University of the Arts: Continuing Education
Summer 2011
June 8th - August 10th
Wednesdays 6pm - 9pm

Instructor

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Course Description

Ideally suited for designers, broadcasters, architects, engineers as well as anyone who would like to learn to create 2-dimensional and 3-dimensional study models with ease and sophistication, this course delivers a well rounded introduction to the power of Google's SketchUp. Students are enabled to draw using a familiar pencil and paper paradigm in a software context. Google SketchUp makes 3D modeling easy enough for anyone to learn, and fast enough to use under real-world time constraints. SketchUp will allow students to demonstrate to clients what a new building will look like, recreate and fly through the scene of an accident, or visualize a theatrical set before it's built. At the conclusion of this course, students will be comfortable creating, animating, and displaying 3D environments at a sophisticated level.

Teaching Philosophy

The instructor’s philosophy to software training is to lead with concise exercises that showcase fundamental methodologies of the program. After each item is presented, students will have the opportunity to try the methods while the instructor is available to respond to practical questions and give more attention to students that need additional help. Items can be shown more then once to insure the concepts are understood before moving on to next concept.

Course Assessment

This course will explore the techniques and methods for the design and creation of 3D models in SketchUp. You will presented with a series of informative assignments that in turn illustrate the tools needed to create a final project geared towards your design profession.

Grading

**Attendance:** Attendance will be taken every day excluding optional workdays that will be announced later in the term. If you miss more than 3 regular class days (excluding emergencies and unforeseen events) you risk failing the course.

**Participation:** Participation in discussions and class activities will count towards part of your final grade. Coming to class prepared with necessary materials will be part of participation.

**Assignment Due Dates:** Work is due at the beginning of class on the due date. Your work is considered late if it is not finished and/or your presentation is not sufficiently prepared. You will have the option to redo 1
assignment so keep in mind that the final assignment is worth 40% of your grade. If you are having trouble with your final project you must communicate with the instructor prior to the final review day.

**Definition of Syllabus Terms**

**Student Critique:** During Student Critique time you will briefly present your finished assignments to the class showcasing the process and approach to your modeling solution. Be prepared to answer questions regarding your project. The instructor will then offer feedback on your approach and ways to improve your process.

**Demos:** The core of the sessions will be instructor led demonstrations of SketchUp geared to enhance your proficiency of the program.

**Design Time:** During this period you will begin developing ideas for the next assignment. You will be given time to approve the design direction by the instructor before end of the session.

**Policies**

**Syllabus change policy:** This syllabus is a guide and every attempt is made to provide an accurate overview of the course. Circumstances and events may make it necessary for the instructor to modify the syllabus during the semester and may depend, in part, on the progress, needs, and experiences of the students. Changes to the syllabus will be made with advance notice.

**Student Materials**

No books or materials are necessary for this course. The instructor will provide informative links to video tutorials and samples for specific tools and assignments when necessary.
Course Schedule

**Session 1**
**Date:** 06.08.11

**Topic: Introduction to SketchUp 8**
- Course Introduction - review of syllabus
- Templates
- Toolbars
- 2D Drawing Tools: line, rectangle, circle, polygon, freehand,

**Assignment #1**
- 2D floorplan / drawing of a space (Due Session 2)
- 10% of grade

**Session 2**
**Date:** 06.15.11

**Topic: Modeling in 3D**
- Drawing tools: push/pull, follow-me,
- Orbiting tools: zoom, pan, orbit, zoom previous, field of view, look around
- Modification tools: offset, move, copy, measurement
- solid tools

**Assignment #2**
- Massing Model (Due Session 3)
- 10% of grade

**Session 3**
**Date:** 06.22.11

**Topic: Organizing a model**
- groups
- components
- layers
- outliner

**Topic: Modeling techniques**
- creating roof pitches
- inferences
- axes lock
- move/copy
- tape measure

**Assignment #3**
- Massing Model (Due Session 4)
- 10% of grade

**Session 4**
**Date:** 06.29.11

**Topic: Importing**
- textures
- images
- from illustrator
- photomatch

**Assignment #4**
- 3D Model with textures (Due Session 5)
- 10% of grade
Session 5  
Date: 07.06.11  

Topic: Model in Context  
- from google earth  
- from autocad / .dwg  
- from pdf  
- from building maker  
- terrain / contours  

Assignment #5  
- 3D Model with context of choice (Due Session 6)  
- 10% of grade  

Session 6  
Date: 07.13.11  

Topic: Materials & Components  
- creating materials  
- edit in model  
- edit in photoshop / image software  
- creating advanced components  
- saving components  
- component library  

Assignment #6  
- Final Project  
- Begin development of final project/presentation (Due Session 10)  
- 40% of grade  

Session 7  
Date: 07.20.11  

Topic: Presenting Tools  
- scenes  
- styles  
- animations  
- exporting still images  
- section cuts  
- layered image exports to photoshop  

Final Project Status  
- review and storyboard final project  

Session 8  
Date: 07.27.11  

Topic: Google LayOut 2.0  
- paperspace for SketchUp  
- presentation template  

Topic: Plug-ins & Extra Features  
- 1001 bit tools  
- 1001 shadows  
- drop at intersection  
- from contours  
- podium  
- shape bender  

Final Project Status  
- continue to develop massing model, components, & textures
Session 9
Date: 08.03.11

Topic: Design Time
- from google earth
- from autocad / .dwg
- from pdf
- from building maker
- terrain / contours

Final Project Status
- completed model
- begin creating scenes and views for final presentation
- show final storyboard to instructor

Session 10
Date: 08.10.11

Topic: Final Presentations
- 5-10 minute presentation
- feedback

Syllabus: Google SketchUp