Intermediate SketchUp
Training course outline

Building on the basics, this course teaches how to use SketchUp Pro's more sophisticated features and commands to make you more productive in your work, and improve the quality of your designs and visualisations to a quality associated with more expensive applications.

Course summary
Sessions cover:

- Enhanced 3D modelling techniques.
- Creating and editing textures, scenes and styles.
- UVW mapping.
- Animations.

Delegates also learn a range of tips and tricks for becoming more productive when using SketchUp.

The course can be tailored for each client to be relevant to the type of models and visualisations you require.

Duration
Two days.

Pre-requisites?
You should have good working knowledge of SketchUp for 3D modelling,
i.e. be familiar with the techniques taught in our *Introduction to SketchUp* course (see armada.co.uk/sketchup/syllabus).

In-class or live online
You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information
Courses are hosted by highly experienced instructors with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed software to practice the techniques taught. You can choose to use a Windows computer or a Mac.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate
You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate (PDF) confirming successful course completion.

Method of delivery
Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support
Following training, you're entitled to 30 days' email support from your trainer.

Further information
See armada.co.uk/course/sketchupintermed.

Course syllabus
See over.

Course syllabus

Beyond the basics - what is possible in SketchUp?

Intermediate modelling techniques
Inc. 2D to 3D and Freeform

Controlling segments and face counts
Using Follow Me for Detailed modelling
Using Push Pull techniques
Freeform Modelling

Importing CAD
Layers and protocols
Selection techniques
Isolating layers
Refining components
Discover outliner
Why groups
Choosing groups or components

Editing textures
Managing your textures

Animation techniques
Controlling transition speed and delays
Tabs and updates

Understanding the Scenes Manager
Changing and updating scenes
Controlling animation
Output for video

Getting to understand styles better
Saving and editing styles
Incorporating your style into your scene

Controlling output
2D graphics out
3D models out

Shortcuts for getting around SketchUp
Zoom, pan and rotate
Move, copy and scale
Where and how to add shortcuts
Understanding implied intersections

Magic Box modelling technique
Polygon modelling techniques

Projected UVW mapping
Adjusting mapping size
Adjusting mapping position

Mapping UVW origin

Shadows and daylight control

Using alpha channels
Preparing graphics with alpha channels
Banner objects
People and trees

SketchUp   armada