

Sketchup Guide Pratique 3e A C D

A practical guide to SketchUp addressing the specific needs of interior designers. Already a common and popular tool for architects and interior designers, SketchUp is increasingly finding a place in the professional workflow of interior designers. SketchUp for Interior Design is a practical introduction for interior designers and students who want to learn to use the software for their unique needs. The book covers the basic models before showing how to create space plans, model furniture, cabinetry, and accessories, experiment with colors and materials, import manufacturers' models into project plans, and create final presentations and animated walk-throughs for clients. Each chapter includes clear explanations and helpful illustrations to make this an ideal introduction to the topic. Includes downloadable sample models and 39 tutorials. Features sample questions and activities for instructors and additional online resources for students and self-learners. Provides instructions for SketchUp in both PC and Mac formats.

Recent years have seen major changes in the approach to Computer Aided Design (CAD) in the architectural, engineering and construction sector. CAD is increasingly becoming a standard design tool, facilitating lower development costs and a reduced design cycle. Not only can a designer model designs in two and three dimensions but also to model other dimensions, such as time and cost into designs. Computer Aided Design Guide for Architecture, Engineering and Construction provides an in-depth explanation of all the common CAD terms and tools used in the sector. It describes each approach to CAD with detailed analysis and practical examples. Analysis is provided of the strength and weaknesses of each application for all members of the project team, followed by review questions and further tasks. Coverage includes: 2D CAD 3D CAD 4D CAD modelling Building Information Modelling parametric design, virtual reality and other areas of future expansion. With practical examples and step guides, this book is essential reading for students of design and construction, from undergraduate level onwards.

Makerspaces, sometimes also referred to as hackerspaces, hackspaces, and fablabs are creative, DIY spaces where people can gather to work and learn. In libraries they often have 3D printers, software, electronics, craft and hardware supplies and tools, and more. Makerspaces are increasingly popular in both public and academic libraries as a new way to engage patrons and add value to traditional library services. This book shows you how you can create a makerspace within your own library through this step-by-step guidebook. From planning your innovation center to hosting workshops, guest lectures, and social events in your new lab, Makerspaces in Libraries provides detailed guidance and best practices for creating an enduring, community driven space for all to enjoy and from which both staff and patrons will benefit. This well researched, in-depth guide is for libraries of all sizes seeking to implement the latest technologies and bring fresh life and engaging programming to their libraries. Highlighted best practices include: budgeting and business planning for a library makerspace, creating operational documents, tools and resources overview, and international case studies, becoming familiar with 3D printers through practical printing projects (seed bombs), how to get started with 3D printing (illuminate your library with a LED ambient mood light), how to host a FIRST Robotics Team at the library, how to develop hands-on engineering projects for senior makers (Squishy Circuits), and how to host a Hackathon and build a coding community.

Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction and project management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated

implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this information on the ways in which professionals should use BIM to gain maximum value. New topics such as collaborative working, national construction clients, BIM standards and guides. A discussion on how various professional roles have expanded through the widespread use of BIM. Avenues of BIM practices and services. A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of contexts. Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

Rendering in SketchUp

Makerspaces in Libraries

SketchUp for Interior Design

Guide pratique

Real World Google SketchUp 7

Component-Based Modeling, Plugins, Rendering, and Scripting

Discover the secrets of the Google SketchUp with the 16 real-world professional-level projects including parks, structures, concept art, and illustration. Google SketchUp Workshop includes all the wide variety of projects that SketchUp can be used for: architectural visualization, landscape design, video game and film conception, and more. SketchUp masters in every field will get you up to speed in this agile and intuitive software and then show you the real uses with through projects in architecture, engineering, and design.

If you want to learn to create 3-D models using Google SketchUp, this Missing Manual is the ideal place to start. Filled with step-by-step tutorials, this entertaining, reader-friendly guide will have you creating detailed 3-D objects, including building plans, furniture, landscaping plans -- even characters for computer games -- in no time. Google SketchUp: The Missing Manual offers a hands-on tour of the program, with crystal-clear instructions for using every feature and lots of real-world examples to help you pick up the practical skills you need. Learn to use the basic tools, build and animate models, and place your objects in Google Earth. With this book, you will: Learn your way around the SketchUp workspace, and explore the differences between working in 2-D and 3-D. Build simple 3-D shapes, save them as reusable components, and use SketchUp's Outliner to show or hide them as you work. Tackle a complicated model building with lots of detail, and discover timesaving tools for using many components. Animate the model by creating an interior walkthrough of your building. Dress up your model with realistic material shading and shadows, and place it in Google Earth. It's easy to get started. Just download the program from Google.com, and follow the instructions in this book. You'll become a SketchUp master in a jiffy.

Annotation Creating video game environments similar to the best 3D games on the market is now within the capability of hobbyists for the first time, with the free availability of game development software such as Unity 3D, and the ease with which groups of enthusiasts can get together to pool their skills for a game project. The sheer number of these independent game projects

springing up means there is a constant need for game art, the physical 3D environment and objects that inhabit these game worlds. Now thanks to Google there is an easy, fun way to create professional game art, levels and props. Google SketchUp is the natural choice for beginners to game design. This book provides you with the workflow to quickly build realistic 3D environments, levels, and props to fill your game world. In simple steps you will model terrain, buildings, vehicles, and much more. Google SketchUp is the ideal entry level modeling tool for game design, allowing you to take digital photographs and turn them into 3D objects for quick, fun, game creation. SketchUp for Game Design takes you through the modeling of a game level with SketchUp and Unity 3D, complete with all game art, textures and props. You will learn how to create cars, buildings, terrain, tools and standard level props such as barrels, fencing and wooden pallets. You will set up your game level in Unity 3D to create a fully functional first person walk-around level to email to your friends or future employers. When you have completed the projects in this book, you will be comfortable creating 3D worlds, whether for games, visualization, or films.

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.

Layout Essentials

Cartographier une forêt ou un terrain

A Guide to Graphics, Models and Presentation Methods

3D Printing, Rapid Prototyping, and Direct Digital Manufacturing

SketchUp - Guide pratique - 4e éd.

Google SketchUp 7 For Dummies

Vous maîtrisez les bases de SketchUp, acquises grâce au livre SketchUp Guide Pratique ou lors d'une formation ? Alors il est temps de développer vos compétences et de booster votre productivité grâce aux techniques avancées de ce livre. Ciblant principalement le domaine de l'aménagement intérieur et de la décoration, il conviendra à tous ceux qui cherchent à représenter leurs idées en 3D, même les plus folles. Contenu : Modéliser précisément la situation existante et projetée, Installer et utiliser un grand nombre d'extensions, dont beaucoup sont gratuites, Méthodes de modélisation avancées pour réaliser des formes complexes, Méthodes de positionnement, d'orientation et d'espacement d'objets dans l'espace 3D, Création et application de

matières texturées sur des formes complexes, Représenter les éclairages artificiels, Calculer longueurs, surfaces et volumes puis quantifier et évaluer les coûts, Améliorer la qualité de vos documents de mise en page LayOut, Donner du réalisme à vos images à l'aide d'une extension de rendu photographique.

With SketchUp Success for Woodworkers, any woodworker can download SketchUp and be drawing helpful, detailed woodworking plans like a pro in no time at all. An affordable, simple, and powerful 3-D design program, SketchUp can be used to create models and plans for anything a creative mind can imagine, especially simple to elaborate woodworking projects and plans. After many years of using SketchUp, David Heim, an expert woodworker and writer, has developed a simple set of rules for success that will guide you in mastering this potent program. With SketchUp Success for Woodworkers, any woodworker can download SketchUp at breakfast and be drawing detailed and useful plans by dinnertime. Easy-to-understand instructions, screen shots, and step-by-step projects make it easy to unleash the valuable benefits of SketchUp to create the models and plans that will transform your woodworking design process and elevate your woodworking output.

A guide for leveraging SketchUp for any project size, type, or style. New construction or renovation. The revised and updated second edition of The SketchUp Workflow for Architecture offers guidelines for taking SketchUp to the next level in order to incorporate it into every phase of the architectural design process. The text walks through each step of the SketchUp process from the early stages of schematic design and model organization for both renovation and new construction projects to final documentation and shows how to maximize the LayOut toolset for drafting and presentations. Written by a noted expert in the field, the text is filled with tips and techniques to access the power of SketchUp and its related suite of tools. The book presents a flexible workflow method that helps to make common design tasks easier and gives users the information needed to incorporate varying degrees of SketchUp into their design process. Filled with best practices for organizing projects and drafting schematics, this resource also includes suggestions for working with LayOut, an underused but valuable component of SketchUp Pro. In addition, tutorial videos compliment the text and clearly demonstrate more advanced methods. This important text: Presents intermediate and advanced techniques for architects who want to use SketchUp in all stages of the design process Includes in-depth explanations on using the LayOut tool set that contains example plans, details, sections, presentations, and other information Updates the first edition to reflect the changes to SketchUp 2018 and the core functionalities, menus, tools, inferences, arc tools, reporting, and much more Written by a SketchUp authorized trainer who has an active online platform and extensive connections within the SketchUp community Contains accompanying tutorial videos that demonstrate some of the more advanced SketchUp tips and tricks Written for professional architects, as well as professionals in interior design and landscape architecture, The SketchUp Workflow for Architecture offers a revised and updated resource for using SketchUp in all aspects of the architectural design process.

Written with a fast-paced but friendly and engaging approach, this Packt Beginner's Guide is designed to be placed alongside the computer as your guide and mentor. Step-by-step tutorials are bolstered by explanations of the reasoning behind what you are doing. You will quickly pick up the necessary skills, tips, and tricks for creating successful SketchUp visualizations with practical examples that help you to learn by experiment and play. This book is suitable for all levels of Sketchup users, from amateurs right through to architectural technicians, professional architects, and designers who want to take their 3D designs to the next level of presentation. SketchUp for Architectural Visualization is also particularly suitable as a companion to any architectural design or multimedia course, and is accessible to anyone who has learned the basics of SketchUp.

3D Printing with SketchUp

Beginner's Guide : Create Stunning Photo-realistic and Artistic Visuals of Your SketchUp Models

The Complete Guide to Sketchup Pro: All You Need to Know for Mastering Sketchup Pro, Using the Power of Extension and Layout

14 Simple Toy Designs to Get You Started

From Modeling to Presentation for Architecture, Landscape Architecture, and Interior Design
SketchUp to LayOut

Conçu à l'origine pour les architectes et les designers, SketchUp est un logiciel de dessin en 3D simple, rapide et intuitif. L'objectif de cet ouvrage est d'apprendre par l'exemple. Les fonctions essentielles de SketchUp sont expliquées à l'aide d'exemples concrets couvrant une grande variété d'utilisations, et réalisables avec la version gratuite de SketchUp. Cette nouvelle édition prend en compte les nouvelles fonctionnalités de SketchUp 2018. La quasi-totalité du contenu du livre reste valide pour les versions précédentes.

The site designer's guide to SketchUp's powerful modeling capabilities SketchUp for Site Design is the definitive guide to SketchUp for landscape architects and other site design professionals. Step-by-step tutorials walk you through basic to advanced processes, with expert guidance toward best practices, customization, organization, and presentation. This new second edition has been revised to align with the latest software updates, with detailed instruction on using the newest terrain modeling tools and the newly available extensions and plug-ins. All graphics have been updated to reflect the current SketchUp interface and menus, and the third part of the book includes all-new content featuring the use of new grade and terrain extensions. Developed around the needs of intermediate professional users and their workflows, this book provides practical all-around coaching on using SketchUp specifically for modeling site plans. SketchUp was designed for usability, with the needs of the architect, industrial designer, and engineers at center stage. This book shows you how the software's powerful terrain and grade functions make it an ideal tool for site designers, and how to seamlessly integrate it into your workflow for more efficient design and comprehensive planning. Master the SketchUp basics, navigation, components, and scripts Turn 2D sketches into 3D models with volume, color, and material Create detailed site plans, custom furnishings, gradings, and architecture Learn sandbox tools, organization strategies, and model presentation tips SketchUp has undergone major changes since the publication of this guide's first edition, with its sale to Trimble Navigation bringing about a number of revisions and the availability of more immediately useful features. SketchUp for Site Design shows you how to harness the power of this newly expanded feature set to smooth and optimize the site design workflow.

In recent years, 3D printers have revolutionized the worlds of manufacturing, design, and art. As the price of printers drop and their availability increases, more people will have access to these remarkable machines. A Beginner's Guide to 3D Printing is written for those who would like to

experiment with 3D design and manufacturing, but have little or no technical experience with the standard software. Professional engineer Mike Rigsby leads readers step-by-step through fifteen simple toy projects, each illustrated with screen caps of Autodesk 123D Design, the most common free 3D software available. The projects are later described using Sketchup, another free popular software package. The toy projects in A Beginner's Guide to 3D Printing start simple-a domino, nothing more than an extruded rectangle, a rectangular block-that will take longer to print than design. But soon the reader will be creating jewel boxes with lids, a baking-powder submarine, interchangeable panels for a design-it-yourself dollhouse, a simple train with expandable track, a multipiece airplane, a working paddleboat, and a rubber band-powered car. Finally, readers will design, print, and assemble a Little Clicker, a noise-making push toy with froggy eyes. Once trained in the basics of CAD design, readers will be able to embark on even more elaborate designs of their own creation. Mike Rigsby is a professional electrical engineer and author of Doable Renewables, Amazing Rubber Band Cars and Haywired. He has written for Popular Science, Robotics Age, Modern Electronics, Circuit Cellar, Byte, and other magazines.

A newly updated and comprehensive guide to all aspects of visual design From doing a quick sketch to producing a fully rendered model, the ability to create visual representations of designs is a critical skill for every designer. Interior Design Visual Presentation, Fifth Edition offers thorough coverage of interior design communication used throughout the design process, complete with a broad range of real-world examples. This fully updated handbook presents a full range of styles and techniques used for interior design visual communication, from hand drawing to 3D computer modeling. Its accessible, how-to approach guides you through a variety of methods for executing creative and successful design graphics, models, and presentations. Recognizing the ongoing proliferation of digital tools for visual representation, this edition provides the latest information on software used in presentation such as Photoshop, and SketchUp, and covers the integration of Revit, and AutoCAD generated content into design presentations. • Covers all aspects of visual design and presentation for interior designers • Includes color illustrations that feature a wide range of project types including residential, healthcare and public projects, designed to highlight step-by-step instructions • Provides a discussion of incorporation of 3D digital models into presentations including use in virtual reality, and expanded information on scale models including a discussion of 3D printing • Includes a companion website for instructors, featuring PowerPoint lecture slides and an instructor's manual From traditional to cutting-edge techniques, Interior Design Visual Presentation, Fifth Edition gives students and

professionals alike the tools to give life to their design vision.

Practical Recipes and Essential Techniques

Modeling Buildings, Visualizing Design, and Creating Construction Documents with SketchUp Pro and LayOut

Google Sketchup for Game Design

SketchUp For Dummies

SketchUp for Builders

Google SketchUp Workshop

The only comprehensive SketchUp guide written for builders and contractors SketchUp is a 3D modeling application used in areas ranging from civil and mechanical engineering to motion picture and video game design. Three-dimensional modeling is of obvious value to the building industry—yet resources for transforming architectural designs into reality is surprisingly limited. SketchUp for Builders is the first comprehensive guide designed specifically for builders and contractors, providing step-by-step instructions on incorporating 3D modeling into all phases of the construction process. Author John Brock draws from his 30 years of experience as a custom home designer and builder to provide practical advice on how to understand what you are building before it is built. This valuable guide demonstrates how to eliminate cost overruns, construction delays, and design flaws by integrating SketchUp modeling into your workflow. Emphasizing real-world practicality, this book covers all of the essential components of modeling a 3D construction project, from SketchUp fundamentals and object basics to importing construction drawings and increasing project efficiency with extensions and plugins. All phases of construction are clearly explained, including foundations, walls and floor systems, roof and mechanical systems, and exterior and interior finishes. Supplies a constructability process for efficient and cost-effective build projects Offers step-by-step guidance for creating construction documents, renderings, animations, virtual reality tours, and more Integrates SketchUp into all stages of the construction process Provides access to resources such as web tutorials, blogs, and the online SketchUp community Demonstrates how to generate construction documents with accompanying Layout software SketchUp for Builders: A Comprehensive Guide for Creating 3D Building Models Using SketchUp in an indispensable source of information for contractors and builders, architects, interior designers, landscape architects, construction professionals, and anyone seeking to create 3D models of the design and construction process.

The 2nd edition of Chopra's Google SketchUp provides key pedagogical elements, which help prepare readers for the workforce. The content provides real-world and applied material including better PowerPoint presentations and how-to animations. Additional features include updated content to reflect software upgrades and market use; new pedagogy elements and interior design; and more robust resources that will are

appropriate for different users of Google Sketch. The book also addresses the similarities between the adapted title, Google SketchUp 8 for Dummies, and Google SketchUp 2. This includes a title that contains the core content and basic software how-to from For Dummies; revised TOC to reflect the course; and new material developed/written by writer and academic advisors/reviewers. This edition goes beyond the basic software use to teach on portions of SketchUp.

*The sure way for design professionals to learn SketchUp modeling and rendering techniques Rendering In SketchUp provides instructions for creating 3D photoreal graphics for SketchUp models using integrated rendering programs. The book serves as a beginner rendering manual and reference guide to further develop rendering skills. With an emphasis on step-by-step process, SketchUp users learn a universal approach to rendering varied SketchUp projects, including architecture, interiors, and site design models. The book focuses on tasks and principles at the core of photorealistic rendering, including: Rendering process: Learn a step-by-step process focused on workflow within SketchUp's familiar workspace. Universal method: Understand how the process can be used to work with a variety of different integrated rendering programs, including Shaderlight, SU Podium and Twilight Render**. These programs are easy to learn and function in SketchUp. > Textures and materials: Discover how to obtain, apply and edit texture images representing surfaces. Component details: Learn how to acquire and organize model details to allow for rich, expressive settings while maintaining computer and SketchUp performance. Exterior and simulated lighting: Learn to set exterior lighting with the SketchUp's Shadow menu or illuminate a scene with simulated lights, lamps, and bulbs. Render settings: Use specific settings for various rendering programs to quickly set texture character, image quality, and graphic output. Computer specifications: Find out how computers produce renders and the type of computer hardware required to streamline the process. Photoshop post-processing: Learn how to further refine rendered images in Photoshop. **Free online chapters: The book reviews specific settings for SketchUp and the rendering plug-in Shaderlight. Given the ever-changing nature of technology, free, online accompanying chapters detail settings for additional integrated rendering programs including SU Podium, Twilight Render, and more.*

Conçu à l'origine pour les architectes et les designers, SketchUp est un logiciel de dessin en 3D simple, rapide et intuitif. L'objectif de cet ouvrage est d'apprendre par l'exemple : les fonctions essentielles de SketchUp sont expliquées à l'aide d'exemples et d'exercices concrets couvrant une grande variété d'utilisations. La quasi-totalité des exercices présentés sont réalisables avec SketchUp Make, la version gratuite. Contenu : L'installation et la présentation de SketchUp. Les outils de base de dessin, de construction et de modification. Le placement des matières colorées et texturées. L'utilisation des groupes et des composants. Le géopositionnement et l'orientation du modèle. L'importation de plans CAO (au format DWG) et la production d'images animées. La modélisation étape par étape d'une villa, de l'enveloppe extérieure jusqu'à l'aménagement du jardin et des espaces intérieurs en passant par la création de meubles.

The SketchUp Workflow for Architecture

The essential guide to creating construction documents with SketchUp Pro & LayOut.

A Guide to Building Information Modeling for Owners, Designers, Engineers, Contractors, and Facility Managers

Sketchup Success for Woodworkers: Four Simple Rules to Create 3D Drawings Quickly and Accurately

Google SketchUp: The Missing Manual

Google SketchUp and SketchUp Pro 7 Bible

A guide to using Google SketchUp for creating three-dimensional models, covers such topics as creating custom templates, importing CAD files, creating components, mastering scenes, and exporting graphics.

This book is a practical tutorial, packed with real-world case studies to help you design models that print right the first time. If you are familiar with SketchUp and want to print the models you've designed, then this book is ideal for you. You don't need any experience in 3D printing; however, SketchUp beginners will require a companion book or video training series to teach them the basic SketchUp skills.

“... the book is wonderfully illustrated with full color and descriptive images that complement each tutorial or exercise. Alex’s teaching background really rings through as every item is nicely structured and very informative. Overall Alex’s book is a winner. Well structured, illustrated and most of all easy to read and understand. While the overall theme is based in architecture, the techniques can be applied to any discipline and the wide range of topics covered are excellently delivered.” -Richard O’Brien, CatchUp Editor, the official SketchUcation newsletter

The one-stop guide to SketchUp for architects, designers, and builders SketchUp is the tool of choice for architects, interior designers, and construction professionals. Though the basics are simple to understand, getting the most out of it requires deeper instruction and guidance. Architectural Design with Google SketchUp uses easy-to-understand tutorials to describe both common and advanced process, illustrated throughout with full-color renderings. Handy sidebars throughout the book cover fundamentals and background information End-of-chapter exercises help readers master new skills and techniques A robust companion website includes helpful videos, sample files, and plug-ins

Design almost anything in 3D with SketchUp Whether you've dabbled in drawing in 3D or are interested in learning the basics of design, SketchUp For Dummies makes it fast and easy to learn the ropes of a powerful, user-friendly tool to bring your design ideas to life. From creating a basic 3D model to showing off your work via 3D print or animation, this all-access guide pulls back the curtain on using SketchUp to do anything from redesigning your house to mocking up the next great invention. With an emphasis on usability, SketchUp has found very wide success as a tool even non-designers can use to make basic drawings. And now, thanks to the

insight and expert tips from former SketchUp product director Aidan Chopra and co-author Rebecca Huehls, this easy-to-follow guide makes it more accessible than ever! Create buildings and components Alter the appearance of your model Tour your designs via SketchUp Get quick tips on troubleshooting If you're a designer with sketchy computer modeling skills, SketchUp For Dummies is the trusted reference you'll turn to again and again.

Encyclopedia of Information Science and Technology, Third Edition

Additive Manufacturing Technologies

SketchUp 7.1 for Architectural Visualization

SketchUp

Computer Aided Design Guide for Architecture, Engineering and Construction

Pour les architectes d'intérieur et les décorateurs

Concevoir un plan 3D pour y aménager un parc de loisir, un accrobranche, une maison? Vous avez besoin d'un avant-projet concernant un terrain pour dresser des plans en 3 dimensions et réaliser votre rêve? Vous n'avez pas les moyens ni l'envie de faire appel à des professionnels et voulez prendre les mesures vous-même? Découvrez une méthode simple, pas à pas, qui vous permettra d'effectuer les mesures nécessaires: vous aurez besoin d'une boussole, d'un clinomètre et d'un peu de matériel. Vous apprendrez comment utiliser les fonctions de base du logiciel SketchUp pour créer un nuage de points et un terrain avec des textures pour un rendu 3D optimal. Découvrez des petits livres faciles et pas chers qui vont vous aider à faire entrer la Nature dans votre quotidien! Nous avons plus d'une décennie d'expérience dans la conception et la construction de parcours acrobatiques en hauteur (accrobranche). Nous avons développé une méthode simple qui vous permettra d'obtenir des plans 3D de bonne qualité :-)

Nous souhaitons partager avec vous nos connaissances utiles et nos astuces qui vous aideront à faire d'importantes économies. Vous allez découvrir des petits livres pratiques utiles, toujours à portée de main :-)

N ° 10 - Cartographier une forêt ou un terrain Dans ce numéro nous allons voir comment cartographier des arbres ou des piquets répartis sur un terrain dénivelé et retranscrire ce "nuage de points" sur un logiciel de modélisation 3D gratuit. Qu'allez vous trouver dans ce "Nature Passion"? notions de géométrie et coordonnées polaires liste du matériel nécessaire méthodologie complète (illustrations et tableaux) introduction à l'utilisation du logiciel SketchUp création de textures Alors, êtes vous prêt(e) à cartographier vous-même votre terrain? On y va! Amicalement, Cristina & Olivier Rebiere

This book covers in detail the various aspects of joining materials to form parts. A conceptual overview of rapid prototyping and layered manufacturing is given, beginning with the fundamentals so that readers can get up to speed quickly. Unusual and emerging applications such as micro-scale manufacturing, medical applications, aerospace, and rapid manufacturing are also discussed. This book provides a comprehensive overview of rapid prototyping technologies as well as support technologies such as software systems, vacuum casting, investment casting, plating, infiltration and other systems. This book also: Reflects recent developments and trends and adheres to the ASTM, SI, and other standards Includes chapters on automotive technology, aerospace technology and low-cost AM technologies Provides a broad range of technical questions to ensure comprehensive understanding of the concepts covered

The SketchUp to LayOut book is the essential guide for woodworkers, carpenters, architects, contractors, builders, and designers who already know the basics on how to use SketchUp, but are looking to create stunning presentations to visualize their ideas with their clients

using LayOut. Learn the workflow for creating models specifically for LayOut Before you even begin modeling that first rectangle, you'll need to fully understand which type of model you should be building for LayOut. Don't make the mistake of creating twice the amount of work for yourself because you didn't properly organize your model ahead of time. I'll teach you how to save time and frustration by organizing your model so YOU are in control of how your model viewports look. The entire first half of the book is dedicated to preparing your model for LayOut. From organizational workflow, to scenes and styles. I share with you my 5 point method I use to visualize and prepare every scene I create for LayOut. Not only will you understand exactly what those five points are, you'll learn multiple ways to control them. Using these methods, you will gain complete control over the look of your viewports in LayOut. You will master every aspect of a SketchUp scene and style, to enable you to create impressive presentations and drawings in the least amount of time possible. Is this too advanced for me? This book is designed for construction professionals who don't have any prior experience in LayOut at all. But it's also structured in a way that lets you look up specific tasks or methods without having to read the book cover to cover. I ' ll save you all the time and frustration that I went through when I first learned LayOut by quickly orienting you with the workspace, then jumping right in to creating your own titleblock, inserting SketchUp models, and adding dimensions. You should have some basic knowledge on how to use SketchUp. But if you're just starting out, you'll have complete access to my entire library of tutorials and videos for free on my website to bring you up to speed quickly. Every important aspect of LayOut is explained in the book, with step by step instructions for you to follow along. Learn exactly what you need to know and skip over all the little details you don ' t need to worry about. The book has been updated for 2014 so you'll even learn about the new Auto-Text tag feature, saving you a ton of time on those redundant text edits. You ' ll see REAL examples The sample projects in the book are real projects, not hypothetical meaningless shapes and boxes, so you can see exactly how to apply the concepts you learn in context with the real world. Plus, the SketchUp and LayOut files are included with each book download so you ' ll be able to follow along and discover for yourself how to organize a similar project of your own. The sample projects include a woodworking table project, akitchen project, and a three story house project. At the same time, each step by step instruction can be read and followed independently from the project. So if you need to go back and reference a certain part of the book to learn how to do something specific, you'll be able to do that too. Advanced Techniques I ' ve consulted with many of the best SketchUp gurus in the world! I ' ve hung out with Nick Sonder at the SketchUp basecamp conference. I ' ve interviewed Aidan Chopra, SketchUp evangelist and author of " Google SketchUp for Dummies " , Eric Schimelpfenig from SketchThis.net, and Alexander Schreyer, author of " Architectural Design with SketchUp " . I ' ve also consulted with Mike Brightman, author of " The SketchUp Workflow for Architecture " , Daniel Tal, author of " Rendering In SketchUp " , and many other great SketchUp experts. Adhering to certain layout and grids standards and principles is important for any job from brochures, to annual reports, to posters, to websites, to publications. However, knowing how to bend the rules and make certain grids work for the job at hand takes skill. This book outlines and demonstrates basic layout/grid guidelines and rules through 100 entries including choosing a typeface, striving for rhythm and balance with type, combining typefaces, using special characters and kerning and legibility. These essentials of grid design are critical to the success of any job.

Concevoir simplement un plan 3D pour y aménager un parc de loisir, un accrobranche, une maison

Google SketchUp 8 For Dummies

SketchUp - Guide pratique - 3e éd.

BIM Handbook

Construisez votre maison de A à Z et visitez-la en 3D

Google SketchUp Cookbook

Presented here is a detailed step-by-step guide to building a house model from scratch and transforming it into finished construction documents. Our book contains tips and tricks about how to go from a sketch to fully finished Plans, Sections, Elevations and Details. Each page is painstakingly designed to make it extremely clear how every step works. This course was formulated from years of experience not only using SketchUp in practise but teaching professionals and students from many different backgrounds. Written by an experienced architect who has used SketchUp to design and project many types of jobs from a house extension to commercial office buildings, it has been shaped by extensive practise of design and building. Some of the best professional workflows you'll find anywhere are contained within the course material. Learning the tools is fundamentally important, but more than that we need to understand how tools and settings work together in the most effective way. Structured around a building project which was designed and project managed by the author, the course details all the steps required to construct walls, windows, doors, roof in a professional manner using correct naming procedures. Elements are organised according to best practise. Groups and Components must be correctly located to be truly effective, and a proper method for structuring elements is clearly outlined in a unique, comprehensive graphic. Each concept is clearly documented including Groups, Section Cuts, Styles, Scenes (or Views), Perspectives vs Orthogonal Views. Tools are each used in a challenging context so that the reader gets an in-depth understanding of how each works in practise. Pages are set out using ultra-clear graphics which link each step with a visual reference. Our model is built up in a way that follows the real-life construction process: Walls are laid out at the same time that floor slabs are formed; Windows are put in place inside the wall structure; Internal Walls are constructed and doors are inserted; Finally the roof is created complete with rooflights. The procedure for creating and locating Component Libraries is demonstrated. The model then undergoes a process of Section Cut placement. Scenes (Views) are set up using the Section Cuts; These constitute our Plans, Sections and Elevations. Textures are added to elements. Materials selection and creation is explained in detail. Following on from this is the creation of a construction detail based on the main model. Using a bespoke SketchUp model environment, the formation of a comprehensive 3D detail is illustrated complete with Scenes. Once the model and its views have been prepared, it is then ready to be placed into LayOut, SketchUp Pro's graphics interface. Each Scene is inserted into LayOut, sized and scaled. Notes and graphics are applied using text, callouts, lines. There is a unique section on creating a scaled 2D drawing in LayOut, using the program's vector graphics in a way that is as clear as any 2D CAD program. The Scrapbook Menu is a means of swiftly importing graphics that are both pre-loaded but can also be quickly added to. Procedures for creating our own graphics library is explained. Recommended sizes for text, line weights and dimensions are illustrated. Each menu in LayOut is explained in detail. There are five "Killer Keystrokes" included in the book. These are shortcuts that have a massive impact on modelling time and convenience. Creation of shortcut keys is also explained. In the

introduction section there are explanations of SketchUp's BIM capabilities. Further details are linked on SketchUp.Expert website, and links to BIM use-cases are provided. There is also a critique of 2D CAD and why SketchUp Pro is better to use for traditional CAD work. SketchUp has become the new "de-facto norm" for architecture and design professionals. There is simply no better way to illustrate design while translating into documentation.

A modern, comprehensive, and practical guide to help you master SketchUp. Whether you are looking to learn the basics or hone your skills and get winning tips, The Complete Guide to SketchUp Pro will give you the tools you need. This guide encompasses the entire software, demonstrates the complete set of commands, and is accompanied by examples, exercises, and screenshots. It is adapted to all versions of SketchUp and is suitable for professionals of the extended design community. In this step-by-step guide you will learn: how to incorporate advanced commands how to create an impressive presentation how to export data, while emphasizing the correct and most efficient ways of working in SketchUp Yael Kedem, interior designer, founder, and owner of SketchUp Center in Israel has a rich experience of mentoring thousands of people. In her book, she shares her knowledge to help you make your wild design ideas a simple reality.

Annotation Creating video game environments similar to the best 3D games on the market is now within the capability of hobbyists for the first time, with the free availability of game development software such as Unity 3D, and the ease with which groups of enthusiasts can get together to pool their skills for a game project. The sheer number of these independent game projects springing up means there is a constant need for game art, the physical 3D environment and objects that inhabit these game worlds. Now thanks to Google there is an easy, fun way to create professional game art, levels and props. Google SketchUp is the natural choice for beginners to game design. This book provides you with the workflow to quickly build realistic 3D environments, levels, and props to fill your game world. In simple steps you will model terrain, buildings, vehicles, and much more. Google SketchUp is the ideal entry level modeling tool for game design, allowing you to take digital photographs and turn them into 3D objects for quick, fun, game creation. SketchUp for Game Design takes you through the modeling of a game level with SketchUp and Unity 3D, complete with all game art, textures and props. You will learn how to create cars, buildings, terrain, tools and standard level props such as barrels, fencing and wooden pallets. You will set up your game level in Unity 3D to create a fully functional first person walk-around level to email to your friends or future employers. When you have completed the projects in this book, you will be comfortable creating 3D worlds, whether for games, visualization, or films.

As the first book for intermediate and advanced users of Google SketchUp, this Cookbook goes beyond the basics to explore the complex features and tools that design professionals use. You'll get numerous step-by-step tutorials for solving common (and not so common) design problems, with detailed color graphics to guide your way, and discussions that explain additional ways to complete a task. Google SketchUp Cookbook will help you: Use SketchUp more efficiently by taking advantage of components and groups Learn

new techniques for using Follow Me, Intersect, and constraints Go beyond simple textures with tools such as texture positioning and Photo Match Create animations and walkthroughs, and explore design scenarios by using layers and scenes Learn how to use styles to customize your presentations Combine SketchUp with the 3D Warehouse and Google Earth Google SketchUp Cookbook is ideal for architects, engineers, interior designers, product designers, woodworkers, and other professionals and hobbyists who want to work more efficiently and achieve true mastery of this amazing tool.

Google SketchUp for Game Design

Beginner's Guide : Create 3D Game Worlds Complete with Textures, Levels, and Props

Construction Documents Using SketchUp Pro 2020: A Short Project-based Course to Increase Your Effectiveness at Using SketchUp and Give You a Truly Pro

A Guide to Modeling Site Plans, Terrain, and Architecture

3D Modeling, Extensions, BIM, Rendering, Making, and Scripting

SketchUp for Site Design

Go beyond the basics: making SketchUp work for you Architectural Design with SketchUp, Second Edition, is the leading guide to this incredible tool for architects, interior designers, construction professionals, and makers. With easy to follow tutorials that first brush up on the basics and then cover many advanced processes, this resource offers both informative text and full-color illustrations to clearly convey the techniques you need to excel. The updated second edition has a new chapter that explains how to make things with SketchUp, and covers 3D printing, fabrication, CNC milling, and laser cutting. Other chapters also now cover Building Information Modeling (BIM) and 3D web content generation. Additionally, the revised text offers insight into the latest products and plugin extensions, navigation methods, import/export options, and creation features to ensure you have an up to date understanding of how to make SketchUp help you meet your project goals. A leading application, SketchUp features documentation capabilities through photorealistic renderings and construction drawings. Because of its ability to be enhanced with many plugin extensions for project-specific applications, SketchUp is considered the tool of choice for professional architecture, interior design, construction, and fabrication fields. Access thoroughly updated information in an easy to understand writing that improves your efficiency and accuracy when using SketchUp and refresh and supplement your understanding of SketchUp's basics Explore composition modeling for assembly, scheduling, collaborative design, and modeling with a BIM approach Find the right plugin extensions and understand how to work with them See how easy it is to generate presentation-ready renderings from your 3D models Learn how you can use 3D printing and laser cutting to make things with SketchUp Use cookbook-style Ruby coding to create amazing 3D objects Supplement your knowledge with sample files, and Ruby scripts via a robust companion website Architectural Design with SketchUp, Second Edition, is an integral resource for students and professionals working in the architecture, interior design, construction, and fabrication industries.

Google SketchUp is the exciting free software package that makes 3D available to everybody. Whether you need to build 3D models for your business or you just always wanted to explore 3D modeling, Google SketchUp was made for you. Still, it does take a bit of understanding to get started with SketchUp 7 For Dummies. In classic For Dummies tradition, Google SketchUp 7 For Dummies gets right to the point so you can start creating right away. You'll learn to: Set up SketchUp, learn about edges and faces, use inferences and guides, and build your first model Establish

end workflow for creating and sharing models Model non-boxy objects like terrain, characters, bottles, and spheres Add details like stairs and eaves Spruce up your models with styles and shadows to add effects, make objects pop, and enhance realism Use the LayOut function tools, add text and callouts, and print your work Design buildings and objects, export your models to other design programs or to Google Earth explore 3D animation On the book's companion Web site, you'll also find a bonus chapter and videos demonstrating more about what you can do with Google SketchUp. Google SketchUp 7 For Dummies also shows you what SketchUp can and can't do, and offers tips for solving common problems. Add a new dimension to your work today!

"This 10-volume compilation of authoritative, research-based articles contributed by thousands of researchers and experts from all over the world emphasizes modern issues and the presentation of potential opportunities, prospective solutions, and future directions in the field of information and technology"--Provided by publisher.

Create stunning photo-realistic and artistic visuals of your SketchUp models Make the most out of SketchUp with the best free plugins and tools to enhance your models Post-process SketchUp output to create digital watercolor and pencil art Follow a professional visualization studio workflow Create picture-perfect photo-realistic 3D architectural renders for your SketchUp models In Detail Google SketchUp, the most popular architectural software package, is used by millions of architects and visualizers throughout the world. But what you may not know is that it's also the most powerful design software on the market. With this book in hand and patented technology such as the PhotoMatch, Push-Pull, and Face-me components, you can produce commercial quality photo-realistic or artistic output of your designs. This book shows you how to master SketchUp's unique tools for architectural visuals using professional rendering and image editing techniques in a clear and friendly way. You'll be able to get started immediately with these SketchUp tools and open-source rendering software. The book shows you how to create architectural visuals from your SketchUp models. You'll be creating photo-realistic renders, animated fly-overs, and walkthroughs. You will also create composites of real and rendered images for digital and paper presentations to wow clients. For the impatient, a "Quickstart" tutorial is provided in the first chapter to get you rendering a realistic scene immediately. The rest of the book builds on this knowledge by introducing in-depth concepts, tricks, and methods in an easy-to-follow format through quick tutorials. Using easy step-by-step explanations, this book opens the door to the world of architectural visualization. With this book, you'll have visualization experience you will quickly get to grips with materials, texturing, composition, photo-compositing, lighting setup, rendering, and post-processing. You'll also be able to take SketchUp's unique sketchy output and add the artistic touch to create pencil and watercolor style renders. You'll be able to get started immediately using the free SketchUp download and open-source rendering software. This easy-to-follow beginner's guide shows you how to use SketchUp as a full featured professional rendering, animation, and visualization tool.

Introduction to Google SketchUp

Beginner's Guide

100 Design Principles for Using Grids

Architectural Design with SketchUp

3D Visualizing, Designing, and Space Planning

A Comprehensive Guide for Creating 3D Building Models Using SketchUp