The site designer’s guide to SketchUp’s powerful modeling capabilities

SketchUp for Site Design is the definitive guide to SketchUp for landscape architects and other site design professionals. Step-by-step tutorials walk you through basic to advanced processes, with expert guidance toward best practices, customization, organization, and presentation. This new second edition has been revised to align with the latest software updates, with detailed instruction on using the newest terrain modeling tools and the newly available extensions and plug-ins. All graphics have been updated to reflect the current SketchUp interface and menus, and the third part of the book includes all-new content featuring the use of new grade and terrain extensions. Developed around the needs of intermediate professional users and their workflows, this book provides practical all-around coaching on using SketchUp specifically for modeling site plans.

SketchUp was designed for usability, with the needs of the architect, industrial designer, and engineers at center stage. This book shows you how the software’s powerful terrain and grade functions make it an ideal tool for site designers, and how to seamlessly integrate it into your workflow for more efficient design and comprehensive planning.

- Master the SketchUp basics, navigation, components, and scripts
- Turn 2D sketches into 3D models with volume, color, and material
- Create detailed site plans, custom furnishings, gradings, and architecture
- Learn sandbox tools, organization strategies, and model presentation tips
SketchUp has undergone major changes since the publication of this guide’s first edition, with its sale to Trimble Navigation bringing about a number of revisions and the availability of more immediately useful features. *SketchUp for Site Design* shows you how to harness the power of this newly expanded feature set to smooth and optimize the site design workflow.

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**ABOUT THE AUTHOR**

**DANIEL TAL, RLA**, is a licensed landscape architect who freelances on a range of projects and consults on technology education and software development. He consults on SketchUp-related tools, conducts workshops and seminars on 3D modeling, and beta tests future software releases to assure that they meet the needs of professionals.

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