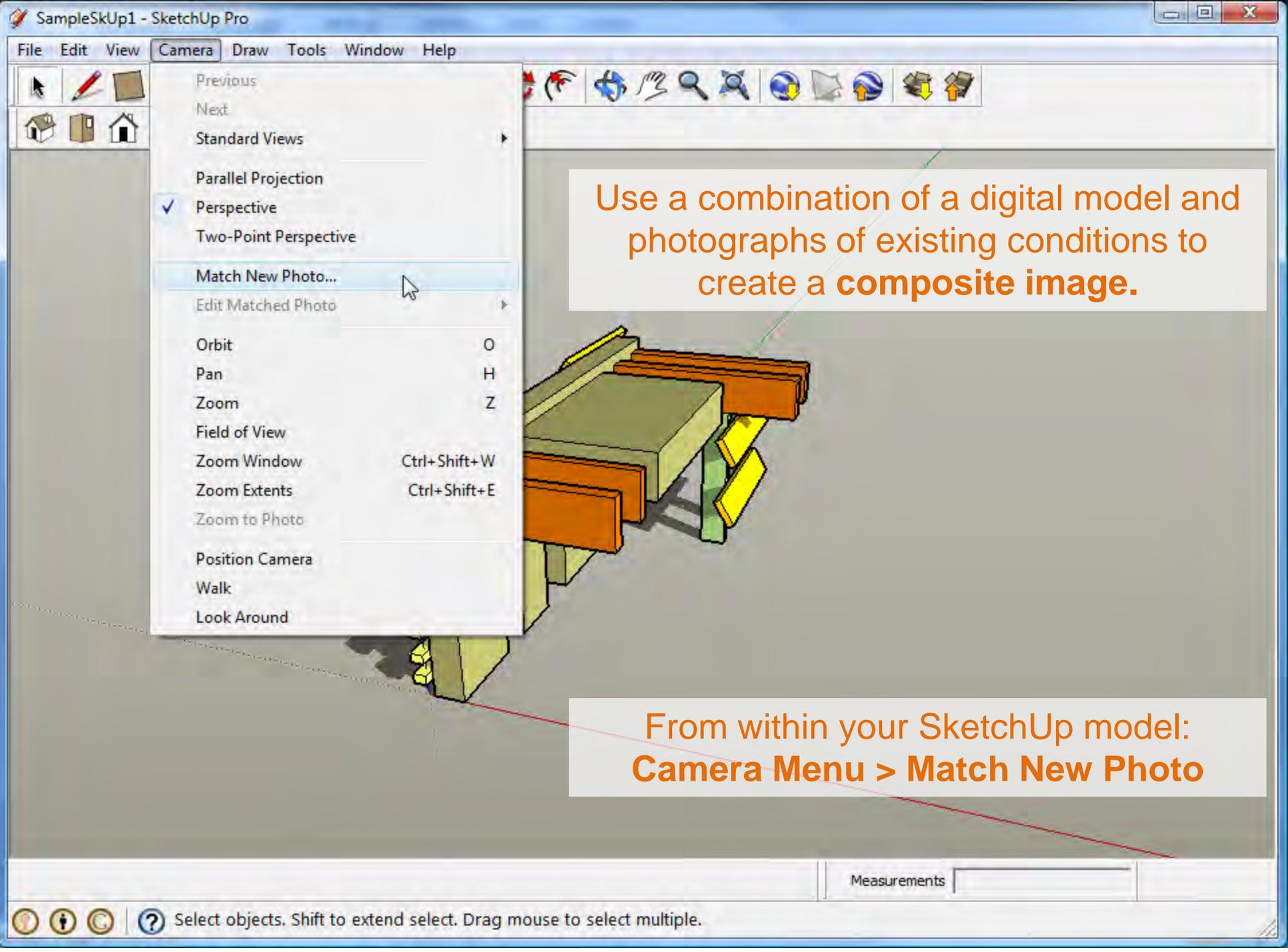


Arch 150

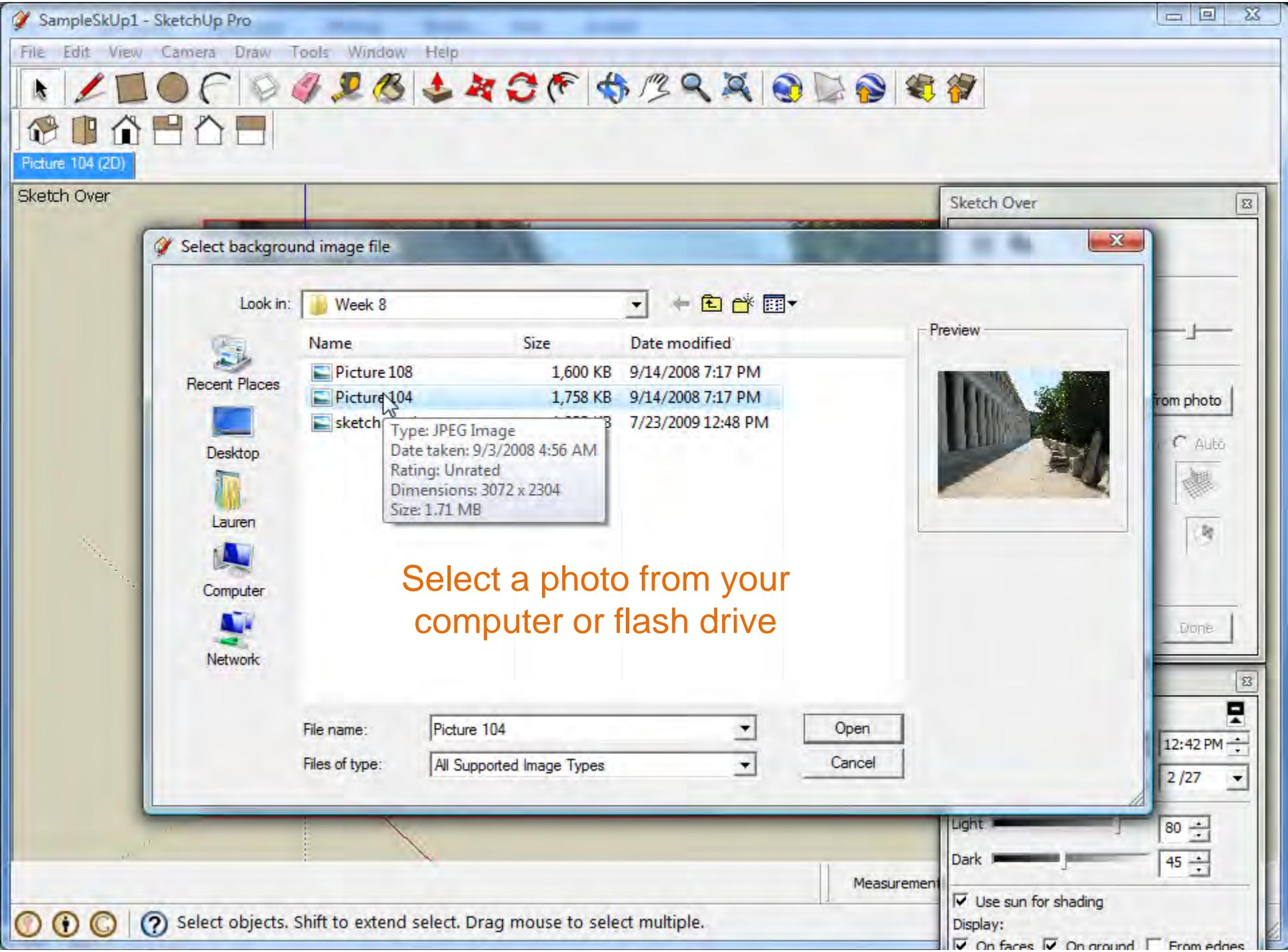
Week 8

**Creating a Composite
Image with Sketch Over**



Use a combination of a digital model and photographs of existing conditions to create a **composite image**.

From within your SketchUp model:
Camera Menu > Match New Photo



Select background image file

Look in: Week 8

Name	Size	Date modified
Picture 108	1,600 KB	9/14/2008 7:17 PM
Picture 104	1,758 KB	9/14/2008 7:17 PM
sketch		7/23/2009 12:48 PM

Preview



Type: JPEG Image
Date taken: 9/3/2008 4:56 AM
Rating: Unrated
Dimensions: 3072 x 2304
Size: 1.71 MB

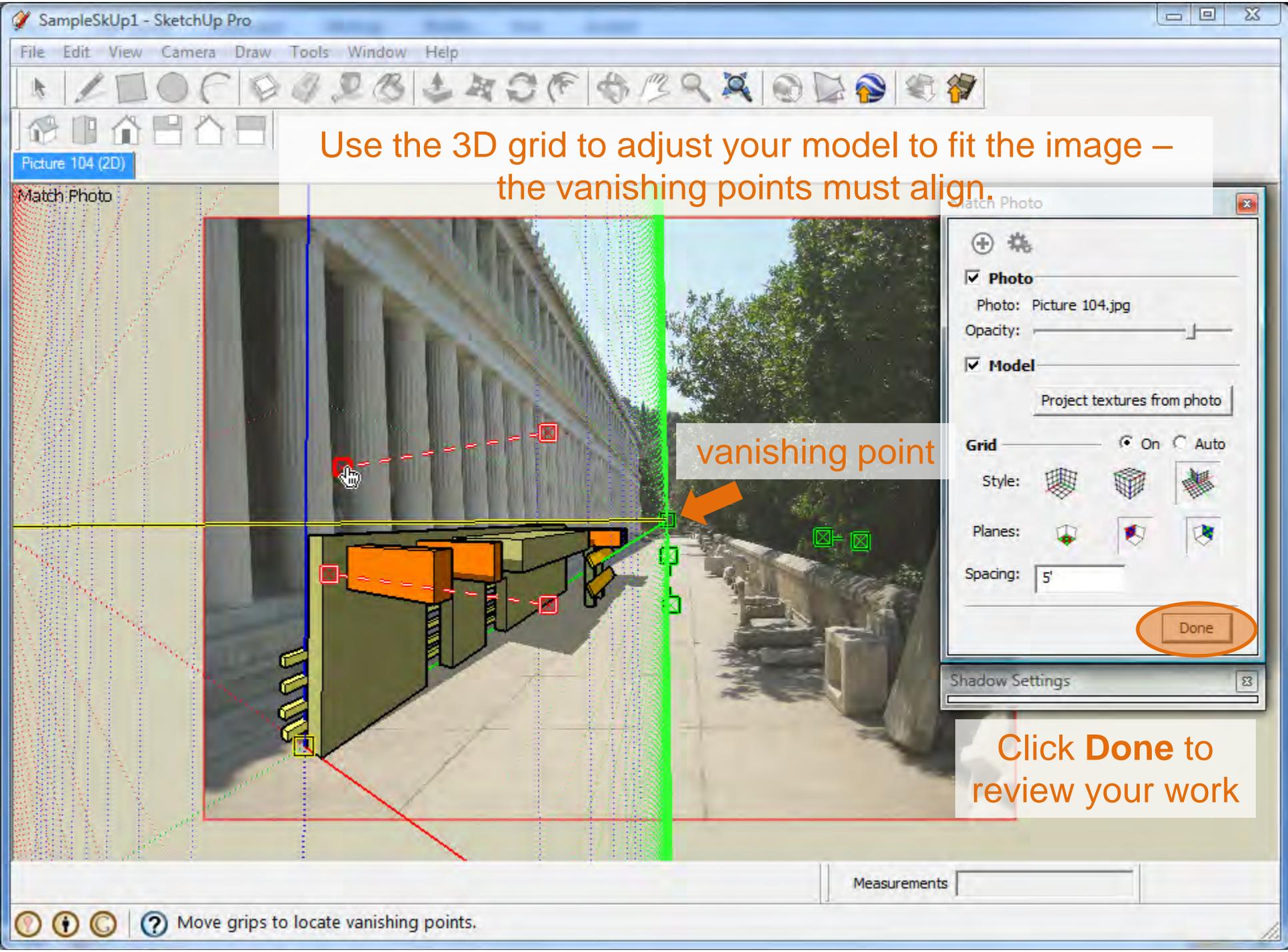
File name: Picture 104

Files of type: All Supported Image Types

Open

Cancel

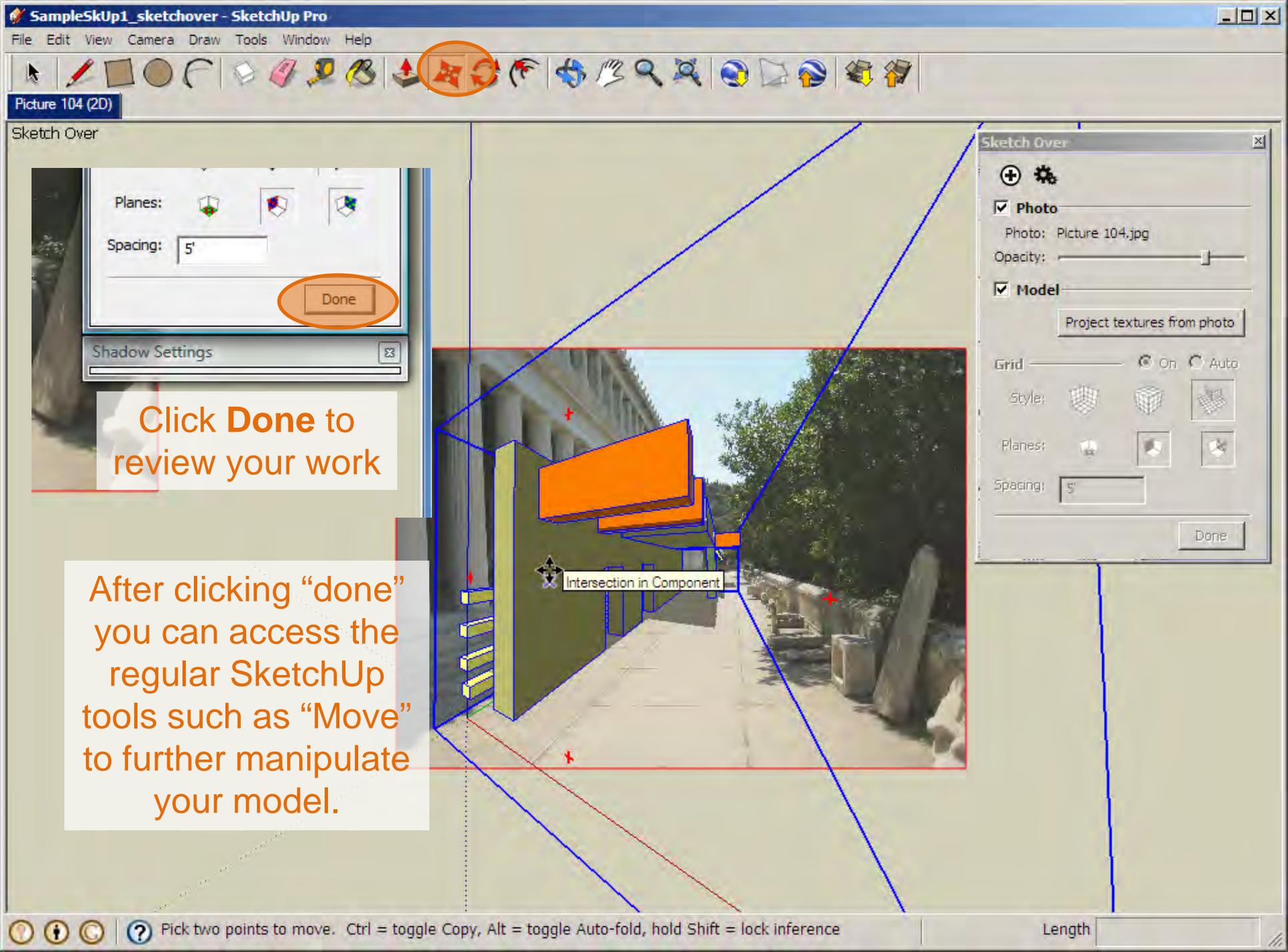
Select a photo from your computer or flash drive



Use the 3D grid to adjust your model to fit the image – the vanishing points must align.

vanishing point

Click **Done** to review your work



Picture 104 (2D)

Sketch Over

Planes:

Spacing: 5'

Done

Shadow Settings

Click Done to review your work

Sketch Over

Photo

Photo: Picture 104.jpg

Opacity:

Model

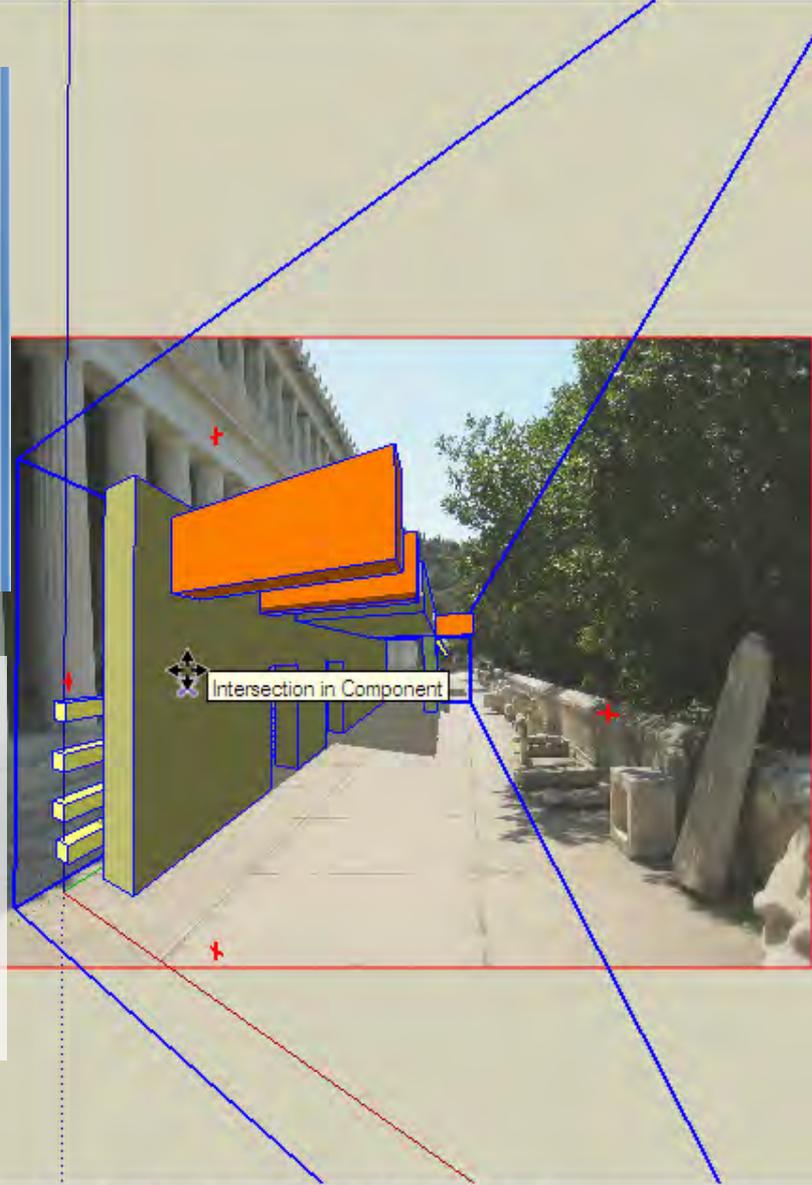
Grid

Style:

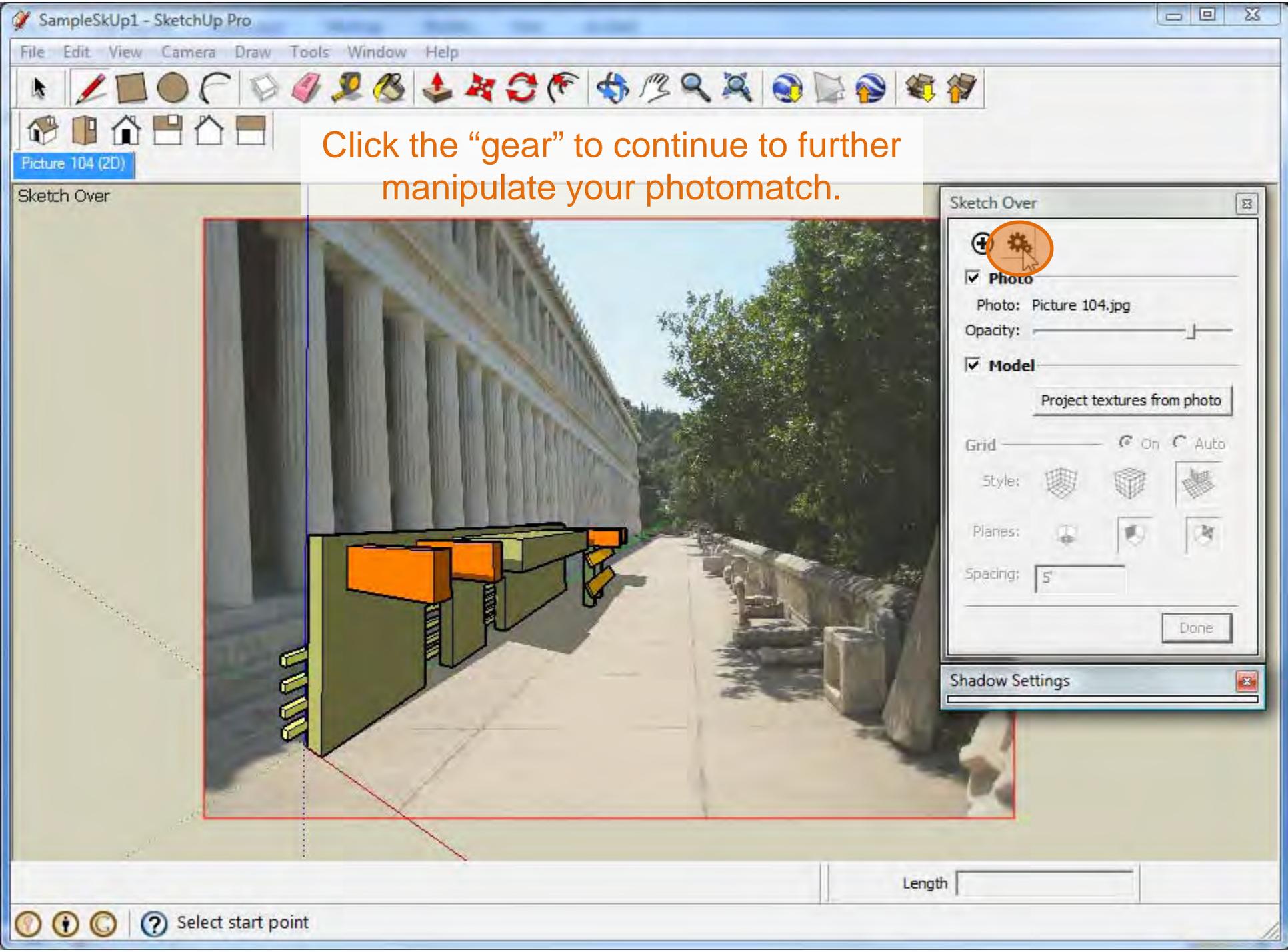
Planes:

Spacing: 5'

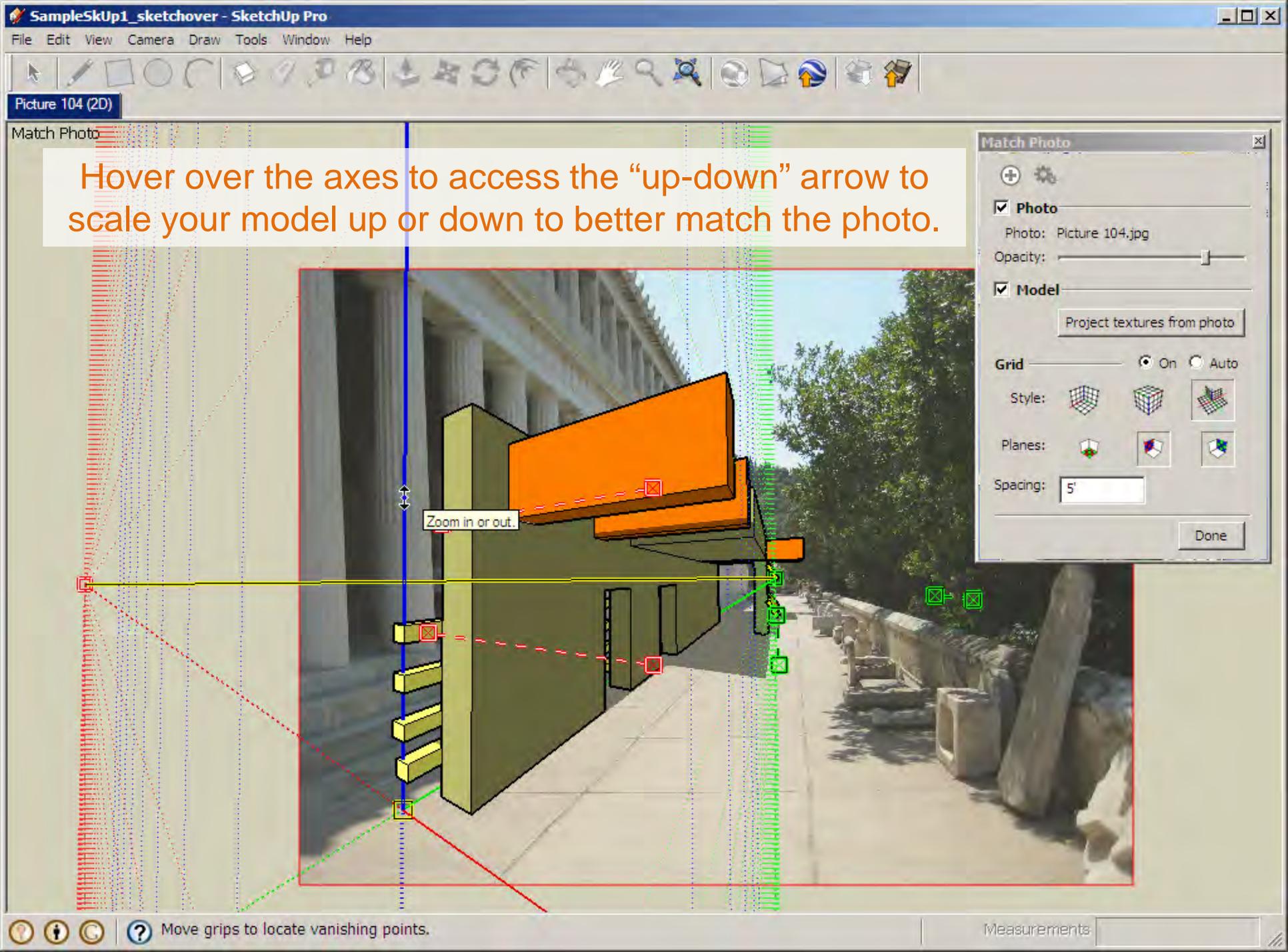
Done



After clicking "done" you can access the regular SketchUp tools such as "Move" to further manipulate your model.



Click the “gear” to continue to further manipulate your photomatch.



Hover over the axes to access the "up-down" arrow to scale your model up or down to better match the photo.

Zoom in or out.

Match Photo

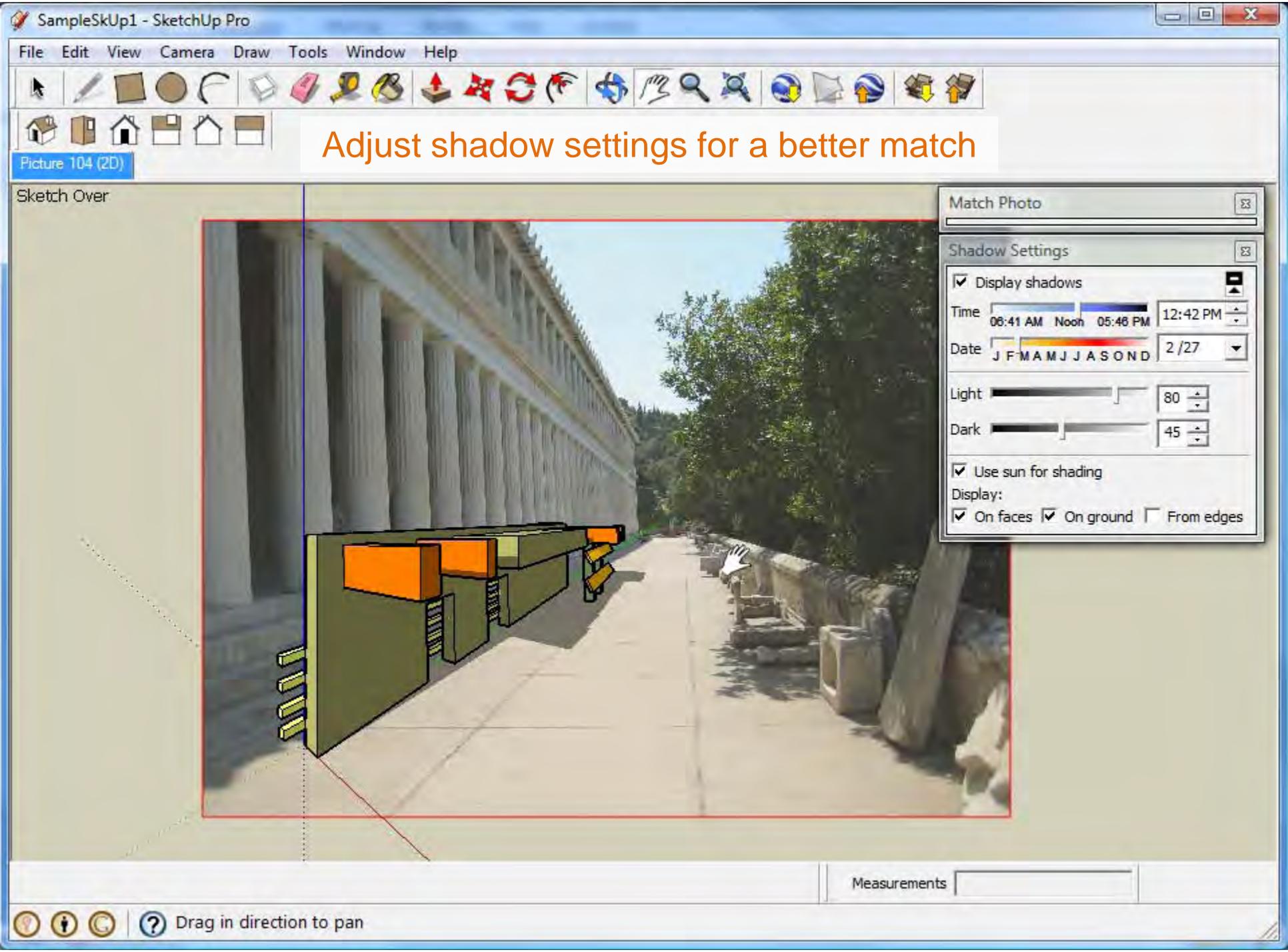
Photo
Photo: Picture 104.jpg
Opacity:

Model

Grid On Auto
Style:

Planes:

Spacing:



Adjust shadow settings for a better match

Match Photo

Shadow Settings

Display shadows

Time 06:41 AM Noon 05:46 PM 12:42 PM

Date J F M A M J J A S O N D 2/27

Light 80

Dark 45

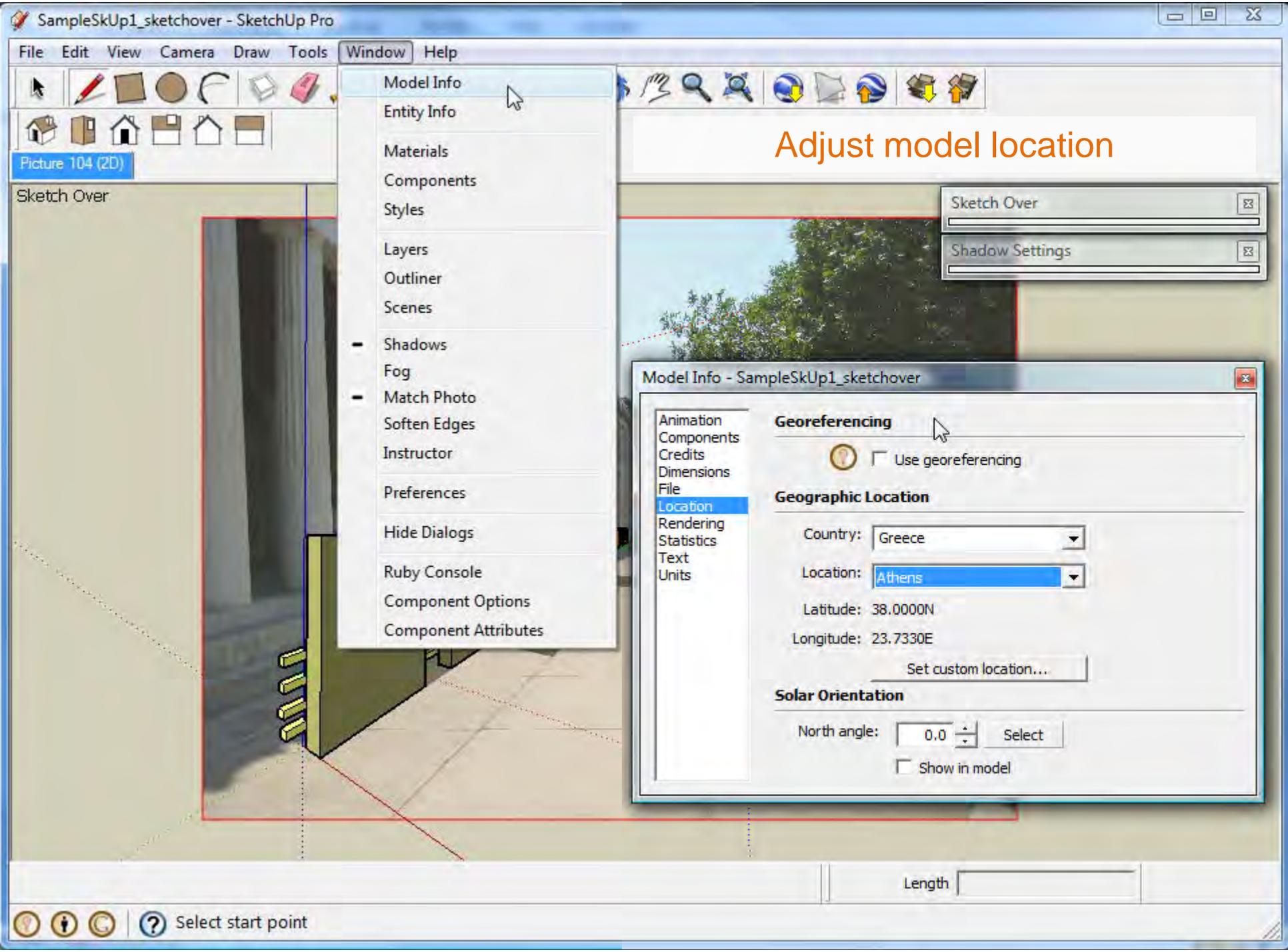
Use sun for shading

Display:

On faces On ground From edges

Measurements

Drag in direction to pan



Adjust model location

- 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

Model Info - SampleSkUp1_sketchover

Georeferencing

Use georeferencing

Geographic Location

Country: Greece

Location: Athens

Latitude: 38.0000N

Longitude: 23.7330E

Set custom location...

Solar Orientation

North angle: 0.0 Select

Show in model

Select start point



Export a 2D graphic (JPG) of your final image

- 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 SampleSkUp1_sketchover
- 2 SampleSkUp1
- 3 SampleSkUp1_scenes
- 4 C:\Users\...\SampleSkUp1
- 5 C:\Users\...\3DSiteModel
- 6 C:\Users\...\3DSiteMdeol
- 7 C:\Users\...\Temp\Assignment 1
- 8 New Idea for Component
- Exit

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



Sketch Over [X]

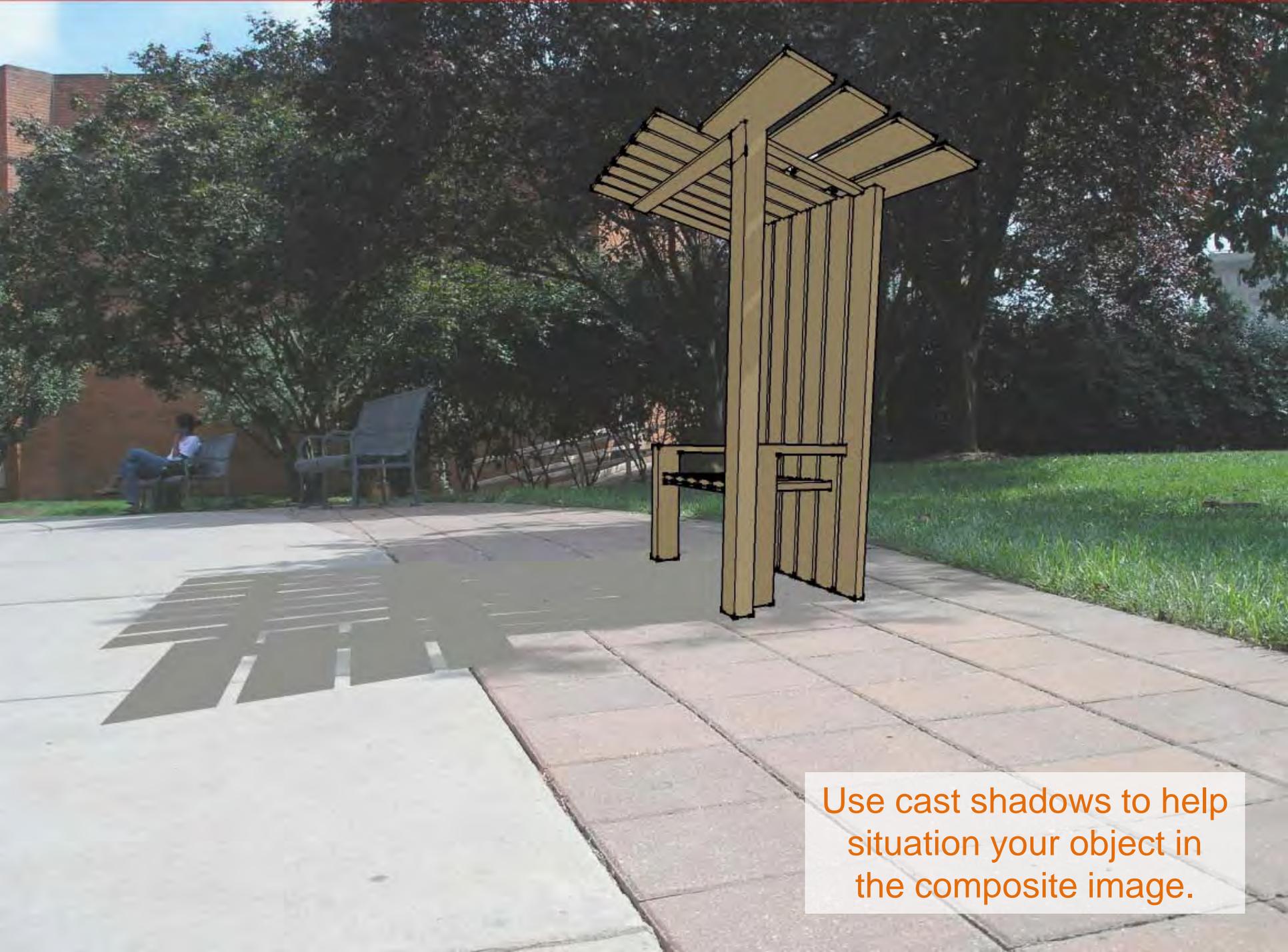
Shadow Settings [X]

Length []

By adjusting the shadow settings on your SketchUp model to match those of the photo you are matching, a proper fit can be made.



Color and saturation plays an important role in allowing your design work to fit into a composite image.



Use cast shadows to help situation your object in the composite image.

Adjust edges on your SketchUp model to enhance the appearance of the image.





Add people as .JPG images (photographs)
to make your image more realistic.
This can be accomplished in Photoshop.