**Sketch Up Tutorial**

**Getting Started**

1. Open a new document
   1. Choose Architectural Template (feet and inches)
2. From the top menu, choose view 🡪 camera 🡪 top (since we will be working in plan view.
3. Using the eraser tool, erase the person (component)

**Creating a Plane (Shape)**

1. Select the shape tool to create a square (the drop down menu shows rectangle, circle, or polygon)
2. Hover mouse over intersection of x,y axes (z is invisible because we are working in plan mode)
3. Click once to originate shape
4. Type 20’, 20’ after clicking to specify exact dimensions for shape
   1. The default unit of measurement is inches, so you must specify ‘

for feet

1. Press enter
2. You now have your 20’x20’ work surface

**Navigation**

1. Practice orbiting, panning a zooming
   1. Select the arrow tool and roll the mouse wheel to zoom in and out.
   2. Press center wheel and move mouse to orbit around model
   3. To pan (move around model without orbiting) Hold the shift key while orbiting (pressing center wheel and moving mouse)

**Creating a Circle (Point)**

1. Under the shape tool drop down tab, select the circle tool
2. Click to originate circle, and type in radius dimensions
   1. Remember that the default measurement is inches

**Creating a Line**

1. Select the pencil tool
2. Click to originate line
3. Click to end line
   1. Remember to join corners well (this will become important later as we are extruding shapes
   2. Look at model as you hover over
      1. Endpoints and Midpoints will be highlighted

**Creating a Wall (Parallel Lines)**

1. Using the select (arrow) tool, highlight the line you have drawn
2. Choose the Offset Tool
3. Click and Drag, or type in distance to offset line
4. Join parallel lines to enclose geometry

**Use Paint Bucket to apply color to elements**

**\*\*This assignment is two-dimensional, but once completed, save as…, then you may begin practicing extruding volumes. Use the push/pull tool by hovering over shapes that you have created. (Individual geometries will become shaded when you hover over them). Once the shape is shaded, click and push or pull (or type number for exact height dimension). Practice orbiting around the model to see what it looks like from different angles.\*\***