

# SKETCHUP LOOK BACK IN 2012



Sketchup VR Space



## Christmas Special

- Interview with Claudio Cosentino
- Tutorial on sketchup by Phuoc Nguyen
- Sketchup plugin review - Thea/Spread 3D

## List of Contents

### 1. A letter to the desk of editor

- ✚ A letter direct from the editor desk highlighting on December edition

### 2. Interview

- ✚ Interview with Claudio Cosentino

### 3. Cover Story

- ✚ Review of SketchUp in the year 2012

### 4. Article

- ✚ My story with SketchUp
- ✚ Detailed Process for Creating model of Shuttle, Speeder and Watch

### 5. Blog

- ✚ Remodeling with SketchUp - A book by Mike Tadros

### 6. Tutorial

- ✚ SketchUp Tutorial - Realize a complex surface with SketchUp (3)
- ✚ SketchUp Tutorial - Render with SketchUp and Podium
- ✚ SketchUp Tutorial - SketchUp Modeling Series 9 - Santa Sleigh
- ✚ SketchUp Tutorial - Black and White Living Room

### 7. Reviews

- ✚ Inovus Shading Toolbar Plug-in for SketchUp
- ✚ Spread3D Plug-in for SketchUp
- ✚ Thea for SketchUp

### 8. News Room

### 9. Magazine Details – The Creative team of SketchUp ur Space

## A letter to the Desk of Editor

Hello friends!

The Christmas is knocking at our door step and we are in festive mood. In order to make the Christmas event more colorful we are going to publish a special issue of SketchUp ur space magazine. We have observed lots of improvements and happenings with SketchUp in 2012. We highlight these changes in our current magazine. The team of SketchUp ur space has presented an exclusive cover story focusing on "Review of SketchUp in 2012". In this issue we specially highlight on numerous new plug-in for SketchUp which were released in 2012.

Besides plug-in, there will be an exclusive candid interview with Claudio Cosentino, the most talented Italian production designer & art director who work successfully for many renowned hollywood films like Dracula 3D, forever blues, the tomb, Cannibal World etc.

In article section the reader will find a unique article presented by Shivam Bordoloi, a budding civil engineering and CAD designer. Shivam works at SketchUp artists and in this article he explains how he utilized SketchUp all through his professional life. There will be another article presented by Andrew Alexander, renowned 3D modeler. In this article Andrew has explained the detailed process on how he created some stunning 3D models.

In blog section the readers will get an informative write up on the recently published book on "Remodeling with SketchUp" by Mike Tadros. In this book Mike Tadros, The principal and co-founder of Igloo Studios presents his view on the essential first step of your remodeling project with SketchUp.

In tutorial section the readers will find a wide array of good tutorials presented by Riocee Adona. In this tutorial Riocee explains how he created black and white living room with SketchUp. Tutorial presented by Bernard Dhausy on how to realize a complex surface with SketchUp. Another tutorial by Nguyen Ngoc Phuc which shows you how to render with SketchUp and Podium. The last one presented by Dexter Thaddeus Esmeria on SketchUp Modeling Series 9 - Santa Sleigh.

We have also added some exiting video tutorials on SketchUp. In plug review section we have added some upcoming SketchUp plug-in.

The journey of SketchUp in 2012 had been a sweet memory for SketchUp lovers. For the foreseeable future we also expect to see the same capabilities, functions and services within SketchUp. We also promise that we will also share the enhancements in SketchUp in 2013 and make it easier for our readers to get the information through our magazine in a more initiative way.

**"Let's welcome the year which is fresh and new,  
let's cherish each moment it beholds,  
let's celebrate this blissful New Year."**

**"MERRY X-mas"**

Hope our readers will like this publication of SketchUp ur Space. We will welcome some helpful feedback from our readers. Please send me your suggestions at [rajib@SketchUp-ur-space.com](mailto:rajib@SketchUp-ur-space.com).

**"I can write better than anybody who can write faster, and I can write faster  
than anybody who can write better."**



Best Wishes  
Rajib Dey  
Editor

**Happy Reading!**

## **Interview with Claudio Cosentino - Renowned Italian Production Designer in Hollywood Films**

**Please make your brief introduction to the readers of SketchUp Ur Space?**

Greetings to all readers SketchUp magazine. It's nice to know that there is an important magazine about SketchUp, and mainly people who use this unique 3D program.

**When did you first discover SketchUp and why do you prefer it?**

I started to discover SketchUp 5 years ago, I was looking for a program 3D fast and versatile, with a simple interface that would allow me to work directly on 3D volumes. I did some research on the internet and found SketchUp; it was love at first sight. The thing that surprised me the most was the ease of use of 3D. Then over time, I found all the hidden potential of SketchUp.

**You work as production designer, costume designer and art director. How do you manage all these at a time out of your busy schedule?**

I work as production designer in Rome, and vice president of the ASC Italian Association production designers, costume designers. I am a teacher at the Academy's Art of Catanzaro in southern Italy. To all my students, I teach gladly using SketchUp. Unfortunately, I do not have much time for myself; I realize that to achieve the goals you have to follow them with dedication. I do not know other solutions at the moment for a successful career.

**You worked as a production designer in so many well known Hollywood films. Share your experience on how you utilize SketchUp in your work?**

I've seen colleagues are production designer Americans who make extensive use of SketchUp. Some use it to create 3D volumes, then they put the textures in Photoshop. SketchUp is a very flexible program. In Italy we use both for design and layout. The interesting thing in SketchUp is the ability to create points of view in the 3D model, which correspond to the position of the camera in real set. This is a feature that really likes all the directors, because they have the opportunity to study the virtual shots before the construction of real sets.

**Tell us something about your upcoming film "Dracula 3D" which will be released in Italy very soon.**

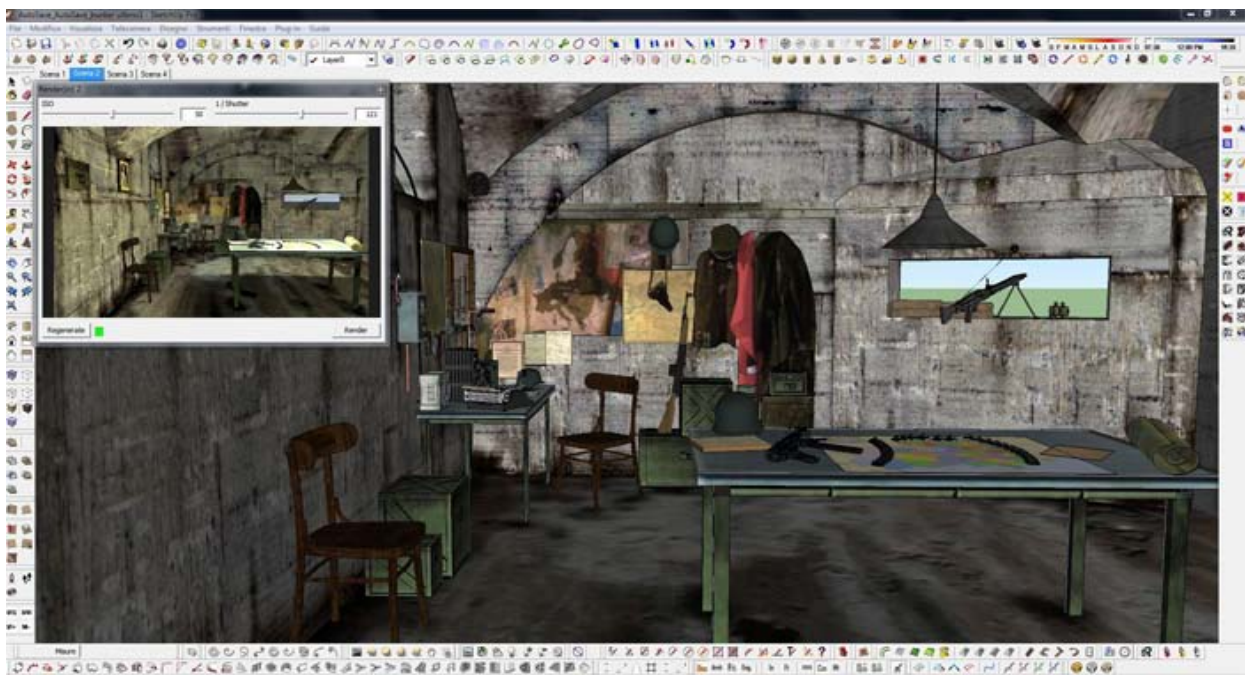
Dracula the film is currently in all Italian theaters, the film was shot in stereoscopic 3D, I designed all the sets with SketchUp pro 8, and I created the render with "Renderin" and "Artlantis" I created some animations with point's machine decided by the director. Using SketchUp for this film was decisive, because I had little time for the preparation of projects. Really helped me a lot, I have to thank Google and all developers of SketchUp.





**You have completed so many projects with SketchUp. Which project you found most challenging so far now?**

Now I'm working on a project for a film about World War 2, and I must say that this will be the most difficult job that I will do with SketchUp, I have about 14 sets of design, and all are very well described in the script, so even the project must be very detailed, an important aspect of SketchUp that is helping me a lot is the integration with Google map. The possibility of directly imported into the model entire portions of land with elevations. With this function, we can see our 3d model correctly positioned as in reality.



**SketchUp is a useful tool for creating visualization in film and stage. How do you find SketchUp as a most effective tool for visualization?**

About the possibility of creating scenes and animations SketchUp think it is unsurpassed.

**What enhancements would you like to include in SketchUp for film professionals in near future?**

I would like to better management best models very heavy, greater than 100 mb for example, without sacrificing resolution textures, greater control over the texture on curved surfaces, without the use of external plug-in. the ability to draw even on irregular solids anything you want. I must also say that the plug-ins freely downloadable from the site of SketchUp make the program complete.

**Please tell us something about your upcoming projects in which you intend to utilize SketchUp?**

I answered the question above (the film project on World War 2)

**As a production designer, how did you observe the evolution of SketchUp from past to present?**

SketchUp evolves, but I think it's already born with an evolutionary idea, he thought the younger generation, simplifying its tools and making a very pleasant has made the program available to everyone, now Google SketchUp look at augmented reality, its evolution has just begun .... what a pleasant surprise there will still be coming? I'm very curious to see.

**How do you see SketchUp as a designer tool?**

SketchUp layout style builder together they complete a design tool, but it is much more if you think the integration with Google maps, integration with Photoshop, all free plug-ins available, SketchUp Physics, and much more....

**Please provide your valuable suggestions for the newbie production designers?**

I would suggest to those who start using SketchUp, to study the daily program, to use the tutorials that are easy to find on the web, so you have the exact idea of the potential that SketchUp offers. Not merely a superficial use of simple volumes, but to experience the modeling of surfaces, curves, and irregular solids, then started a project to be completed, and studied all stages from idea to project the layout. You should be able to bend the program to do what you want, and not the reverse. Then you say "I design with SketchUp".

**What opinions do you want to provide for the team of SketchUp Ur Space?**

I want to thank the team of SketchUp ur Space, a special thanks to the editor in chief Rajib Dey, for all the work you do every day, your role is very important because it spread news about SketchUp and its users. Through your articles we have no way to share our work experiences, and to grow professionally. I hope that with our little help, we can help make great SketchUp ur Space magazine. Thanks

## Cover Storey - Review of SketchUp in the year 2012

We are going to keep our footprint in another new era i.e. 2013. We have found lots of evolutions & happenings with SketchUp in previous year.

**Acquisition of SketchUp by Trimble:** If you look back in 2012 the most amazing news is the acquisition of SketchUp by Trimble, an USA based recognized positioning and engineering firm. Google acquired SketchUp from @Last Software in 2006. Now the SketchUp team and technology have joined Trimble to develop news features and innovations for SketchUp software in near future. We expect that there will be availability for free version of SketchUp 3d modeling software in the upcoming year.

Trimble has been successfully providing an integrated set of solutions in the virtual construction fields and possesses some entrenched brands like Accubid Systems, Meridian Systems, QuickPen, and Tekla. Now Trimble adds a new wing to its portfolio of technologies. All these combinations will provide great benefits to the construction modeling system. The Trimble will take SketchUp to a superior level by preserving the existing functionality of SketchUp.

**New logo of SketchUp:** After acquisition of SketchUp by trimble the first remarkable change comes in the design of logo from a house with pencil to some red and white steps. The change is done with the SU8 M3 maintenance update. The new logo has been created by combining SketchUp symbol, layout and style builder. LayOut is symbolized with an orthographic top outlook in the form of the stair-step figure. Style Builder is marked as outline and rendered with some elegant edges. All three icons belong to SketchUp Red and knot with each other.



**SketchUp 3D Basecamp 2012:** Trimble SketchUp group had arranged an informative event in Boulder, CO. The first day was scheduled at the Boulder Theater where some good presentations were provided by the SketchUp management team, numerous plugin developers and a keynote presented by Bre Pettis of MakerBot. The first day start with the welcome messages by Mr. Aidan Chopra, the organizer of the event and SketchUp's Product Evangelist. In an introductory speech John Bacus, the Product Manager for SketchUp introduced the audience with Trimble Sector vice president Bryn Fosburgh. In his speech Bryn offered some new development of SketchUp like release of SketchUp 2013, new version of 3D Warehouse containing WebGL technology, open-source code

development for SketchUp, updated new extensible Ruby console with multi line editing features, launching of TestUp software to test and debug plugins for ruby code developers and other Ruby components, launching of a STL importer/exporter.

There were also two “Ruby 101” half -day courses and three hours of beginner Ruby training which occurred at Hotel Boulderado. Some interesting presentations provided by Daniel Tal, Nick Sonder, Mark Carvalho, and teams from 3skeng, ARmedia and SightSpace 3D.

# SketchUp 3D BASECAMP 2012



**OCTOBER 15 | 16 | 17**  
Boulder, Colorado, USA

The last day included ruby developer conference and design charrette in which 15 teams were entrusted the task for designing “A wired, wireless classroom for the next 50 years” and “A system for organizing portable devices”.

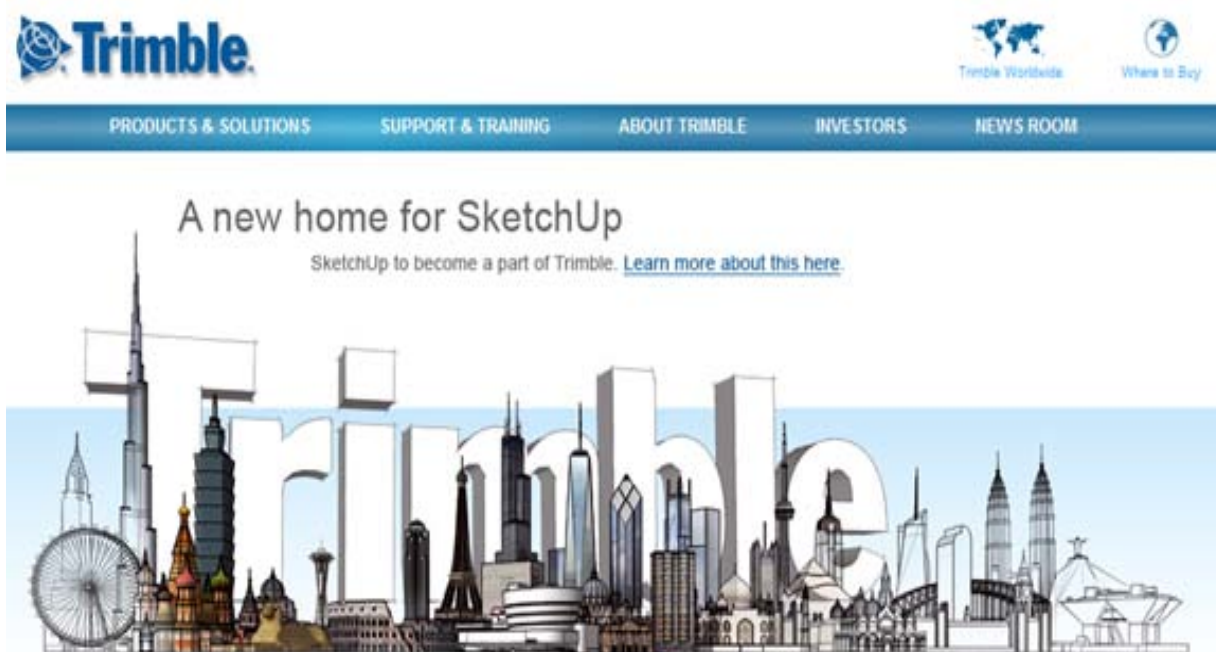
**A New book on Architectural Design with SketchUp:** Alex Schreyer wrote a new book on SketchUp highlighting various aspects of SketchUp for architects, designers and modelers. The book mainly highlights on component-based modeling, plugins, rendering and Ruby scripting. In this book Alex teaches on how to create forms to model in SketchUp by utilizing ruby script. Go through the to the companion site to get more details of the book.



**2012 Model Your Town Competition:** The competition was organized by Google to support group of people from all over the world to make a 3D mock-ups of their towns and regions for Google Earth



and Maps. The competition was concerned with Geo Modeling to create photo-textured models of real-life buildings which will be shown in Google Earth. Near about 212 team joined the competition and over 24,000 models were generated. The communities and local modelers meet collectively to reconstruct their towns and present the model to the Google warehouse. The participants utilized SketchUp in combination with Google Earth or even the Building Maker software to produce the 3D models. Gipuzkoa, Spain won the 2012 Model Your Town Competition. Pedro Domecq Aguirre alias "PeterG" created the models Getaria, Gipuzkoa, Spain which got highest votes. The model was represented in 3D in Google earth. The winning team got a prize money of \$25,000 and out of which €18,400 was granted for a local school.



Go through the following link to get the detailed rules and regulations for participation. <http://www.SketchUp.com/competitions/modelyourtown/details.html>

**Release of SketchUp 8 - Maintenance 5:** SketchUp 8 - Maintenance 5 was just released. It is the ultimate maintenance release designated for SketchUp 8. It would be available in multiple languages which ranged from English, French, Spanish, Italian, German, Japanese, Korean, Simplified or Traditional Chinese, Russian, Dutch and Brazilian Portuguese. It is compatible with Pro and free versions.

Go through the following links for being updated with the alterations like the newest features, upgrading, and bug fixes in SketchUp [http://www.SketchUp.com/release\\_notes/SketchUp\\_m5.html](http://www.SketchUp.com/release_notes/SketchUp_m5.html)



#### Launching of several new plugins for SketchUp

**SKPEngineering:** Renowned engineer & SketchUp professional Osvaldo Salas launched this engineering plugin for SketchUp. It is also known as "Section Properties Calculator". It is available with limited free version and pro version. The Pro version costs \$26 and contains several new functionalities alongwith a toolbar, and reporting. Section Properties Calculator is an engineering plug-in designed for SketchUp. By utilizing this plug-in the SketchUp users can measure mechanical properties of any closed planar face characterized in SketchUp.

The plug-in will be useful for structural designing of aluminum extrusions, steel, wood and light gauge metal steel members.



[Free Download](#) | [Buy Pro](#)

**Version 1.4 of Sketchfab uploader plugin:** This plugin will facilitate SketchUp users to position their models on upload like private and allocate a password (providing the user has at least a PRO account). The SketchUp users will be able to view their models on the web interactively in 3D. The plugin has come up with the following new features.

- Get through restructured API along with private/password functionality
- Integrate SketchUp source tag in JSON
- Exports edges through default at the moment
- Get rid of thumbnail upload (is not supportable any longer by API)
- Improved string cleaning on upload

Downloadable link - <http://www.alexschreyer.net/projects/sketchfab-uploader-plugin-for-SketchUp/>

**IRender nXt 5.0 for Trimble SketchUp:** Render Plus Systems, Inc. launched IRender nXt version 5.0. IRender nXt 5.0 empowers SketchUp users & designers to enhance their rendering workflow and generate render-ready SketchUp models and make amendments and strong control over render settings rapidly. Materials, lights, reflections and scene settings are all accumulated in the SketchUp model with the intention that the model can be rendered as a three-dimensional image exclusive of redefining the scene subsequent to the 3D Export.

The new release contains some powerful innovative and updated features like IRender Ready Lights, Mirrors, and Trees/Rotate View at the time of Rendering/ Background-Layer Wizard etc. with which designers will get the ability to make nice images and videos of their work.

The SketchUp users can utilize the AccuRender Ray Trace engine straightforwardly from SketchUp. The customers who had already brought IRender nXt in the past 12 months, did not have to pay for using the plugin.

Downloadable link - <http://www.renderplus.com/wp2/irender-information/>

**SightSpace:** Limitless computing launched SightSpace Free-D, a free version of its exclusive SightSpace 3D model viewer containing Augmented Reality features. The new version is available in different languages like English, Spanish, French and Chinese.

SightSpace Free-D can be obtainable on the iTunes App Store. All of the existing features of SightSpace 3D can be accessed as in-app purchases and all are customizable together with a purchase for loading more models.

The free version lets the SketchUp users to load in up to 3 models similar to KMZ format (SketchUp free and Pro contain KMZ export). The users can also apply Augmented Reality feature for positioning a model on a particular background.

The SketchUp users can load up the application with some added functionalities like 3D Warehouse download, annotations, or bookmarks (99cents each), Augmented Reality, unlimited models, or advanced viewer (\$4.99 each).

Downloadable link: <https://itunes.apple.com/us/app/id567219670>

**ArielVision:** ArielVision is an inexpensive, user-friendly, renderer for Trimble SketchUp. This plugin contains an advanced rendering engine with improved interface that helps SketchUp designers to make photorealistic renderings of their models and nicely rendered high resolution images, from right inside SketchUp.

ArielVision is easily compatible with SketchUp 7 or 8, Free or Pro. (Windows only). The plugin contains some useful features like reflection and transparency controls for getting pragmatic materials, HDRI skies and backgrounds, Material & Light wizard, Self glow, physically-based ray-cast lighting etc.

[Get 30 days free trial](#)

**Podium Walker:** Cadalog, Inc has launched Podium Walker, a CPU based photo-realistic, synchronized, animation plug-in for rapid photo-real visualization and video animations. It is well versed with SketchUp 7 or 8. The plugin contains a ray tracing engine & ambient occlusion which support SU Podium V2 reflections, bumps, lights and Podium Browser content.

The SketchUp users can easily generate keyframe animations and record their camera navigation. The users will be able to make animations straightforwardly from SketchUp scenes or from SU Animate paths. Podium Walker will export to video formats such as .mp4 and .avi.

[Downloadable link](#)

Besides we found lots of other new plugins for SketchUp like [BuildEdge PLAN](#), parametric building modeler for SketchUp, [Skelion](#), a solar energy design plugin for SketchUp, [The SketchUpBIM plugin](#), model buildings and engineering structures inside SketchUp, [Raylectron](#), a photorealistic rendering plugin for SketchUp.

So we found lots of enhancements with SketchUp in 2012. We hope Trimble will make the software more intuitive preserving the same capabilities, functions and services for the users and will see more free version of the 3D modeling software.

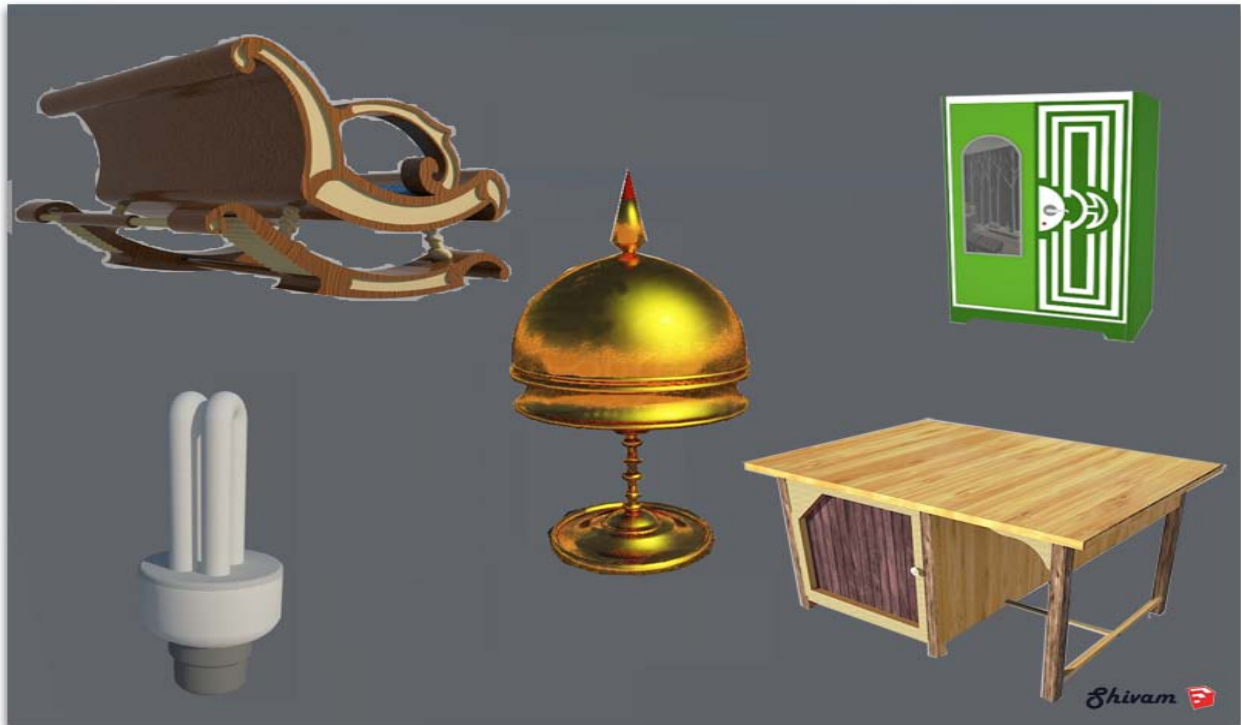


## My story with SketchUp

Hi 3D lovers, I am **Shivam Bordoloi** from Assam, India. It's great time with sketch up and I like to share my experience.

I have completed fine arts (B. Fine) & Civil Engineering this year and work as a freelancer. I like drawing from my early age & in the last 5 years I fall in love with CAD design, animation & all the graphic design and I want to carry this passion for future life.

In the first year of my Civil Engineering, I learnt auto CAD and introduced with 2D and 3D basic concept, but as I went on with these application I felt as if my imagination was not come out with these application and at that moment I eventually come to know about Google SketchUp, it was in the year 2010 but my first attempts were not up to my satisfaction . I was not fade up and watched the tutorials on YouTube and on other web page, and then I understood many things about SketchUp and come to know about photo realistic plug-ins such as twilight render, Maxwell render, SU-podium and at last V-ray. Now I export the SketchUp model to other format and import them to other software's like Vue, Lumion, 3Ds max etc for better realistic view. Layout and style builder is also useful for presentation. Now I enjoy a lot with FaceBook groups like SketchUp ur space, SketchUp texture your work, kampoeng3D, 3D people, IDVN etc and learn a lot from the expert and discuss with friends and I have got to know about this huge world of 3D design and I thanks Google for making such a wonderful software that makes my idea real and I would like to thank sketch up your space for giving me the opportunity to write in the magazine and congratulate you on your wonderful publication.



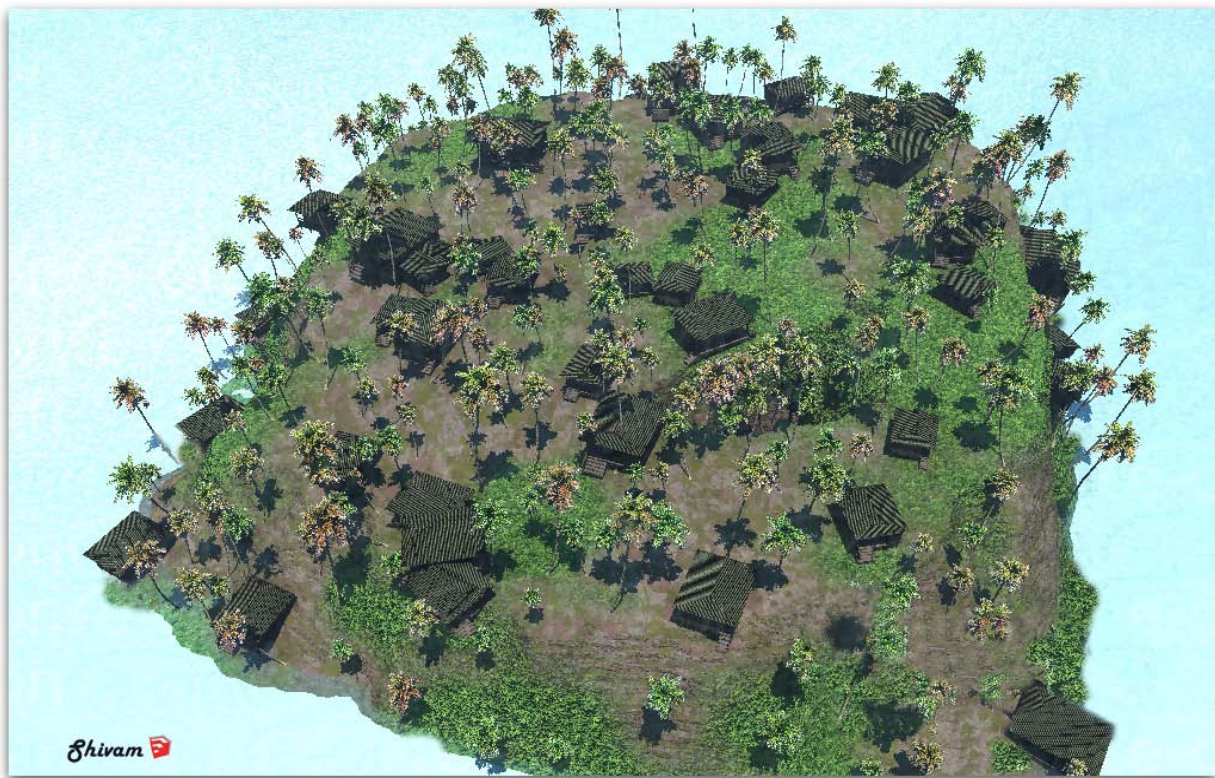
















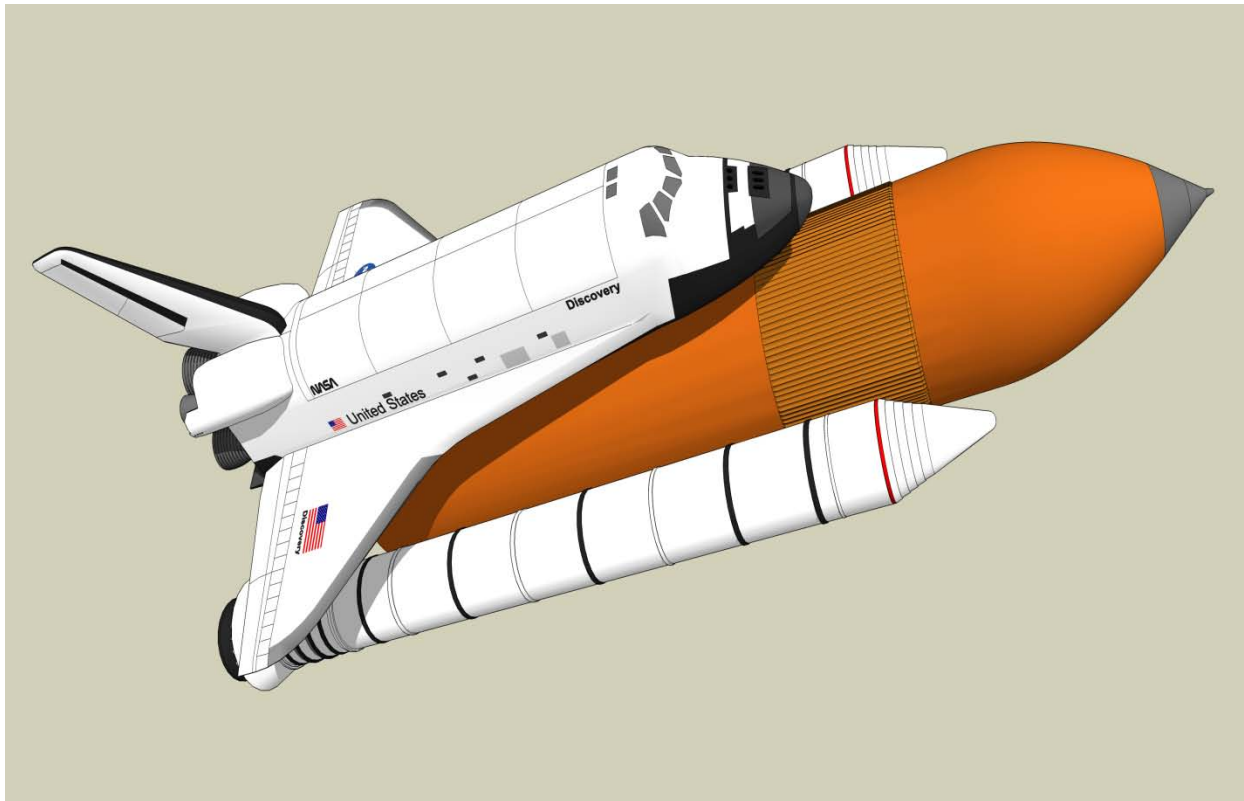
So, my dear 3D lovers keep on your journey with SketchUp....."hail to SketchUp

My FaceBook link: <http://www.facebook.com/shipucivilengg>

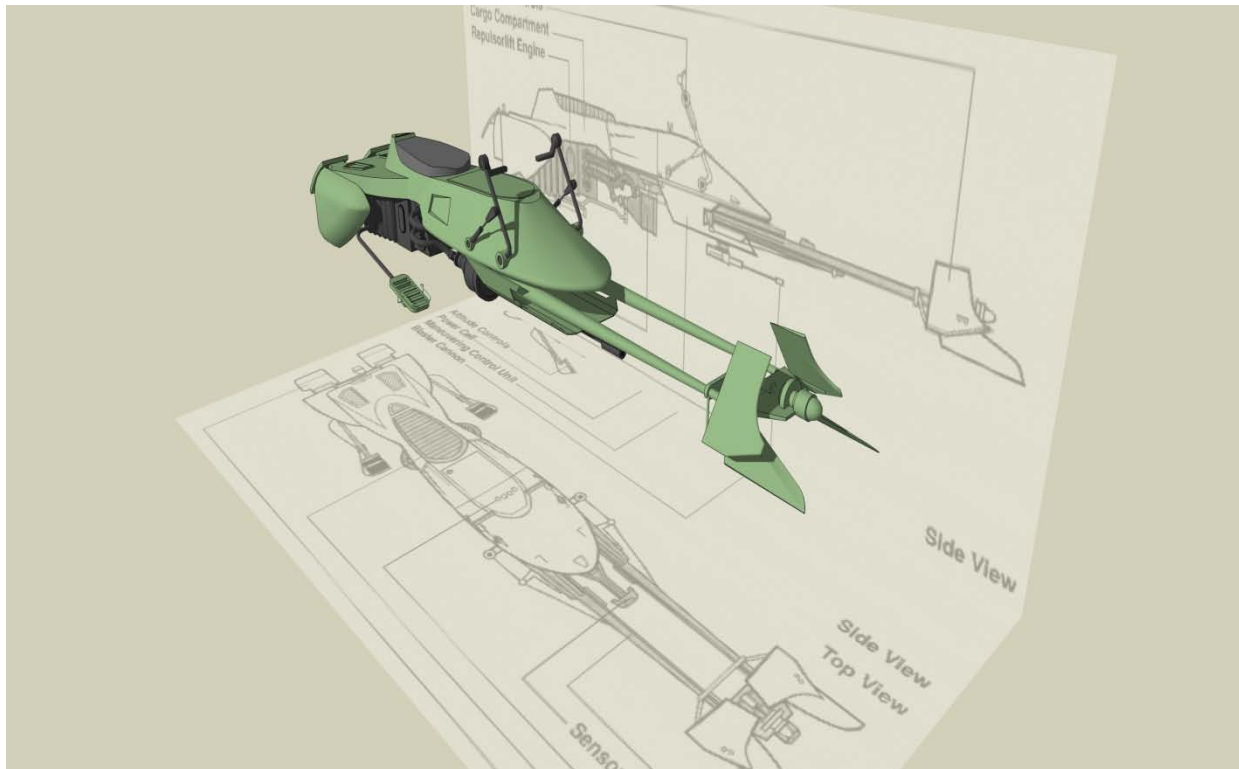
## Detailed Process for Creating model of Shuttle, Speeder and Watch

**Shuttle:** The middle part was easy, just a simple extrusion. The hardest part of this model was the shuttle itself. I started using simple shapes, but was not able to create the 3D compound curves needed for the front of the shuttle. For the cockpit, I started with the left half of the shape, extruded it a bit, and resized the newly extruded shape. Then I extruded the new resized shape, modified it a bit more, and continued this process until I had the overall shape I was looking for. This gave me half of the cockpit, and all I needed to do was to mirror it to the other side and it was done. I used plan and elevation line drawings of a shuttle for reference.

The "NASA", "United States" and "Discovery" text on the side of the shuttle are not images; They are cut into the side of the model using 3D text, and then coloured black. I find this always preferable to using pictures, because then it is a vector based text and doesn't reduce in quality when you get close.



**Speeder:** I find it helpful to use line drawings in plan and elevation to work from for models. In this one, I model one half of it, and then mirrored it over to the other side. Components were very useful because there were a lot of intersecting parts.



**Watch:** I modelled everything in this separately, from the text and numbers, to the little hands. A technic I used was to scale the model up 10 times, and model everything in, and then decrease the scale by a factor of 0.1 when I was done. That way I could make much more accurate parts and not be limited by the grid system.



Contact: [Andrew Alexander](#)



## Remodeling with SketchUp - A book by Mike Tadros

Mike Tadros, the principal and co-founder of Igloo Studios and the lead educator for School ([www.go-2-school.com](http://www.go-2-school.com)), has just published an exclusive training e-book on SketchUp which is known as "Remodeling with SketchUp: Measure and Draw Your Existing Space". The book will be very useful for SketchUp users to calculate and draw their existing space. The cost of the book will be \$19.99 and it will be obtainable for download on your iPad with iBooks 3.0. One can also get access of the book on its computer with iTunes. The book is written in English and contains total 57 pages.

The book will focus on various time saving methods for professional SketchUp users or newbie SketchUp designers to remodel a project with SketchUp. The SketchUp users will learn to generate a comprehensive 3D model of their existing space with precise measurements.

The book also provides detailed insight into general mistakes related with SketchUp and how to rectify these. The SketchUp users can also learn how to apply escape (pause) and undo (rewind) command within SketchUp more efficiently.

The book facilitates the SketchUp users to enjoy an interactional learning experience with text, images, videos and downloadable SketchUp files.

**The potential users can purchase a copy of the book in two different ways:-**

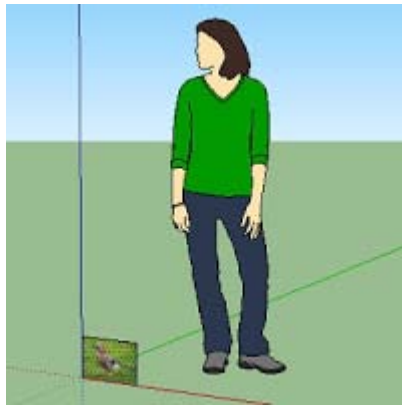
Subscribe to [online video training library](http://www.go-2-school.com) on <http://go-2-school.com>. The users will be able to receive the eBook toward their subscription and get access to the additional 50+ hours of video training.

Purchase the iBook\* on iTunes: <https://itunes.apple.com>

## Realize a complex surface with SketchUp (3)

I recently modeled a jay . There is already a time the same way I made a dragon, " Graouilly "emblem of Metz and my school.

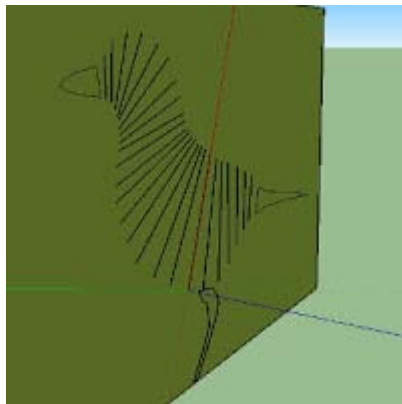
leisure can complicate the modeling, but in all cases the principle is the same. That's how I do it to achieve a symmetrical pattern in the same way an airplane (attention, it is not the only method as in any 3D design software).



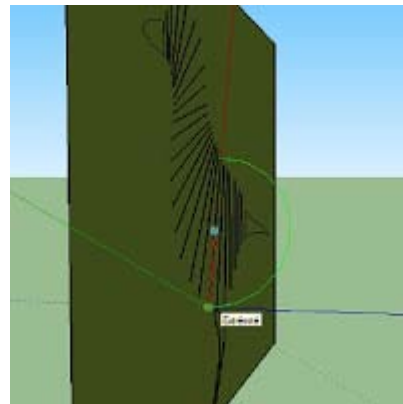
Firstly create a reference plane dimensions of bird by importing a profile picture as a projected texture.



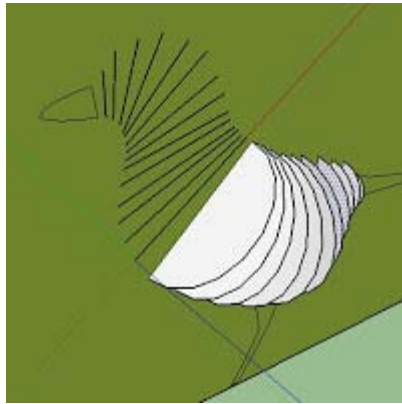
Draw line segments, close enough, perpendicular to the figure so as to cover the whole body. Delineate the abutments to treat later.



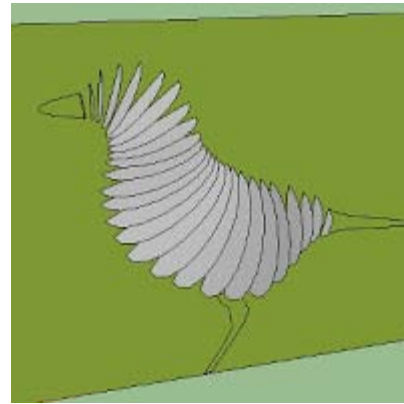
draw a polygon on each segment. I selected a number multiple of an odd number for the upper and lower segments are not perpendicular to the reference plane due to projected textures (here 18 sides). To draw these polygons normal to the reference plane and the axis segment I defined system axis: 1st point on one end, the other end of 2nd, 3rd and map. Thus, a system axis with the blue axis normal to the plane.



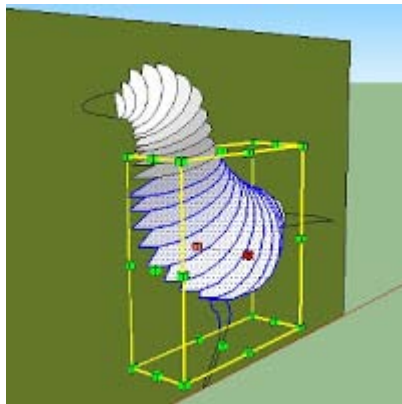
It remains to draw the polygon from the middle to one end of the segment. Attention to it is normal to the plane must rotate the view until such time as the silhouette of the polygon is green and maintain (shift key).



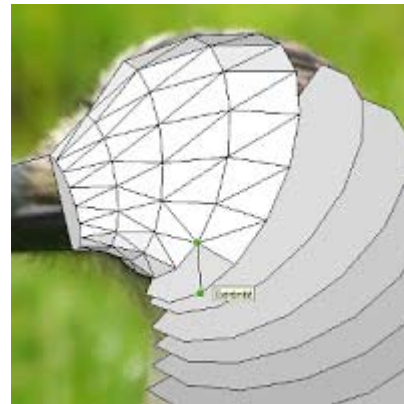
Was going to the next segment by repeating the same steps, first redefine the axes and draw the polygon.



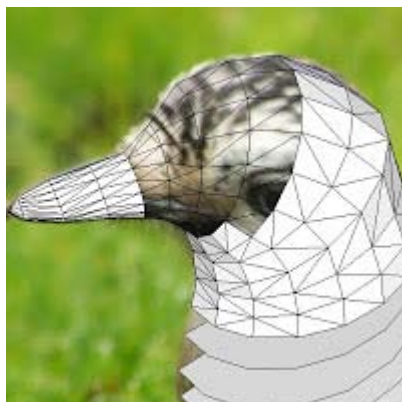
It removes parts of polygons behind the plan to a "half-bird."



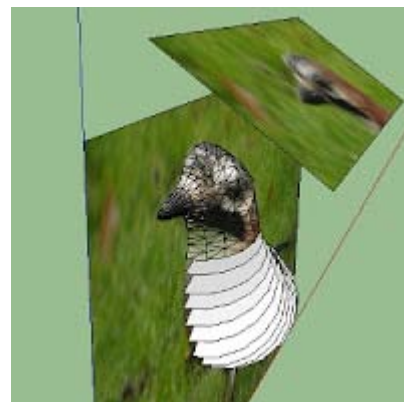
We can deform a group of "slices" to get his body thickened widest part, with the tool "scale" taking care not to pull on the central grip.



process is performed as a plane extending from each vertex polygons together by the right which thus form triangles.



Was applied the texture of the reference plane on all sides thus formed (ALT + "paint" to retrieve the texture).



To avoid the effect of "spun" faces nearly perpendicular to the reference plane (upper and lower body), it creates a slightly inclined plane with the same texture slightly displaced (must grope)

and from this plan is recolored faces extreme.



Remains to soften the edges (CTRL + "eraser").

Was performed symmetrical half bird copy (CTRL + "move" and then "back along the axis normal to the plane and back to contact departure). Remains to soften the edges of the junction plane.

Were performed in the same way the legs and tail to finish.





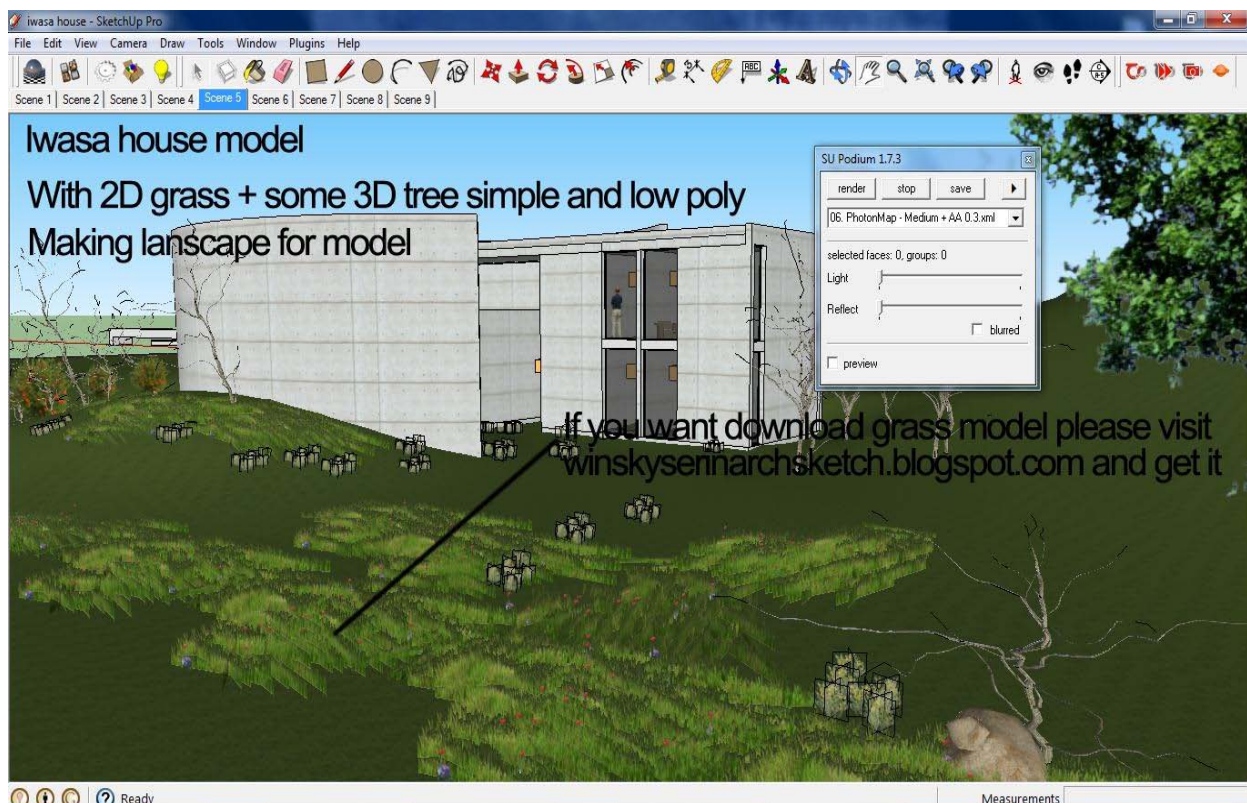
## Render with SketchUp and Podium

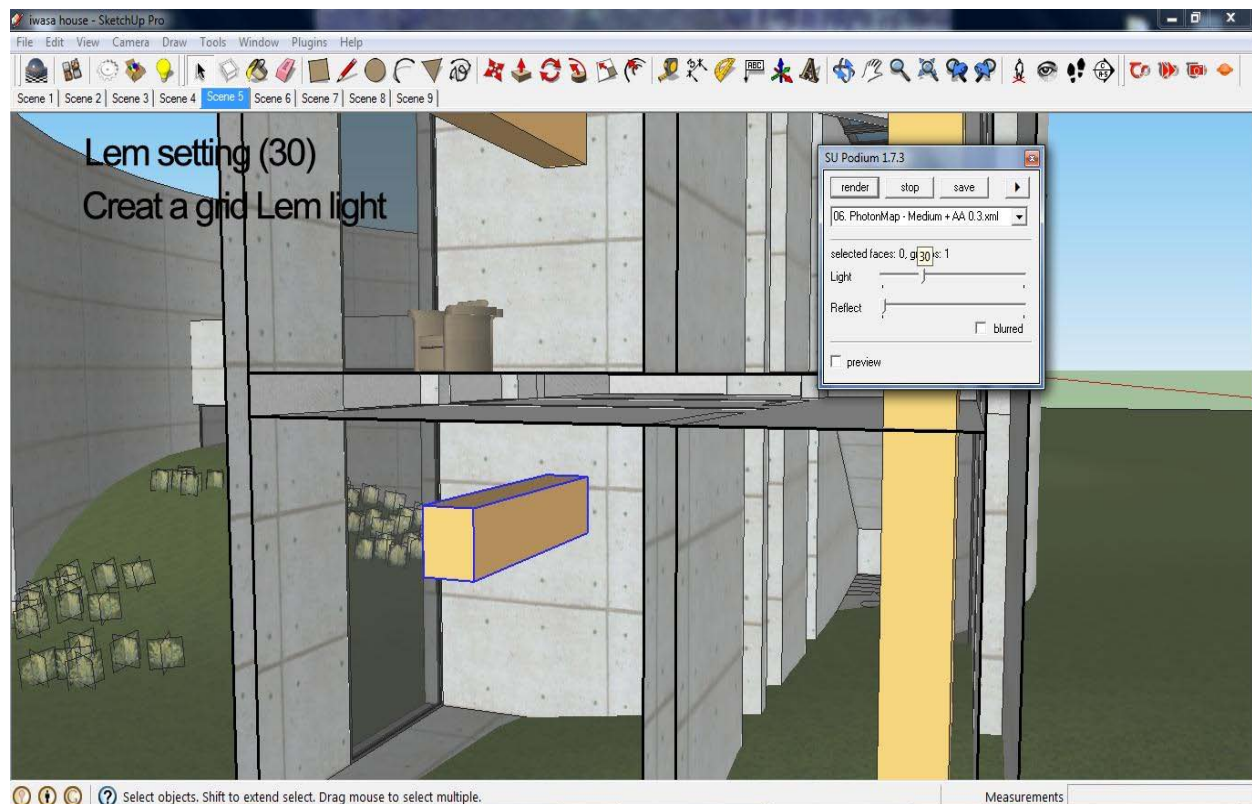
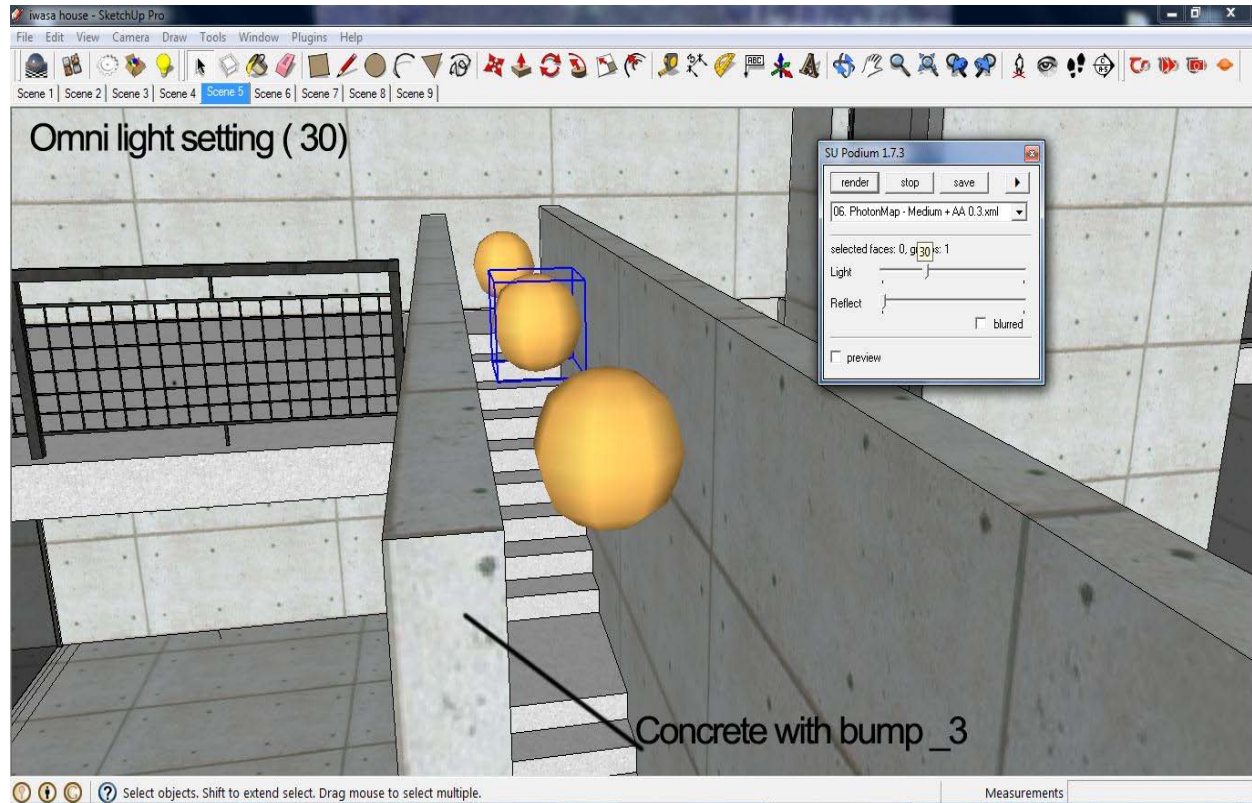
I have made a tutorial with SketchUp and podium render and I want to share it with you. In this tutorial I use SketchUp for modeling and simple podium to render the output. Finally, I processed it in Photoshop . hope this it makes you find helpful.



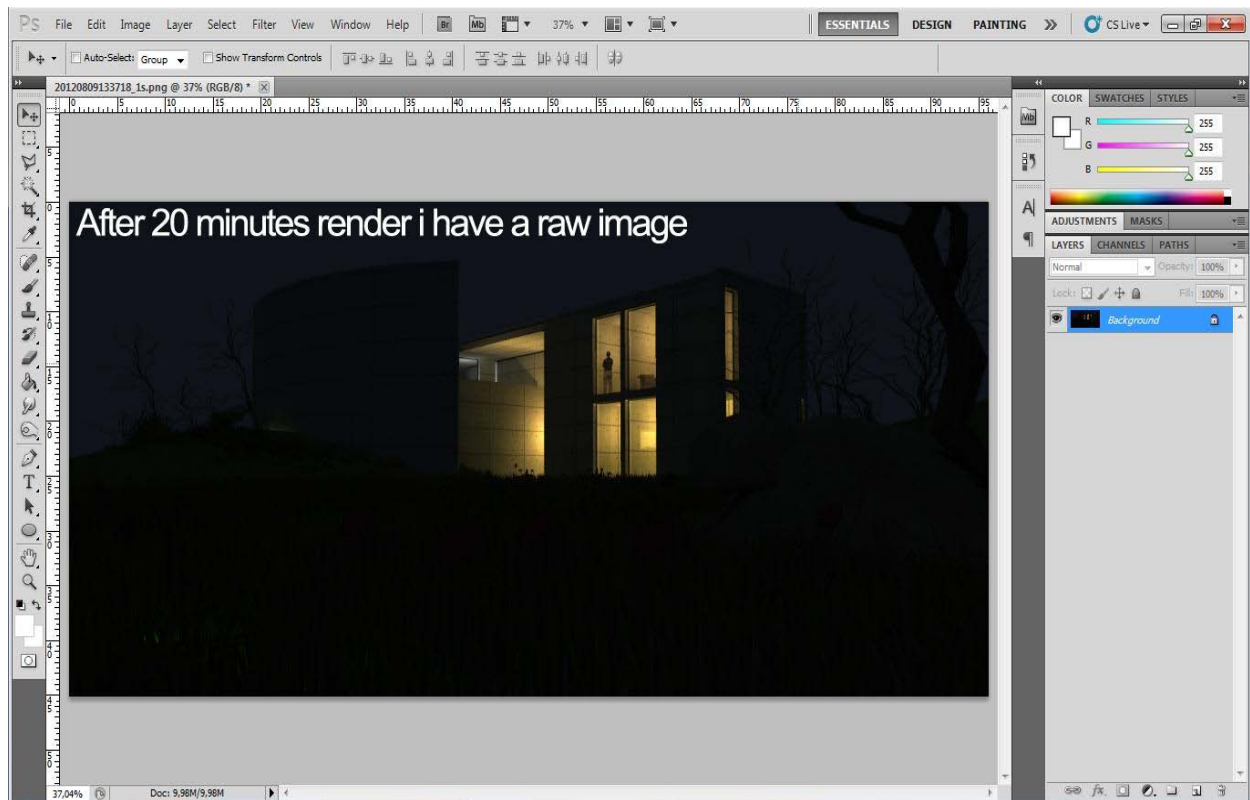
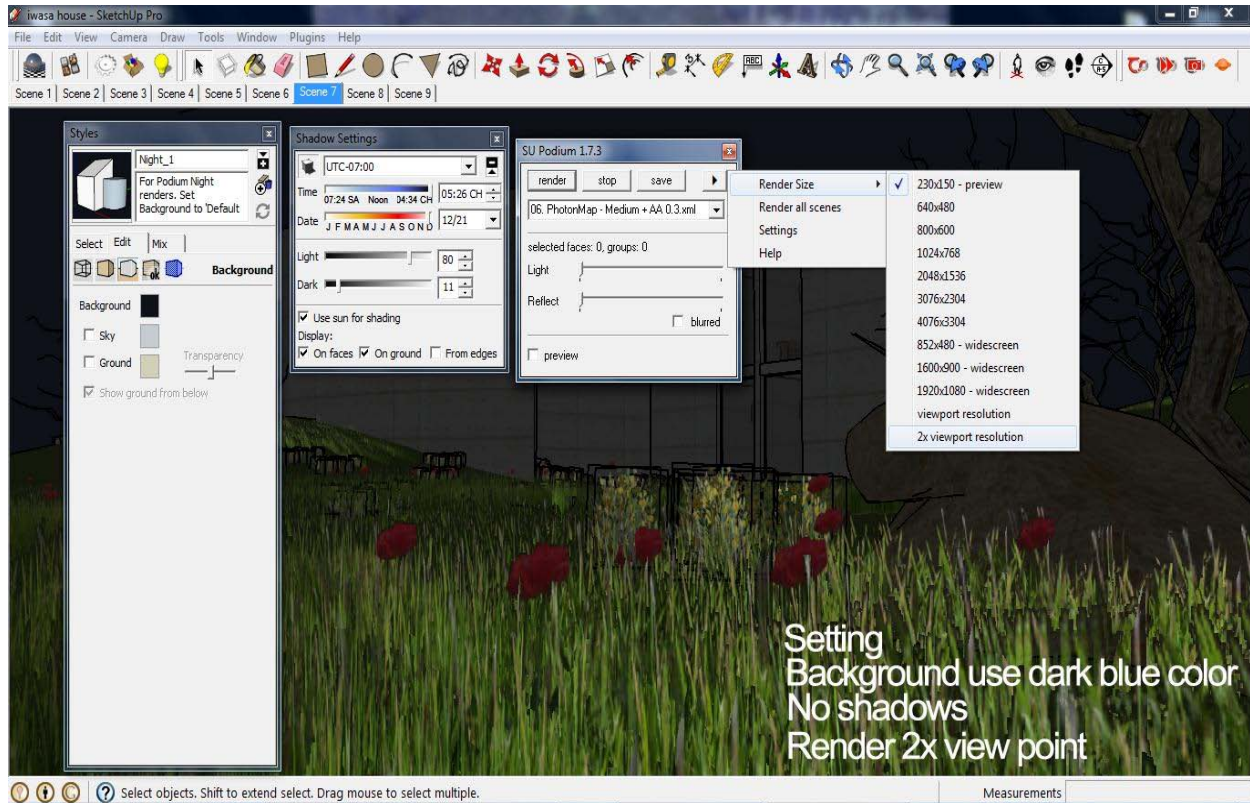
**Iwasa house**  
podium v1.7 render  
**Tutorial**

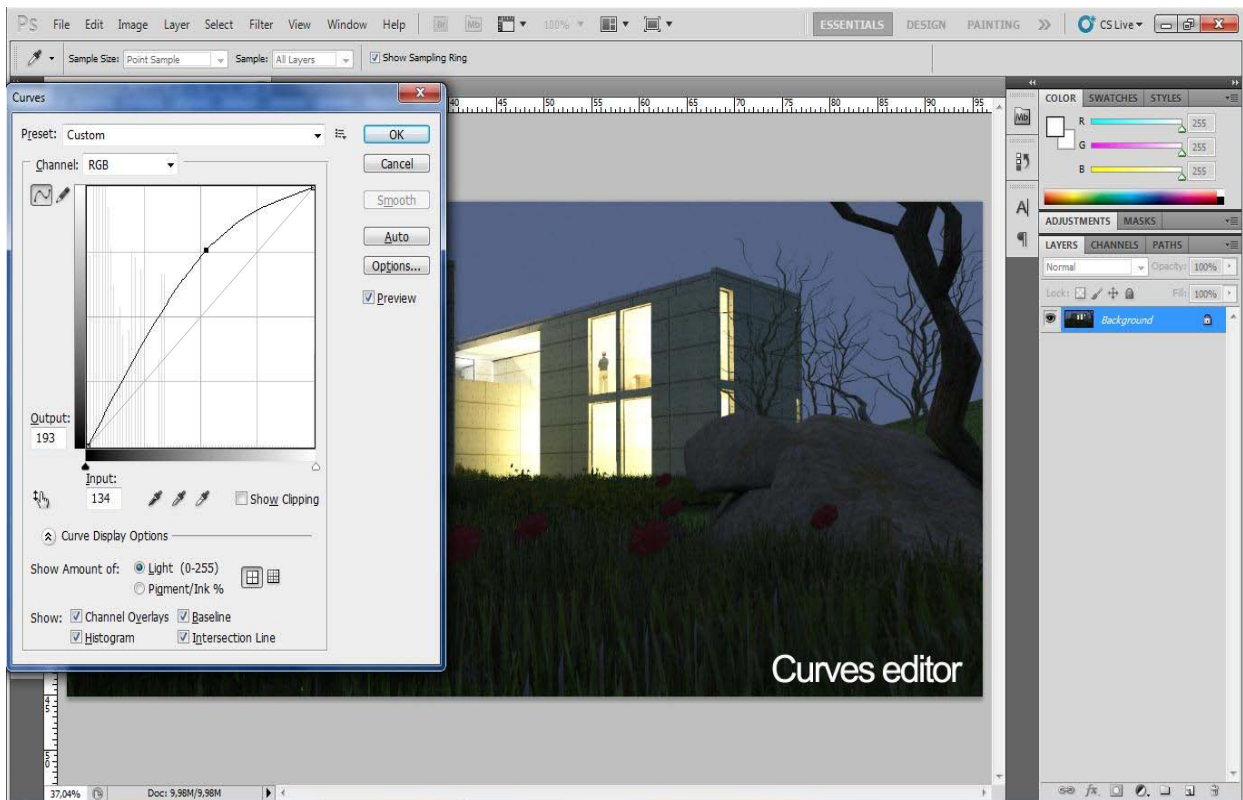
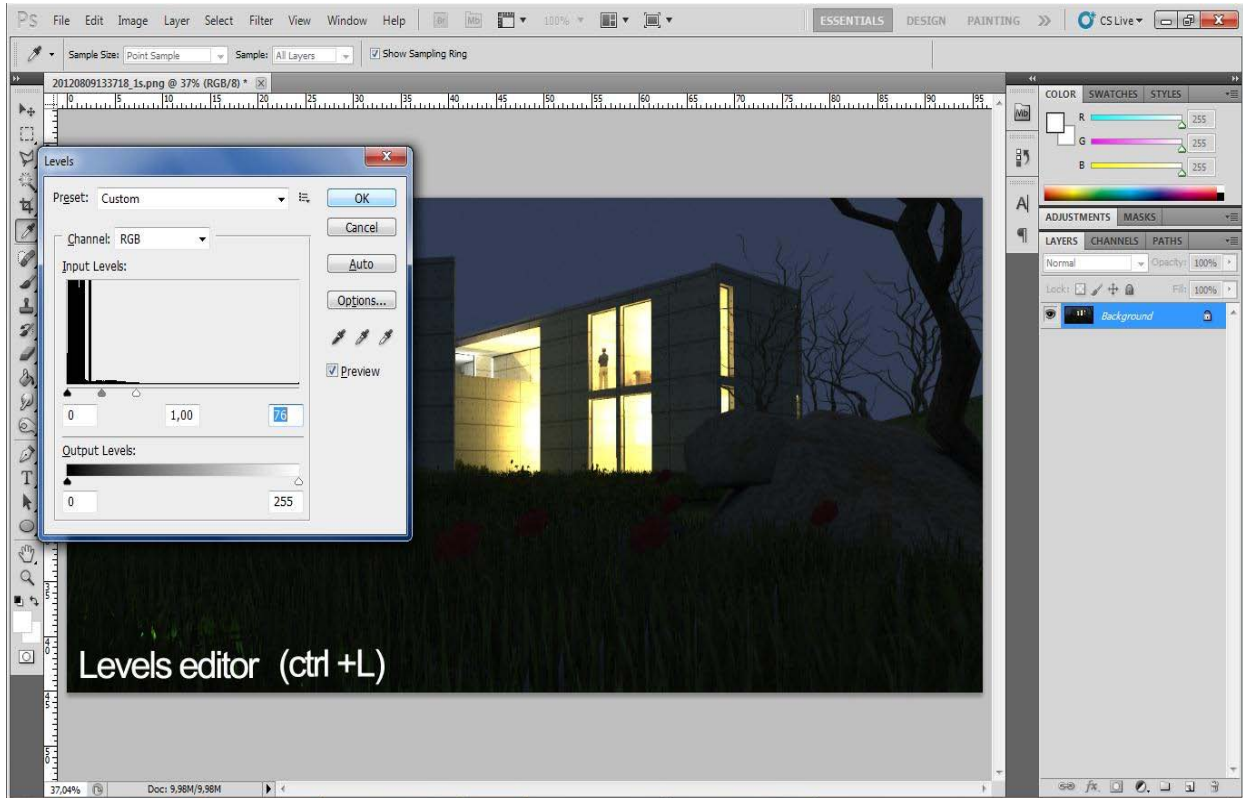
make by ngocphuc1991



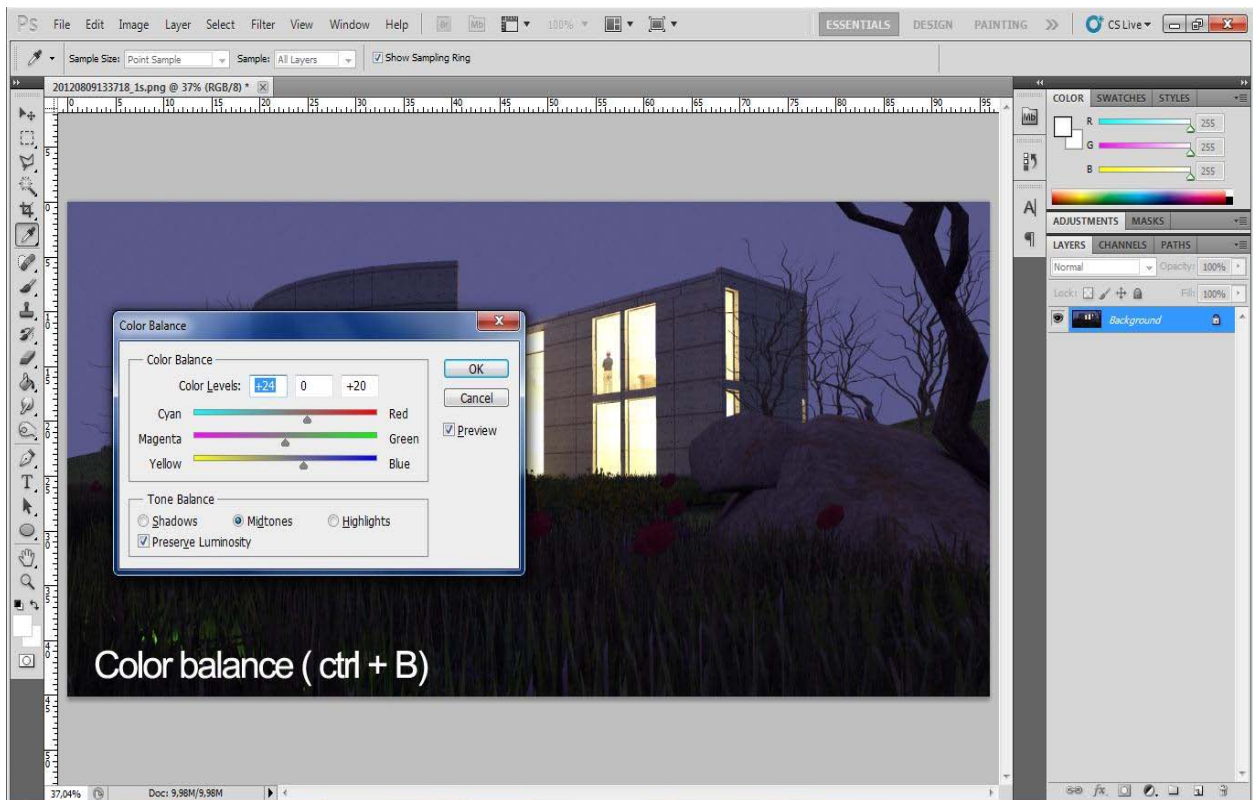
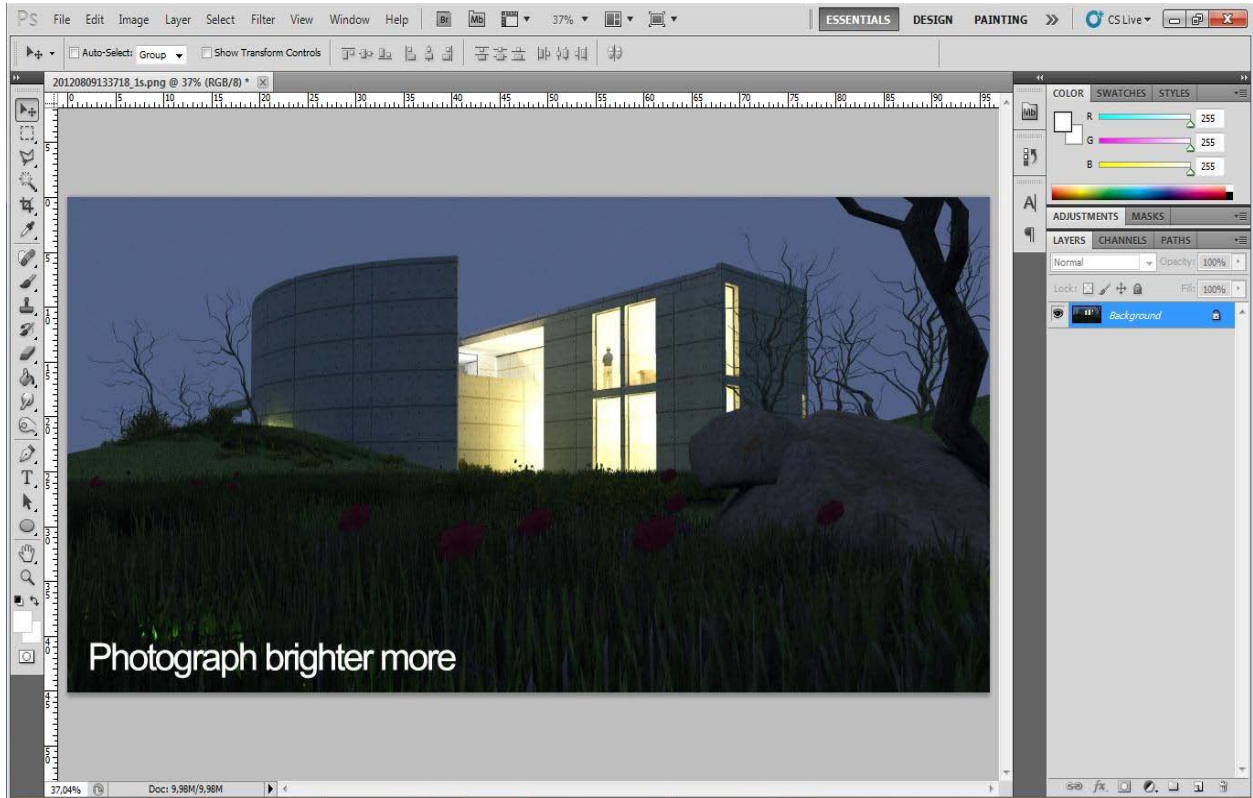


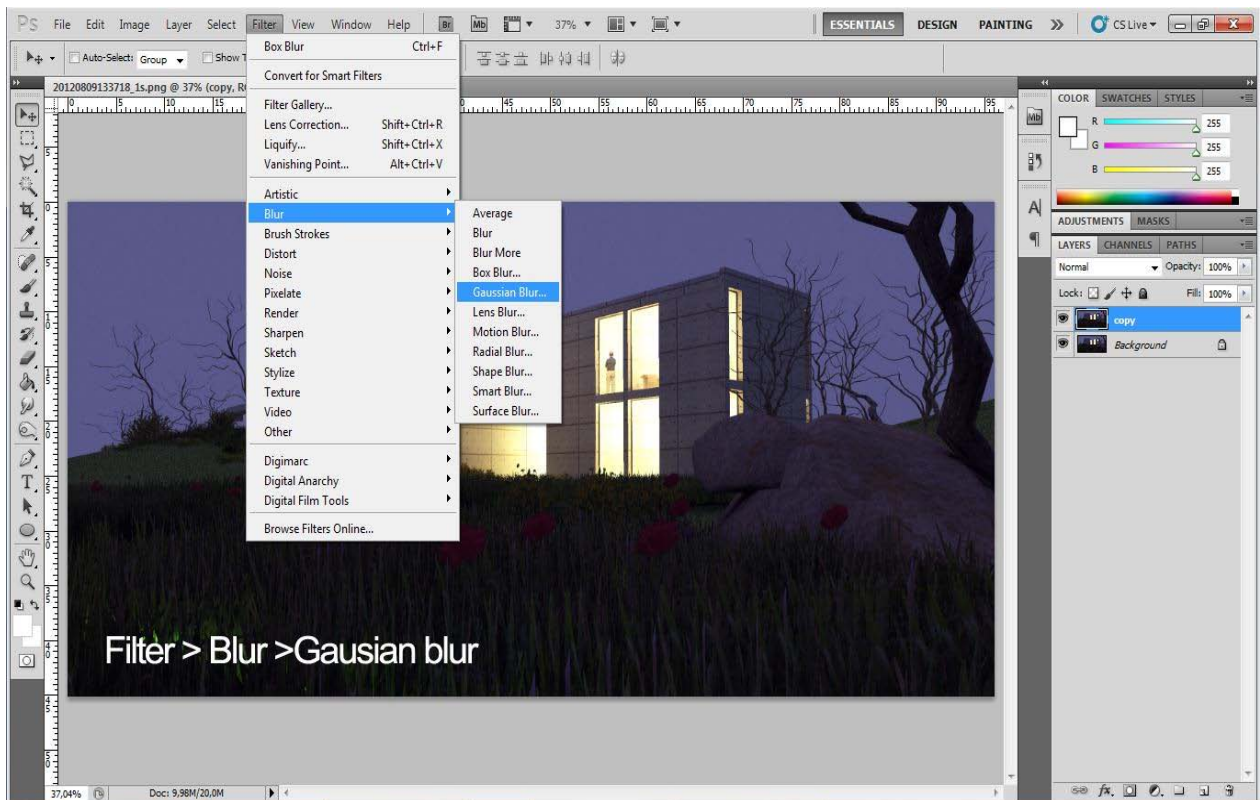
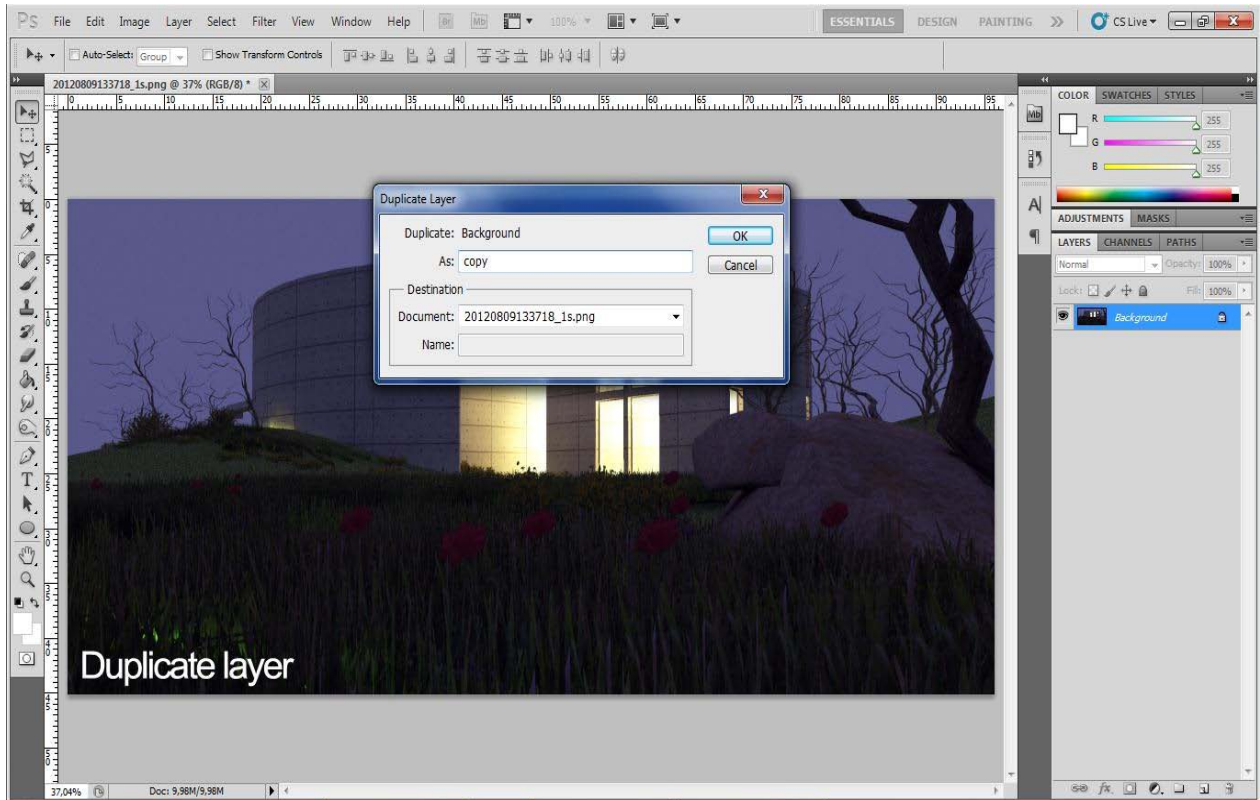


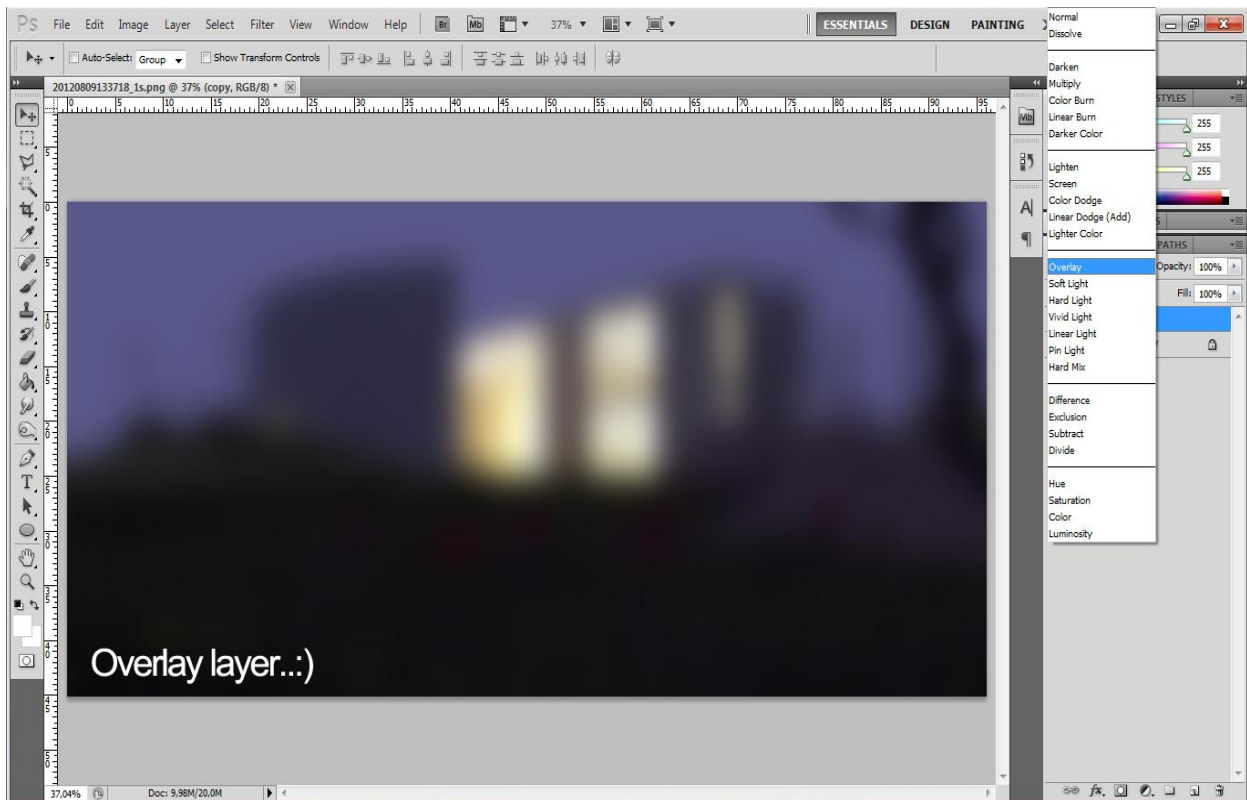
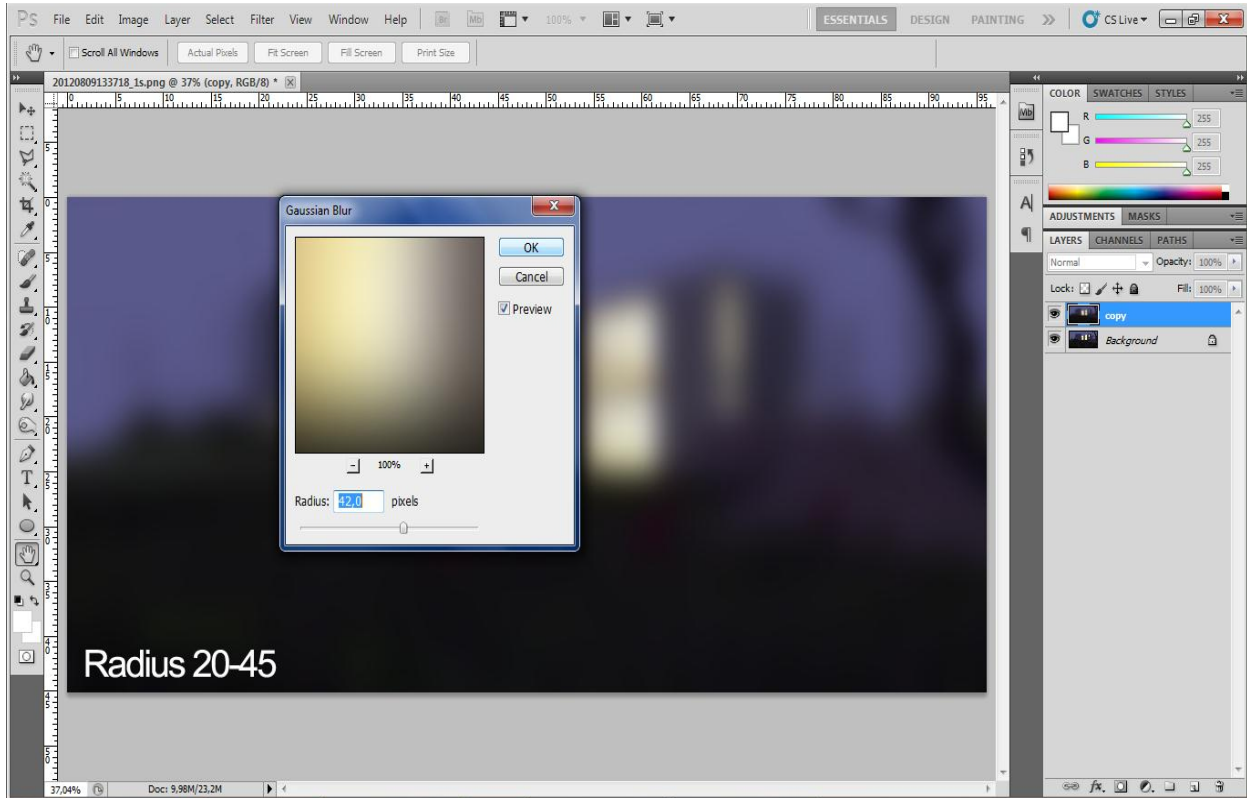














## Final Image



My working use SketchUp and other software render. And I want share this for all SketchUp use and my friend, can you see my work in my blog : <https://winskyserinarchsketch.blogspot.com/>

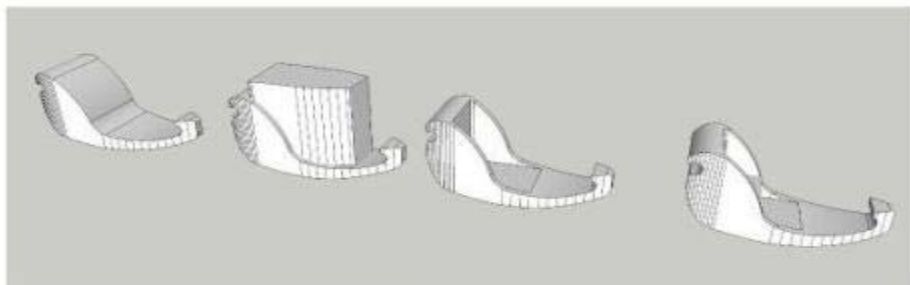
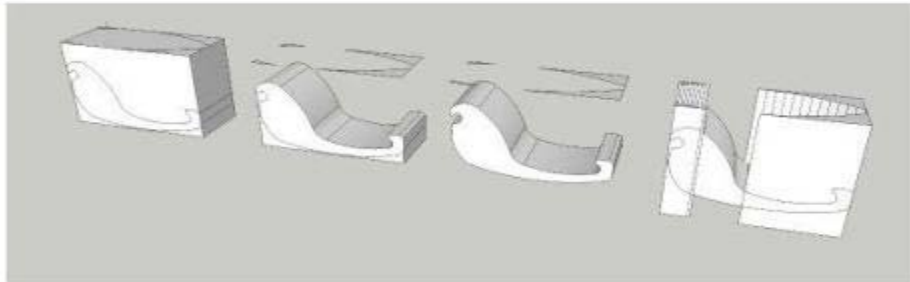


## SketchUp Modeling Series 9 - Santa Sleigh

Welcome again to our SketchUp Modeling series. This Christmas model is courtesy of Dexter Thaddeus Esmeria. It is actually one of our winner to the recently concluded SVA November Challenge.

### SANTA'S CART

1. CREATE A BOX
2. TRACE THE SIDE AND TOP
3. USING SOLID TOOLS SUBTRACT THE OBJECT

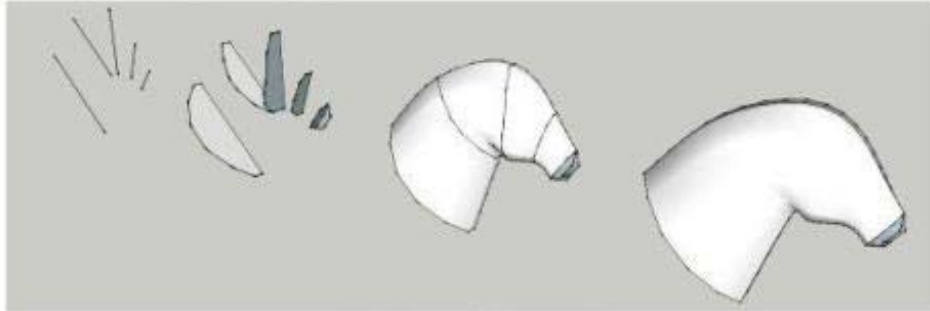


### 4. ADD SOME DETAILS



## REINDEER

### 1. HEAD (USING CURVILOFT)



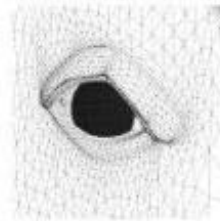
### 2. EYE (TOOLS ON SURFACE)



### 2.1 (JOIN PUSH PULL)



### 2.2 (ARTISAN)



### 3. NOSE (ARTISAN)



### 4. EARS (ARTISAN)



### 4. ANTLERS

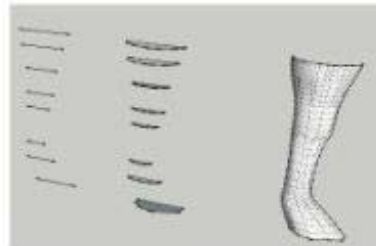
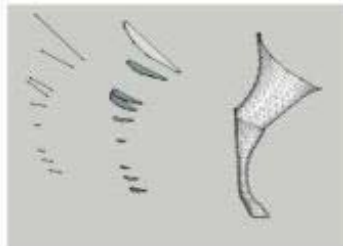
#### 4.1 LINE TO TUBE

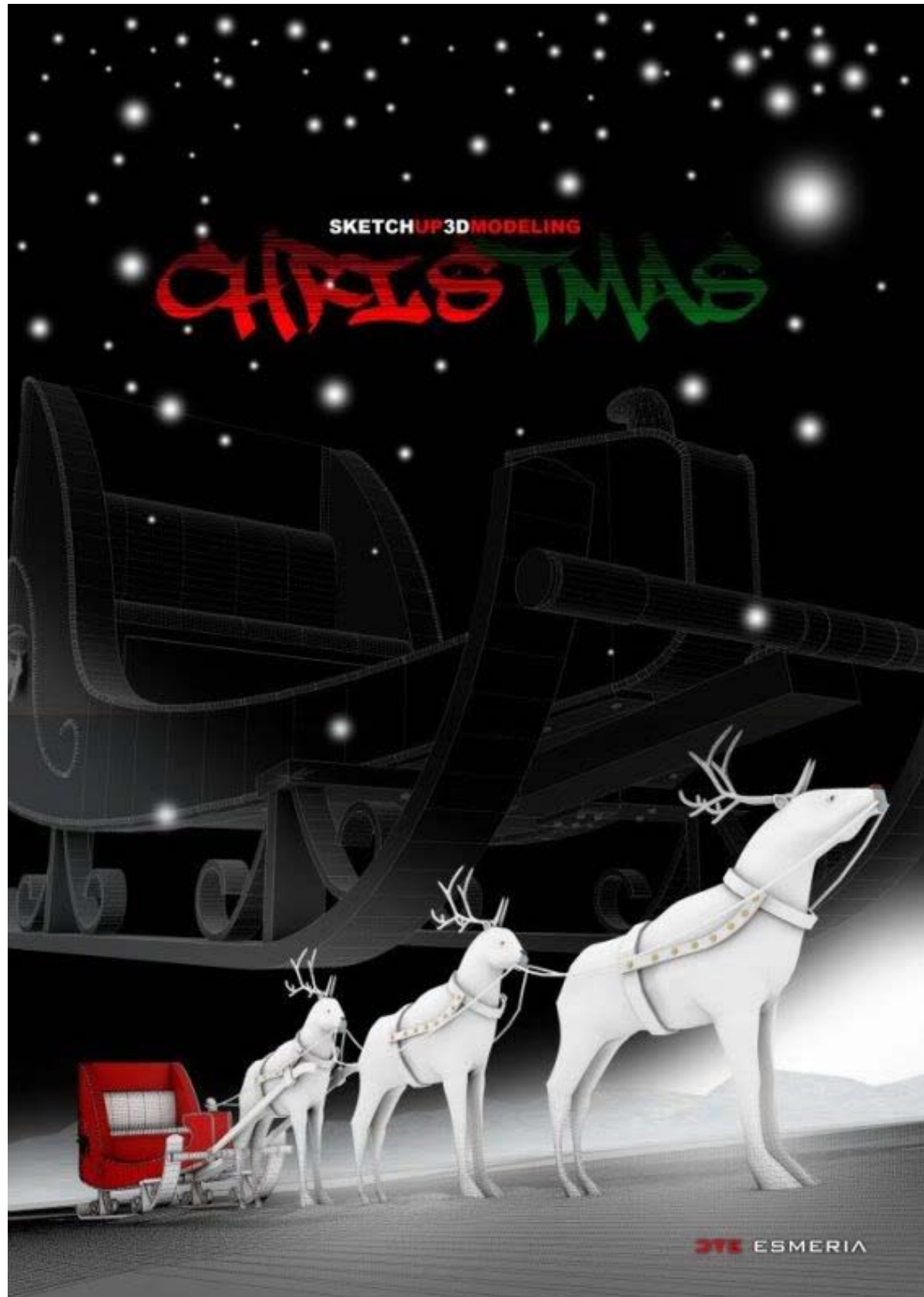
#### 4.2 ARTISAN

### 5. BODY (CURVILOFT)



### 5. LEGS (CURVILOFT)

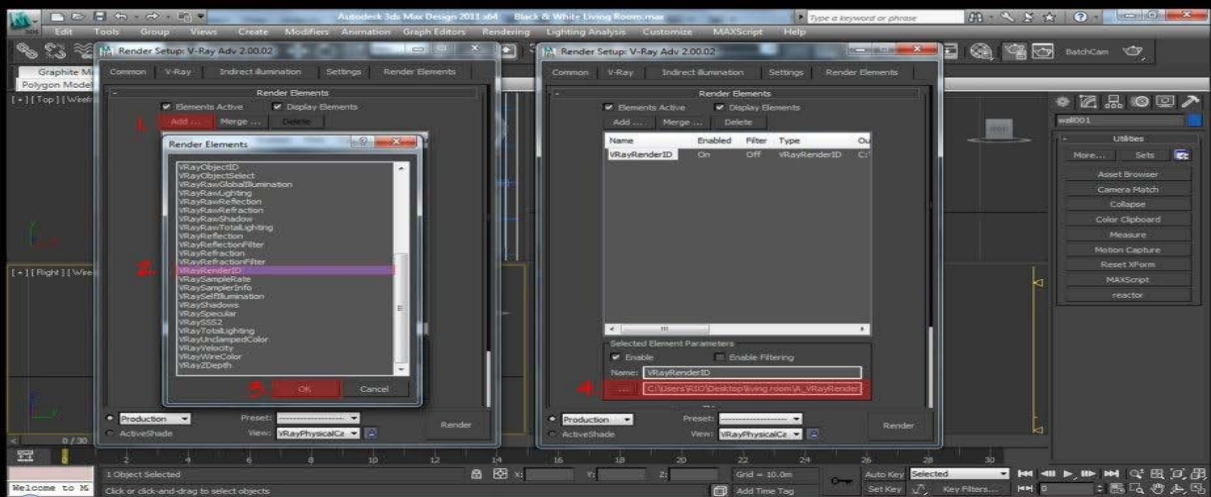




## Black and White Living Room Tutorial by Riocee Adona



**BLACK & WHITE LIVING ROOM**  
**PHOTO MANIPULATION**  
by: RIO ALLAN ADONA



I wanted to brighten my scene but the problem is I'm having a hard time to do it. So the alternative way is to do it in photoshop. Here's the quick tips to make your post processing more faster.

1. Go to Render Elements, click add.
2. Select VrayRenderId.
3. Press Ok.
4. Select where you want to save the image.



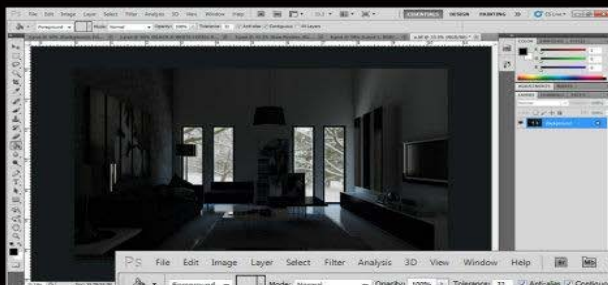
5. Now open your Raw Render and the VrayRenderId file in photoshop.



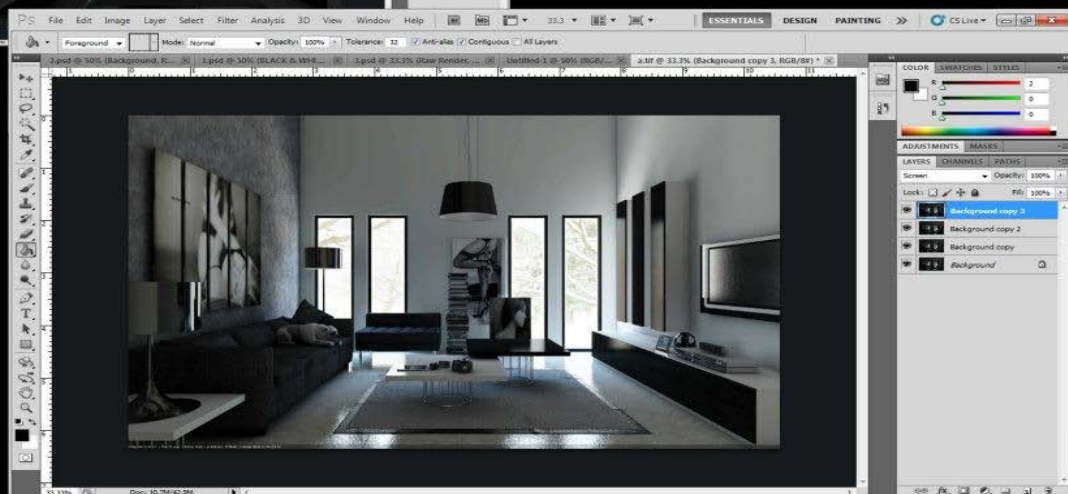
Raw Render



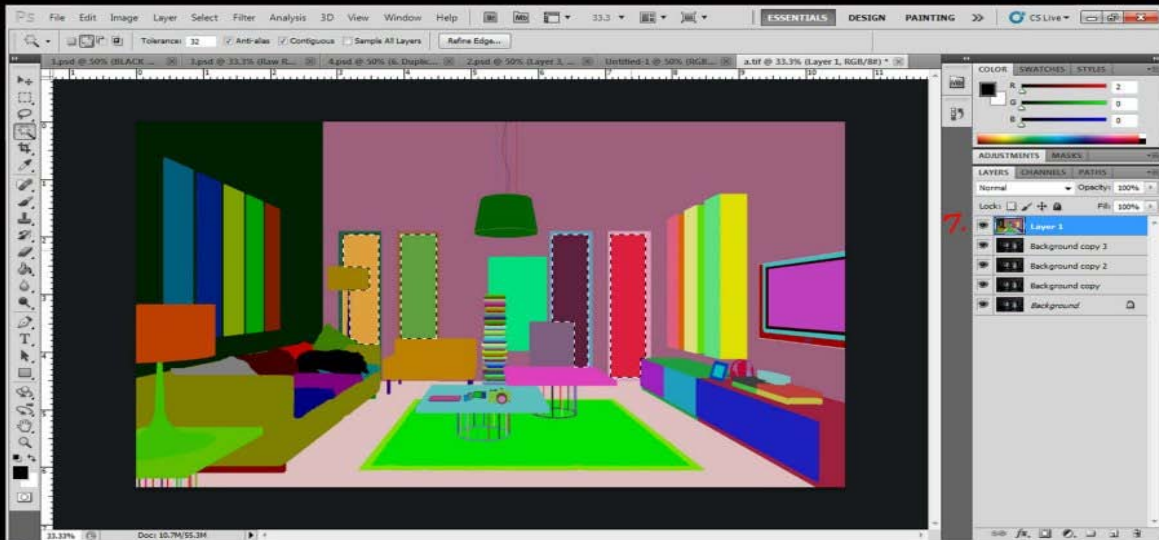
VrayRenderId



6. Duplicate your background layer then change the blending modes from normal to screen. Then duplicate again until you get your desired brightness. Notice that your window becomes too much bright.

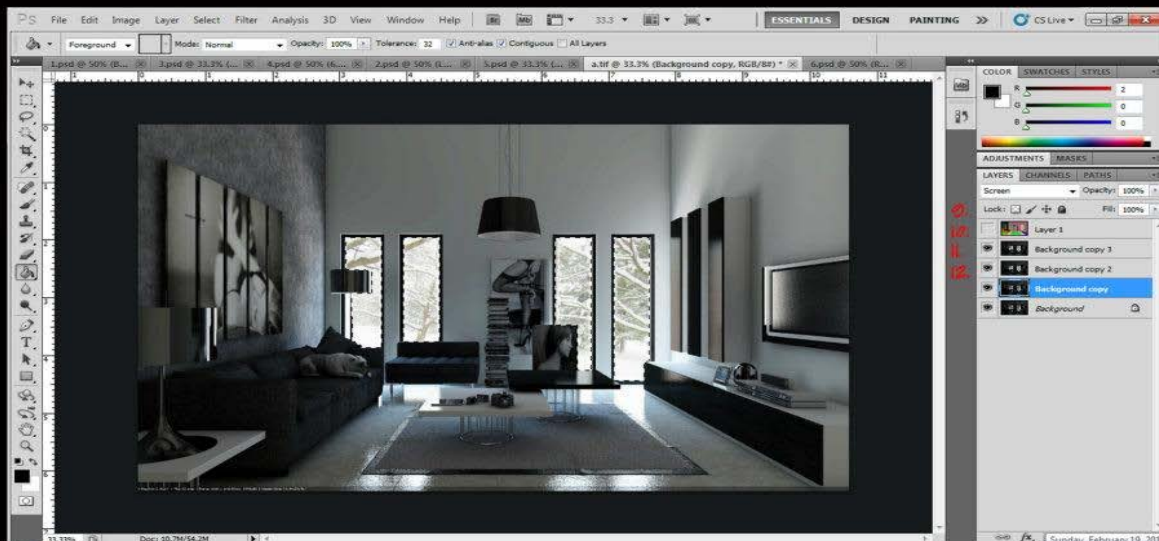


7. Open then VrayRenderID image then paste it to your image.
8. Use Magic Wand Tool (W) and select the color for the window.



Using the VrayRenderID, we can easily select the materials you want to edit. You can easily select the color of the material.

9. Turn of the VrayRenderID layer while the selection is still on.



10. Now go to other layers then delete the selected portion i.e. window.
- 11 - 12. Do the same until you get the desired brightness.

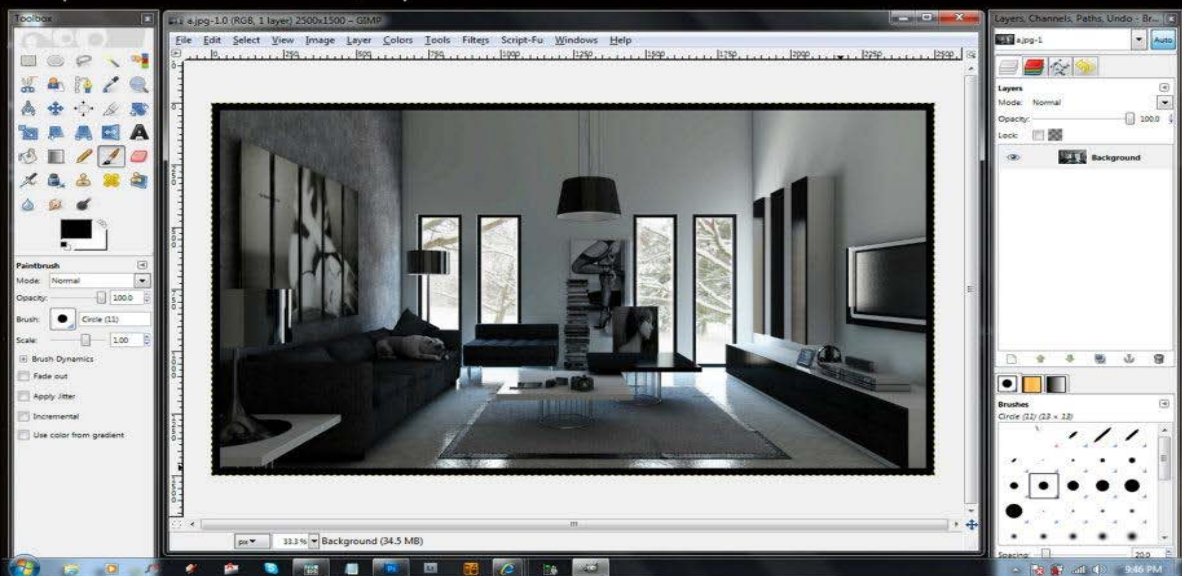
13. Merge all the layers.

14. Save the file. Now you have your final image.



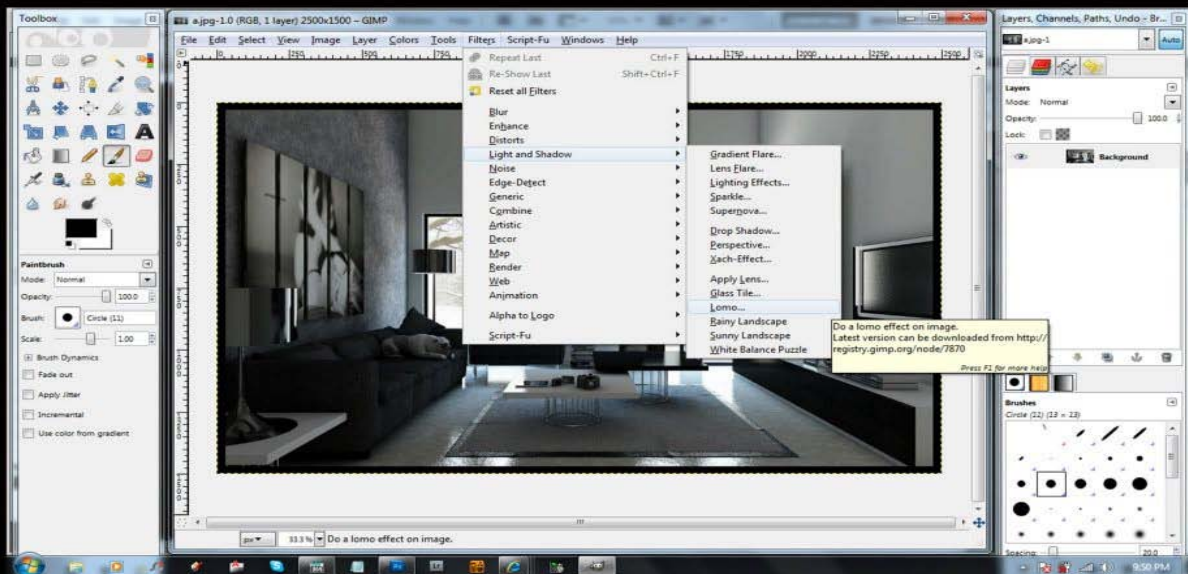
Using Gimp

1. Open the file in the gimp.

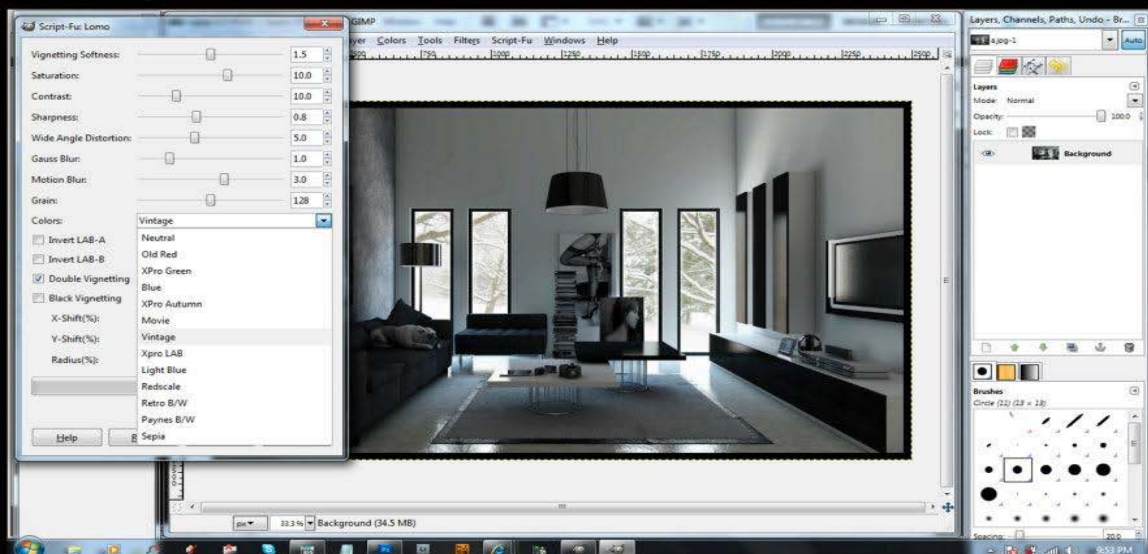




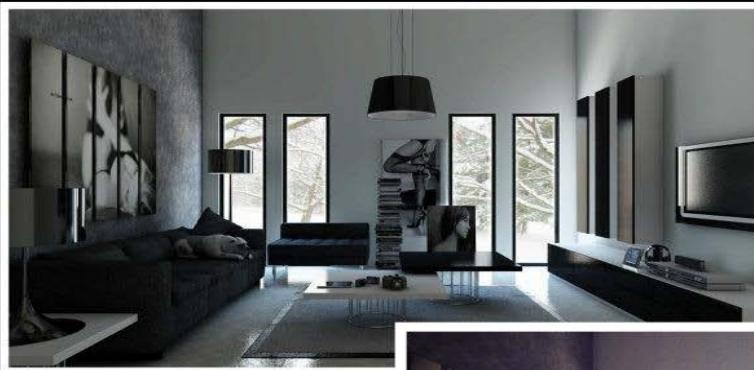
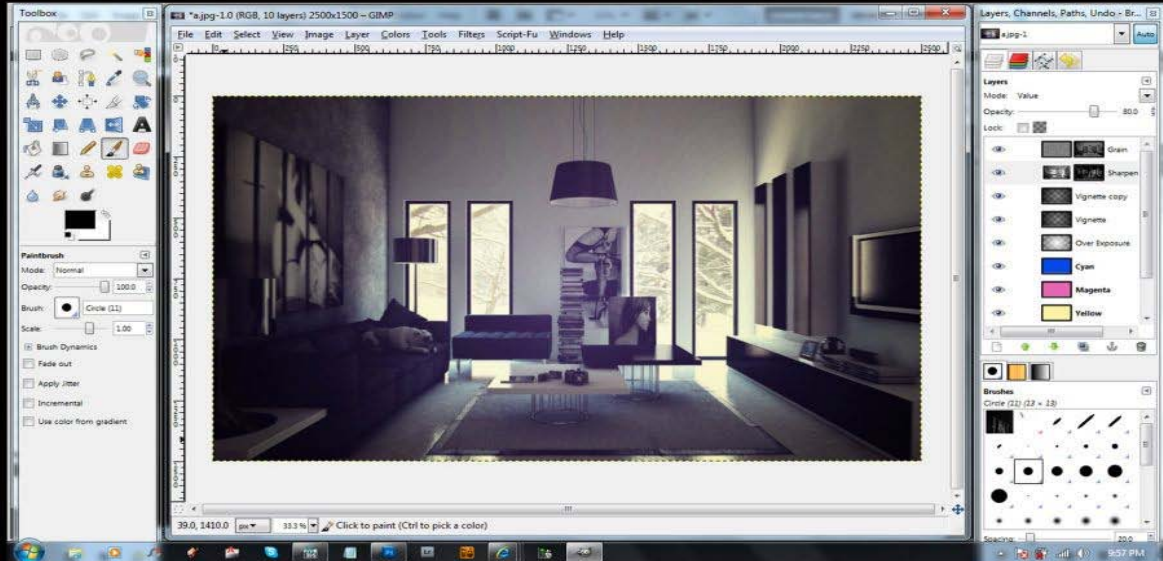
2. Go to Filters / Light and Shadow / Lomo



3. Go to Colors, select the effect you want, for this image I choose Vintage.  
4. Then press Ok.



5. When your not still satified with the image, you can still adjust it by adjusting the different layers in the right side.  
6. When your satified, save it then your done.:-).



Final Image 2

Final Image 1



THANKS FOR VIEWING

Riocee Adona: [rioallanadona@gmail.com](mailto:rioallanadona@gmail.com)

<http://araadesign.wix.com/araadesign>

## **SketchUp Plug-in Review - Inovus Shading Toolbar Plug-in for SketchUp**

Perform your own Shading Analysis for Outdoor Street Lights using Inovus' Toolbar for SketchUp and ensure project success on all your solar projects.

View Video:

<http://www.SketchUp-ur-space.com/2012/dec/Inovus-Shading-Toolbar-Plugin-for-SketchUp.html>



## SketchUp Plug-in Review - Spread3D Plugin for SketchUp

Spread3D Plugin is a utility extending SketchUp scenes functionality. Using it, you can store your groups and components positions, orientations and scale for a given scene. This will allow you to create powerful objects animation in SketchUp and Spread3D.

View Video:

<http://www.SketchUp-ur-space.com/2012/dec/Spread3D-Plugin-for-SketchUp.html>

Spread3D plugin is available with any of the Spread3D products (Free, Lite or Pro). You can download them from their [product page](#).

## SketchUp Plug-in Review - Thea for SketchUp

Thea for SketchUp is a combination of powerful rendering engines of Thea with the simplicity of SketchUp. Having biased, unbiased and interactive render modes (GPU support soon-to-be-available as well) at your fingertips, inside SketchUp, is an joyful experience. The plugin lets you enrich your models with highly detailed three dimensional content, breaking old limitations related to handled model complexity.

### Thea for SketchUp Main Features:

- Instancing of External Models (as Proxies)
- Point (Omni/Spot/IES), Area & Environmental Lighting
- Advanced Camera Settings
- Integrated & External Thea Material Editor
- Darkroom with Multiple Controls and Render Channels
- Cross-Platform (MS Windows / Mac OSX)
- Saving Thea Settings with SketchUp Scenes
- Export of SketchUp Scene to Thea Studio

### [Download for Windows](#)

System Requirements: Windows XP/Vista/7/8, SSE2 CPU, SketchUp 6.0, 7.0 and 8.0 (Free or Pro)

### [Download for MacOSX](#)

System Requirements: MacOSX 10.5 and above, Intel CPU, SketchUp 6.0, 7.0 and 8.0 (Free or Pro)

### [Download Manual](#)

Download manual of Thea for SketchUp.

### Superior Image Quality

In every work involving visualization, the natural way of lighting and physically correct materials play the most important role. Thea Render light simulation and our unique material system ensure that all your images will take advantage of these essential qualities. No matter whether you render a simple interior design or a detailed product presentation with complex materials the image will tell a whole story for itself. You can focus on your artistic expression while Thea will take care of the final result.









## Lynda – Google SketchUp 8 Essential Training

In this course, author George Maestri explains how to model and render 3D objects and scenes using Google SketchUp 8. The course covers the fundamentals of the application, from navigating the user interface, manipulating objects, and building basic shapes to importing objects from Google Earth, animating a scene, and modeling organic terrain using the Sandbox tools. The course also explores SketchUp Pro features, which are available as an upgrade. These include tools for creating dynamic components and adding interactivity, as well as sophisticated importing and exporting options for working with outside applications. Topics include:

- Setting preferences
- Building scenes
- Pushing and pulling faces into 3D
- Creating 3D text
- Measuring and labeling models
- Creating, editing, and adjusting materials
- Projecting maps onto curved objects
- Modeling with floor plans
- Rendering a scene
- Geolocating models with Google Maps
- Modeling in Photo Match
- Hiding objects dynamically
- Creating solids
- Exporting objects for rendering

Read More: <http://tutdownload.com>



## New Book - Architectural Design with SketchUp

Back in March of 2011, when Wiley (a publisher of many books about SketchUp, including my own) asked me to review Alex Schreyer's proposal for a new title, I jumped at the chance. Alex's outline was mouth-wateringly full of promise; aimed squarely at architects and other designers, he promised not to spend hundreds of pages teaching the basics. Instead, he focused on aspects of SketchUp that were a) not well covered by existing books and b) very, very interesting to millions of experienced SketchUp modelers everywhere.

The [completed volume](#) does a beautiful job of presenting material that devoted SketchUppers badly want to learn, but which isn't very easy to explain. Put it this way: I'm pretty good at SketchUp, and in the hour or so I've been thumbing through Alex's book, I've learned about 50 things. I can't wait to read the thing from cover to cover.

[Architectural Design with SketchUp](#) is organized into four main sections—these are actually listed in the book's subtitle: component-based modeling, plugins, rendering and Ruby scripting. I'll talk about each in turn.

**Component-based modeling:** This section of Alex's book is a great primer for using groups and components to build assemblies of objects. The thinking here is that by modeling every element of a complex construction—the example he uses is a foundation/floor detail—you're effectively "building" your design before you actually build it. You save time and money and therapy sessions by making your mistakes digitally, and you end up with a better design. This isn't exactly a new concept, but Alex does a terrific job of providing concrete guidance for how to do this kind of modeling; it's the detailed how that's missing from most other resources. Other aspects of component-based modeling that Alex fails to shy away from: building dynamic components, applying materials and generating reports that list every part in your design with [SketchUp Pro](#).

**Using plug-ins effectively:** One place where even accomplished SketchUp modelers stumble is in identifying the plug-ins that might help them do their work. There are zillions of plugins out there, but before this book, no one had assembled a comprehensive, alphabetical listing of dozens of the most popular, most useful extensions. Not only does Alex list them; he also provides a good, brief description of what each is for. This is the section of Alex's book that I'll study most carefully—it might even be the source of inspiration for a few posts on this blog.

**Photo-realistic rendering:** Admit it: If you're not already an avid renderer, you've at least thought about how nice it would be to master that particular skill. But where to start? There's never been more choice in renderers, and everyone knows that rendering is a lot more complicated than just clicking a button and waiting a few hours. The settings, presets, lighting environments and other widgets that go along with making a halfway decent rendering require an indecent amount of background knowledge. It's half science and half craft. With Alex's book in hand, I think we all might finally have a shot at learning this stuff.

Another thing I should mention: This book is 100% in color. If you think that makes a big difference when you're trying to learn about rendering, you'd be 100% correct. I wish my book was in color...

**Scripting:** Here's where things get a little wacky. When I saw in Alex's proposal that he intended to include an entire section on scripting, I thought, "Ruby for designers? Did Alex mix up his medications?" I was pretty dismissive about the whole idea in my feedback to Wiley.

Well, it's a good thing I was wrong. Twenty months later, it's a different world, and being able to read and write simple code has never been more important. In teaching the fundamentals of Ruby scripting, Alex intelligently focuses on using scripts to generate forms that are otherwise arduous or impossible to model in SketchUp. He doesn't assume you want to create entire standalone plugins; this is really just about using the power of algorithms to make stuff when you can't think of any other way to do it. The material is by no means easy, but Alex deserves a world of credit for making it as easy as possible.



I recommend this book without hesitation to anyone who really wants to be able to make SketchUp do everything it's capable of doing. It's clearly written, well-illustrated and comprehensive. And the icing on the cake: There's a [companion website](#) where you'll find sample files and a direct line of communication with the author. Buy this book and take the first step toward becoming a more useful person.

## **SketchUp program helps open new communication doors with grandparents of autistic children**

For three years, University of Utah researchers have been deploying a computer-based design program called SketchUp in workshops to teach and develop life skills for youth on the autism spectrum. An earlier study showed that using the program helps kids develop their spatial and visual acuity, as well as to leverage those strengths to build positive social interactions.

In the latest analysis of experiences from the educational workshops, researchers have found that using the technology also helps open new communication doors with grandparents of the students. The shared positive experiences helped create a more supportive environment and, in turn, improve relationships throughout their social and familial networks.

The most recent study was published in *The International Journal of Aging and Human Development* in Nov. 2012.

"Including grandparents in the program is an important and innovative component of our research," says Scott Wright, member of the U's Gerontology Interdisciplinary Program and lead author on the paper. "And it just makes sense, given the critical support grandparents provide in families, particularly those that have children with disabilities including autism."

Autism, also referred to as autism spectrum disorder (ASD), is a neurological disorder commonly characterized by atypical social skills, decreased verbal and nonverbal communication and repetitive stereotyped behaviors. At the national level, one out of every 88 children is diagnosed with ASD, according to recent estimates from the Centers for Disease Control. The estimate for Utah is one in 47 children.

Grandparents are important in the social network of children on the spectrum, because they are often involved in the children's care as well as treatment decisions for the family. For example, a 2010 survey by the Interactive Autism Network found that about one-third of American grandparents were the first in the family to raise concerns about ASD in their grandchild; 71 percent played some role in the treatment decisions; and one in 10 live in the same household as their grandchild with ASD.

### **How Grandparents Contributed to the Research**

As previously reported, seven boys aged 8 to 17 years old diagnosed with autism participated in workshops designed around the 3D modeling program called SketchUp, as a part of the iSTAR5 project. The program was designed to facilitate students' spatial-design skills and social engagement. The iSTAR5 project is a different educational approach as it focuses on strengths and interests in youth on the spectrum rather than deficits or disability.

Family members, including grandparents, were involved in the workshops by participating in family events and school presentations of the students' work.

To understand the experiences and perspectives of adults dealing with a diagnosis of autism in their family, two focus groups were conducted with grandparents of the enrolled students. The first was held after the workshop had ended and the second was conducted three months later. Six grandparents voluntarily participated.

### **Changing Grandparent Attitudes of Grandchildren - "Playing on the Computer"**

Grandparents' initial concerns about kids spending too much time playing computer games had abated by the second focus group.

Discussions revealed that by observing and participating in the technology workshops, the grandparents came to recognize the value of computer skills as a way for their grandchild to build on his strengths, which also opened more possibilities for the child's future.

[Continued on Next page](#)



## Visualizing the future of Toronto through Google Earth

Behold the Toronto skyline of the future.

With the click of a mouse, Cale Vanderveen swoops through the Yonge St. canyon. With another, he pivots around the CN Tower, past the top of the proposed casino complex.

The 17-year-old high school student from Uxbridge is demonstrating a 3D model of the downtown core he built on his laptop using SketchUp, free 3D modeling software formerly owned by Google.

The proposed buildings are constructed in SketchUp and placed in a model of present-day Toronto from Google Earth. The result is an interactive 3D model that shows just about every future structure currently in the works, from the newly announced Gehry-Mirvish towers to those well under construction, each building colour-coded to show its stage of development.

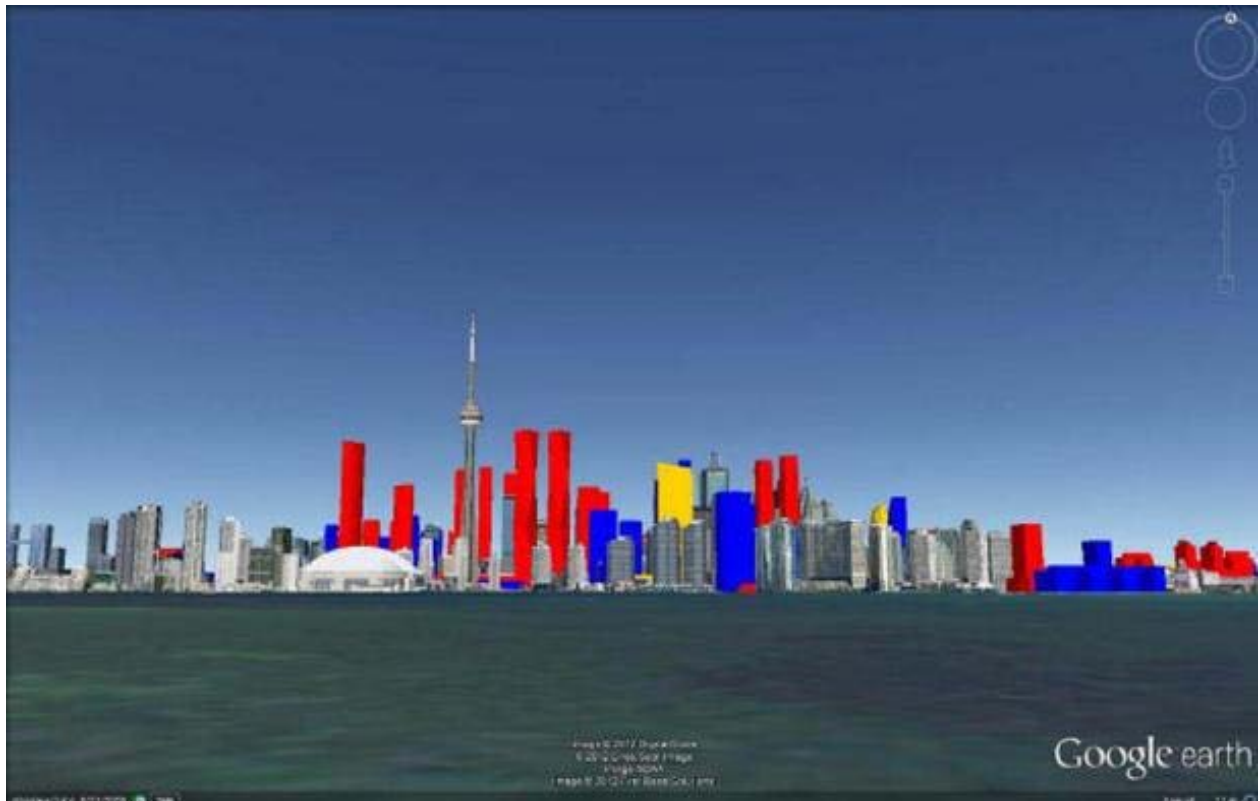
A flyover video tour of the model Vanderveen put up on YouTube is a rare glimpse of the city to come.

It took Vanderveen about three months to construct the model in his spare time.

"I guess I just wanted to visualize the city," he says of his hobby.

The aspiring architect became fascinated with the skyscraper boom in the city about two years ago, haunting forums on sites like Urban Toronto and Skyscraper Page. When he saw the plans for Trump Hotel, he decided to use [SketchUp](#) to see what it would look like.

Then he constructed the waterfront development ... and continued until he'd mapped the entire downtown core — with a bit of Yonge and Eglinton to the north and Humbertown to the far west.



The model is not perfectly accurate, says Vanderveen. He gets most of his data from building permits and development applications available through the city's Open Data program. Sometimes he estimates pieces from developer marketing images.

Even so, "it's very impressive," says Frank Lewinberg, a partner at planning and design firm Urban Strategies. "Anything that encourages public awareness and engagement with what's happening in the city is a wonderful thing."

But publicly sharing Vanderveen's visualization of what the city is becoming is a challenge.

Vanderveen's model exists only on his computer, shared publicly only through that virtual-tour video.

The same is true for the City of Toronto building model, a behemoth begun in 1987 in a program called MicroStation.

It now features 100,000 of the city's one million structures, shown in painstaking detail, down to the slopes and dips of the terrain, says Carolyn Humphreys, program manager of the city's graphics and visualization department.

It is the most accurate model for experiencing Toronto's future, often used in sun-shadow testing for new buildings or sold in smaller bits to architecture firms, developers and others who need visualizations.

What's holding the city back from sharing the model more broadly is the sheer size of the files involved, Humphreys says. But she has been considering other ways to get the public engaged in visualizing the city's future.

She once proposed that all building applicants should make models of their projects available to Google Earth so, "you and I, at 3 in the morning, wondering what this building is really going to look like in my neighbourhood, could go in (to Google Earth) and have a look."

The city is working on a plan to upgrade the physical model in City Hall and add a walk-through or animation of the 3D model on a screen behind it (and seeking sponsors).

Meanwhile, for Vanderveen, the near future is looking up. Interest sparked by a blog post about his model at Canadian Business last month won him a summer job at RealNet, a real estate investment research company.

"It's just a hobby that's exploded," he says, laughing. "It's kind of cool."

## **SB2 Offers Render[in] Licenses to Students, Teachers for \$50**

During the month of December, SB2 is offering Render[in] licenses to students and teachers for the low price of US\$50.00 (SRP US\$160.00). Render[in] is a fully-integrated, real-time radiosity engine developed for SketchUp Free and Pro users. Powered by Artlantis 4's rendering engine, Render[in] gives SketchUp users the high-definition, realistic renderings they've been looking for, in a robust, easy-to-use application.

Students and teachers are invited to send a scanned copy of their valid student or teacher ID's to [education@renderin.com](mailto:education@renderin.com) to receive a special coupon entitling them to this significant discount. Only valid ID's will be accepted. This offer is valid from December 1 through December 31, 2012.

Render[in] is fully-integrated into SketchUp and uses the same settings, so learning how to create high-definition renderings is fast and easy. Once the model is ready, Render[in] brings designs to life, by offering realistic additions like a 3D sky, four types of clouds, and modifiable lighting sources. Render[in] also offers additional texture settings to choose from, like specular reflection and shininess, and auto-bump for materials. In addition, Render[in] users can create iVisit 3D panoramas. Developed especially for architects and designers, iVisit 3D allows users to view panorama renderings on the web, or on an iPad or iPhone.



## SketchUp ur Space - The Creative Team



**Rajib Dey**

[rajib@SketchUp-ur-space.com](mailto:rajib@SketchUp-ur-space.com)

Rajib, the editor-in-chief of SketchUp ur Space magazine is the main writer. He is responsible to write the cover story, blog and many other columns. Along with it, he is creating a liaison between the writers and the readers.



**Ramesh Komanna**

[ramesh@jobs2india.com](mailto:ramesh@jobs2india.com)

Ramesh is the designer-in-chief of this magazine. With the help of his creativity SketchUp ur Space has gotten a classy as well as trendy look. He designed the website of SketchUp ur Space.



**Manoj Kumar Singh**

[manoj@jobs2india.com](mailto:manoj@jobs2india.com)

Manoj is enthusiastic helps to put the content of the SketchUp ur Space magazine in the html version. Manoj is the html developer who beautifully creates each and every edition with care along with the PDF version.