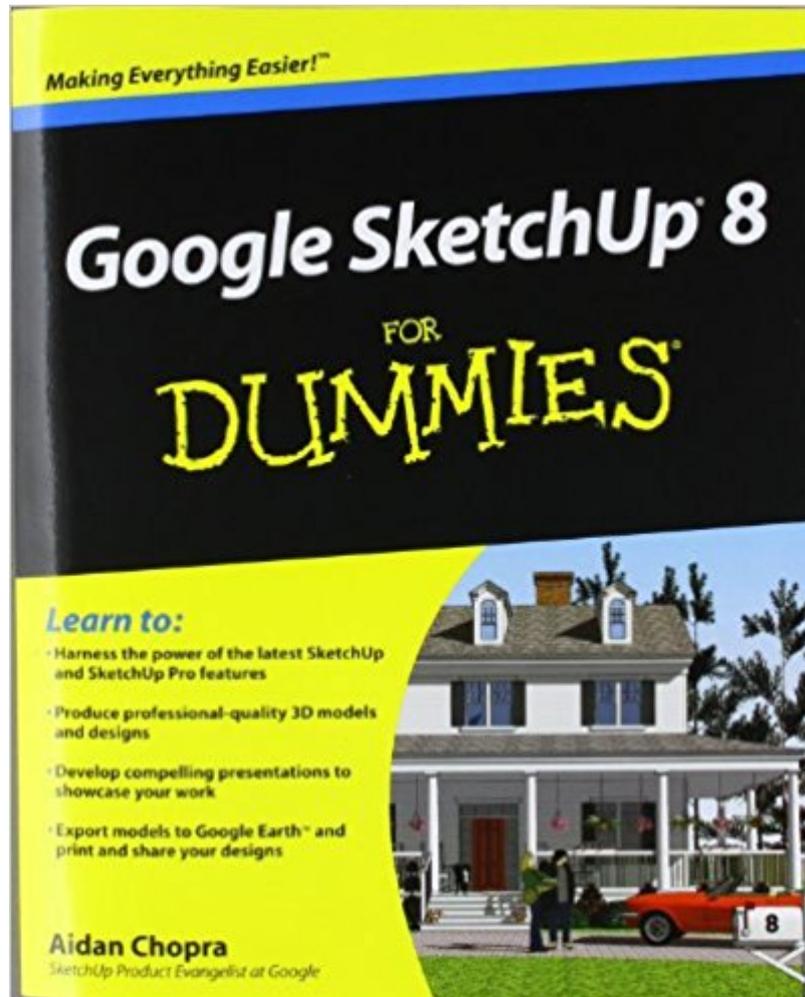




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# Google SketchUp 8 For Dummies



## Synopsis

Go 3D with Google's exciting architectural design software for Mac and Windows Whether you need to learn 3D modeling for business or you're just eager to see what you can create, Google SketchUp and Google SketchUp 8 For Dummies are for you. Available in both a free hobbyist version and a full-featured professional version, SketchUp explodes the myth that 3D modeling software must be complicated to learn and use. This book will take you step by step through downloading and using both versions on both Mac and Windows. There are even video walkthroughs on the companion Web site. Google's exciting 3D modeling software offers hobbyists as well as architects, engineers, and industrial designers a less complicated tool for architectural rendering, urban planning, set design, game design, and other uses This guide explains both the free and professional versions for both Windows and Mac Covers the basic concepts of 3D modeling and how to build a 3D model, print or share your work online, export your drawing to another design package or Google Earth, and create a detailed set of plans Companion Web site features video walkthroughs Google SketchUp 8 For Dummies gets you up and running with 3D modeling quickly and easily.

## Book Information

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## Customer Reviews

Before I read this book, I thought I knew a lot about Google SketchUp 8 but afterwards, I realized how little I really did know. Sure, I had progressed beyond the novice stage some time back but this book filled in all those little gaps in my knowledge base, eliminated all those bad practices that I had

developed over time and generally made me so much more productive. For example, I was using LAYERS in the same manner that I was used to in earlier 2D packages. Author Aidan Chopra gently but firmly pointed out the errors of my ways and that LAYERS in SU8 (which is a 3D drawing package) is used in a different way and that I should be placing more importance on GROUPS and COMPONENTS. Aidan makes the point that his book is not for the complete novice, explaining that he does not cover all the menu items and icons within the SU8 package. But, and this I think is important, he does presume that you are perhaps new to 3D modeling. To this end, he steps the reader through the early chapters at a gentle pace, culminating in Chapter 4, which is entitled "BUILDING BUILDINGS". From here on, the going gets a little tougher but nothing to be frightened about. Indeed, I was fascinated with the chapter entitled - "BEYOND BUILDINGS", which taught me how to draw organic forms with the SCALE TOOL; something that had eluded me up to that point. I found it a well rounded book, with the balance just right between the written word and illustrative diagrams. After the first read, it can easily be used as a reference book, with chapters dedicated to particular subject matter. An excellent product and highly recommended! No more am I an DUMMY!!

It's easy to understand. You can jump right in and start using SketchUp. The use of bullet points, tips, etc are precise and to the point. My only slight disappointments are with the Kindle version. The Color Plates seem to be missing and they break up a page, so a page on the Kindle isn't necessarily what is a page in the actual book. So, you can't always see a diagram they are talking about while you are reading what the diagram refers to.

You can download Google SketchUp for free. Once you have it on your PC or Mac the question is how are you going to use it? Lynda.com has a video course that gets you oriented. Aidan Chopra on the other hand systematically walks you through the many uses and tools of SketchUp and SketchUp Pro. While he suggests that you might want to read mostly those chapters that particularly interest you, it is just as good as a A-Z textbook. Sitting at the computer and going through the exercises is the best way to familiarize you with the enormous potential of this application. There are helpful references to websites and plug-ins. Designers and Architects are probably the primary users of SketchUp, but anybody interested in the third dimension can benefit greatly from this application and Aidan's guidebook. SketchUp your own house and be amazed at what you learn in the process!

I'm an old country architect and so glad I've lived long 'nuff to see, have and use Google SketchUp 8 Pro. Brother Chopra (SketchUp Evangelist) 'splains everything in his book: "Google SketchUp 8

for Dummies"... bonus: he is funny! I'm an old designer of passive solar houses. SketchUp's "shadows" capability is worth the Pro price. If'n you youngin's out there wanna see how aggravatin' it was to build a cardboard model of a house, then take it out into the sunlight, tilt the whole shebang until the sundial indicated: "March 21st..." then find a copy of Ed Mazria's 1979 "The Passive Solar Energy Book" and see what it took to demonstrate a design to a client. After you showed the customer the drawings and photographs, (once you got prints back from the drugstore)... they'd hate something and literally, back to the drawing board, build a new cardboard model... wait for a sunny day... sheesh! Get a copy of Google SketchUp 8 Pro, Brother Chopra's "Google SketchUp 8 for Dummies" and you can bask in the sunshine, anytime.

I am a very experienced design engineer who knows Autodesk Inventor, Pro/E, and UG. I was hoping Sketchup would be a nice alternative to use at home, but I just could not get into it. The book makes it all sound so easy and fast, but it is a bassackwards program that is clunky and frustrating. I think the book sugar coats how clunky the program really is. Like I said, I am an experienced design engineer. I have designed parts on just about every major car on the road today, but I could not get into Sketchup or the book.

Like most of Sketchup users probably, I just decided to jump in and give it a try based on the intuitive nature of the program, to see how far I would get. This approach has its pros and cons, as in everything, but as a person with little patience I dont really like to go thru manuals first, and then try; just do it and see where it stops. What it resulted in for me, was, apart from a complete in- and outside model as well as a walk-thru animation; a list of questions of things I kept running into. It was then that I started to look into this book, and was able to very quickly locate answers to, or parts of the book that related to, my questions ! This creates more confidence to keep on going with the program. In short; a valuable resource, when doing it on your own just leads to less than best or plain wrong practices, or seemingly 'insolvable' problems/questions ! Definitely recommend this one !

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