

SKETCHUP SYLLABUS

30 course hours

Course Description: This course examines the process of creating a 3-dimensional model of a residential floor plan, and populating that model with furnishings and fixtures to represent an Interior Design concept.

Course Objective: The objective of this course is to learn how to represent an Interior Design concept in a 3-dimensional visual computer environment. The student will learn about the basic drawing tools used in SketchUp, and then use those tools to draft and build a 3D conceptual model.

Rationale: Students in Interior Design need to be able to represent their conceptual ideas to their client in an affordable and dynamic way. Good conceptual design representation equals an interested and happy client and good references for the designer.

Required Materials: *Text: SketchUp for Interior Design – 3D Visualizing, Designing, and Space Planning by Lydia Sloan Cline*

Recommended Software: *SketchUp Make (free version)* by Trimble, Inc.
Students will complete in-class assignments and exercises on classroom lab computers. Students may bring and work on their own computers if they prefer.

Course Outline: (a more detailed outline will be available in class)

1. The SketchUp Modeling Environment
2. Using the Interface – The Drafting Tools
3. Creating 3-dimensional Geometry
4. Modeling Furniture, Cabinetry, and Accessories
5. Using the Trimble 3D Warehouse
6. Drafting and Modeling a Floor Plan
7. Adding Color and Textures – Photo-Matching
8. Presenting the Model

Student Project: Students will create a 3D model of a floor plan and design the interior of a room in the model. The model will be presented at the final class meeting.