Google SketchUp Basics

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When you first open SketchUp, you will have to select a template. This will set your units and increments and determine which features are displayed in your model.

To access additional toolbars such as the Large Tool Set, Layers, Standard, Styles, Views, and Warehouse, click **View > Toolbars**, and check the ones you would like to display. To display additional information about your model, choose **Window > Default Tray**.
To begin your model, select a shape tool and click and drag along an axis.

After drawing a shape, type the dimensions on the keyboard to specify the size.

Use the Pan tool to navigate your model. Clicking and dragging with the pan tool will move the model on the page. Clicking the center mouse button or scroll wheel will access the Orbit tool that will rotate your model.
Additional shapes can be added to your model using the shape tool. Shapes will snap to various points on your model such as the edges, endpoints, and midpoints.

To join these shapes together, select the line between the shapes and press delete on the keyboard, or use the **Eraser** tool to remove the line.
After drawing a ground plan, the **Offset** tool can be used to create a perimeter around the ground plan.

Once this is added, the **Push/Pull** tool can be used to add depth to your model.

As with the shape tools, you can type a measurement on the keyboard so specify a dimension.
Guides can be added using the **Tape Measure** tool. Click and drag from an existing plane and type a value on the keyboard if you need a specific placement.

The **Push/Pull** tool can also be used to create doorways and windows. Draw a shape on the outside of your model, and push inward until it snaps to the inside edge.
SketchUp has a number of built-in materials that can be applied to the model using the **Paint Bucket** tool.

The SketchUp community also has a number of models that have already been created. To access these, go to **File > 3D Warehouse > Get Models**.
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