DESCRIPTION

Considerably easier to use than other 3D software, Google SketchUp has found a niche in architecture, landscape design, real estate development, furniture building, and other design professions. This book provides an accessible approach that assumes no previous 3D modeling experience and explains the basic concepts involved in 3D modeling. Introduction to SketchUp shows readers how to build a 3D model, print it, share it, export it to another professional design package, export it to Google Earth, and create a 3D animated tour. It also helps readers harness the power of Google SketchUp so that they can populate Google Earth with 3D buildings, monuments, and other sculptures.

This edition is updated with the latest version of Google SketchUp software, easy-to-read, and practical, this text not only helps you learn how to use Google SketchUp at your own pace; it helps you master the core competencies and skills you need to succeed. Developed with architects, interior designers, landscapers and other design gurus in mind, Google SketchUp is the fast, easy way to build 3D models of anything you wants—buildings, furniture, landscapes, or your own unique creations.

ABOUT THE AUTHOR

Aidan Chopra is the product evangelist for SketchUp at Google. He writes and edits SketchUpdate, a popular e-newsletter and blog that reaches hundreds of thousands of SketchUp users worldwide.
NEW TO EDITION

This second edition has been updated and modified in response to user suggestions:

All techniques and features have been updated to reflect the changes made in Google SketchUp8

• New pedagogical features and instructor support:
  • For Example boxes
  • Career Connections
  • In the Real World
  • Apply: What Would You Do?
  • Be a Designer, Architect, and Developer…
  • Instructor’s Resource Manual

• Chapter 2 now includes a section on mastering the rotate tool.

• Chapter 6 has been revised to include sections on creating new and editing existing terrain. This chapter also explains solids and demonstrates the proper use of solid tools to students.

• Chapter 8 now includes techniques to optimize photo textures, demonstrates how to wrap an image around a cylinder, and how to match more than one photo.

• Chapter 10 has a brief section on using scenes to manage your model

• Chapter 11, was updated to include information on organizing your collections in the Google 3D warehouse and controlling access to your online models
• **Chapter 15** now provides an in-depth look at LayOut from working with dimensions, managing styles, and working with templates and scrapbooks.

• **Online Bonus Chapter**: Creating Dynamic Components

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## FEATURES

• Assumes no prior experience with SketchUp.

• Covers both the retail (SketchUp Pro) and free Google download versions.

• Explores how to harness the power of Google SketchUp to create 3D models, add textures, create animated walkthroughs, and export models into Google Earth.

• **Career Connection and In the Real World sections presents real life examples throughout the text**, which illustrates how professional architects, interior designers, and other design gurus use Google SketchUp.

• **Clear, everyday language and clean format.** Students can read each chapter without being intimidated by difficult language or overwhelmed by sidebars, textboxes, and other fillers that interrupt the flow of the writing.

• **Modular format.** Instructors can reorder textbook content to suit the needs of a particular class. The text proceeds logically from the basics to more challenging material, and chapters are further organized into sections that are self-contained for maximum teaching and learning flexibility

• **Tips from the Professionals.** A list of tips that provide relevant advice and helpful tools for students.

• **Apply: What Would You Do?** These questions drive home key ideas by asking students to synthesize and apply chapter concepts to new, real-life situations and scenarios.

• **Be a Designer, Architect, and Developer...** Found at the end of each chapter, “Be a . . .” questions are designed to extend students’ thinking and are thus ideal for discussion or writing assignments. Using an open-ended format and sometimes based on Web sources, they encourage students to draw conclusions using chapter material applied to real-world situations, which fosters both mastery and independent learning.

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