

Introduction to SketchUp Syllabus

v.2025-08

MODULE	SUBJECT	IN THIS MODULE YOU WILL ...
1	Getting up and running!	• Setup the SketchUp environment, including mouse, shortcuts, toolsets, panels, and model units • Take a tour of the SketchUp interface • Discuss SketchUp terminology • Create our first model!
2	Some SketchUp Basics	• Draw your first Model • Learn how to change the Model view • Learn how to select objects • Learn how to use the Erase Tool • Learn how the Paint Bucket works
3	More Drawing Tools	• Draw specifying lengths • Lock in a particular axis as you draw • Use inference and snap-points as you draw • Use the Arc Tool and the Pie Tool • Use the Polygon Tool
4	Move and Modify Tools	• Learn how to move and copy objects using the Move, Rotate, and Scale tools • Learn the power of multiplication and division • Learn how to modify objects using the Offset and Follow Me tools
5	Construction Tools	• Learn how to use the Tape Measure Tool • Learn how to use the Protractor Tool • Learn how to use the Axes Tool • Learn how to use the Section Plane Tool
6	The Solids Tools	• Learn how to use the Outer Shell tool • Learn how to use the Intersect tool • Learn how to use the Union tool • Learn how to use the Subtract tool • Learn how to use the Trim tool • Learn how to use the Split tool
7	The Free-Hand Tool	• Learn how to use the Free-hand tool • Design a decorative flowerpot

8	The Sandbox Tools	• Learn how to create terrain from contour lines (creating a Triangulated Irregular Network (TIN)) • Learn how to create terrain from scratch • Learn how to use the Smoove, Detail, and Flip Edge tools • Learn how to Stamp and Drape your models onto terrain
9	Geo-Location	• Learn how place your model somewhere on Earth • Learn how to display Shadows
10	Working with Materials and Environments	• Learn how to apply materials to your model • Learn how to use photo-realistic material • Learn how to create your own Materials • Learn how to use Environments • Learn how to access SketchUp Libraries for Materials and Environments
11	Animations	• Learn how to animate your model with Scenes and Scenes using Section Planes • Learn how to animate with the Move Rotate Open Close extension from DBS • Learn how to animate with the Animator extension from Fredo
12	Importing CAD Files	• Learn how to import and work with CAD files
13	Capstone Project	• Apply what you have learned! • Present your work to the class

Note that a module may take more or less than 1 week to complete.

The instructor reserves the right to modify the course modules; modifications will be transmitted via the LMS.