# Goal Tracker: Learning SketchUp

## From Amelon

Goal Tracker: Reading

## Contents

## Pointers

- SketchUp
- My SketchUp notes
- http://sketchup.google.com/training/videos.html
- Book: SketchUp for Dummies

## Goal Tracker

### January 2009: 1 SketchUp drawing (Success on 2009-01-19: Model of toolbox which I donated to Daiku Dojo)

- 2009-01-05 Spent 2+ hours learning SketchUp basics (startup tips, online video)
- 2009-01-06 Spent 1 hour watching the video. Drew a chair. Felt very sleepyzzzzzz.... Went

straight to sleep right after I quit the lesson.

- 2009-01-07 Spent 1+ hour watching the video. Did some lab exercises.
- 2009-01-08 Spent 1+ hour going through chapter 1-3 of SFD.
- 2009-01-09 Spent 1+ hour going through part of chapter of SFD.
- 2009-01-10 Spent 1+ hour with SFD. Got to page 94. Created a basic floor plan with walls.
- 2009-01-11 (Sunday) Completed ch. 4 of SFD. It was mostly about building roofs. Rather complicated but I learned a great deal today. Saved all exercises up to this point to Media:Vui_building1.skp.
- 2009-01-12 Spent 2+ hours reading SFD. Got to page 132 - learning about Components. Also installed SketchUp 7. I have 2 versions running on my machine - 7 and 6.
- 2009-01-13 Spent 1 hour reading. Completed ch. 5 of SFD. I stopped at p. 151. It's a lot of information about Components, a type of Groups. Good stuff.
- 2009-01-14 Spent 2 hours reading/exercise. Completed ch. 6 of SFD. Stopped at p. 183. Starting to forget old lessons. Need more practice...
- 2009-01-15 Spent 1+ hour reading up to p. 197 of SFD. Also did a bit of lab work.
- 2009-01-16 Spent 1+ hour reading. SFD: ch. 7 through 5 (p. 168-378) are not that useful to beginners since their focus is beyond the SketchUp features for building a model. I can revisit them sometimes later. I'm skipping to ch. 16. At this time, I'm done with SFD. I need to spend more time building models and learning through the application.
- 2009-01-17 Spent 2+ hours in the evening modeling the toolbox. I managed to create a panel with the tail part for the dovetails. If I were to look back, this has got to be a defining moment to me making progress with SketchUp. I've learned the basic features but this was the moment I put them all to use to build my model. Once I started, it started flowing very nicely (it's still hard, mind you). I learned more and more, and things started to make a lot of sense.
- 2009-01-18 Sunday Spent 5+ hours modeling the rest of the toolbox. Creating the matching pins for the dovetails was easier than I thought using the Pull tool and then Intersect to delete. Creating the nail holes and inserting the nails were tedious work which took much longer than I expected. Everything else was pretty straightforward.
- 2009-01-19 I completed the toolbox model at 2am in the morning. Took PTO today. Spent 1+ hours researching parts explosion. There seems to be only 1 commercial option for $20. I don't need it badly. I guess I'll do it manually in the meantime.
  - Viewed The Sketchup Show #46: Tool Series, The Circle Tool (http://www.go-2-school.com/podcasts/046) . Very good instructional video.
  - Viewed The Sketchup Show, Episode 45 - Tool Series, The Pencil Tool (http://www.go-2-school.com/podcasts/045) .
  - Viewed The Sketchup Show #1: Model a Lantern. Learned about the shortcut for X-ray mode, also how to create keyboard shortcuts.
  - Viewed The Sketchup Show #2: Three Great Plugins. Learned how to install Ruby script plugins for SketchUp.
  - Viewed The Sketchup Show #3: Digital Woodworking. It shows how SketchUp can be used for designing furniture. A really neat example is how to use Component to create a mirror image of the cabinet doors, then use the Rotate tool to open/close both doors. Really cool.
  - Viewed The Sketchup Show #8: MacWorld 2007, Google releases LayOut. LayOut is in the Pro version and has some really nice presentation features.
  - Viewed The Sketchup Show #10: Setting Keyboard Shortcuts & Working with Large Files.

If your file has over 22K of polygons, then performance will really degrade. An option to use is Window -> Model Info -> Components -> Fade rest of model (check Hide).
  - Viewed The Sketchup Show #12: The 'Camera' Tools. Window -> Scene and View -> Animation are useful. 'Position Camera' tool sets the view setting (you can also specify user's height). Camera -> Field of View is set to 35-degree. Human's field of view is about 50-degree.
- 2009-01-20 Spent 1+ hours watching videos on go-2-school.
  - Viewed The Sketchup Show #39: Architect Profile - Michelle Kaufmann.
  - Viewed The SketchUp Show# 37, SketchUp Got Styles (http://www.go-2-school.com /podcasts/037) .
  - Viewed The Sketchup Show #44: Tool Series, The Rectangle Tool (http://go-2-school.com /podcasts/044) . Drawing rectangles in X-ray mode is interesting!
  - Viewed The Sketchup Show #43: Tool Series, The Select Tool (http://www.go-2-school.com/podcasts/043) . Cool. Learned a few useful things.

**Here**

- Took breaks for some time after I got the model for the toolbox built.
- 2009-01-26 Spent 45 min or so playing with SketchUp, exploring various options/features.

## February 2009: 1 SketchUp drawing

## March 2009: 1 SketchUp drawing

## April 2009: 1 SketchUp drawing

## May 2009: 1 SketchUp drawing

## June 2009: 1 SketchUp drawing

## July 2009: 1 SketchUp drawing

## August 2009: 1 SketchUp drawing

## September 2009: 1 SketchUp drawing

## October 2009: 1 SketchUp drawing

## November 2009: 1 SketchUp drawing

## December 2009: 1 SketchUp drawing

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