



# The SketchUp Handbook for Interior Design : A Step-By-step Visual Approach to Planning, Designing, and Presenting Interior Spaces /

Terpstra, Rebecca,  
author

Monografía

Take your SketchUp skills to the next level to build complex, captivating 3D designs and presentations for interior spaces that will leave a lasting impression on your clients

**Key Features** Expand your SketchUp toolbox and create a seamless 3D modeling workflow specific to interior designers and architects Learn how extensions can enhance the power of SketchUp and boost your productivity Elevate your design presentations with SketchUp LayOut and create photorealistic renders Purchase of the print or Kindle book includes a free PDF eBook

**Book Description** Design professionals often find it hard to help their clients visualize their unique concepts and visions. Luckily, SketchUp bridges this communication gap with a powerful set of tools for visualizing and presenting your design ideas. This book teaches the approach perfected by two successful interior designers who have mastered SketchUp Pro/Studio to generate a workflow that produces fascinating designs and enables you to communicate them through vivid illustrations. Starting with a review of the basics of creating 3D models, this book introduces Becca's Hierarchy of Modeling--a ten-step process that establishes a rhythmic pattern in your workflow. As you progress, you'll build on your SketchUp Pro knowledge by constructing architectural elements of a commercial building and furnishing a residential room with your own furniture, fixtures, and equipment (FFE) from scratch. From infusing photorealism into models to crafting appealing client presentations using SketchUp LayOut, this book has you covered. Each chapter provides step-by-step explanations of essential concepts and practical examples to reinforce learning. By the end of this book, you'll have an advanced understanding of SketchUp Pro's capabilities, ensuring you enjoy working on conceptual or full design projects from start to finish and showing off your design prowess. What you will learn

- Model accurately with Rebecca's hierarchy of modeling
- Experiment with colors, materials, and custom textures to enhance design details
- Explore 3D Warehouse for FFE and build furniture and architectural features using design tools from the Extension Warehouse
- Model a floor plan from hand drawings, CD sets, AutoCAD files, or Revit files
- Craft stunning client presentations using SketchUp LayOut
- Achieve photorealistic rendering using extensions or plugins such as SU Podium

**Who this book is for** If you know how to navigate SketchUp but are new to applying SketchUp Pro/Studio in the world of interior design, this book is for you. Whether you are an architect, interior designer, or aspiring designer, this book will transform the design process for you and your clients. Basic knowledge of SketchUp Pro or Studio's toolbars and camera views is assumed

---

**Título:** The SketchUp Handbook for Interior Design A Step-By-step Visual Approach to Planning, Designing, and Presenting Interior Spaces Rebecca Terpstra and Dana Hoffman

**Edición:** First edition

**Editorial:** Birmingham, England Packt Publishing [2024] 2024

**Descripción física:** 1 online resource (598 pages)

**Nota general:** Includes index

**Contenido:** Cover -- Title Page -- Copyright and Credits -- Contributors -- Table of Contents -- Preface -- Part 1: Applying the Basics to Interior Design -- Chapter 1: Using Essential Tools and Shortcuts for Space Planning -- Technical requirements -- Using camera views for 2D space planning -- Modeling accurately using SketchUp's tools and inferences -- Measurements toolbar -- Inferences -- Locking in the axes (another type of inference) -- The Flip tool -- Undo and redo (your new best friends) -- Using a three-button mouse -- Creating keyboard shortcuts -- Guide lines and guide points -- Creating 2D space plan items -- Mastering components for repeated elements -- Building information modeling and other data extraction -- Data extraction -- Classifying BIM objects with IFC -- Classifying groups and components -- Using extensions for BIM modeling -- Summary -- Chapter 2: Becca's Hierarchy of Modeling and the Designer's Modeling Approach -- Technical requirements -- Becca's Hierarchy of Modeling - 10 steps for modifying an object -- Step-by-step Hierarchy of Modeling example 1 - Extruding -- Step-by-step Hierarchy of Modeling example 2: Creating Multiple Copies -- What are tags? How are they used? -- Organizing objects with tags -- Using tags correctly -- Creating a client-worthy scene -- What is a client-worthy scene? -- Putting it all together -- Using the Large Tool Set and other trays -- Large Tool Set -- Other trays, panels, or toolbars -- Summary -- Chapter 3: Extruding Along Curves and Other Timesavers -- Technical requirements -- Extruding with Follow Me -- Working with the Follow Me tool -- Practicing with Follow Me -- Troubleshooting Follow Me -- Autofolding your way to lighting -- Applying Solid Tools versus Intersect Faces -- Solid Tools -- Intersect Faces -- Learning lesser-known timesavers -- Purge Unused Version History with Trimble Connect -- Modeling real-life elements with Match Photo -- Summary -- Part 2: Working with Floor Plans -- Chapter 4: Importing and Exporting a Drawing -- Technical requirements -- Importing an image of a drawing -- Importing a PDF file -- Importing a 2D AutoCAD file -- Importing a Revit drawing -- Exporting a SketchUp file to AutoCAD -- Working with someone else's SketchUp model -- Summary -- Chapter 5: Creating the As-Built Floor Plan -- Technical requirements -- Creating walls and floors by tracing an AutoCAD plan -- Tracing the drawing in 2D -- Extruding walls -- How to cut in window and door openings -- Making the shape for the windows and doors -- Creating the holes for the windows and doors -- Constructing stairs -- Constructing basic stairs -- Creating a staircase using components -- Summary -- Chapter 6: Building Exterior Elements and Using the Extension Warehouse -- Technical requirements -- Creating a flat roof with a plain parapet -- An introduction to extensions and plugins -- The Extension Warehouse -- The Extension Manager -- Adding architectural elements to a building's exterior -- Creating architectural elements from scratch -- Downloading architectural elements from 3D Warehouse -- Carrying a client's brand from inside to outside -- Text options in SketchUp -- Adding 3D text -- Inserting a client's logo -- Including sections -- Other valuable exterior tools -- Summary -- Part 3: Adding Designer Details to a SketchUp Model -- Chapter 7: Adding Interior Elements and 3D Warehouse Furnishings -- Technical requirements -- Building a room using imported AutoCAD elevations -- Setting up the elevations -- Reviewing the practice model -- Cutting an opening for the pocket doors -- Creating interior architectural details from imported AutoCAD elevations -- Building the pocket doors -- Building the baseboards 3D Warehouse I - Accessing and searching -- Accessing 3D Warehouse -- Searching 3D Warehouse -- 3D Warehouse II - Downloading, reviewing, and importing -- Downloading a 3D Warehouse model -- Reviewing (and cleaning) a 3D Warehouse model -- Importing a 3D Warehouse model -- Introduction to Live Components -- Summary -- Chapter 8: Modeling Furniture - From the Basics to Intricacy -- Technical requirements -- Modeling a coffee table -- Modeling the top of the coffee table -- Modeling the table leg using an imported image -- Placing the table legs using guide lines -- Creating the apron -- Want to add more detail? -- Modeling an armchair using manufacturer specifications -- Evaluating the armchair -- Building the metal frame -- Softening the metal frame -- Creating the cushions -- Adding a realistic touch using the RoundCorner extension by Fredo6 -- Modeling a decorative tray using radial array -- Creating the tray's 2D framework -- Making copies with radial array -- Extruding the framework and adding final

details -- Go-to extensions for modeling furniture -- Summary -- Chapter 9: Applying and Customizing Colors and Materials -- Technical requirements -- Overview of applying colors and materials in SketchUp -- Applying colors using the Paint Bucket tool -- Painting tools and shortcuts -- Repositioning and warping materials -- Modifying a material with Fixed Pins -- Modifying distorted materials with Free Pins -- Painting on a curved surface -- Editing color, texture, and opacity in the Materials tray -- Navigating the Materials tray interface -- Editing color -- Editing texture -- Editing opacity -- Fun exercise - Painting Becca and Dana by creating new materials -- Creating and working with custom materials -- Creating custom materials -- Importing custom materials -- Creative ways to use imported images -- Go-to extensions for working with materials Summary -- Chapter 10: Enhancing a Model with Details for Final Presentation -- Technical requirements -- Adding shadows and using sun for shading -- SketchUp's Shadows feature -- Using sun for shading -- The Solar North extension -- The Add Location feature in SketchUp -- Accessorizing your 3D models -- Tips for adding accessories in SketchUp -- Putting it together - Adding accessories and wall art to our model -- Exploring SketchUp's Styles panel -- Selecting a style -- Editing and mixing styles -- Exercise - Adding styles to the living room model -- Enhancing 3D designs outside of SketchUp -- Photoshop renderings -- Photorealistic renderings -- Hand-drawn renderings -- Summary -- Part 4: Presenting SketchUp Designs -- Chapter 11: Exporting Images and Animations -- Technical requirements -- Exporting 2D graphics from SketchUp -- Exporting an image -- Exporting multiple scenes -- Creating walk-through animations -- Animating scenes -- Walk-through camera tools -- An animation example and tips -- Exporting video animations -- Exporting SketchUp designs to scale -- Setting up a scene to be exported to scale -- PDF export options -- Summary -- Chapter 12: SketchUp LayOut Part I - The Interface -- Technical requirements -- SketchUp LayOut and its templates -- What LayOut Does -- LayOut templates -- Introducing the tools and toolbars in LayOut -- Main toolbar -- The Default Tray -- Document Setup -- Importing files into LayOut -- Inserting a new file into LayOut -- Putting it together - Inserting the practice model into LayOut -- Layer, Shape Style, and Text Style (or Font) panels -- Layers panel -- Shape Style panel -- Text Style panel -- Summary -- Chapter 13: SketchUp LayOut Part II - Paper Space Content -- Technical requirements -- Manipulating image files -- Tutorial - Creating presentation or construction drawings Revising the SketchUp model to create 2D plan views -- Using LayOut to create a floor plan -- Working with text styles -- Dimensioning in LayOut -- Finding drawing symbols in scrapbooks -- Adding a wall hatch or poché and a new lineweight -- Copying a viewport -- Duplicating and editing a sheet -- Creating a Reflected Ceiling Plan with stacked viewports -- Troubleshooting viewport warnings -- Adding additional details to drawings -- Adding a hyperlink -- Clipping masks -- Adding your work to scrapbooks -- Creating a table and inserting a spreadsheet -- Using a scrapbook table for the sheet index -- Finishing the cover sheet -- Managing linked items -- Presenting the LayOut document -- Exporting a LayOut file to a PDF -- Presenting inside LayOut -- Summary -- Chapter 14: Photorealistic Rendering with SU Podium -- Technical requirements -- Introduction to photorealistic rendering -- The rendering process -- SU Podium plugin -- Downloading SU Podium -- Podium toolbar -- Options menu and Podium presets -- Preparing a SketchUp model to be rendered -- Composing a SketchUp scene -- Adding realistic material properties to SketchUp textures -- Setting up the lighting with shadows and artificial light -- Podium Browser -- Final renderings -- Final render settings -- Postproduction -- Additional renderings -- Tips, tricks, and troubleshooting -- Line overlay -- Lift up furniture -- Rendering with shadows -- Harsh sunlight -- Adding texture imperfections -- Materials not displayed properly/reverse faces -- Light seeping through -- Rendering with tag folders -- Analyse model -- Adding light switches and outlets -- PodiumxRT and other photorealistic rendering plugins -- Summary -- Part 5: Bonus Tips for Quicker Modeling -- Chapter 15: Tips and Tricks to Up Your SketchUp Game -- Technical requirements -- Keeping your models clean and organized -- Polygon count Creating a working scene

**ISBN:** 1-83763-030-5

**Materia:** Interior decoration- Handbooks, manuals, etc.

**Autores:** Hoffman, Dana, author

**Enlace a formato físico adicional:** 1-83763-187-5

- (+34) 91 456 03 60
- [informa@baratz.es](mailto:informa@baratz.es)