

Design out the box

Lesson Objectives...

- To understand the basic tools used in SketchUp.
- To understand the advantages of using CAD
- To be able to successfully use CAD independently to complete a range of tutorials in 2D and 3D
- To develop advanced skills and problem solving skills when using SketchUp

Lesson Outcomes...

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

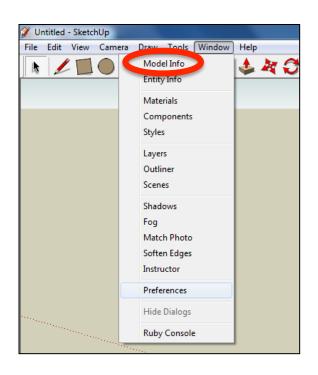
- Use the push pull and move tool
- Learn about centre lines
- Create, Move and Rotate components
- Use the offset tool to make objects and add detail
- Shape and form your design
- Colour and render your design

Skills to be used in this project...

Basic Skills	New and Higher Skills
Zoom tool	Rotate tool
Orbit tool	Move tool
Pan tool	Offset tool
Line tool	Arc tool
Rectangle tool	Follow Me tool
Circle tool	Paint Bucket tool
Eraser tool	3D Text tool
Push/Pull tool	Making Components

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

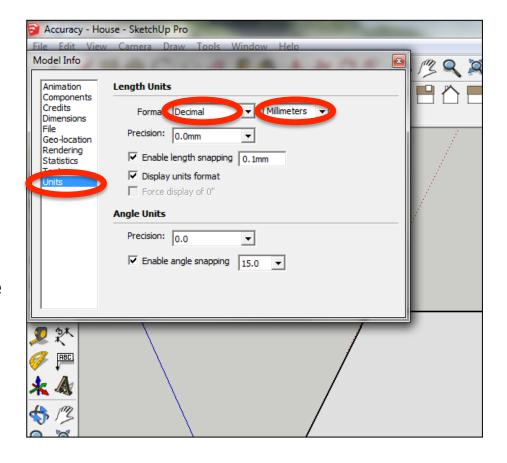
New and higher skills may be new to the novice and are the focus for learning in this presentation.



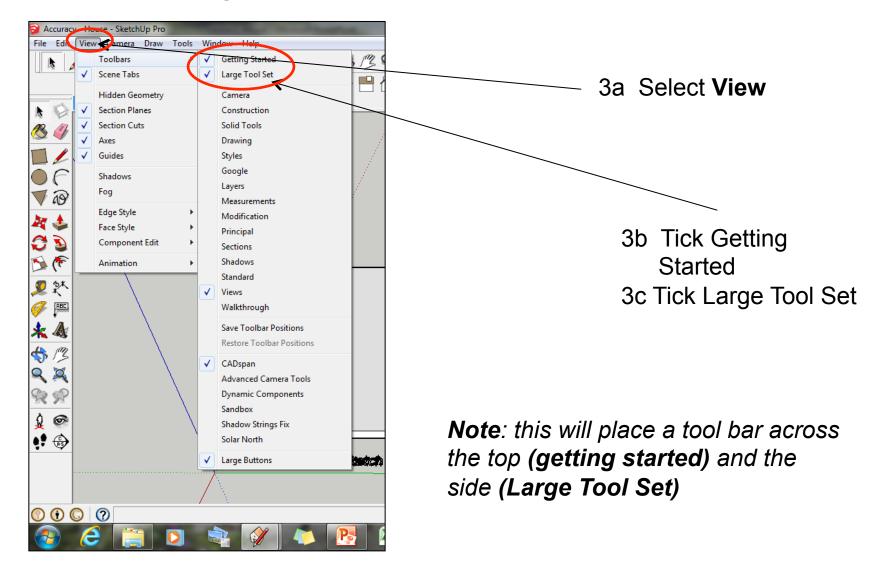
 Open the sketch up drawing. Once you have opened SketchUp, go to Window and select Model Info

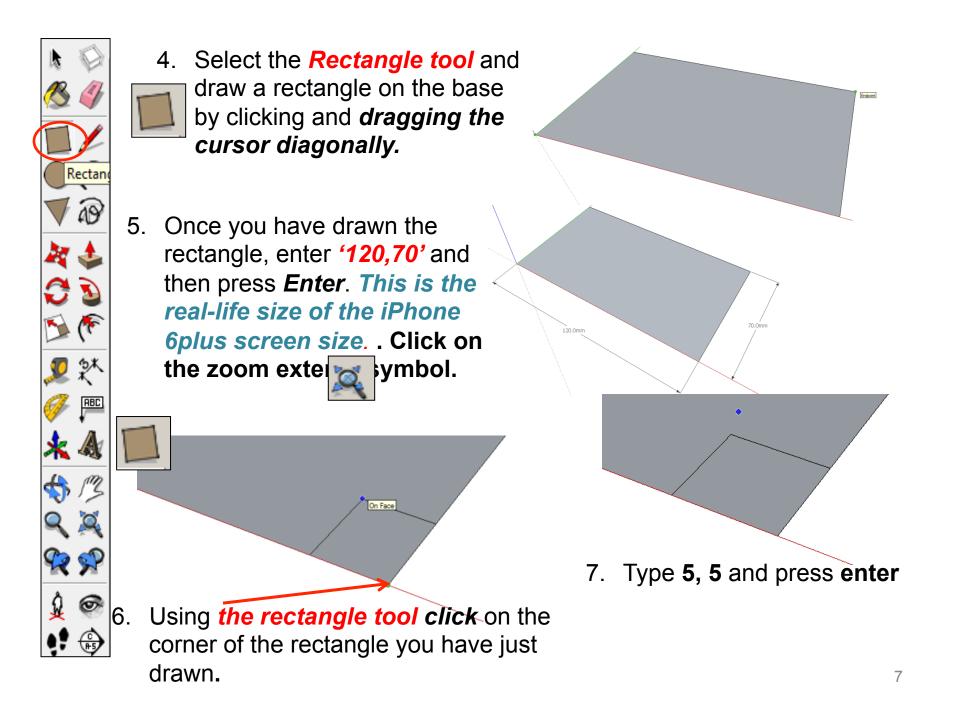
2. Select **Units** and choose **Decimal Millimetres**. We are using this template because we are doing a product design.

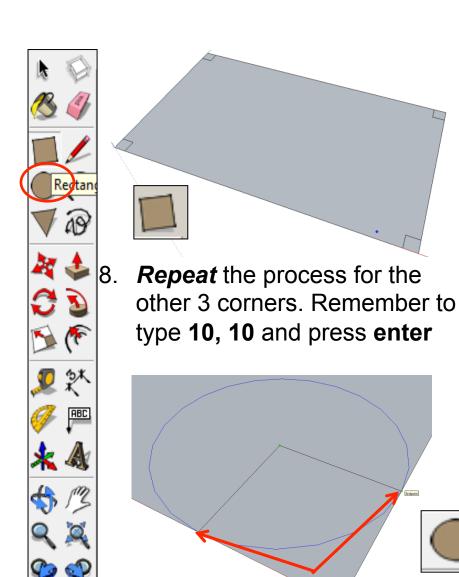
Note: It is often necessary to start a new file to use the new template. Go to **File** then **New**.



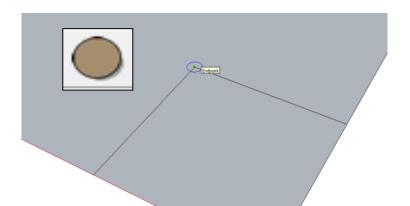
Now select the View then toolbars and ensure Getting Started and Large Tool Set are ticked



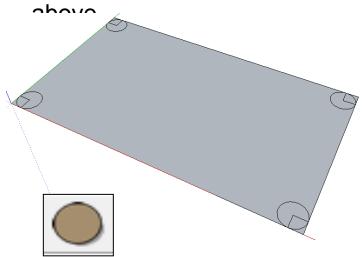




10. Extend the circumference of the circle out until it meets the either corner shown. It will say endpoint

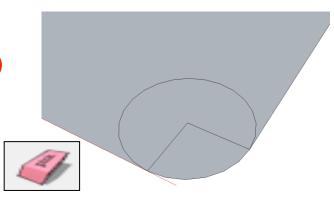


9. **Click** on the **circle tool**. Position the centre on the corner of the square shown

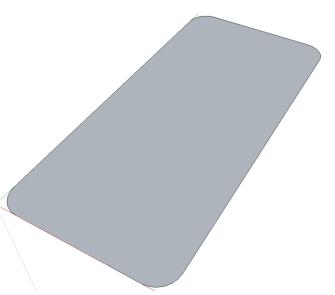


11. **Repeat** the process for the other 3 corners.



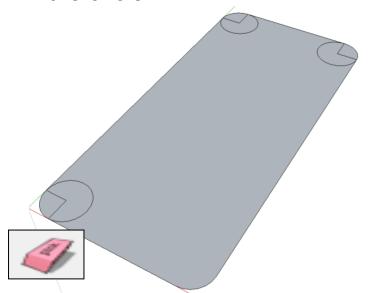


12. Use the *rubber tool* to erase the corners so you are left with a radius as shown



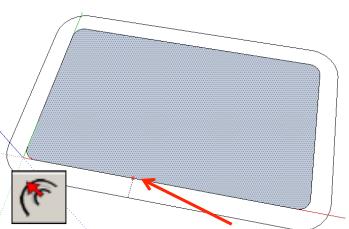


13. **Erase** the remaining parts of the circle.

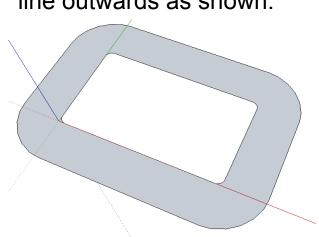


14. **Repeat** the process for the other 3 corners.

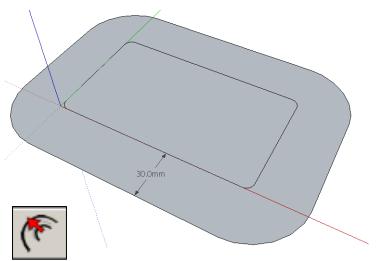




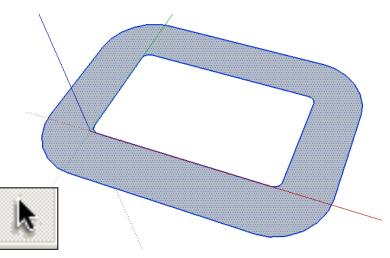
15. Use the *offset tool* to select the edge shown. Pull a parallel line outwards as shown.



17. Use the **select tool** and click on the middle shape. Then **press delete.**



16. Type in *30* and press *enter*.



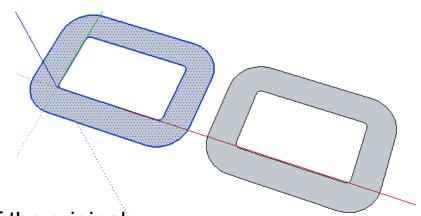
18. Use the **select tool** and click on the middle shape. Then **click on it three times** to select the entire object.



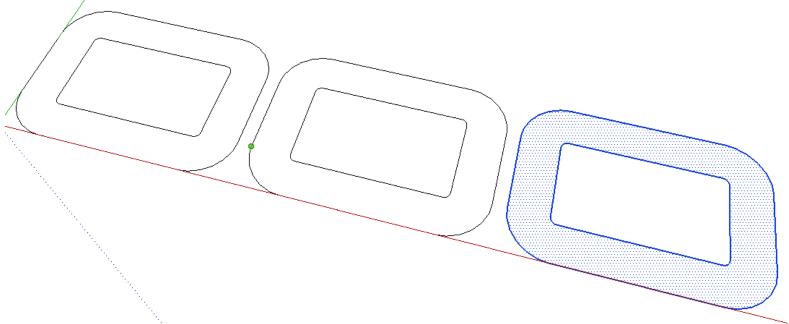
19. Hold the **Control button down** and then **press C (copy)**

20. Hold the **Control**button down and then

press V (paste)

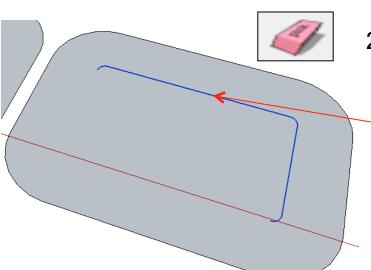


21. Move the piece to the right of the original



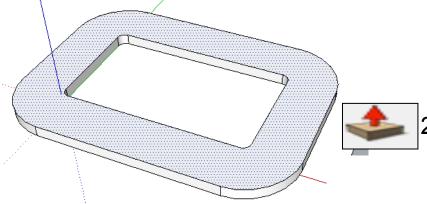
23. Repeat steps 19, 20 and 21 until you have three pieces



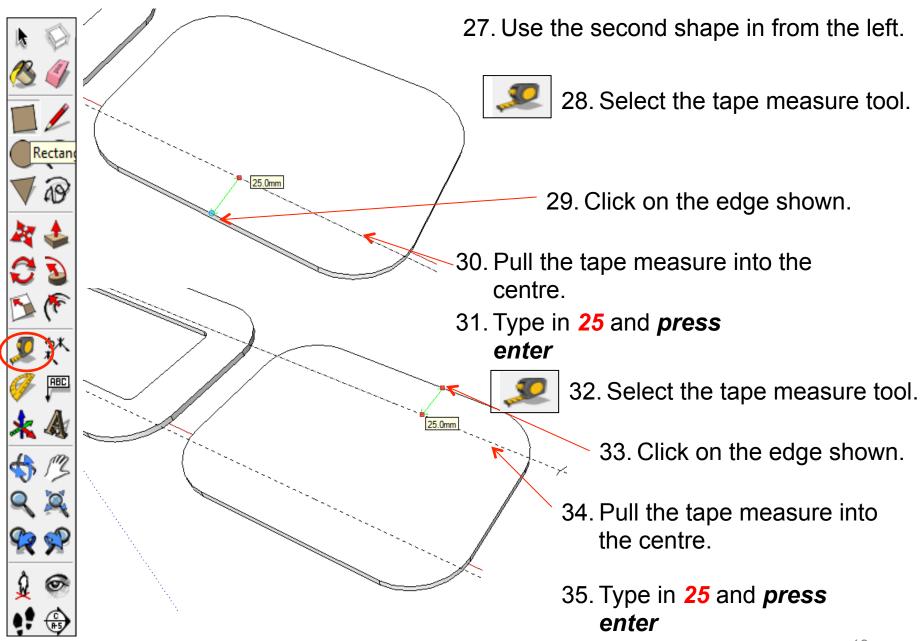


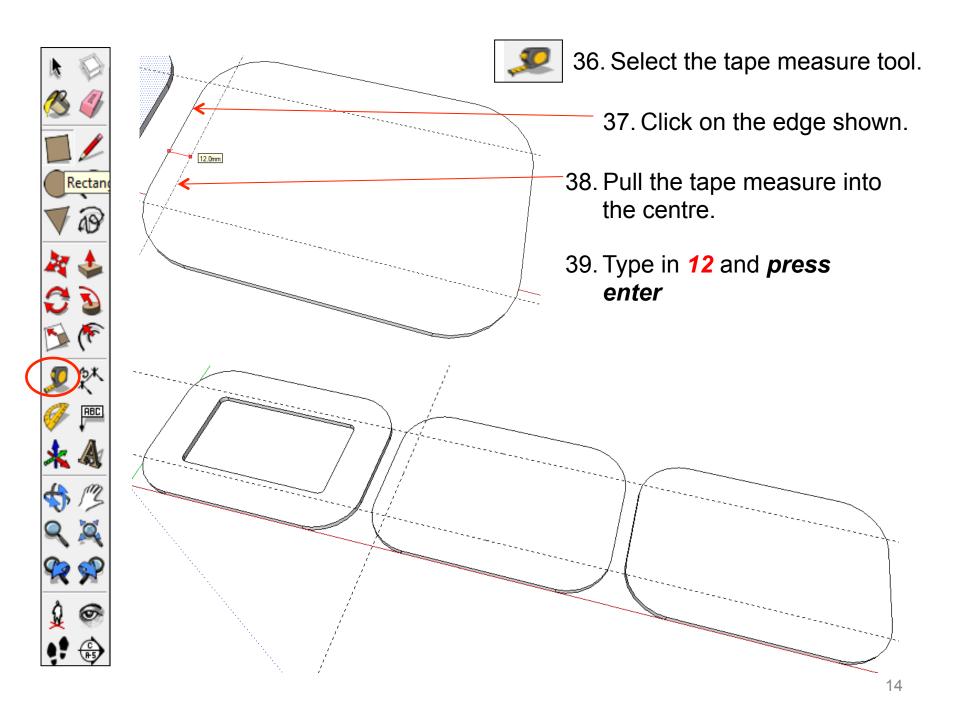
24. Use the *rubber tool* to erase the edge of the inside shape to make the last two pieces solid as shown

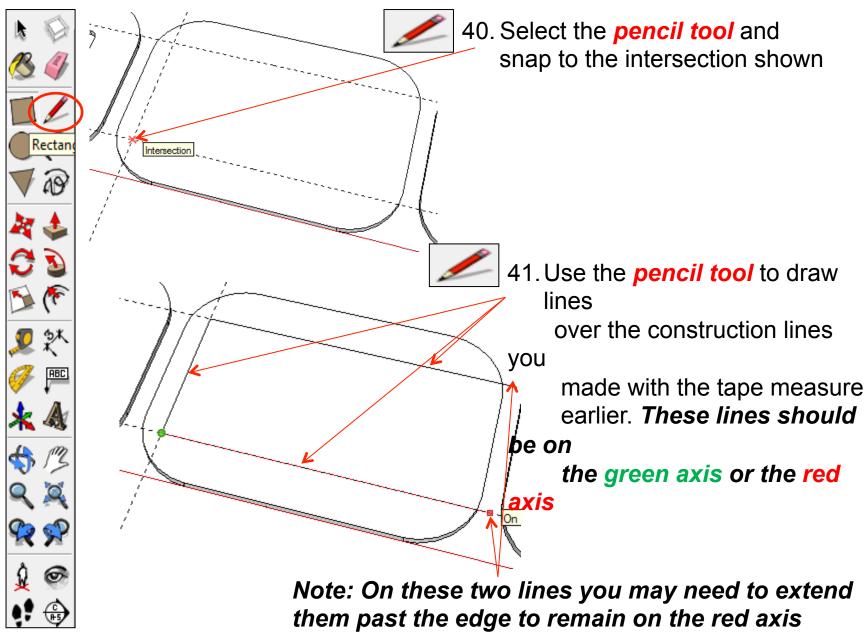
25. Use the **push pull tool** to raise each shape up. Type in **4** and press enter.

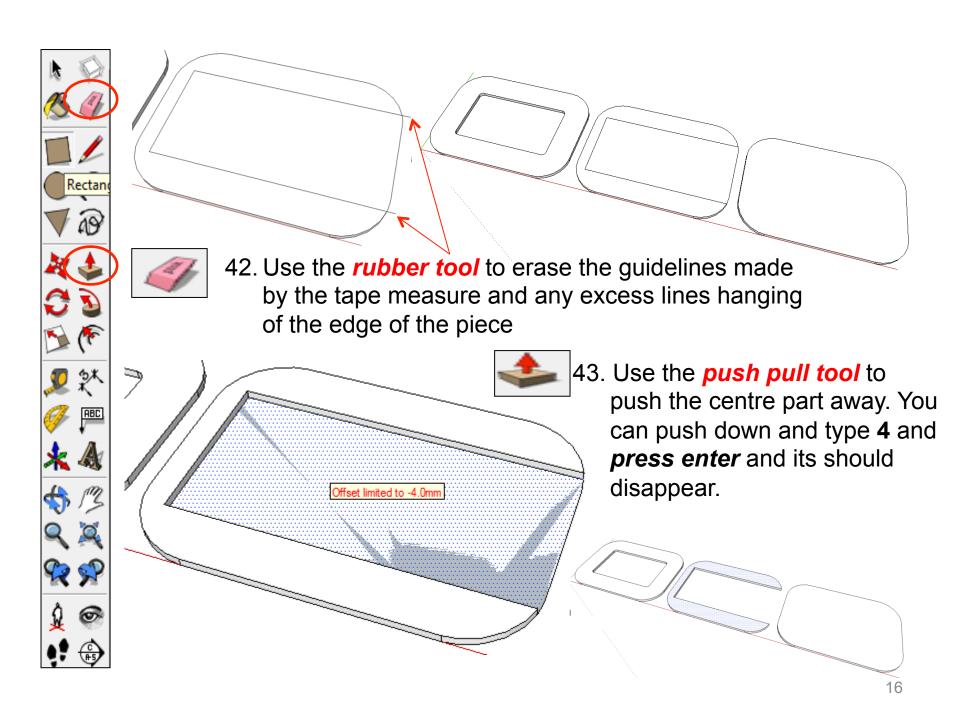


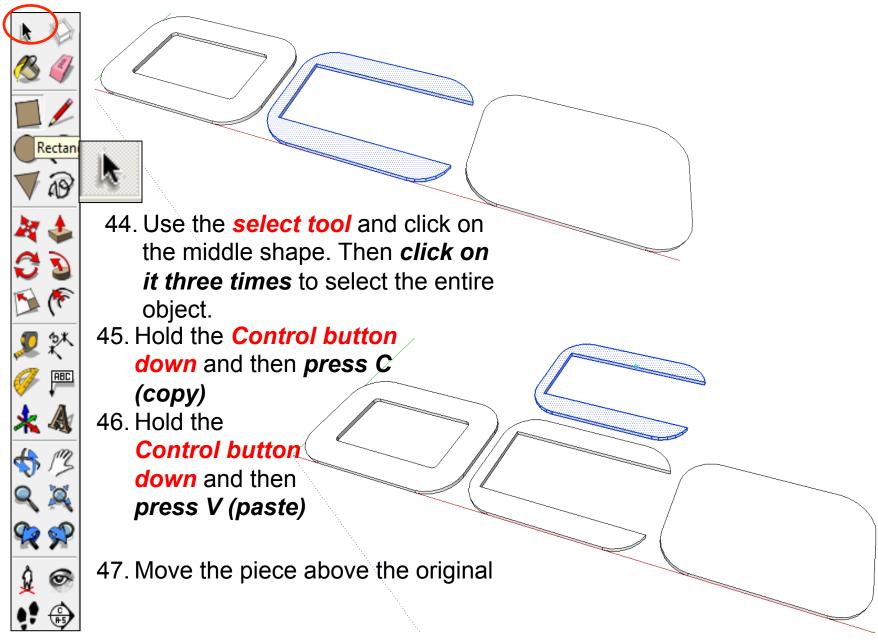
26. All four shapes should have a thickness of *4mm* which is the *laser-ply material* we will laser cut.





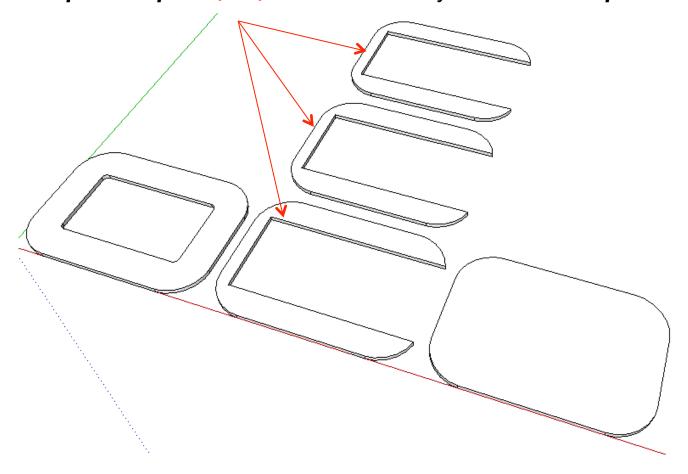








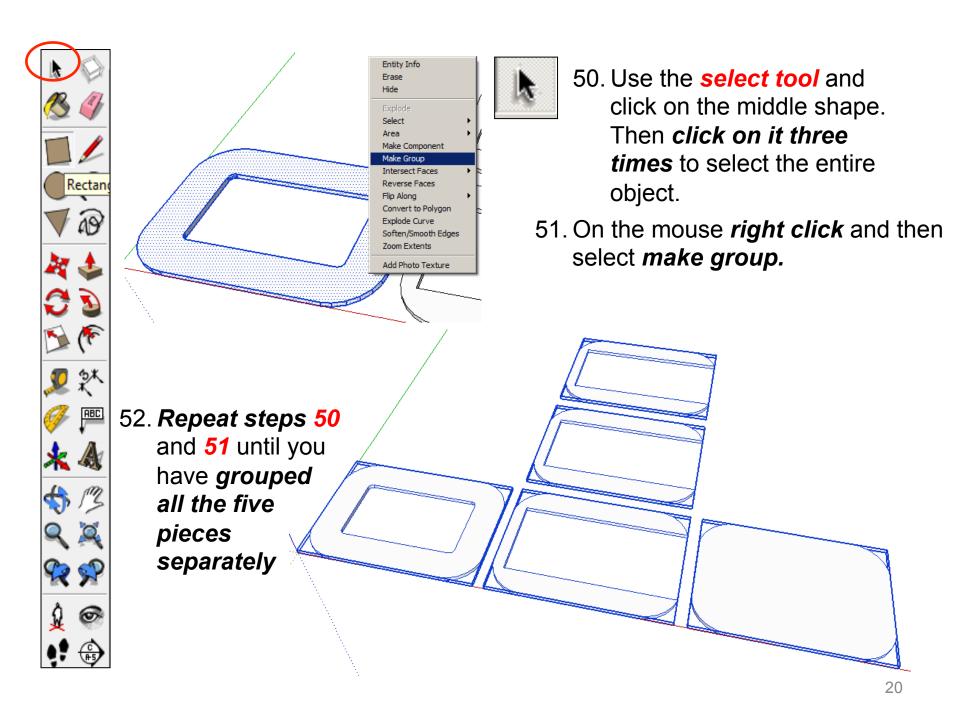
48. Repeat steps 44, 45, 46 and 47 until you have three pieces

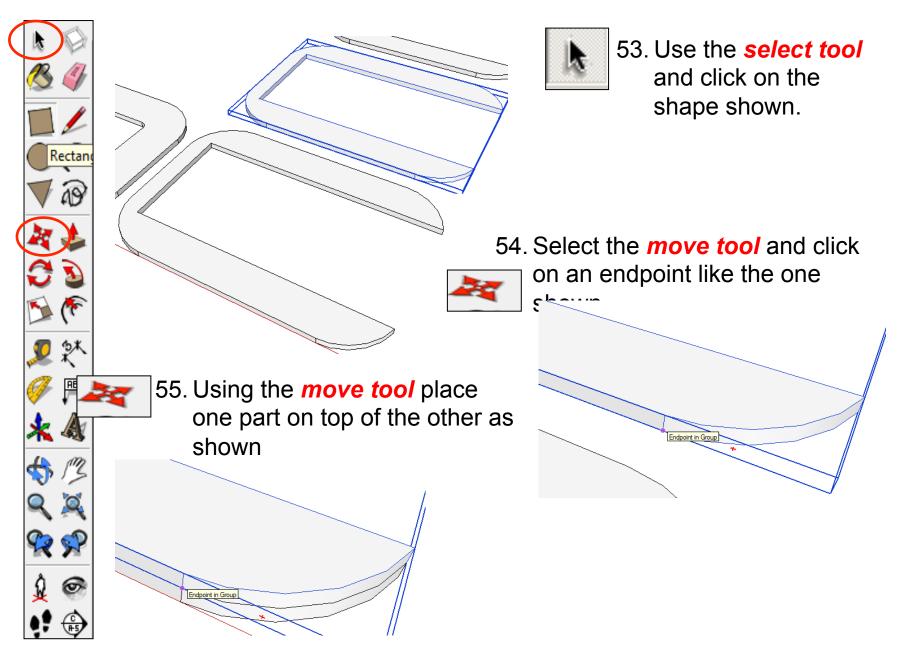


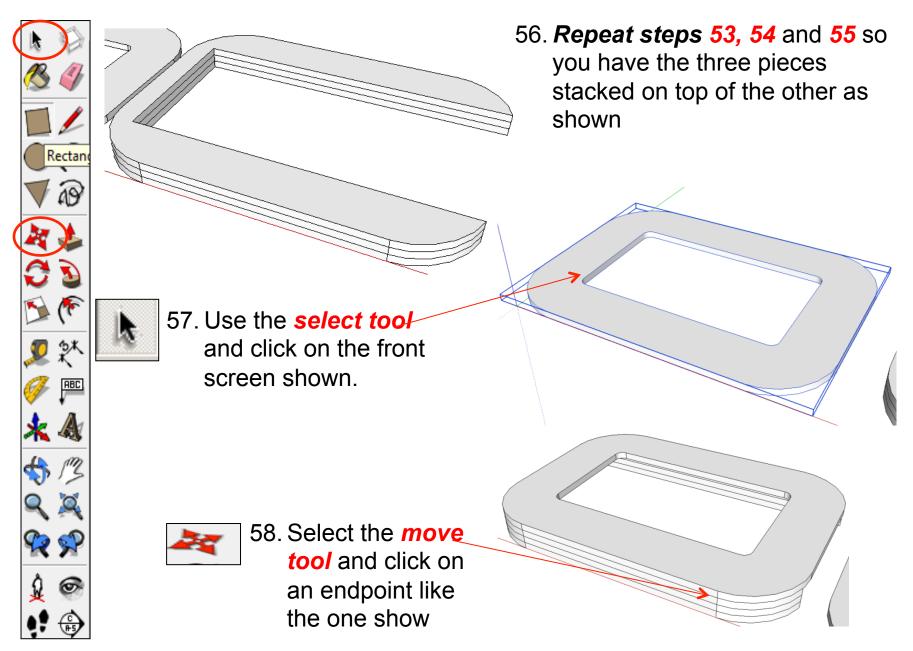
49. You should now have a *front piece*, *middle pieces* and *back piece*.

CAD Tutorial 20: Gadget Tidy





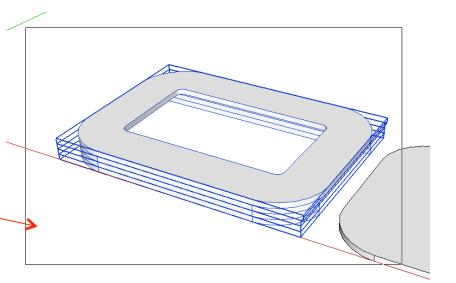




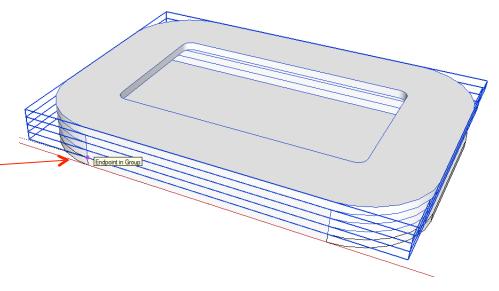


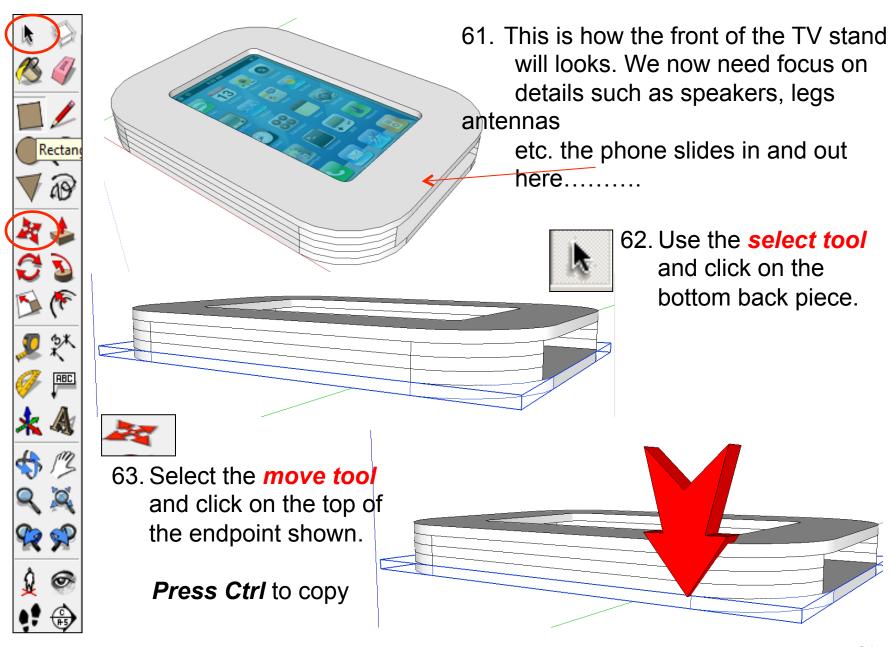


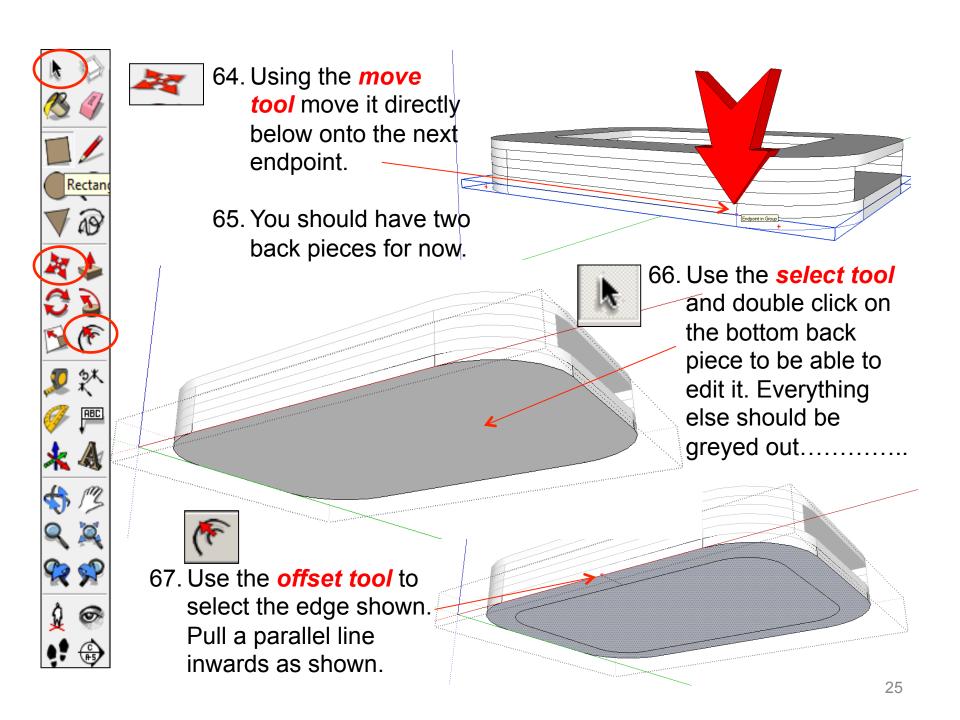
the cursor diagonally over the main part of the phone stand as shown to highlight all of it in blue

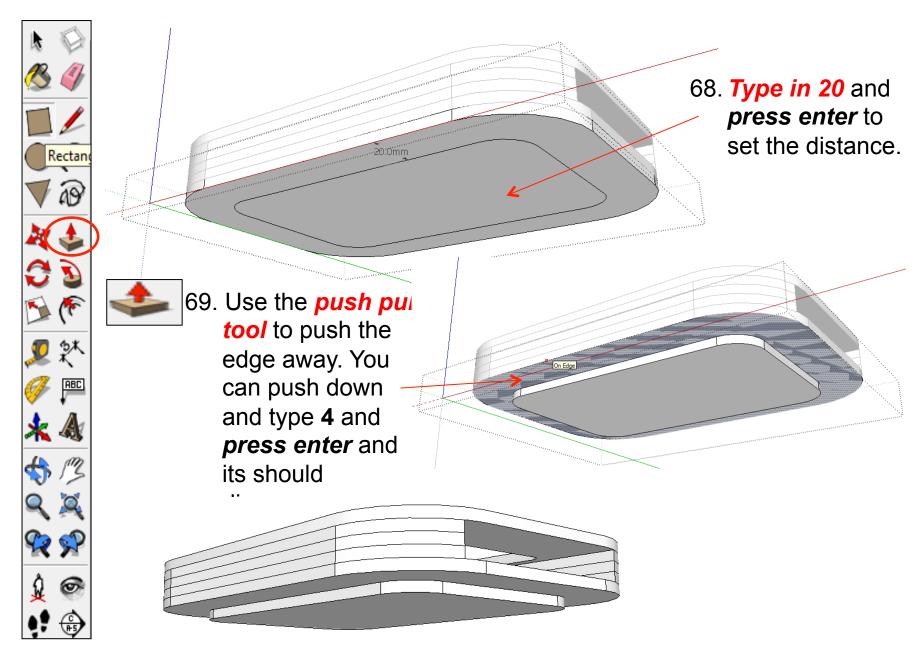


60. Select the *move tool* and move the main body onto the back piece using the endpoints that you used previously





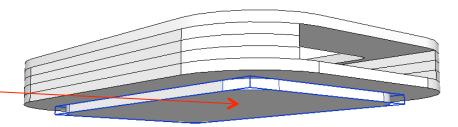


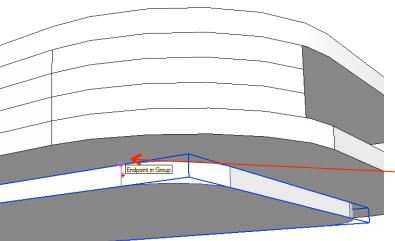






70. Use the **select tool** and click on the bottom back piece you have just drawn.





71. Select the *move tool* and click on the top of the endpoint shown.

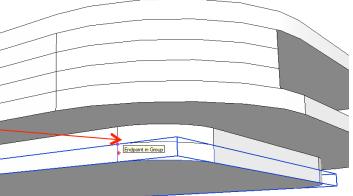
Press Ctrl to copy

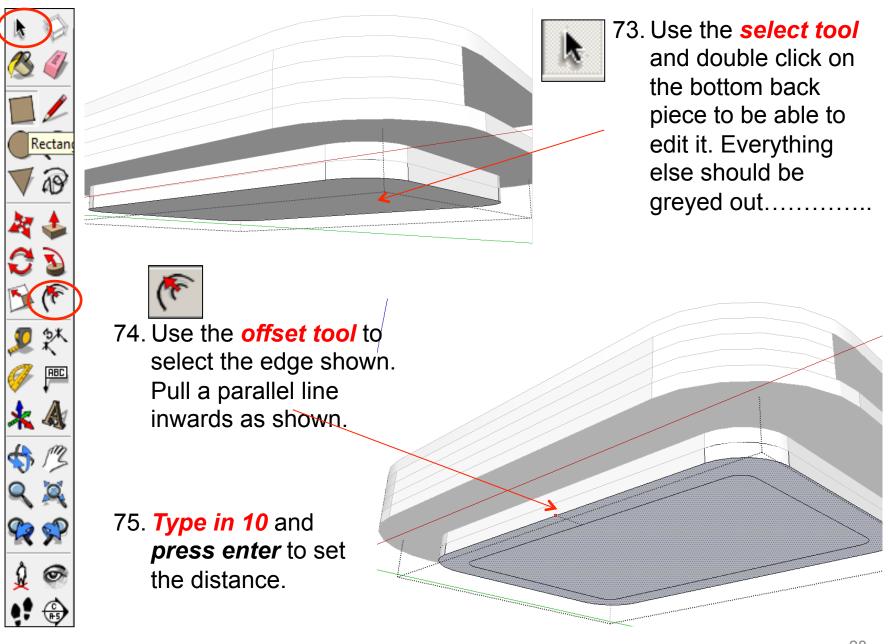


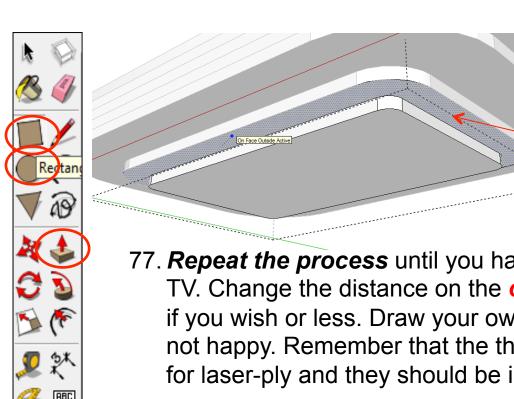
72 Using the *move tool* move it directly

below

onto the next endpoint.

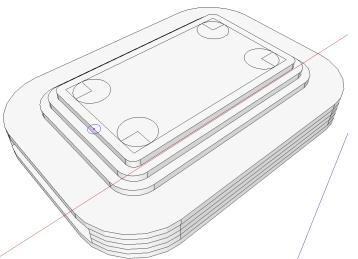


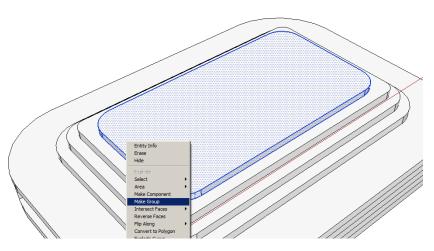


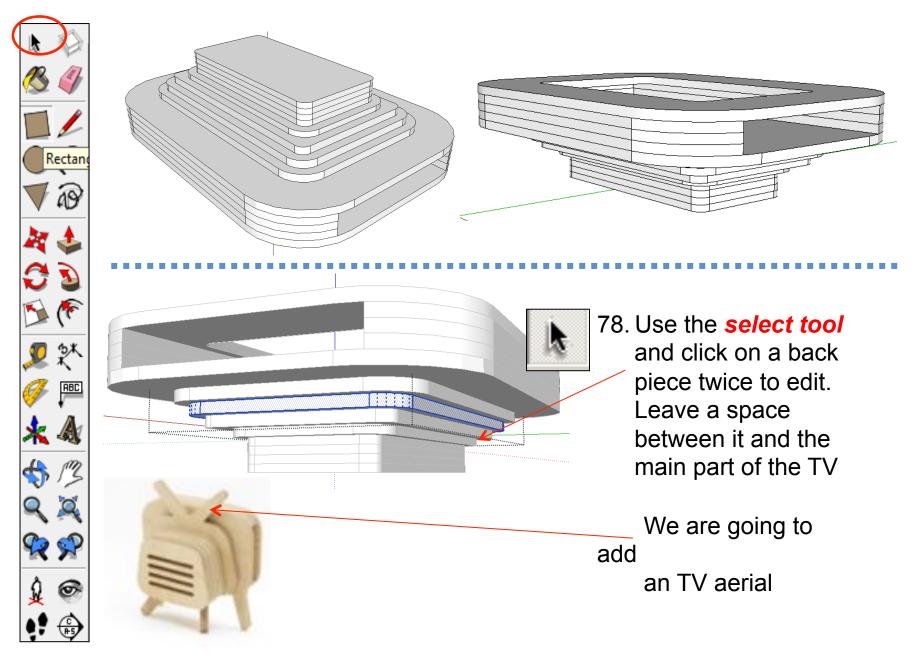


76. Use the push pull tool to push the edge away. You can push down and type 4 and press enter and its should disappear.

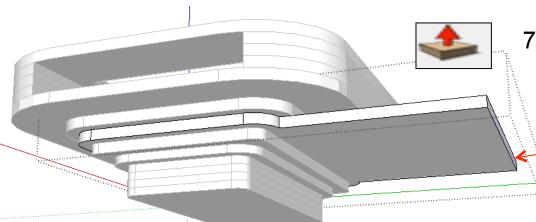
77. **Repeat the process** until you have built up the back of the retro TV. Change the distance on the offset tool from 10mm to 5mm if you wish or less. Draw your own shapes on the back if you are not happy. Remember that the thickness for each piece is 4mm for laser-ply and they should be individually grouped





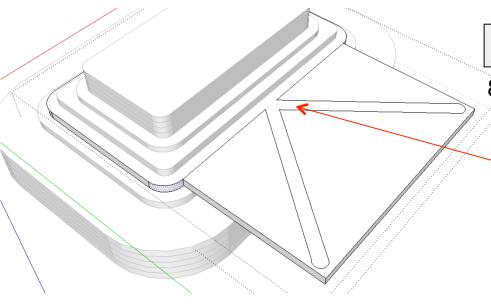






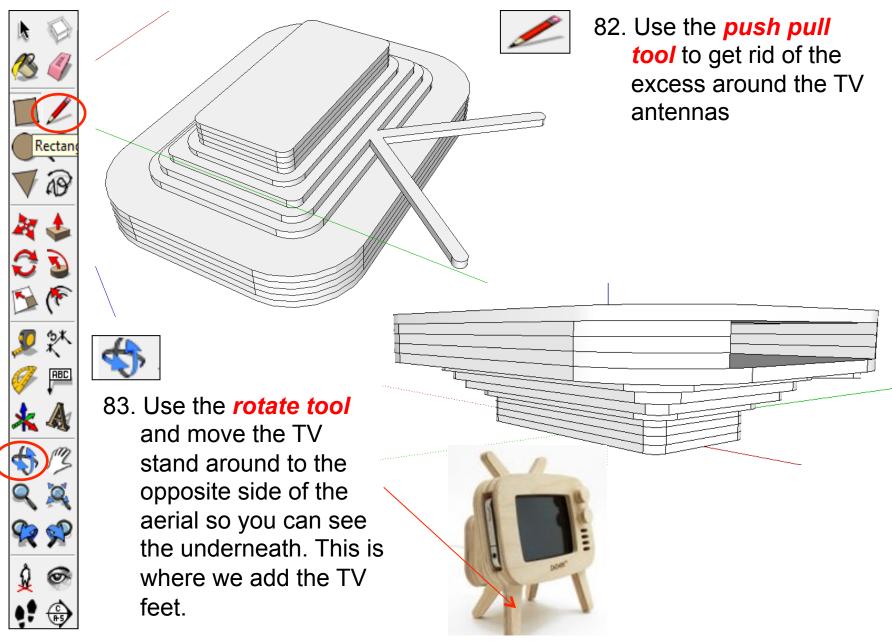
79. Use the **push pull tool** to pull the top edge out as shown. **Type in 70** and **press enter.**

80. Type in **70** and **press enter**

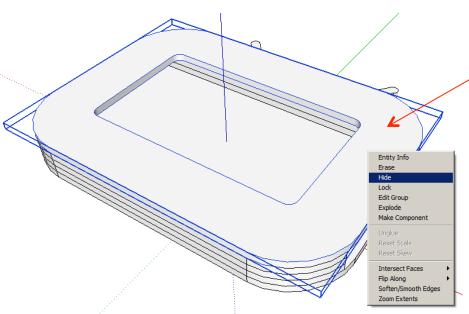


81. Use the **pencil tool** and **arc tool or circle tool** to draw on the TV antennas.

Style them however you wish.

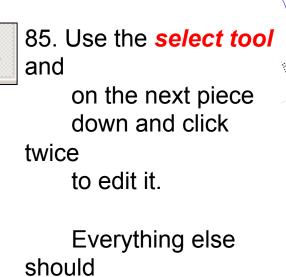




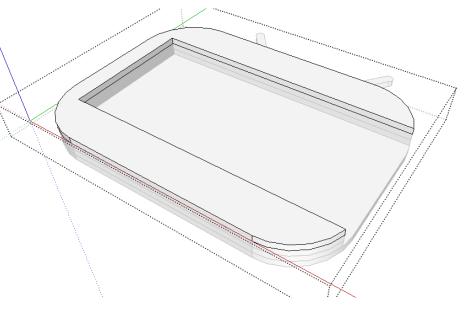


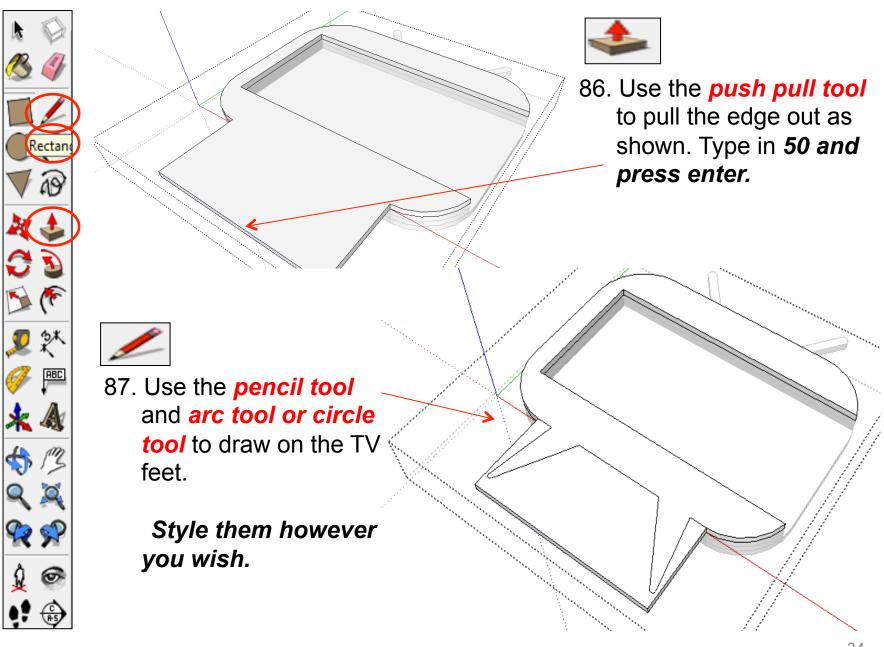
84. Use the **select tool**and select the top piece.

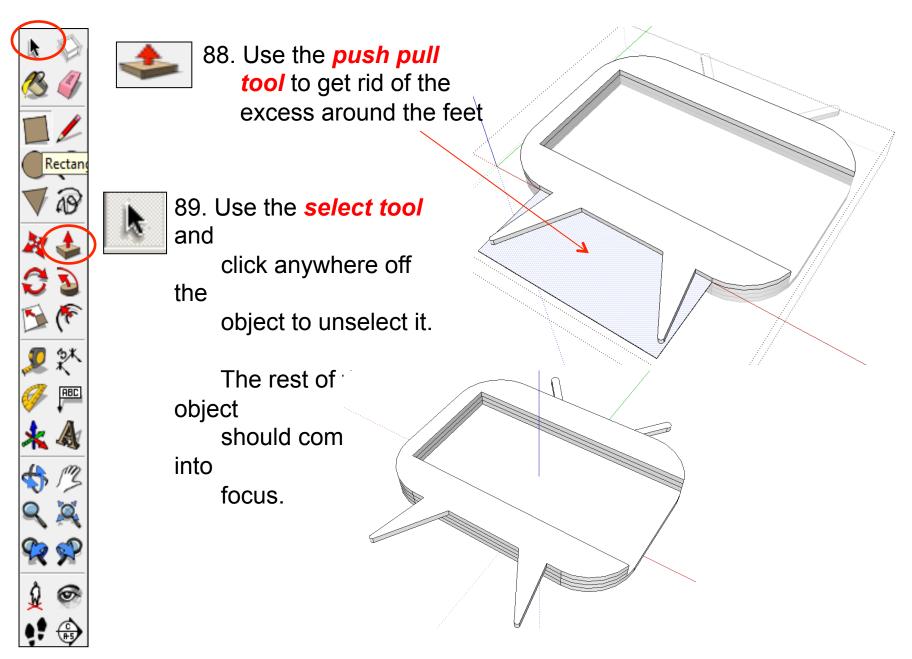
Right click and then press hide.

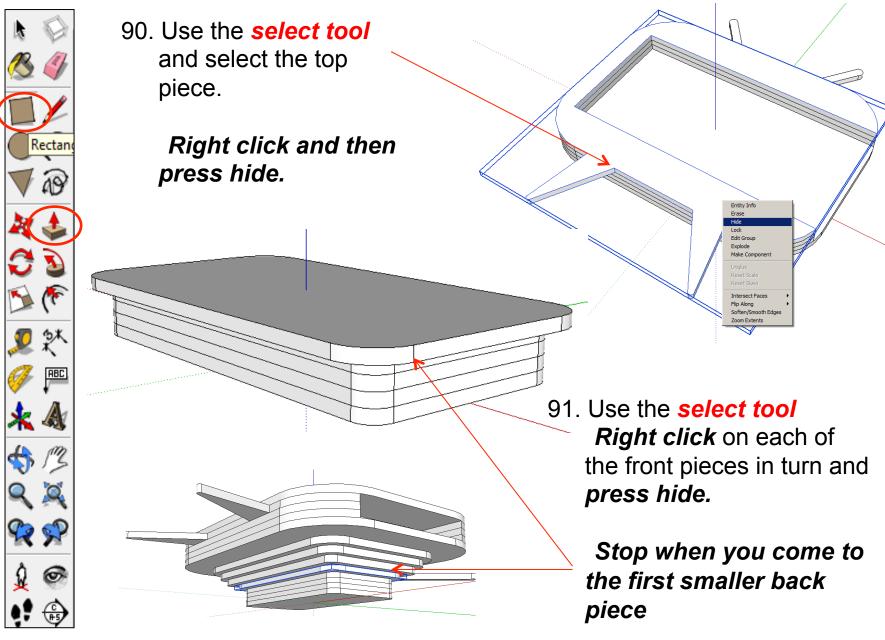


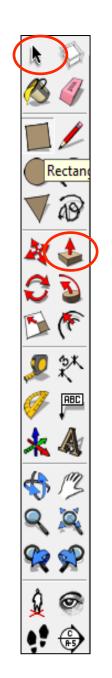
be greyed out.

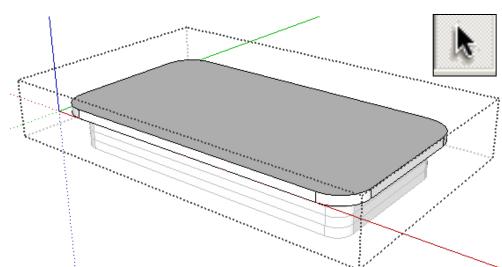












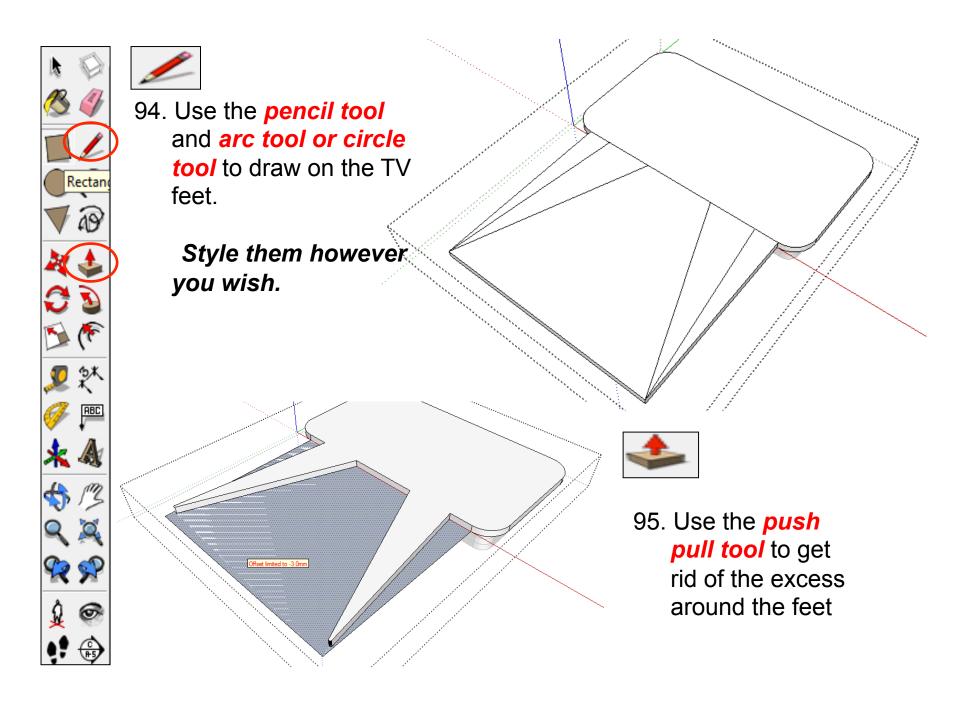
92. Use the **select tool** click twice to edit it.

Everything else should be greyed out.



93. Use the *push pull tool* to pull the edge out as shown. Type in *75 and* press enter.









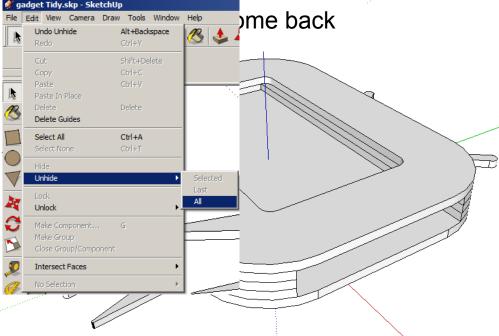
96. Use the **select tool** and

click anywhere off the

object to unselect it.

The rest of the

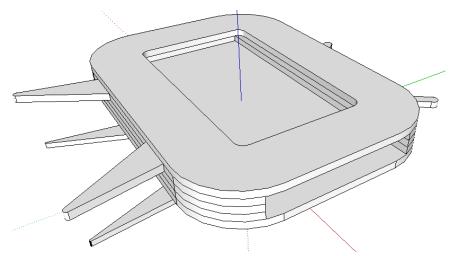
object



97. Click on the *edit* toolbar to bring in the drop down menu.

Click on *unhide* and then *all*





98. The full TV parts that were previously hidden should come back into place.

99. Using the skills that you have acquired add your own details to the product.

- Speaker holes cut
- Volume Buttons
- On / off Buttons
- Air vents
- Your name

Remember they will need to be separate pieces and 4mm thick as they will need to be cut from laser-ply.





