SketchUp is best way to create a detailed design. It is a powerful tool that gives you the ability to try out all of your design options and see them accurately. It is a 3-D and correctly scaled model. Designing in this way will save you time and money. Within these tutorials I will walk you through the basics of using SketchUp so that you can begin creating your own models and perfecting your designs!

After watching the Intro, there are 10 tutorials covering the SketchUp basics and this PDF will walk you through all of them! **Note: the free trial is for 30 days in which you can decide if it is worth it for you to invest in the program.**

Lesson 1: Installing SketchUp

Before we hop into learning SketchUp, click here to sign up for the exclusive Design Sessions member email list!

1. Go to sketchup.com
2. Click "Try SketchUp" in the top-right
3. Click "Start Free Trial"
4. Fill out your industry, company info, and interests as prompted
5. Click "Start My Trial"
6. Navigate to your downloads and double-click SketchUp
7. Follow on-screen instructions for installation
8. Open SketchUp from your applications
9. Select Architectural inches or whichever metric you prefer

Lesson 2: Setting Up Your Screen

1. Delete the avatar by left-clicking and pressing delete
2. Go to View > Customize Toolbar
3. Remove all items from the toolbar by clicking and dragging them out
4. Click and drag the "Standard View" and "Styles" into the toolbar
5. Click and drag these items into your toolbar:
   - Eraser
   - Line Tool
   - Offset
   - Move Tool
   - Paint Bucket
   - Orbit
   - Dimension Tool
   - 3D Warehouse
   - Section Display
   - Zoom Extents
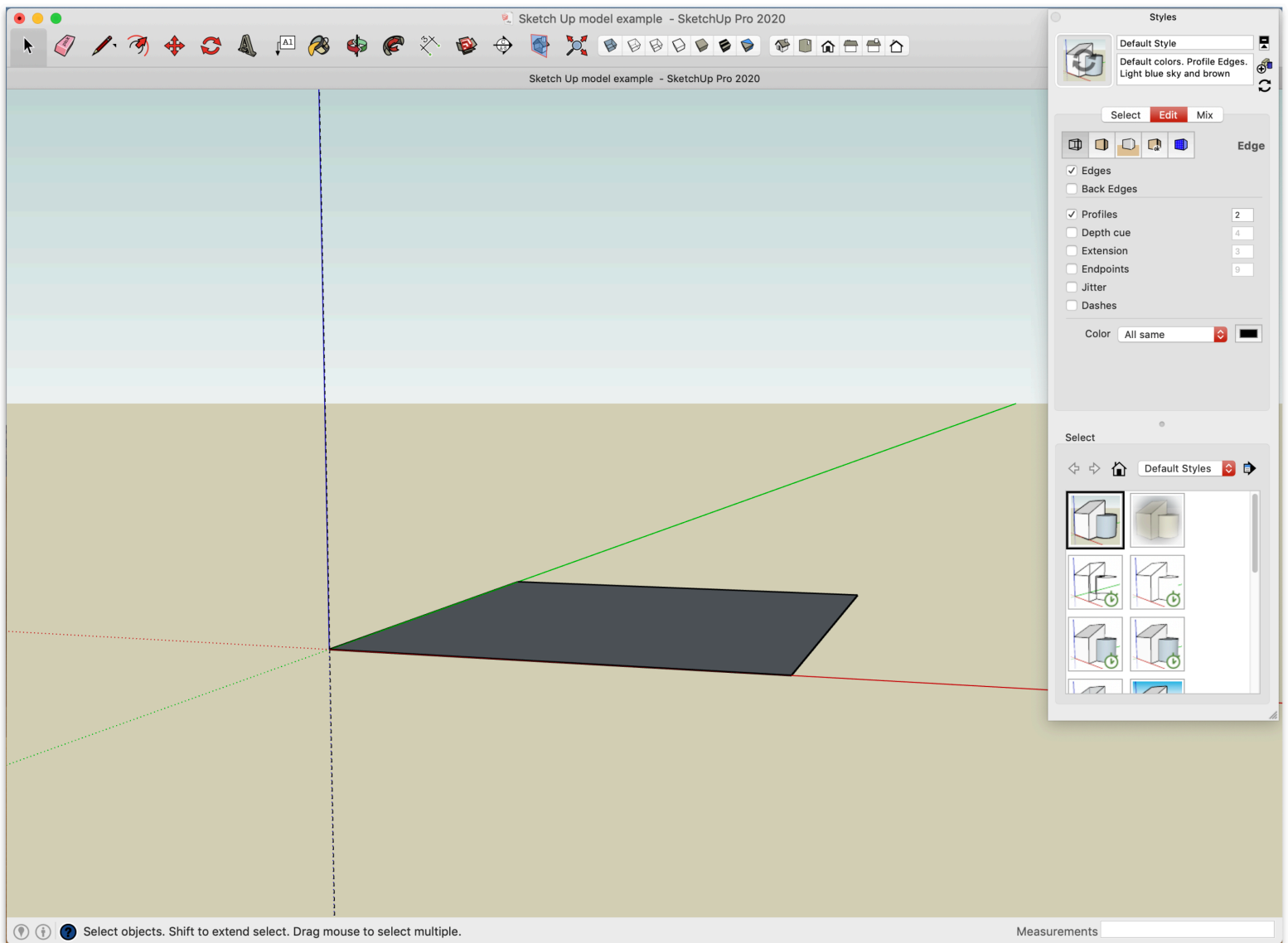
6. Choose the Window drop down menu in the top left and left-click "Styles"
7. In the Styles box, choose "Edit"
   - Uncheck "Dashes"
   - Keep "Edges" and "Profiles" selected
8. Create a scene by going to Window > Scenes
   - In the Scenes box, click the plus sign, check "Save as a New Style" and click "Create Scene"
   - Now you can click "Scene 1' at the top of your window and it will return you to that position if you ever find yourself lost.
9. Title your model by going to File > Save As. Then enter a title and choose where you would like to save it. Click Save.
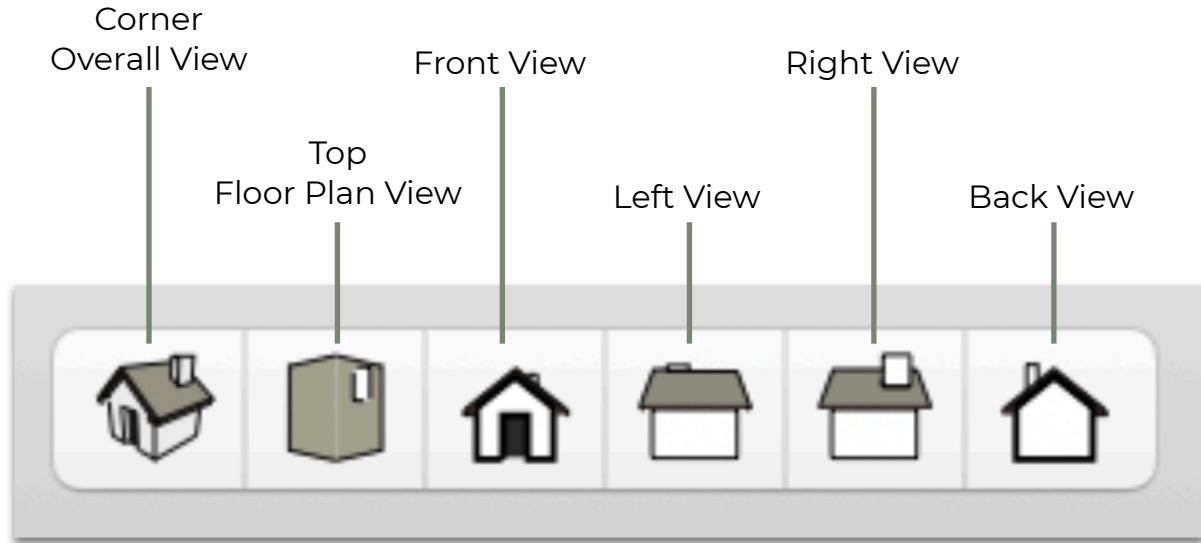
Lesson 3: Setting Up Your Mouse
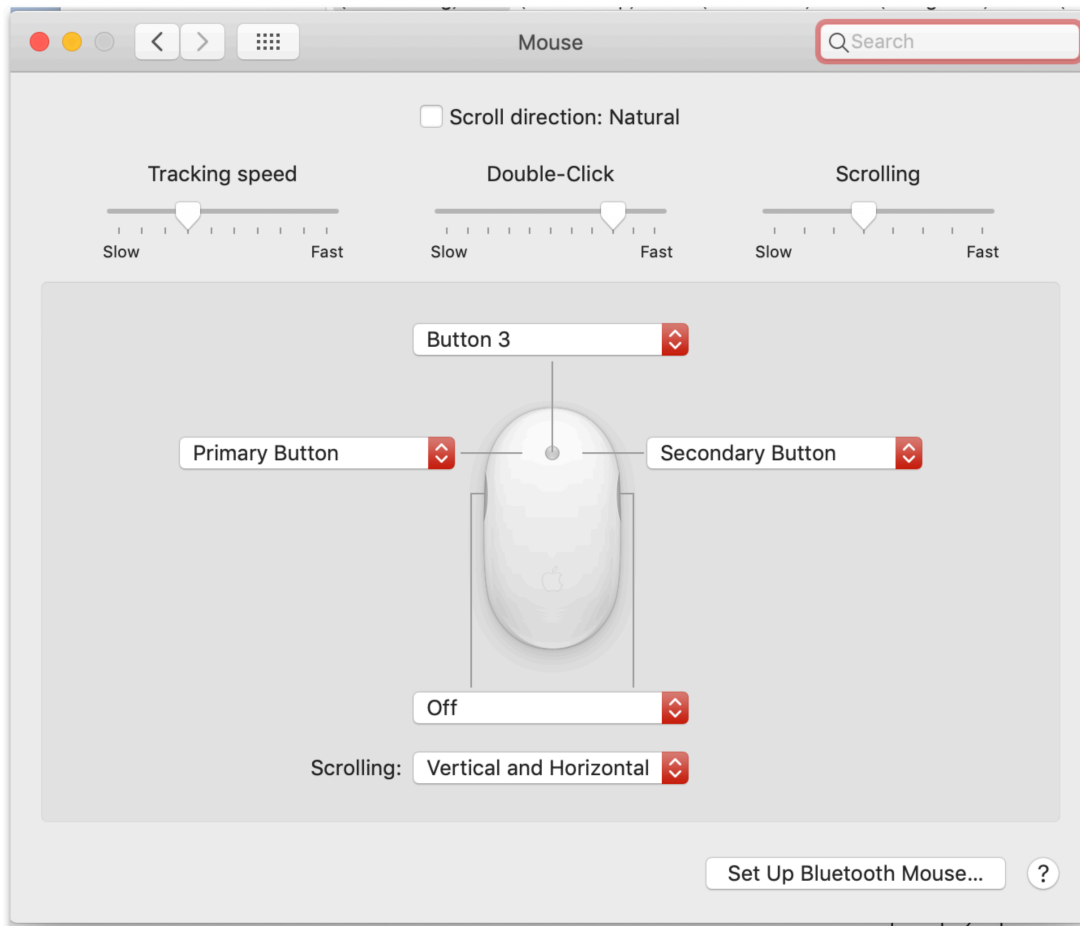
1. Navigate to your system preferences
2. Uncheck "Scroll direction: Natural"
3. Set your scroll button as "Button 3"
4. Set left-click as "Primary Button"
5. Set right-click as "Secondary Button"
6. Set Scrolling as Vertical and Horizontal
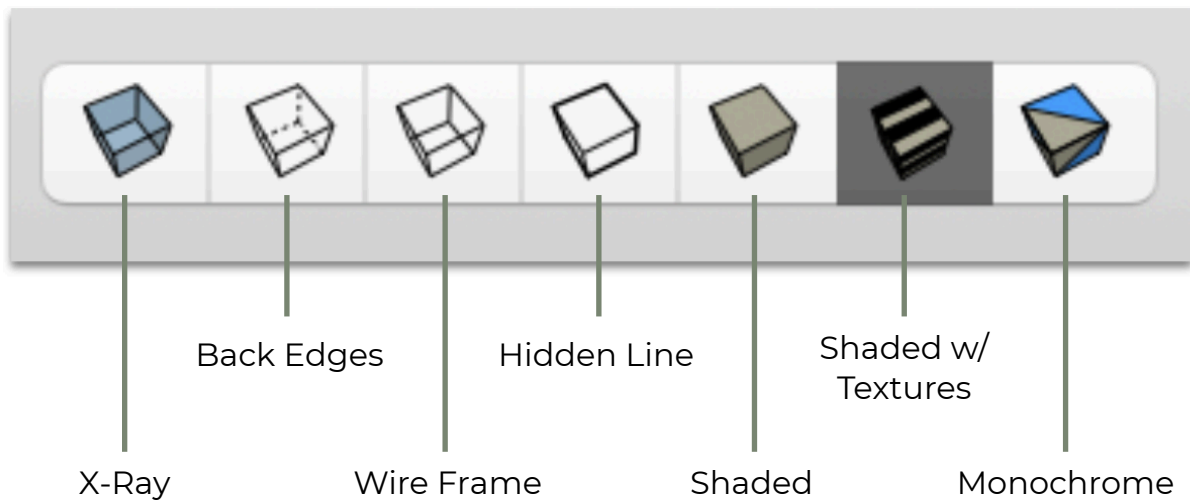
Mouse Commands

- Right-click will allow you to select *explode*, *make group*, or *edit* group or components
- Right-click to *hide* or *delete* a highlighted item in your model
- Right-click to *Reverse Faces* on a highlighted surface
- Left-click = Select item
- Scroll button on mouse = *Orbit*
- Scroll button + shift = *Pan* left to right, up and down
    - Left-click and hold left to right = highlights everything that is **complete** within your box
    - Left-click and hold Right to Left = highlights **everything** your box is touching

Note: If you want to escape the area you are working on, left-click on any white space outside of your model

Standard Views

Corner
Overall View

Top
Floor Plan View

Front View

Left View

Right View

Back View

Style Views

Back Edges

Hidden Line

Shaded w/
Textures

X-Ray

Wire Frame

Shaded

Monochrome

Lesson 4: Learning the Keyboard Shortcuts

B   B   =   Paint Bucket

L   L   =   Line Tool

R   R   =   Rectangle Tool

E   E   =   Eraser

C   C   =   Circle Tool

A   A   =   Arch Tool

P   P   =   Push/Pull Tool

S   S   =   Scale/Size Tool

F   F   =   Offset Tool

M   M   =   Move Tool

For PC Users:
- Replace Option with Alt
- Replace Command with Control

M + Option   M   +   option   Duplicate item, group, or component   M + Alt

Command + C   ⌘ command   +   C   Copy highlighted item   Ctrl + C

Command + V   ⌘ command   +   V   Paste copied item   Ctrl + V

Command + Z   ⌘ command   +   Z   Undo previous action   Ctrl + Z

Shift   shift   Will hold your line tool on an axis

Space + Escape   &   esc   Will free you from a tool
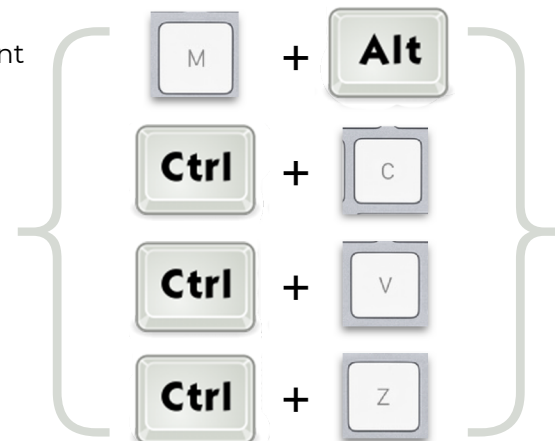
Lesson 5: Building Your Floor Plan

1. Start with R Tool and drag your cursor out to make a room
2. Enter your measurements into the bottom bar
3. Highlight the room and use your move tool to move it where you want it
4. Use the offset tool to create your walls by highlighting the wall and clicking and dragging out. (Walls are typically 5 inches wide)
5. Practice using your line tool to create a closet
6. Use the Push/Pull tool to raise your walls
7. Practice creating a window

Lesson 6: Moulding, Doors, & Windows

1. Create Base Moulding
   a. Highlight your floor
   b. Use Push/Pull and while pressing the option key drag your floor up 5 inches
   c. Highlight the new copy of your floor, right-click and select erase
   d. Highlight your door, nigh-click and select erase
   e. Use your eraser tool to remove the casement within the door frame and close frame
   f. Use Push/Pull to bring the casement out 1 inch

Colors Within SketchUp:
White denotes a top surface and blue is always a bottom surface

2. Add Doors
   a. Click on 3D Warehouse and search for 'interior door'
   b. Choose a door you like and click the download button
   c. Drag to move your new door over the doorway
   d. Make your door the right size & place it
      • Right-click on your door and choose explode; repeat until explode is no longer an option
      • Click and drag your cursor over entire door to select; right-click and select 'Make Group'
      • While using the Sizing Tool, left-click the middle green dot and drag the door to the correct size
      • Rotate and place your door
   e. Make a closet door
      • Copy and paste your main door and place it over the closet
      • Using the scale tool, drag it halfway over the closet opening and copy and paste to make double doors

3. Add Windows
   a. Find a window you like from the 3D Warehouse and download it into your model
   b. Using the Move Tool, place it within your window opening
   c. Using the Scale Tool, resize it to fit
   d. Highlight the window and use the Bucket Tool to select a new color
4. Make Casements Around Your Window
   e. Use the Line Tool to create a simple line at the edge of the window
   f. Take the Offset Tool and make a 2.5 inch component around the window
   g. Highlight your new casement and drag it out 1 inch using the Push/Pull Tool
   h. Right-click on the part covering the window and select erase
5. Make Casements Around Your Doors
   i. While pressing option, click on all of your doors; right-click and select hide
   j. Using the Line Tool close in the door; highlight the door and use your Offset Tool to bring the casement out 2.5 inches
   k. Use the Push/Pull Tool to pull the casement out 1 inch
   l. Just as you did for the window, highlight the component covering the door and delete it
   m. Repeat the process for your closet doors
   n. Go to Edit > Unhide > Last

Lesson 7: Adding Hardscape to Your Room

1. Download the Kinwoven Hardscape Items
   a. Go to the 3D Warehouse and search 'Kinwoven'
   b. Download "Kinwoven Bedroom #1-A Hardscape" into your model
   c. Left-click the component and select explode
2. Add Wall Treatment
   a. Using the Move Tool, place the wall treatment on the wall of your model
   b. Highlight the wall and press delete to reveal your wall treatment
   c. Using the Scale Tool, resize the wall treatment to fit the entire wall
3. Paint Your Model
   a. Using the Paint Bucket Tool, press command and select the beige color from the Kinwoven components
   b. Paint the walls of your model by clicking on them with the Paint Bucket Tool selected
   c. Paint the moulding and casements of your room true white
4. Download the Kinwoven/Robeson Design Bed

Colors Within SketchUp:

You can make your exterior walls easily paintable by selecting them together (hold command while clicking them) left-clicking and choosing "Reverse Faces". You are then able to paint that entire surface by pressing shift as you click

Lock in your Line Tool using the arrows on your keyboard

Up Arrow

Blue Axis

(Vertical movement)

Left Arrow

Green Axis

Right Arrow

Red Axis

5. Add the flooring to your model
   a. Using the Paint Bucket Tool, hold command and click on the herringbone flooring to copy it
   b. Click on the flooring of your model to copy the texture of the floor
6. Add the mirrored closet door
   a. Using the Move Tool rotate and place the door over your existing closet door
   b. Delete the old closet door
   c. Copy and paste the door to create the second closet door
7. Add window treatments
   a. Using the Move Tool select the shades and put them over the window in your model
   b. Using the up arrow on your keyboard to select the Blue Axis, push the window treatment up towards the ceiling
   c. Grab the second piece of window treatments with the Move Tool and bring them into the room and place them above the roman shade

Lesson 8: Furnishing Your Room

1. Download the Kinwoven Furniture
   a. Go to the 3D Warehouse and search 'Kinwoven'
   b. Download "Kinwoven Bedroom #1-C Furniture" into your model
   c. If you have not yet downloaded the Kinwoven/Robeson Design Bed, do that now
2. Place the bed in your model
   a. Using the Move Tool and pressing shift to keep it on the red axis, slide the bed into your room
   b. Find the midpoint of your wall by drawing a line in front of it and pressing M
   c. Using the Move Tool, place the bed in the center of the wall
   d. Erase the lines you used to determine your midpoint

3. Add nightstands to your room
   a. Take the nightstand from the Kinwoven download and place it in your room with the Move Tool
   b. Copy and paste the nightstand to duplicate it and place it on the other side of the bed
   c. You can use the line tool to draw from one corner of the other nightstand to line them up and then delete it when you have aligned them
4. Add light fixtures to your room
   a. Drag the pendant light over to your model
   b. Using your Line Tool, draw an x using the corner of the nightstand to show you the exact center
   c. Align the light with the x
   d. Find the blue axis and press the up arrow and drag the pendant light up
   e. Delete the lines you used on the nightstand
   f. Copy and paste your light fixture to create one for the other side of the bed
5. Add accessories to your room
   a. Using the Move Tool, place the succulent pot on one nightstand
   b. Repeat the process for the alarm clock on the opposite nightstand
   c. Cut and paste the cell phone to add it next to the alarm clock
6. Pull it all together by adding the desk, chair, TV, computer, and rug to your room
7. Add some greenery
   a. Go to the 3D Warehouse and search 'Kinwoven'
   b. Download the Kinwoven Fiddle Leaf Fig Tree
   c. Using the Move Tool, place it in your room

Lesson 9: Presenting Your Model

1. Paint the outside of your model
   a. With your Paint Bucket Tool choose white
   b. Paint the entire outside by holding down shift and clicking on the exterior wall
2. Add a ceiling
   a. Use the Line Tool and draw a line on one side on the top of the walls to create a ceiling
   b. Select a color to paint your ceiling and drag the opacity down to 0% within the color box
3. Create a Presentation
   a. Go to View > Customize Toolbar
   b. Add "Walk" to your toolbar
   c. Position the room where you are looking straight down on the bed
   d. Go to Window > Scenes

e. Remove the first scene you created in Lesson 2 by highlighting it and clicking the minus button

f. Click the plus button and with "Save as a new style" selected, click "Create Scene"

g. Oscillate the room to the right a bit and create a new scene

h. Continue making new scenes until you have brought yourself all the way around the room

i. Create a scene facing the doorway to the room

j. Using the Walk Tool hold your finger down on the mouse to slowly "walk" into the room guiding the view with your mouse and create another scene

k. Continue to create scenes panning across the room

l. Go to View > Animation > Settings

   • Check "Enable Scene Transitions"

   • Set the transition time to 4 seconds

   • Set the slide delay time to 0 seconds

   • Exit out of the settings pane

m. Click on Scene 1 and then click on the play button in your toolbar to view your presentation

Lesson 10: Making It Your Own

This is the fun part! You've learned the basics by working within the parameters I have set for you. Now is the time to play around with the 3D Warehouse and see how you can make it your own and find things that work for you!

1. Add a new bed

   a. Go to the 3D Warehouse and search for a bed

   b. Select a bed that suits your style

2. In the same way, add window blinds

3. Spend some time looking around the 3D Warehouse and playing with all of the options

4. Try adding a custom piece of art

   a. Using the Rectangle Tool, create a rectangle roughly the size of the art you would like

   b. Right-Click on the rectangle and select 'Edit Group'

   c. Use the Offset Tool to pull the center out and make a frame

   d. Go to minted.com

   e. Find an art piece you like

   f. Take a screenshot of the art piece

   g. Right-click on the art piece in your model and select 'Edit Group'

   h. Drop your screenshot into SketchUp

   i. Using the Push/Pull Tool resize your frame to you piece of art

   j. Using the Paint Bucket Tool paint your frame the color you would like it

NOTES