

Design out the box

By the end of this tutorial you will be able to...

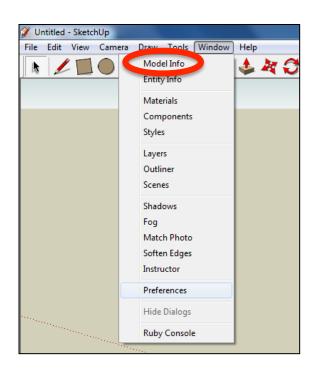
- Use construction lines
- Make components
- Move and Copy components
- Colour/render your design
- Have a 3D printable object complete with moving wheels and rotating turret.

Skills to be used in this project...

Basic Skills	New and Higher Skills
Zoom tool	Tape Measure tool (for guidelines)
Orbit tool	Use the Views toolbar
Pan tool	Create and Move components
Line tool	Paint Bucket tool
Rectangle tool	
Circle tool	
Eraser tool	
Push/Pull tool	

Basic skills are those required to do very basic drawings and are detailed as part of this presentation.

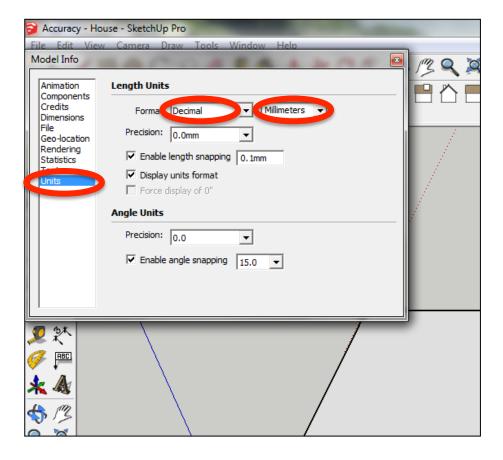
New and higher skills may be new to the novice and are the focus for learning in this presentation.



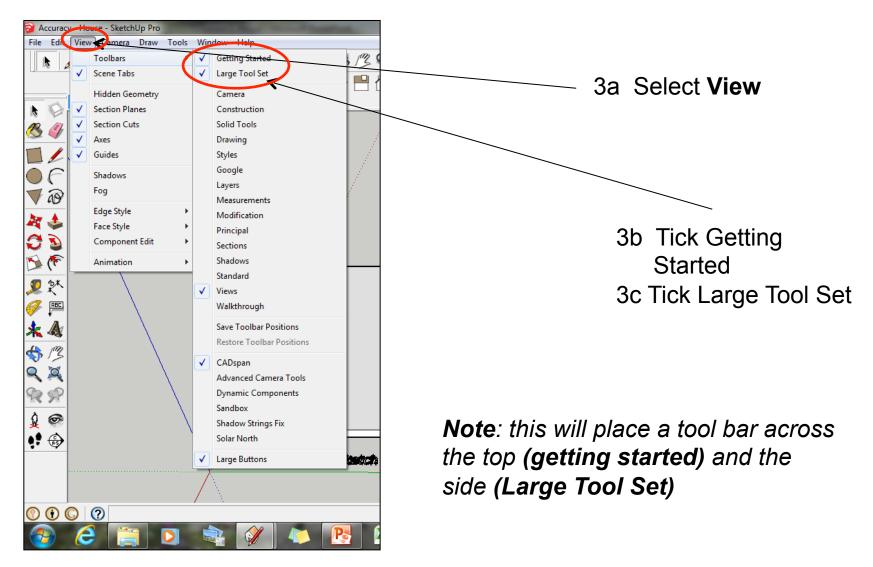
 Open the sketch up drawing. Once you have opened SketchUp, go to Window and select Model Info

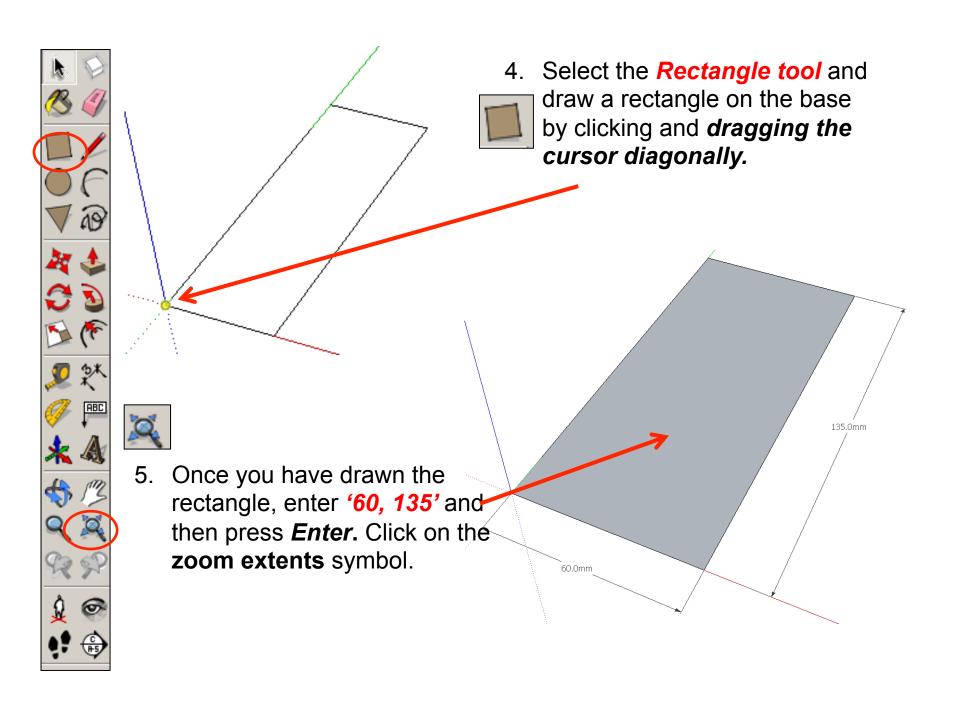
2. Select **Units** and choose **Decimal Millimetres**. We are using this template because we are doing a product design.

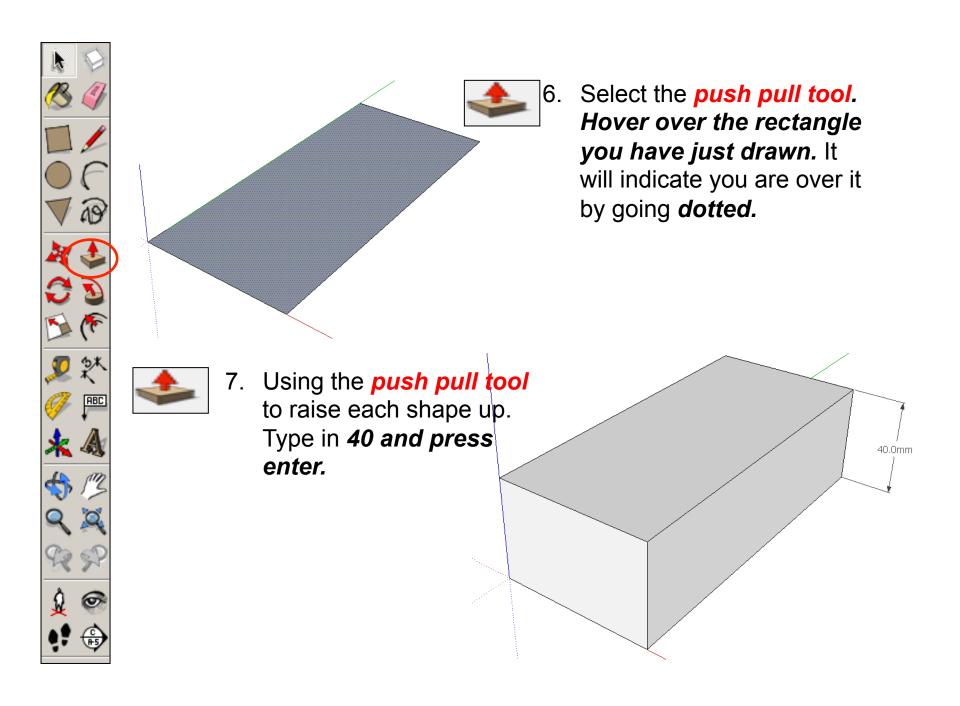
Note: It is often necessary to start a new file to use the new template. Go to **File** then **New**.

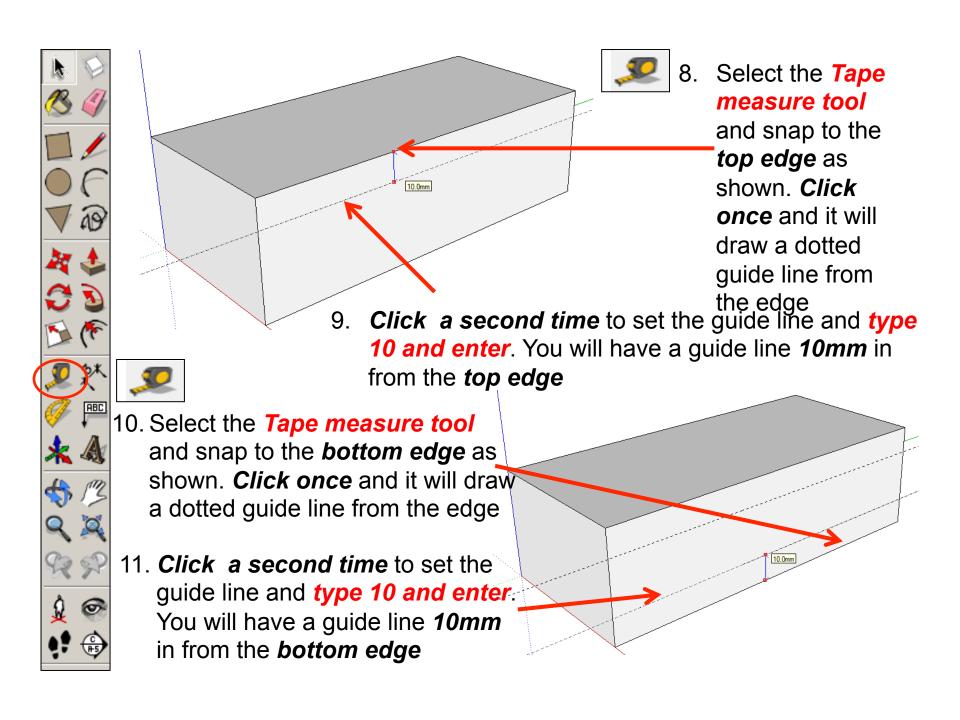


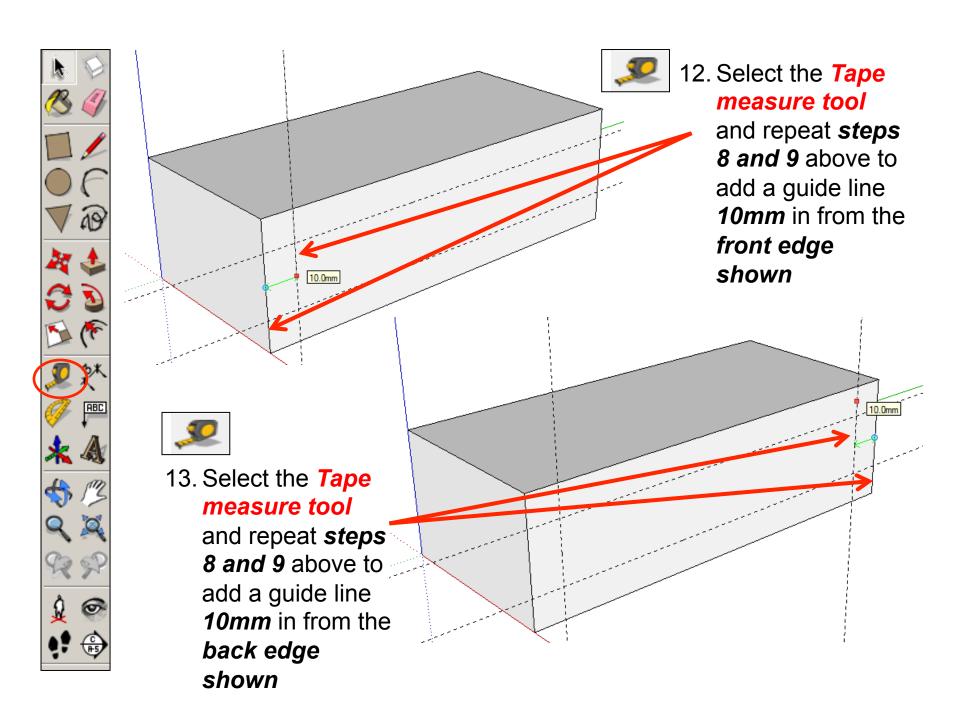
Now select the View then toolbars and ensure Getting Started and Large Tool Set are ticked

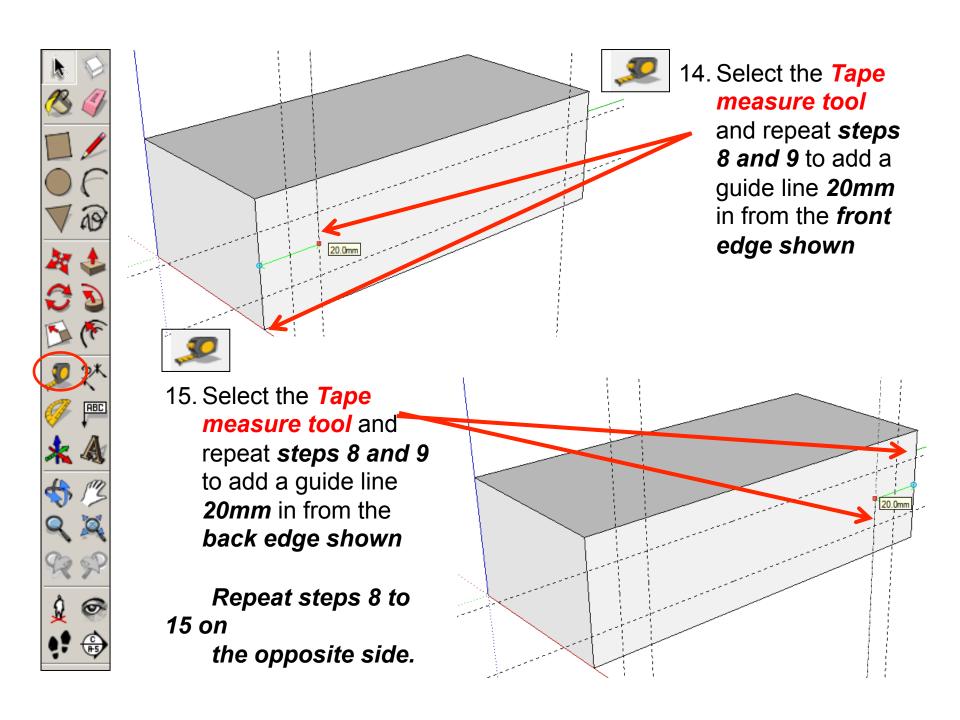


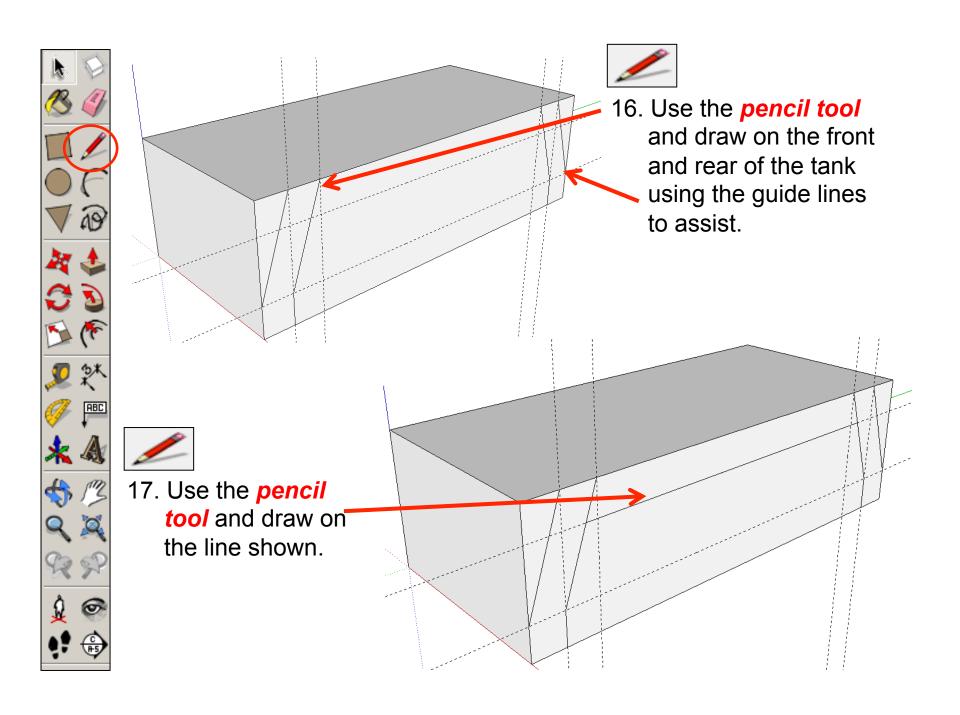


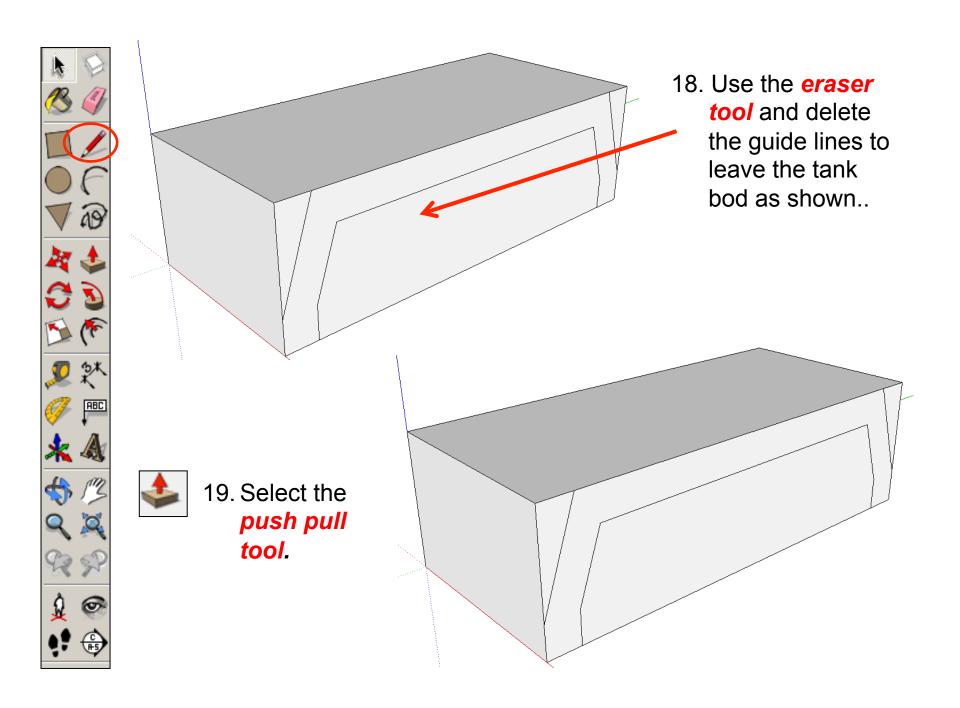


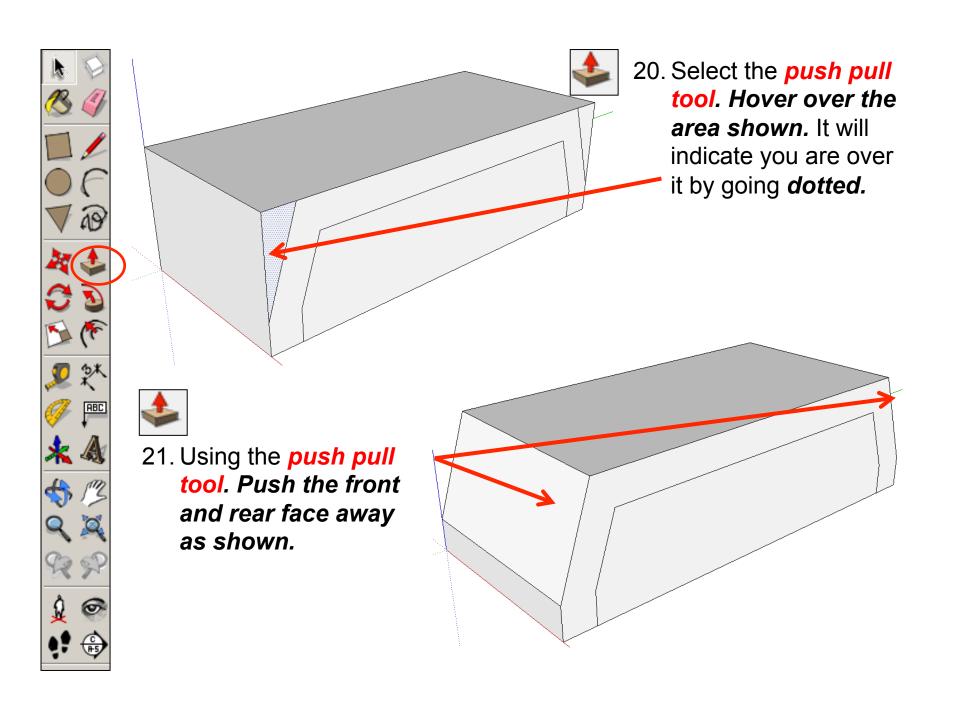


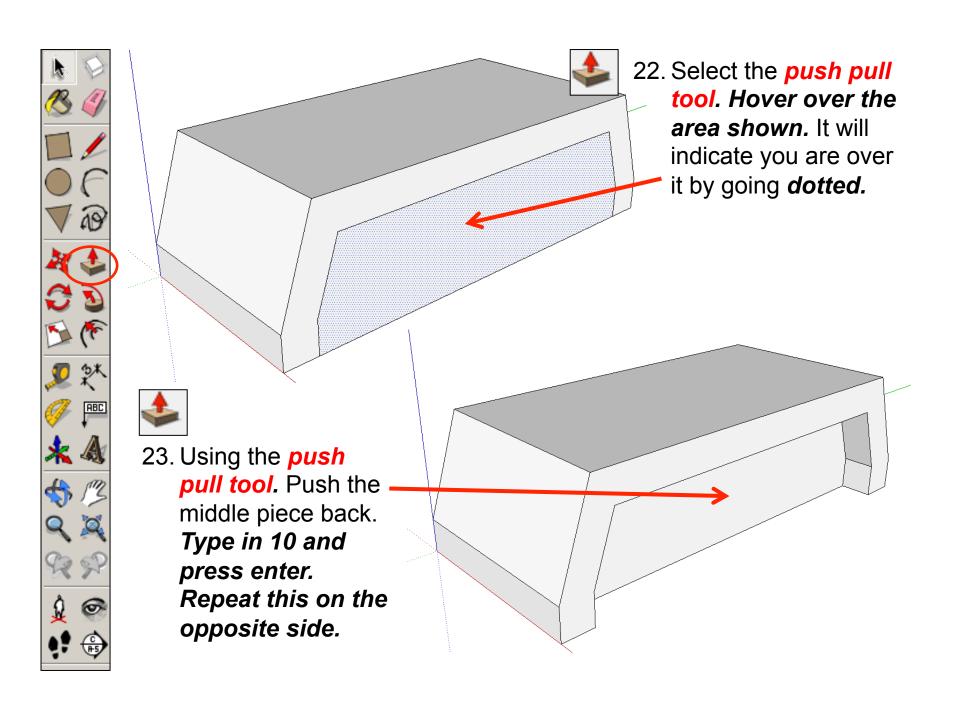


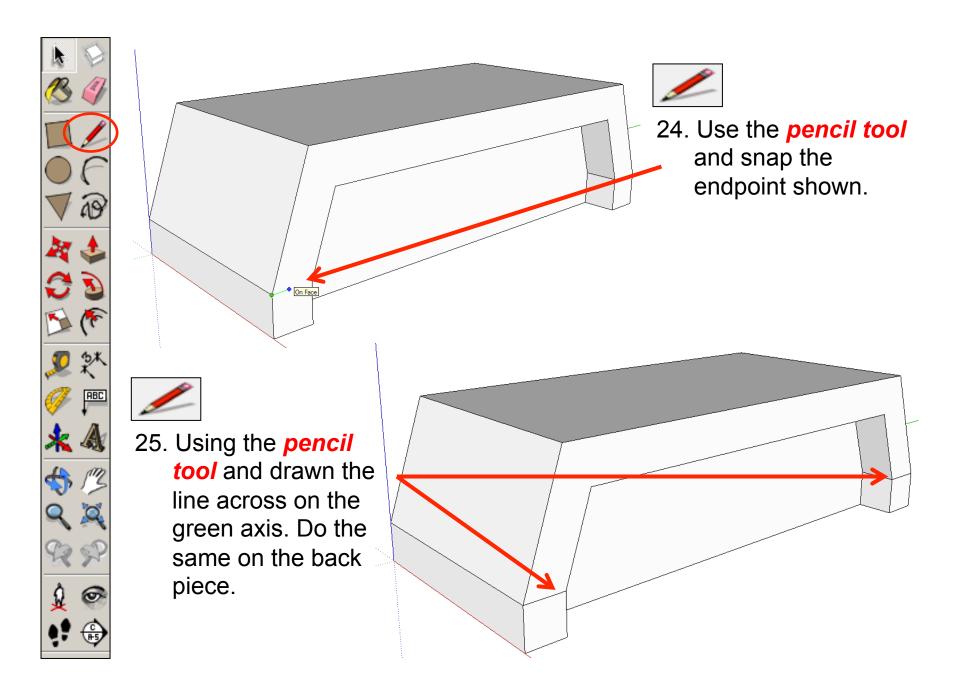


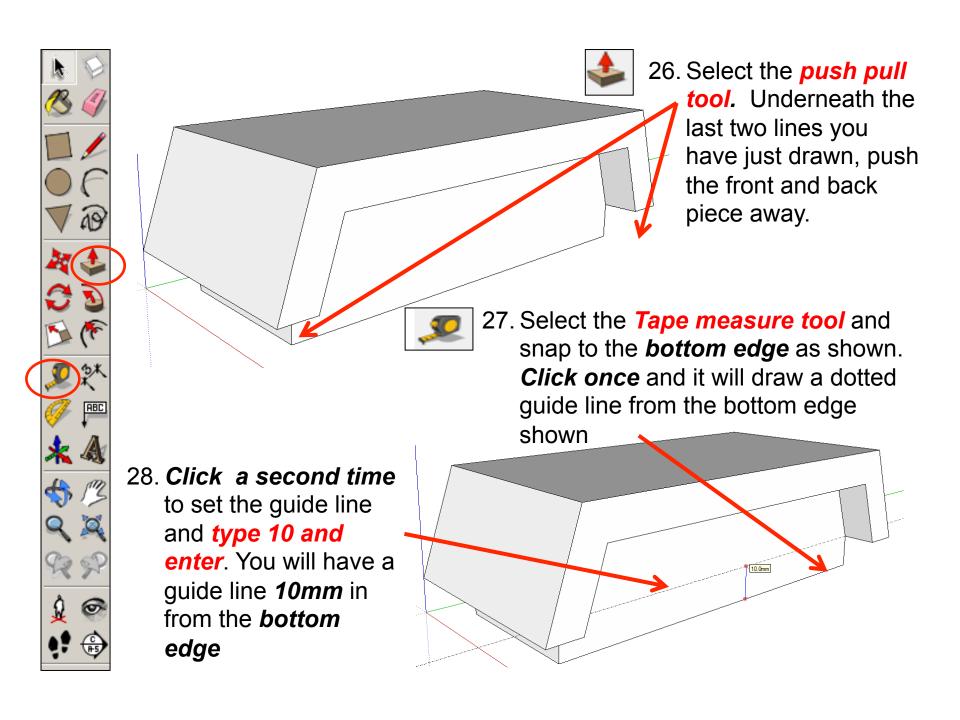


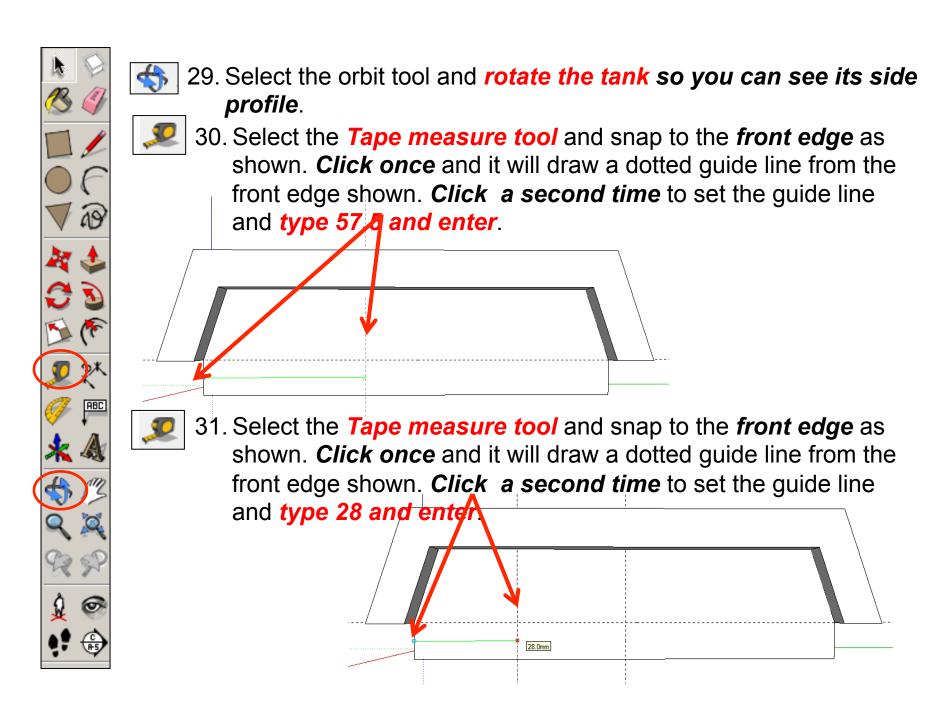


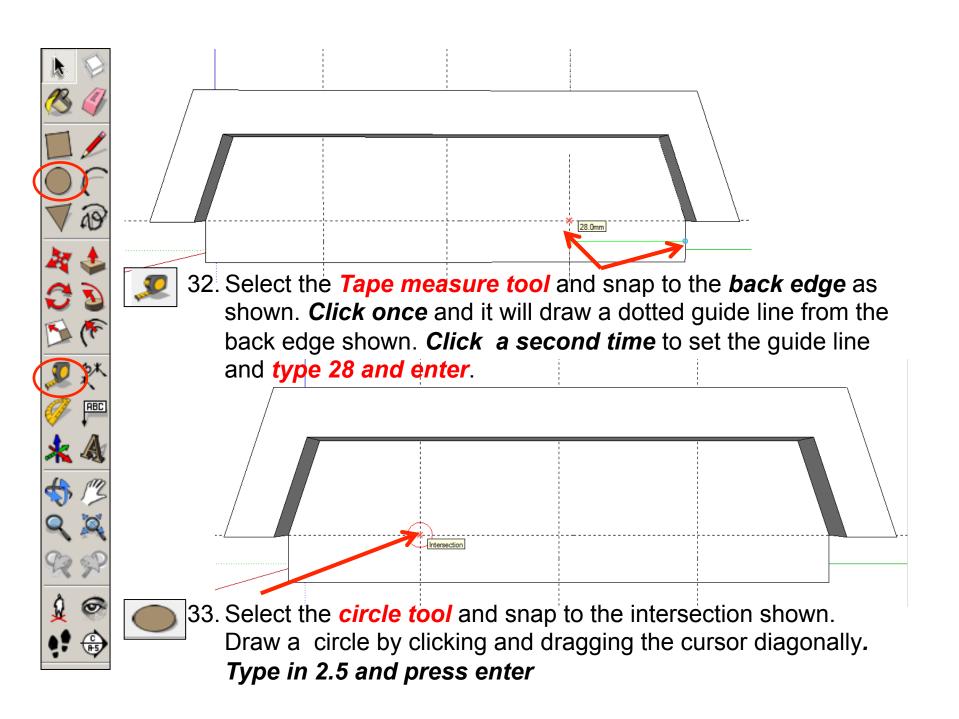


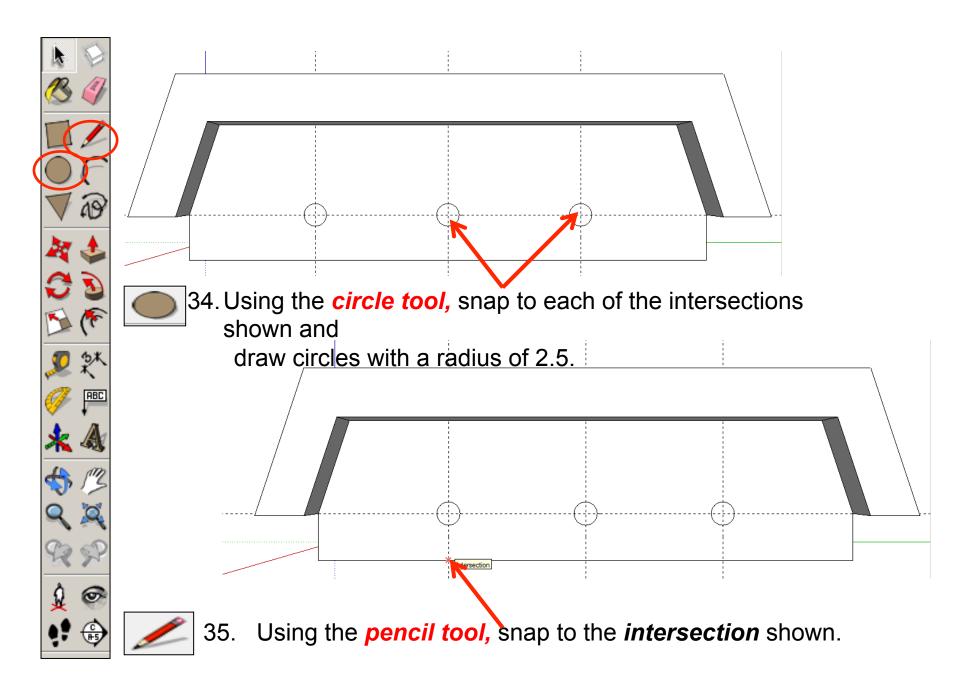


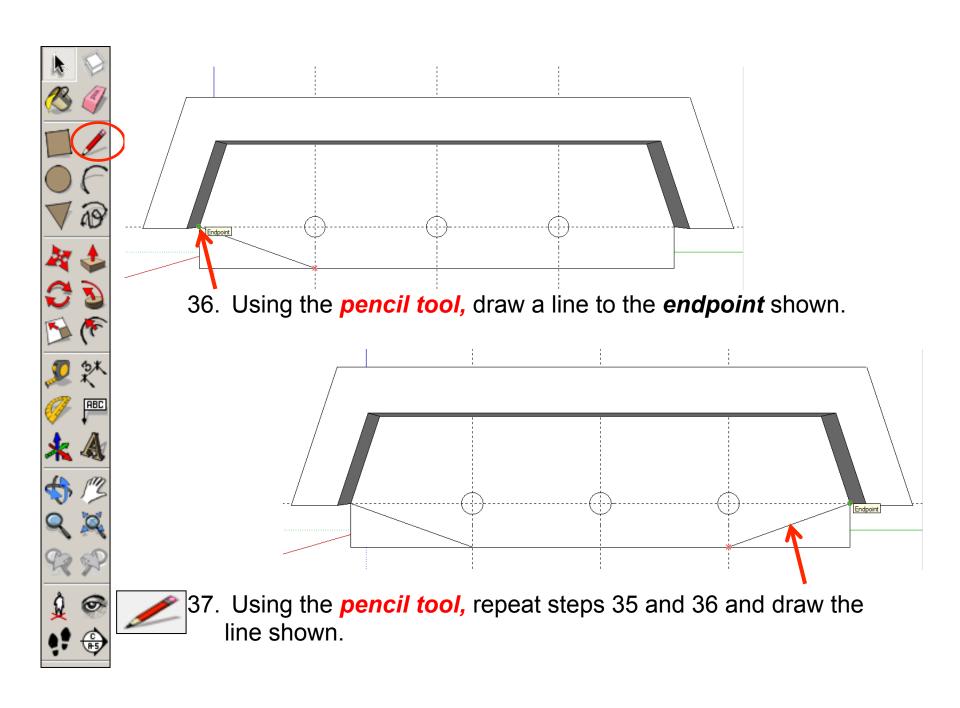


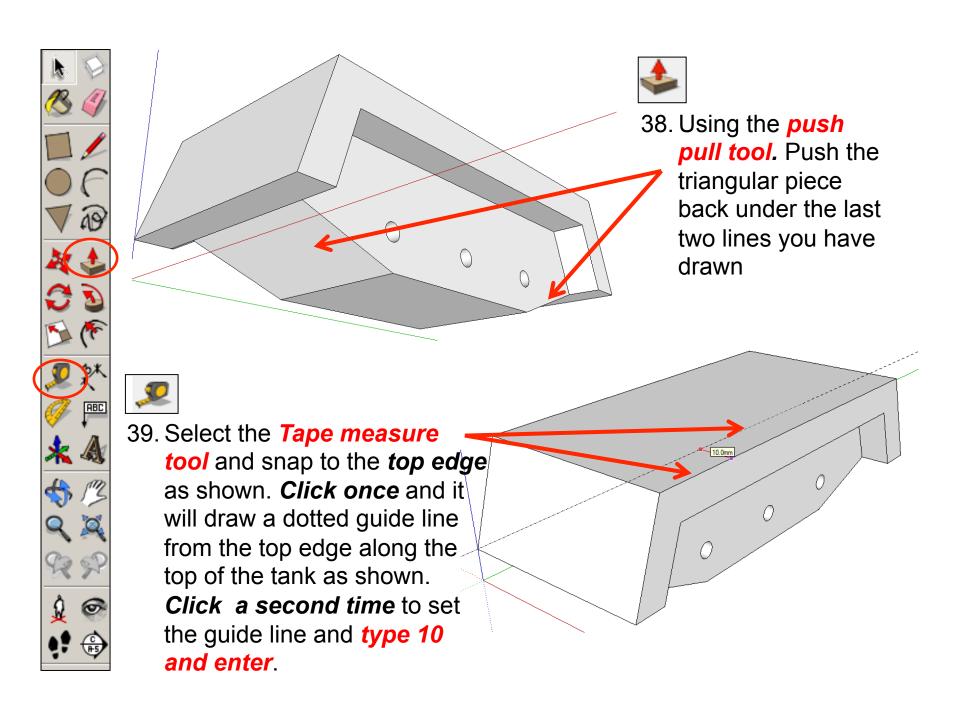


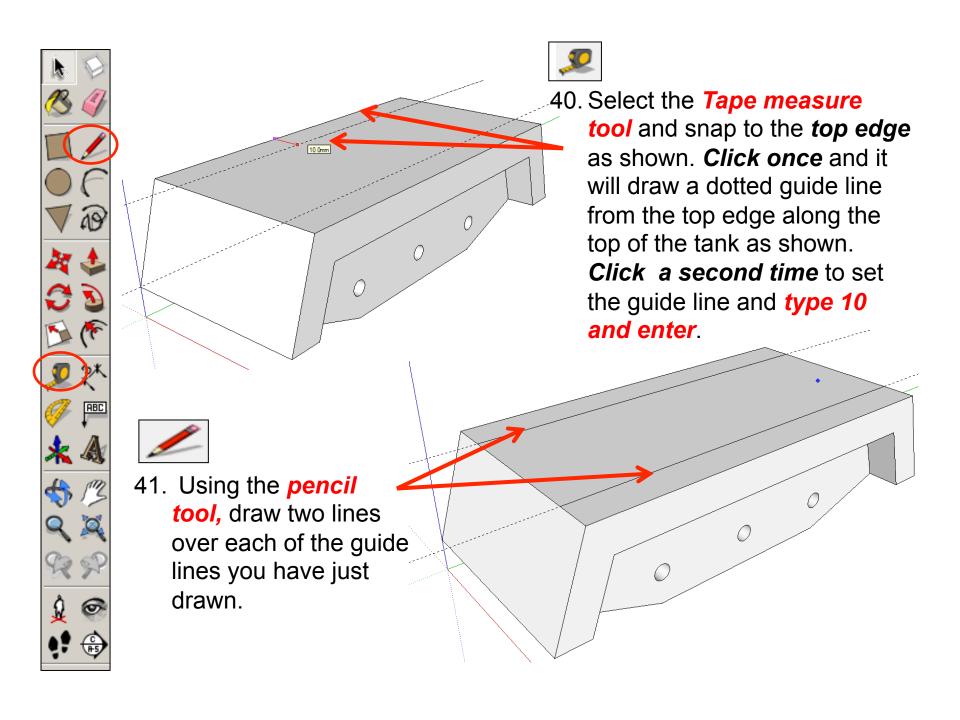


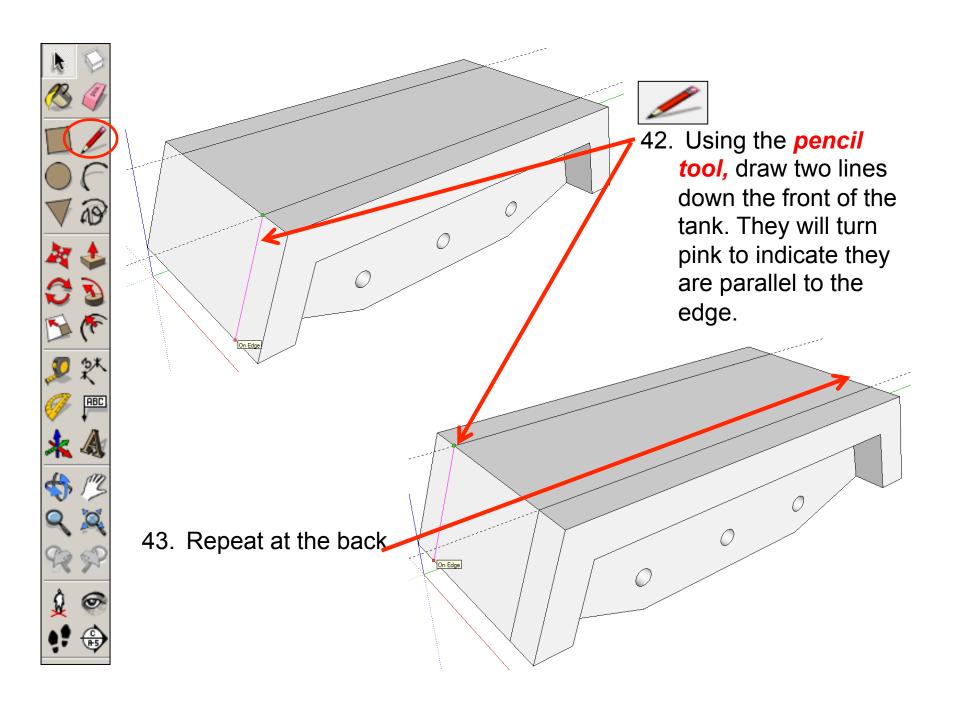


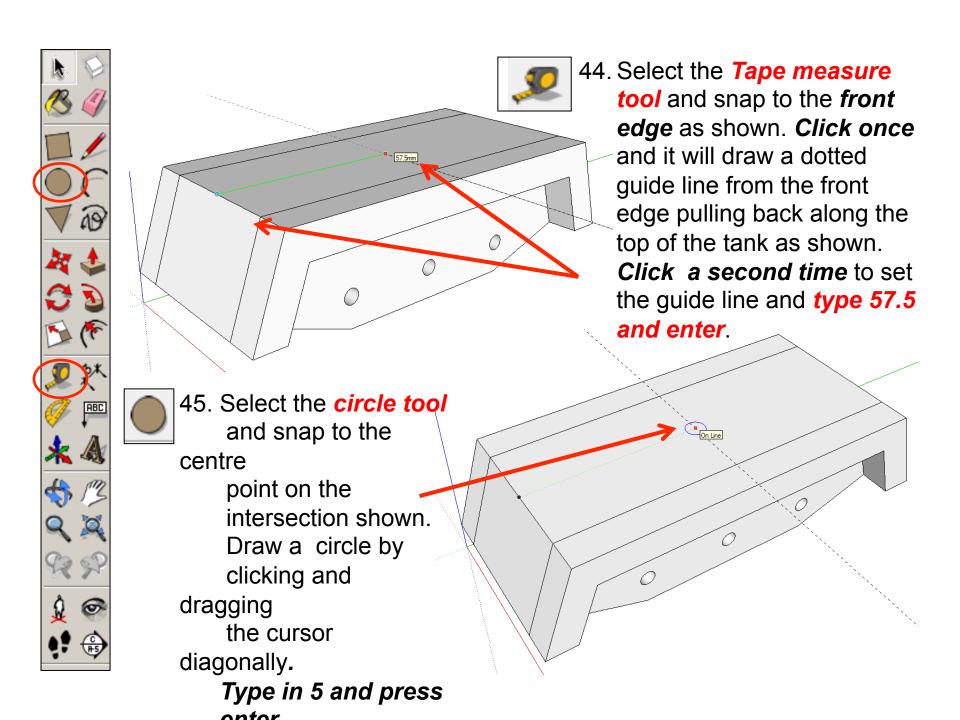


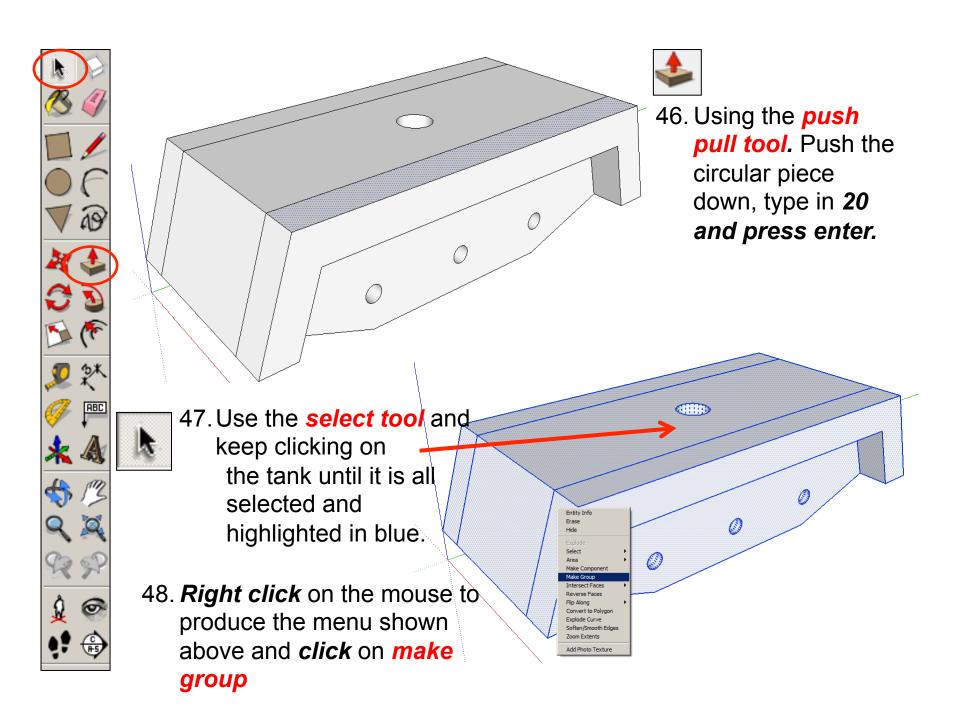














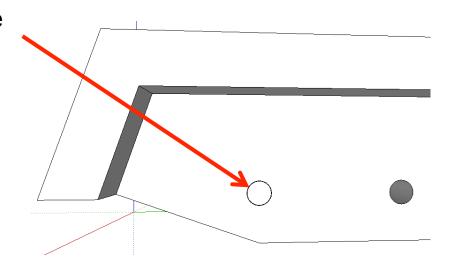


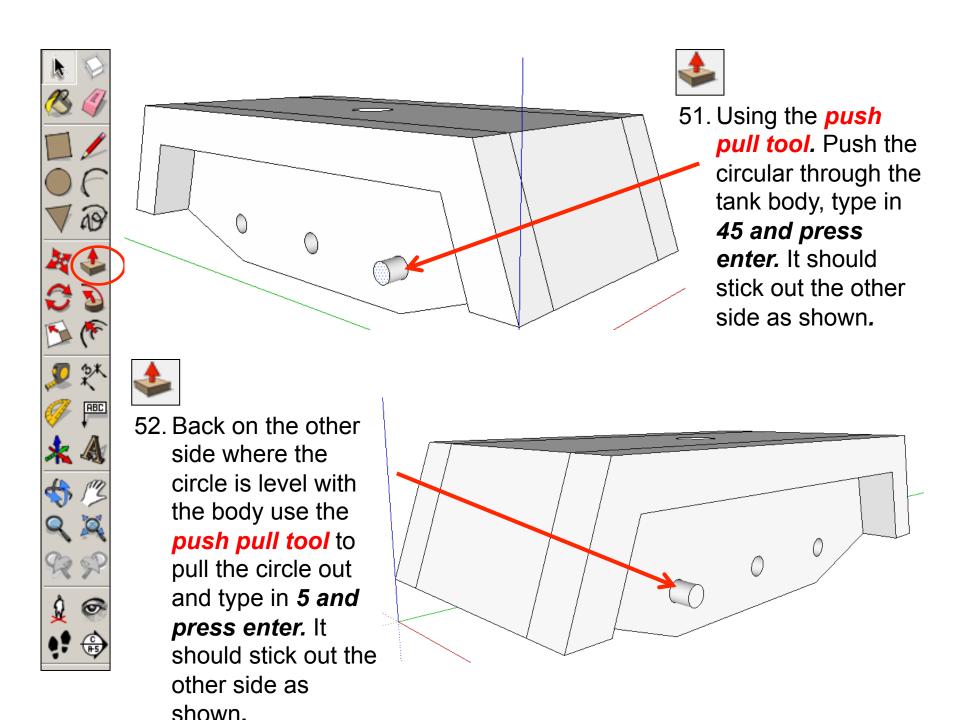
49. Select the *Circle tool* again and start by finding the middle of the hole. *It helps to hover over the outer edges of the hole first, then the centre will be indicated by a dark blue dot and a prompt box saying <i>Centre*. Click here to start drawing the circle.

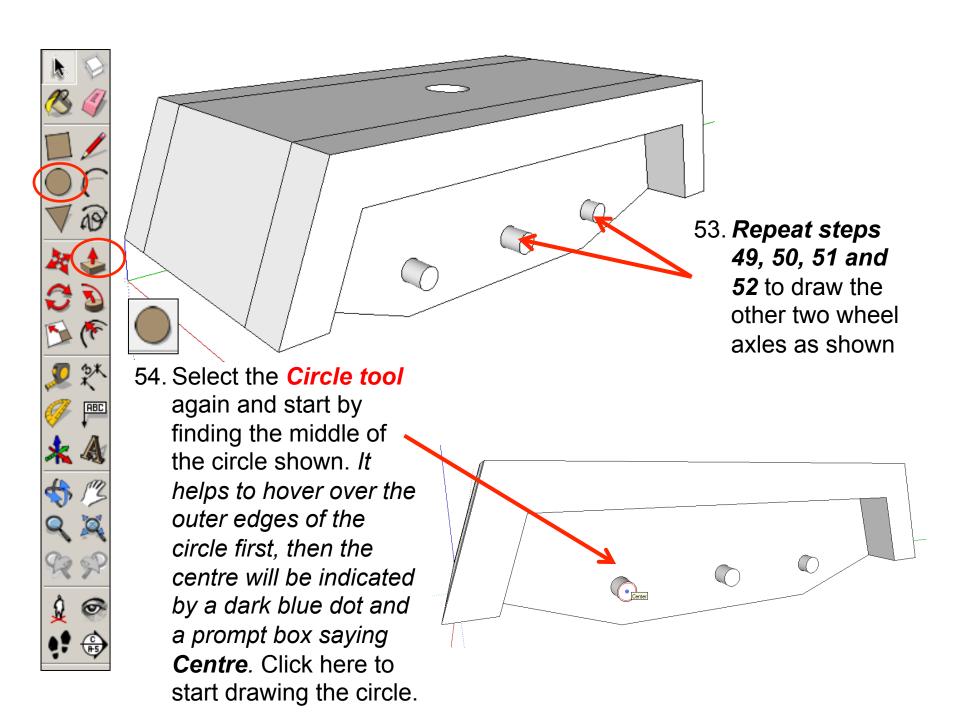


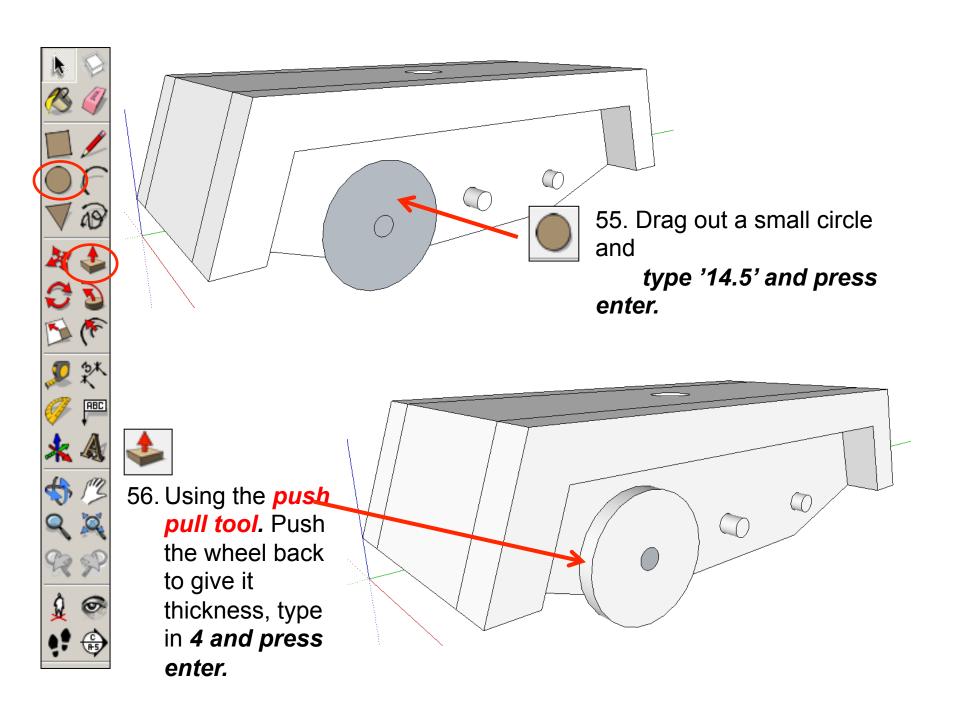
50. Drag out a small circle and

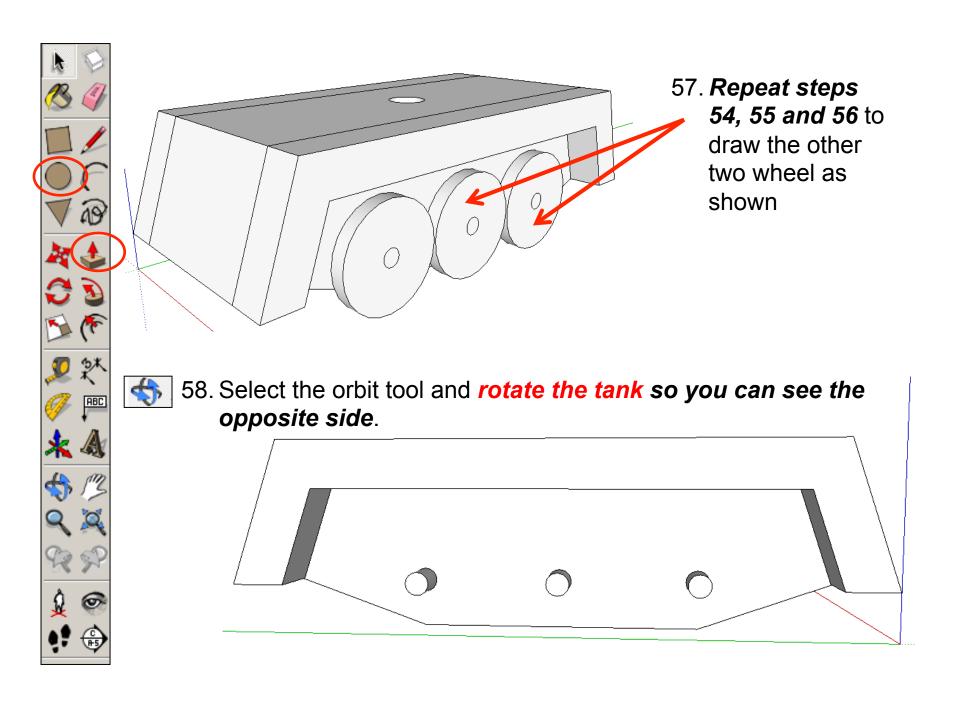
type '2.4' and press enter

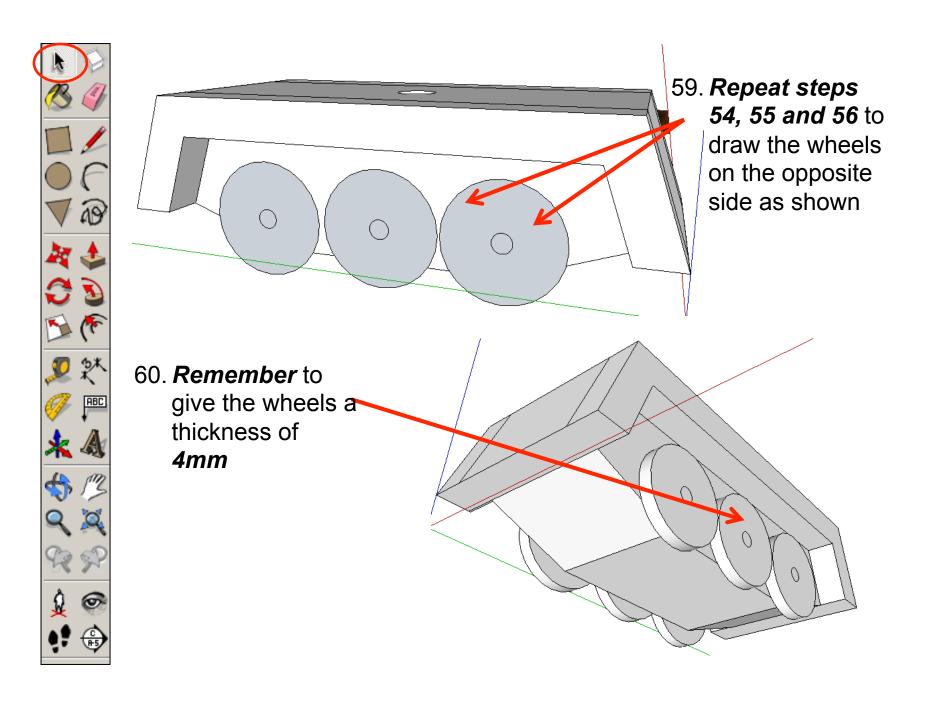


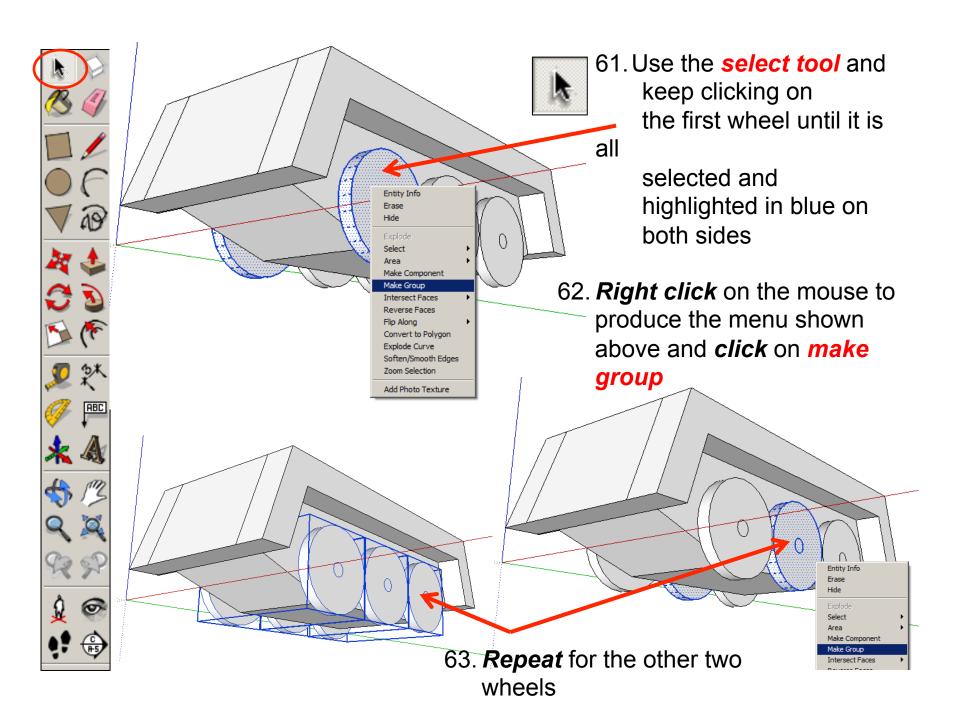


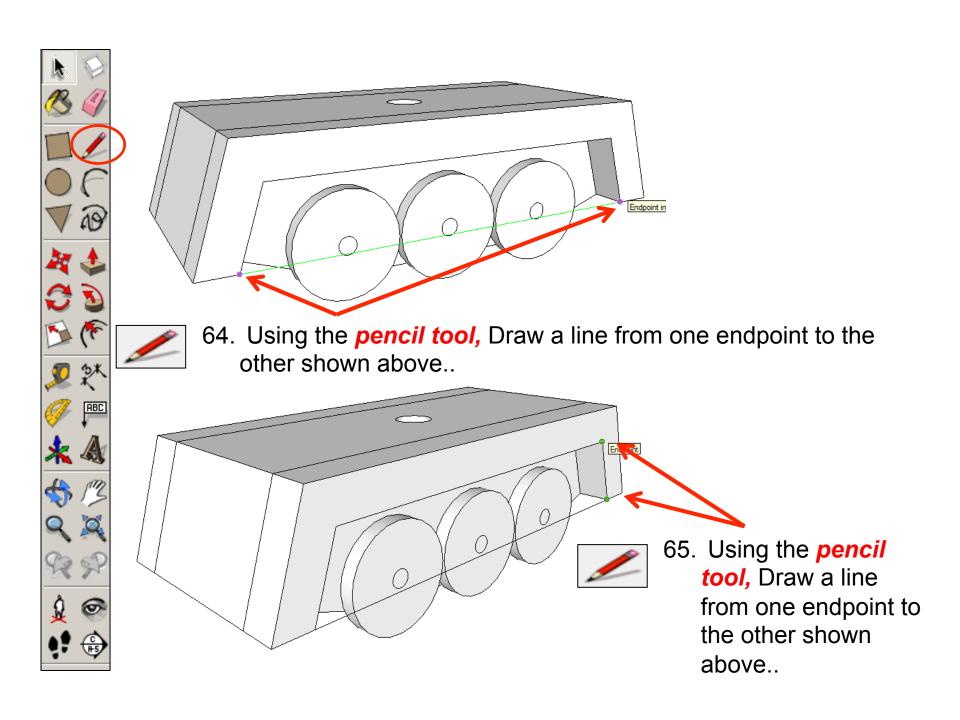


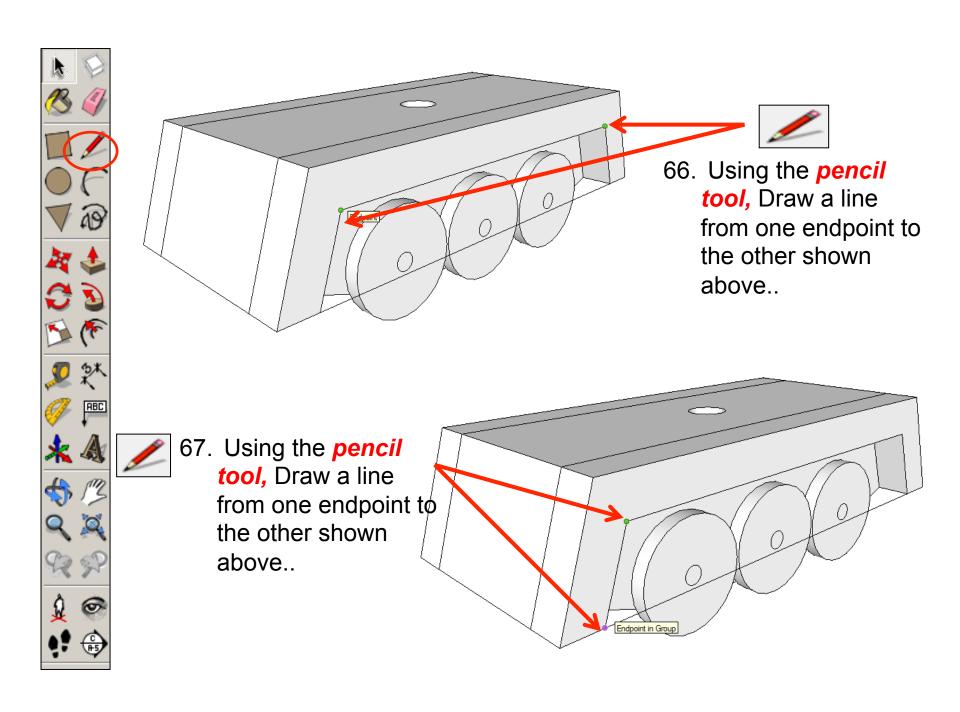


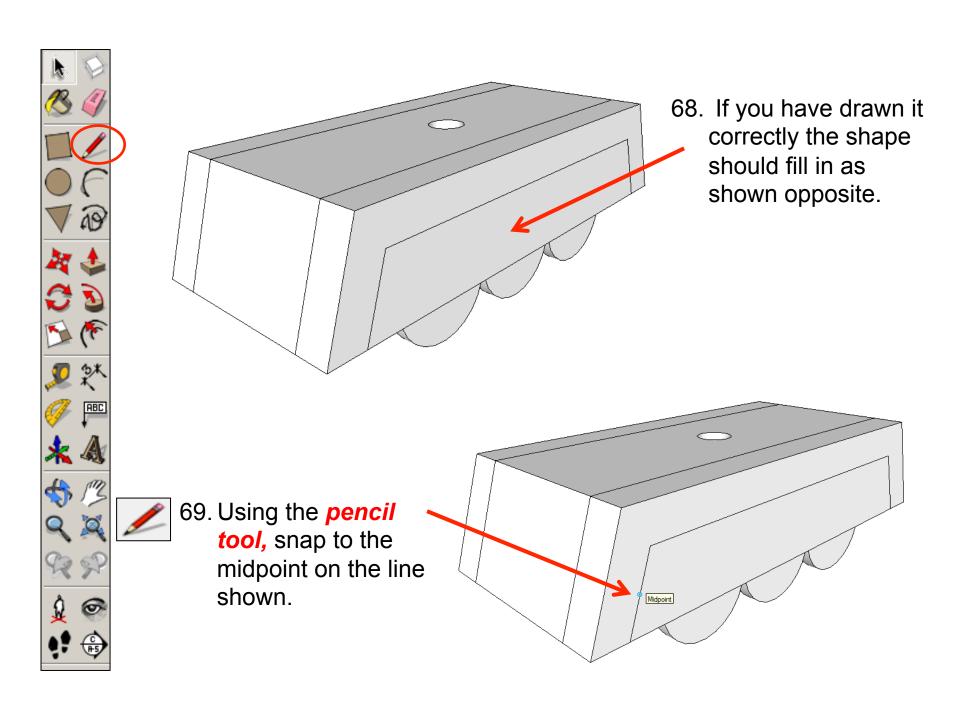


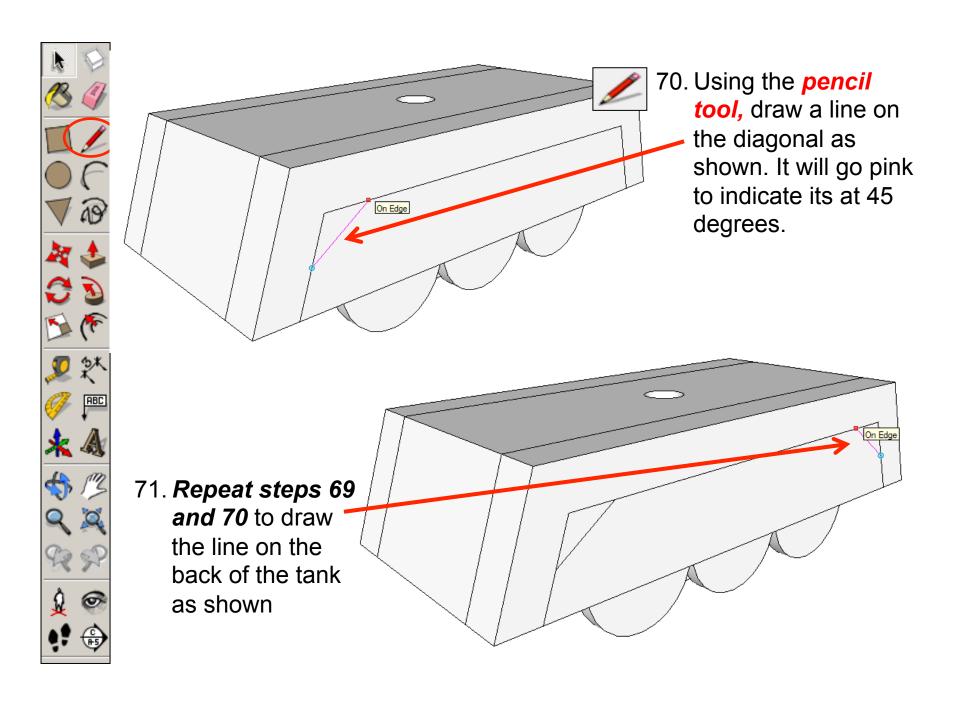


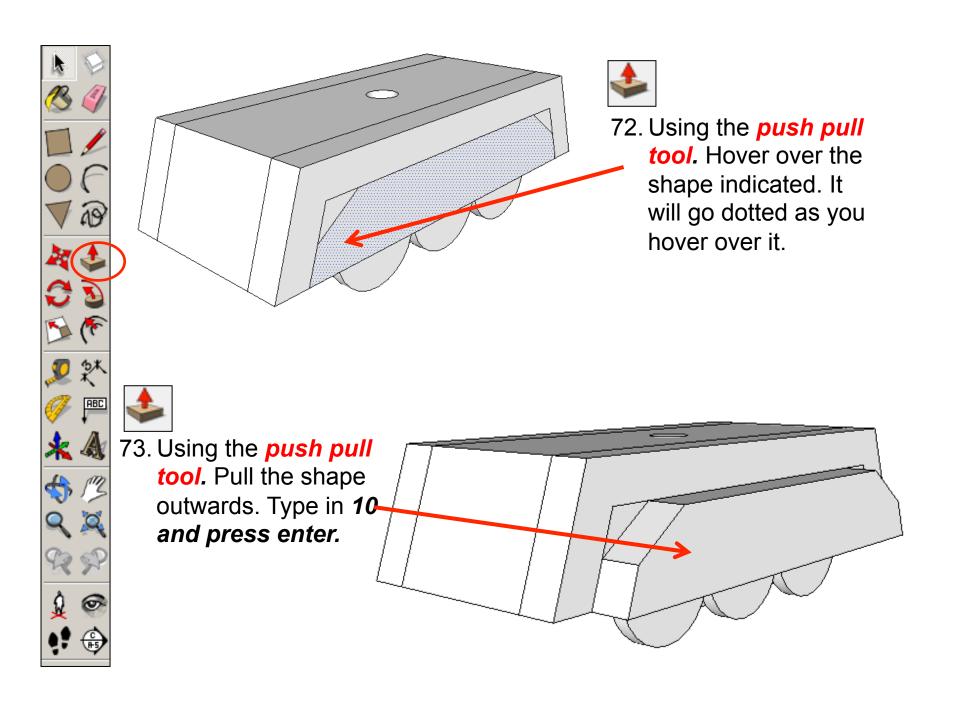


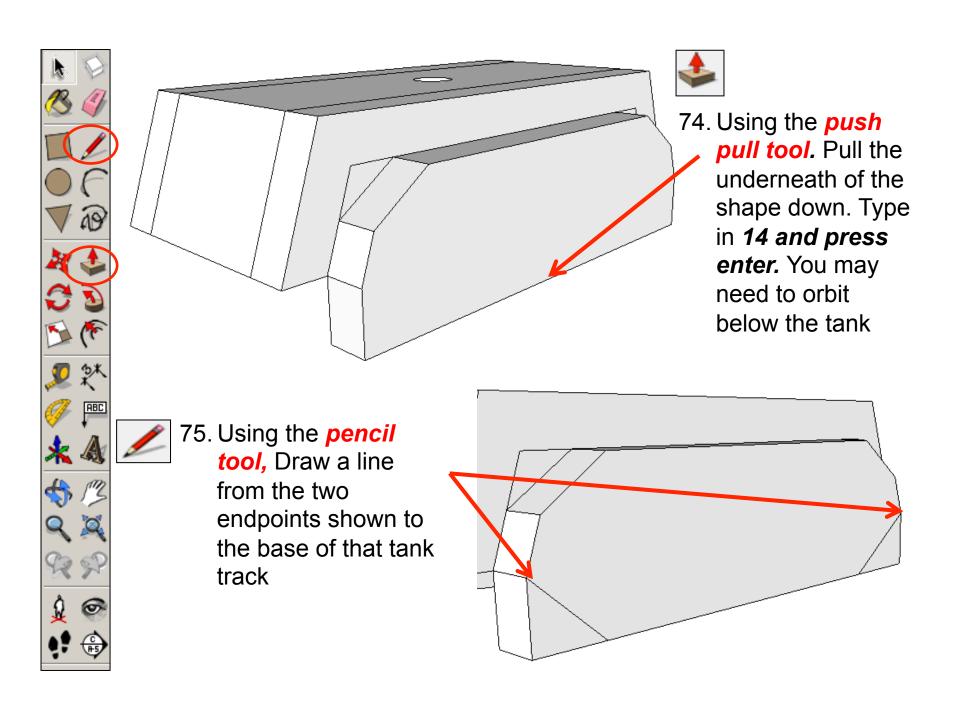


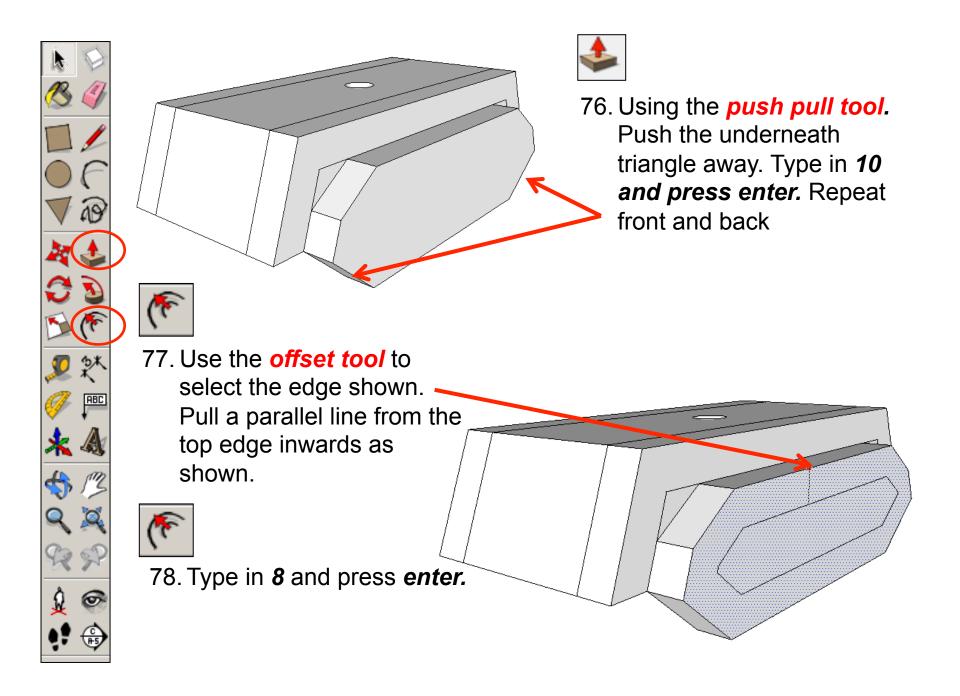


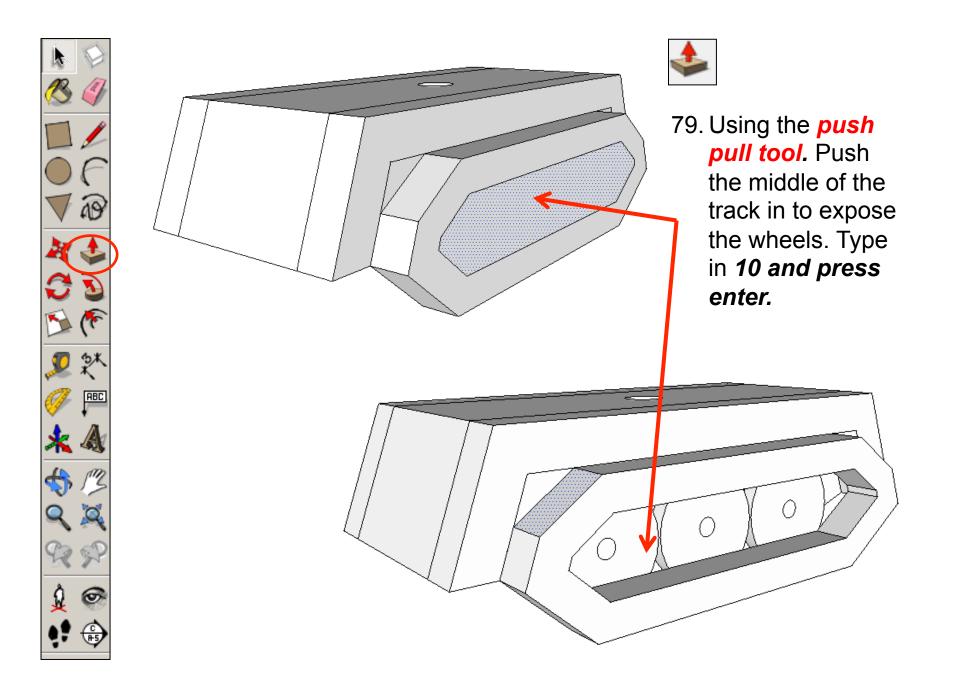


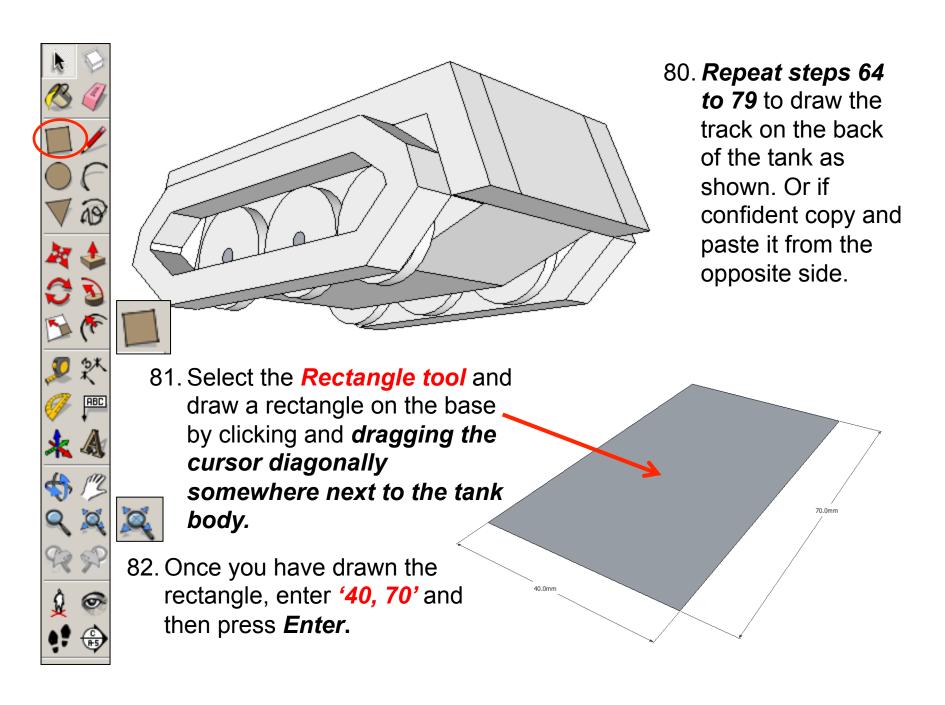


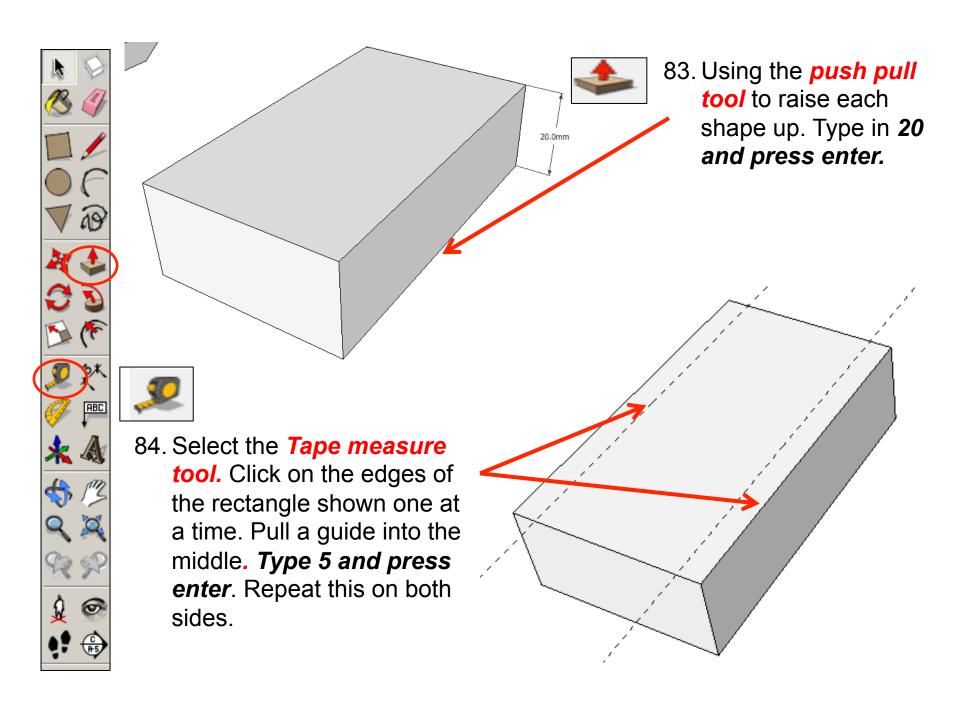


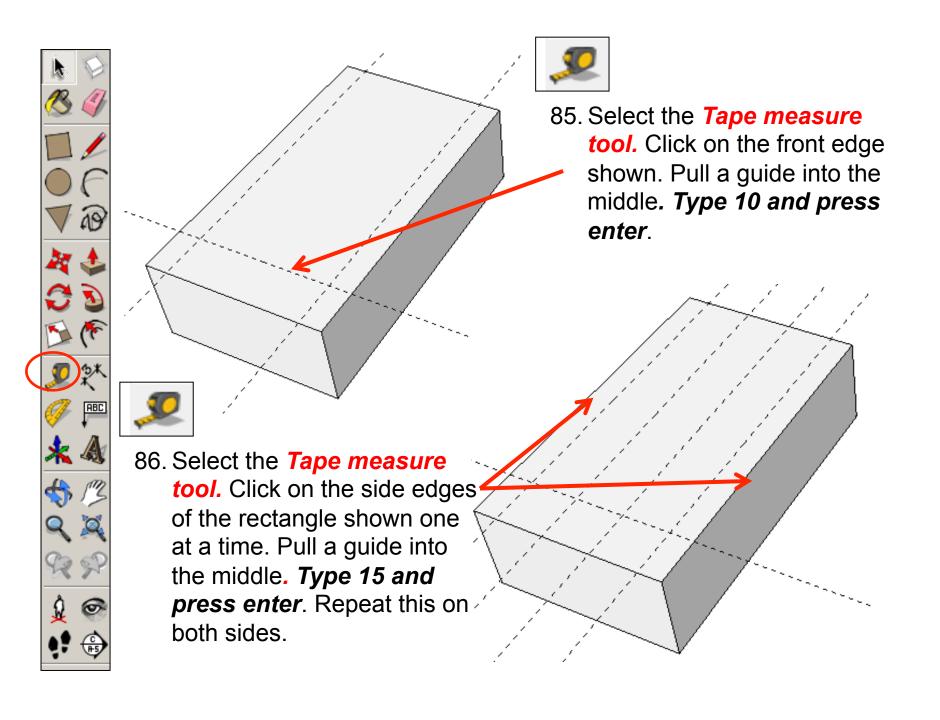


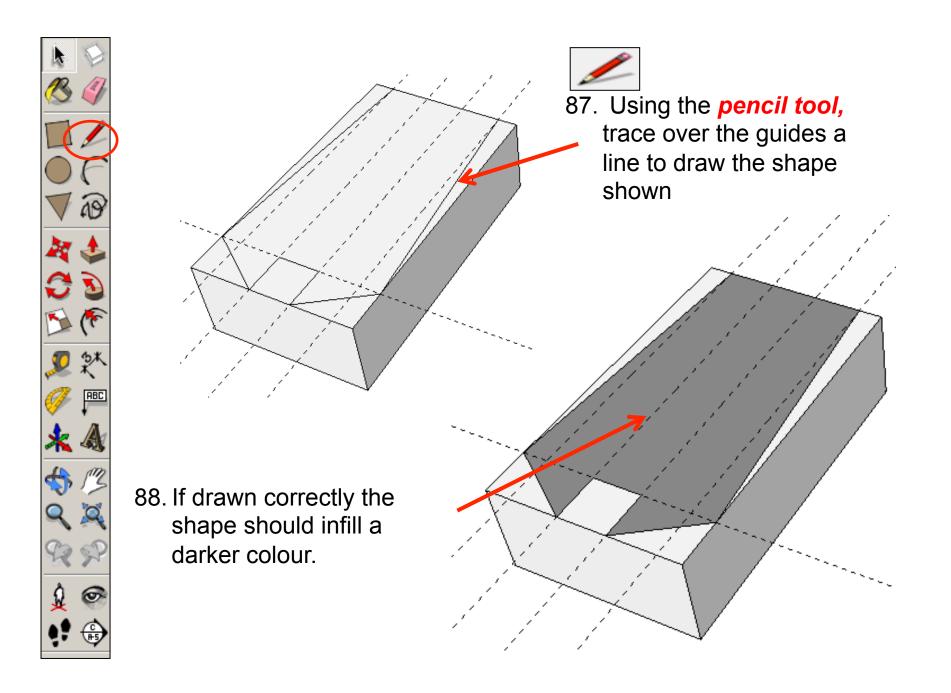


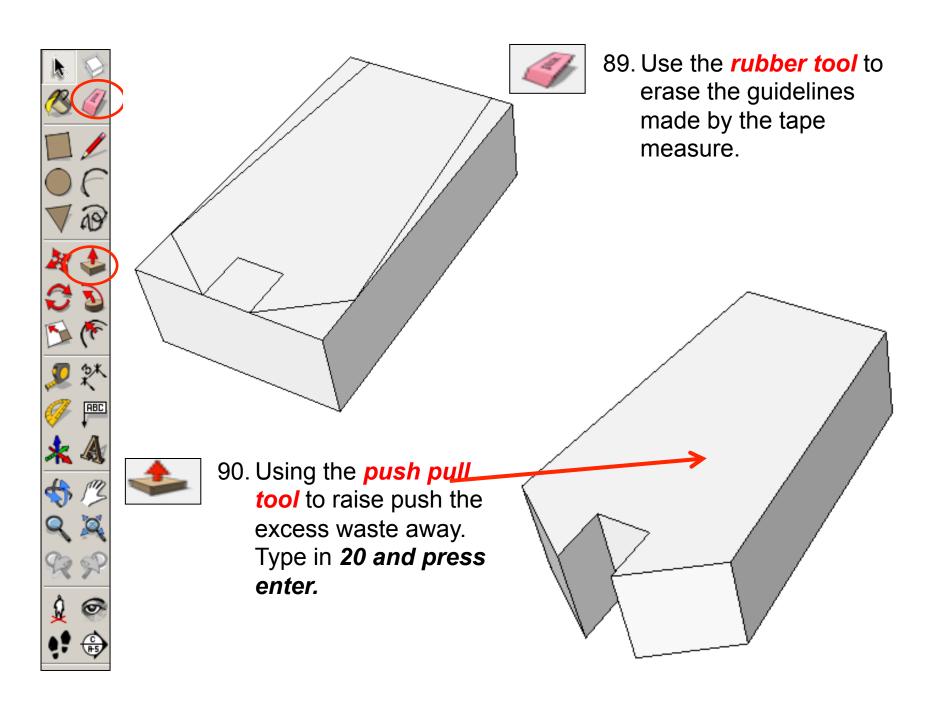


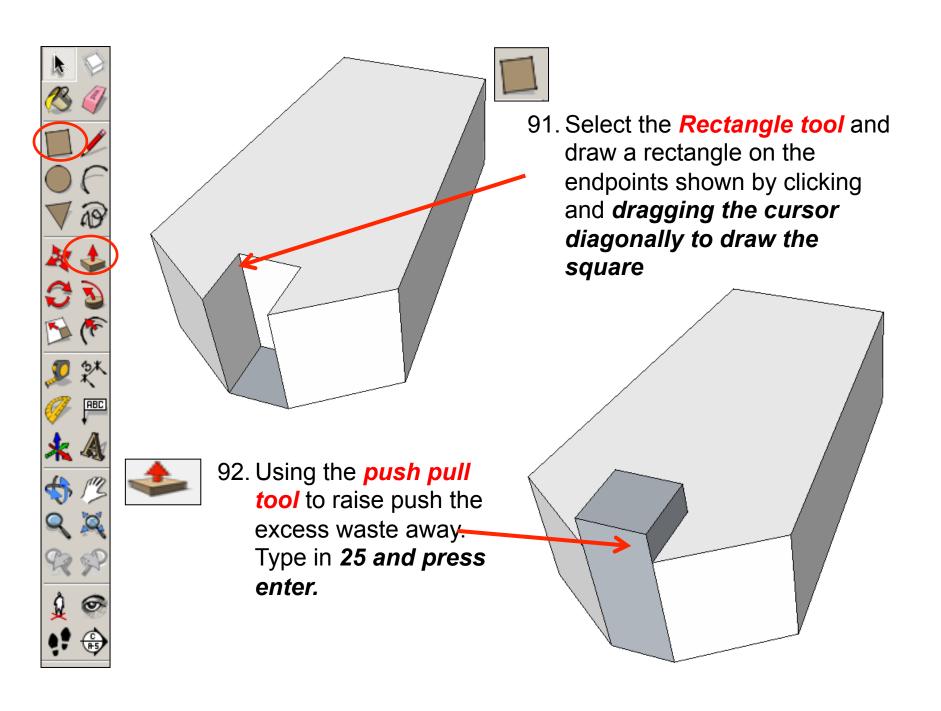


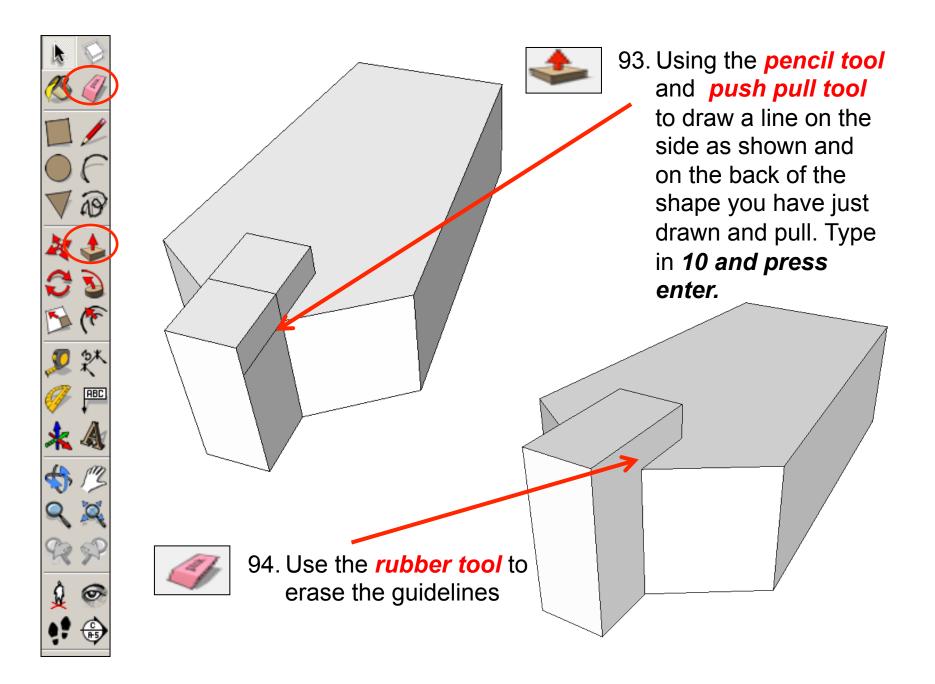


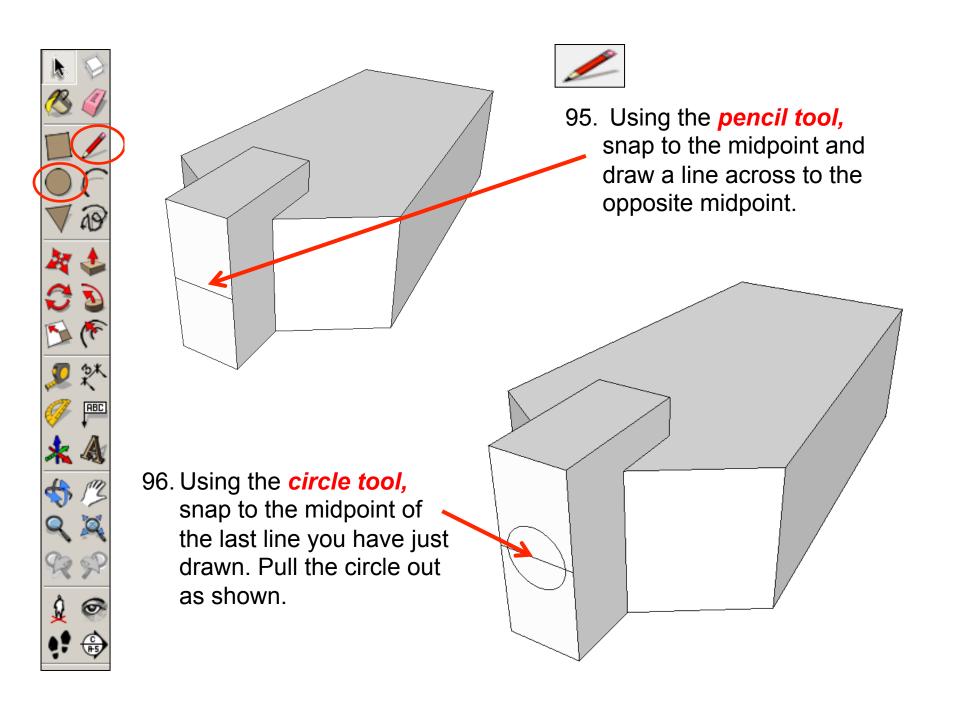


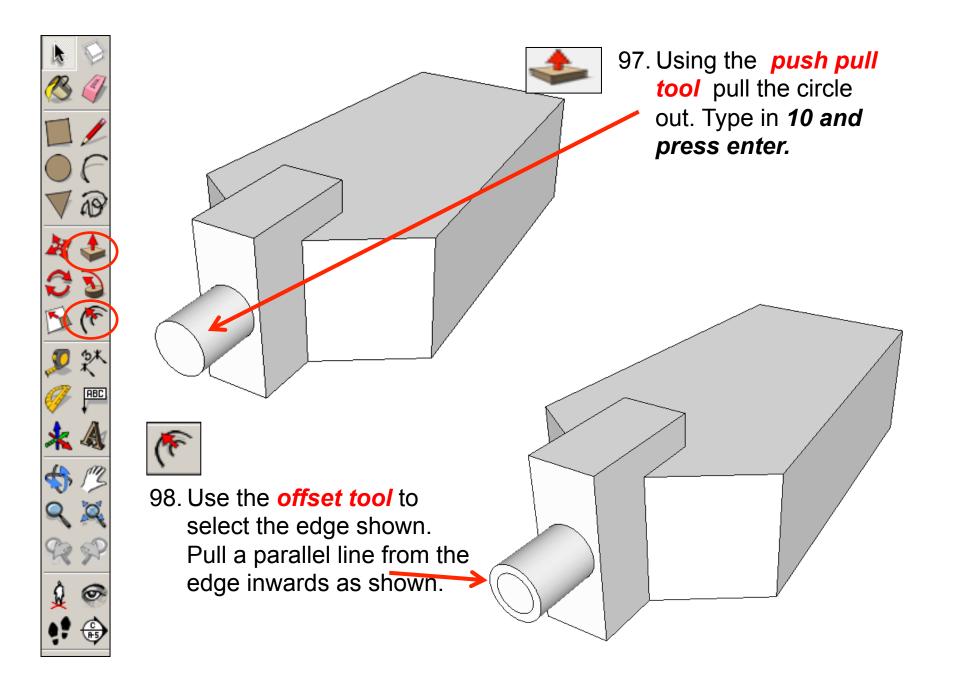


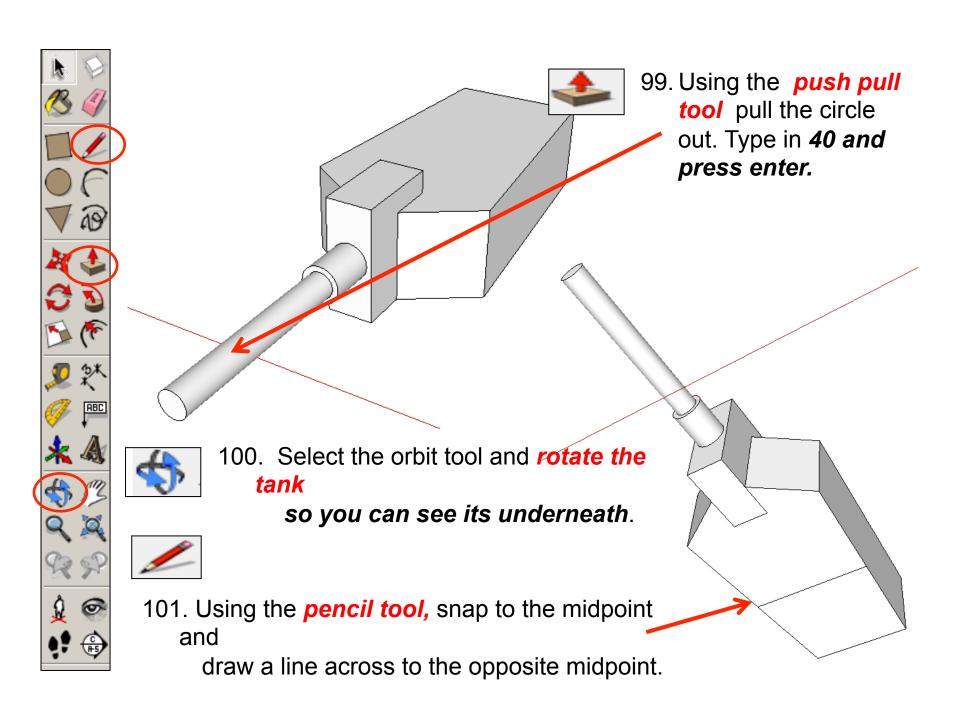


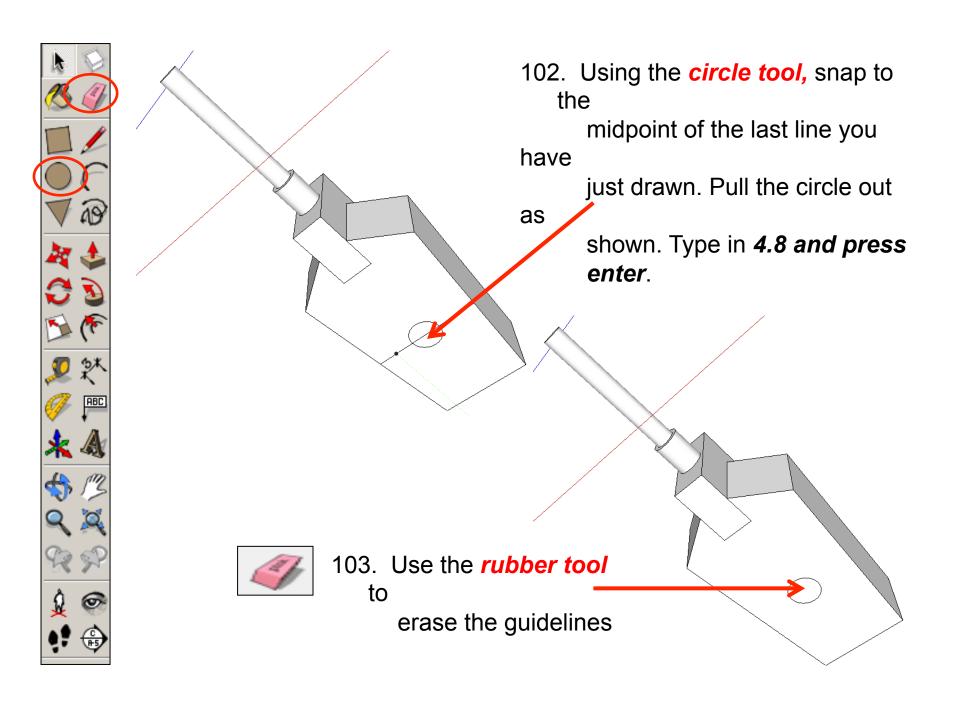


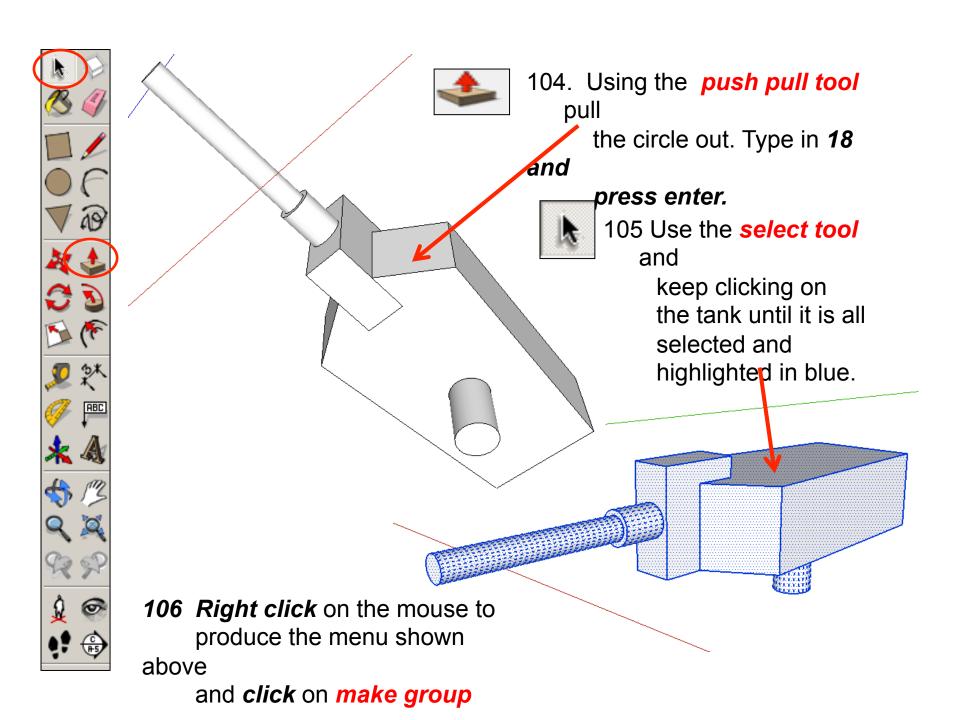


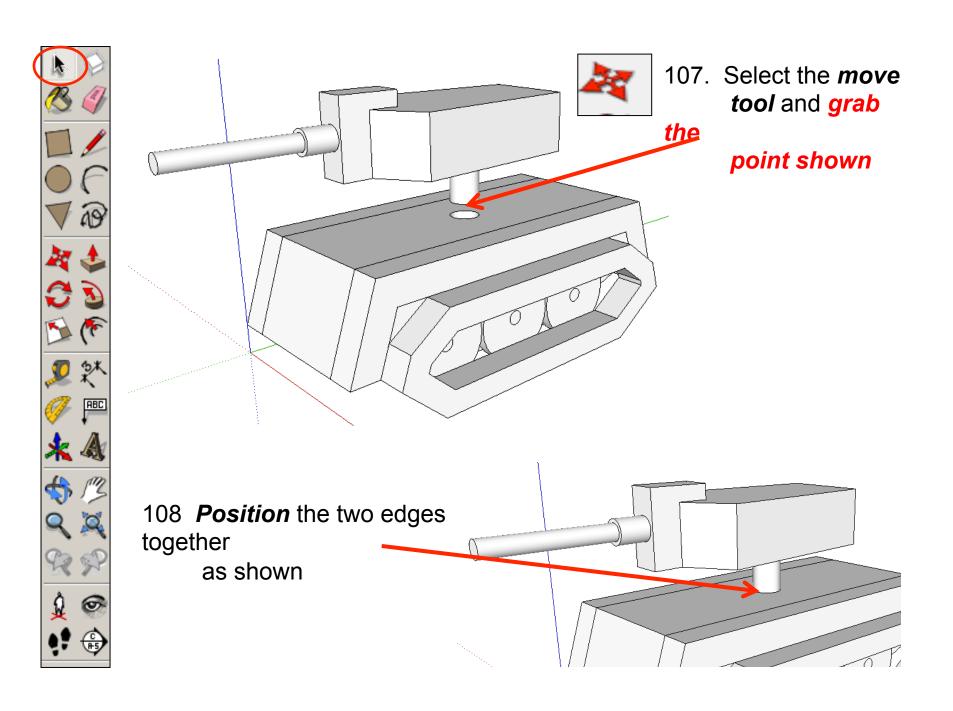


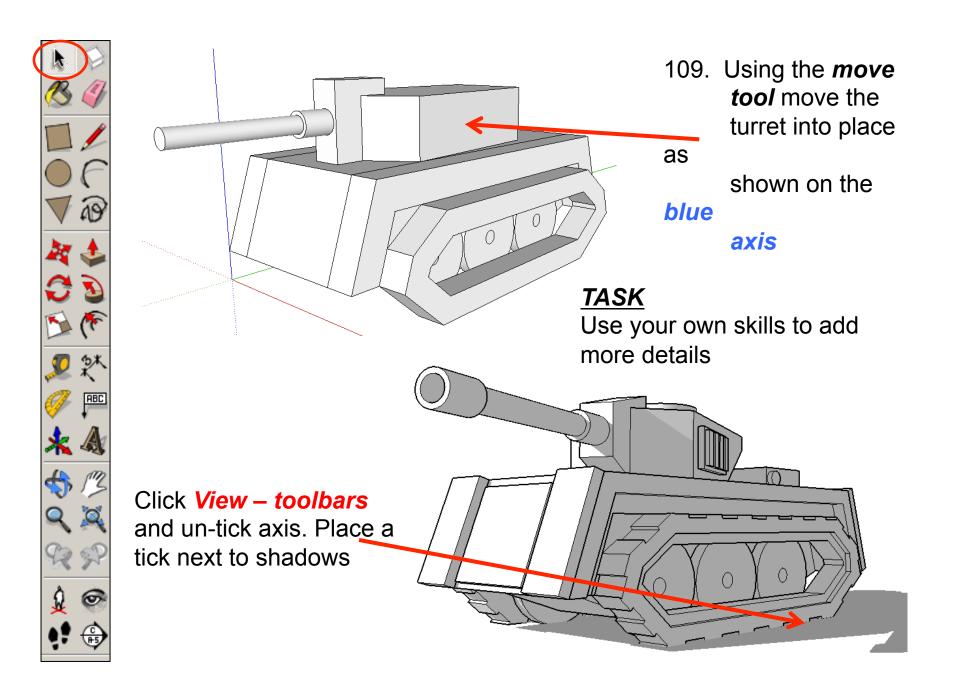














Tasks:

- Put other details on the tank such as gun turret details, tank tracks, opening hatch etc..
- Experiment with colours and materials for rendering.

