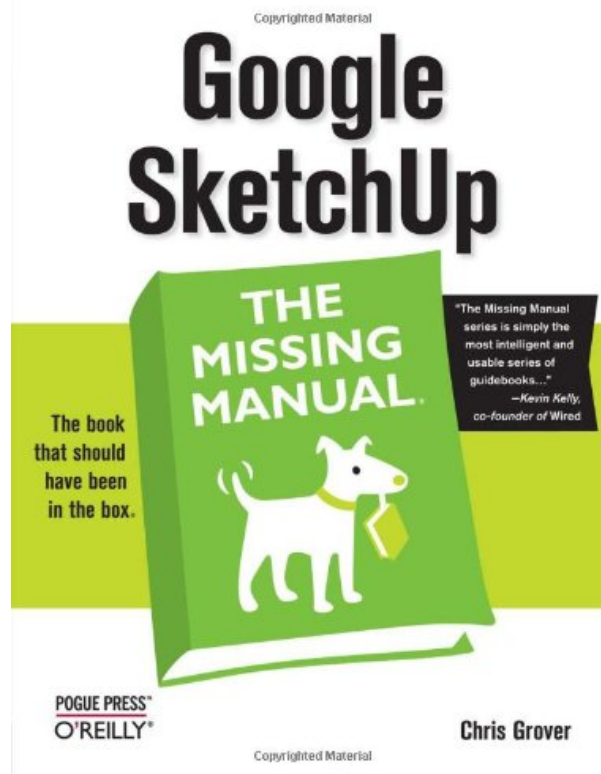# GOOGLE SKETCHUP: THE MISSING MANUAL BY CHRIS GROVER

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Google SketchUp

THE MISSING MANUAL.

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The book that should have been in the box.

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Amazon.com Review
Google SketchUp simplifies 3-D modelling, is free on the web, and helps you create 3-D models of everything from your garden to a large building. Google SketchUp: The Missing Manual shows you how to make the most of the program's tools and how to apply them to presentations and online sharing. The book introduces you to 3-D modelling, creating and animating a complicated model building, adding realistic material shading, and placing your model in Google Earth.

Using the Push/Pull Tool If you've ever seen those camping tents that spring from flat to fully-formed, you have an idea how SketchUp's Push/Pull tool works. You start with a flat 2D drawing and you stretch it to whatever length you want. Push/Pull works its magic on any shape that forms a face. In these steps, you use the Push/Pull tool to alter a simple box. 1. Use the Rectangle tool to draw a box, and then click the Iso button or choose Camera-->Standard Views-->Iso. You may even want to use the Orbit tool, to get a good view of three faces of the box, as shown below. Each edge on the box has two endpoints and a midpoint. To find the midpoint, move the cursor slowly along the edge. The cursor will snap to the midpoint when it gets close and you see a tool tip that says Midpoint. 2. Select the Rectangle tool and move the cursor over the different faces and points of the box. When the cursor is over a face, a tool tip says "On Face." When the cursor is over an end point or midpoint, the marker at the tip of the pencil changes color and you see appropriate tool tip messages. In the next step, you use an end point and a midpoint to draw a rectangle on the top surface of the box. 3. With the Rectangle tool, click on the front, right corner and then move to the midpoint on the back of the box, as shown below. After you create the rectangle, your box has an edge down the middle that divides it in half. The top of the box now has two separate faces. Start drawing from the front corner and then stretch the rectangle out to the midpoint on the backside. 4. With the Push/Pull tool (P), click the face on the left and move the mouse forward and backward. As you move the mouse, the model changes shape. When you pull up with the Push/Pull tool, you're "adding geometry" or "adding volume" to your simple box. When you push it down, you're "subtracting geometry." 5. Pull the face up and then click the mouse button. This leaves the face pulled up, and creates a new vertical face in the model. 6. With Push/Pull, push the vertical face back. As you push the face as shown below, you subtract volume from the model, making it smaller. 7. Continue to push the face until you reach the back edge of the box and then click. The face snaps to the back edge and then when you click, the face disappears. Your box looks as it did when you started this exercise. Pushing a face back shrinks an object, sometimes referred to as "removing geometry" or "reducing its

volume." Pushing this face all the way back until it reaches the opposite face removes it entirely.

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If you want to learn to create 3-D models using Google SketchUp, this Missing Manual is the ideal place to start. Filled with step-by-step tutorials, this entertaining, reader-friendly guide will have you creating detailed 3-D objects, including building plans, furniture, landscaping plans--even characters for computer games--in no time.

Google SketchUp: The Missing Manual offers a hands-on tour of the program, with crystal-clear instructions for using every feature and lots of real-world examples to help you pick up the practical skills you need. Learn to use the basic tools, build and animate models, and place your objects in Google Earth. With this book, you will:

- Learn your way around the SketchUp workspace, and explore the differences between working in 2-D and 3-D
- Build simple 3-D shapes, save them as reusable components, and use SketchUp's Outliner to show or hide them as you work
- Tackle a complicated model building with lots of detail, and discover timesaving tools for using many components
- Animate the model by creating an interior walkthrough of your building
- Dress up your model with realistic material shading and shadows, and place it in Google Earth

It's easy to get started. Just download the program from Google.com, and follow the instructions in this book. You'll become a SketchUp master in a jiffy.

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20 of 20 people found the following review helpful.
Perfect tool for a beginner
By Fabio
Somebody could say that you can learn exactly the same through Youtube tutorials or downloading PDF sketchup manuals. I totally disagree.
This manual is a great "step by step" guide into this amazing software. Chapter after chapter I felt I have improved my knowledge systematically.
Mastering is a matter of practising, once you have read this book you feel you are ready to master.

27 of 29 people found the following review helpful.
A decent start

By HapiKamper
I've written (just a few) handouts, manuals and books about using software, mainly graphics software. These programs are so full-featured it's easy to overwhelm a novice. When you're new to the subject, never mind the program itself, it's almost impossible not to feel at sea. Which is why we buy books like those in the Missing Manual series.

I hoped for a step-by-step procedure: Double-click the icon, this window appears, click this to have this happen, click that to set a preference, click this tool and do...something.

I began on page 13, Chapter 1, "Building a Bench: Your First SketchUp Model." After a short introduction to the program and the concept of 3D, the next page is "Firing up SketchUp for the First Time." Three different methods for launching the program for both Mac and Windows are given. Then the author talks about the first window that opens. Buried in the 12-line paragraph is a casual mention that if you're creating something (like the project later in this chapter?) you should choose the Woodworking template. Unmentioned (but pretty obvious) is "click OK to continue."

Then there's a tour of the interface and instructions on how to set it up and how to change how you're viewing your creation. Then there's a digression on templates and how to create templates (which I'm a long way from attempting). Then, finally, on page 32 is "Bench: Starting Your First Mode." And it begins with 1. Open a new SketchUp document with File > New. Hello! That's where you left me, some 18 pages ago! But at least here are instructions.

Things got much better down the road. The instructions are step-by-step, and there are frequent sidebars, call-outs and other notes that add more information as you go.

The book begins by orienting you to the three-dimensional world. Yes, we live in a 3D world, but working with one is a little (a LOT) different. Starting with a simple bench, you move on to create a house. Once the house is created, you can add textures or work with photos to create a realistic appearance.

The book is fairly-well illustrated with black and white screenshots throughout. The author is very good about providing instruction for both Mac and Windows users. Too often its assumed that both platforms work identically. It was nice to see the differences recognized and spelled out.

The last two chapters (of 15) contain instructions for working with features included with SketchUp Pro, the $495 version for industry professionals. Not having any plans to move up to that version, I skipped them.

By carefully reading and following the instructions I've been able to create and complete several projects. I'm finding that 3D is an entirely new ballgame. Learning my way around it has been quite an adventure.

11 of 11 people found the following review helpful.
Good Google Sketchup Book.
By J. Zavala
Simple, yet informative Google Sketchup 7 book. There aren't many Google Sketchup books so options were limited. Excellent for the price. Learn fundamentals and become an expert through the good step-by-step lessons. Can't go wrong with this book. Recommended.

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