

SketchUp Guide, Part II

Once you start using SketchUp you may want to do more than just look at SketchUp plans and templates. You may want to make some changes to an existing design or template or even design your own project from scratch.

Here are a few hints to get you off on the right track. After teaching SketchUp classes at Woodcraft for the last eight years I have found that the problems new SketchUp users experience most often fall into one or more of the following areas.

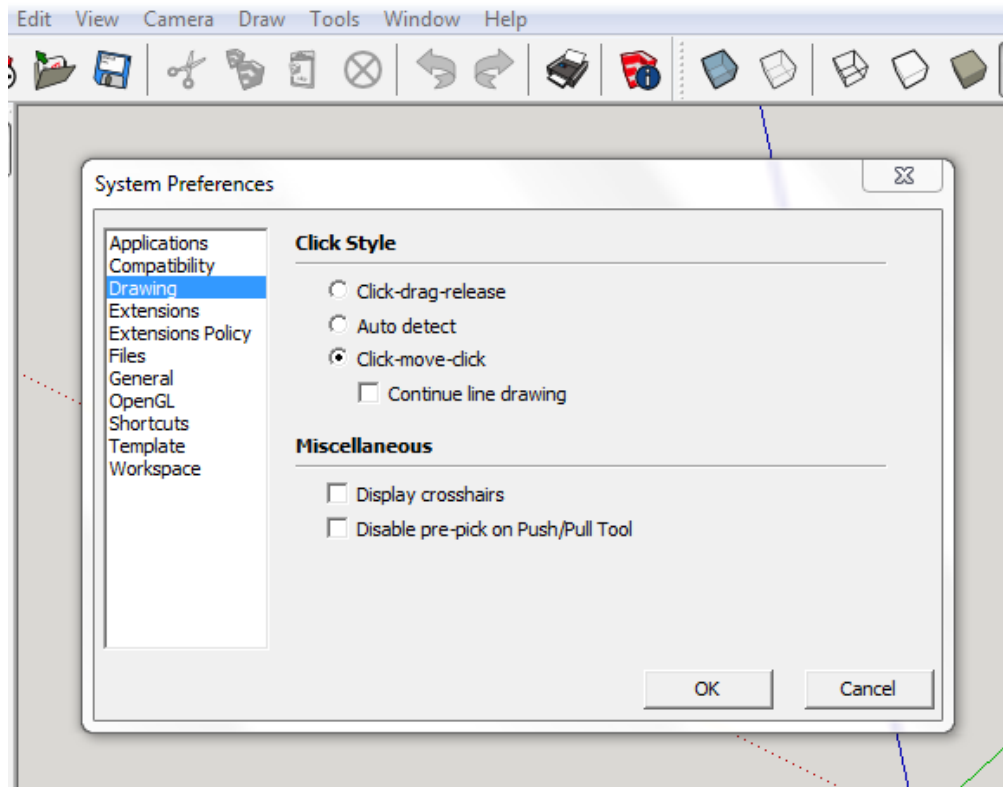
1. Zoom, Orbit and Pan - Knowing how to comfortably use Zoom, Orbit and Pan is very important. If you are not adept at these commands re-read the prior download, *Get started with SketchUp* and spend some time practicing. Your time will be well spent.

2. Drawing a Line - Begin by selecting the **PENCIL** icon which looks like:



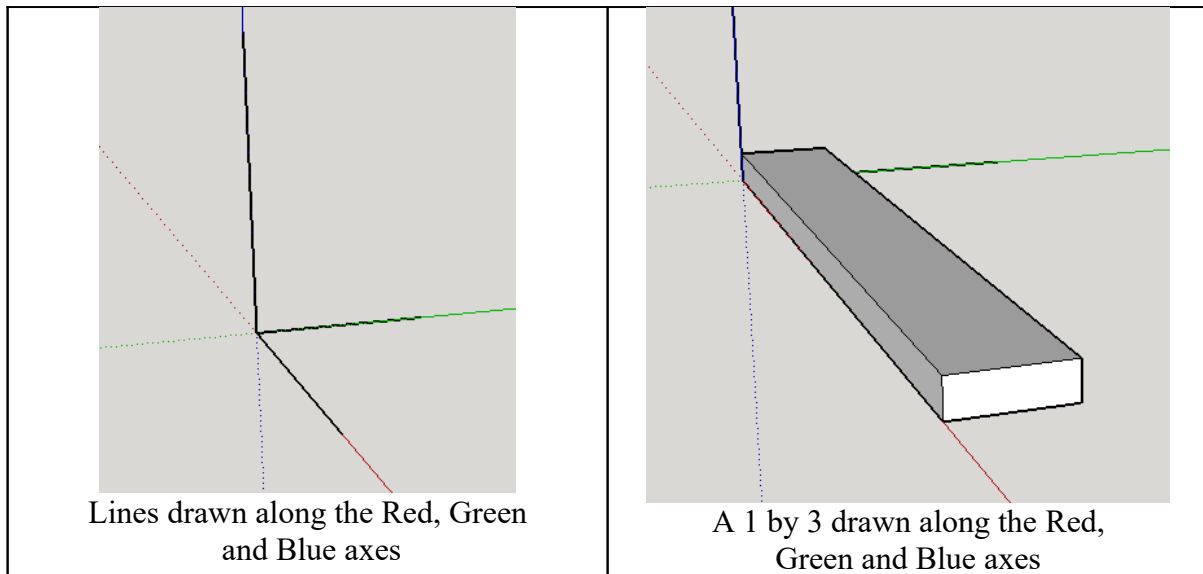
There are multiple ways to draw lines in SketchUp but I find the easiest for new users is with “**Click-move-click**”. Move your cursor (the pencil) to the point where you want the line to begin and **click** the left mouse button, then **move** your cursor to where you want the line to end and then do a left **click** again.

To change to “**Click-move-click**” or to ensure that you are in “**Click-move-click**” mode go to **Window - Preferences** and highlight **Drawing**.



Ensure that **Click-move-click** is selected and that **Continue line drawing** is **NOT** selected.

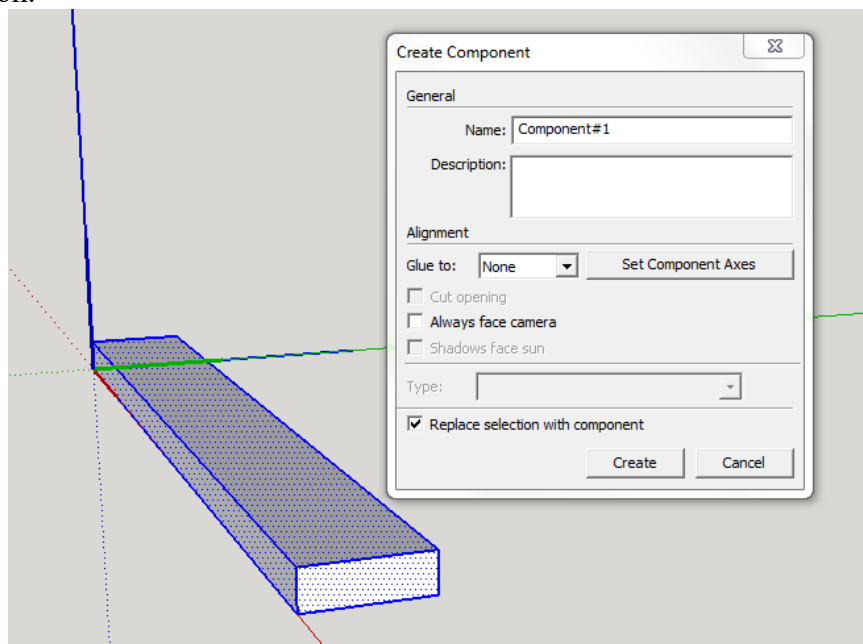
3. When drawing lines you will find it more forgiving as well as more intuitive to draw lines parallel to one of the 3 axes. For example when starting a drawing use the origin (the point where the axes meet) as your beginning point and draw your line along one of the axes. Very likely not all of the lines in your drawing will be parallel to an axis (unless you are drawing a workbench) but it is a good way to begin each new drawing.



4. Once you have drawn a solid (for example a 1 by 3) make it a Component. And continue in turn to make each additional unique solid a Component. The best way to remember to make each solid a Component is to not do it and experience for yourself the trouble you run into. To create a Component, quickly triple **left** click on the solid using the black arrow, the **SELECT** icon. This will "select" the solid.



The selected solid (the 1 by 3) will light up in blue. Then a **right** click will display a menu. **Left** click on Create Component. Name it if you wish and then **left** click on the Create button.



Stay tuned! More SketchUp tips are on the way.