

**Level of Difficulty** 



Time

Approximately 30-40 minutes

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

- Link basic shapes
- Use the Arc tool
- Use the Follow Me tool to produce a rounded edge
- Use construction lines/points
- Colour/render your finished toy boat

# Skills to be used in this project...

Basic Skills	New and Higher Skills
Zoom tool	Construction lines and points
Orbit tool	Tape Measure tool
Pan tool	Arc tool
Line tool	Follow Me tool
Rectangle tool	Loading new toolbars
Circle tool	Paint Bucket 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.

# **Learning Styles**

Visual: Presentation

Auditory: Video

**Kinaesthetic: Demonstration** 

### Sketchup Help Guide:

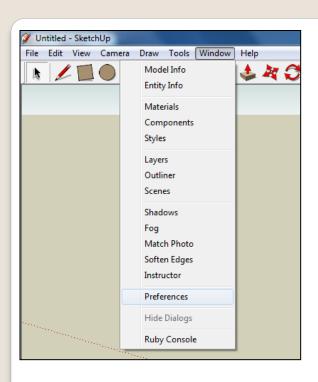
#### Computer Aided Engineering: 15. Drawing and Modification Commands

Drawing and Modification Tools	image	Description	Advantages
Modifying Tool 1.  Pencil tool		used to draw lines in X, Y and Z direction. Can draw simple or complex shapes very quickly.	Advantages: Allows user to draw or modify shapes very quickly and can be used to construct 3D objects faster than traditional hand drawings
Modifying Tool 2.  Trim tool	4	. allows the user to remove overlapping elements.	Advantages: Allows user to erase overlapping lines and edges to draw complex 3D shapes very quickly.
Modifying Tool 3.  Push/pull	<b>*</b>	tool used to turn solid objects into 3D objects instantaneously. Typing a size allows a user to extrude or pull an object to a certain size or height	Advantages: Allows user to draw or modify 3D shapes very quickly faster than traditional hand drawings. You can click on a face (plane) and adjust. Can be used to extrude shapes on 3D objects already drawn.
Modifying Tool 4.  Move Tool	M	used to move entire shapes or pull lines on a drawing.	Advantages: Allows user to draw or modify shapes very quickly and can be used to construct unusual 3D shapes quickly
Modifying Tool 5. <u>Dimensions tool</u>	**	used to show sizes and radius of drawn objects	Advantages: Allows user to draw or modify 3D shapes very quickly faster than traditional hand drawings to correct size if drawn incorrectly. Drawing can be transferred onto the CNC machines directly
Modifying Tool 6 Extrusion Tool (follow me)	A	allows the user to highlight a path that turns blue. A chosen shape will then follow the chosen path	Advantages: Allows user to draw profiles of shapes and follow the path to draw complex 3D shapes very quickly.
Modifying Tool 7.  Arch tool		You can use the <b>arch</b> tool to draw a radius from two given points. Can be used to draw corners etc	Advantages: Allows user to rotate and position shapes quickly to draw complex 3D shapes very quickly.
Modifying Tool 8. <u>Circle tool</u>		allows the user to draw different sized radius circles and chamfered corners	Advantages: Allows user to draw profiles of shapes and follow the path to draw complex 3D shapes very quickly.
Modifying Tool 9.  Orbit tool	<b>\$</b>	You can use the <b>Orbit</b> tool to change the angle that you are viewing your design from. You can do the same by pressing the middle wheel of your mouse	Advantages: Allows user to rotate and see all angles of their design quickly
Modifying Tool 10.  Tape measure tool	2	allows the user to draw guide lines to given sizes and mark out radius etc.	Advantages: Allows user to draw guides of shapes and draw complex 3D shapes very quickly.

### Sketchup Help Guide:

#### Computer Aided Engineering: 15. Drawing and Modification Commands

Drawing and Modification Tools	image	Description	Advantages
Modifying Tool 11.  Square tool		used to draw squares and rectangles.	Advantages: Allows user to draw guides of shapes and draw complex 3D shapes very quickly.
Modifying Tool 12.  Offset tool	(ke	You can use the <b>contour</b> tool to draw parallel lines or lines within lines.	Advantages: Allows user to draw duplicate lines and position them within shapes quickly to draw complex 3D shapes very quickly.
Modifying Tool 14.  Rotate Tool	<b>(</b> )	used to move rotate parts of a shape or entire shapes on x, y and Z co-ordinates.	Advantages: Allows user to draw or modify shapes very quickly and can be used to construct unusual 3D shapes quickly
Modifying Tool 15 Scale Tool		allows the user to select an object or part of an object and increase its sixe from the base point.	Advantages: Allows user to quickly resize objects to draw complex 3D shapes very quickly.
Modifying Tool 16 Paint Bucket Tool	<b>8</b>	allows the user to select a colour or materials to produce photo-realistic drawing of their object. Shadows etc. can be added.	Advantages: Allows user to quickly draw objects life like using materials, textures etc
Modifying Tool 17 Pan Tool	13	You can use the <b>Pan</b> tool to grab and move your object around the screen.  Alternatively, you can pan by pressing the <b>Shift</b> key <b>and</b> holding down the mouse's middle wheel.	Advantages: Allows user to move and position their object quickly
Modifying Tool 18 <u>Text Tool</u>	A	You can use the <b>text</b> tool to add text to your object.	Advantages: Allows user to add 3D text by clicking on the extrude button or 2D text
Modifying Tool 19  Zoom Extents Tool	X	You can use this tool to automatically zoom into your entire project.	Advantages: Allows user to quickly navigate to the entire drawing if they get lost.
Modifying Tool 20 View Tool		You can use the <b>view</b> tool to quickly look at front side and top views as well as 3D views	Advantages: Allows user to complete working drawings quickly as well as enabling them to show a top view for exporting onto the laser cutter.

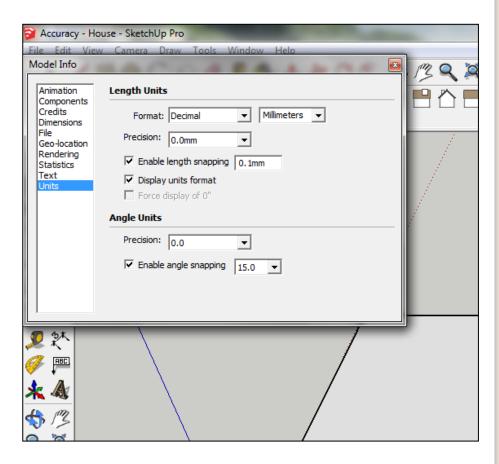


 Open Library / Designoutthebox.com/ CAD Skills/ Lesson 10 / Toy Boat

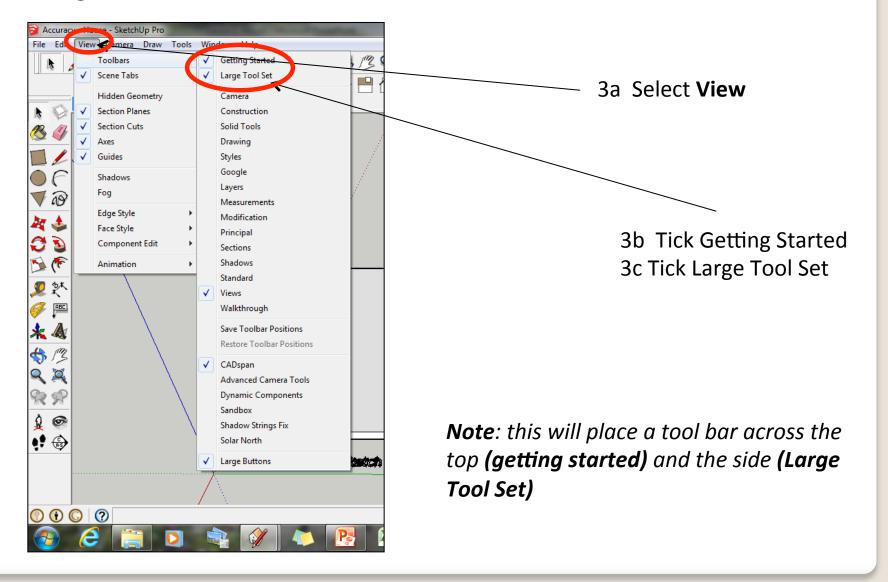
Open the sketch up drawing. Once you have opened SketchUp, go to **Window** and select **Model Info** 

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**.



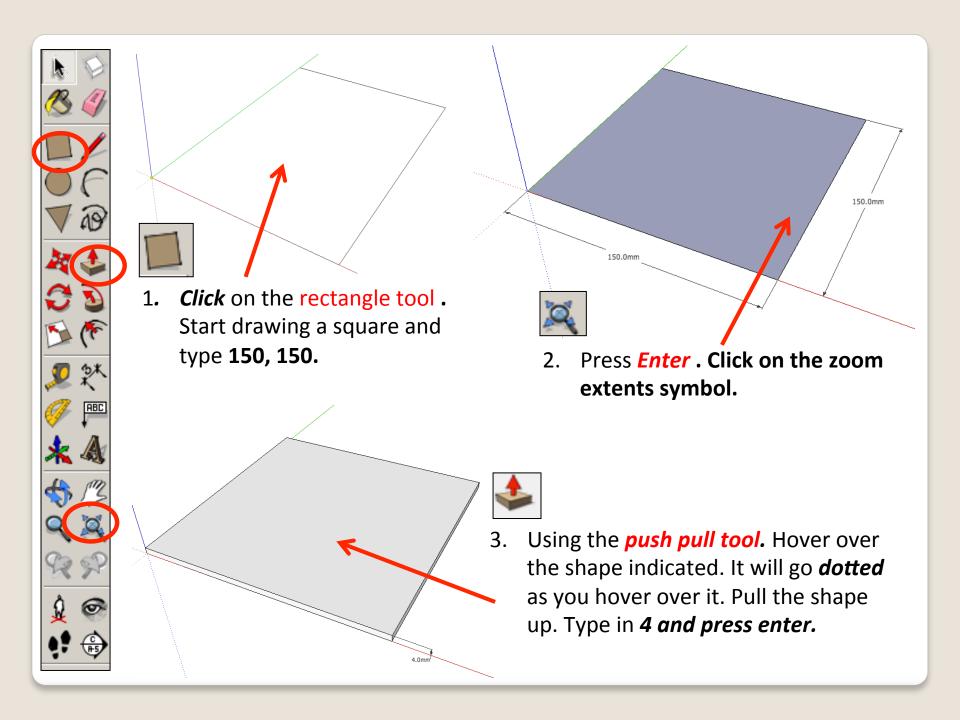
 Now select the View then toolbars and ensure Getting Started and Large Tool Set are ticked

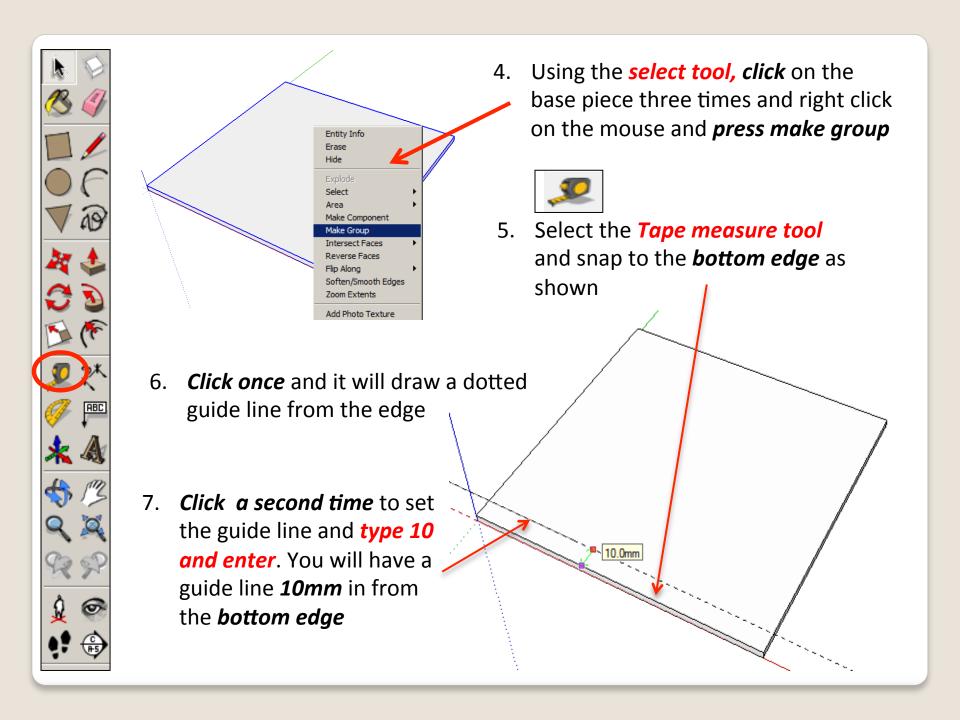


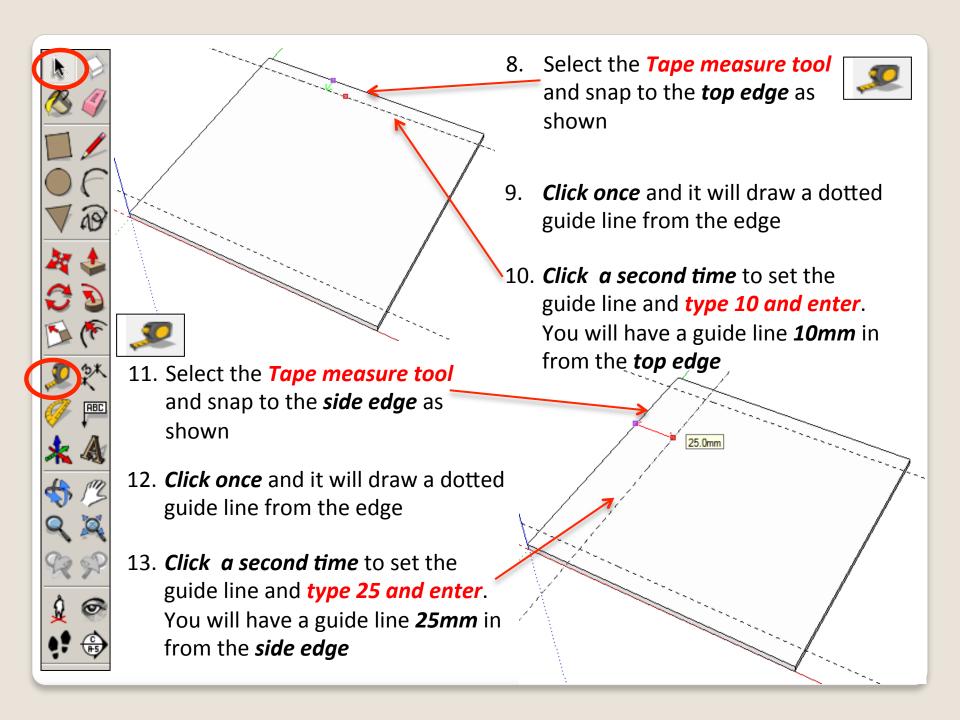


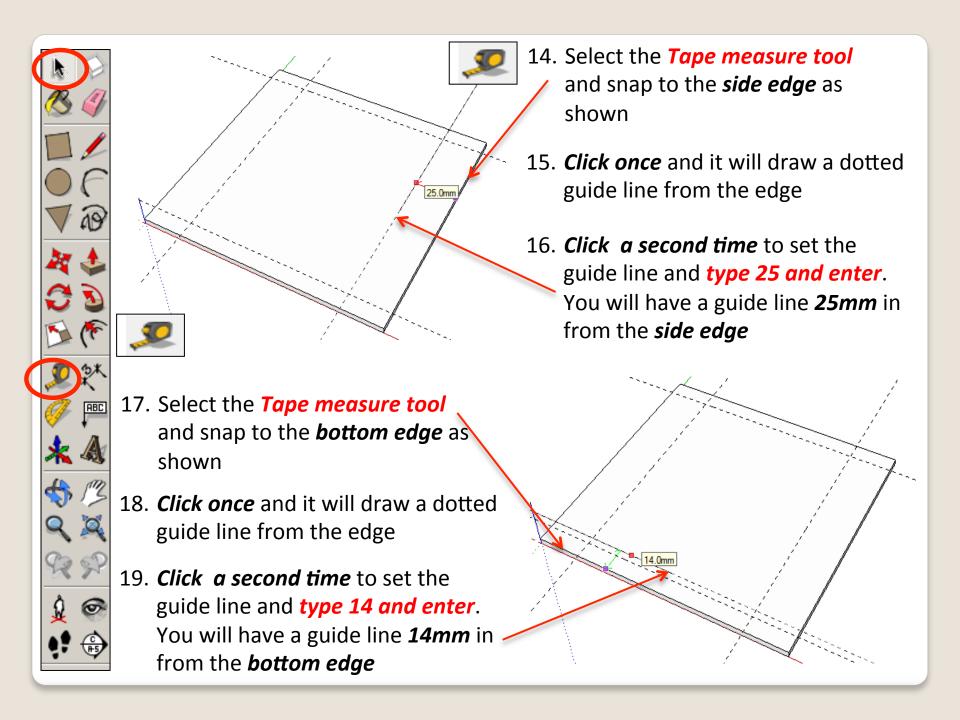
CAD Tutorial 19: Birdhouse

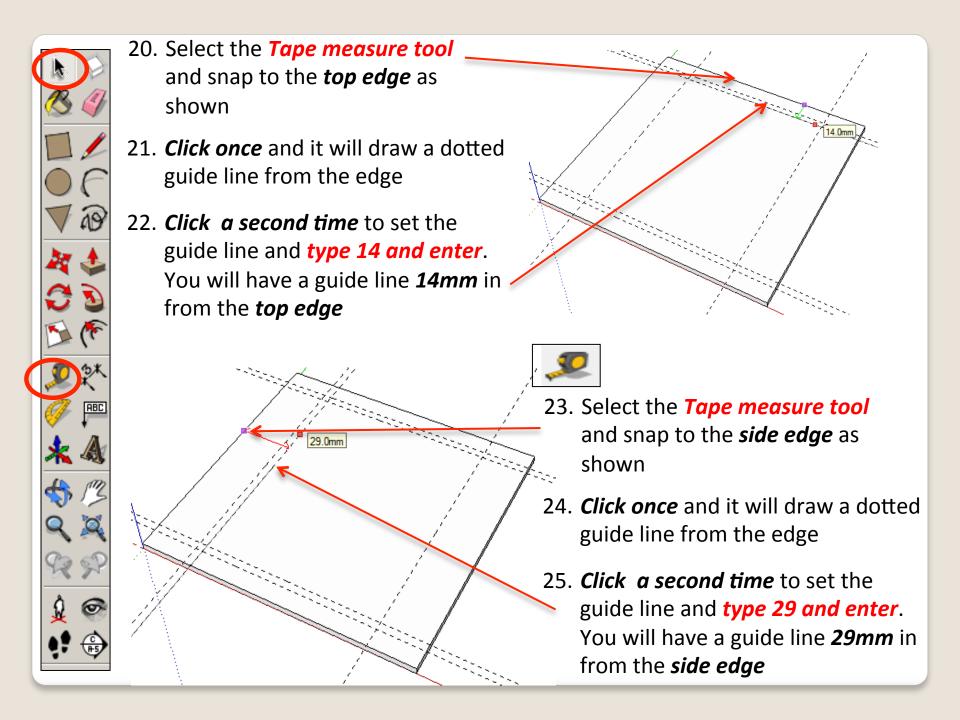
Flat Packed Wall Construction

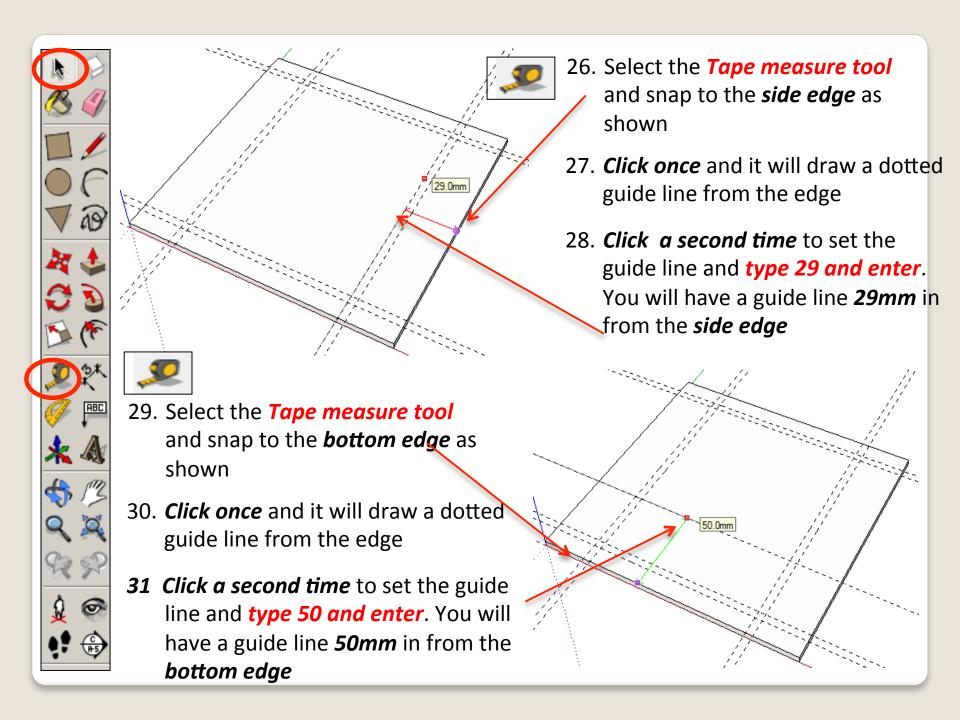


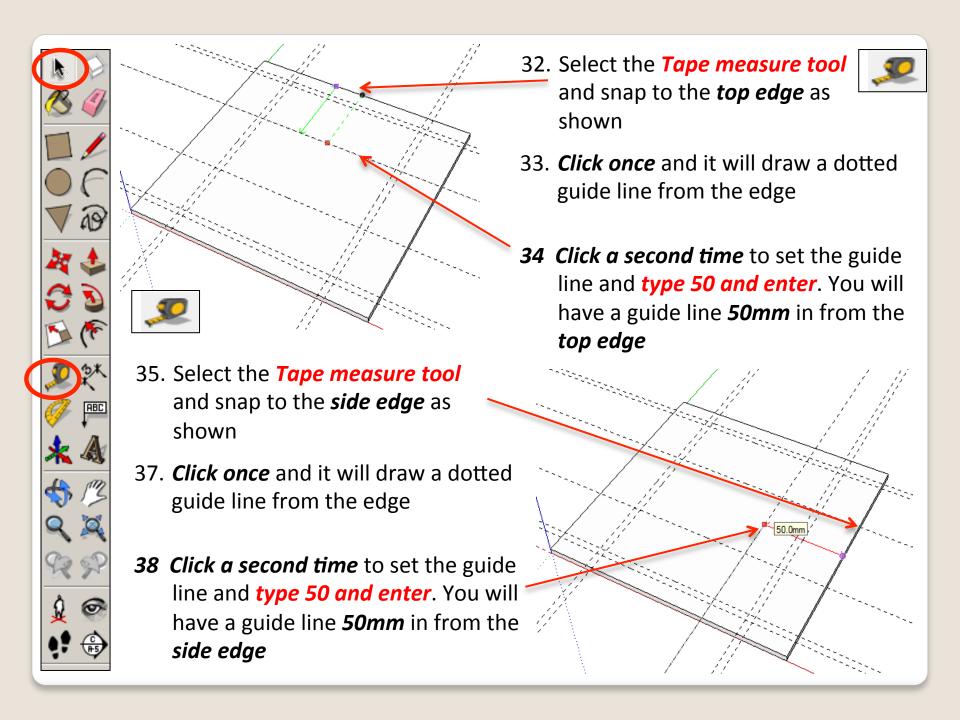


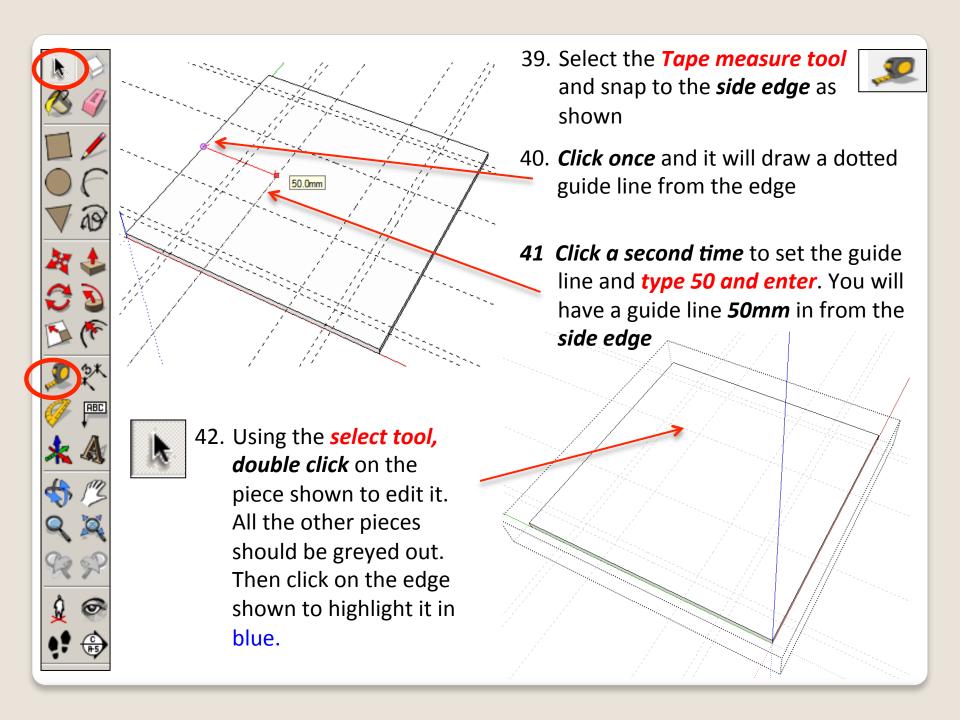


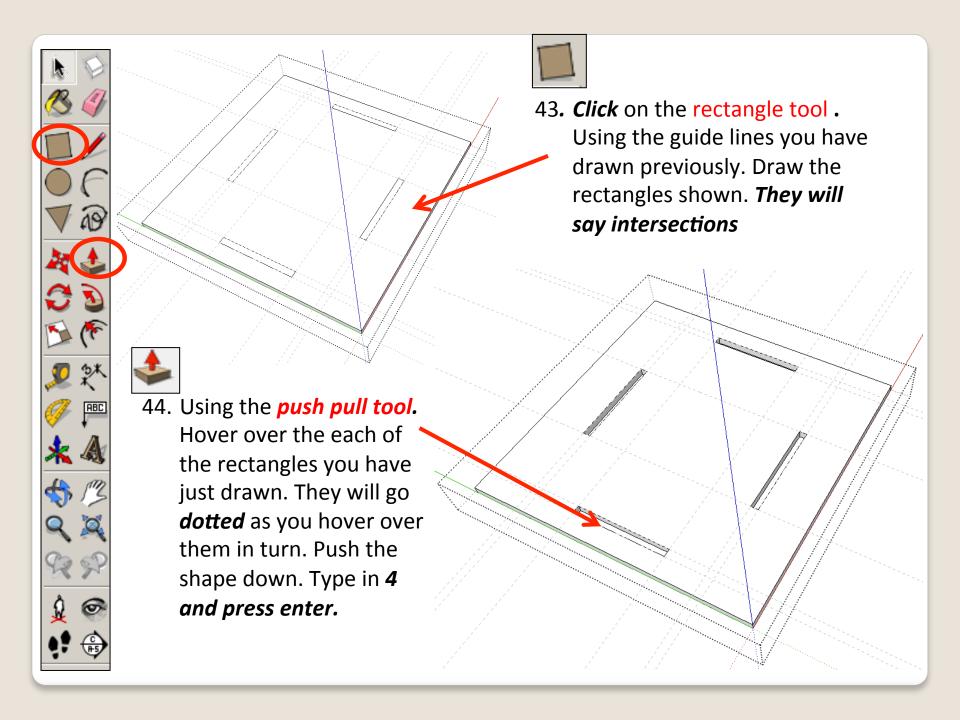


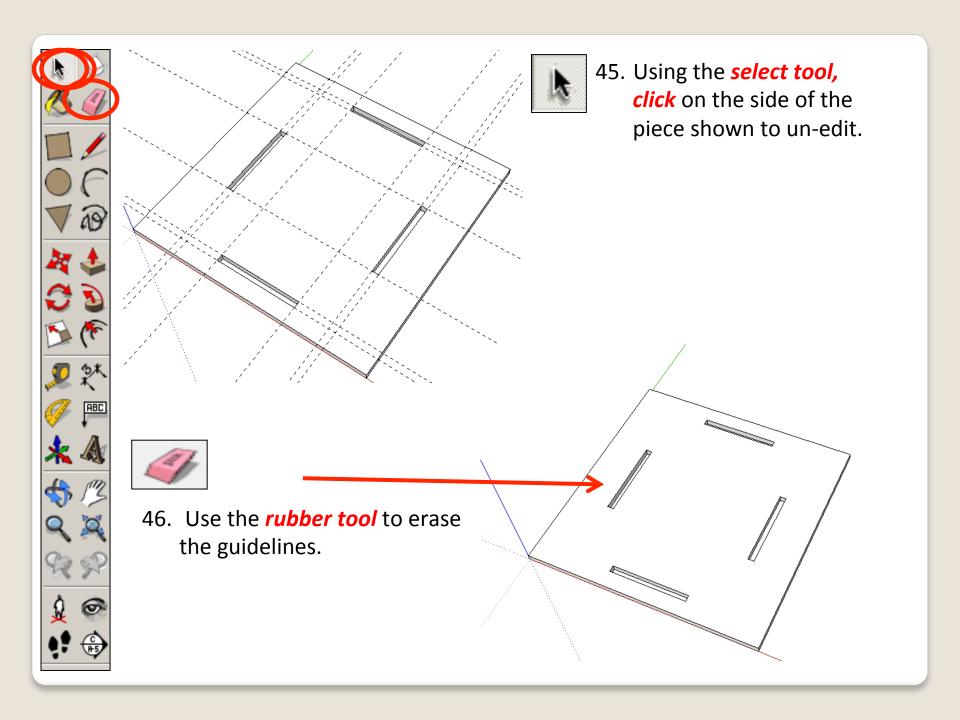


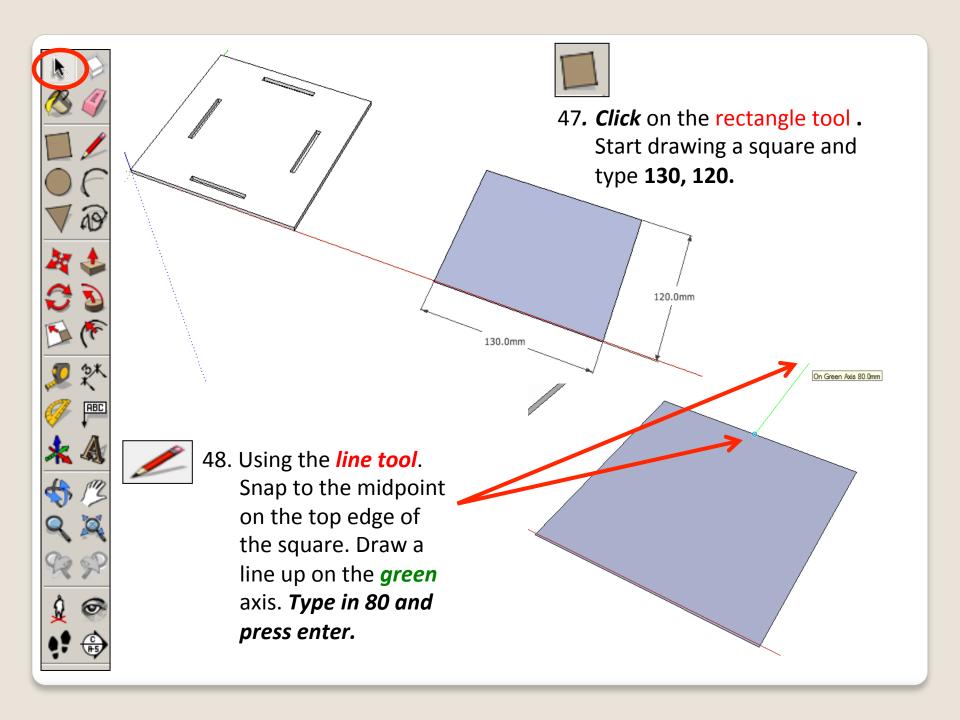


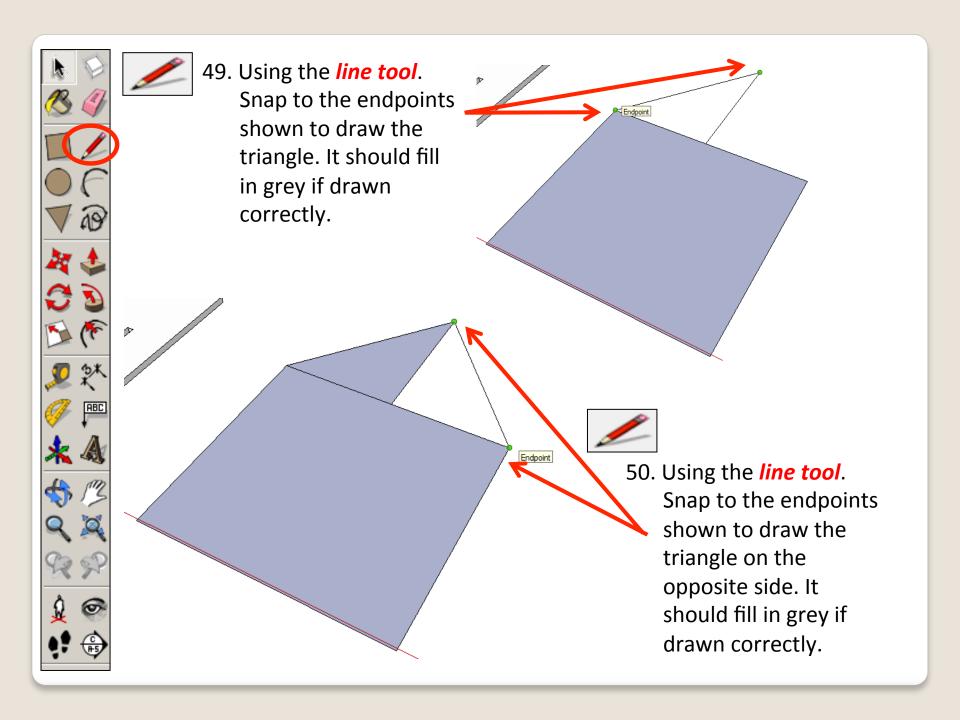


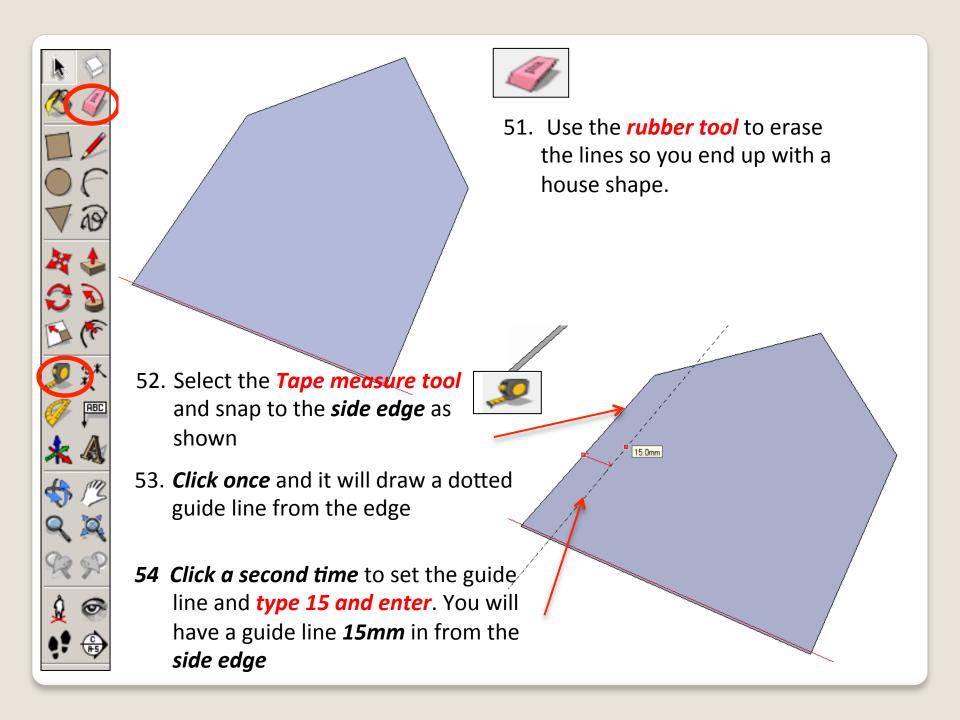


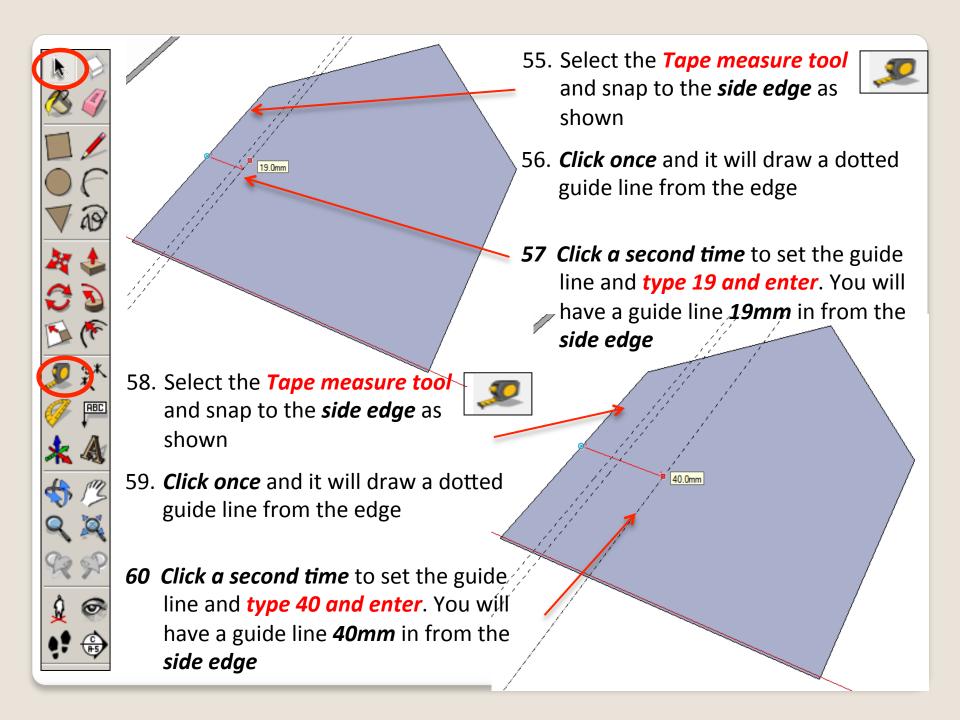


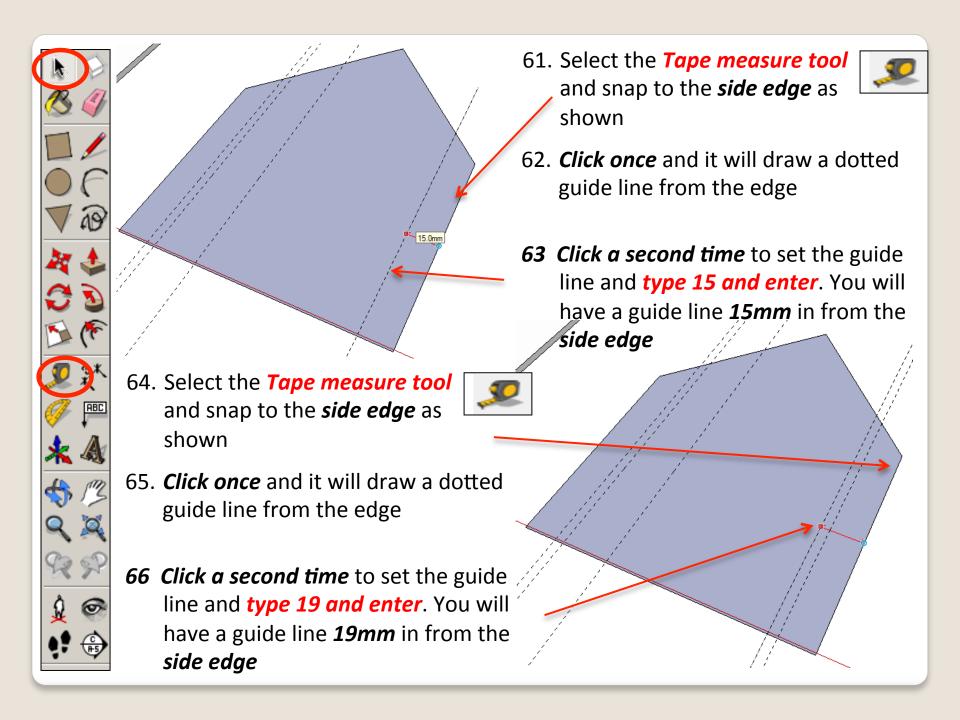


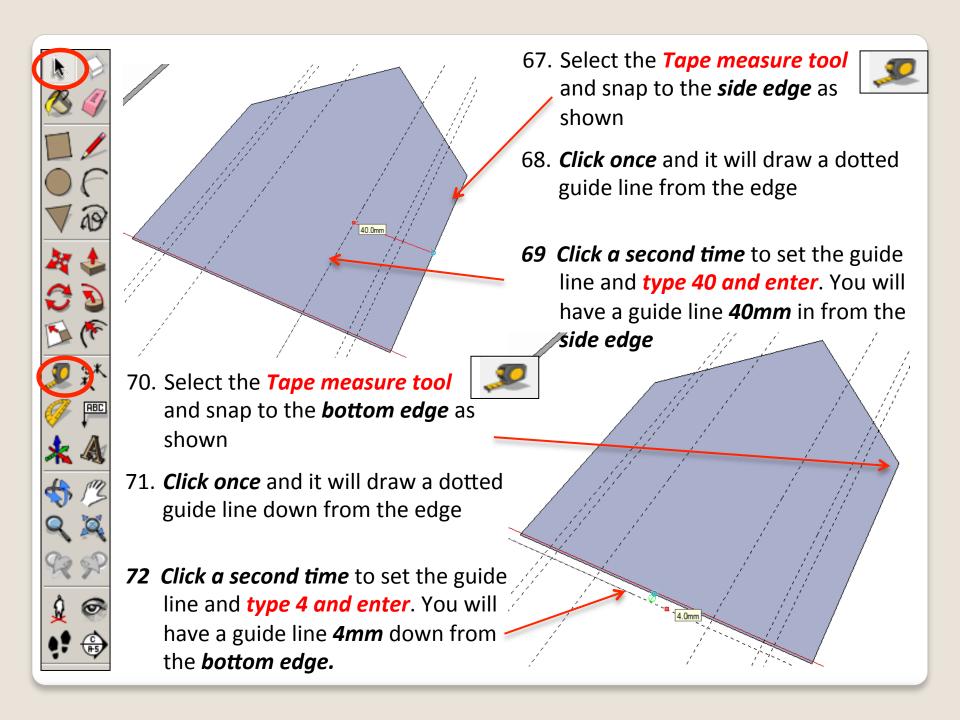


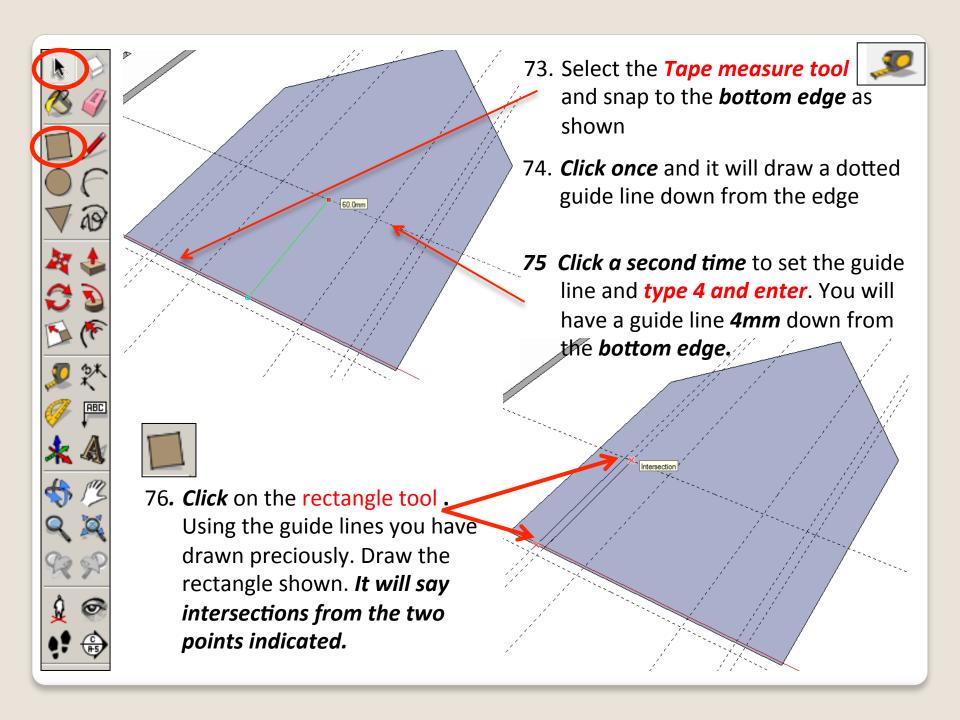


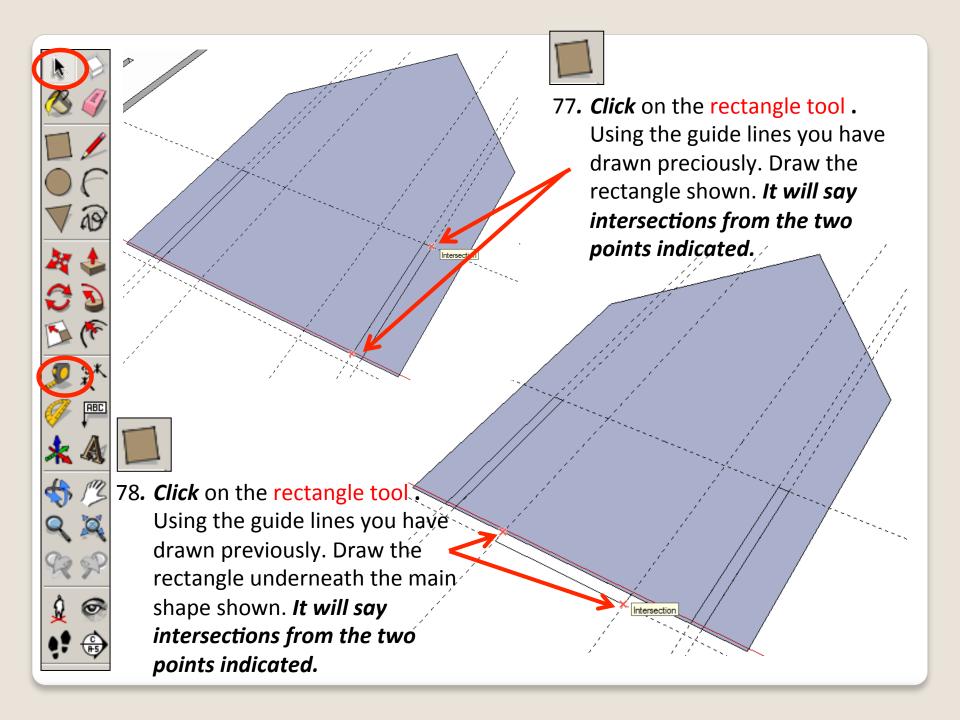


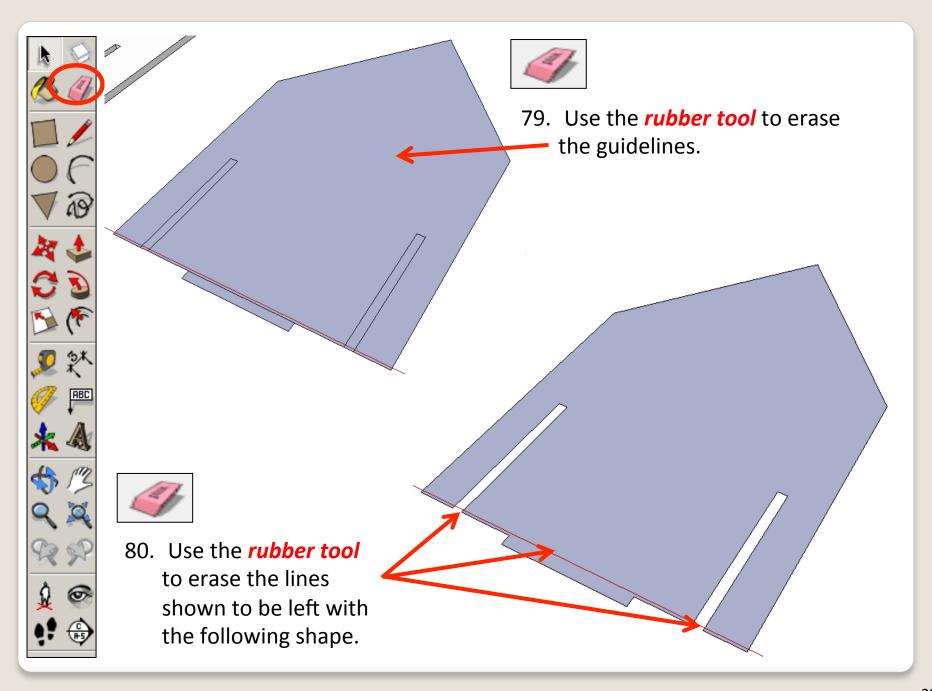


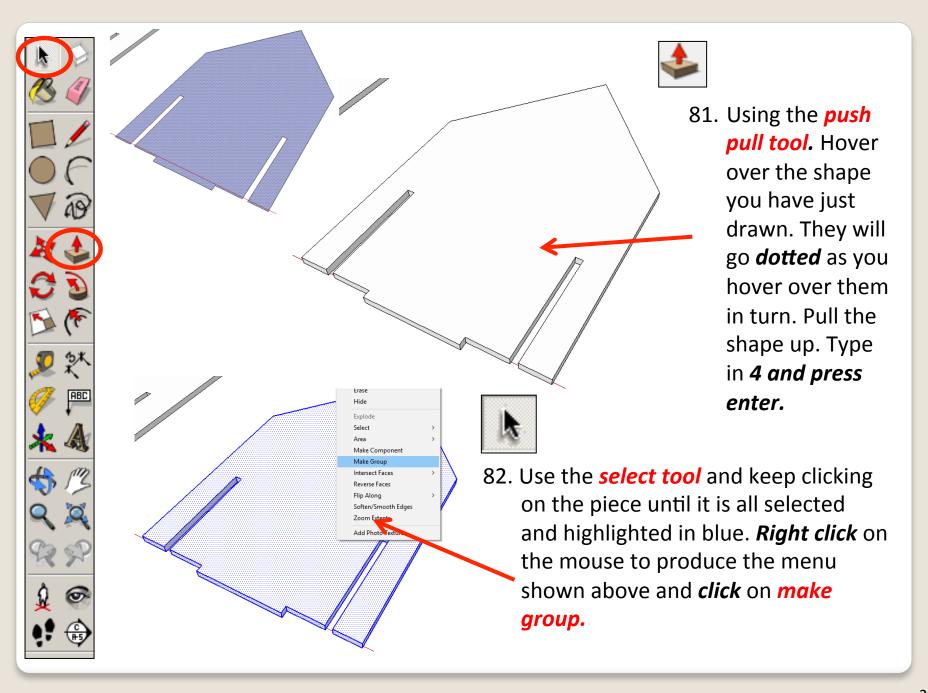


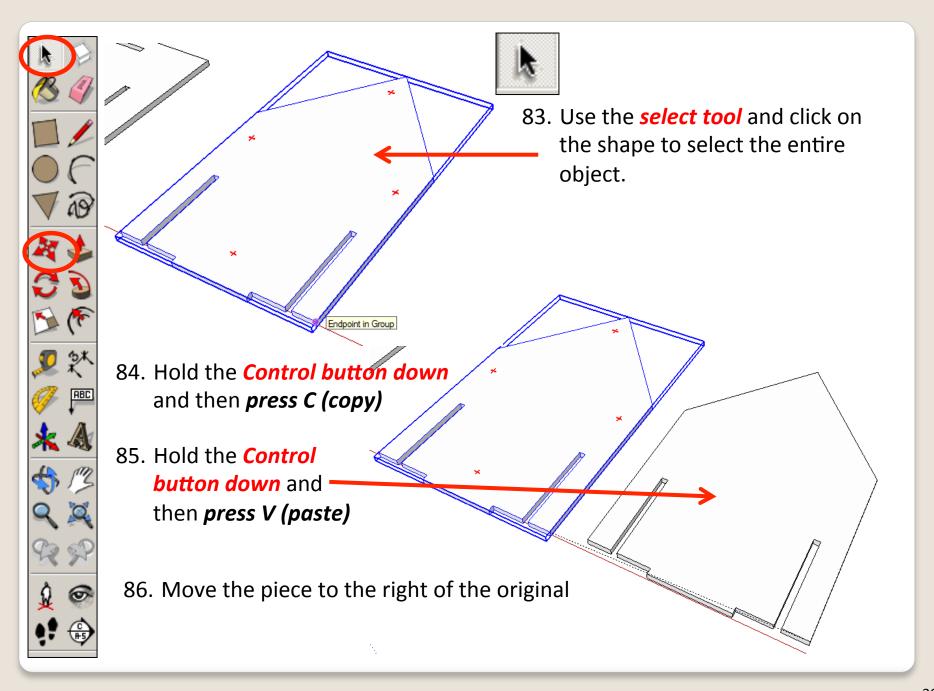


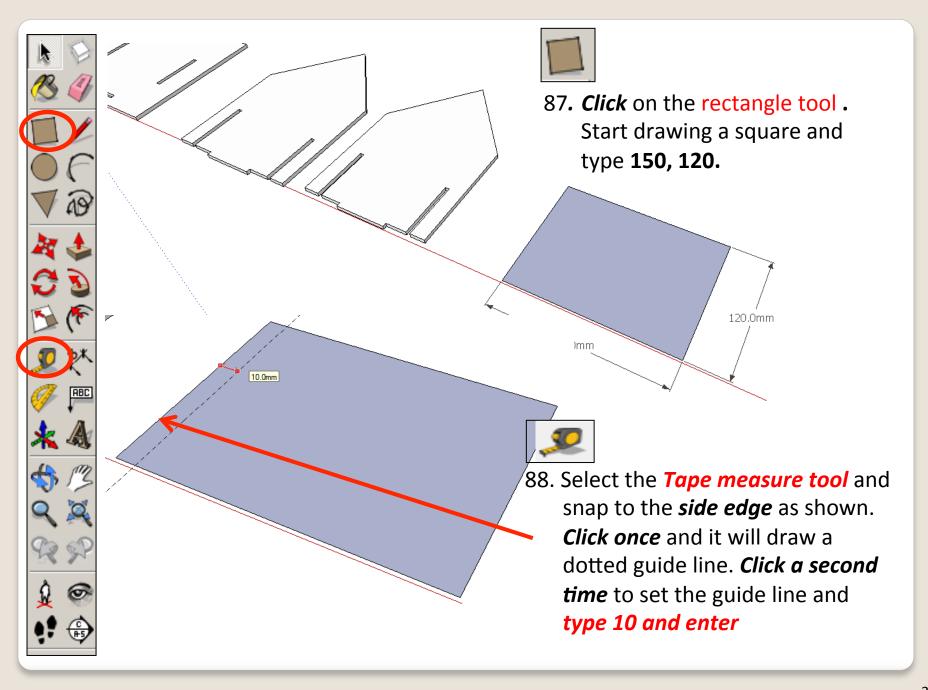


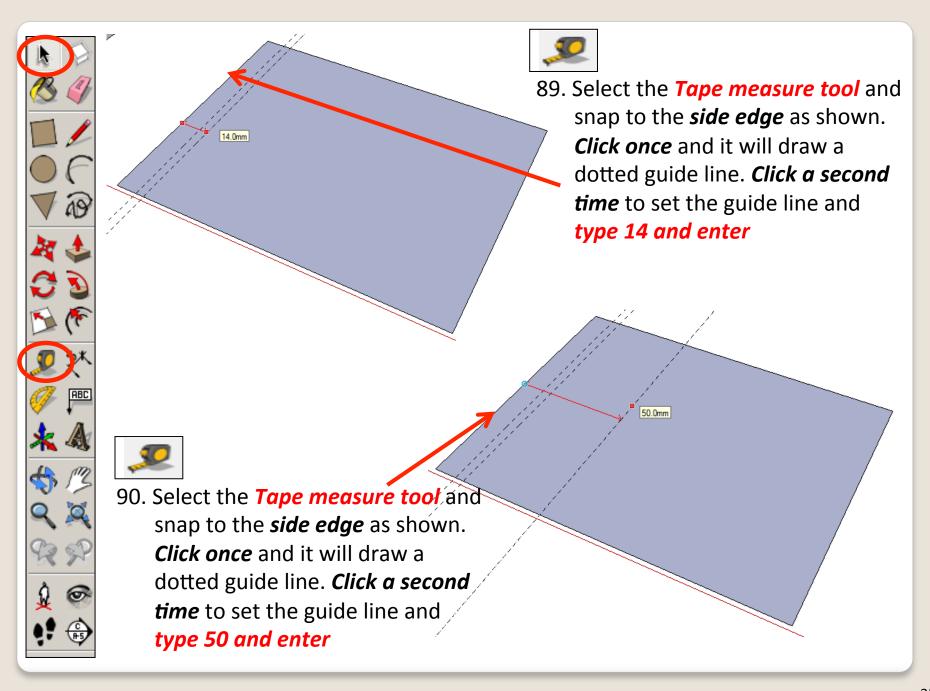


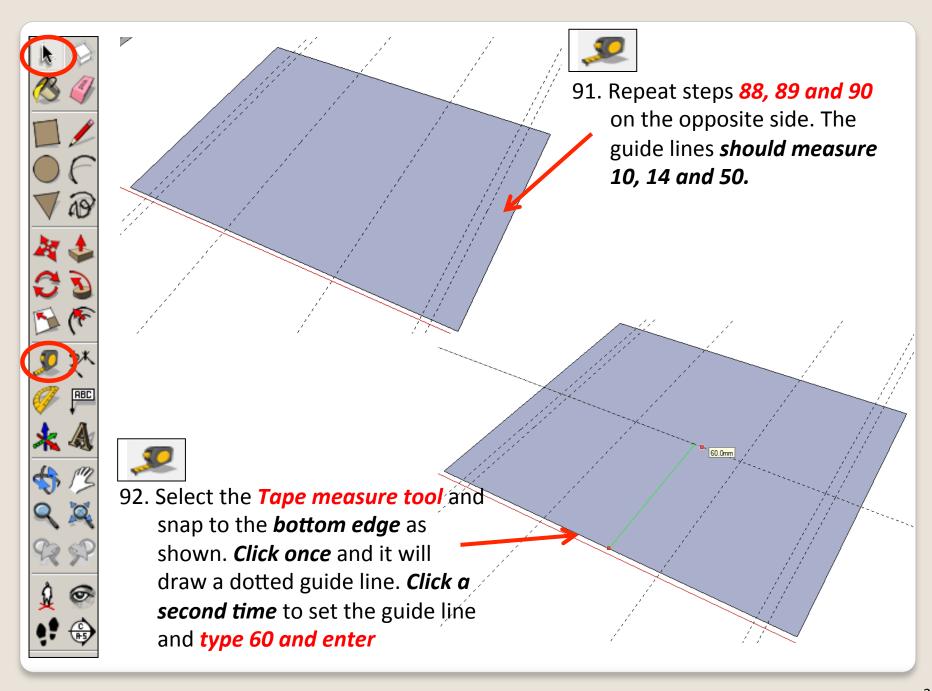


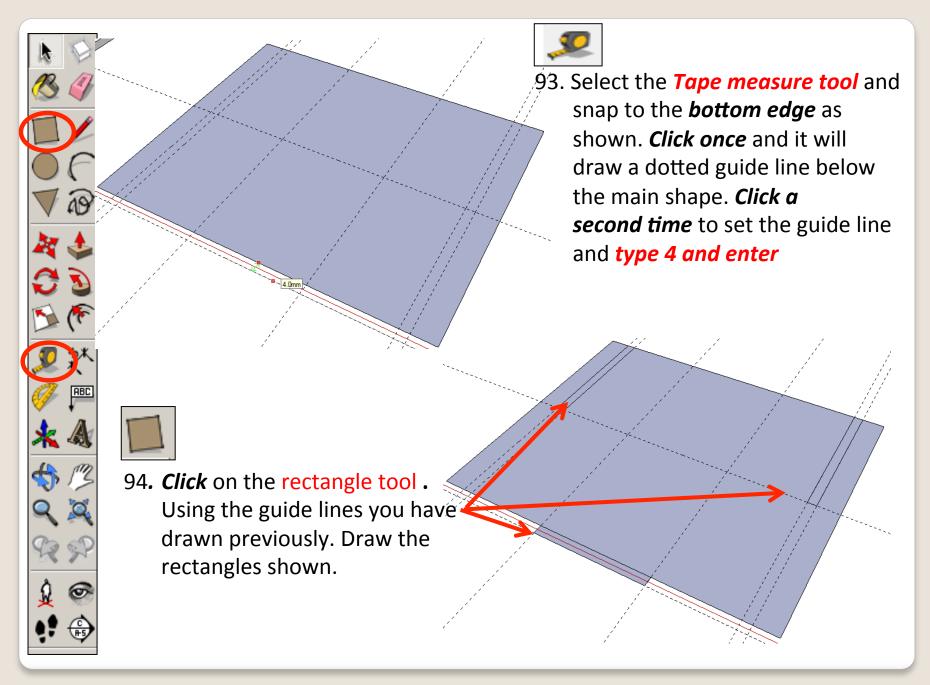


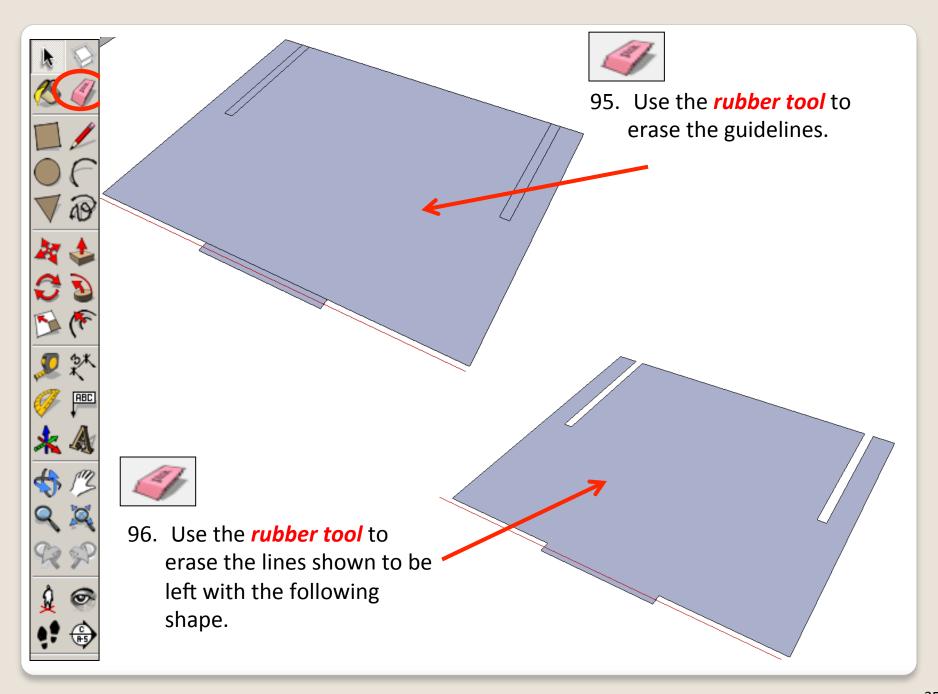


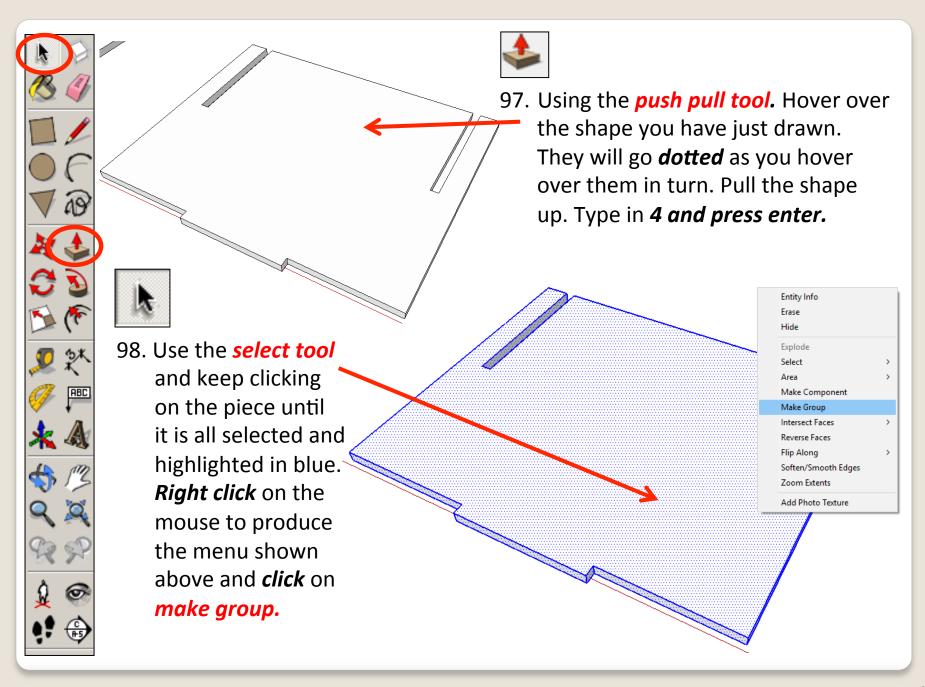


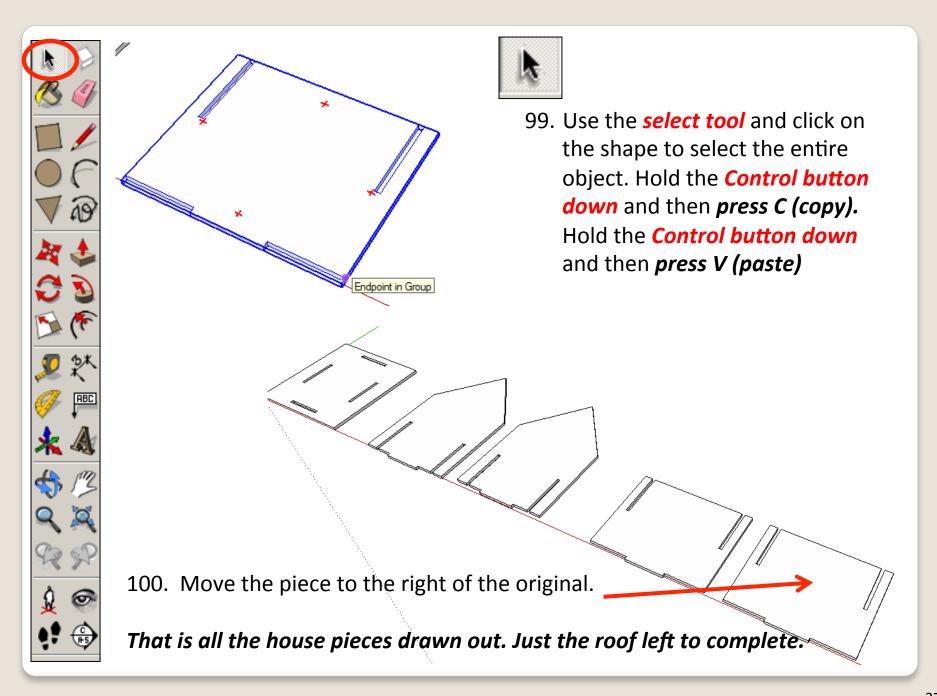








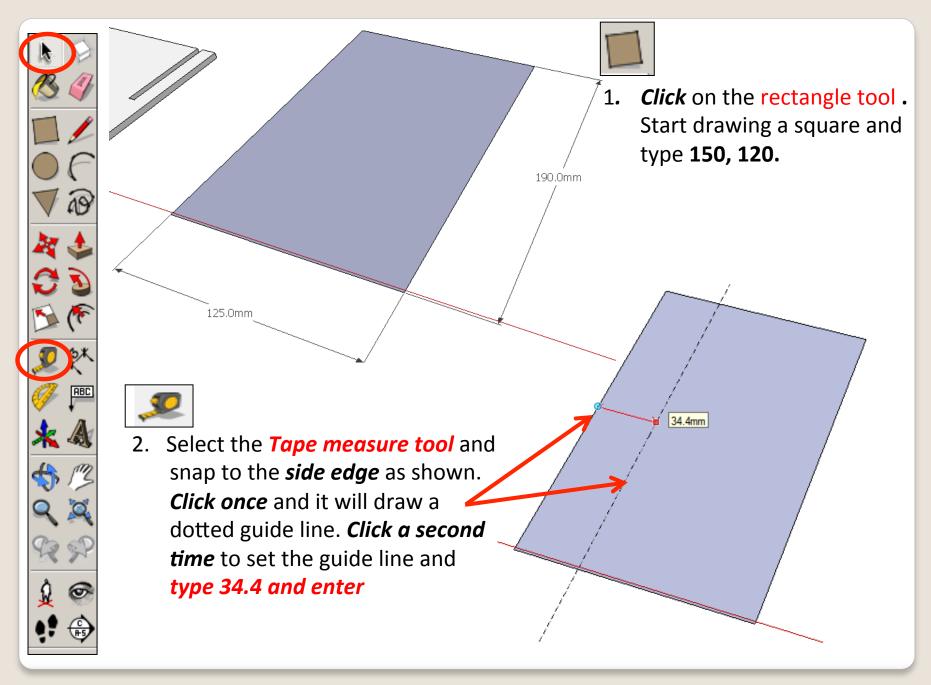


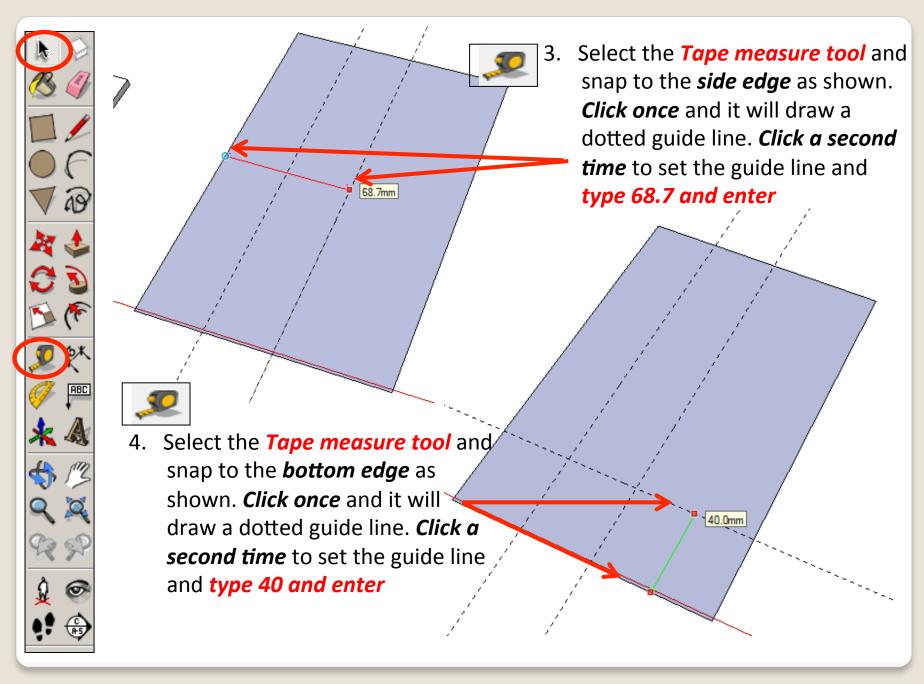


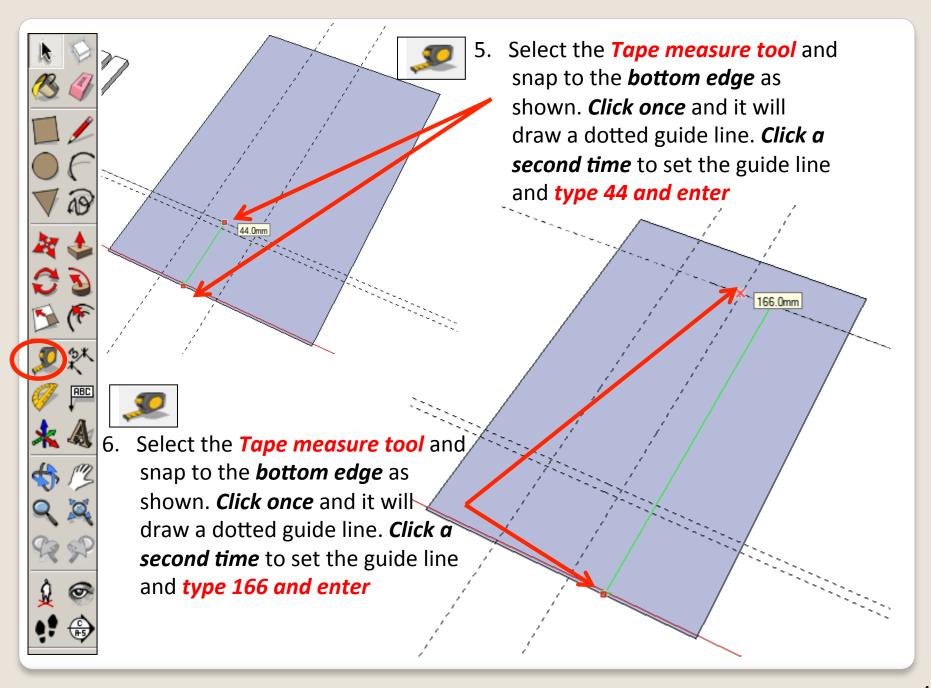


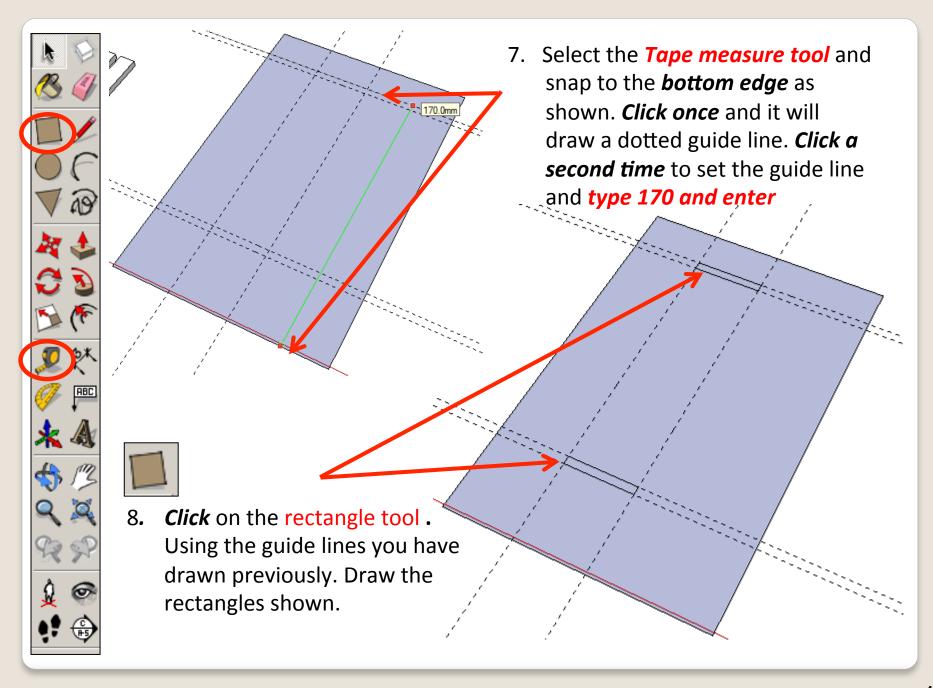
CAD Tutorial 19: Birdhouse

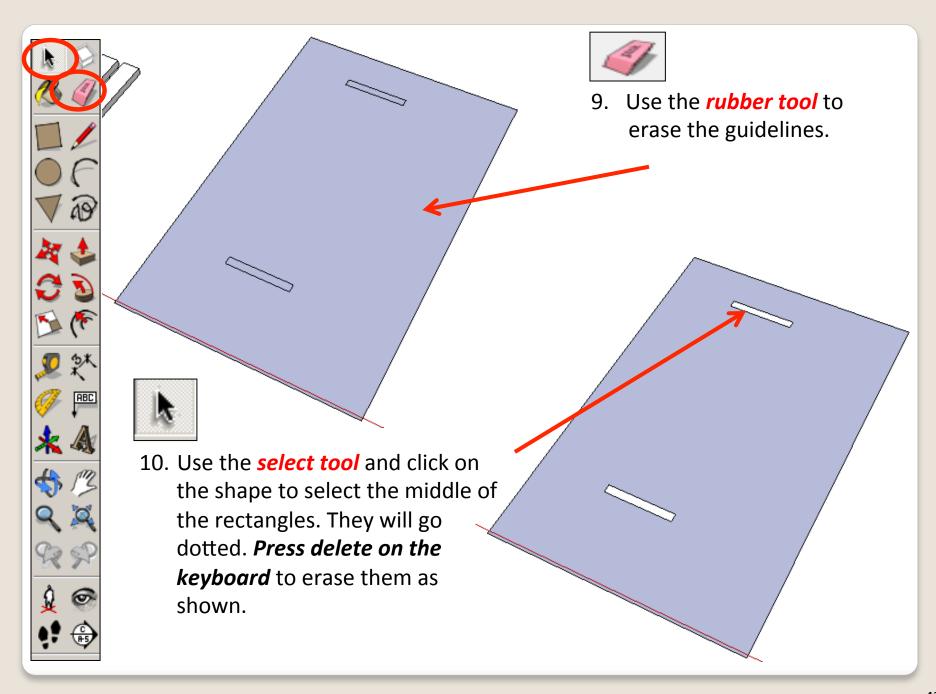
**Roof Construction** 

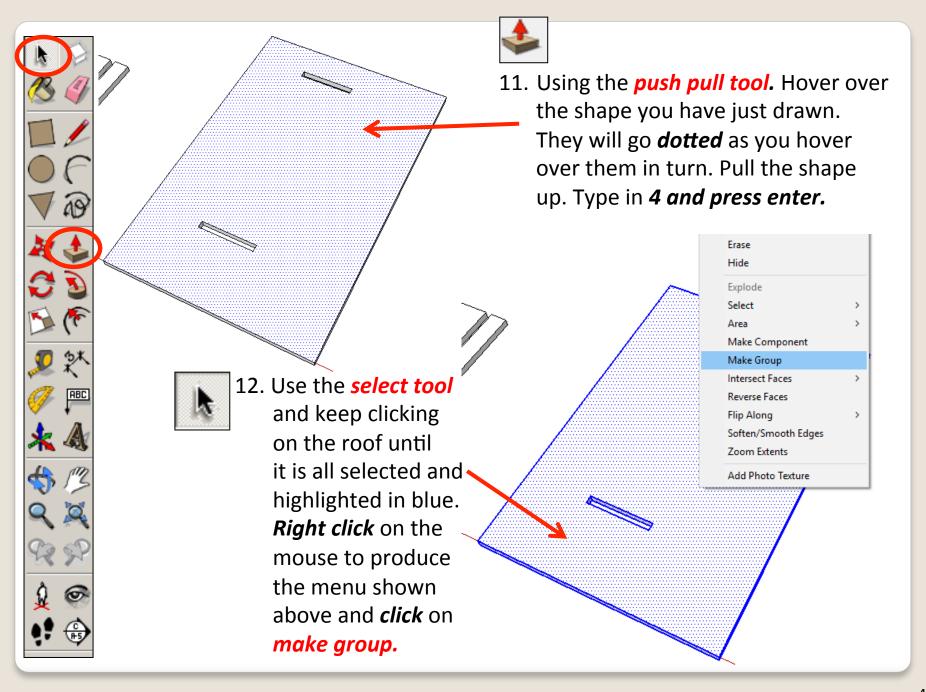


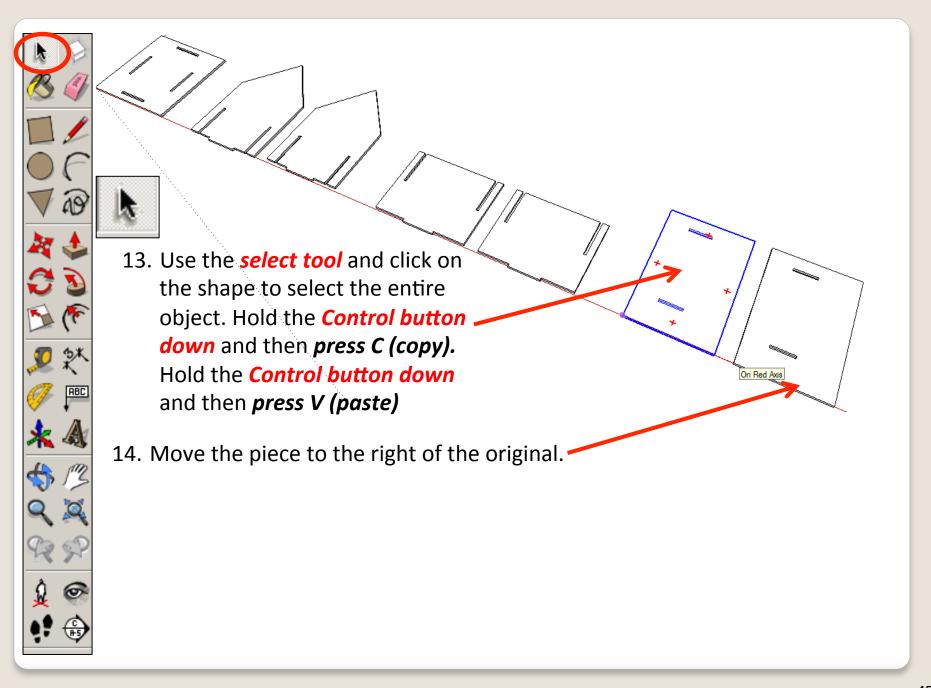






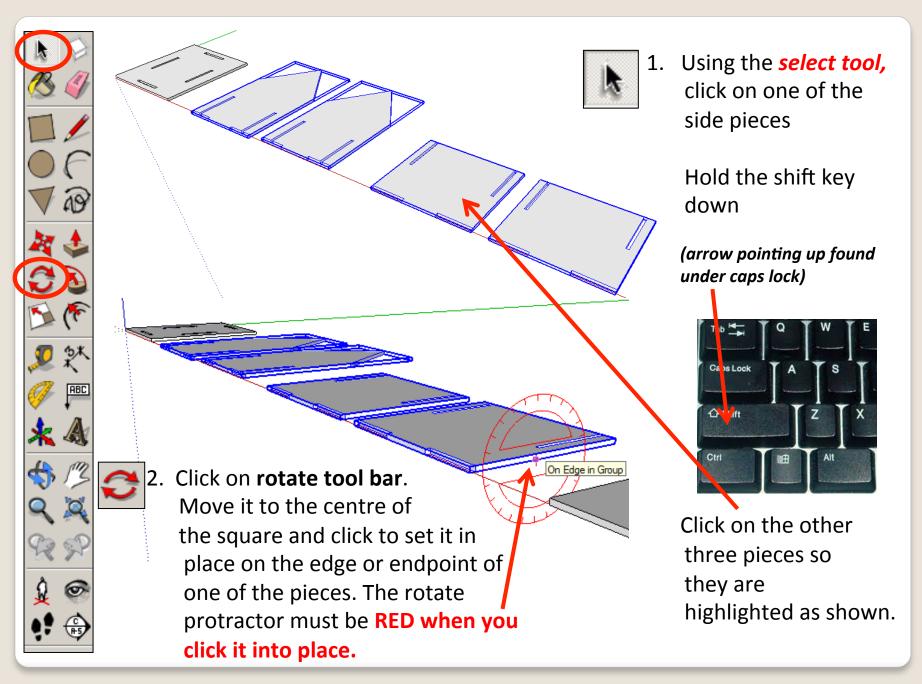


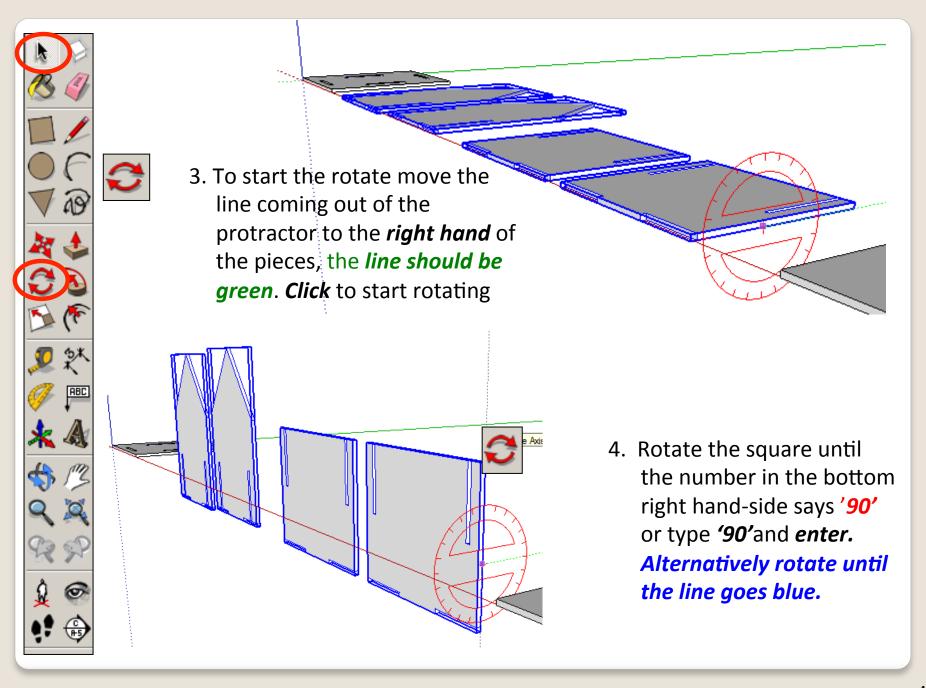


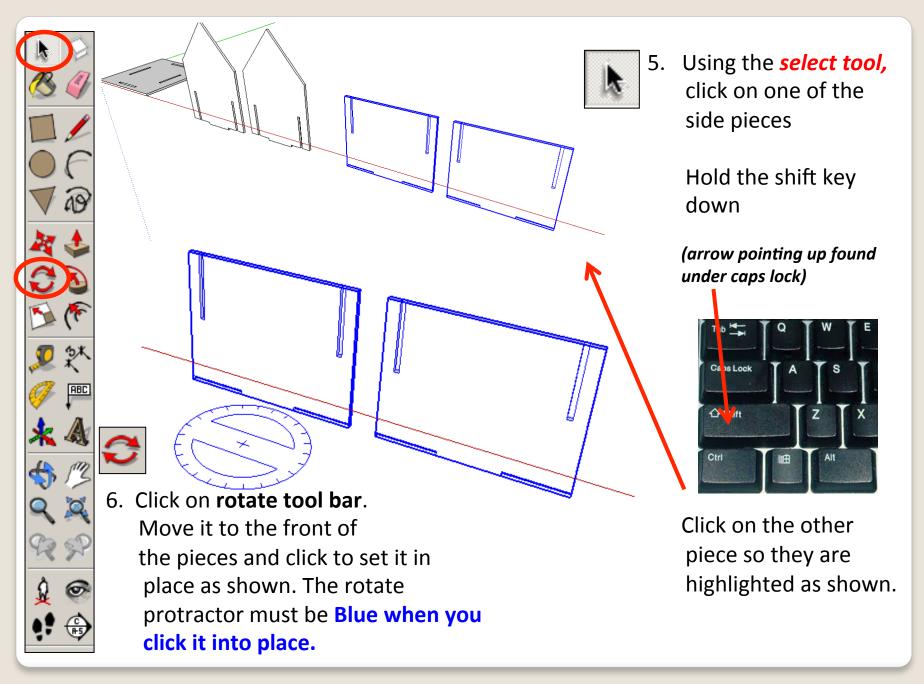


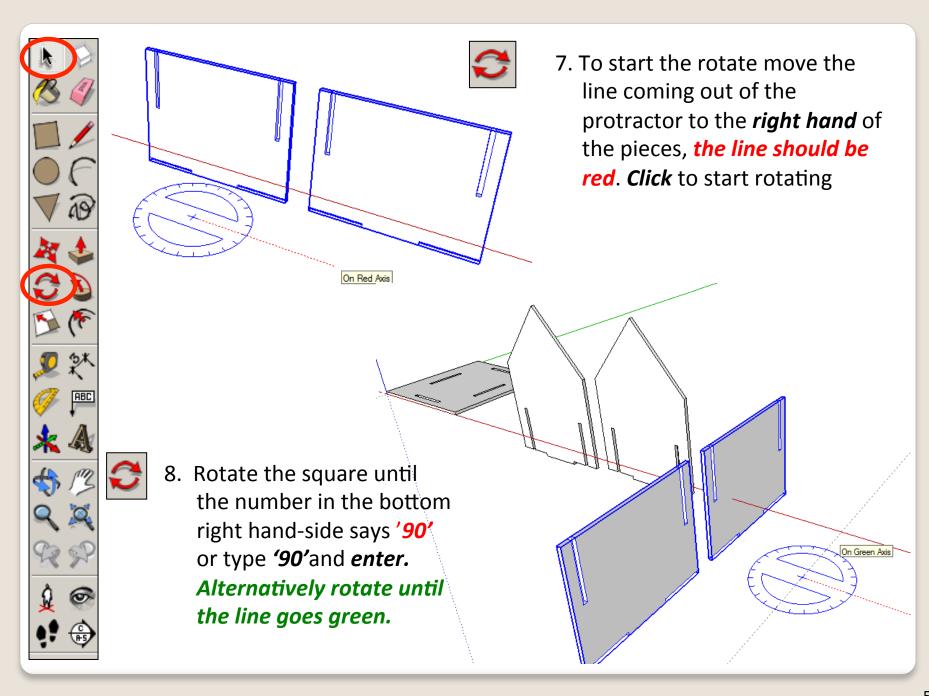


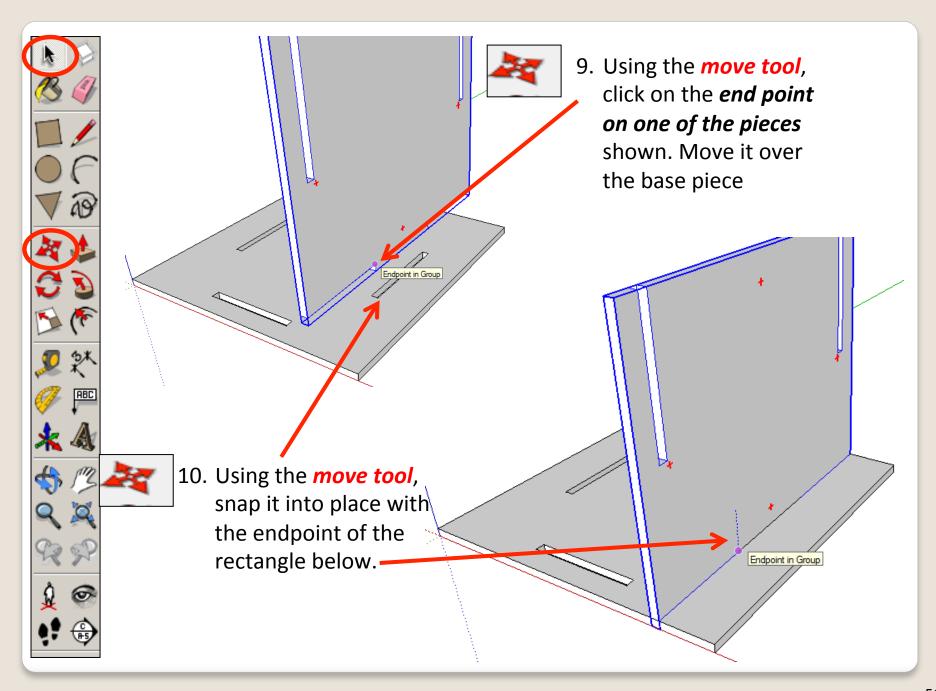
## CAD Tutorial 19: Birdhouse Final Assembly

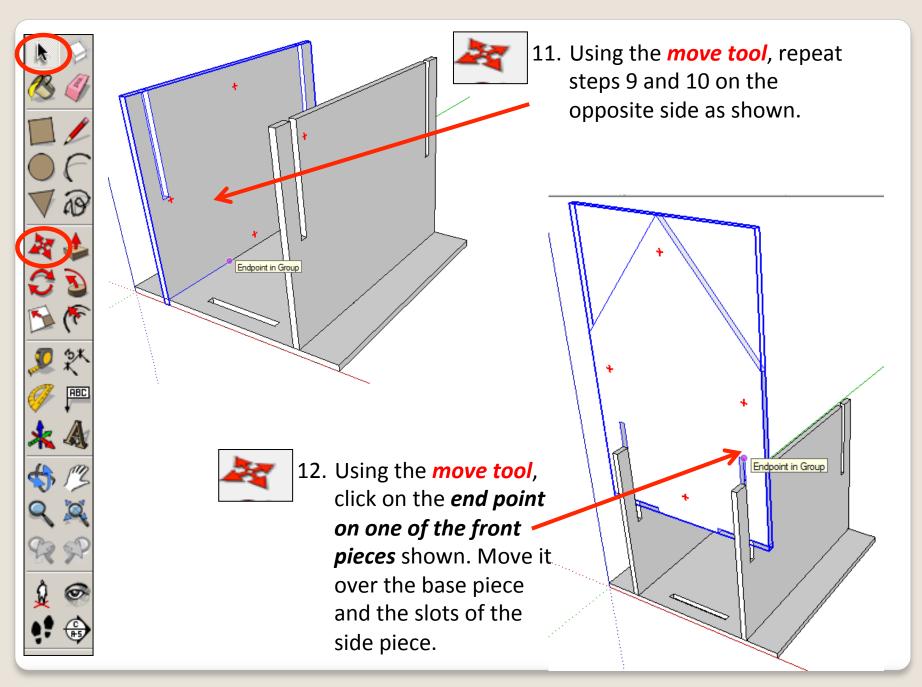


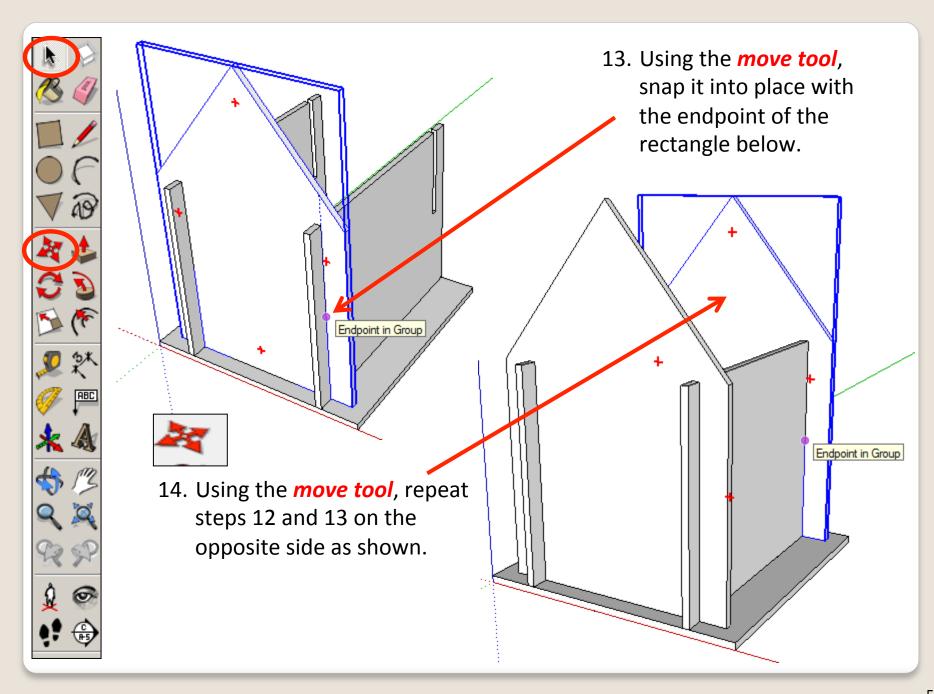


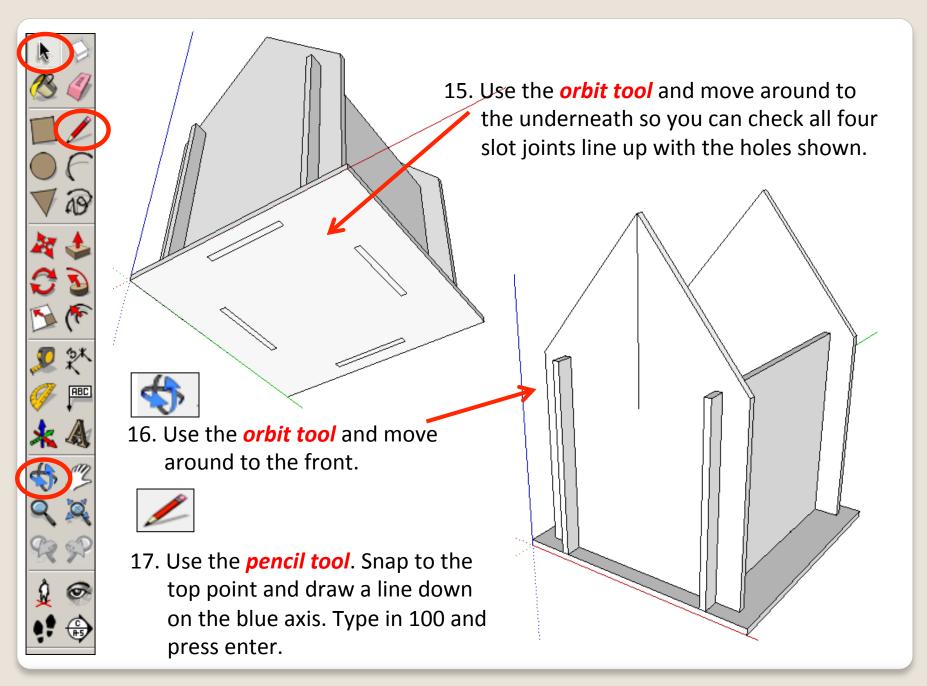


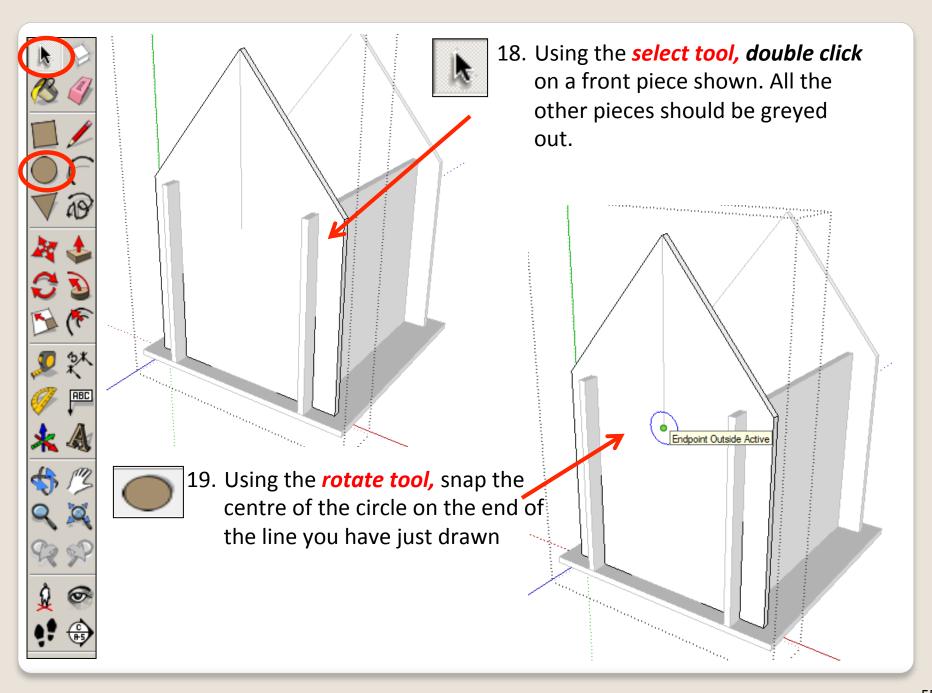


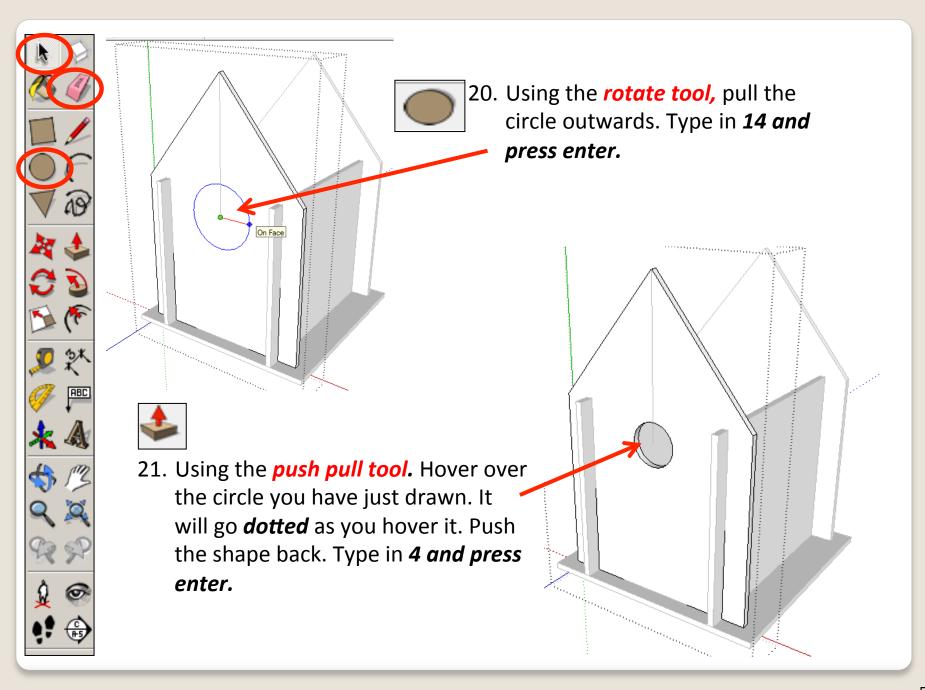


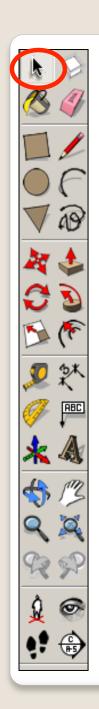




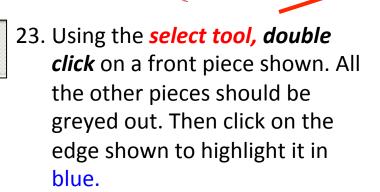


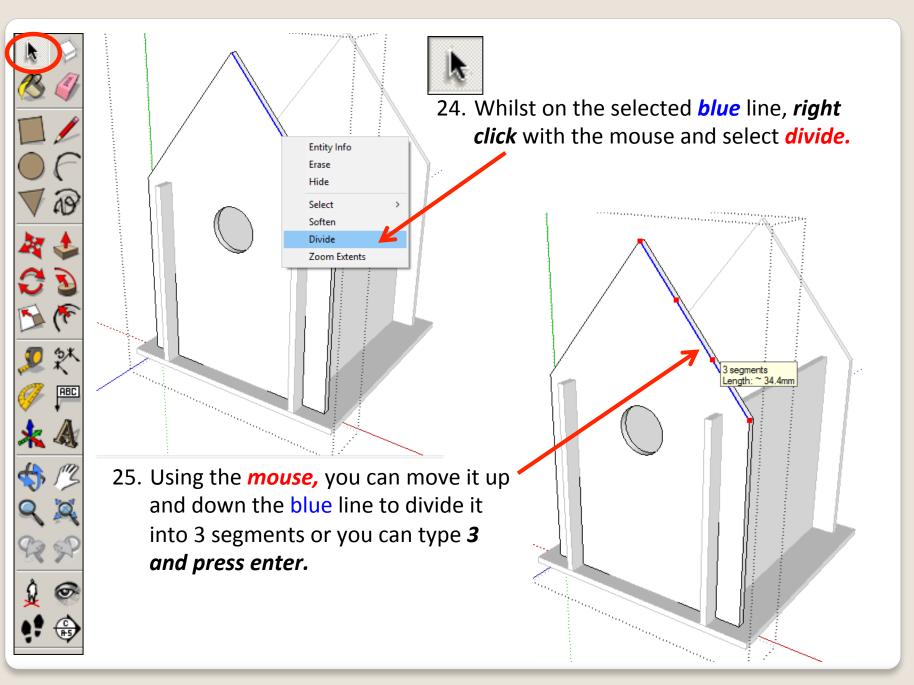


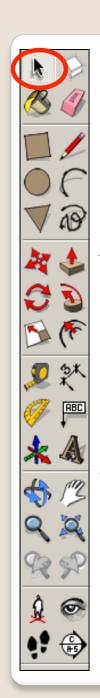




22. You should now have a bird house with a base, front with a correctly sized entrance, a back piece and two sides all slotted together. **Now time for the roof.** 



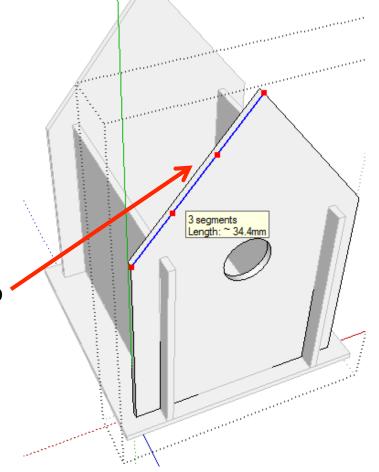


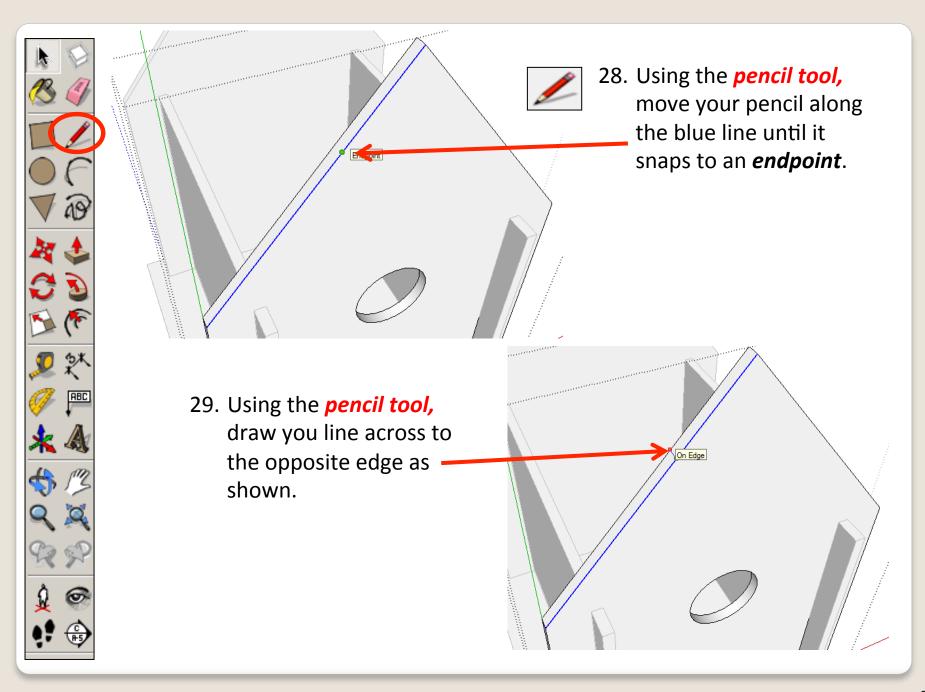


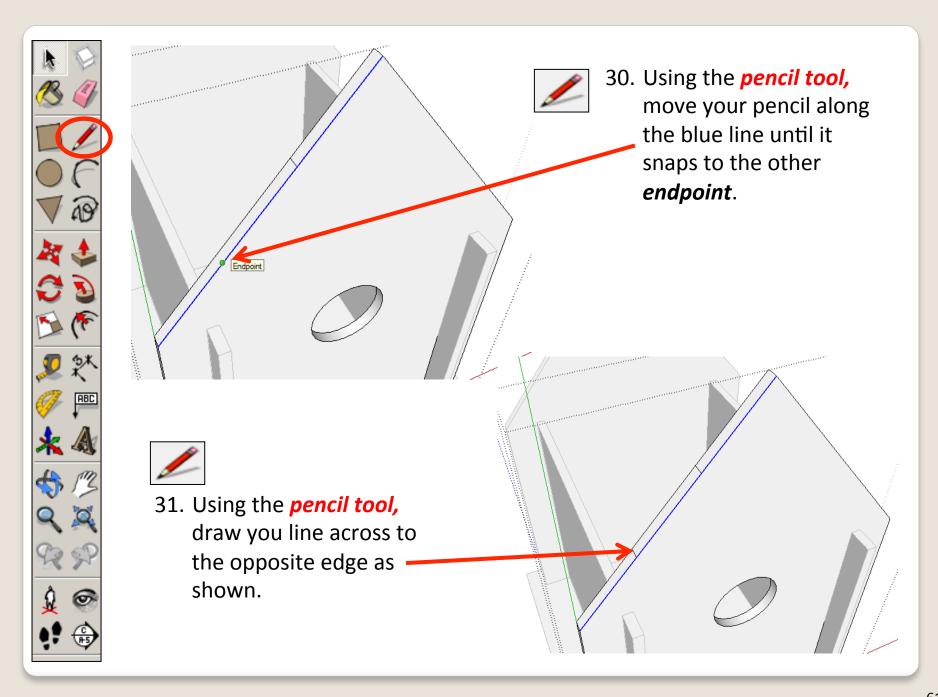
26. Using the *select tool*, click on the opposite edge shown to highlight it in blue. Whilst on the selected *blue* line, *right click* with the mouse and select *divide*.

27. Using the *mouse*, you can move it up and down the blue line to divide it into 3 segments or you can type *3* and press enter.

Entity Info
Erase
Hide
Select
Soften
Divide
Zoom Extents



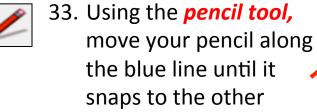






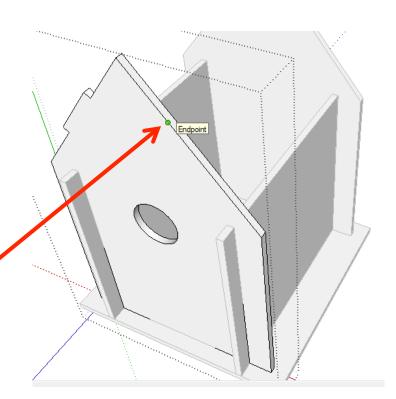


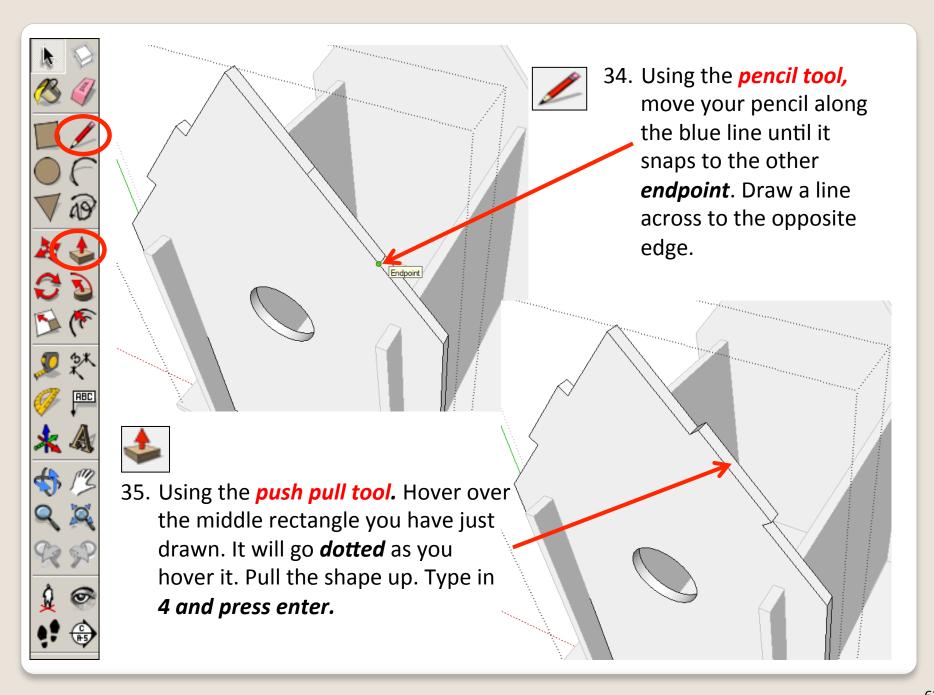
32. Using the *push pull tool*. Hover over the middle rectangle you have just drawn. It will go *dotted* as you hover it. Pull the shape up. Type in *4 and press enter*.

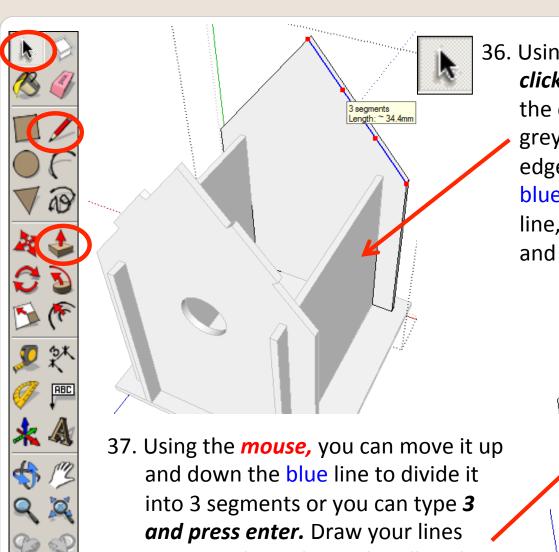


endpoint. Draw a line across to the opposite

edge.

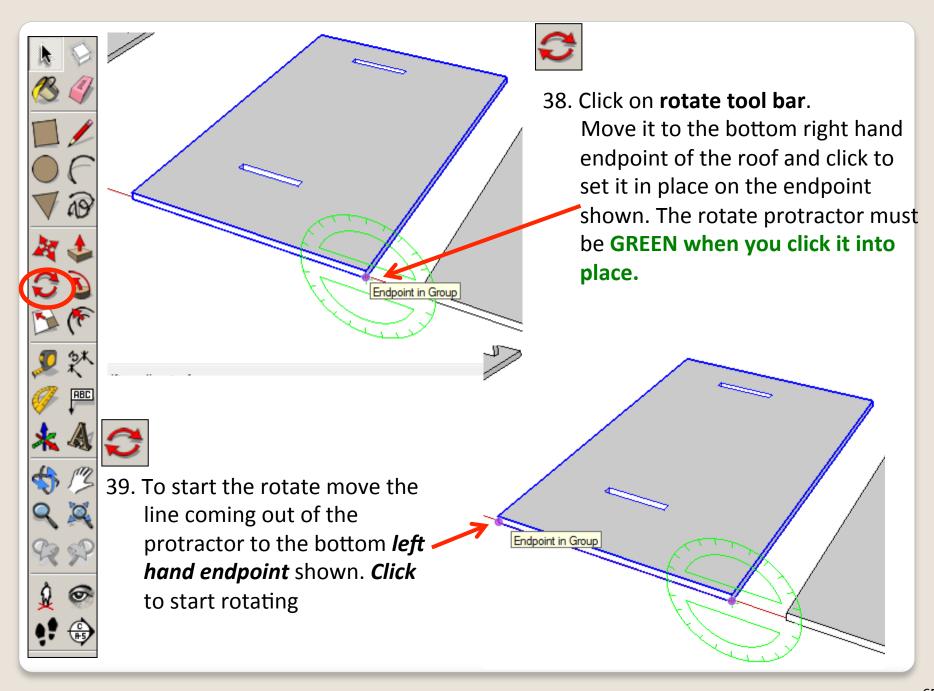


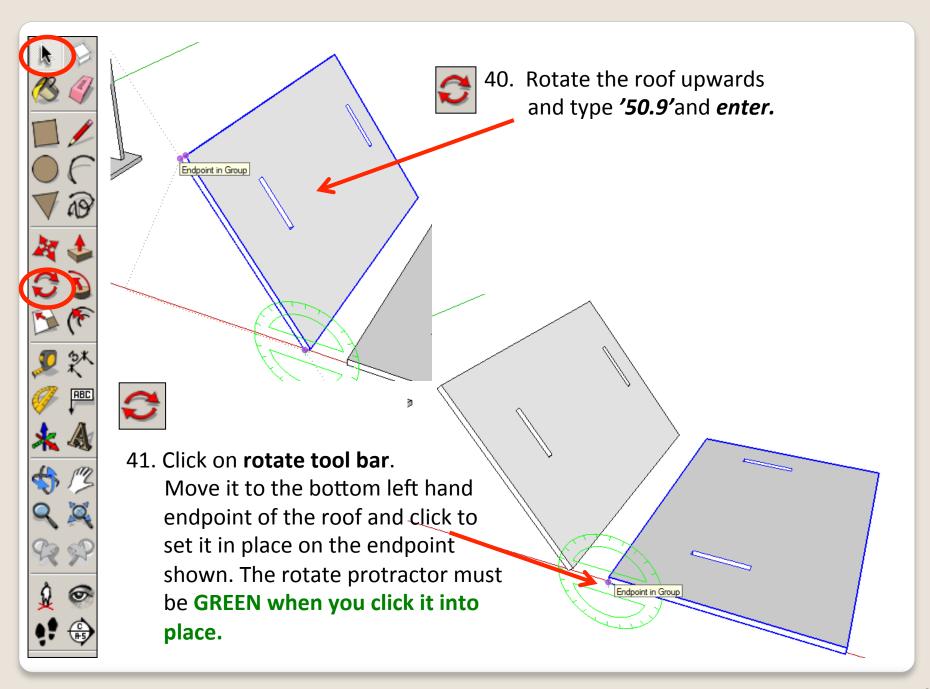


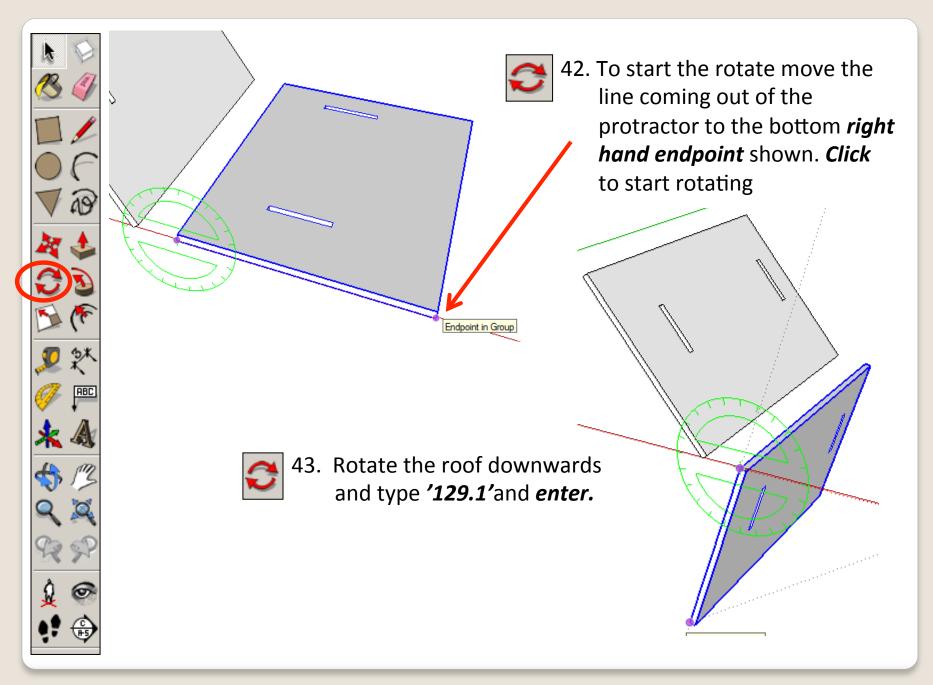


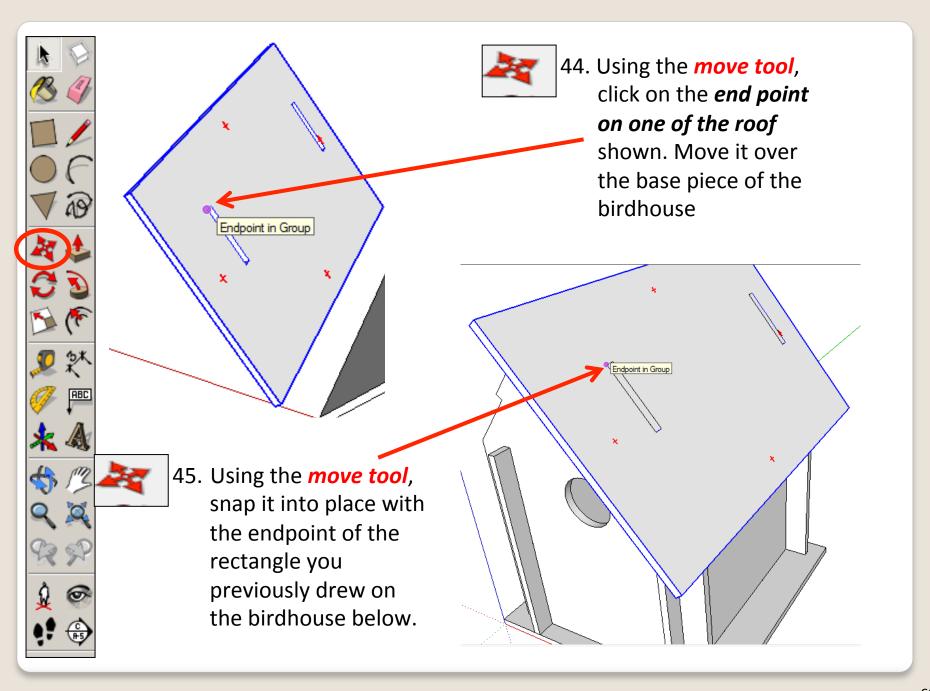
36. Using the *select tool, double* click on a back piece shown. All the other pieces should be greyed out. Then click on the edge shown to highlight it in blue. Whilst on the selected blue line, *right click* with the mouse and select divide.

across and use the push pull tool to add you raised slot joint. Repeat on both sides so you birdhouse looks like the one shown

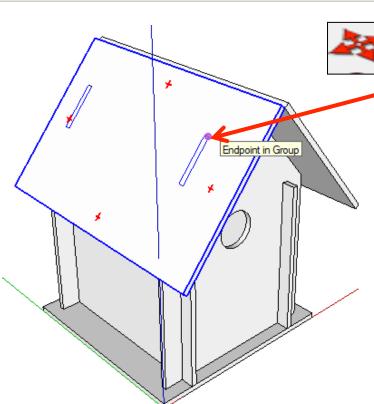




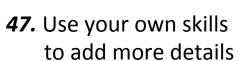


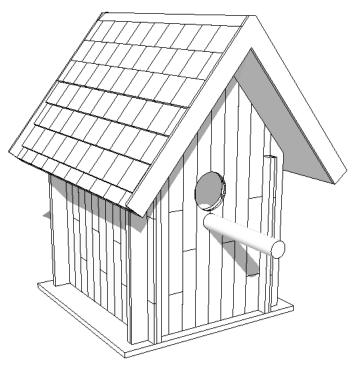






46. Using the *move tool*, snap the other roof into place with the endpoint of the rectangle you previously drew on the birdhouse shown opposite.









Click *View – toolbars* and un-tick axis. Place a tick next to shadows

## Tasks:

- Put other details on the birdhouse such as a perch, wooden sides, bird bath etc.
- Experiment with colours and materials for rendering.

