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Course 216 SketchUp

Software Sketch Up & Enscape

Students must purchase copies of the software listed here in order to complete required coursework.

Students are required to match the software versions currently installed in the IDI computer labs. If you are unsure, ask before you purchase and install.

Technoliteracy

Students are solely responsible for all computer related items including but not limited to; hardware, software, files, and file backups. The student is solely responsible for any issues, crashes, glitches, non-performance, and grade point loss related thereto. Each student is required to back up their own files.

Grading

Project process deliverables (6 at 20 points each): 120 points

Attendance

Each student may have two total absences. However, more than two consecutive class meeting absences or three non-consecutive class meeting absences per course may result in the student being withdrawn from the course. Attendance is considered an important habit to acquire in becoming a mature, responsible member of the professional community.

Late Work

Late work will be accepted for each project process file except the 05 Final Rendering up to one week late for half credit. Late work will still be subject to additional loss of points for incorrect or missing items in each deliverable. Late work will not be accepted for 05 Final Rendering or 06 Final Print.

Project Progress Deliverables

- 01 Enclosure
- 02 Furniture & Accessories
- 03 Materials
- 04 Illumination
- 05 Final Rendering
- 06 Final Print

1

Lecture

Basic Modeling

Technologically-based collaboration method, benefits of SketchUp, 3D models and renderings

Orbit (scroll button - use as a button)

Pan (scroll button - shift + click)

Zoom (scroll)

Zoom Window (shift + ctrl + w)

Zoom Extents (shift + z)

Rectangle (r)

Undo (ctrl + z)

Axes; red, green, blue

Inference engine: hover; Endpoint, Midpoint, Intersection, on face, on edge VCB (Value Control Box)

Push Pull (p)

Select; left/right, number of clicks

Deselect (ctrl + t)

Faces

Edges

Delete (Not erase)

Undo (ctrl + z)

Move / Copy (m / m + ctrl)

Group creation (select, then right click)

Components overview

Line (l)

Import an AutoCAD floor plan

2

Lecture

Modeling Floors, Walls, Ceilings
Review import from AutoCAD
Review Building walls, floors, ceilings
How to delete all materials
Scenes; Window > Scenes

Lab

Work to create model enclosure (floors, walls, ceilings)

3

Lecture

Modeling Windows, Doors, Can lights, Cabinetry
Tags (Layers)
Printing
Export 2D Graphic
Export Options 1920x1080 min.
Circle (c)
Enter # of sides before clicking to start circle
Measure (t)
Offset (f)
Line (l)
Arc (a)
Standard Views; Camera > Standard Views
Component creation
Component modification
Right click context menu, component implications, change color example, Use Details to create a collection

4

Lecture

Modeling Baseboards and Moldings
Review creating windows/doors/cabinetry/can lights
Styles; Window > Styles
Camera > Field of View
Follow me; Tools > Follow me - baseboards/ moldings

Lab

Work to complete model enclosure (windows, doors, ceiling architecture, baseboards, moldings, can lights)

01

Model enclosure is due before next class

5

Lecture

Furniture and Accessories
Downloading Enscape
Components - Sketchup 3D Warehouse - furniture and accessories
How to delete all materials (reminder)
Rotate (q)
Scale (s)

Lab

Work to complete model furniture & accessories

02

Model furniture & accessories is due before next class

6

Lecture

Materials
SketchUP materials (glass first)
Emissive materials
“emissive” in material name
Enscape materials options
Custom materials
Create in SketchUP
modifier word for reflectance (ceramic example)
add this first
bump maps
use albedo
texture position
right click on face, texture, position
carpet
Height
enscape carpet for fluffy texture
Change Type from default to carpet
add generic image format
materials, create material, texture, browse

Add modifier word to material name:

The following words added to a material name in the SketchUP materials palette will result in a realistic texture, surface, and reflection in the Enscape rendering:

water, ocean, river
vegetation, foliage, leaf
emissive (glow or light emitting)
grass, tall grass, short grass, wild
long carpet, short carpet
glass, glazing
chrome, mirror
steel, copper, metal, aluminium (yes, with an “i”)
carpaint, polished, acryl
ceramic

marble
plastic
fabric, cloth
Enscape Asset Library (Accessories)

7

Lecture

Materials
Projected Textures
Semi-Transparent Materials
Exporting .png rendering from Enscape
Troubleshooting: Light Leaks from ceiling

Lab

Work to complete model materials

8

Lab

Materials
Work to complete model materials

03

Model materials with all Enscape Accessories are due before next class

9

Lecture

Illumination
Note: Insert lights inside components

Temporary construction lines
Start Enscape
Enscape Objects
Spot, Sphere, Line, Rect, Disk
Construction lines
Ceiling to floor vertical line
Light placement
1st click at line top, 2nd click just below, 3rd click at floor with
vertical line to floor (or blue reference line) 4th for tilt or confirm
vertical
Intensity
Fire (fireplaces)
Emissive
For everything else
Rendering settings
Visual settings
Output tab- Resolution, Custom, 1920x1080 min.
Sky tab- Source options
Take a screenshot button, save as type .png
Enscape asset library

10

Lab

Illumination

Work to complete model illumination

04

Model illumination is due before next class

11

Lecture

Final Touches & Post Production

Final Touches & Post Production

Enscape Atmosphere Settings

Export with Alpha Channel for Photoshop window backgrounds

Printing and Cropping

Lab

Work to complete model for final rendering

05

Final Rendering

06

Final Print due at beginning of the next class

12

Grading and Project Presentations