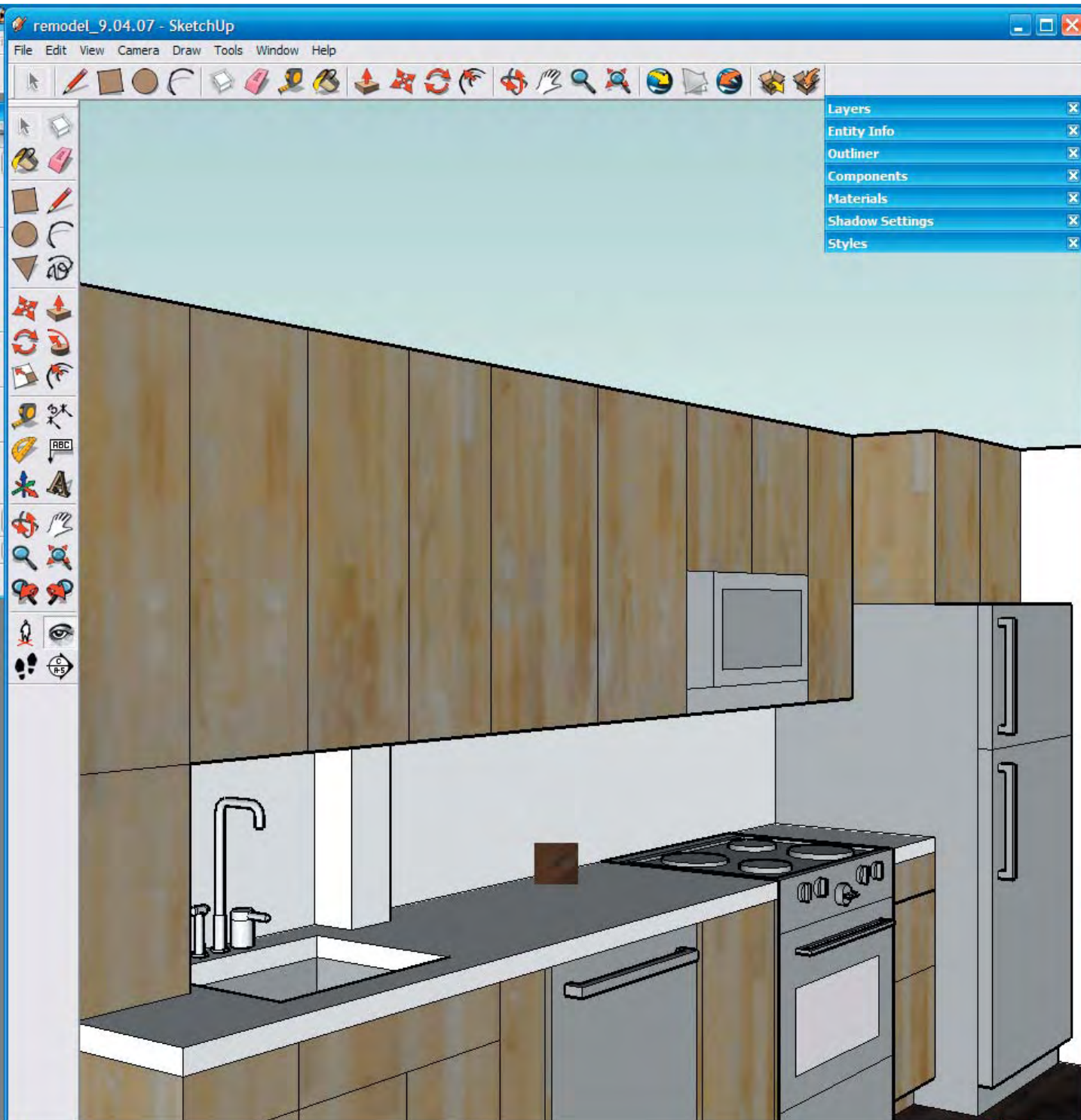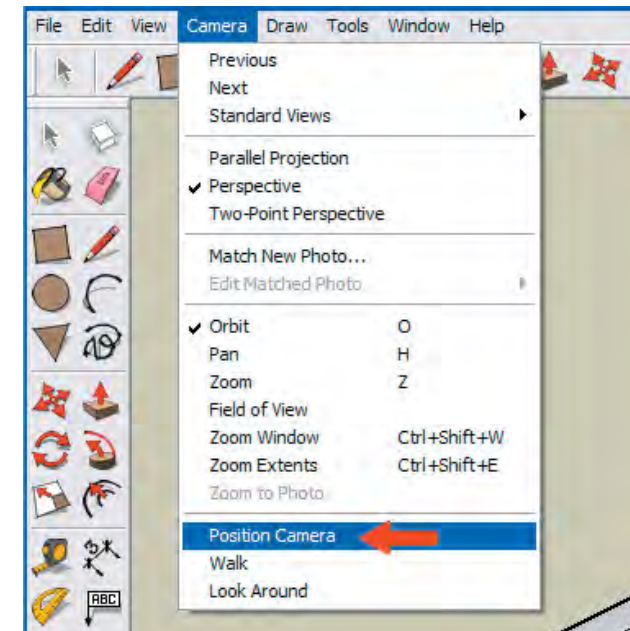# Exploring a Model

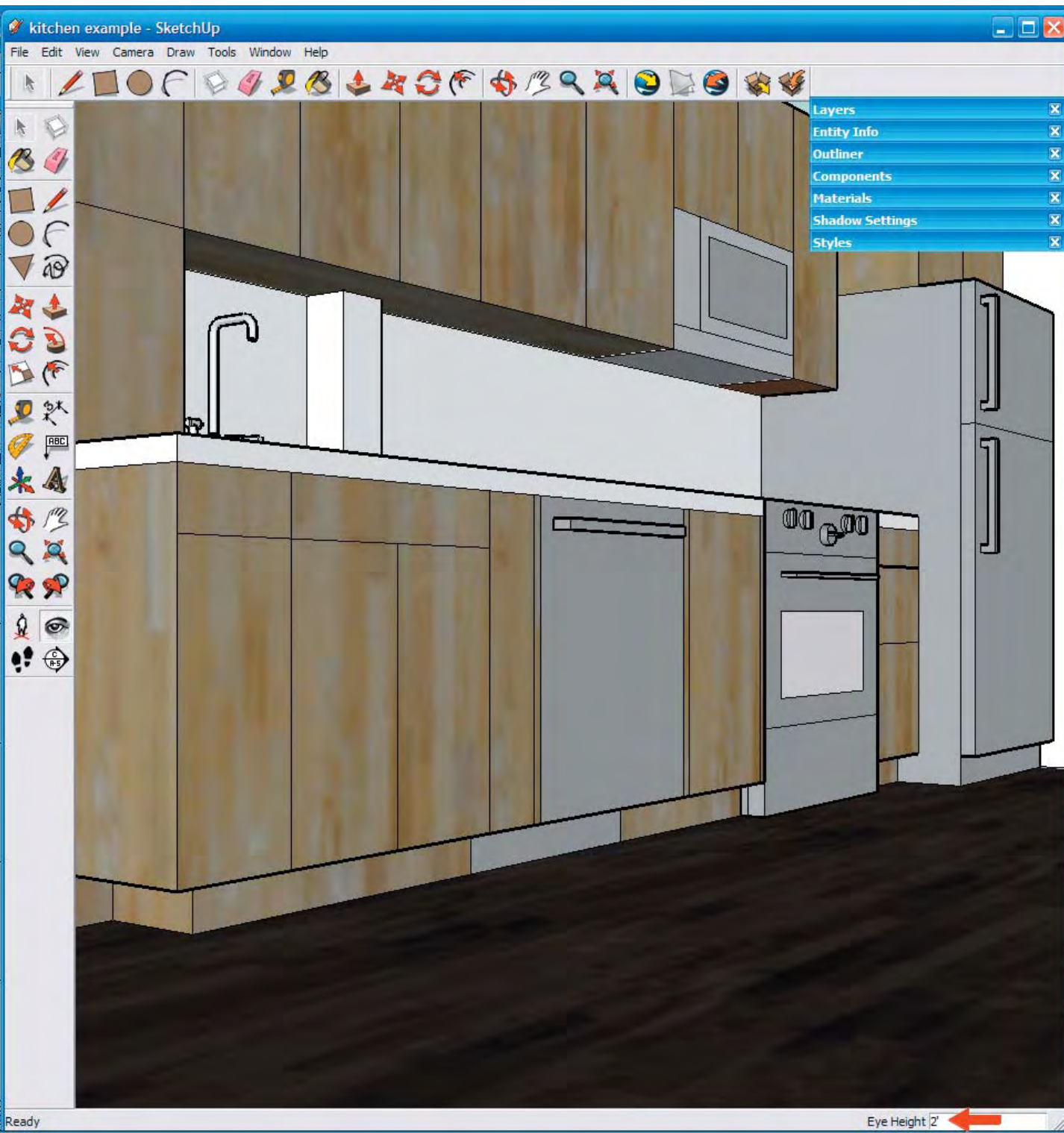Select Position Camera from the Camera pull-down menu.

Click on your drawing where you'd like to stand.
Notice that the default Eye Height is 5'-6" (lower right value box).
Once the camera is positioned you can adjust this to another height.

Base your eye height decision on the designated "occupants" of your space.

Changing the Eye Height

Once your camera is positioned within the model, you can adjust your Eye Height. Press the tab key and enter a new value into the Eye Height value box to do so.

By left-clicking and holding the mouse button down, the Eyes icon will help you direct your line of sight around your model.

Using your scroll wheel will allow you to zoom in and out. To more accurately move around in your model, select Walk from the Camera menu.

By left-clicking and holding the mouse button down, the Shoes icon will help guide you through your model.
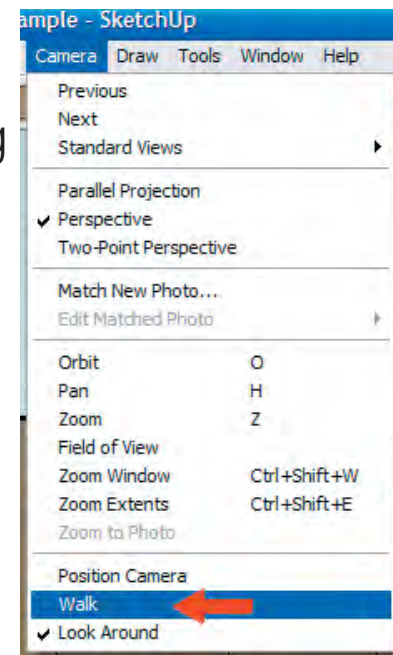
Field of View

You can adjust your Field of View, or the amount of your model visible in the modeling window at a given time. Field of view, or cone of vision, was discussed when constructed two-point perspectives were presented in Arch 151.
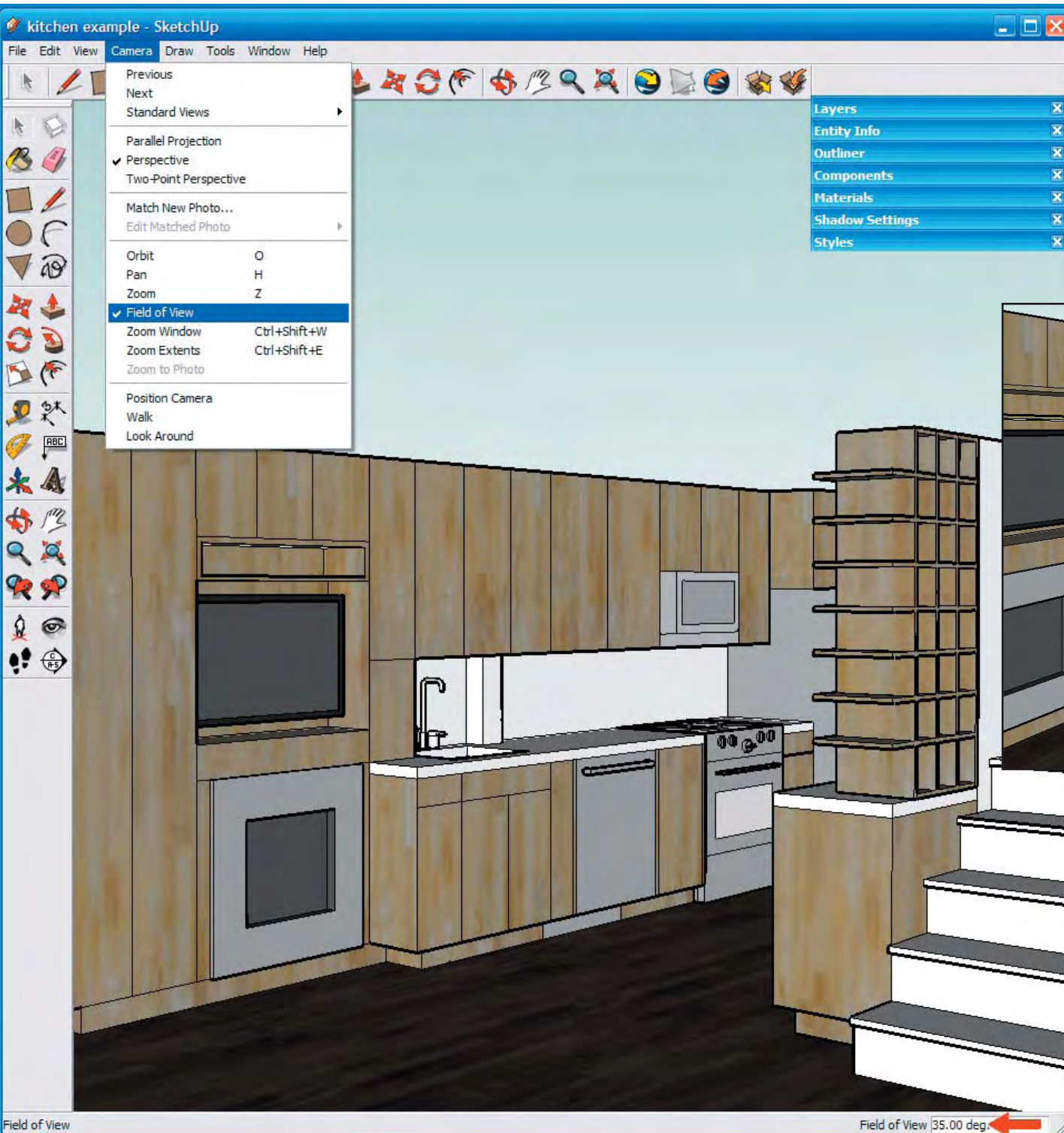
SketchUp has a preset Field of View of 35 degrees. To adjust this, select Field of View from the Camera menu. Change the setting by pressing the Tab button and entering a new value. Wider views often mean more distortion, but also greater visibility of the model.

Creating Scenes

It is likely that you will find perfect views from within your model, or create ideal shade and shadow settings to covey a particular effect. You also might want to show multiple views of the same thing with different options or demonstrate a change in conditions over a period of time. Creating Scenes allows you to do that.

Creating a scene does not take a snapshot or create a jpg of your model.
Instead, changes made to the model after the scene is created will be evident when you return to that scene.

Upon returning to a created Scene, your camera position will be the same but your model will have changed. A scene allows you to set specific views that are automatically updated to reflect changes made to your model.

Select Scenes from the Window pull-down menu. Select the small plus sign on the upper right hand side of the Scenes window to show all options.
Notice all the preset options available.

Position the camera within your model and adjust shadow and other settings to generate a preferred view. Type a name for this view and click the plus sign on the upper left to Add Scenes.
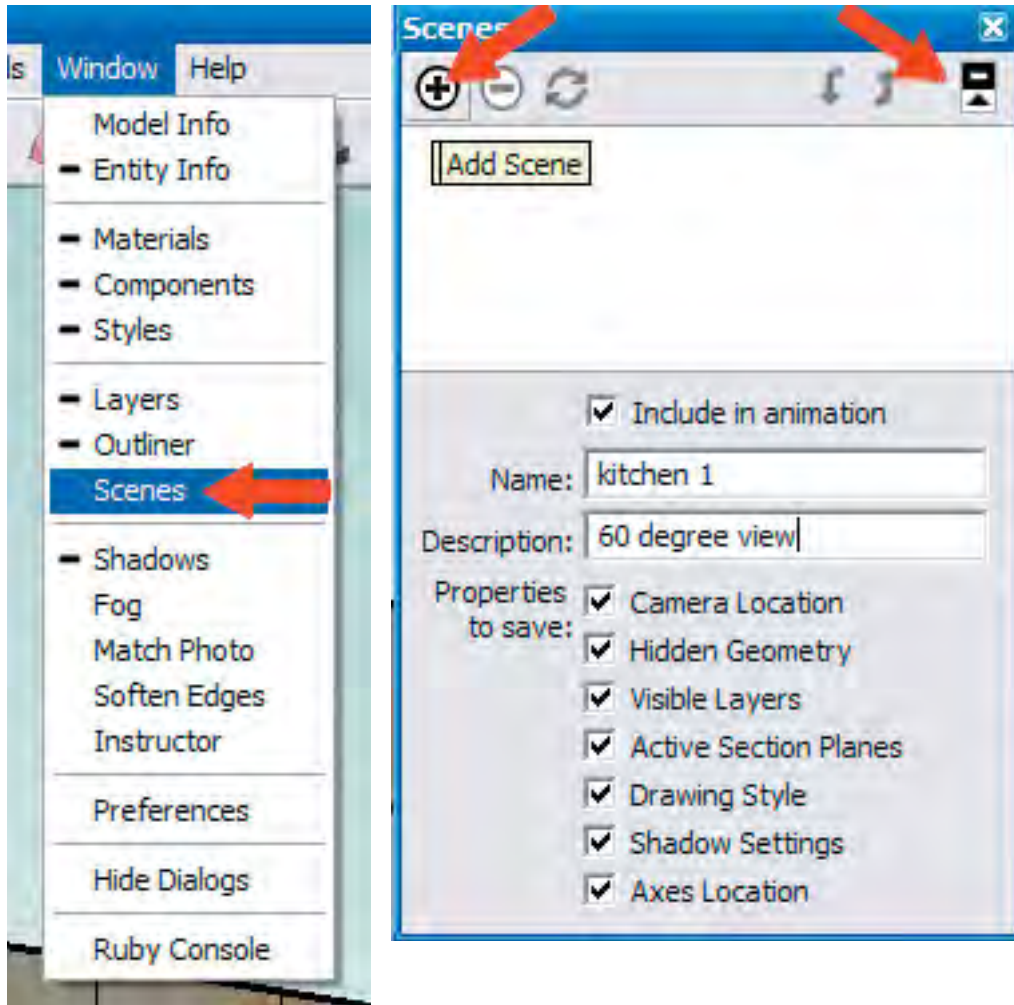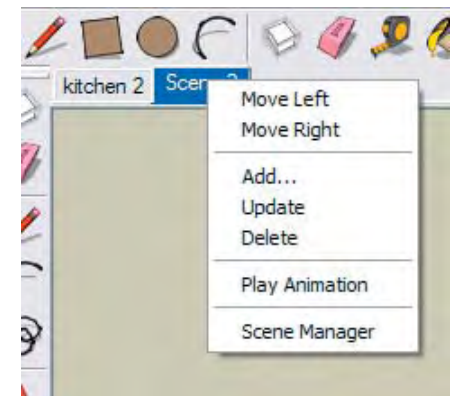
Creating Scenes
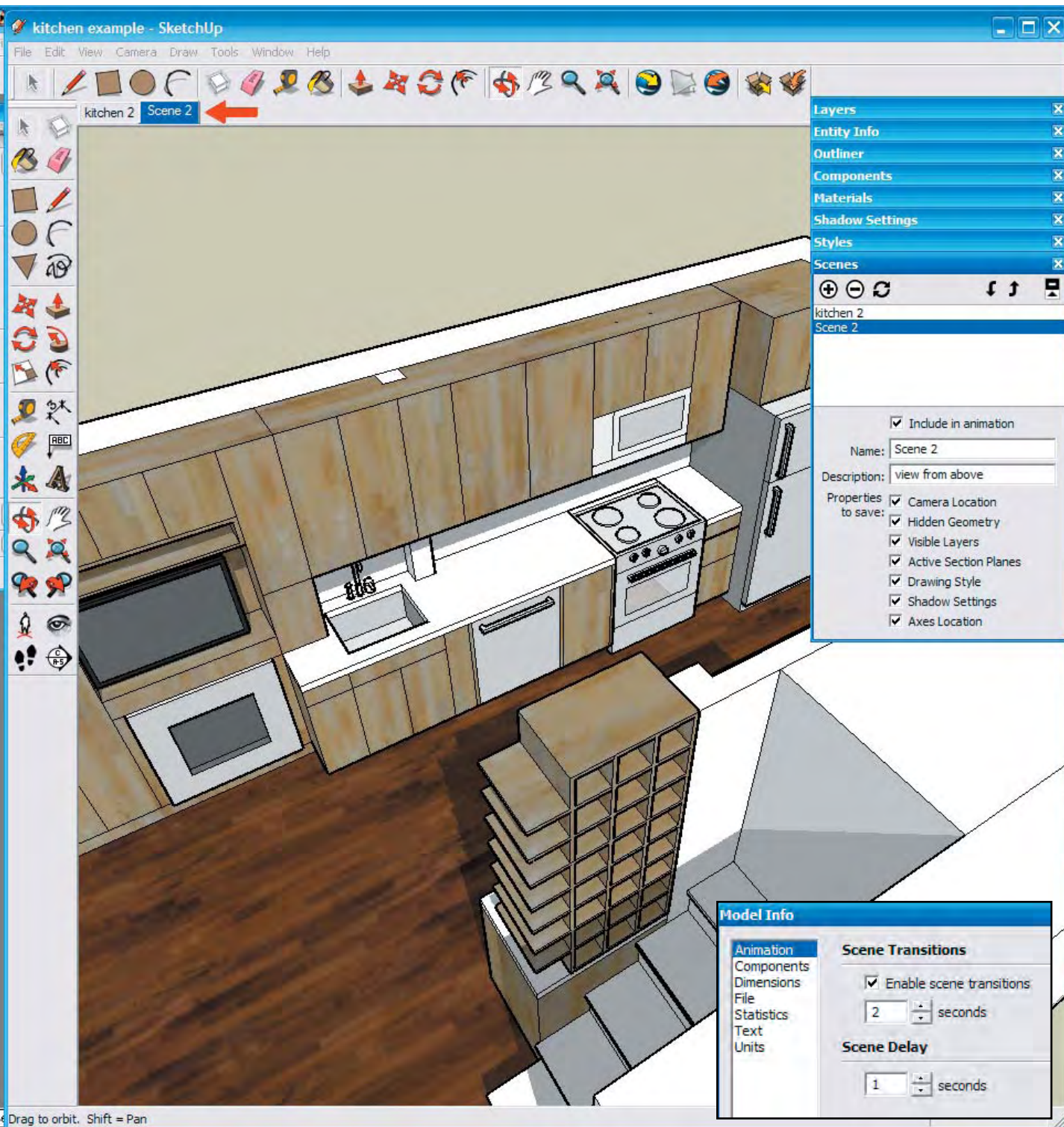
Notice that your Scenes appear as tabs on the top of your Modeling Window. You can view a Scene by selecting the tab.
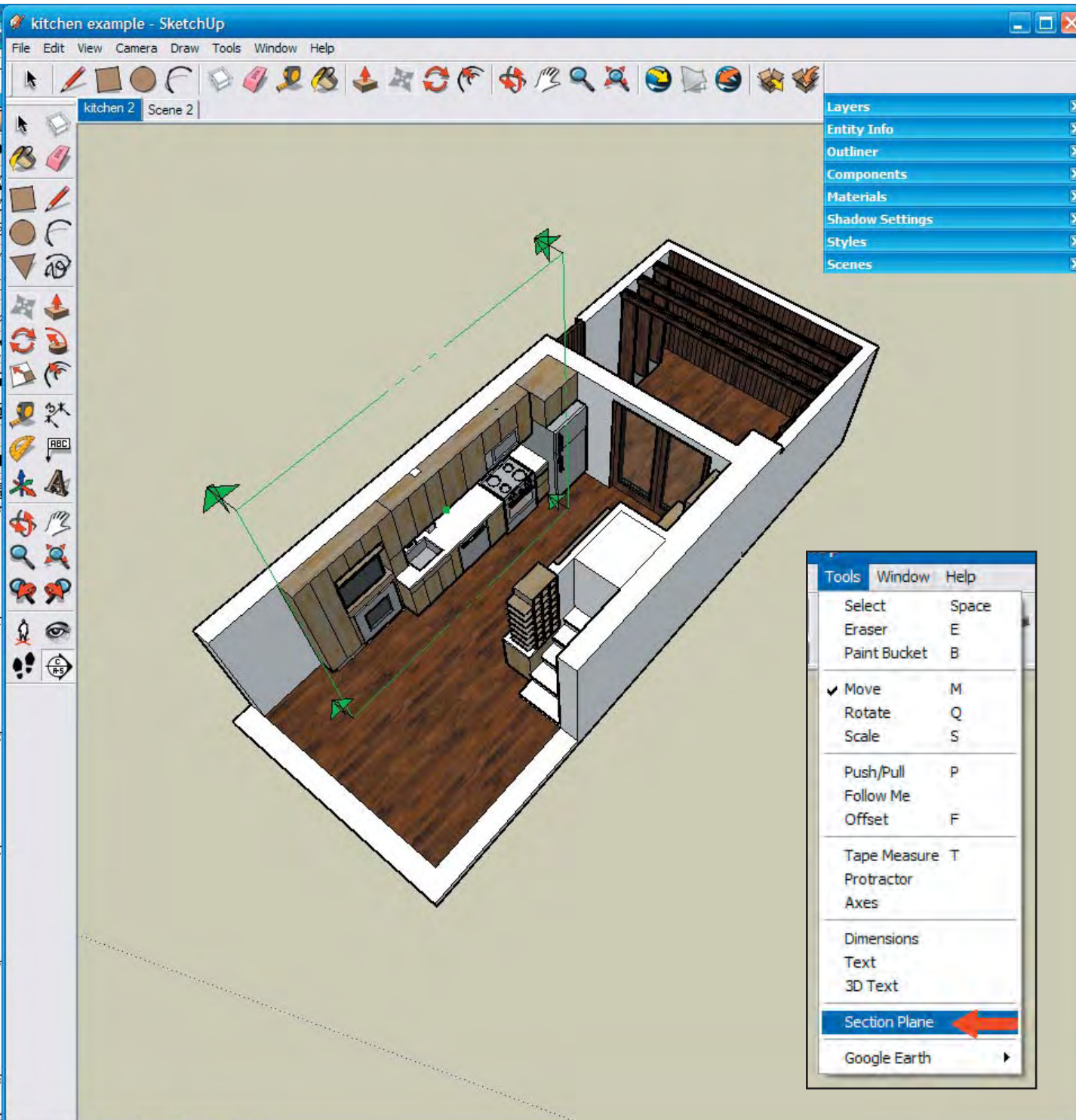
By right-clicking on a tab you are given other options for adjustments to that particular Scene.

If you have multiple Scenes set up, selecting Play Animation will transition your model from one saved Scene view to the next in a continuous loop.

In the Window menu > Model Info you can adjust how the transitions between Scenes are made.
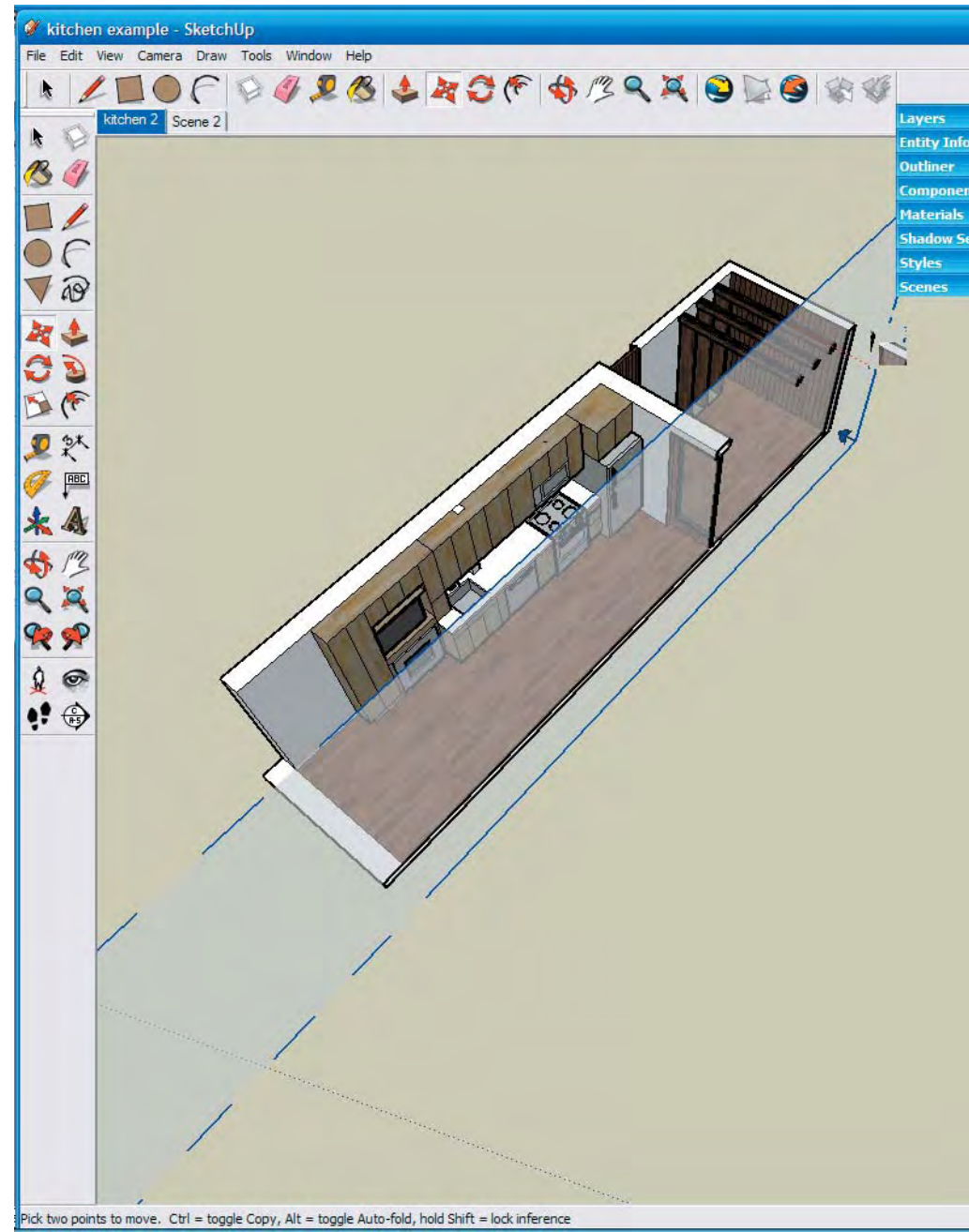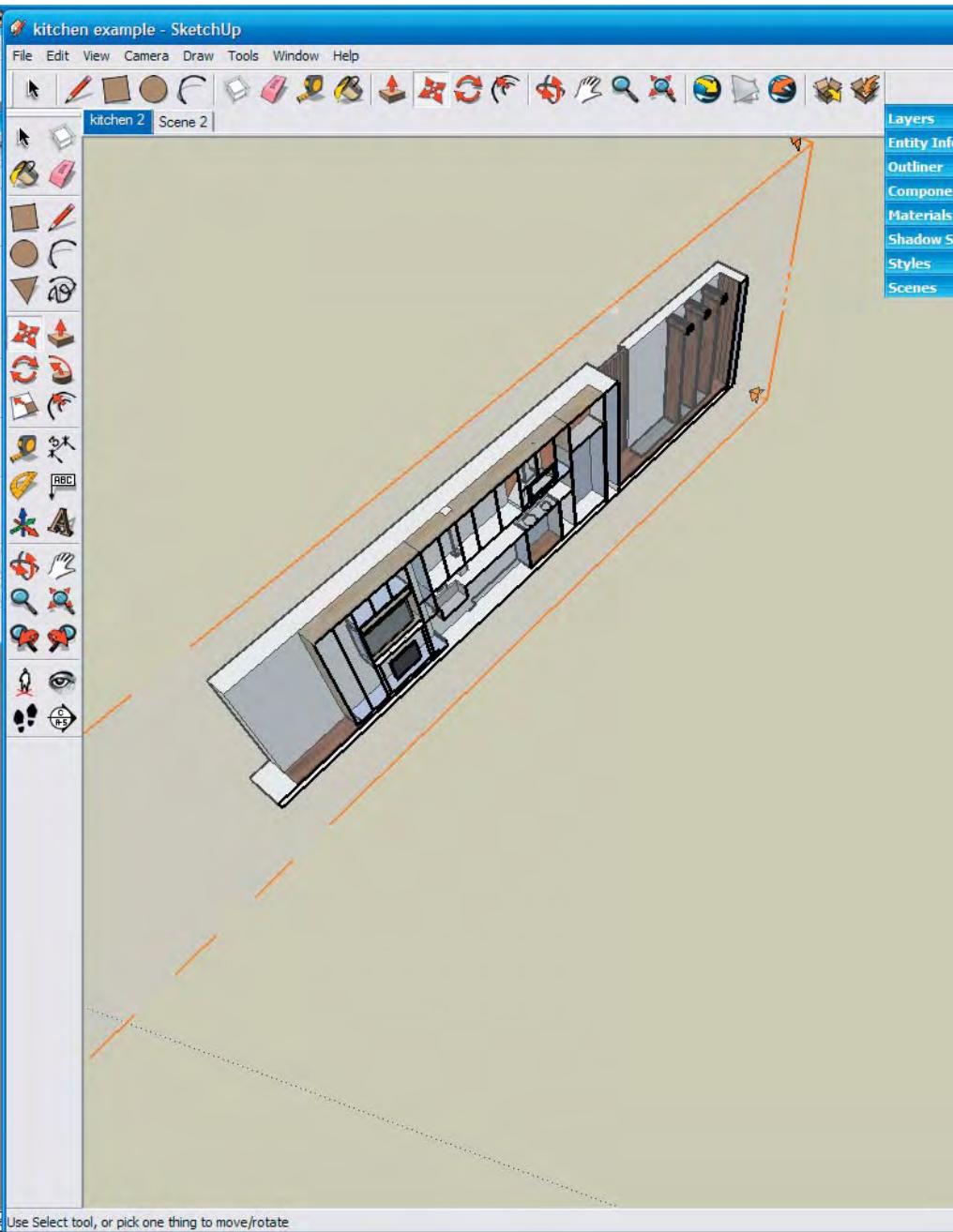
Section Plane

The Section Plane allows you to cut away a portion of your model to look inside and generate views that normally wouldn't be possible. When a section plane is moved, the cut view of your model moves too - there is dynamic feedback.

Use section planes to create standard orthographic plans and sections of models - you can determine the height or distance from a surface where the section cut will be made. Also use Section Planes to cut away a face of a model to make the interior easier to understand or work on the interior of a model without having to move, hide or delete geometry.

To use the Section Plane tool, select it from the Tools pull-down menu. Click any surface in your model on which to orient the plane. Notice that the axis of the Plane changes as you move it around.
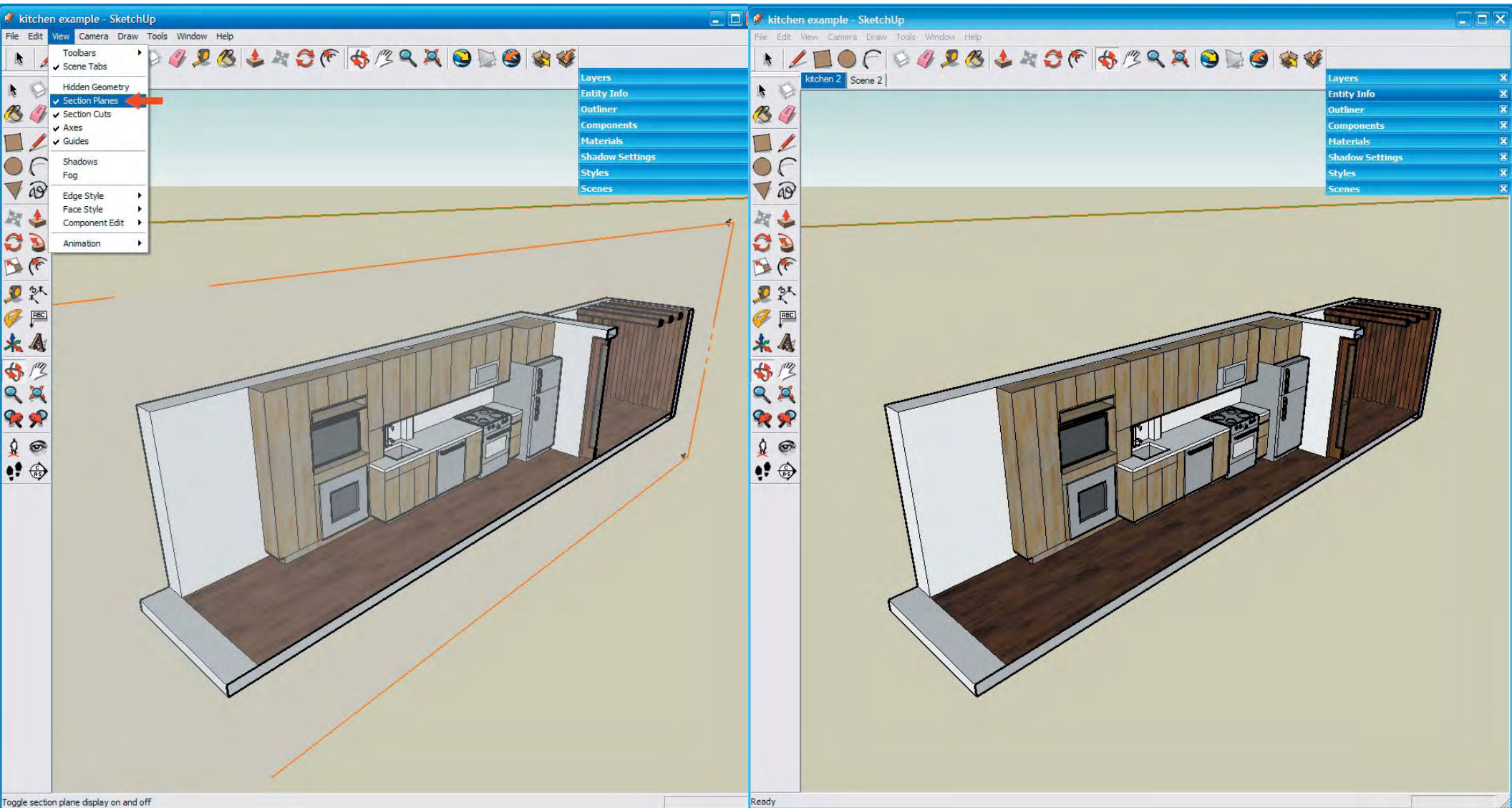
Section Plane

One the section plane is positioned within your model, use the Move tool to move it around, away or towards walls and floor planes. Right-click with your mouse to obtain a menu with additional adjustments for the Section Plane.
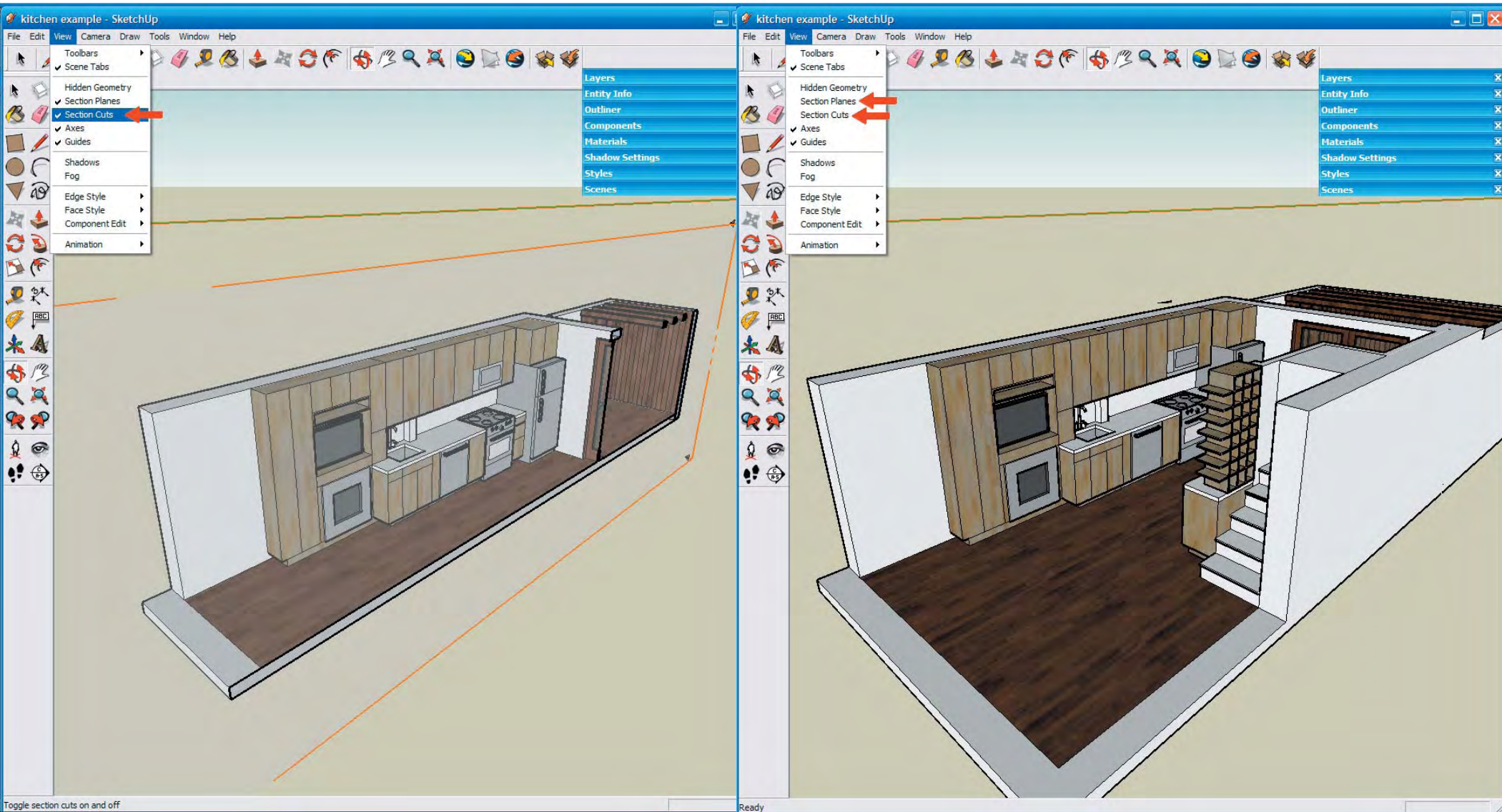Try creating a horizontal Section Plane to generate a Plan Cut.

Section Plane Options

From the View menu > Section Planes to toggle on and off the visibility of the section planes in your model.

Section Plane Options

From the View menu > Section Cuts to toggle on and off the section cut effect in your model.
Note that in the example above, both Sections Planes and Section Cuts are off.

To delete the Section Plane from your model, select it and right-click with your mouse to select Erase.

Section Perspective

Adjust your view of a section by selecting Parallel Projection or Perspective from the Camera Menu.

Note: When working with Section Planes, be certain to turn them off before creating JPGs of your model for presentation!

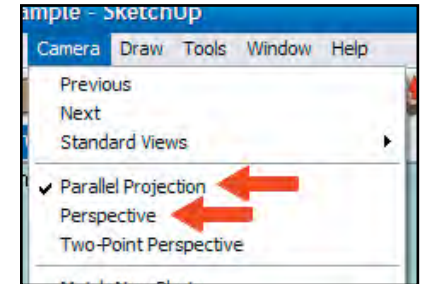Section - Parallel Projection (Orthographic Projection)

A Section Perspective is a useful way of showing the content of a space in a 3-dimensional way. To create a Section Perspective, select the Section Plane you'd like to use for the perspective. When it's selected it will turn blue. Right-click and choose Align View from the menu that appears. This will align your view so that you are looking at your model perpendicular to the Section Plane.

Note: You can include Section Plane cuts in Scenes - the scene will remember which Section Cut was active.

Section - Perspective

You might need to reposition yourself within your model to view the model accurately - use your scroll wheel select Camera Menu > Zoom Extents.

Although SketchUp creates colorful and clean-looking models, the drawings are not complete.

Drawings created in SketchUp must be brought into Photoshop for editing. This may be as simple as cropping the image or it may entail adding tone to areas of section cuts to allow them to read as truly "cut-though." SketchUp provides some objects within the software such as people and trees but scanning or downloading your own objects to insert in Photoshop is typically a better solution as is adding real background imagery when available.

Export a .jpg of your model and open it in Photoshop
to add to the image, making it much richer than
a single piece of software ever can.