INTERIOR DESIGNERS INSTITUTE
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Course 216 SketchUP

Software Sketch Up & Enscape

Students must purchase copies of the software listed here in order to complete required coursework.

Students are required to match the software versions currently installed in the IDI computer labs. If you are unsure, ask before you purchase and install.

Technoliteracy

Students are solely responsible for all computer related items including but not limited to; hardware, software, files, and file backups. The student is solely responsible for any issues, crashes, glitches, non-performance, and grade point loss related thereto. Each student is required to backup their own files.

Grading Project process deliverables (6 at 20 points each): 120 points

Attendance Each student may have two total absences. However, more than two consecutive class meeting absences or three non-consecutive class meeting absences per course may result in the student being withdrawn from the course. Attendance is considered an important habit to acquire in becoming a mature, responsible member of the professional community.

Late Work Late work will be accepted for each project process file except the 05 Final Rendering up to one week late for half credit. Late work will still be subject to additional loss of points for incorrect or missing items in each deliverable. Late work will not be accepted for 05 Final Rendering.

Project Progress Deliverables

01 Enclosure

02 Furniture & Accessories

03 Materials

04 Illumination

05 Final Rendering PNG

06 Final Rendering Print

1 Modeling 1

Lecture

Technologically-based collaboration method, benefits of SketchUp, 3D models and renderings
Orbit (scroll button - use as a button)
Pan (scroll button - shift + click)
Zoom (scroll)
Zoom Window (shift + ctrl + w)
Zoom Extents (shift + z)
Rectangle (r)
Axes; red, green, blue
Inference engine: hover; Endpoint, Midpoint, Intersection, on face, on edge
VCB (Value Control Box)
Push Pull (p)
Select; left/right, number of clicks
Deselect (ctrl + t)
Faces
Edges
Delete (Not erase)
Undo (ctrl + z)
Move / Copy (m / m + ctrl)
Scenes; Window > Scenes
Component; Window > Component, Warehouse
Group creation (select, then right click)
Line (l)
How to delete all materials
Import an AutoCAD floor plan

2 Lab

Work to create model enclosure

3 Modeling 2

Lecture

Tags (Layers)
Styles; Window > Styles
Camera > Field of View
Printing

Export 2D Graphic
Export Options
Circle (c)
Enter # of sides before clicking to start circle
Measure (t)
Offset (f)
Line (l)
Arc (a)
Follow me; Tools > Follow me
Rotate (q)
Standard Views; Camera > Standard Views
Component creation
Component modification
Right click context menu, component implications, change color example, Use Details to create a collection
How to delete all materials (reminder)

4 Lab

Work to complete model enclosure

01 Model enclosure is due before next class

5 Lab

Work to complete model furniture & accessories

02 Model furniture & accessories is due before next class

6 Materials

Lecture

SketchUP materials
Emissive materials
"emissive" in material name
Enscape materials options
Custom materials
Create in SketchUP
textures
3d warehouse
model info, materials, download
modifier word for reflectance (ceramic example)

add this first

bump maps
use albedo
texture position
right click on face, texture, position
carpet
Height
enscape carpet for fluffy texture
Change Type from default to carpet
add generic image format
materials, create material, texture, browse

Add modifier word to material name:
The following words added to a material name in the SketchUP materials palette will result in a realistic texture, surface, and reflection in the Enscape rendering:
water, ocean, river
vegetation, foliage, leaf
emissive (glow or light emitting)
grass, tall grass, short grass, wild
long carpet, short carpet
glass, glazing
chrome, mirror
steel, copper, metal, aluminium (yes, with an "i")
carpaint, polished, acryl
ceramic
marble
plastic
fabric, cloth
Enscape Accessories

7 Lab

Work to complete model materials

8 Lab

Work to complete model materials

03 Model materials are due before next class

9 Illumination

Lecture

Note: Insert lights inside components

Temporary construction lines

Start Enscape
Enscape Objects
Spot, Sphere, Line, Rect, Disk
Construction lines
Ceiling to floor vertical line
Light placement
1st click at line top, 2nd click just below, 3rd click at floor with vertical line to floor (or blue reference line) 4th for tilt or confirm vertical
Intensity
Emissive
For everything else
Rendering settings
Visual settings
Output tab- Resolution, Custom, 1920x1080, safe frame
Sky tab- Source options
Take a screenshot button, save as type .jpg
Enscape asset library
Printing final Projects

10 Lab

Work to complete model illumination

04 Model illumination is due before next class

05 & 06 Final Rendering File and Print are due at beginning of next class

11 Grading and Project Presentations