ACADEMY
OF DIGITAL
ARTS

SketchUp – Basic to advance Tutorial with Vray render output

Sr. No	Course Task	Duration in hours
1	Installation of the software • Installation and Run the software • Installations of required plugins	1
2	Introduction to SketchUp and interface • Why we use SketchUp and what are the benefits. • Introduction of the commands and interface	1
3	Preparation of workspace and Introduction to most important tools • Selecting workspace as per requirement • Learning Important tools and its application	1
4	Introduction to the Axis, movements, and basic 2D tools • Understanding Red, Green and Blue Axis • Movements controls Pan, Rotate and Orbit • 2D Tools like Line, Rectangles and Circles	2
5	Making 3D objects and inserting dimensions and text • Introduction to push and pull command • Creating copies of 3D objects and moving them • Learning how to insert dimensions, measurement, protractor, tape commands	2
6	Basic cutting, scaling and stretching of 3D objects • Learning the methods of cutting an 3D objects • Learning to scale up and scale down the 3D objects • Learning to Stretch and change the properties of 3D objects	1
7	Importing a AutoCad file to SketchUp and Start Building Floor Plan in 3D • Learn how to import files from AutoCad • Developing 3D surfaces on plan • Learning to develop doors, windows, floor and ceiling in 3D	2
8	Application of Materials, components, styles, layers	1
9	Basic learning of Warehouse • Developing the details of the space in 3D • Inserting furniture, Human scale, Plantation, and other required warehouse blocks	2
10	Introducing section cuts and exporting the built 3D in jpeg • Learning Section command • Learning to set scenes • Learning to export	1
11	Application of Vray Plugin • Learning to insert basic Lights • Learning to render and produce jpeg file of the 3D	1
	Total Duration	15 hrs