

Google Skech Up 6 or 7 for 3d

Syllabus

Introduction to Google Sketch Up!

Instructor: Basu Poudel

Time: 45min Practical + 35 min Theory

Duration: 15 to 20 days

COURSE DESCRIPTION:

This course will cover basic techniques for the idea exploration, visualization and communication using Sketchup. Some emphasis will be placed on integration of various software packages with Sketch Up.

COURSE FORMAT:

Each class will be comprised of lectures/discussions with demonstrations by the instructor as well as hands-on exercises to be completed in class by each student. Because the nature of the class instruction, regular attendance by each student is critical.

COURSE PREREQUISITES:

The nature of this course is to demonstrate the ease of use of the software as compared to other more complex software packages available on the market today. No prerequisites are set for this course, however, a basic working knowledge of computers and a Microsoft Windows operating environment are necessary. Students will find that knowledge of any .DWG compatible CAD software program will be helpful during some classes.

COURSE OBJECTIVES:

1. To expand the students ability to explore design through the use of three dimensional modeling.
2. To provide students with the opportunity to gain a working understanding of emerging technologies.
3. To dispel myths commonly found in professional realms concerning the complexities and difficulties of computer modeling.
4. To have fun doing all of the above!

ASSIGNMENTS:

Each class will have hands on exercises or optional in class workshops as decided by the instructor. Each student will also be assigned a "Real World Project" to be completed during in-class workshops or on the students own time, to a level of completion as determined by the instructor. The contents or subject matter of the "Real World Project" can be determined by the individual student and approved by the instructor. Each student is encouraged to incorporate a current or past project from their office or home.

Course Contents

		Teaching Hour
1	Introduction to Sketch Up - The fundamental tools. <ul style="list-style-type: none">- Lines, Rectangles, and Circles- Move, Rotate and Offset- Push, Pull and Follow Me	3 hour 20min
2	Understanding How Sketch Up Works – Groups and Components <ul style="list-style-type: none">- Groups vs. Components- Creating and editing Groups- Creating and editing components	1 hour 20min
3	Textures and Materials <ul style="list-style-type: none">- applying colors and materials- creating materials- exporting images	2 hour 20min
4	Sandbox Tools <ul style="list-style-type: none">- Creating landscaping- Importing trees	2 hour 20 min
5	Importing CAD files and Real World Modeling Assignment <ul style="list-style-type: none">- Good layer management- Cleaning up CAD files- Turning 2-D into 3-D	1 hour 20min
6	Real World Modeling Assignment	3 hour 20min
7	Rendering of Real World Modeling	2 hour 20 min
8	Presentations of Modeling Assignment	1 hour 20 min

