



SketchUp Novice/Beginner Online Course

18 hours, 10 sessions, 4 weeks, 2 series,

DAY	WEEK 01	WEEK 02	WEEK 03	WEEK 04	WEEK 05	TOTAL
WEDNESDAY (LECTURE SERIES) 6-8pm	S01.W01.L The Environment: Learning to navigate	S03.W02.L Drawing- Creation. Measure- Documentation	S05.W03.L Organise- Manage. Components, Textures and Material creation	S07.W04.L Presentation. Images and Walkthroughs. Styles and Trimble LayOut	S09.W05.L Major assignment	
TIME	2	2	2	2	2	10
SATURDAY (WORKSHOP SERIES) 9-10.30am	S02.W01.W Mass buildings. Connect and create logo pieces	S04.W02.W Geometric House. Creating objects to insert into house	S06.W03.W Create interior components and test components	S08.W04.W Design, build and present the house	S10.W05.W Assignments handed in for feedback	
TIME	1.5	1.5	1.5	1.5	1.5 (2)	8
						18

WEEK 01	THE ENVIRONMENT; LEARNING TO NAVIGATE
S01.W01.L	<u>Session 01. Week 01. Lecture series</u> <ul style="list-style-type: none"> - <u>Introduction to SketchUp (vs SketchUp pro)</u> - <u>What is the software capable of doing? (example projects provided)</u> - <u>Keyboard shortcuts</u> - <u>User interface- basics (this will be continuously iterated)</u> - <u>Outline of all tools and how they work- basics</u> - <u>SketchUp world and its environment- who's the man in the project?</u> - <u>Introduction to toolbars</u> - <u>Understanding that SketchUp is a tool</u> <p>A house/ a set of objects are provided</p>
S02.W01.W	<u>Session 02. Week 01. Workshop series</u> <ul style="list-style-type: none"> - Provides students with the opportunity of playing around with moving and ensuring they understand how to use this. An exercise will be given in class in which they all have to present their work and an opportunity for others in class to have input. - A working file will be provided and exercises to take 20mins +/- <p>Gridded surface. Blocks drawn in grid. Push/pull move tools. Provide exercise files</p>
WEEK 02	<u>DRAWING- CREATION. MEASURE- DOCUMENTATION</u>
S03.W02.L	<u>Session 03. Week 02. Lecture series</u> <ul style="list-style-type: none"> - <u>Using the Tools to create objects- understanding all drawing tools to understand the function they serve. Line, rectangle, circles arcs erasers push pull offset. Edit tools etc. Follow Me tool</u> - <u>Understanding the Plan vs Section rule to create objects</u>



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	<ul style="list-style-type: none">- <u>Students will learn how to measure and show dimension on the 3D</u>- <u>Create sections and section cuts, use of guidelines</u>- <u>Import images, cad drawings and creating forms (loosely introduced)</u>- <u>Shapes are created with the help of the instructor.</u>- <u>Students will be given a plan of a house before hand, along with the skp file , of which they have to start conceptualising the staircase/ They will have to complete a set of stairs before the session (freehand) (sabs stair standards are used. The workshop component below will address the rest of the model!</u>
S04.W02.W	<p><u>Session 04. Week 02. Workshop series</u></p> <ul style="list-style-type: none">- <u>A basic geometric plan is provided. Students (and tutor) will work through the ground floor plan on how to model walls, floor, windows, doors. They will have to complete the first floor plan at their own accord, within set frameworks.</u>
WEEK 03	<u>ORGANISE- MANAGE. COMPONENTS, TEXTURES AND MATERIAL CREATION</u>
S05.W03.L	<p><u>Session 05. Week 03. Lecture series</u></p> <ul style="list-style-type: none">- Grouping objects and why this is important- Layers- Material creation (either through individual photos, or through existing ones). Students should be able to understand how to tweak and work with scale- Using the paint bucket
S06.W03.W	<p><u>Session 06. Week 03. Workshop series</u></p> <ul style="list-style-type: none">- <u>Source an image of staircase and draw it on SketchUp with the provision on plan provided (The staircase can be larger). To be presented in this session and discussed how it was achieved.</u>- <u>Provide proof of grouping and how components have worked in your favour</u> <u>Take a picture of a texture and import into SketchUp and apply as texture</u> <u>Students will be tasked with editing their groups to ensure they understand components drawn</u>
WEEK 04	<u>PRESENTATION. IMAGES AND WALKTHROUGHS. STYLES AND TRIMBLE LAYOUT. NEXT COURSE UPDATE ON SKETCHUP INTERMEDIATE ON MAKING A HOUSE.</u>
S07.W04.L	<p><u>Session 07. Week 04. Lecture series</u></p> <ul style="list-style-type: none">- Using styles- Vector vs raster images- Using scenes- Creating animation and rendering animation- Saving images and different file formats- Advancing to SketchUp Pro and using Layout for plan, section design concept presentations- Shadows, lighting, time zones- Export functions



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	<ul style="list-style-type: none">- Using perspective photos to model
S08.W04.W	<u>Session 08. Week 04. Workshop series</u> <ul style="list-style-type: none">- Create an animation.
WEEK 05	<u>PROJECT</u>
S09.W05.L	<u>Session 09. Week 05. Lecture series</u> <ul style="list-style-type: none">- <u>Introduce the project</u>
S10.W05.W	<u>Session 10. Week 05. Workshop series</u> <ul style="list-style-type: none">- <u>Discuss design intent and ideas regarding project</u>- <u>Finalise models</u>