TCA
TRAINING & DEVELOPMENT

GET TRAINED BY

EXPERIENCED TRAINER

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Manupulating Objects

Drawing

Measuring & Labeling

Organizing Scenes

Creating Terrain

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Introduction

- Installing Sketch Up

- Starting Sketch Up for the first time

- Using the exercise files

Getting to Know the Interface

- Interface basics

- Adding toolbars

- Navigating

- Changing perspective

- Walking around

- Creating camera views

- Shading faces and edges

- Creating shadows and fog

- Creating Scenes

- Setting preferences

Manipulating Objects

- Selecting and moving objects

- Scaling and rotating objects

- Manipulating faces and edges

- Advanced selection tools

Drawing

- Line tool fundamentals

- Refining objects with the Line tool

- Using the Rectangle tool

- Pushing and pulling faces into 3D

- Creating circles and polygons

- Creating arcs

- Using the Offset tool to create outlines

- Using the Follow Me tool

- Softening round edges

- Creating 3D text

Measuring and Labeling

- Using the Tape Measure tool

- Using the Protractor tool

- Creating text labels

- Using the Dimension tool

- Creating sections

Working with Components

- The Component window

- Creating components

- Using the 3D Warehouse

- Importing from Google Earth

- Using the Interact tool

- Using the Component Options window

Organizing Scenes

- Representations of Data and Predictions

- Learning with No Input Features

- Decision Tree Learning

- Cross Validation and Parameter Tuning

- Linear Regression and Classification

- Deep Neural Network Learning

- Boosting

Reasoning Under Uncertainty

- Grouping objects

- Working with layers

- Creating layers

- Using the Outliner

- Hiding and unhiding objects

- Locking and unlocking objects

Creating Texture and Materials

- Using the Materials Browser on a Mac

- Applying materials

- Editing materials

- Creating materials

- Adjusting materials

- Applying bitmap images

- Mapping curved objects

- Projecting maps on curved objects

- Importing floor plans

- Modeling with floor plans

- Rendering and Animating

- Applying styles

- Editing styles

- Outputting 2D bitmaps

- Basic animation

- Advanced animation

Creating Terrain Using Sandbox

- Creating terrain from contours

- Modeling objects with contours

- Creating terrain from scratch

- Sculpting with the Smoove tool

- Stamping and draping objects on terrain

Sketch Up Pro: Working with the Solid Tools

- Creating solids

- Using Boolean operations (Union, Intersect, Subtract)

- Working with Trim and Split

- Creating outer shells

Sketch Up Pro: Importing and Exporting

- Importing objects from AutoCAD

- Importing other 3D objects

- Exporting objects