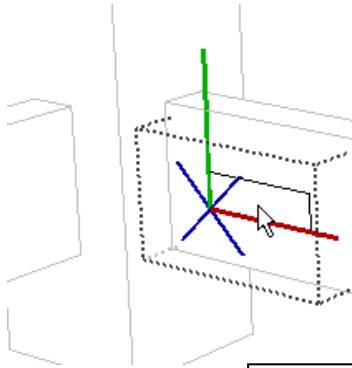


Fig 31

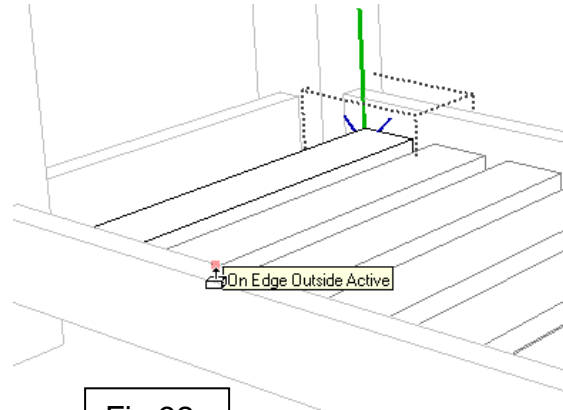


Fig 32

Open the **Paint Bucket** and select **Interior Finishes** and a wood finish. (fig 33) Drag and drop the wood texture onto the coffee table. (fig 34) Note: holding down the **Ctrl** key will paint all of the table at once.



Fig 33

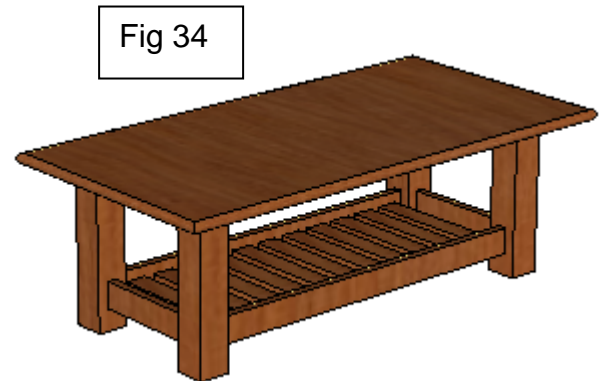


Fig 34

Draw a rectangle onto the table top and use **Push/Pull** to extrude a hole in the Top. (fig 35) With the line tool draw a line across point 1 and 2. This will fill in the top surface and you can now drop a transparent color onto it. (fig 36)

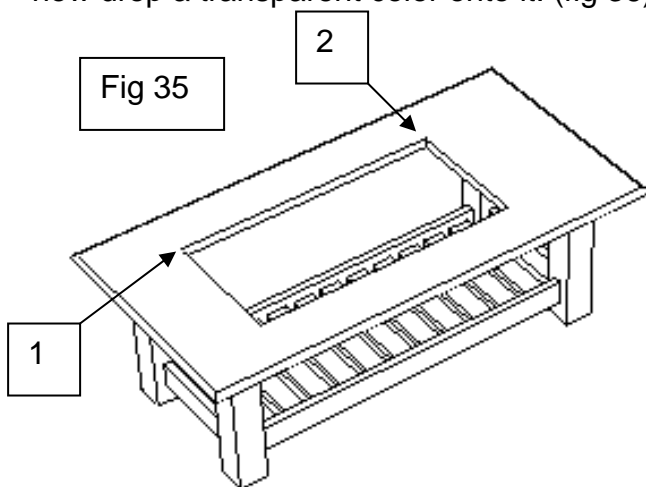


Fig 35



Fig 36