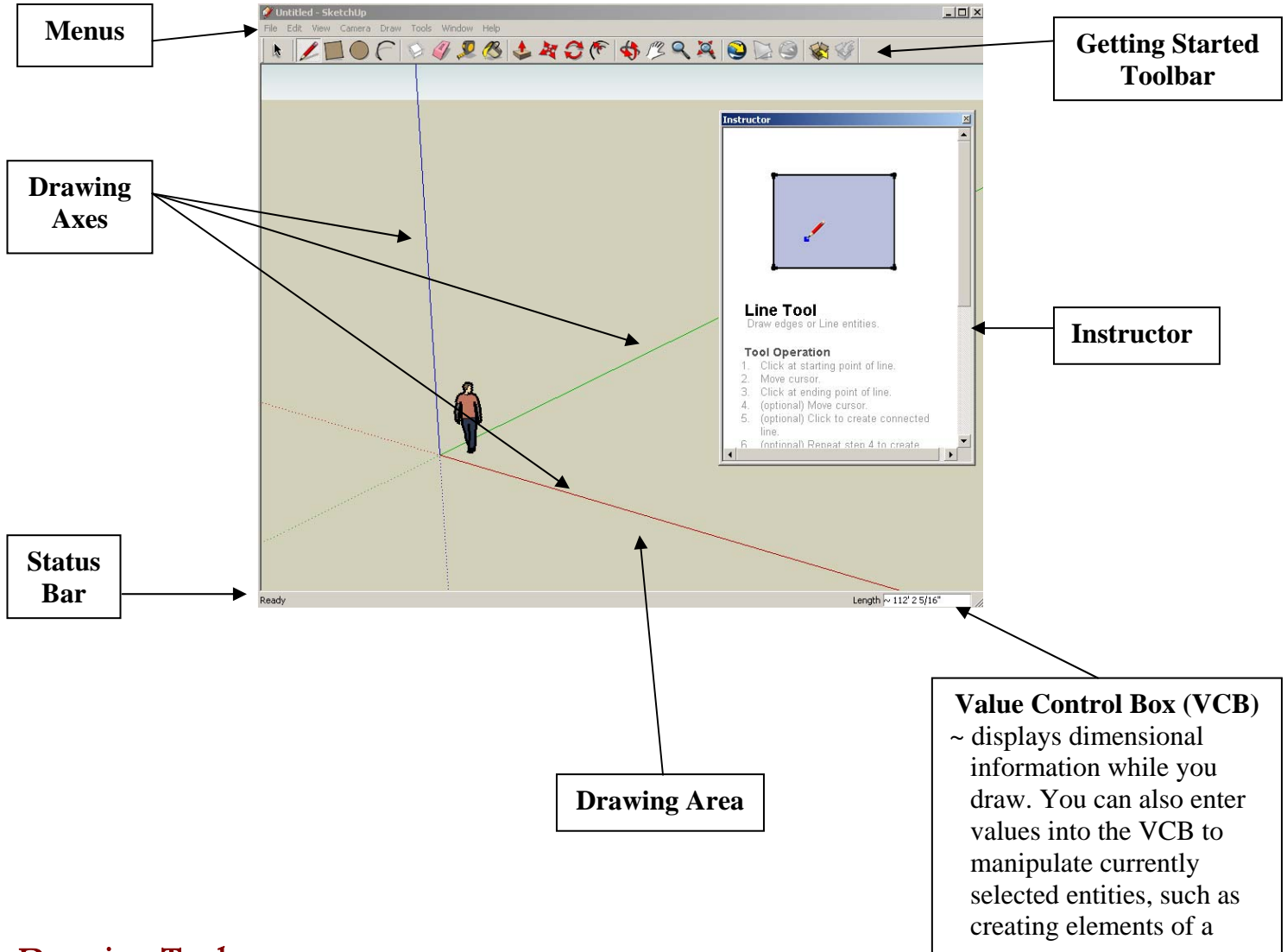
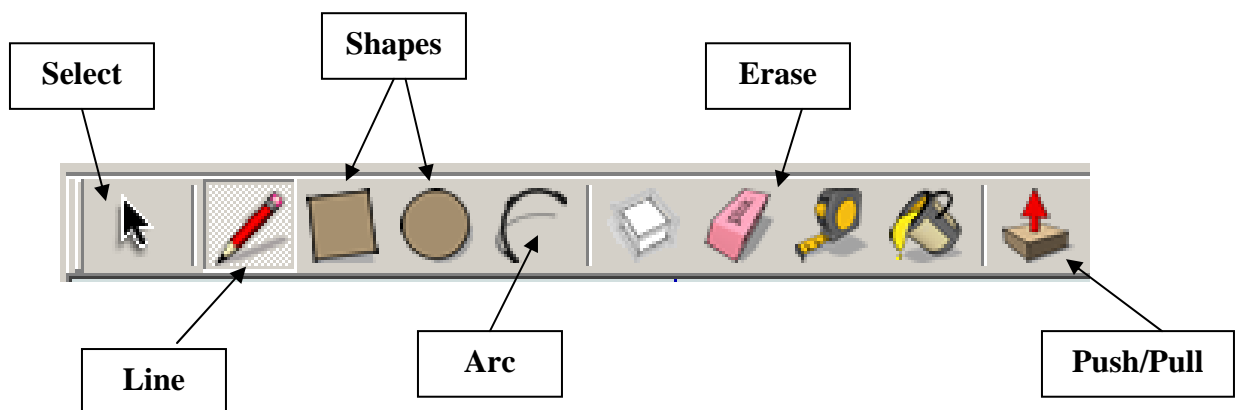


Interface:

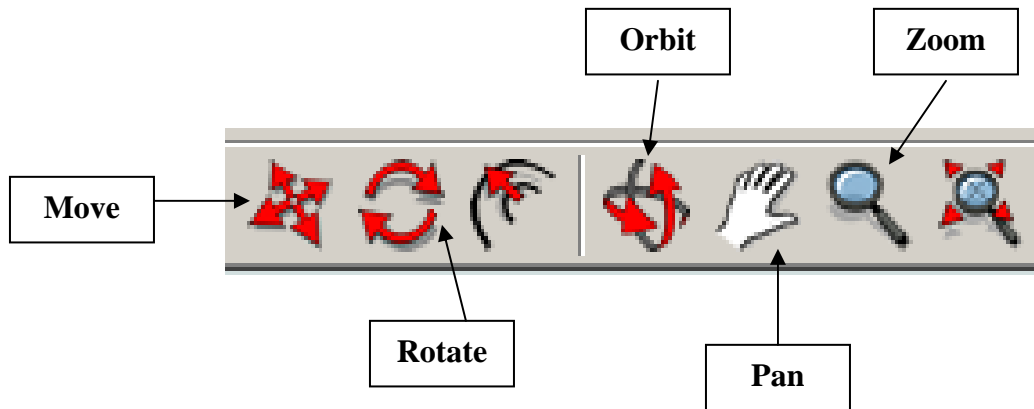
Sketchup provides a reasonably intuitive workspace. It doesn't take long to get to know where the tools you need are found.



Drawing Tools:



Navigating the Drawing Area:



Rotate

This can be tricky and takes time to learn how to manipulate. Practice! Try these hints to get you started:

First select the thing or things you want to move. They have to be colored as active to indicate that they are selected.

Then, select the Rotate tool. Your cursor will change to a protractor. Visualize which axis will be your axis of rotation: green, red or blue. When the rotate tool is set to rotate about the green axis, the protractor will be green, etc.

To lock the axis of rotation, press the SHIFT key. With the shift key pressed, the rotate tool will NOT *re-inference* to a new plane (axis of rotation). Locking the axis of rotation allows you to move your cursor off the face of the object you want to rotate. Doing this, you can rotate your object around something else, as opposed to just rotating the object of selection.

Next, position the center of the protractor exactly where the pivot point will be and left click.

Now, somewhere along a *radial line* away from your pivot point, inference a spot and do your second left click. The spot that you inference will most likely be a spot that you will use when stopping the rotation on your third click.

You will see as you move the mouse that your selection will start pivoting around its pivot point. Your third left click will establish the ****final**** resting place for your rotation.

****** If you wanted to rotate a certain specific number of degrees, now is the time to use the VCB and enter the degrees of rotation.

Working with Objects:

Right Click
 ~ Don't forget to explore the Right Click options available for each object.

Often this is the easiest way to **ERASE** an entire object.

Entity Info

Face

Layer: Layer0

Area: 133.7917 Feet²

Hidden Cast Shadows Receive Shadows

Clicking here will **HIDE** the surface that you have chosen.

This is useful if you want to show an interior image or cutaway.

Menus:

Window Menu:

~ Will give you further dialog boxes to choose how to format or create objects in your model.

Materials:

~ Often when you open the dialog boxes, you will see folders nested within.

Check each collection out! There are many options.

Styles:

~ Gives you preset color schemes to aid in visualizing. As a beginner, you may want higher contrast until you get used to the tools.

Components:

~ There are many pre-created galleries of common items. Go to the Sketch Up site to download special ones.

