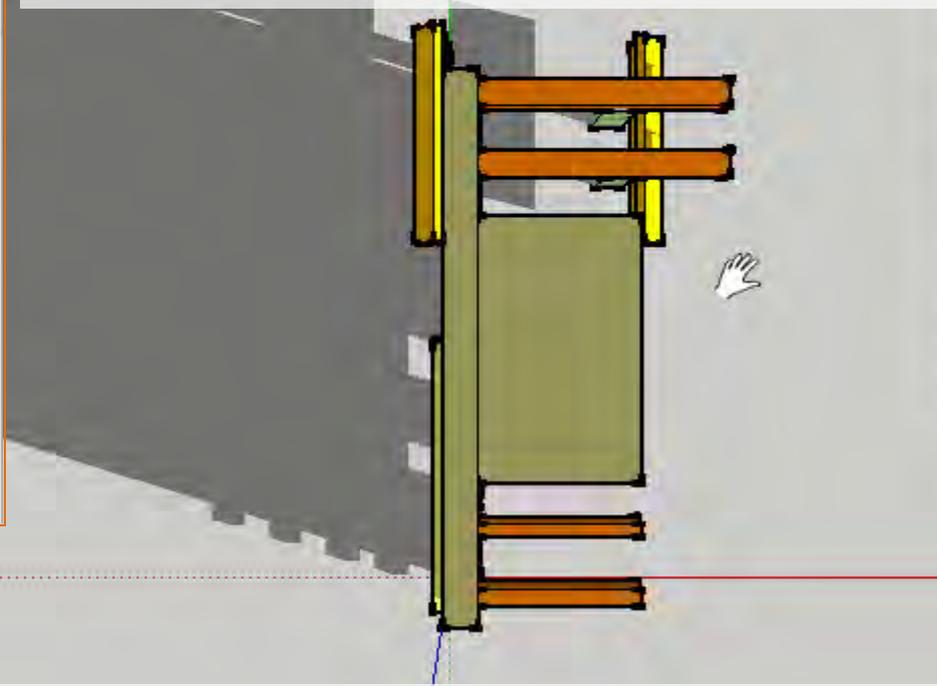




- Window Help
- Model Info
- Entity Info
- Materials
- Components
- Styles
- Layers
- Outliner
- Scenes
- ✓ Shadows
- Fog
- Match Photo
- Soften Edges
- Instructor
- Preferences
- Hide Dialogs
- Ruby Console
- Component Options
- Component Attributes

Shadows are necessary for presentation drawings – they transform a static model into a dynamic object that is affected by its place in the world.



Entity Info

Layers

Components

Materials

Shadow Settings

Display shadows

Time 05:55 AM Noon 06:17 PM 08:03 AM

Date J F M A M J J A S O N D 3 / 28

Light 80

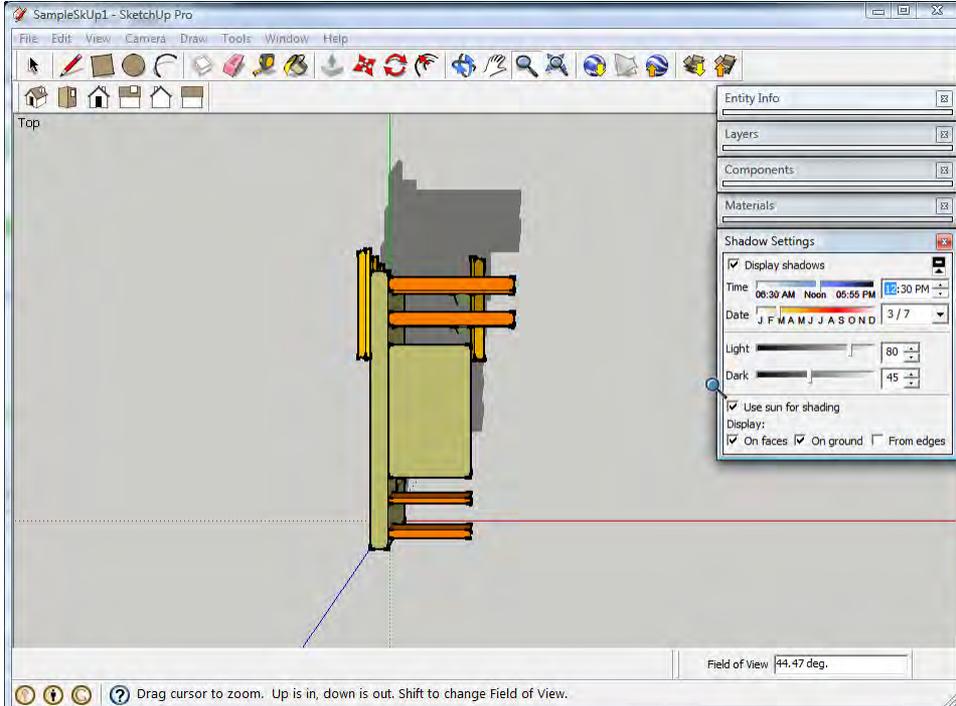
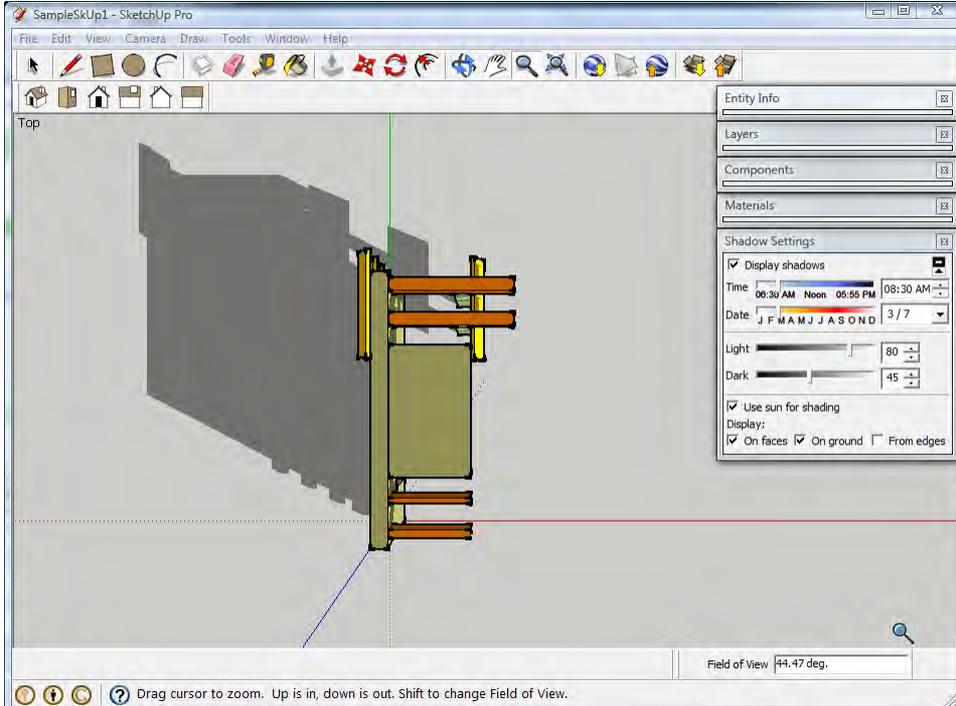
Dark 45

Use sun for shading

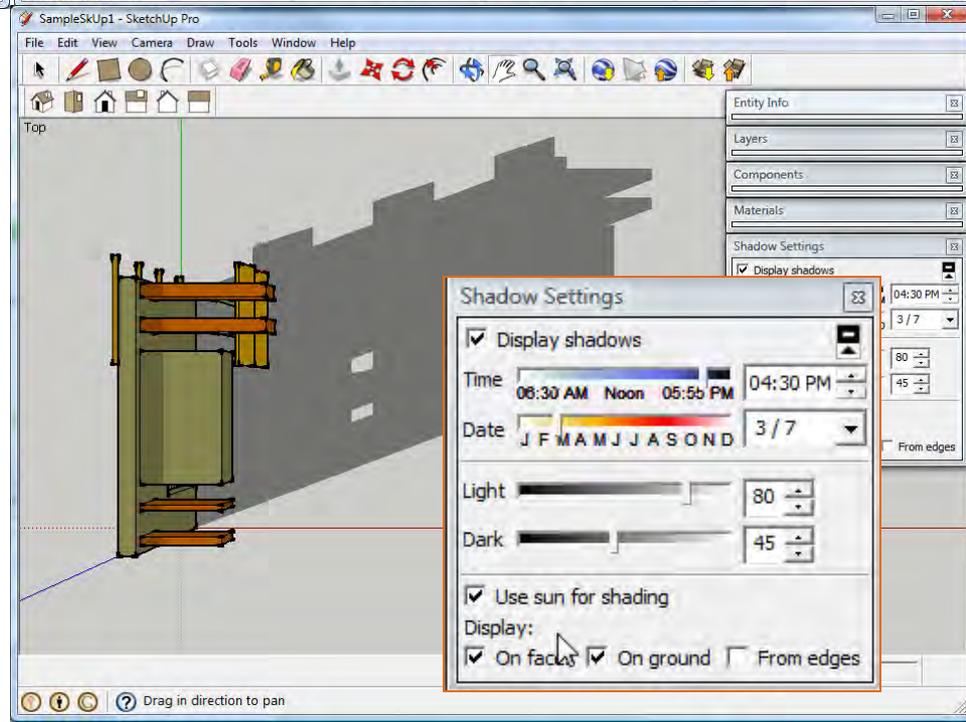
Display:

On faces On ground From edges

Shadows will slow your computer down, so it's often necessary to turn them off while working. Turn them back on for review and printing.



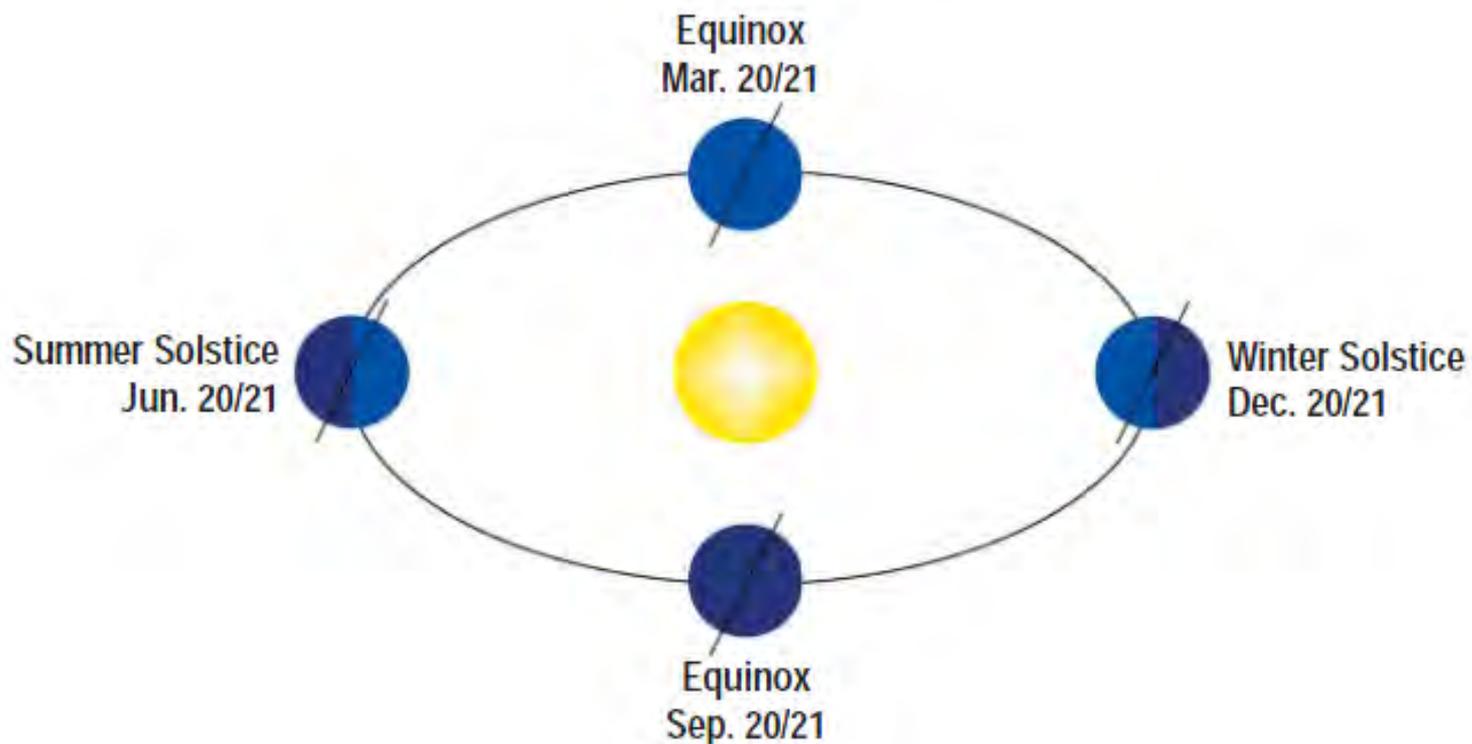
Use the **Shadow Settings** to adjust the date / time to explore the performance of your model.



Remember that the **solstices** occur twice per year when the earth's axis is pointing directly at or away from the sun, causing the sun to be at its northernmost and southernmost extremes.

This results in the longest and shortest days of the year.

Equinoxes also occur twice annually and are the moment when the sun is positioned directly over the earth's equator, resulting in a day and night of equal length.





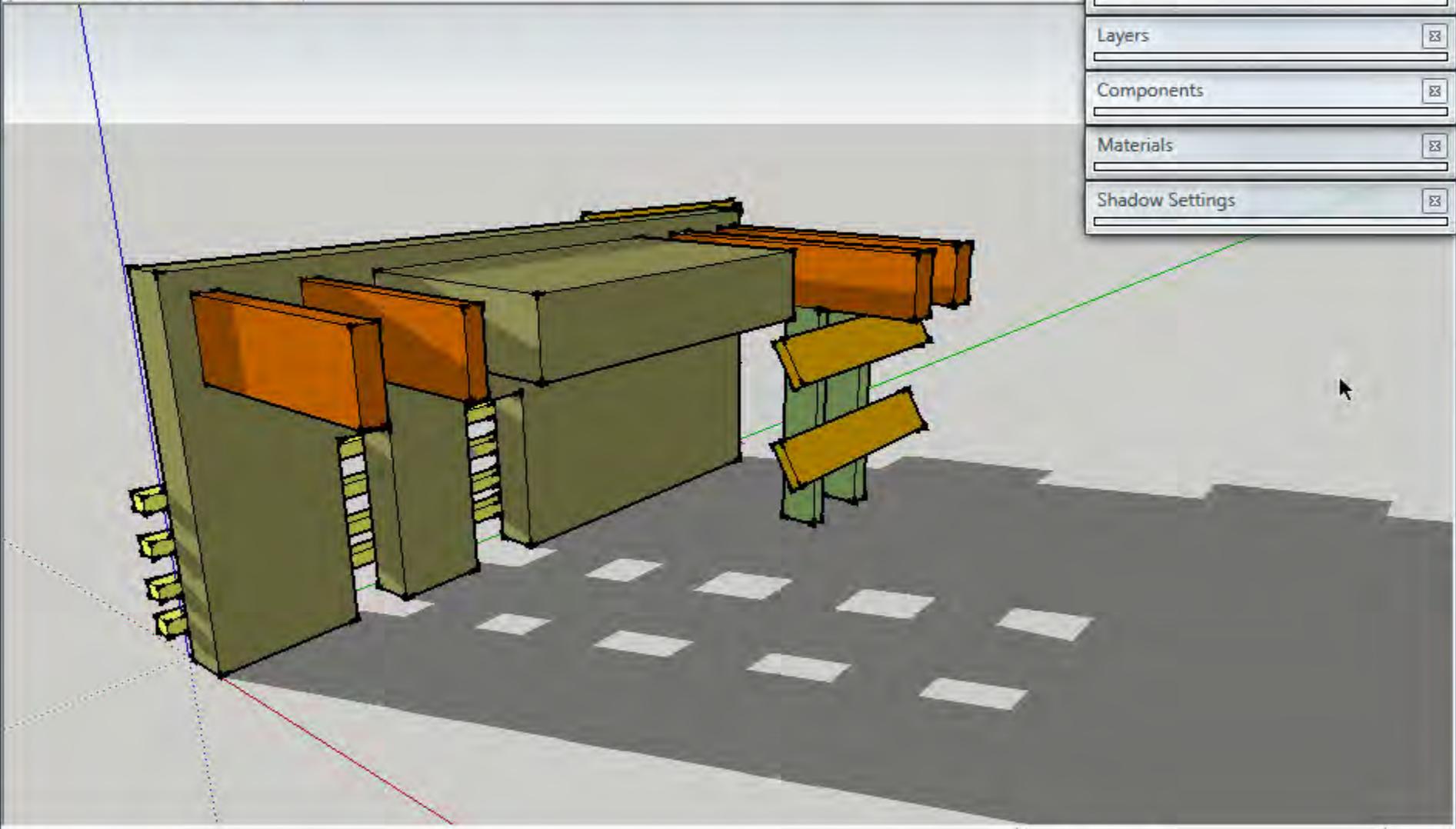
Entity Info

Layers

Components

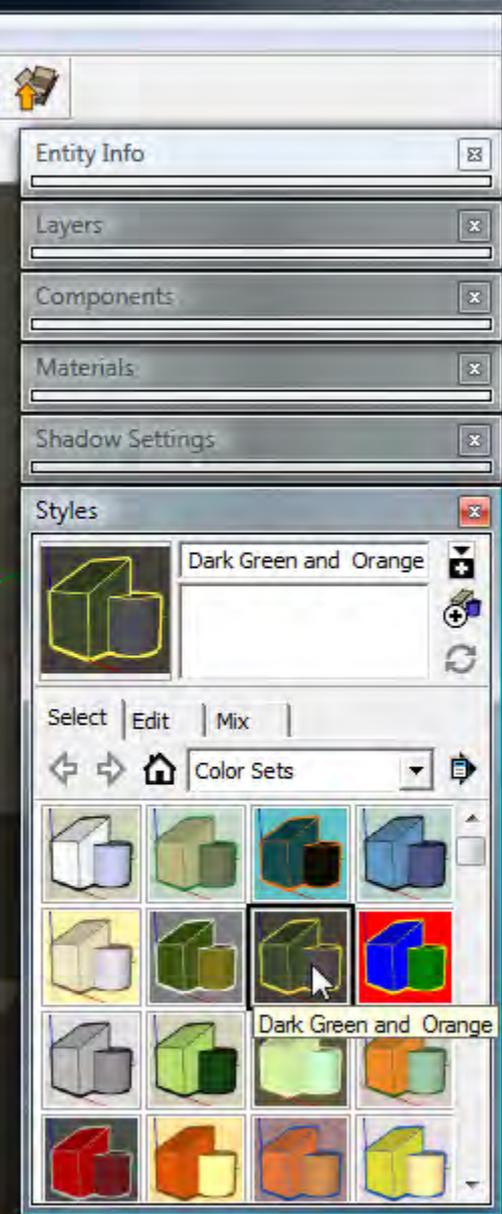
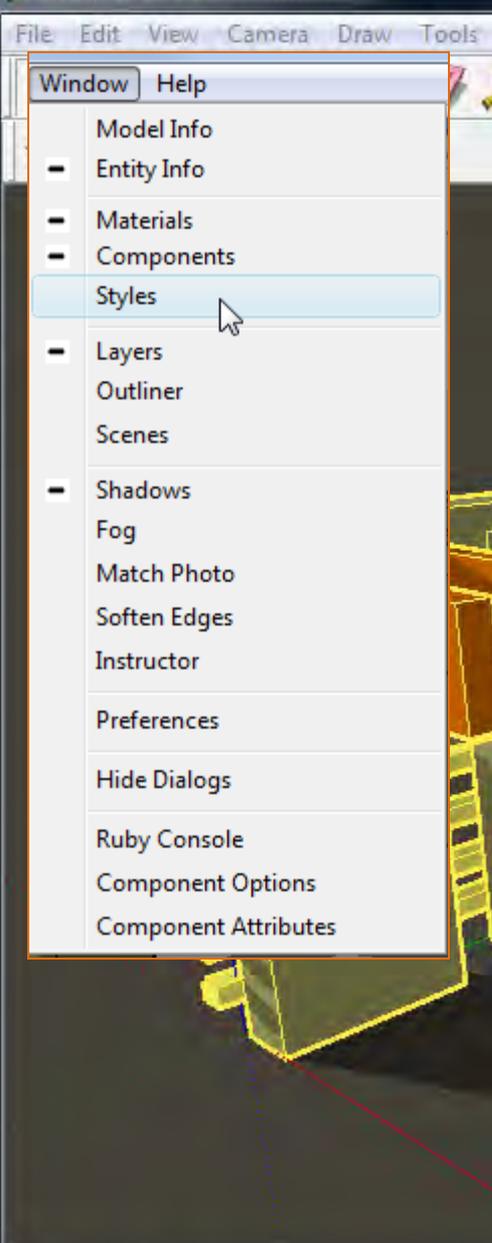
Materials

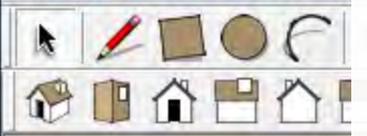
Shadow Settings



Measurements

A model's appearance while you work with it need not be the same as when images are exported from it for presentation. Use the **Styles** menu to alter its appearance:
Window menu>Styles.





On the Styles **Edit** tab, make adjustments to the edges of the model. For a less “cartoon-like” appearance, turn all options off.



Entity Info

Layers

Components

Materials

Shadow Settings

Styles

00 Default Colors

Edit | Mix

Edge

Display Edges

Profiles 3

Depth cue 4

Extension 3

Endpoints 9

Jitter

Color: All same



Profiles aid in reading one form against another.



Entity Info

Layers

Components

Materials

Shadow Settings

Styles

00 Default Colors

Select Edit Mix

Edge

Display Edges

Profiles 4

Depth cue 4

Extension 7

Endpoints 9

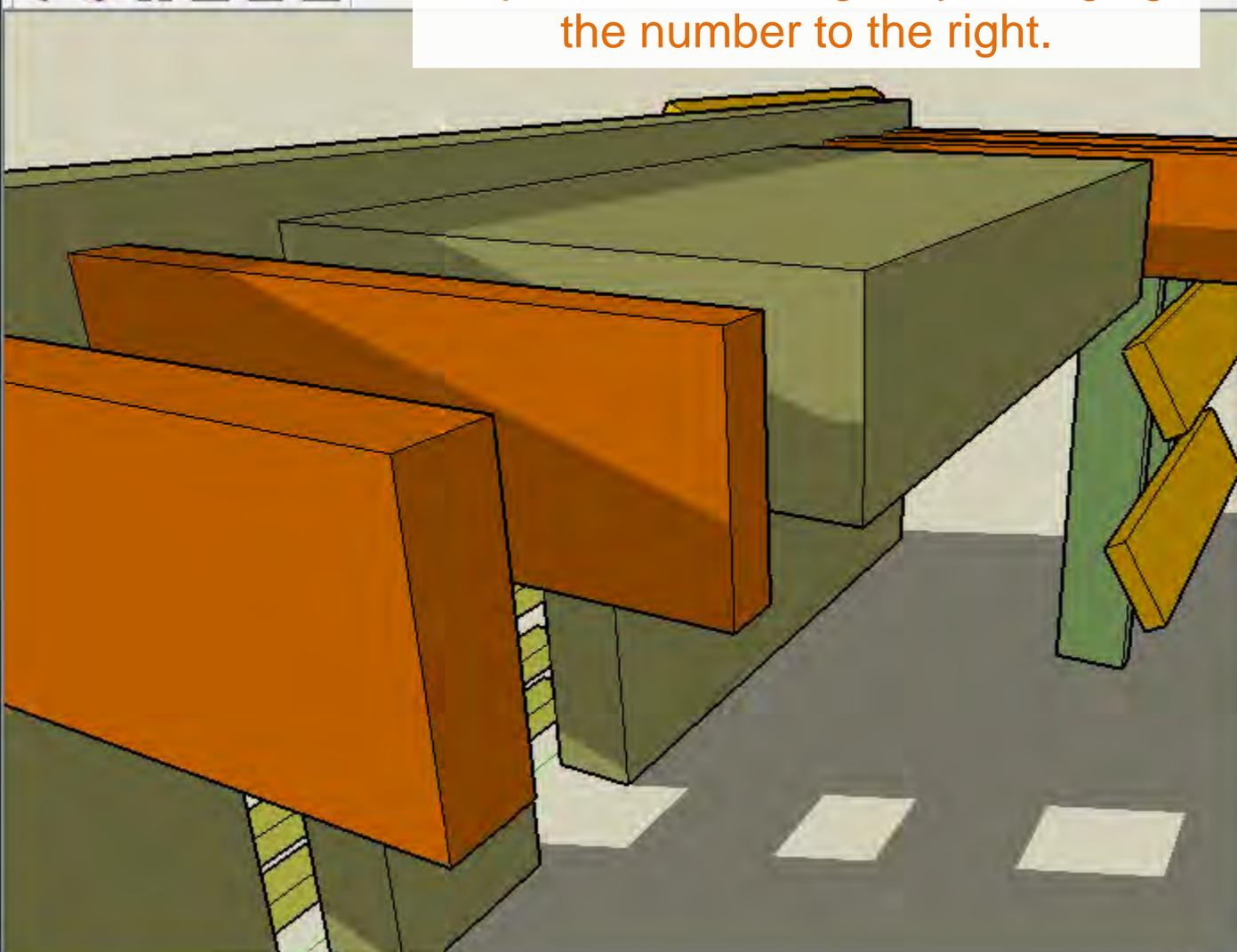
Jitter

Color: All same

Measurements



Adjust the line weight by changing the number to the right.



Entity Info

Layers

Components

Materials

Shadow Settings

Styles

00 Default Colors

Select Edit Mix

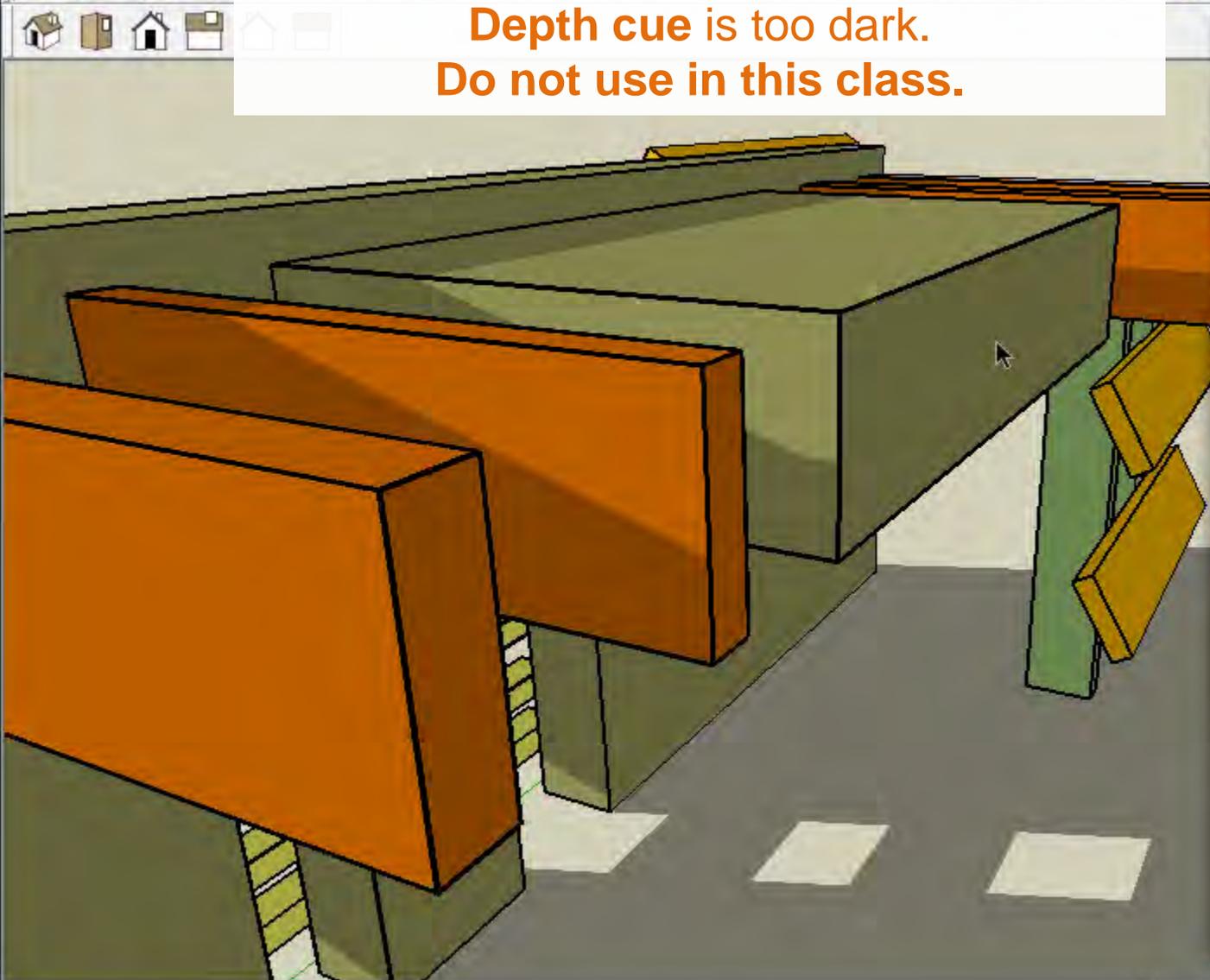
Edge

- Display Edges
- Profiles **2**
- Depth cue 4
- Extension 7
- Endpoints 9
- Jitter

Color: All same



**Depth cue is too dark.
Do not use in this class.**



Entity Info

Layers

Components

Materials

Shadow Settings

Styles

00 Default Colors

Select Edit Mix

Edge

Display Edges

Profiles 3

Depth cue 4

Extension 7

Endpoints 9

Jitter

Color: All same

Extension overexaggerates intersections – you may adjust the amount of extension.

Entity Info

Layers

Components

Materials

Shadow Settings

Styles

00 Default Colors

Select Edit Mix

Edge

Display Edges

Profiles 3

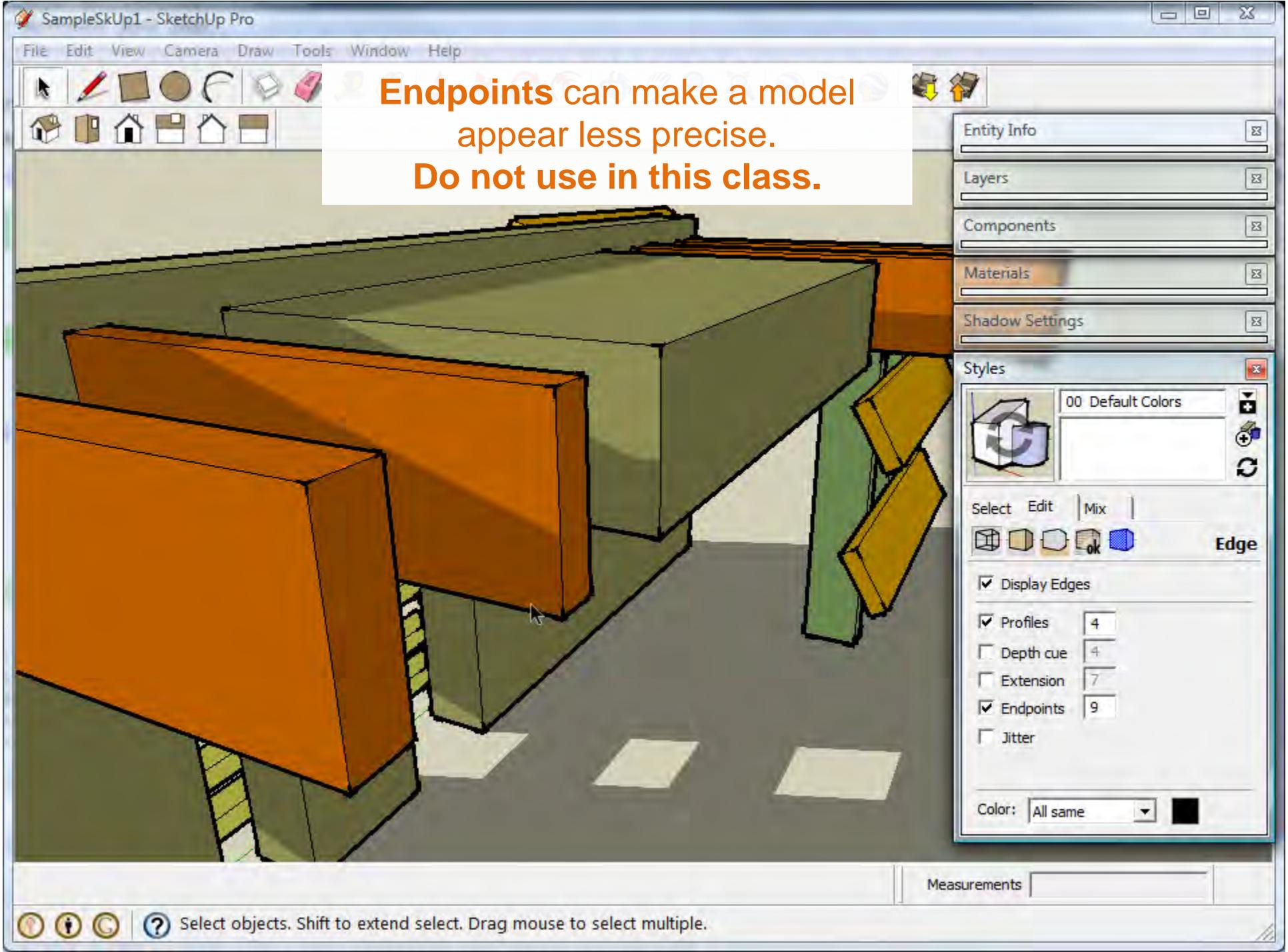
Depth cue 4

Extension 7

Endpoints 9

Jitter

Color: All same



**Endpoints can make a model appear less precise.
Do not use in this class.**

Entity Info

Layers

Components

Materials

Shadow Settings

Styles

00 Default Colors

Select Edit Mix

Edge

Display Edges

Profiles 4

Depth cue 4

Extension 7

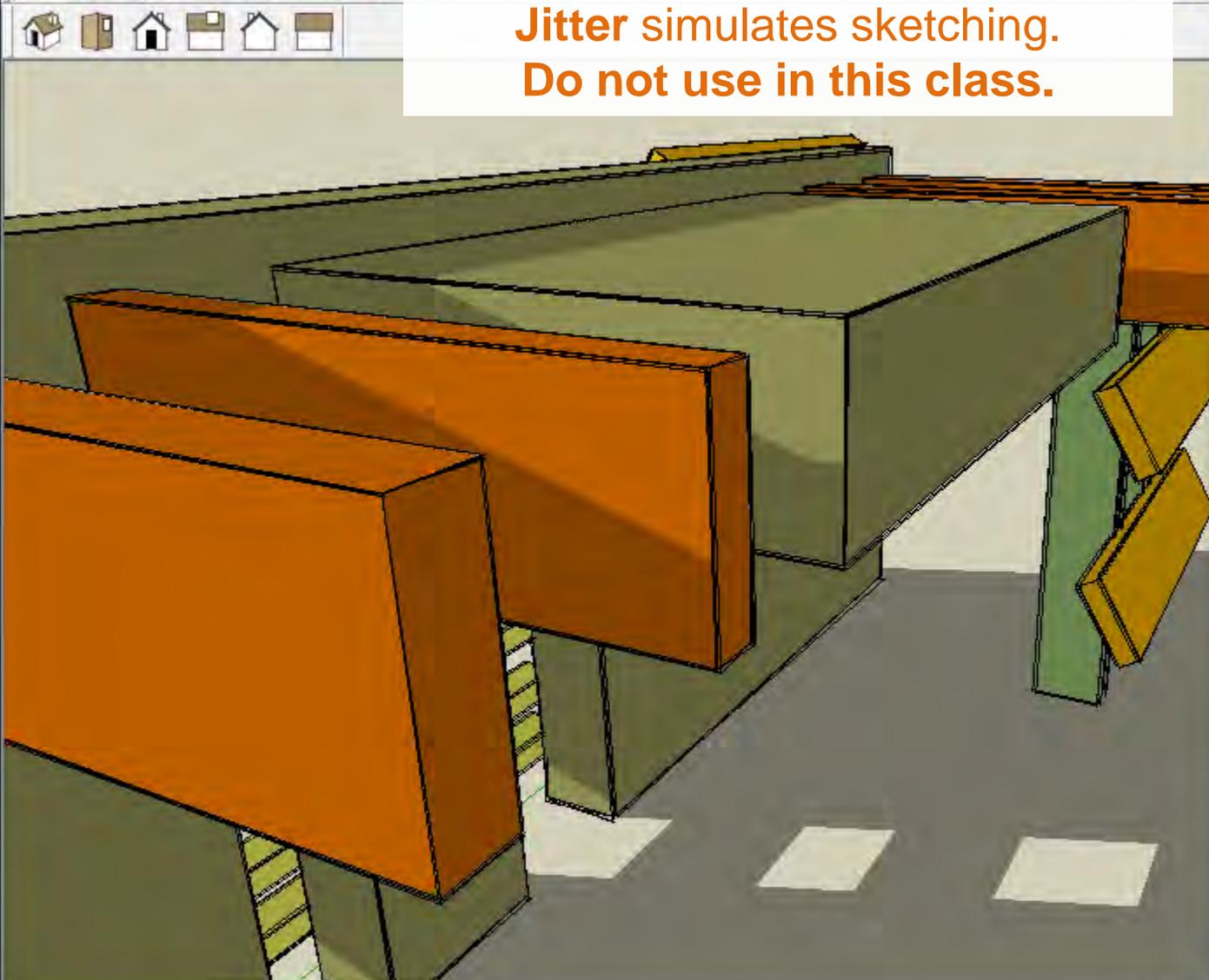
Endpoints 9

Jitter

Color: All same



**Jitter simulates sketching.
Do not use in this class.**



Entity Info

Layers

Components

Materials

Shadow Settings

Styles

00 Default Colors

Select Edit Mix

Edge

Display Edges

Profiles 3

Depth cue 4

Extension 3

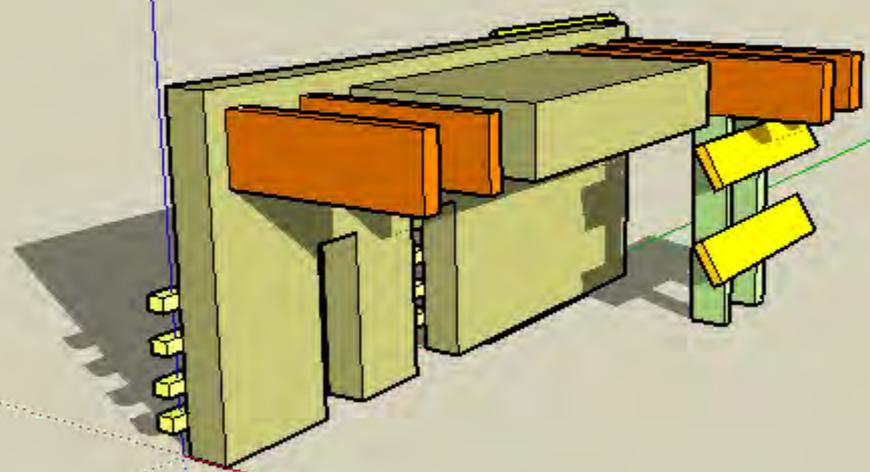
Endpoints 9

Jitter

Color: All same



When exporting images of a model, you'll often want to give the illusion of a background sky and ground plane. Select the background button to do this.



Entity Info

Layers

Components

Materials

Shadow Settings

Styles

00 Default Colors

Select Edit Mix

 Background

Background Background Settings

Sky

Ground

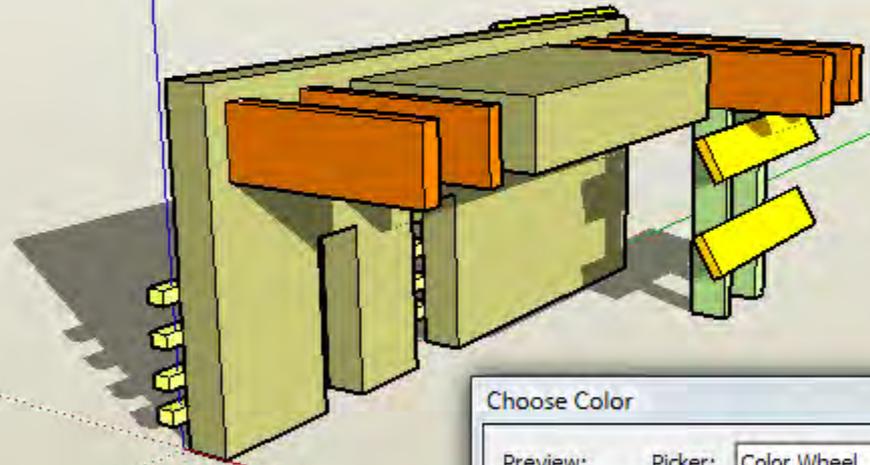
Transparency

Show ground from below

Measurements



By clicking on the colors, you may adjust the settings for these elements as well as turn them on or off.



Entity Info

Layers

Components

Materials

Shadow Settings

Styles

00 Default Colors

Select Edit Mix

Background

Background

Sky

Ground

Show ground from below

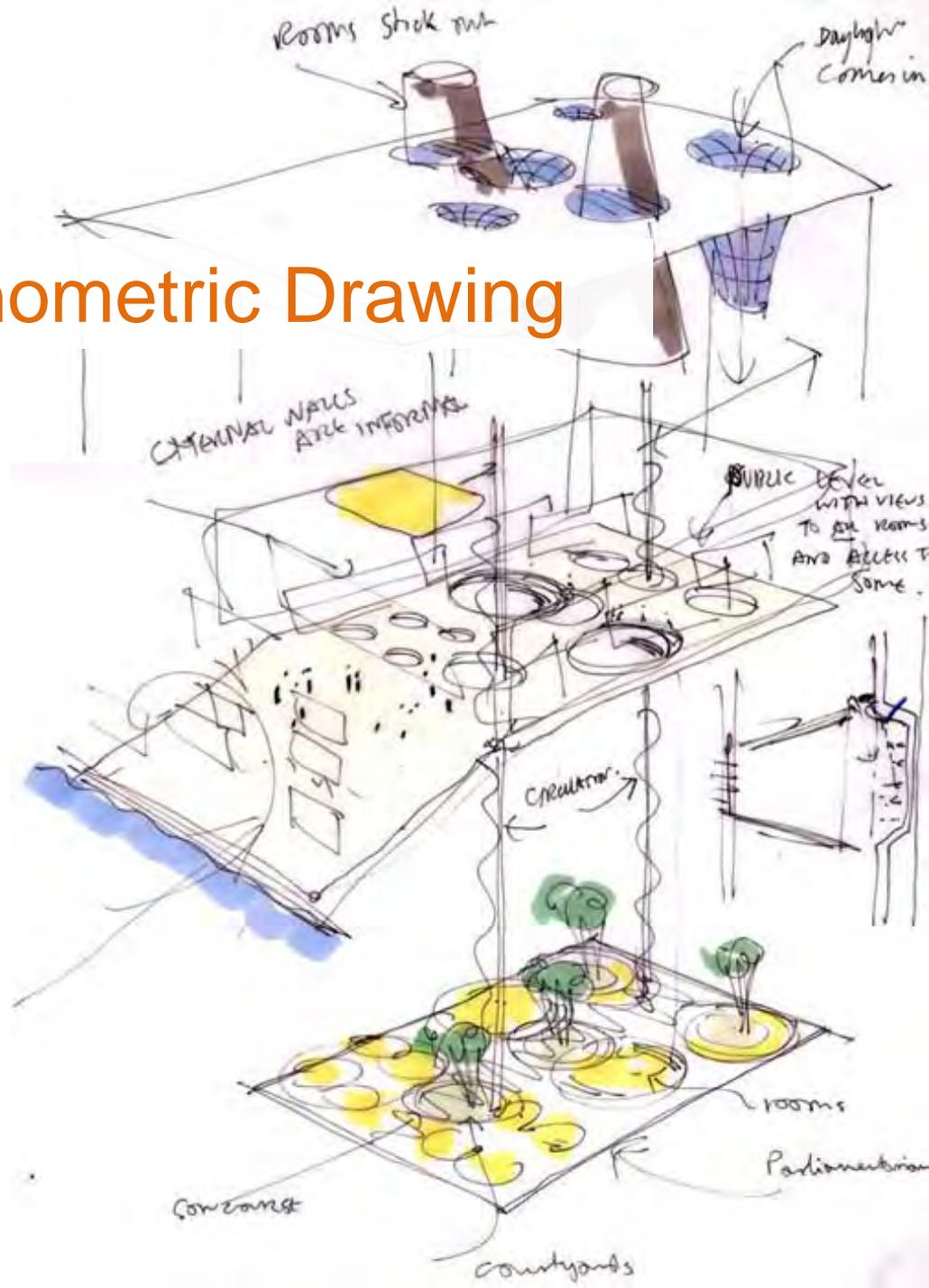
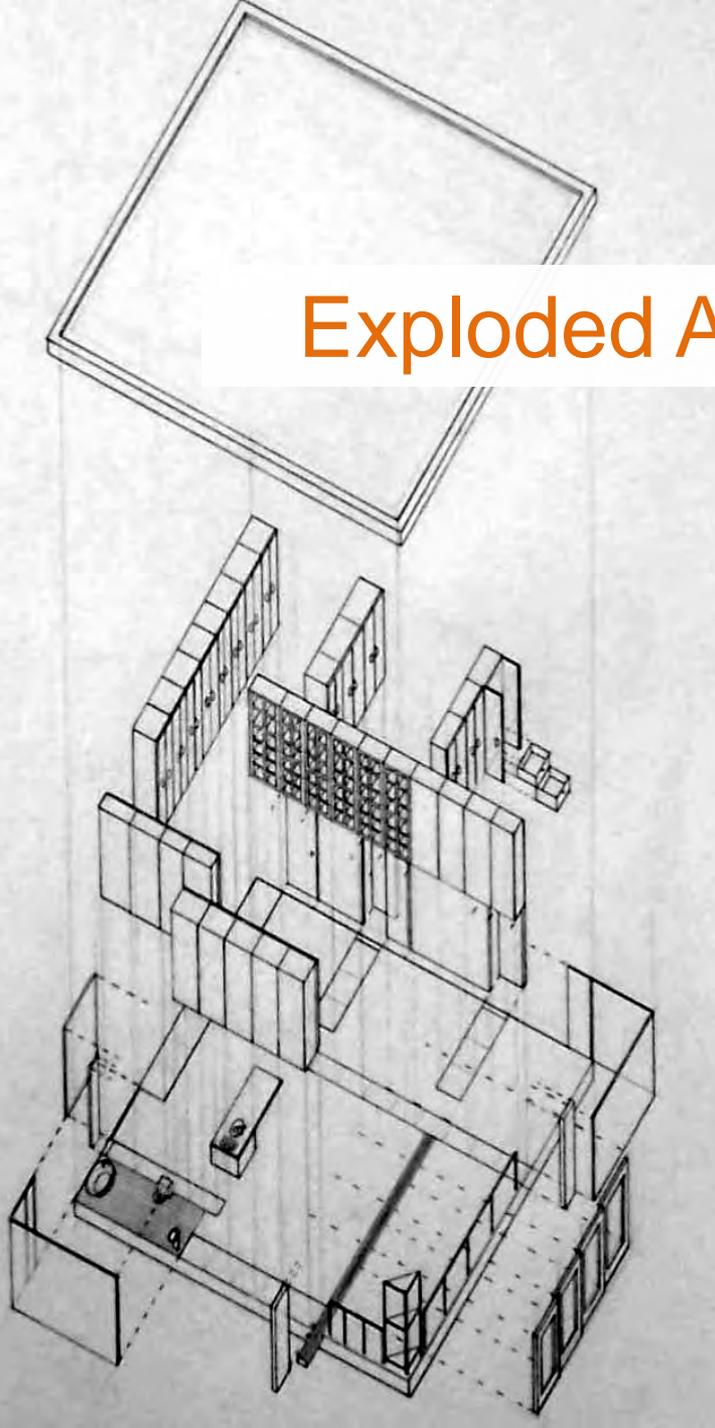
Transparency

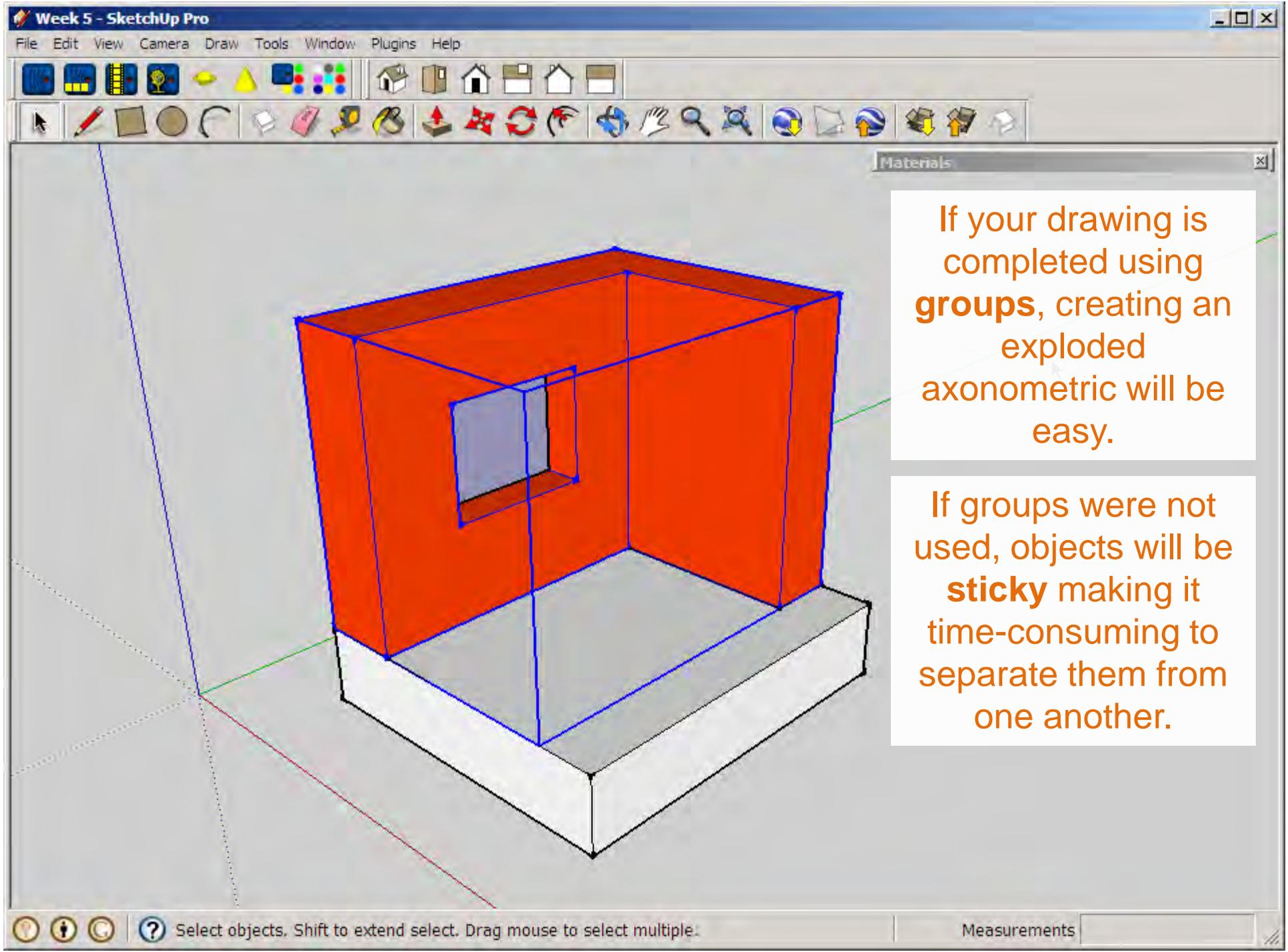
Choose Color

Preview: Picker: Color Wheel

OK Cancel

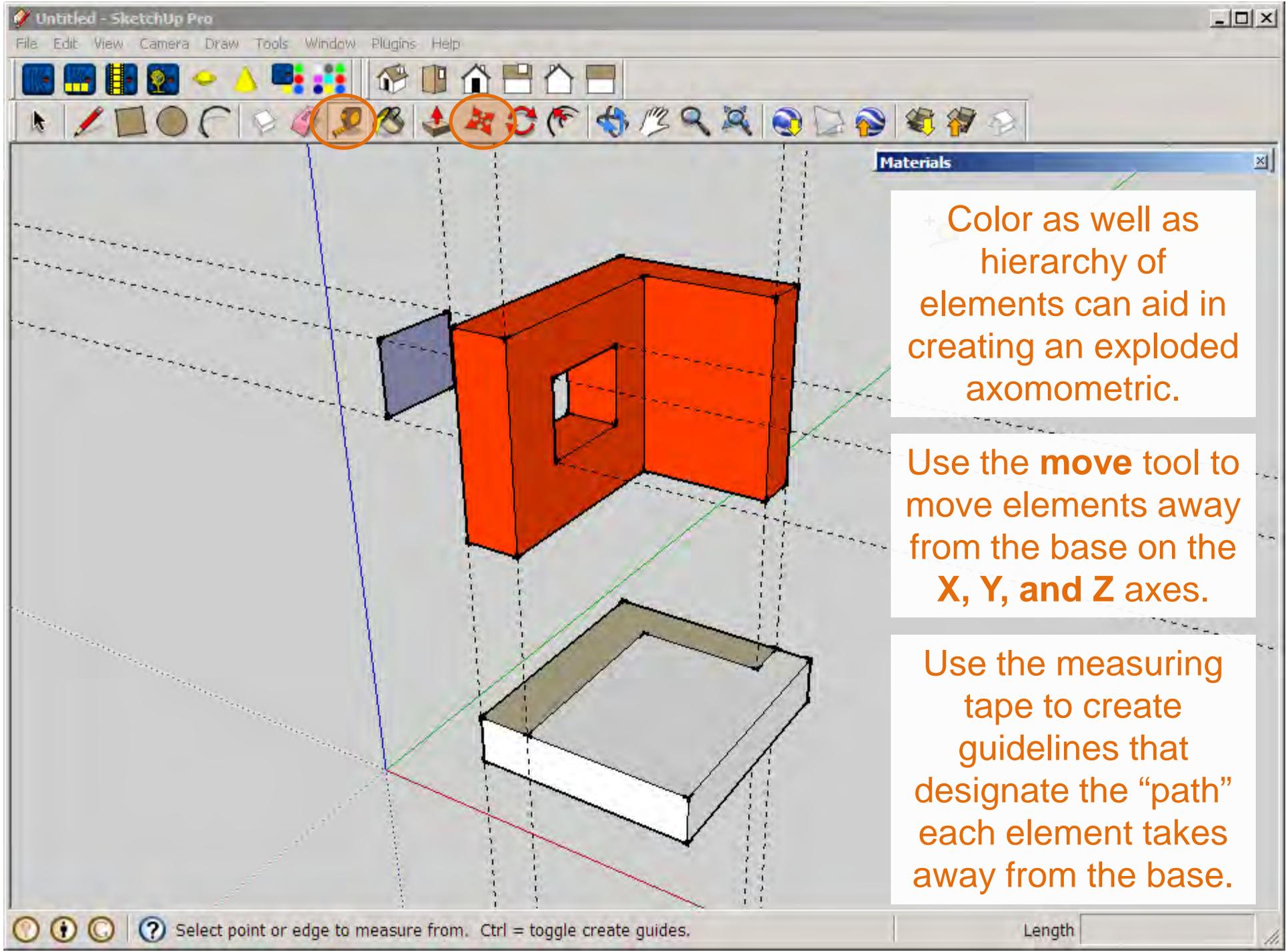
Exploded Axonometric Drawing





If your drawing is completed using **groups**, creating an exploded axonometric will be easy.

If groups were not used, objects will be **sticky** making it time-consuming to separate them from one another.



Color as well as hierarchy of elements can aid in creating an exploded axonometric.

Use the **move** tool to move elements away from the base on the **X, Y, and Z** axes.

Use the measuring tape to create guidelines that designate the “path” each element takes away from the base.

- New Ctrl+N
- Open... Ctrl+O
- Save Ctrl+S
- Save As...
- Save A Copy As...
- Save As Template...
- Revert
- Send to LayOut
- 3D Warehouse ▶
- Export ▶
- Import...
- Print Setup...
- Print Preview...
- Print... Ctrl+P
- Generate Report...
- 1 SampleSketchUp1
- 2 C:\Users\...\Temp\garden2
- 3 C:\Users\...\Garden Final
- 4 C:\Users\...\Garden
- 5 C:\Users\...\Garden_model
- Exit



From your model you may create still 2D images that capture you design intent to be used in presentations.

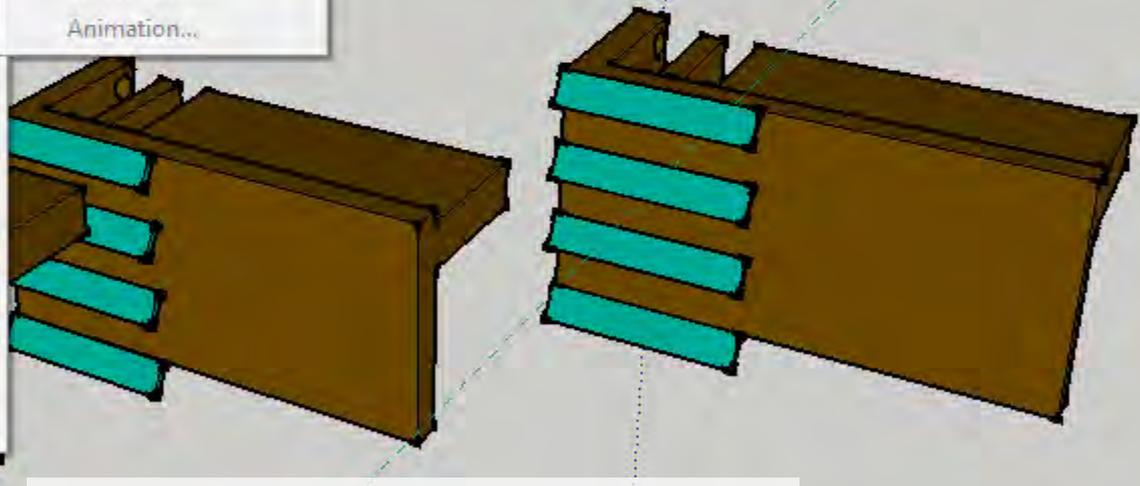
- 3D Model...
- 2D Graphic...
- Section Slice...
- Animation...

Entity Info

Layers

Components

Materials



Export .JPGs from your model to work with in Photoshop.
File>Export>2D Graphic

Measurements

Export 2D Graphic

Save in: Week 5

Name	Date modified	Type	Size
This folder is empty.			

Recent Places

- Desktop
- Lauren
- Computer
- Network

File name: image 1

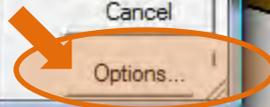
Export type: JPEG Image (*.jpg)

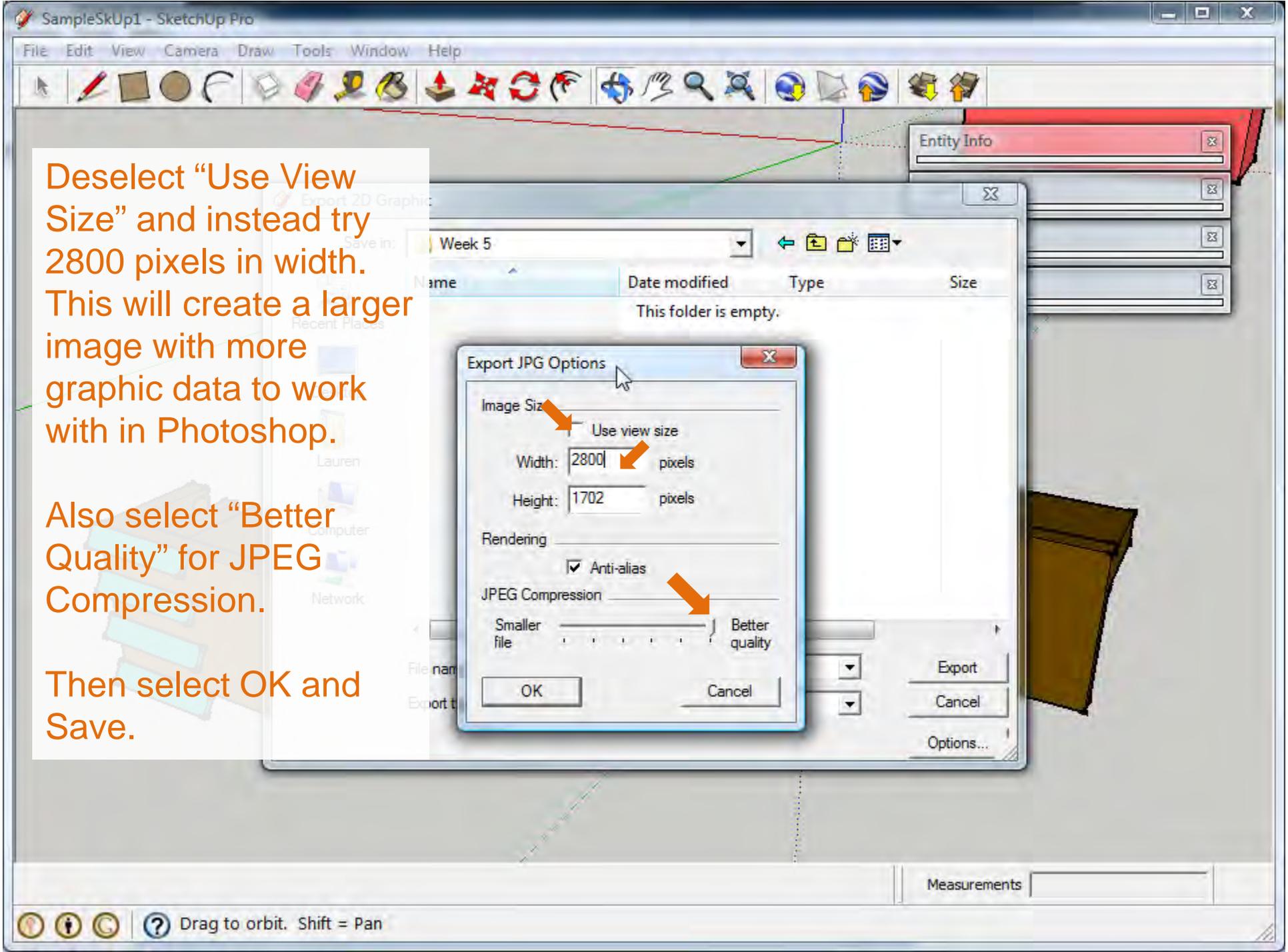
- Portable document Format (*.pdf)
- Encapsulated PostScript Format (*.eps)
- Windows Bitmap (*.bmp)
- JPEG Image (*.jpg)**
- Tagged Image File (*.tif)
- Portable Network Graphics (*.png)
- Piranesi Epix (*.epx)
- AutoCAD DWG (*.dwg)
- AutoCAD DXF (*.dxf)

Export Cancel Options...

Select JPEG Image from the Export type Pulldown menu.

Before saving, select "Options"





Deselect "Use View Size" and instead try 2800 pixels in width. This will create a larger image with more graphic data to work with in Photoshop.

Also select "Better Quality" for JPEG Compression.

Then select OK and Save.