Course : SketchUp Pro, getting started

Practical course - 3d - 21h00 - Ref. GLE
Price : 1390 € E.T.

★★★☆ 3,9 / 5

SketchUp, the 3D animation, mapping and modeling software, is becoming increasingly popular in the professional world. This course will introduce you to its features and show you how to use it to develop 3D projects and create rendered images and videos.

Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Navigating in three-dimensional space with SketchUp
- ✓ Create and modify 3D geometries
- ✓ Creating and applying textures
- ✓ Present model views with scenes and export them

Intended audience
Architects, engineers, technicians, draughtsmen and designers in design offices involved in producing and modifying 3D drawings.

Prerequisites
Good knowledge of a graphical operating system. Experience required.

Practical details
Storyboarding workshops
Discussions, debriefing, practical work.

Teaching methods
Software practice, one computer per participant.

Course schedule

1 Introduction

- Introduction to SketchUp, LayOut, Style Builder.
- Get to grips with the SketchUp 3D environment.
- Navigation and the mouse. Shortcuts.

Demonstration
SketchUp features.

2 Drawing practice, basic handling

- Selection types.
- Creating a chair, step-by-step procedure.
- Main drawing and editing tools.
- How to induce an axis or parallel inference?
- The "Meter" tool can also be used to resize a component, a group or an entire model.
- Quotations.

Exercise
Creation of a box-type drawer according to precise cut-outs.

3 The components

- Active components in the model.
- Create an OpenSpace library.
- Linear and polar arrays: move, rotate, push and pull in duplicate mode.

Exercise
Download lamp components, position and modify them.

4 Processing tools

- Scaling by three methods.
- Symmetry and offset.
- Revolution with the "Follow me" tool.

Exercise
Creation of stair railings, steps, tubes, spheres, internal and external partitions, quarter-round door fronts.

5 Materials and textures

- Create a scaled texture.
- Apply a texture to a curved surface.
- Position a texture using the pushpin method.
- Create a "frame".
- Photographic texture (Google Street View).
- Adapt the model to an existing photo.

Exercise
Apply a photo of a piece of furniture to a volume to create a realistic impression. Create a house and place it to scale in a photographic environment.

(6) Sectional drawing and solid cuts

- Notion of sections and groups.
- Animate the discovery of your plan with sections.
- Sections, intersection, Boolean operations.

Exercise
Show the house created by the floor by animating sectional drawings.

(7) On-screen product promotion

- Scenes. Image export.
- Video export. Depth of field.
- Softening edges. Styles.

Example
Make an animation of the virtual tour of our house and export it as a video.

Dates and locations

REMOTE CLASS
2026 : 30 Mar., 3 June, 14 Oct.

PARIS LA DÉFENSE
2026 : 30 Mar., 3 June, 14 Oct.