

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...

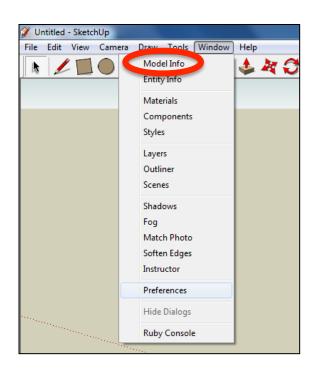
- Use the push pull and move tool
- Learn about centre lines
- Create, Move and Rotate components
- Use the offset tool to make objects and add detail
- Shape and form your design
- Colour and render your design

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.

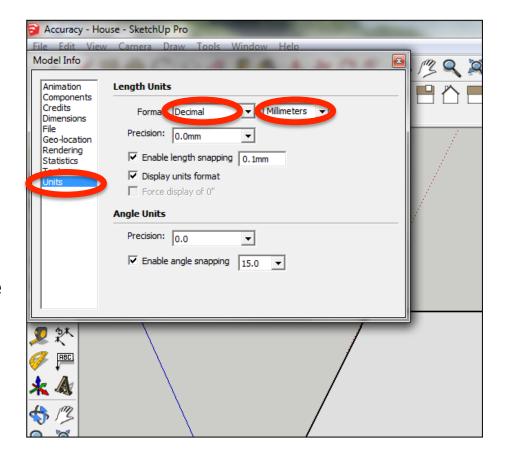
New and higher skills may be new to the novice and are the focus for learning in this presentation.



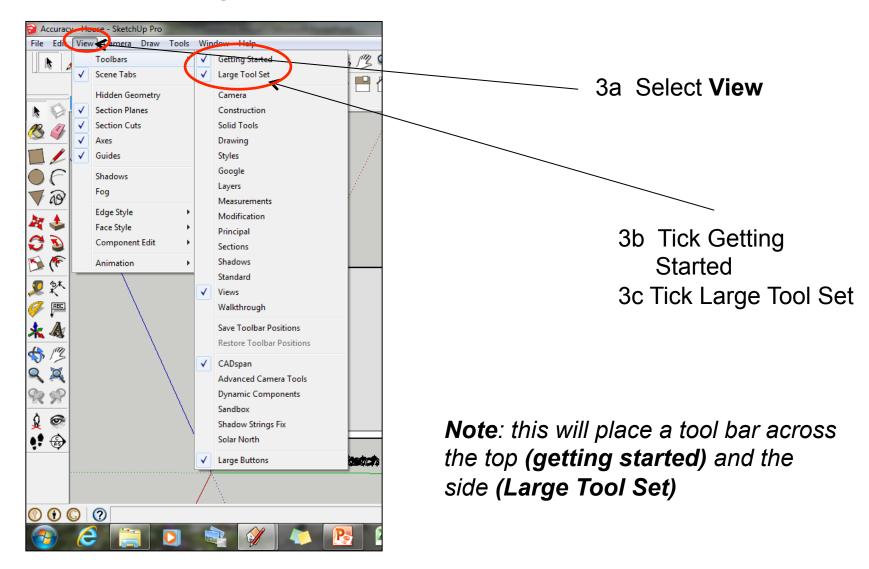
 Open the sketch up drawing. Once you have opened SketchUp, go to Window and select Model Info

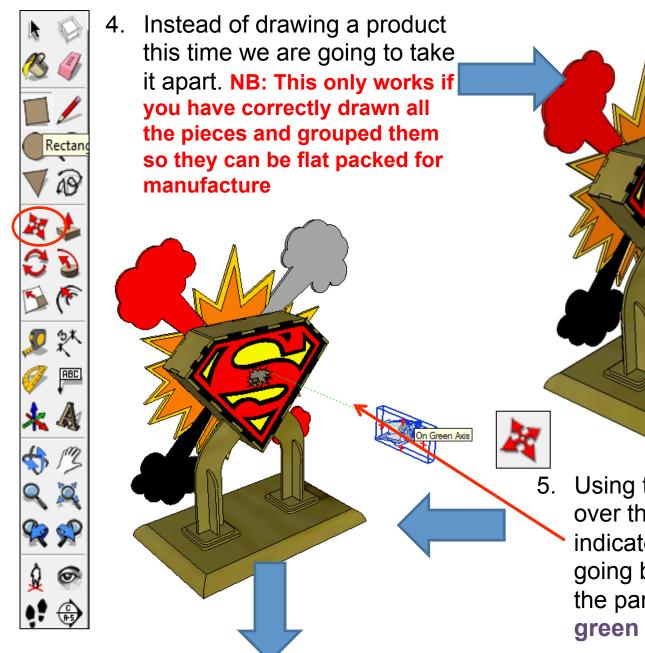
2. Select **Units** and choose **Decimal Millimetres**. We are using this template because we are doing a product design.

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





Using the *move tool* hover over the superman, it will indicate you are over it by going blue. Click and move the part outwards along the green axis.



6. Type in **200** and **press**



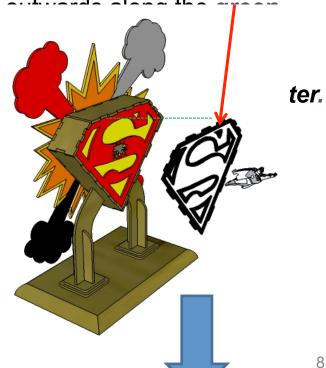


the **black superman logo**, it will

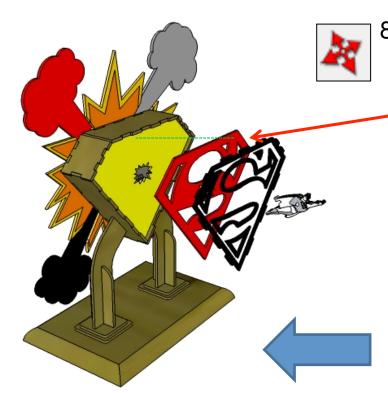
indicate you are over it by going

blue. Click and move the part









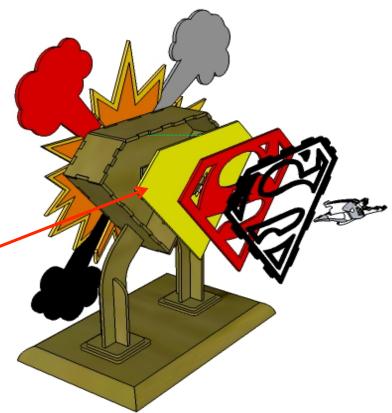
the **yellow superman logo**, it will

indicate you are over it by going

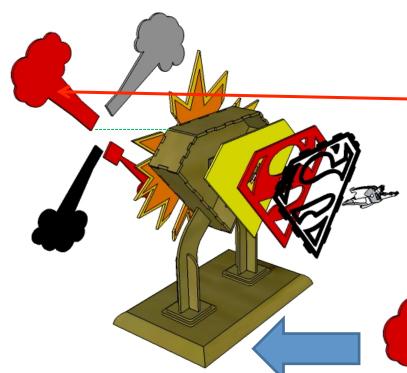
blue. Click and move the part outwards ong the green axis.

8. Using the *move tool* hover over the *red superman logo*, it will indicate you are over it by going blue. Click and move the part outwards along the green axis.

Type in **100** and **press enter**.







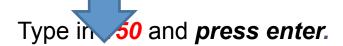
the **smoke design**, it will indicate you are over it by going

blue. Click and move the part backwards along the **green** axis.

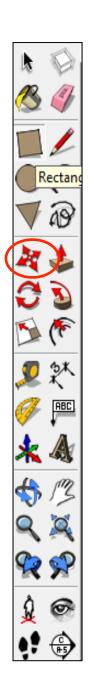
11. Using the *move tool* hover over

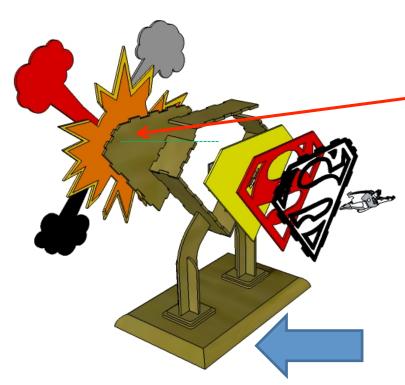
the **explosion design**, it will indicate you are over it by going

blue. Click and move the part backwards along the **green** axis.









the **wooden base piece**, it will

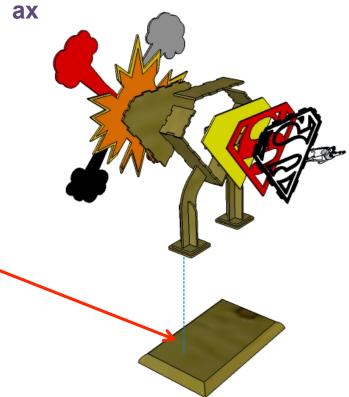
indicate you are over it by going

blue. Click and move the part down ds along the blue axis.

12. Using the *move tool* hover over

the **back frame piece**, it will indicate you are over it by going

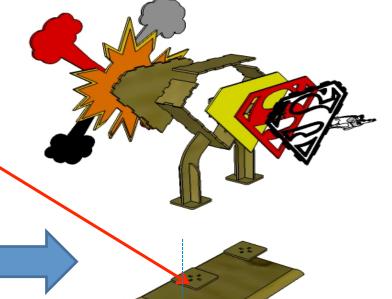
blue. Click and move the part backwards along the **green**





the **wooden leg base pieces**,

they will indicate you are over them by going blue. Click and move the parts downwards along the **blue axis**.



15. Using the *move tool* hover over

the **wooden leg base pieces**,

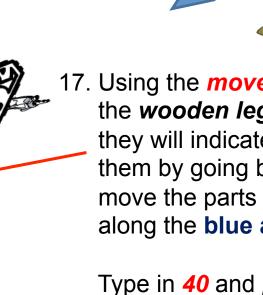
they will indicate you are over them by going blue. Click and move the parts downwards along the **blue axis**.

Type in 175 aress enter.



16. Using the *move tool* hover over the wooden leg vertical pieces, they will indicate you are over them by going blue. Click and move the parts downwards along the blue axis.

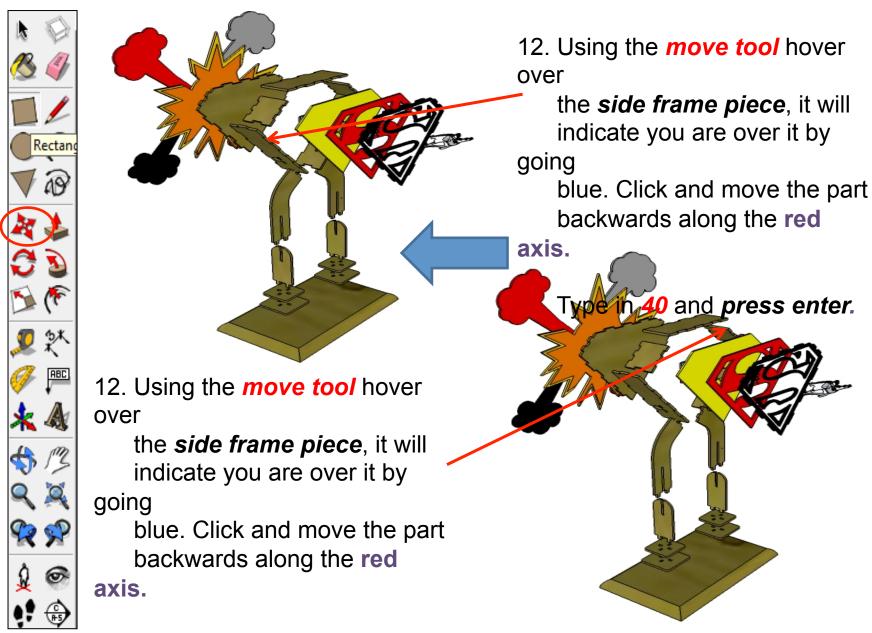
Type in 150 and press enter.



17. Using the *move tool* hover over the wooden leg vertical pieces, they will indicate you are over them by going blue. Click and move the parts downwards along the blue axis.

Type in 40 and press enter.





Type in 40 and press enter.