

Supercharge SketchUp With Bob Lang August 10-11, 2019

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Visit Bob's website: [tps://readwatchdo.com](https://readwatchdo.com)

Thank you for your interest in this year's SketchUp class. It will be an interesting and entertaining weekend, and I will do everything I can to make sure that you leave the class with a sense of accomplishment and the ability to use this amazing design, planning and problem-solving tool. This class is intended for those with some SketchUp experience. If you are brand new to 3D modeling, you should sign up for the "SketchUp Basics" May 18—19, 2019. If you have any questions about which class to take, e-mail the instructor with your concerns.

What To Bring:

- Your own computer. A laptop or if you want to bring a desktop, you can.
- A three-button scroll wheel mouse. This is absolutely essential for working efficiently in SketchUp. If you're working with a Mac, you can get by with an Apple mouse, but I don't recommend it. Don't buy a fancy mouse with built-in extra functions; just get the least expensive mouse in the store with a left and right button and a scroll wheel.
- You should have some experience with using SketchUp, either from a previous class or on your own. It's okay if you're struggling with 3D modeling, this class will get you beyond that. You do need to be familiar with basic concepts and procedures in SketchUp.
- Might be nice to have a notebook or recorder for taking notes.
- You don't need to have SketchUp Pro to take this class. The latest free version of SketchUp, SketchUp Make 2017 is fine. It is still available to download at:

<https://www.sketchup.com/download/all>

What to Expect:

- My computer will be connected to a projector, so that the entire class can see what should happen. Students share tables in the classroom. There is plenty of space to spread out, and power to each table. Wireless internet access is available, and we will use it during the class.
- I believe the best way to learn is by doing; so much of the class time will be guided hands-on work on your own computer. I will explain a procedure or technique for 15 or 20 minutes and then students will practice that technique. During the practice time, I will be answering questions and showing students one-on-one what to do.
- We will take a 10-15 minute break mid-morning and midafternoon to stretch our legs.

Here is a basic outline of the topics we will cover, in order. A detailed outline will be available in class. By the end of the weekend everyone will be working on a project of their choice and design. Bring your questions, problems and concerns. We usually spend most of the second day on student topics.

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1. Quick review of SketchUp
 - a. Navigation and basic commands
 - b. The nature of "stuff" in SketchUp
 - c. Keeping control of the model.

2. Structural details
 - a. Making common woodworking joints
 - b. Making complex woodworking joints
 - c. Curved and tapered parts

3. Decorative details
 - a. Simple molding profiles and turned parts

4. Gathering information from the model
 - a. Dimensions and notes
 - b. Generating part and cut lists
 - c. Planning work sequences
 - d. Printing model views

5. Design types and their methods
 - a. Conceptual modeling-deciding what it will look like
 - b. Engineering-deciding how it will be made
 - c. Degrees of detail

Thanks again for your interest in this class. If you have any questions before the class, my e-mail address is: boblang@cinci.rr.com

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