Getting Started

Double-click the SketchUp icon or click:
Start → All Programs → SketchUp 2018 → SketchUp 2018

The start screen should look something like this:

Moving Around in 3D

You have a 3-button mouse. The middle button acts both as a pushbutton and as a scrollwheel.
Mouse Scrollwheel = Zoom in and out
Middle Mouse Button = Rotate in 3D
Shift Middle Mouse Button = Move left-right and up-down

Getting Started Toolbar

The icons across the top are really important:

Drawing a 2D Box

This is called the Origin

Click on the Draw-a-Box icon, then click on the origin, and while holding down the mouse, drag in this direction.

Lifting it into a 3D Box

Click on the Push/pull icon, then click on the box you just created, and while holding down the mouse, drag in this direction.

Deleting an Object

1. Select the Select icon
2. Select the object to delete by dragging a box around it with the cursor
3. Hit the Delete key (not Backspace)
Adding more detail to an existing face

Click on the **Draw-a-circle** icon, then click on one face of the 3D solid you just created, and while holding down the mouse, drag in some direction.

Click on the **Push/pull** icon, then click on the circle you just created, and while holding down the mouse, drag in this direction.

The difference between pushing a hole and cutting a hole

If you push the circle in, you get a tunnel with walls and a back face.

If you erase the circle by clicking on the circle, then hitting Delete (not Backspace), you get a window cut in the wall.

Let's give it a roof

Click the **Draw-a-Line** icon to draw a line across the top of the solid. But, you want the line to go midpoint-to-midpoint, which is a good place to raise the roof line from.

So, before clicking to draw the line, slide the pencil back and forth until the cyan dot appears, indicating that you’ve found this edge’s midpoint.

Want to make it look more interesting?

1. Click on a specific color or pattern
2. With the Paintbrush icon, click on the surface(s) you want to apply it to.

Pure colors are considered Materials too

1. Select Colors
2. Treat the color just like you did the material

Scroll up and down to get more colors.
Hiding Geometry

Sometimes it would be nice to temporarily eliminate some geometry so that you could see inside something. This is referred to as Hiding.

To hide a piece of geometry, select it. Then, right-click and select Hide from the pop-up menu. The selected object looks like it is gone, but it isn’t. It’s just hidden. This is useful for putting things into an object (such as furniture) or for editing the object (as is needed here).

To bring it back, go up to the menu and click on View. Then click on Hidden Geometry. Then select the geometry that you hid. Right-click on Unhide.

Scaling an Object

1. Select an object
2. Select the Scale icon
3. Move the green dots with the mouse

Moving a side green dot will stretch the object in that direction. Moving a diagonal dot will scale the object equally in all directions.

3D Warehouse

1. Click on the 3D Warehouse icon
2. Type in the kind of 3D object you are looking for. (Tree in this case.)
3. Click on the tree you want.
4. Click Download.
5. Click Yes.
6. You might have to scale the object to better match your scene

Shadows

1. Click Shadows
2. Click on the box in the upper-left corner
3. You can select the time of day and day of year