

sketchup

Course details

Description:

the focus is on the part of the technology itself, BIM, with 3D technology, an advanced level for the most famous program for drawing

and how to apply it



Course structure:

Sketchup Course:

Sketchup: 10 hours

Plugins: 10 hours

Vray: 10 hours



Sketchup Course:

Resourcing, text books and reading material:

We recommend the following resources:

- 3D Printing with SketchUp
- Building Blocks of SketchUp

Web resources:

- <https://help.sketchup.com/en>
- <https://forums.sketchup.com>
- <https://www.sketchup.com/resources/books>

Prerequisites:

- Basic knowledge and skills about using computers
 - Engineering background is recommended.
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CERTIFIED INDUSTRIAL ENGINEER

BY REGISTRATION

Certificates:

- Certificate from CAD MASTERS

Grading:

Attendance	40%
Assignments	60%

To pass the course and receive both Autodesk certificate & CAD MASTERS certificate you should:

- Attend at least 80% of course hours
- Score more than 70% as a total score

Course Outline:

1-Sketchup 3D modeling (5 Lectures):

- Recognize program's interface (Template-File- Edit -View -Camera...).
- Main tool bar :(Getting started-large tool set -viewport).
- Window Menu :Default Tray-Model info & Preferences.
- How to deal with camera tools (Zoom-pan -orbit) and Select Tool.
- How to deal with draw Tools like(line-rec-circle-polygon-arc) and modify tools (move-copy-push-rotate-mirror-scale-follow me...etc.)
- The difference between group and component.
- Using Materials -components-shadow-section-scenes-styles for sketchup.
- Dimension tools (Tape measure-dim-3d text-protractor).
- How to import AutoCad drawings using sketchup layers.
- Export Autocad 2D drawings from sketchup using parrel projection.
- How to make animation videos from sketchup scenes.
- Using Sketchup Layout to export plates.

2-Plugins for Sketchup (5 Lectures):

- How to install extensions from 3D warehouse and import it to sketchup.
- Plugins include: (1001pit pro-bz toolbar-jhs power-dibac-tools on surface-join push pull- make face -lattice-profile builder- selection toys-curviloft-sketch UV-Floor generator- 3d Arcstudio-shape bender-solar north-fur-weld-round corner...etc.).

3-Vray3.4 for Sketchup (5 Lectures):

- Introduction to Vray for SketchUp (Asset editor include lighting-materials -setting render).



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-How to render and deal with Frame Buffer (region render-track mouse-history -color correction).

-Types of Lighting:

-How to deal with (Rectangle light -sphere-spot-IES-Omni Light-Mesh Light-Dome light

-sunlight) and apply for interior scene.

-Making day and night scene using sunlight and dome light.

-How to deal with Setting Render.

-Materials:

-How to create some materials like (glass-mirror-curtain-wood-gold-wall paint-marble .etc.)

-Material edit using diffuse-reflection-refraction-glossiness and Bump.

-How to create 2 Sided material and Emissive.

-Apply for interior and exterior scene.



knowledge
makes a difference



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