SketchUp Course Syllabus
Teacher: José Acevedo

Requirements:

- USB Device 8GB or more.
- Some knowledge of architecture or Interior design
- Spare time to practice and complete homework
- Computer to work at home

The purpose of the class is to prepare students to use SketchUP for model building to flesh out ideas and present their ideas in a timely manner, Use v-ray for SketchUP to create renderings with proper lighting and photo realism, And learn to use SketchUP layouts to create presentations including the renders, floor plans, sections and elevations in an organized manner.

Students are expected to take notes, review the videos, and practice the instructions given in class. It is the students responsibility to further look into subjects that will be touched upon in class. These include but are not limited to Lighting design, Landscape design, layout design.

Homework

The homework is all about practice, practice and practice. By practicing what you learn you solidify the lessons in mind and can progress your skills and capabilities with the program. It will always consist of the following assignments but may include finishing class assignments at home.

Write notes for review in the next class.

Practice the tools and commands taught in class.

Schedule: *Schedule is subject to change based on the speed of the class*

SKP CL1

1. Toolbars
2. Camera controls
   - 2.1. Pan
   - 2.2. Zoom
   - 2.3. orbit
3. Basic tools
   - 3.1. Rectangle
   - 3.2. Circle
   - 3.3. Select
   - 3.4. pencil
   - 3.5. push /pull
   - 3.6. Groups
   - 3.7. Components

3.8. Move
3.9. Rotate
3.10. Copy
3.11. Array
3.12. Polar array
3.13. Offset
3.14. Paint bucket

SKP CL2

1. Modeling practice
   1.1. Walls + floor
   1.2. Windows
   1.3. Doors
   1.4. Frames
   1.5. tables
2. Openings
3. Creating materials
   3.1. Search online for materials
   3.2. Create new material

SKP CL3

1. Edit materials
   1.1. Scale
   1.2. Rotate
   1.3. Edit
2. Modeling practice
   2.1. Chair
   2.2. Shelves
   2.3. Accessories
3. Warehouse
   3.1. Download models
   3.2. Edit models
   3.3. Groups vs components
   3.4. Scale

SKP CL4

1. Project 1: Interior Space - Bedroom
    1.1. Room floor 20’,20’
    1.2. Walls 10’h, 8”
    1.3. 2 door ways 7’h,3’w
    1.4. Window two 5’h,4w or one 5’h, 8’w
2. Object placement
    2.1. Locking to axis
    2.2. Reference points

SKP CL5

1. Section plane
    1.1. Sections - Elevations
    1.2. Floor plans
2. Layouts
    2.1. Preparing views
    2.2. Sending to layouts
        2.2.1. Positioning
        2.2.2. Sizing
        2.2.3. Moving
        2.2.4. copy
    2.3. Using scenes
    2.4. Scale
    2.5. Dimensions
    2.6. Updating model reference
    2.7. Styles in layout
    2.8. Title block
3. Basic renders

SKP CL6

1. Structures phase
    1.1. Floor
    1.2. Walls / store front
    1.3. Doorways
    1.4. Window frames
    1.5. Stairs
    1.6. Columns
    1.7. Rails

SKP CL7

1. Detailing phase
    - 1.1. Tables
    - 1.2. Counters
    - 1.3. Rugs
    - 1.4. Picture frames / posters
    - 1.5. Light fixtures
    - 1.6. Doors
    - 1.7. Windows
    - 1.8. Planters
    - 1.9. Accessories

SKP CL8

1. Lighting phase
    - 1.1. Lights and settings
        - 1.1.1. Lighting with shades
        - 1.1.2. Directional lights
        - 1.1.3. Ambient lights
        - 1.1.4. General lights
        - 1.1.5. Accent lights
2. Test renders
    - 2.1. What we are looking for when we test render

SKP CL9

1. Render phase
    - 1.1. Fixing the lighting
    - 1.2. Editing materials
    - 1.3. VRay material effects
    - 1.4. Camera positioning
    - 1.5. Render settings

SKP CL10

1. Presentation phase
    - 1.1. Views
        - 1.1.1. Views in SketchUP for use in Layouts
    - 1.2. Set up layout
        - 1.2.1. Image hierarchy
        - 1.2.2. scale
    - 1.3. Inserting renderings
    - 1.4. Dimensions and labels
    - 1.5. Title block
    - 1.6. Presentation Tips

Useful tips:

When working on layouts look up the term layouts online. See how images are organize and text is used.

Stuck on color palette? Look to nature and use colors that are naturally occurring together in nature, they are automatically pleasing to the eye.

If using monochromatic color scheme, do not use only one shade of a color. Try using multiple shades of the same color. I.E. White, off white, ivory, egg shell white, vanilla are all white shades.

The best tip of all is this, make a Pinterest account, it's a useful way to search for inspiration and a good way to learn and keep images of inspiration in collections.