

SKETCHUP-UR-SPACE

Issue - September, 2013

www.sketchup-ur-space.com

TUTORIAL

How to make a bathroom
design with Sketchup
- **Javier Wainstein**

ARTICLE

Virtual Design and Construction with
Sketchup
- **Warunyoo Songkran**



TUTORIAL

Place making with Sketchup
Model
- **Jim leggit**

ARTICLE

New Book "Building Blocks
of Sketchup
- **Robert Lang**

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A letter direct from the editor desk highlighting on August edition

Hello friends!

We have just published another fabulous issue of our exclusive magazine. The most striking news of this year is the announcement of sketchup basecamp 2014. The base camp is going to be held in Colorado, USA. The sketchup users will be able to enhance their skills by undergoing various interactive sessions, presentations, workshops from some most recognized sketchup luminaries. The readers can more updates about the basecamp by visiting the news section of the magazine.

We have also presented an exclusive cover story presented by Rosanna Mataloni. It focuses on the Announcement of 3D challenge in October 2013. The 3d challenge will be performed on an architectural theme of the Italian Renaissance. Here the participants have to submit images by maintaining the beauty as well as the styles and visualization quality of Renaissance architecture. The final date of submission of entries is 30th November 2013.

In interview section we have arranged a special interview with Claudio Javier Feldman, who has several years of experience working as an architect and artist. He has also the ability to perform with various Medias, Techniques and 2D/3D-Programs. Mr. Feldman also performs as the guest columnist of our magazine.

In article section there are two exclusive articles presented by Warunyoo Songkran and Robert Lang. In his article Warunyoo Songkran has demonstrated how he utilized sketchup as a primary tool for creating the virtual design of a entire construction project lifecycle. In another article Robert Lang announces the launching of his new books "Building Blocks of Sketchup". The book will be very useful for sketchup users who generally deal with woodworking projects. Learn the fundamental of 3d modeling with sketchup through 260 pages of illustrated text and 50 embedded video lessons.

In tutorial section, Lee Wylde has presented an unique tutorial involving step-by-step processes highlighting how he applied SketchUp for making a design scheme with an executive penthouse in Dubai's Business Bay. In another good tutorial Javier Wainstein, a 19 years old student who offers rendering services to architects, has provided the detailed process focusing on how he makes the stunning design of a bathroom with sketchup pro.

In the blog section there will be latest updates about the upcoming plugins for sketchup which includes BIMobject application for sketchup, Paradise sandbox plugin for sketchup and LumenRT 4.3 for sketchup.

Hope our readers will enjoy this issue as usual.

If you have any queries concerning publication, subscription, troubles navigating the site, please mail us at rajib@sketchup-ur-space.com



Best wishes
Rajib Dey
Editor

Interview Claudio Feldman - architect since 1984, from Buenos Aires University, Argentina

Hello! Welcome to the arena of sketchup ur space. Please focus on something about your background. How long have you been working as an architect?

Hello, I am architect since 1984, from Buenos Aires University, Argentina - FADU-UBA. (But I have worked too a lot of years in Plastic Arts Exhibitions and Presentations (Drawings+Paintings+Photos= Mixed media). Als architect, I was one Architect Designer, helping in architecture office in Buenos Aires, my city. (After that, I have studied of course Different 2D/3D Digitals Programs).

What and who are your inspirations in your work?

A lot of differents ways, sincerely. We are always seeing and receiving images-ideas and inspirations.each day. The Nature !! for example. Today you can find a lot of architects work very creatives in a great differents levels. No only one, of course.

How did you get hooked with sketchup?

I have founded Sketchup of Internet years ago, obviously i have that founded so Practice for Designers, and Free !!. (In these moment Sketchup was from Google). I have worked in these moments for Sketchs-books, with Sketchs, watercolours, and one day i have that see. (Ok,...3D SKETCHS = Sketchup !)

Did you have any project to mention in which you applied sketchup successfully?

I try always to do with Sketchup, because is so easy and quickly-fast. I use Sketchup for drawing Ideas & Designs. That give to me a immediately answer and I can see some apreciations over the Design in a few moments.(see the small videos examples in differents fields:

https://www.youtube.com/watch?feature=player_embedded&v=rmqO5sGV7eU

https://www.youtube.com/watch?feature=player_embedded&v=OJPXyIDe4vA

Now, when I try to do some 3D printings-Models,--- of differents Themas & Objects---- I can try fast with 3D models in Sketchup, because I can have and see one first answer quickly-immediately. (the results is one file folder in my PC,-- in a few hours---, with more than 40 images for work).

How sketchup is useful for Architecture?

Everyone can draw with these software, find it in internet with a free version, (first), and that is a program what you can work whiteout problems, whiteout a course, in few moments, because is so Simple and Easy. You can always find a lot of Tutorials in Internet and Pluggins, Videos and more information, to more depper to go, of course Courses if you want, but maybe not neccesary.

You have several distinctions in drawing & painting. Tell us something about that.

Before the Educations in Architecture, was always alone with Old-Hands-Techniques, yes, Perspectives+Classic Drawings+Colours, almost bound to be a good drawer to express your ideas on paper!, for that I was one person so interested in a good designer to be.

So, years ago, there was in Buenos Aires, a lot of Concours for Architectural Drawings, of Architects Drawings, and that was another way to improve your skills,with other collegas).

At the same time I have studied in Arts-Schools and diferents artists ateliers + courses, (Drawings-Paintings-Photografie-Air brush,Gravure,a lot of artesanal Techniques),that was a good complement Resultat: I was one Perspectiviste Architect (for Presentations-Colours-Skechts Projects-)and i am searching for news ways to work with that.

Some I help architect with their Models, Meubels, Houses models, Interieurs, etc, of I try my own ideas & projects = not so easy today).



As an artist how do you evaluate sketchup?

Sketchup is a program that can you help a lot, in different ways of course I find no each day a program as Sketchup. With a lot of possibilities!. Free and so singular.

When I need to do some 3D Model, i can do it with 3DStudio Max,..Revit architecture.., or another software, but Sketchup is a Free Program, and after that you can export the file, to another program, if you want.

Croquis van Rumbeke



Project ten voordele
van het standbeeldje
Odiel Defraeye 2012
Dirk Lievens

Sketches en Designs by
Claudio J. Feldman

What upgradations do you want to include in Sketchup in near future?

Vray for Sketchup of something like that, ...""Motors for renders""... because in these way you can Renderings to do at the same time !! and the level for RESULT IMAGES come better.

(Well,today.. there are differents motors of renders for/with SK,Kerkythea-Lumion-,etc, with so good results !).



Sketchup contains several versions and among them which is the best for Architects?

I use the free version, i haven't Sketchup-Pro, but I find obviously the best ""Sketchup Pro"".

Today there is (I think that), a serious problem for architects, because the Software and 3D Software is not so cheap, is so expensive!!!!....and the world gives not each days jobs for everyone.....

You need to see the Plans Documentations in these software by Nick Sonder!. (that I find a good exampe, for architects).Documentations in Sketchup ?.Yes !!.



What suggestions do you prefer to provide for the budding architects?

There is an American architect Nick Sonder, who make the Documentations in Sketchup, in an high level of details, and that is an example to see. I like that. In these way you don't need AutoCAD for Documentations ! (Which have a high Price). (Very very interesting, you can find one video in Youtube: <http://youtu.be/JnHrdUCenzs>).

Please, if you know another program free and more practice for 3D drawings than Sketchup, let me know the Name !!.



Please provide your feedback about our magazine.

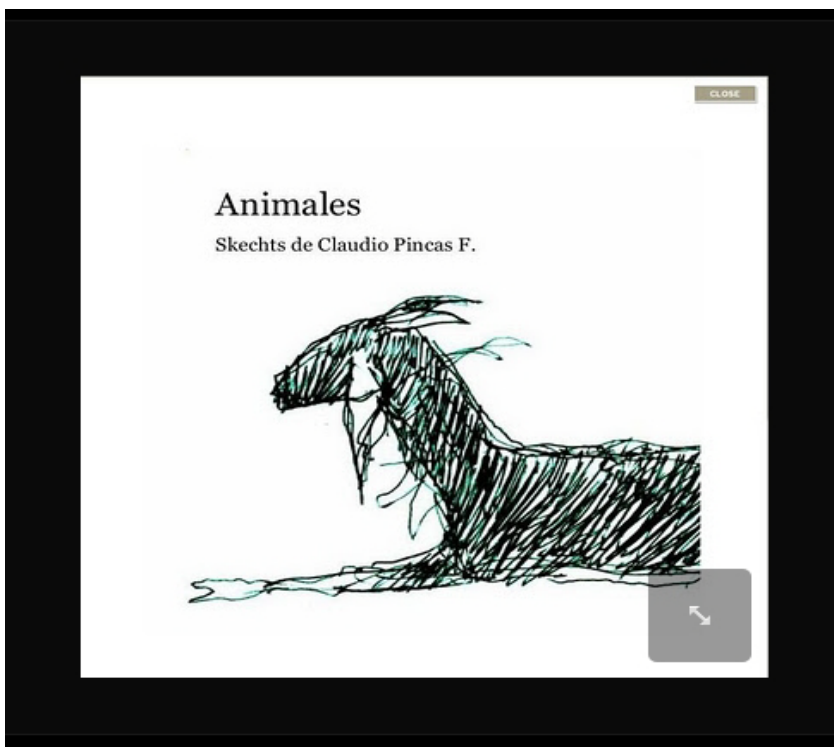
I'm here watching, reading and learning a little more each day, I really like these nice program Sketchup, and with good results. Learning to know too your SK Magazine. A lot of material to read and learn even.

Now, I am a little architect, that is all, and I am searching for jobs.

As many others.

Best Regards, and Thank you!.

[Download CV - Claudio Feldman](#)



Announcement 3D challenge October 2013



Here is the new exciting challenge that faces this time an architectural theme of the Italian Renaissance.

The model we propose is not a reproduction in 3d of a real project, but imitates the style : is a tribute to the great architect Andrea Palladio.

Anyone who wishes to participate in the challenge can do so by enrolling in the group [3D CHALLENGE](#), created by Nomer Adona to [SketchUp Vray Resources](#) and Rosanna Mataloni to SketchUp Texture, specifically for this purpose

Our challenges are also intended to deepen our architectural knowledge so here's a brief history with some links for further information of this great Master.

Andrea Palladio was an Italian architect, one of the most influential architects of our time. Palladio was born November 29, 1508, in Padua, and trained as a stonemason. Palladio moved to Vicenza in his early twenties. Originally named Andrea di Pietro della Gondola, he was named Palladio (after Pallade the goddess of wisdom daughter of Zeus) by the Italian poet and patron Giangiorgio Trissino, who oversaw Palladio's architectural studies. Trissino took him to Rome, where Palladio studied and measured Roman architectural ruins; he also studied the treatises of Vitruvius, one of the most important of the Roman architects.

In and near Vicenza he designed many residences (Villas) and public buildings (Palazzi). He also planned several churches in Venice, San Francesco della Vigna, San Giorgio Maggiore, and Il Redentore. One of his last work was the Teatro Olimpico in Vicenza, completed after his death by architect Vincenzo Scamozzi. Palladio's own use of classical motifs came through his direct, extensive study of Roman architecture. He freely recombined elements of Roman buildings as suggested by his own building sites and by contemporary needs. At the same time he shared the Renaissance concern for harmonious proportion, and his facades have a noteworthy simplicity, austerity and repose.

Palladio was the first architect to develop a systematic organization of the rooms in a house. He was also the first to apply to houses the pedimented porticos of Roman temples-formal porches defined by a shallow triangular gable (Timpano) supported by a row of columns. Both these features are exemplified in the Villa Almerico "The Rotonda". Palladio's buildings were highly functional. Palladio was the author of an important scientific treatise on architecture, I Quattro Libri dell'Architettura (The Four Books of Architecture), which was widely translated and influenced many later architects. Its precise rules and formulas were widely utilized, especially in England, and were basic to the Palladian style, adopted by Inigo Jones, Christopher Wren, and other English architects, which preceded and influenced the neoclassical. He died on August 19, 1580 in Vicenza, or probably at Maser (Treviso), while attending construction of the Tempietto of Villa Barbaro.

More details are available at the following link: [Palladian Villas of the Veneto](#), [Andrea Palladio in English](#)

CHALLENGE RULES

The challenge here is to respect as much as possible the architecture. What angle can you show effectively this architectural marvel? In what ways can you bring and highlight the beauty of this design? How can you creatively set up the frame of your composition in this image? Again, you are the professional in this task. Bring out the best of this model using the visualization tools in your hands!

1. Members can submit as many images as you can. But be mindful members can decipher your effort. The challenge is not really the notion of providing many entries, rather the quality of visualization. The challenge is made to deepen the study of Renaissance architecture. You can change the textures, and even the design of the garden, or even make improvements and add details, on condition that the variations are in any case the expression of the Italian Renaissance style.
2. Only the images included in the challenge album will be considered as Official Entries [HERE is the Album](#) you must specify the workflow.
3. You can add modeling details; add entourage, but not changing the house design.
4. You can do any views you want, interior, exterior etc.
5. The final date of submission of entries is November 30 st 2013.
6. Logo to be included in the final rendering posted in the album. [Click here to download the logo](#)

WINNERS

- The top 10 most likes will be automatically qualified in the final 20.
- The admin will choose at least 10 other images to complete the final 20.
- The final 20 will be judged using online voting the most like image will win the Most Popular title.
- The jury will select the winner in the list of top 20. The winner will be crowned as the Challenge winner.
- Method of evaluation of the technical jury : Realism 30 pts / Composition 20 pts / Lighting and texturing 30 pts / overall impact 20 pts.

PRIZES

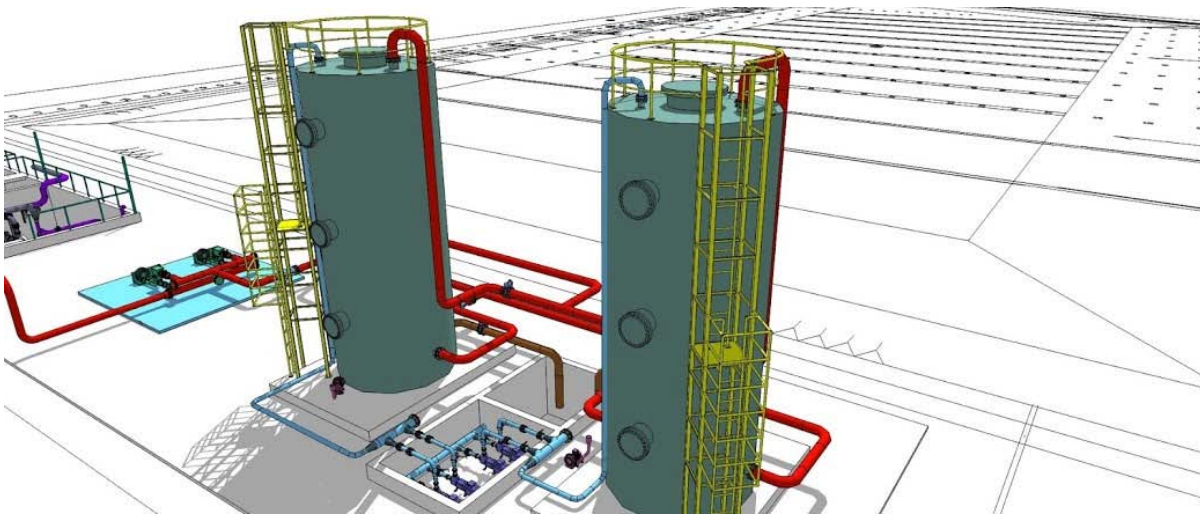
[SketchUpArtists.org](#) would like to contribute one of our exclusive black T-Shirts bearing the SketchUpArtists logo to the first place winner of the 'Palladium Style' 3D competition! So hurry and get your entries in now to get the opportunity to get your hands on one of these rare T-Shirts, last seen at SketchUp Basecamp 2012.

My story with Sketchup

My name is Warunyoo Songkran. I am 36 years old engineer from Thailand. I work for a small consultant firm named "PREMIER ENERGY CO.LTD. I am an environmental engineer. I finished my master degree from Chiangmai University, a most famous university in the north region of Thailand.

I started my work with PME 6 years ago. My work is to design a biogas harvesting system to capture the methane-rich gas and use it as renewable energy. These kinds of projects are getting much attention now; this is due to the rising price of fossil fuel.

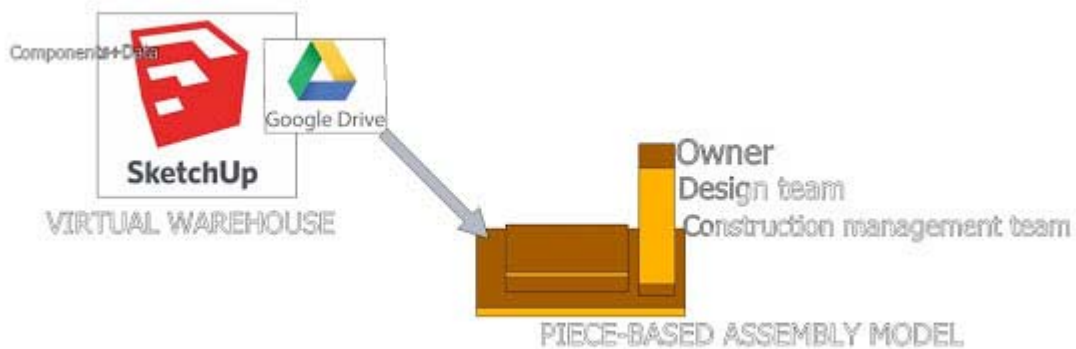
To improve my performance of work, I am now applying 3D CONSTRUCTION MODELING to my daily work. 3D CONSTRUCTION MODELING is very new for Thai engineers. I am not sure if one (In Thailand) can understand even the meaning of it. But for a short definition, it is the simple 3D digital graphic model in which all required engineering information is attached into each component that are contained in its model. This information-rich 3D model will be used many times as the main tool to exchange or detail information about all kind of individual work, activity or process in the project life cycle. Visualization is one of the most advantage of it use to enhance the collaboration between each individual or organization who are involved in the project. If it is used in the right direction, it can significantly reduce time and cost of the implemented project.



As everybody does, I spend most of my life working at my office. However, in the weekend I always go back to my home in Kao Yai (one of the most famous tourist attractions in Thailand. At Kao yai), I normally spend my simple life with my girl friend and my dogs in the morning and go to teach my students at small primary school not too far from my home (I do it for free in the hope that the students will have better future.) . Every weekend, 5 to 10 years old students eagerly wait for me at the class. They are now learning how to make a 3D model by using free 3d software TRIMBLE SKETCHUP. Sketchup is known as the best 3d modeling program in the world (with more than 30 millions user all around the globe). Sketchup is very easy to use, small children can learn and use it within few hours. One of my students can draw his dream house with high details such as walls, columns, doors and windows within 18 hours. It is amazing even for me. They could be grown up to be the best engineer or game programmer of the world.

https://www.youtube.com/watch?feature=player_embedded&v=aKCHUB2LhKE

Virtual design and construction by Trimble Sketchup



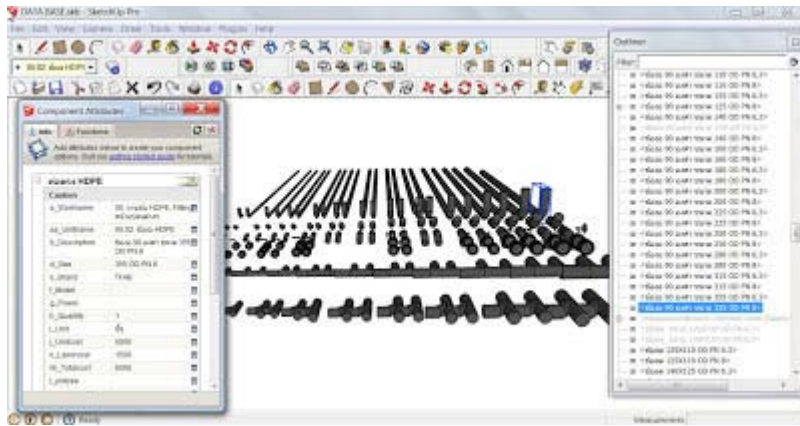
I have used Sketchup in the way that most people do not do. Because, I am in the construction industry, my work is to use Sketchup to promote collaboration between our clients (owners), my consulting team and our sub-contractors. The collaboration can be done in 3 ways.

I call this process "Piece-Based Assembly Modeling". This process is very simple. Firstly, changing all data in our purchasing department into components within Sketchup. All specification, cost, time, and installation manual and so on will be embed into these components. The key is to plan ahead about the breakdown items of Bill of Materials (BOM) so that after I finished assembling the project prototypes I can get very precise BOM in the form of very detailed breakdown cost with more accurate than ever before. Imagine you can count the number of nuts and bolts if you want to...and I think it is awesome.

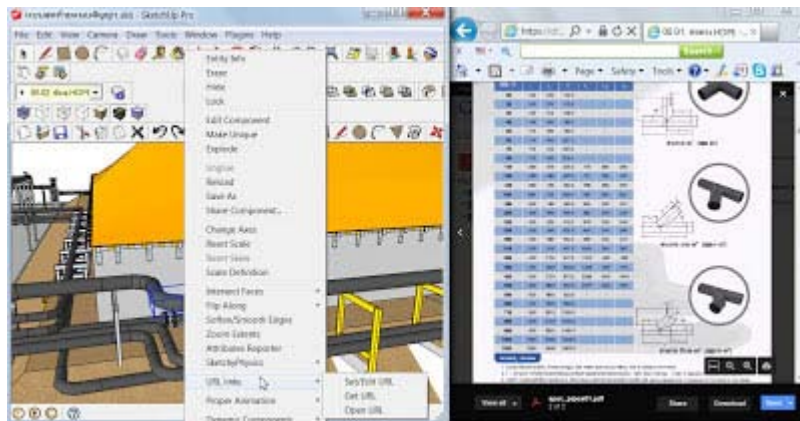
1. Piece-Based Assembly Modeling



Construction pieces in our real world project



Virtual construction pieces in our virtual warehouse making by Trimble Sketchup



Google Drive is the free cloud technology we use for our work. A hyper link of each construction piece is created to link Sketchup model with all stakeholders via GMAIL and Google Drive. Now Sketchup model, project stakeholders and information are seamlessly integrated.

https://www.youtube.com/watch?feature=player_embedded&v=c3vRDXjKSqE

This VDO shows the method of Piece-Based Assembly Modeling.



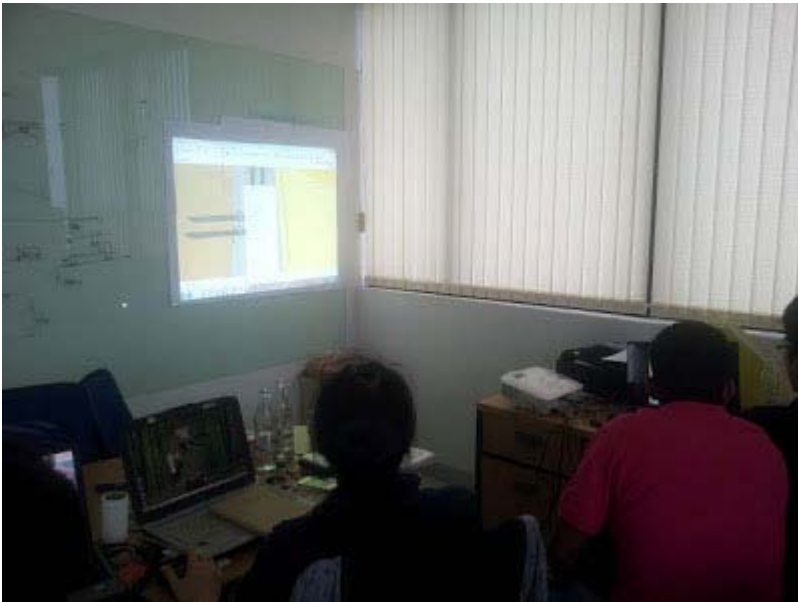
Sharing information is the key, Sketchup model will serve as a gate way for all stakeholders to share their ideas and information. This photo shows how Google Drive can promote the collaboration between my engineering team.



Engineers are assembling a biogas plant in virtual environment. The goal is to find precise Bill of Materials and to simulate the sequential process of the construction to make sure that the project is going to be built without any problems in the real world.

https://www.youtube.com/watch?feature=player_embedded&v=0ry3nSQ1eZw

A group of young engineers are making a 3D Construction Model.



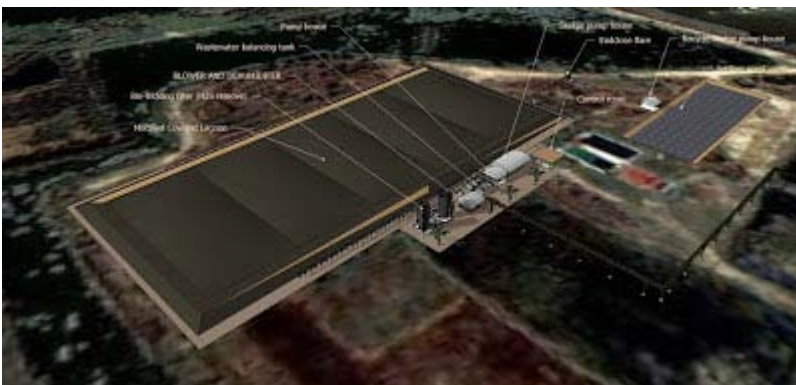
Virtual construction project was assembling at our office.



All required data are embed into components in Sketchup. Each component will represent a construction piece in a real world project. We can count them and manage the data in the way we want to, for examples, estimating project cost, planing and evaluate resources, sharing information with cloud technology and so on.



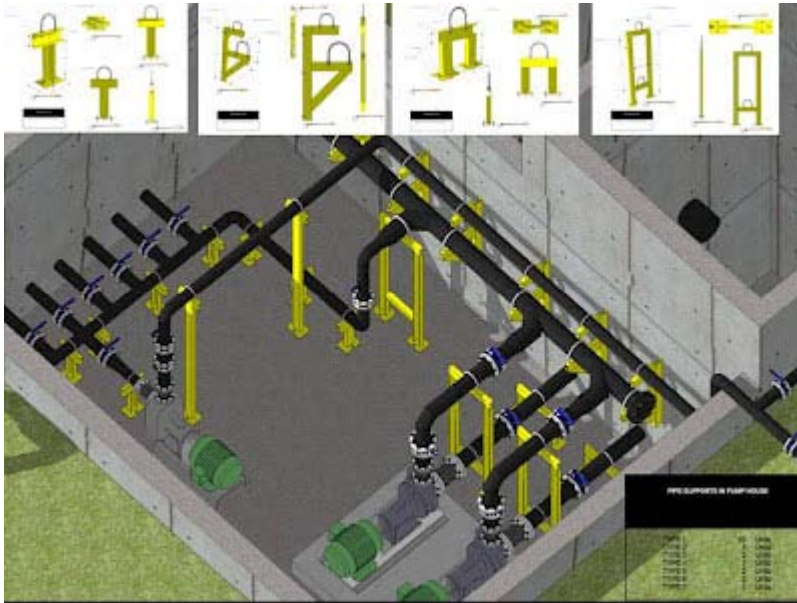
Engineers from our company and owner are discussing about how to make a virtual construction project in the real wold.



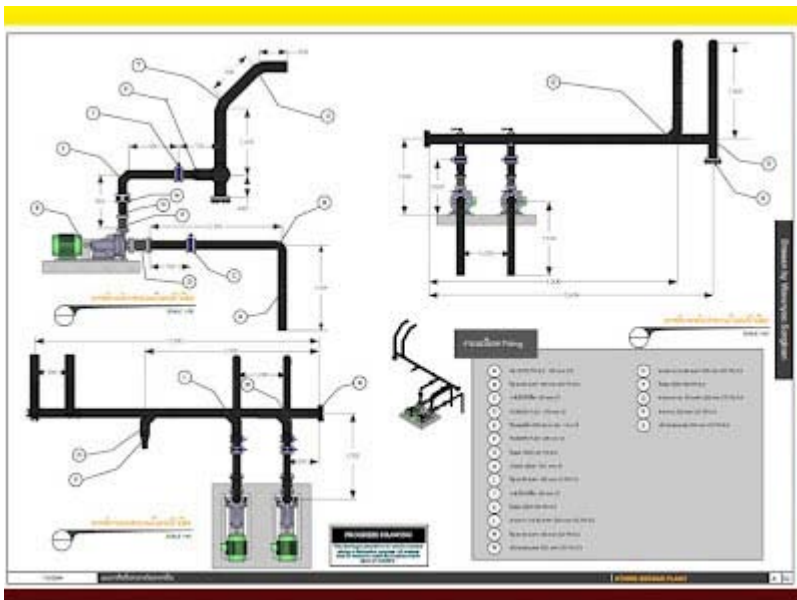
Piece-Based Assembly Model or Project Prototype

https://www.youtube.com/watch?feature=player_embedded&v=TIZkuwNmrtw

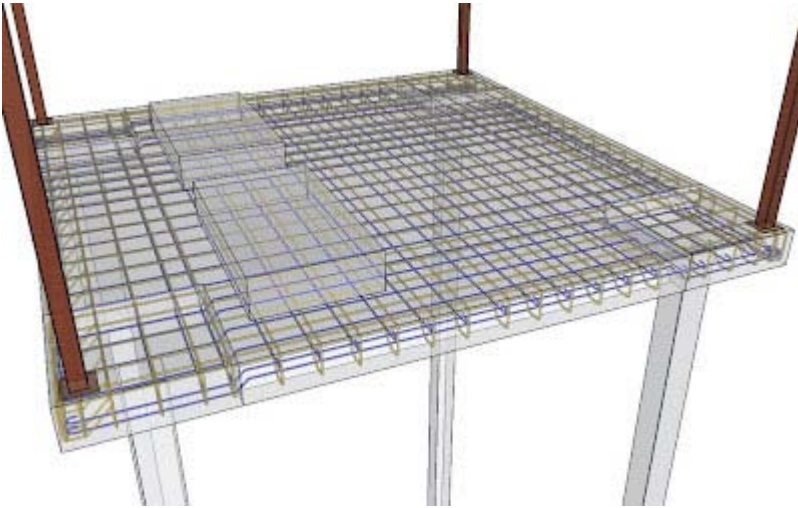
The VDO shows one of our 3D Construction Model. We used outliner to show how the 3d model will help us to manage the project.



A construction drawing is exported directly from the model. This process can reduce time to draw construction drawings dramatically.



Layout 3 is also great for doing construction drawings



This structure is also created in Skethup, our propose is to promote visualization of all structures for those workers who are new for the work.



Workers are assembling a biogas plant in a real construction project. They know how to assemble because they have seen the finished project in the virtual environmental before.



2. 3D Construction Modeling

This process is to use the finished project prototype to be verified by all stakeholders who are involving in the project and let them be able to exchange their ideas. I believe in this words " 90% of a construction project is to talk and exchange ideas". My teams are trained to have a quick hand skill so that in the meeting between owners, construction management teams and contractors, they can move, rotate and scale all components in the model in the way that all people want. The objective of the meeting is to get the project prototype in which when it goes to the construction phase it will not change!. To do this is easy, firstly show the owner the prototype and walk him through the model as if the owner playing game. The owner can change whatever he wants to....do not let him makes change when things in the real world are done..it is awful. The second step, is to do 4D. The construction management team and contractors will be responsible to simulate the construction project in the virtual environment. 4D is to link time with components, so I put components that are constructed in week 1 into the layer-week 1 and put components in the week 2 into the layer-week 2. After finishing planning in the virtual environment, then making seances of all layers starting from week 1 to the last week of the construction. Play the animation and see the animation of the 4D construction. If nothing wrong....then we are ready to move to the construction phase.

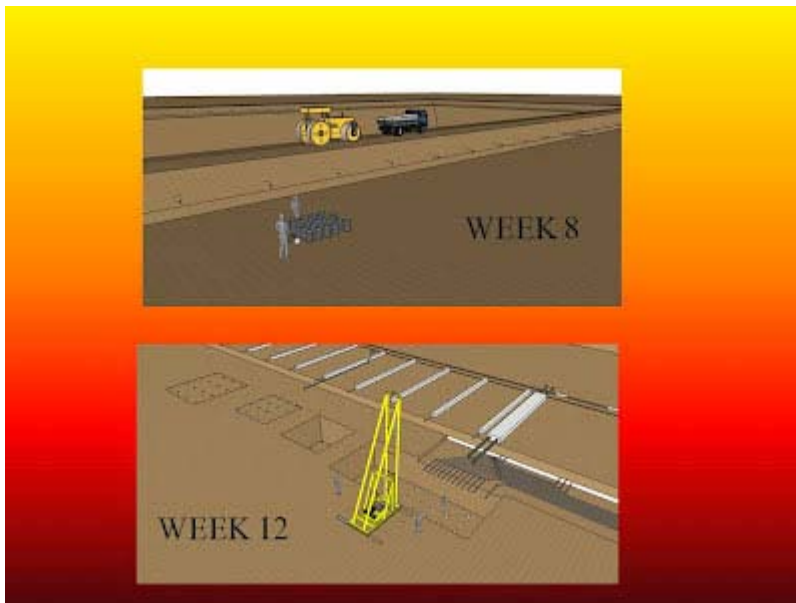
Before we are going to the construction phase, all required resources will be arranged by using 4D information which is reported directly from the project prototype. The reported information will allow the purchasing team to understand the need of the construction team so that the supply of all materials will be accurate so that it will not make the construction delay. Google Drive is also applied to promote the collaboration between the owner, consulting and construction team. This cloud technology along with the accurate 3D construction model will now change the way we manage the construction project forever.



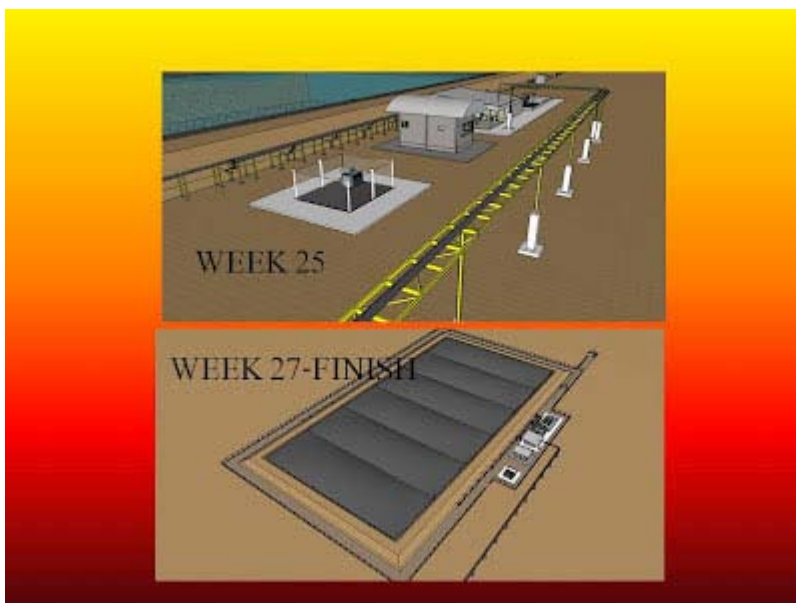
All stakeholders come to share information in one of our 3D construction meeting.

https://www.youtube.com/watch?feature=player_embedded&v=LdOXbnd1zoY

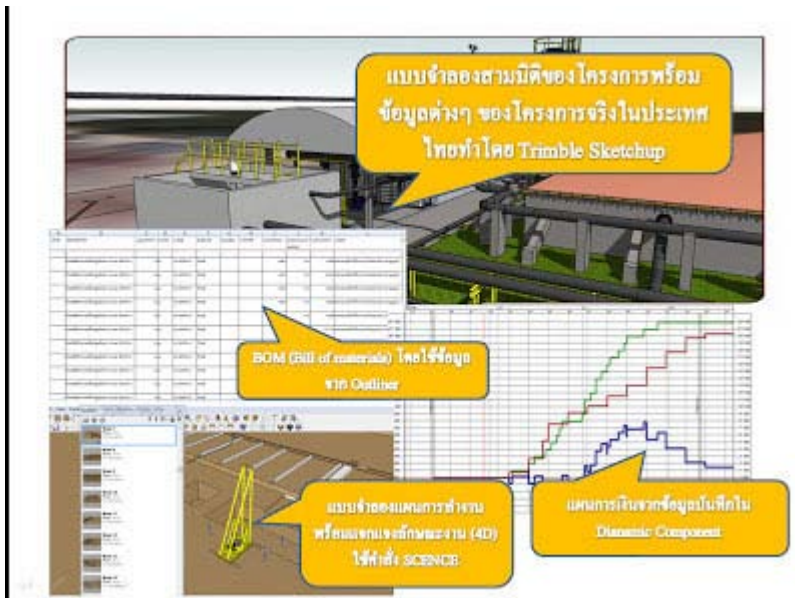
The VDO shows what was going on in one of our meeting room. The owner, consulting team and contractors were in the meeting to discuss about electrical system problem.



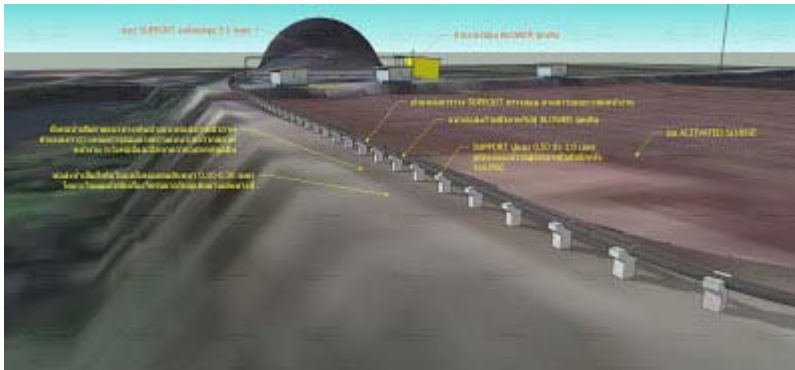
4D model created in Sketchup is used for simulating the construction sequence. This process will help our construction team to eliminate all surprise which might be occurred during the construction phase. Also it helps us to manage the supply chain so that the supply of construction materials will not make the project delay.



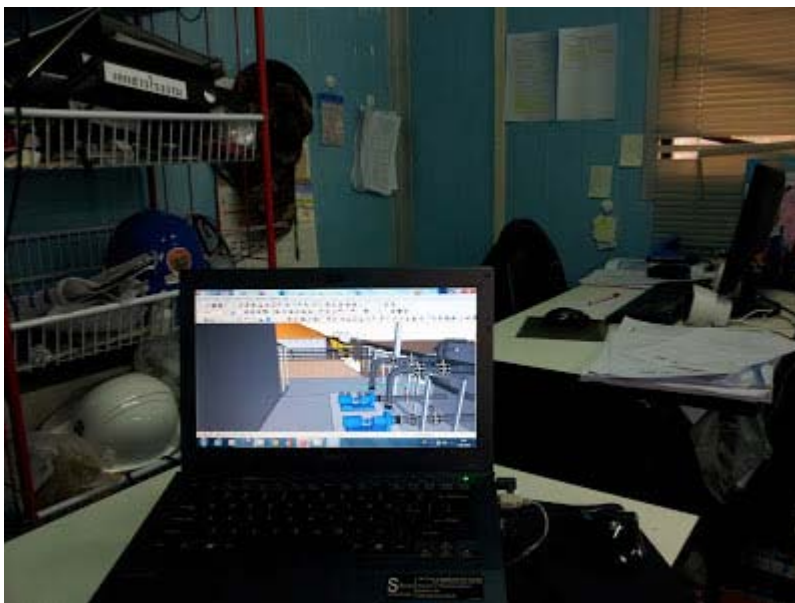
Visualization is the most powerful thing for all stakeholders to understand what are going to happen.



3D, 4D and 5D



3D Construction Model integrated with Google Earth



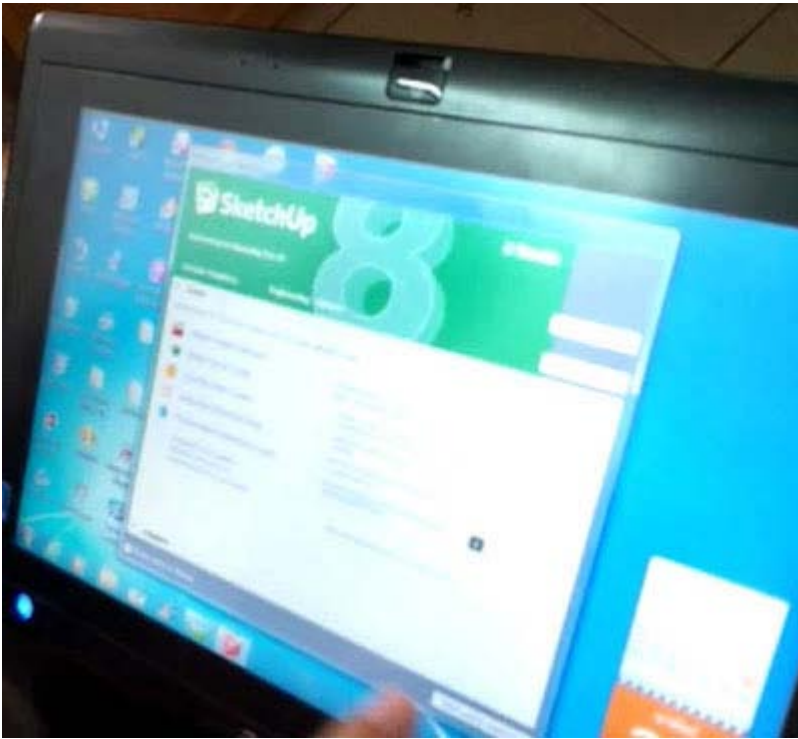
3D Construction Model of a construction project in one of our construction site. The model is used for managing the construction of a wastewater treatment.



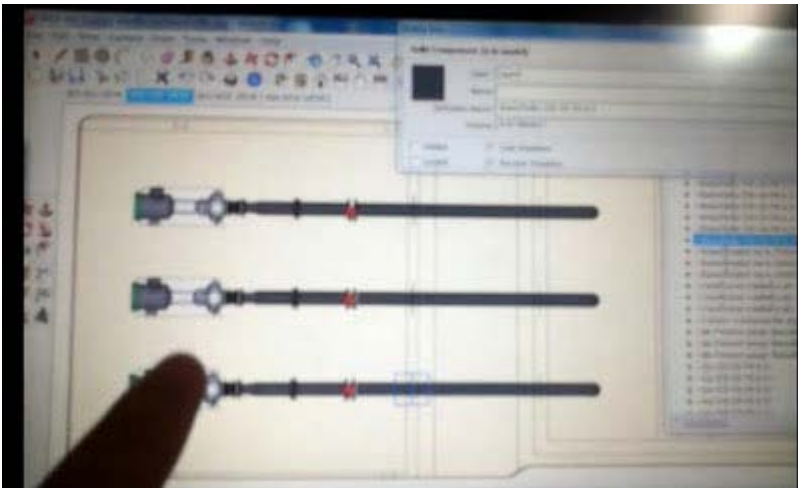
Construction drawings



I went to the front line of a construction site to see if there were something must be changed.



We are planning to use Tablet PC to replace paper-based construction drawings.



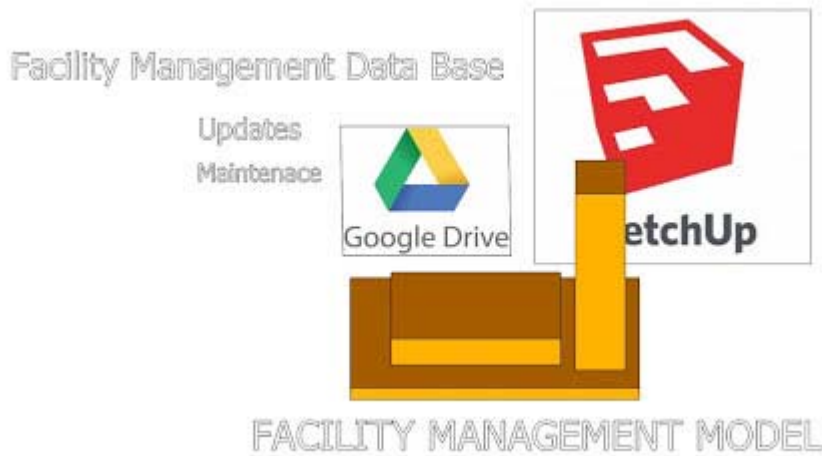
Tablet PC was used to illustrate 2D plans and section of a 3D construction model.

https://www.youtube.com/watch?feature=player_embedded&v=kheRSJT-rU0

This VDO illustrates how to use Tablet PC and Sketchup for construction projects.

https://www.youtube.com/watch?feature=player_embedded&v=yp3Q6brXvhQ

This VDO shows how 3D modeling team communicate with construction team via 3G connection in real time.

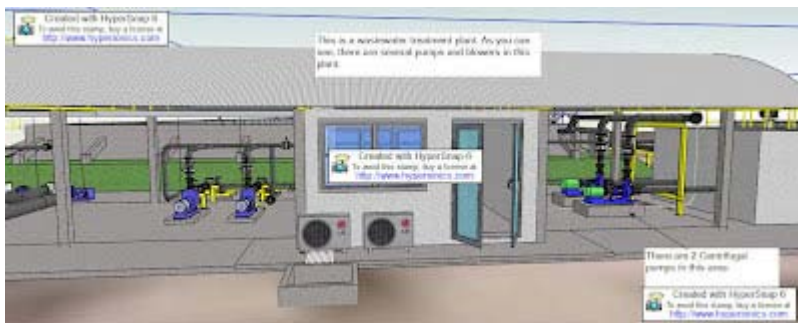


3. Facility Management Model

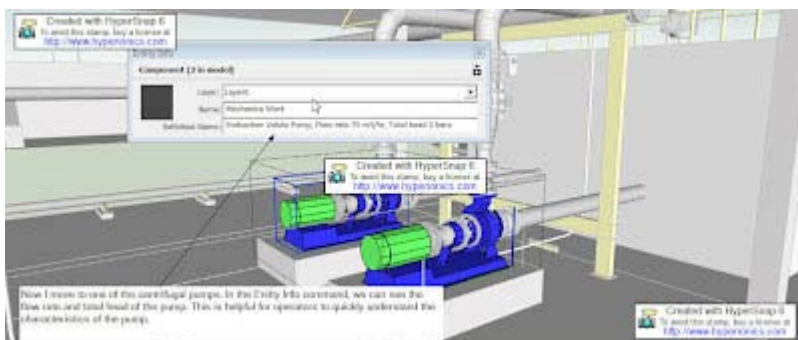
In the past, the owner would receive a long list of paper based construction drawings after a construction project was finished. They (Construction drawings) were less in detail and difficult to change as time goes by.

In the past few years, Building Information Modeling or BIM has been applied to manage buildings and facilities just like Facility Management (FM) tools. This BIM software has proven to be very useful. However, because of the difficulty to implement, BIM and FM softwares were not famous in today work place.

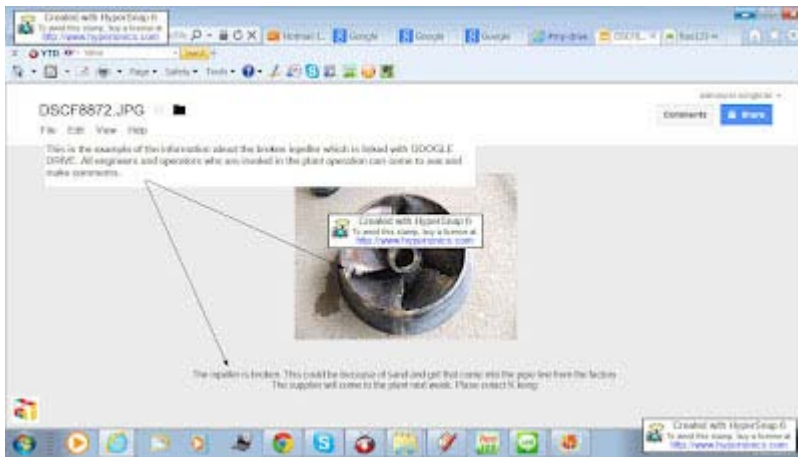
I am trying to use this simple 3D Modeling program (Sketchup) to integrate with operation and maintenance information of the wastewater treatment. The result is the Facility Management Model. The technique is quite simple. Firstly, embed data which are required of operate and maintenance work. This information is mostly informed by the owners and operators. The wastewater treatment operator will use this easy-to-use 3d modeling program integrated with Google Drive to manage the system.



In one of our wastewater treatment plant. There are several wastewater pumps.



Only few clicks in Sketchup model, the operators will reach to the information of the wastewater pumps.



The facility manager can see what is happened to the pumps anywhere anytime in Google Drive by only few clicks at the pump components in Sketchup. This is very useful when the time passing by, for example, it take the operators half a minute to see what parts of the pumps were changed 5 years ago.



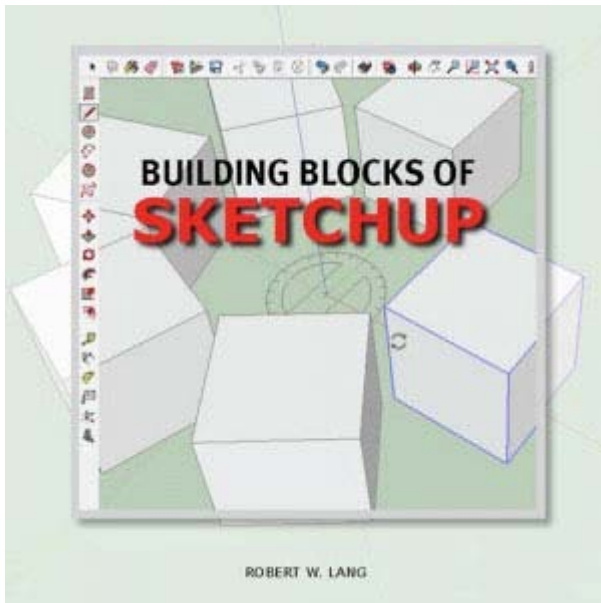
The facility manager can walk through the wastewater treatment in virtual environment in Sketchup. This application file was created by a plugin named WALKABOUT 3D.

https://www.youtube.com/watch?feature=player_embedded&v=rT3fxMwIifY

An example of how to walk through a wastewater treatment plant in virtual environment. The facility manager can use this application to analyze problems or present the plant to others when he/she is away from the plant.

Building Blocks of SketchUp

“Building Blocks of SketchUp” is the best way to learn the basics of 3D Modeling with SketchUp. With 260 pages of illustrated text, with 50 embedded video lessons this enhanced PDF format book will get you started, whether you are a teacher of elementary school students, an AutoCAD veteran architect or a hobbyist who wants to plan your next project.



Based on my experience teaching SketchUp, and my previous book “Woodworker’s Guide to SketchUp” this new work focuses on the common things new SketchUp users struggle with and provides detailed methods to understand what happens while working in SketchUp. When you have command of the basics, you can model anything.

[Click Here to Read More About Why I Wrote This Book and to Preview one of the 50 Videos.](#)

The enhanced PDF format makes this book easy to use as you learn 3D Modeling with SketchUp. You can find the information you need instantly because the entire book is “searchable” in Adobe Reader, and all entries in the table of contents are links to the pages they describe. There are also bookmarks for each chapter, chapter topic and video. The videos are within the pages so you don’t need to download them, fire up your media player or head to You Tube in the midst of learning, just click on the clearly marked videos and they begin to play.

[Click Here to Read More About the Enhanced PDF Features of this book](#)

Last but not least are valuable references included with “Building Blocks of SketchUp”. There is a handy guide 2-page guide to Navigation (one of the common struggles), a one page Cheat Sheet for keyboard shortcuts (one of the best ways to speed up your modeling) and a 40-page guide to the Basic Tools of SketchUp, an ideal way to learn and review what each tool does (along with how and why it does it).

[Click Here to Read More About the SketchUp Tool Guide \(and Download Sample Pages.](#)

“Building Blocks of SketchUp” is independently produced and published. Your purchase directly supports the author and designer of this book. It is now available at an introductory price of \$34.95 as a download until December 1, 2013. It will be available on disc around November 1, 2013, delivered to you by US First Class Mail for \$39.95 with free shipping to US addresses. (\$6.00 shipping for international orders via US First Class Mail)

After December 1, 2013 prices will rise to \$39.95 for downloads and \$44.95 (+ moderate shipping) for books on disc.

[BUY NOW](#)

Transform your rendering & visualization capability to the next level with Paradise Sandbox for sketchup

Paradise Sandbox is an ideal tool developed by Paradise Studios for professional architects and hobbyist 3d artists that can generate realtime visualization and transform any scene with spectacular oceans, skies, electric thunderstorms and volumetric clouds.

Paradise Sandbox is compatible with all leading modeling tools like Sketchup, Blender, Maya and various other 45+file formats. It is available with free and pro version. The free version can import imports Collada (.dae) files.

With its professional interface, Paradise Sandbox can automatically develop the models involving real-time reflections, ambient occlusion, shadows, numerous lights, wet materials, unlimited post-processing effects (SSAO, Reflections, DOF, Sharpen, FXAA, Lens-flare, Vignette etc).

Paradise sandbox consists of a material database having 200+ materials as well as an in-built object database.

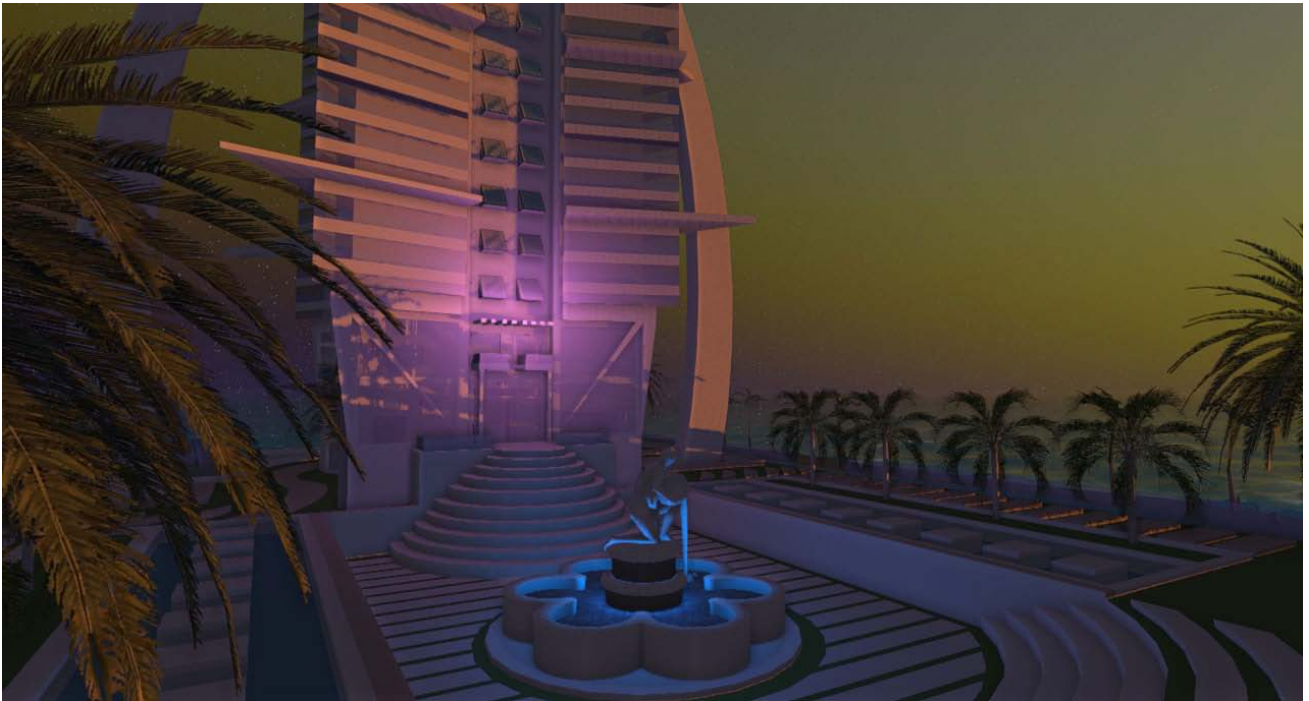
Paradise sandbox comes up with lighting only mode which facilitates users to view the ambient light generated through the scene lights along with sky and artificial light sources. The Paradise Engine is the central part of Paradise Sandbox highlighting a state-of-the-art hybrid rendering pipeline in which the users can include several lights and high-quality realtime HW accelerated transparency and antialiasing.

Apply the viewport gizmo to instantly toggle between views and the transform gizmos to translate, scale and rotate objects efficiently.

An introductory offer for Paradise Sandbox PRO with €59.95 is available for users upto 30th of November. After that it will cost €99.95. A free version is also available for download.

[Download the free version](#)





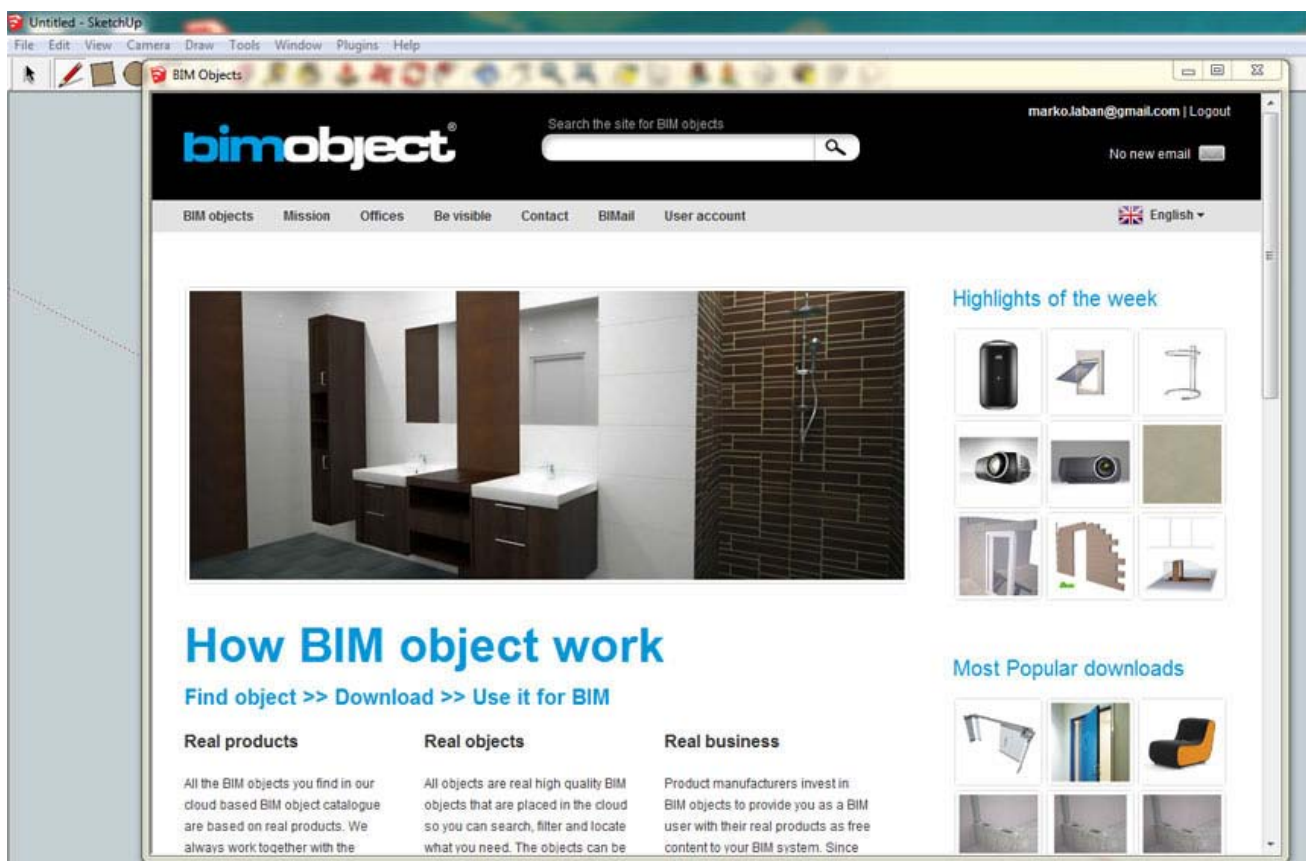
The introduction of BIMobject App for SketchUp

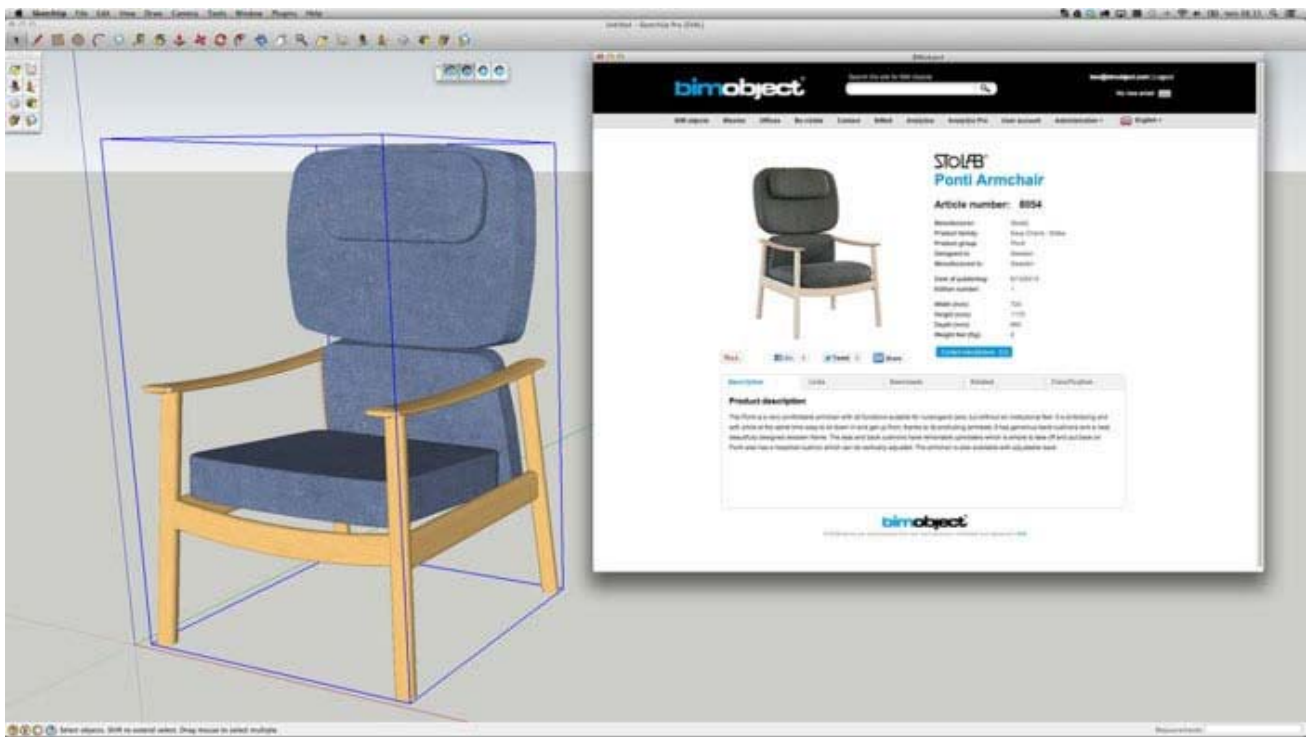
BIMobject® just introduced the cloud integration App compatible with Trimble SketchUp. It is compatible with SketchUp 7, SketchUp 8, SketchUp 2013.

The Sketchup professional can acquire this application for totally free of cost. The application comes up with some exclusive features like cloud addition, direct download, product information updates and version inspection which facilitate the users to get, verify, source and revise BIM objects and delivered throughout the BIMobject® cloud entirely incorporated in their software.

The BIMobject® application for SketchUp contains the functionality to explore the BIMobject® cloud database online rapidly and sort out between all objects from the building as well as interior manufacturers. In order to place & organize the BIM objects in any sketchup project directly, just click on the download button. Both the BIMobject® App and objects from the BIMobject® Portal are available at no cost.

In order to get & download real SketchUp objects from real manufacturers, go through the following link www.info.bimobject.com





https://www.youtube.com/watch?feature=player_embedded&v=rp5Jsu_Sb8c

E-on software unveiled LumenRT 4.3 for sketchup

E-on software, has just introduced LumenRT 4.3. The registered users of LumenRT 4 can make a free upgrade to this trial version. LumenRT 4.3 consists of a new content library having 80 latest real-time optimized plants.

With LumenRT 4.3 the users can take the advantages of Plant factory technology that is packed up as a library and can be applied directly within the most important CAD and GIS systems and transformed effortlessly into LumenRT. The plants come up with real-time performance facilitating huge populations of several examples to be generated. There are diversified new Hardwood, Evergreen and Broadleaf trees together with an extensive set of bushes, shrubs and flowers in the libraries.

LumenRT 4.3 is compatible with SketchUp Free and SketchUp Pro (7, 8 and 2013) as well as Bentley MicroStation SS3, Revit 2012/2013. It can also import scenes exported from e-on software Vue and saved models in all major 3D formats.

The users can buy the product from within the plug-in or a LiveCube to make it a complete commercial licence.

LumenRT 4.3 contains the following exclusive features:-

- Custom per material reflection quality setting
- Optimized export of large Microstation scenes
- Superior artificial lighting for largely offset scenes
- Superior north rotation value while executing a static export of an animated scene

[Download free trial version](#)





How to create the design of a bathroom with sketchup pro

Hi all, this will be a tutorial (maybe something short with respect to many others who are on the network), which is how I usually work with and I think efficiently.

First of all, I am a 19 year old student and I live in Buenos Aires, Argentina.

A few years ago I started my own "enterprise", offering service of renders to architects and studies.

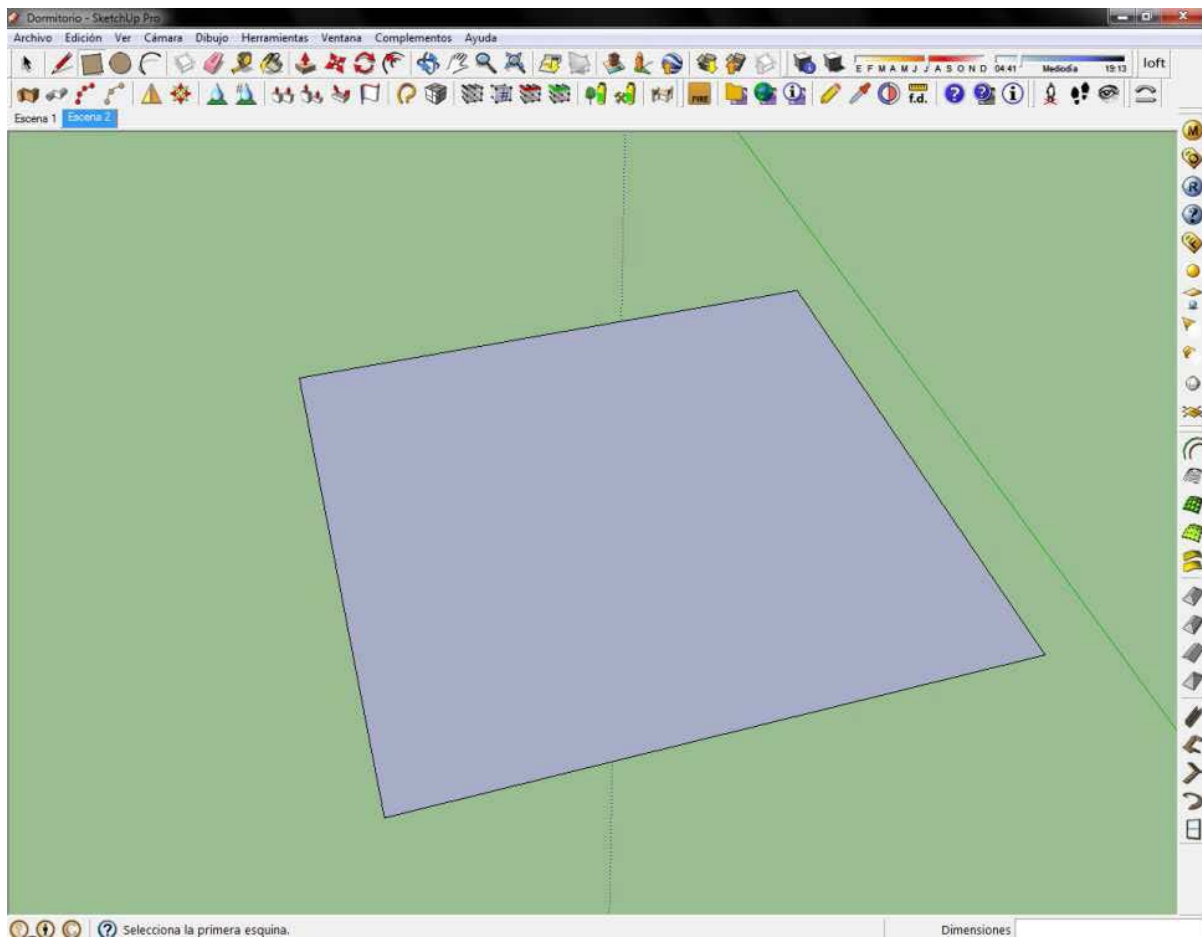
If you want to stay tuned to my work, I suggest you follow my fanpage: <https://www.facebook.com>

This tutorial will be based on this picture:

It is necessary to emphasize, that this image, it me arose after seeing PureRender's similar render, it was a great source of inspiration for my.



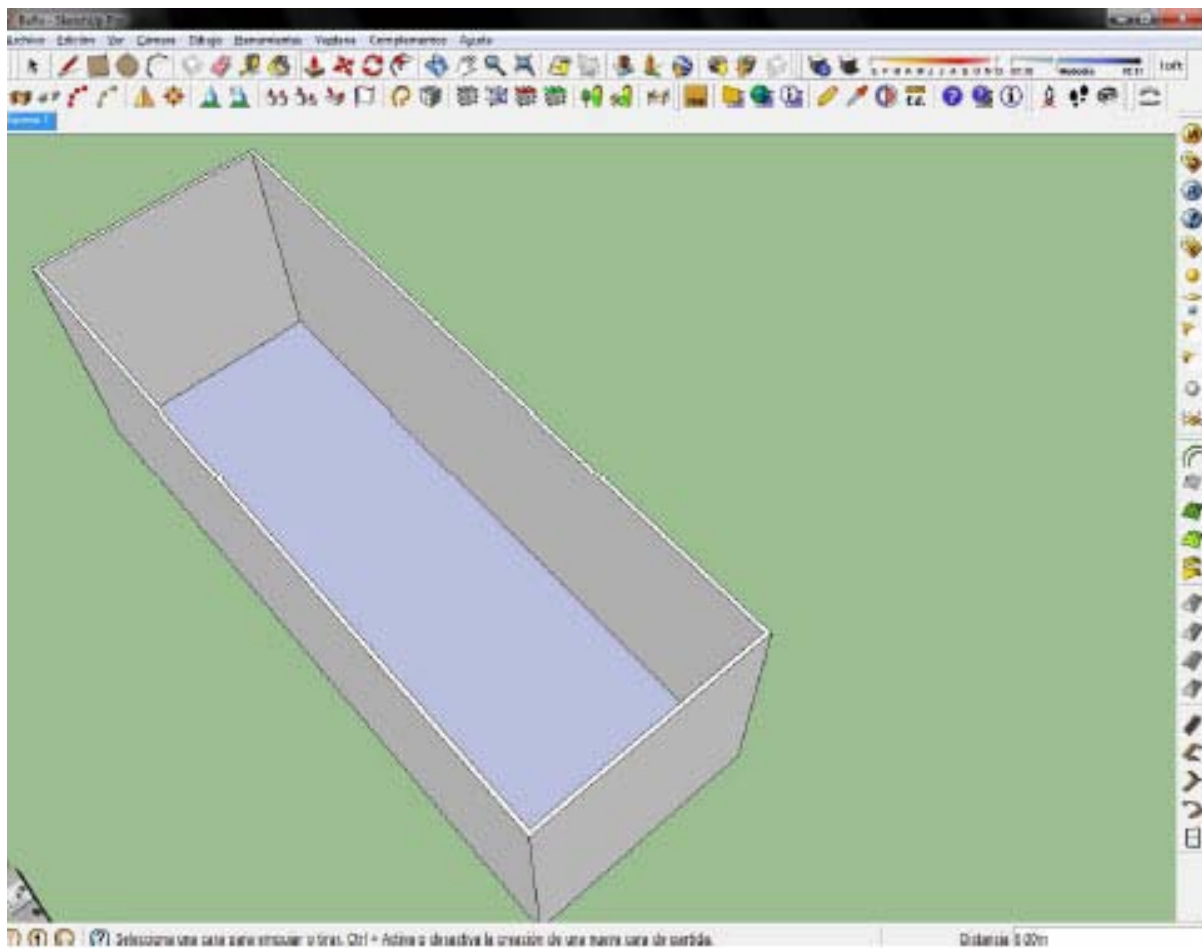
In indoor scenes always do the same steps, a rectangle (usually always start 10x10 meters), and then adjusted with respect to my work space that requires.



Then use equidistance to make walls (usually of 10 or 15 centimeters).

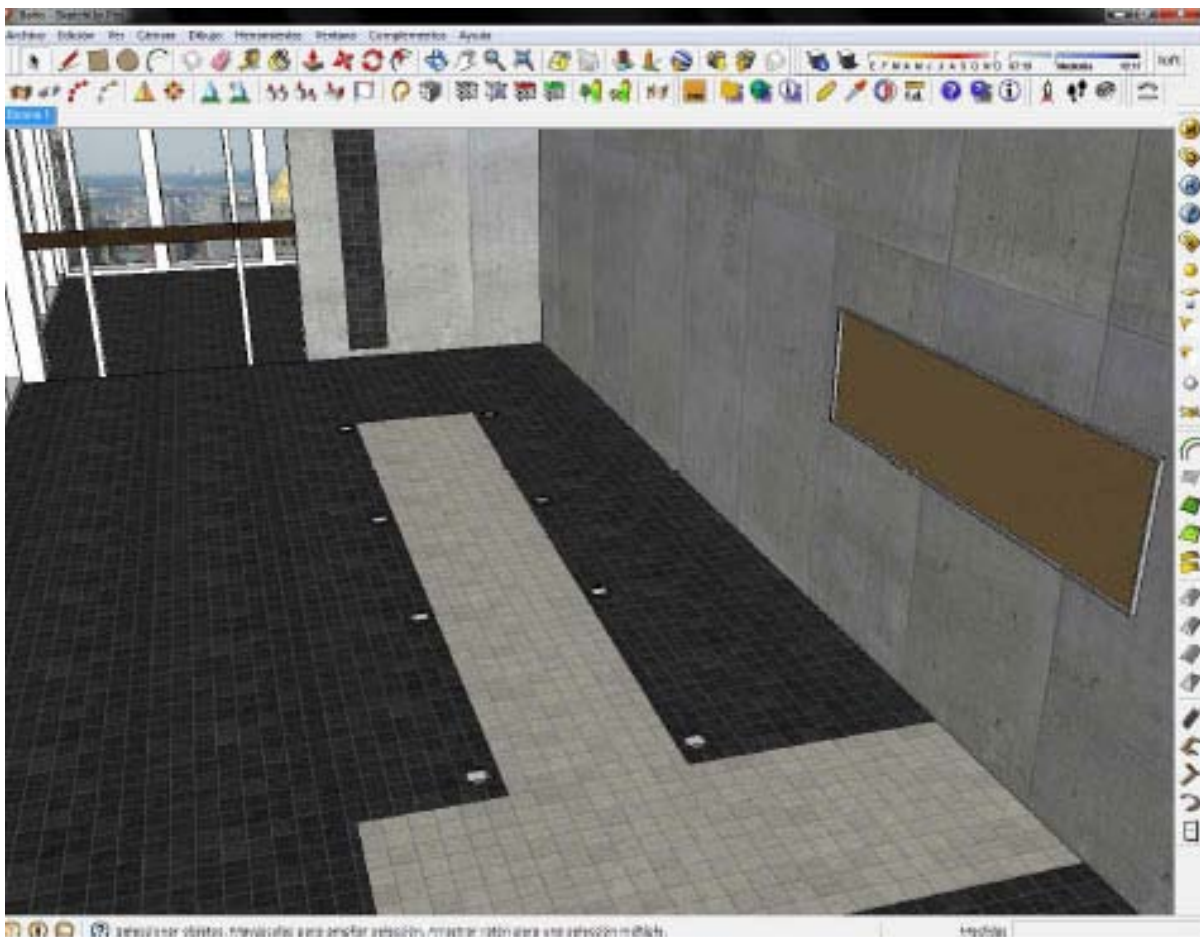
And then I up the walls, to an overall height of 3 meters.

In this case, 6 m, since it is a double-height space.



Then choose and paint different materials.

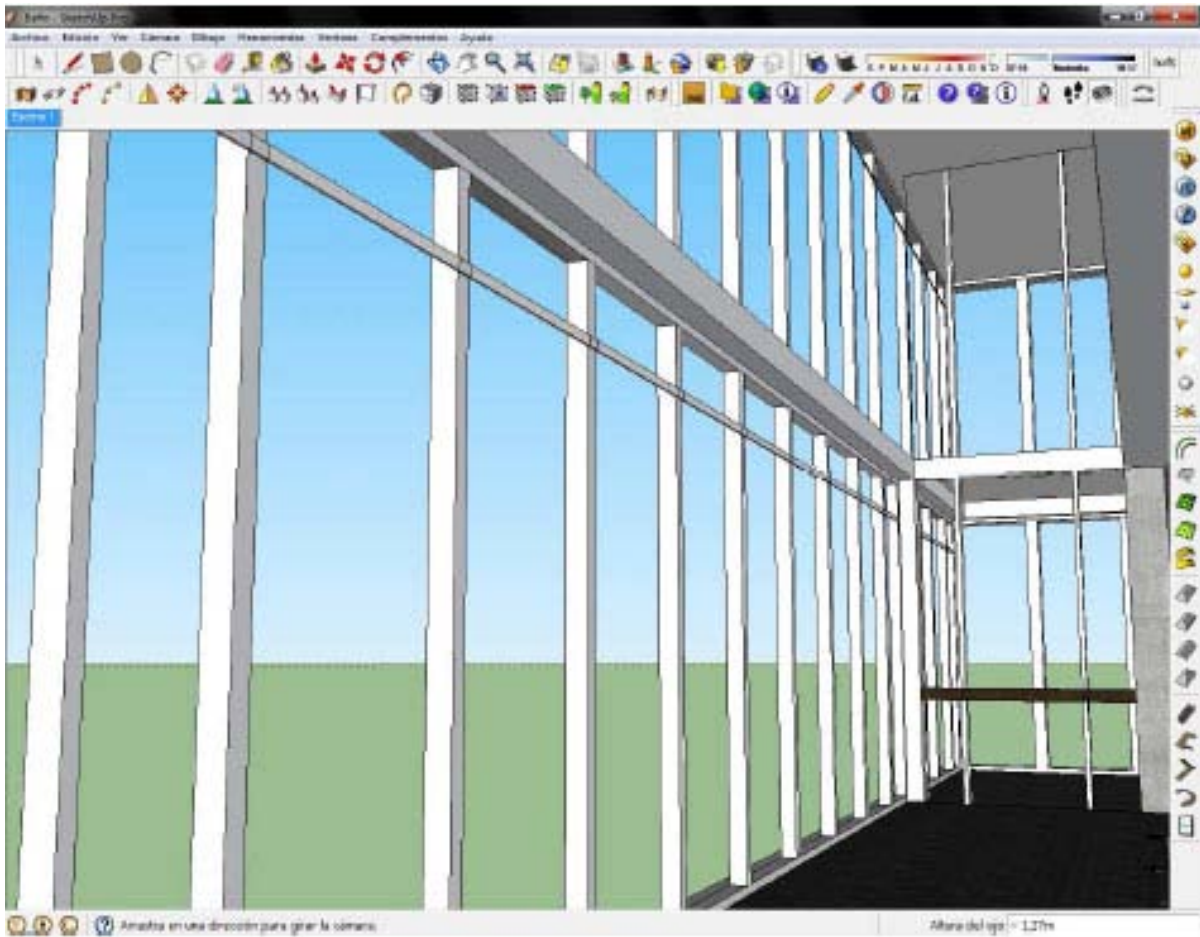
In this scene are just two, white and wood.



For this wood, I used a texture I found on the internet, is this.

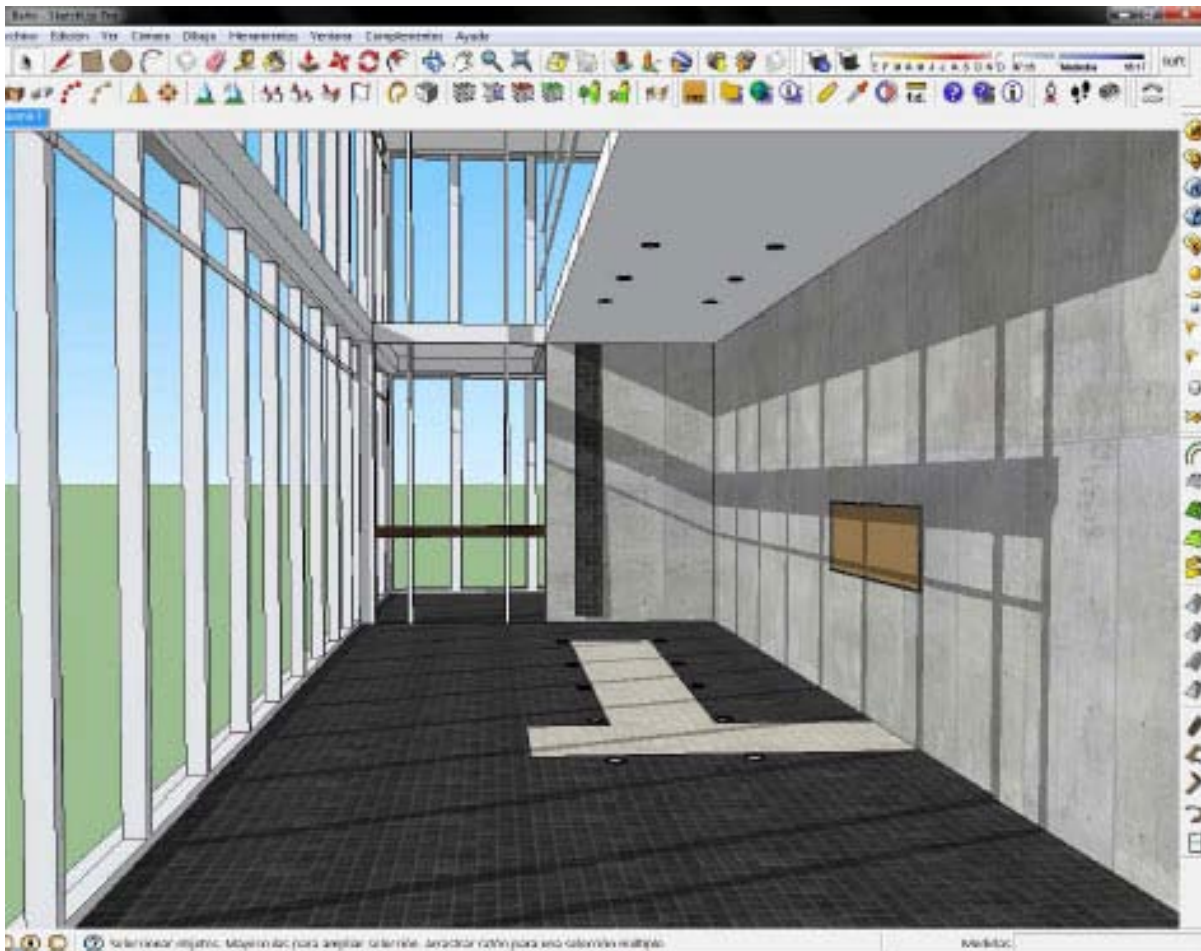


Then, I realize the window sills.

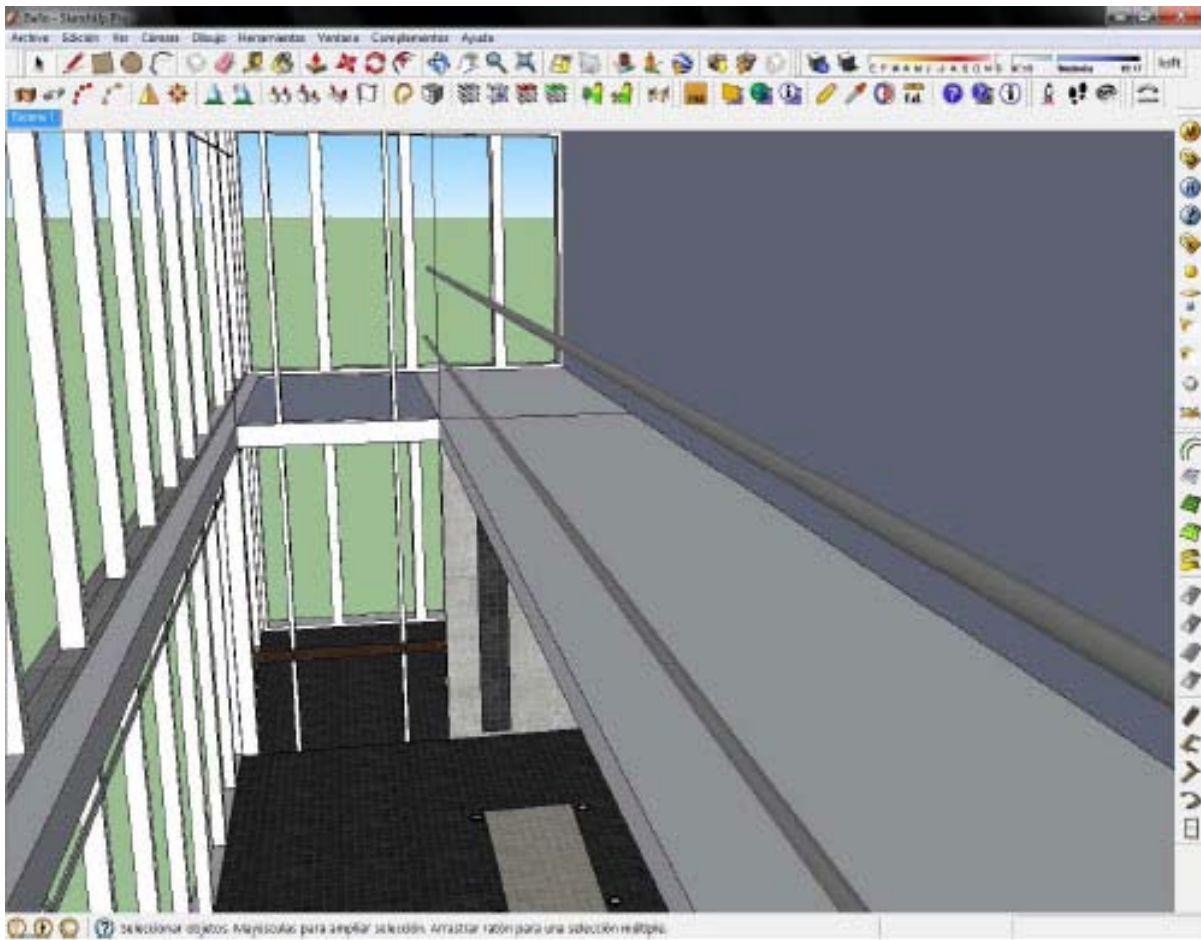


This is a scene from the natural sunlight without extra lights.

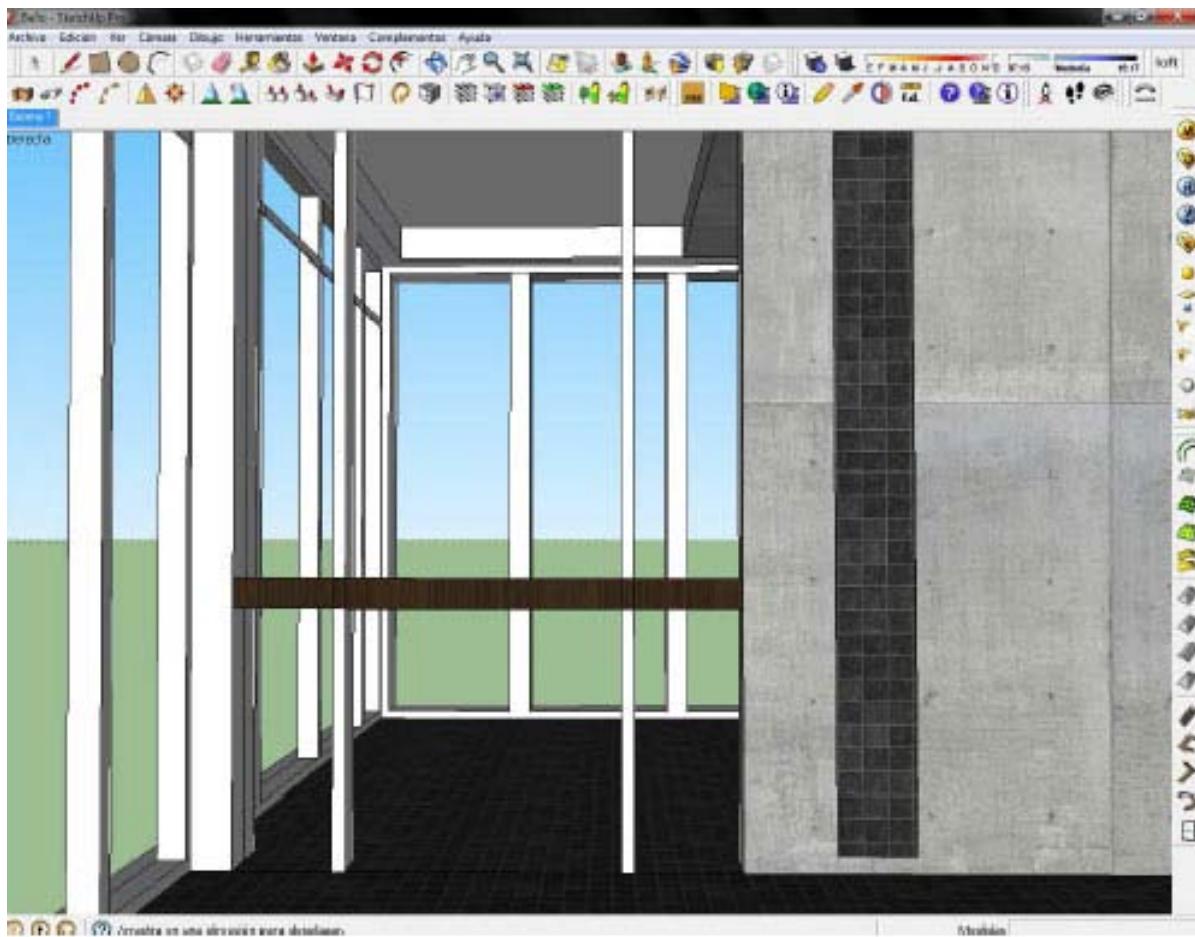
So here I adjust sunlight.



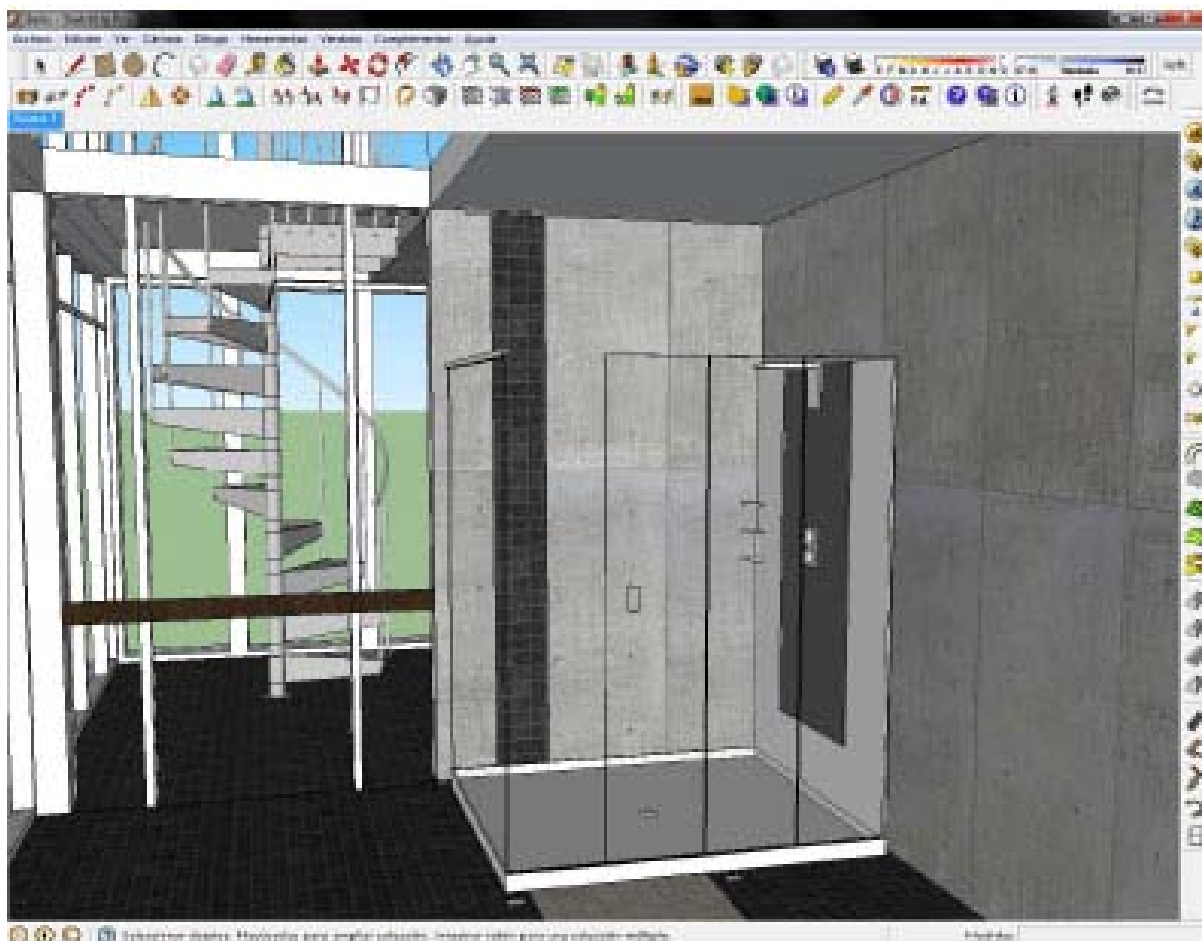
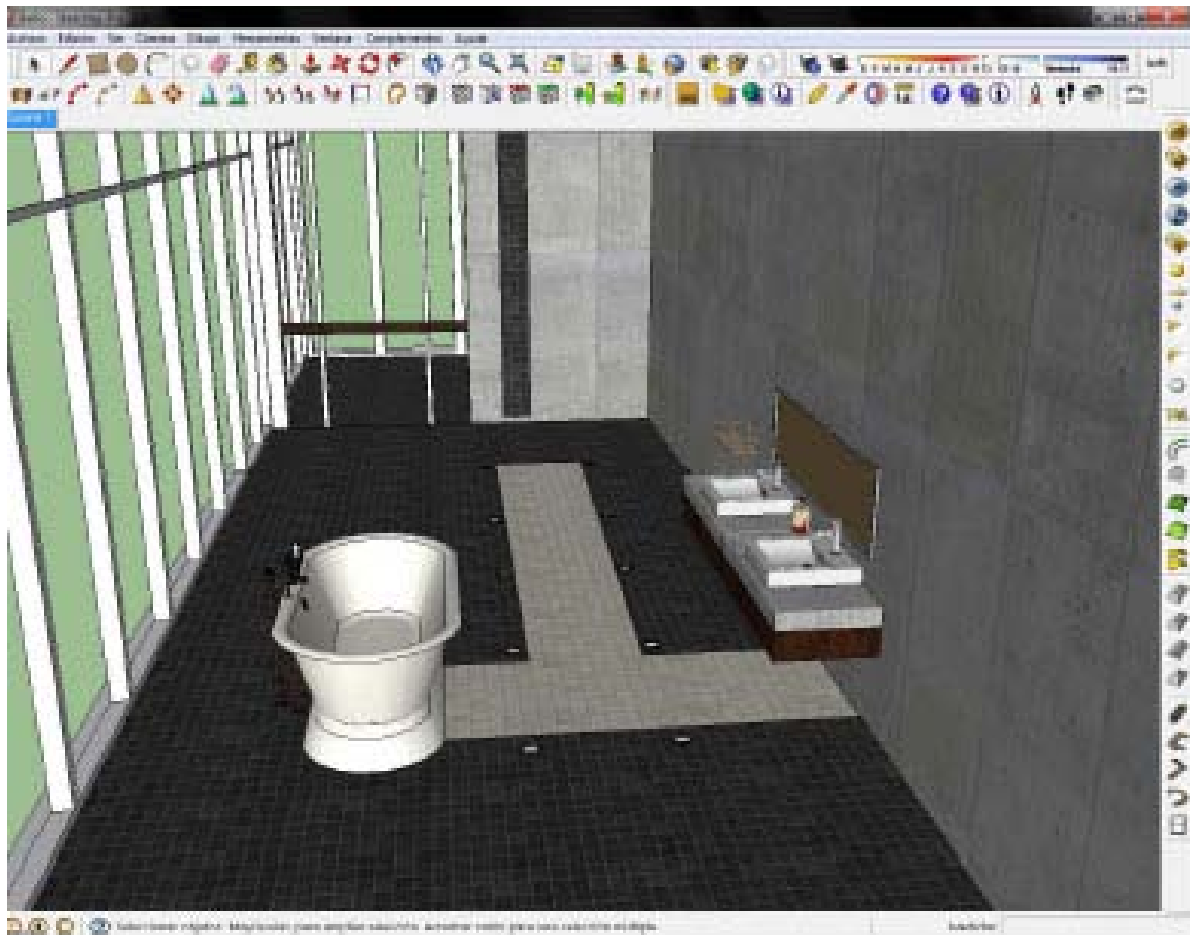
Then, I modeled the space, doors, and railings.



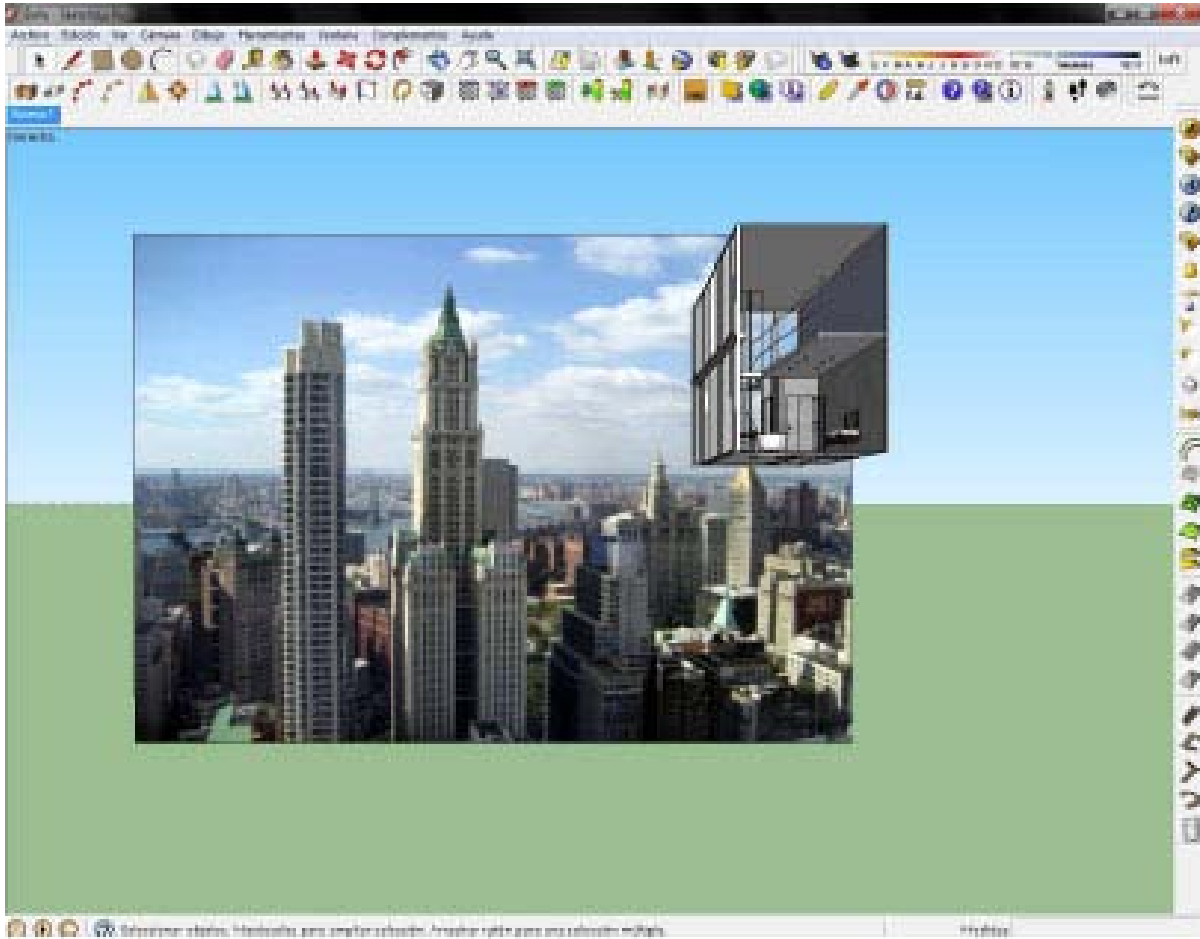
Since they can see, in this case, the parts that will not be seen in the render, I do not shape them or do not apply materials to them. Only to make the render and the work more agile.



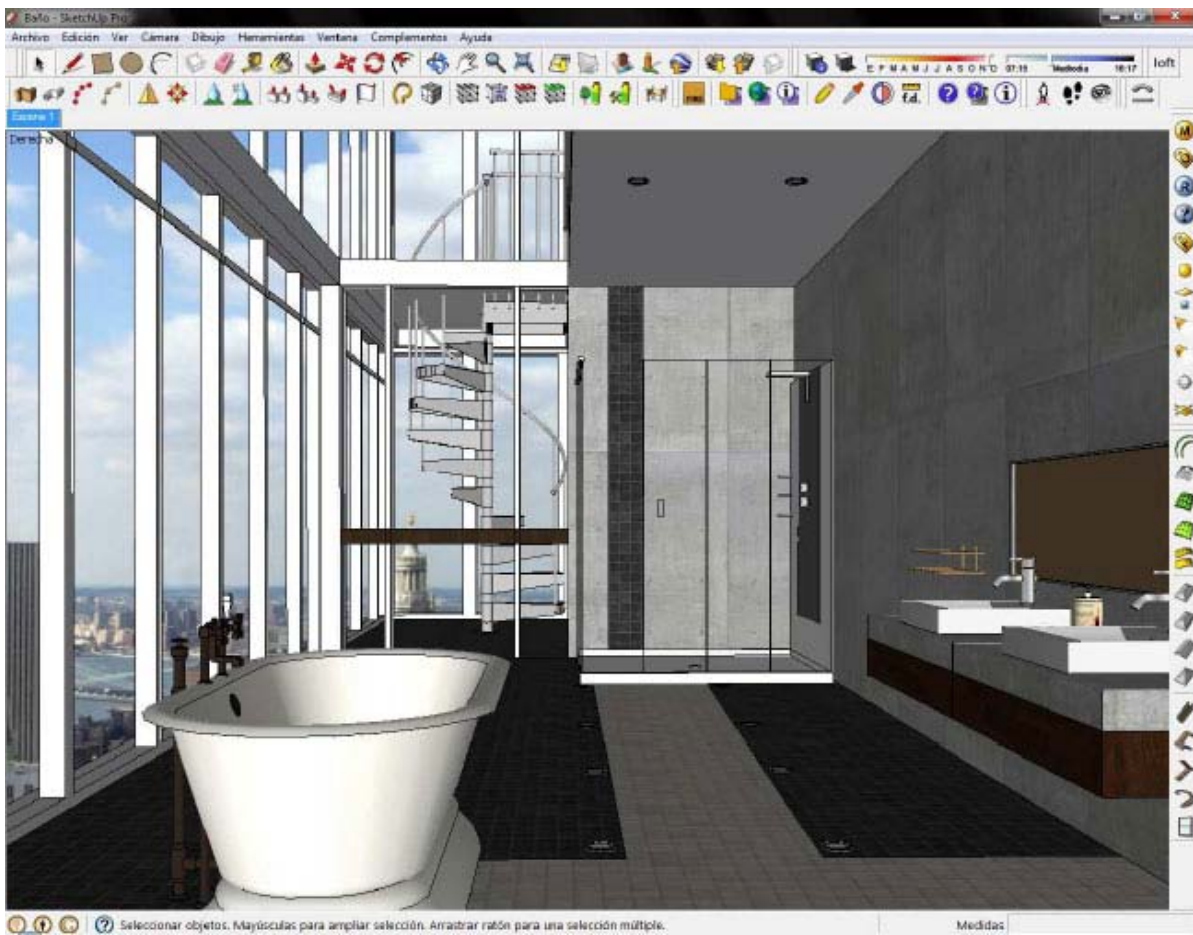
Then, the entertaining part, furnish the space.



Then, I add the sky that I am going to use, as image JPG.

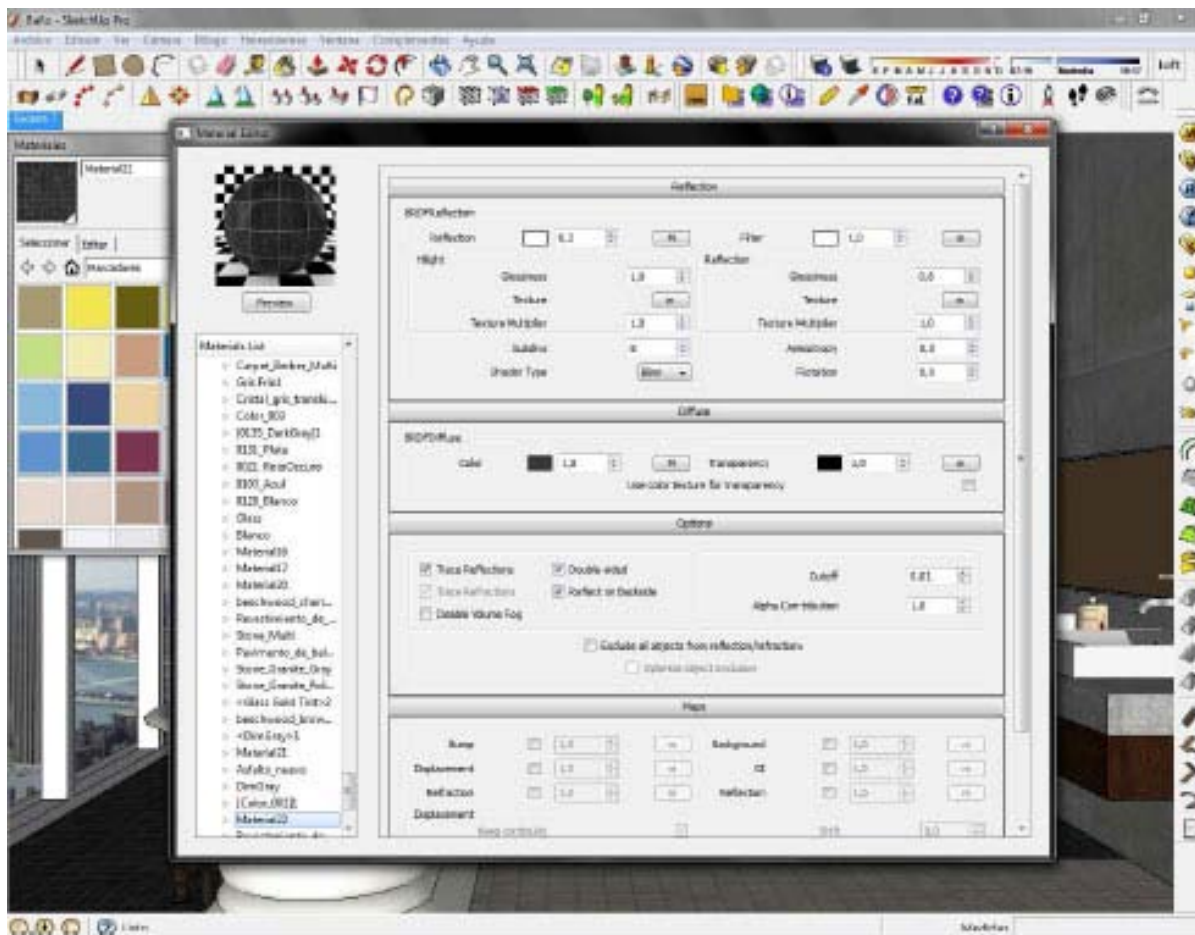


Once furnished space, choose the position of the camera, and when I find one I like, the "lock" creating a scene.

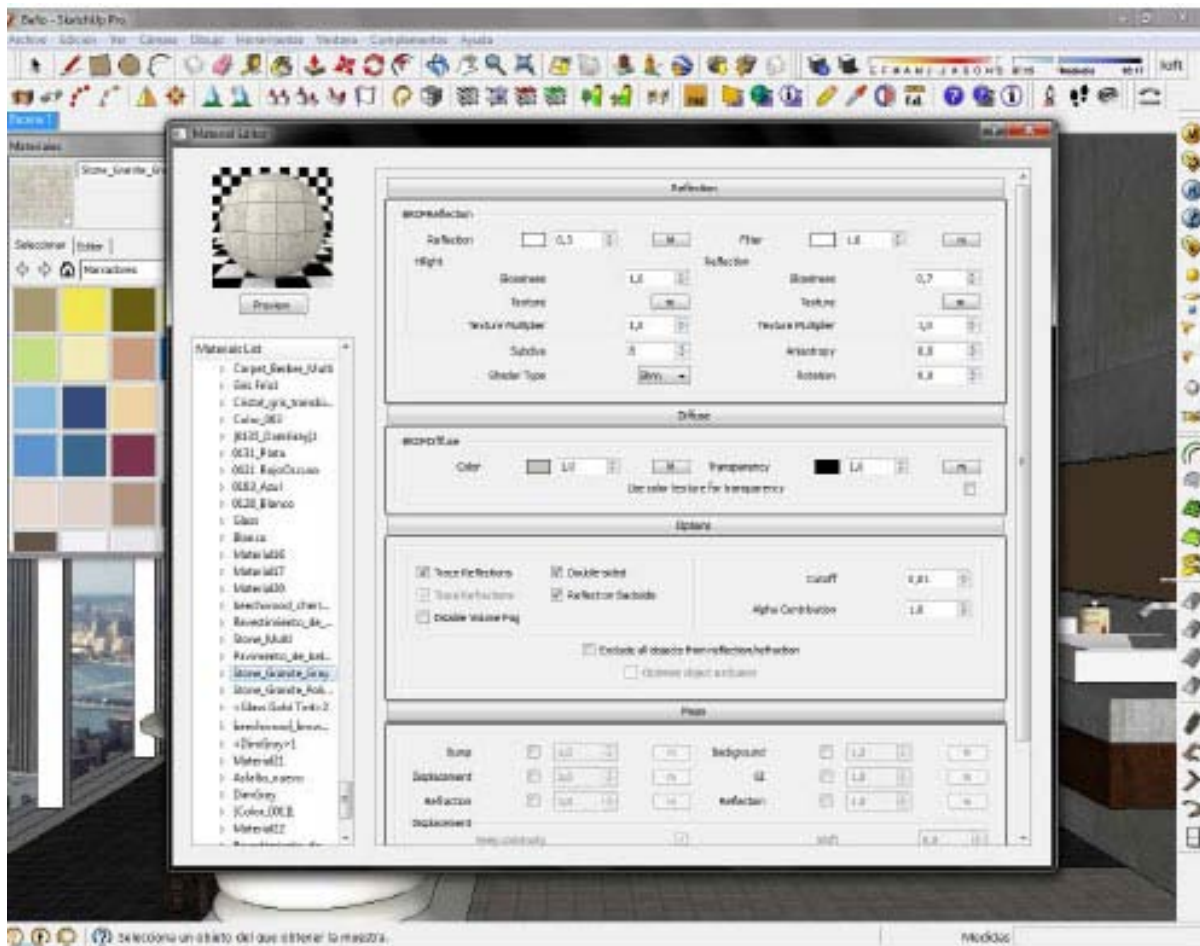


Now it's time to set the materials. I always choose on reflections, M= Fresnel default.

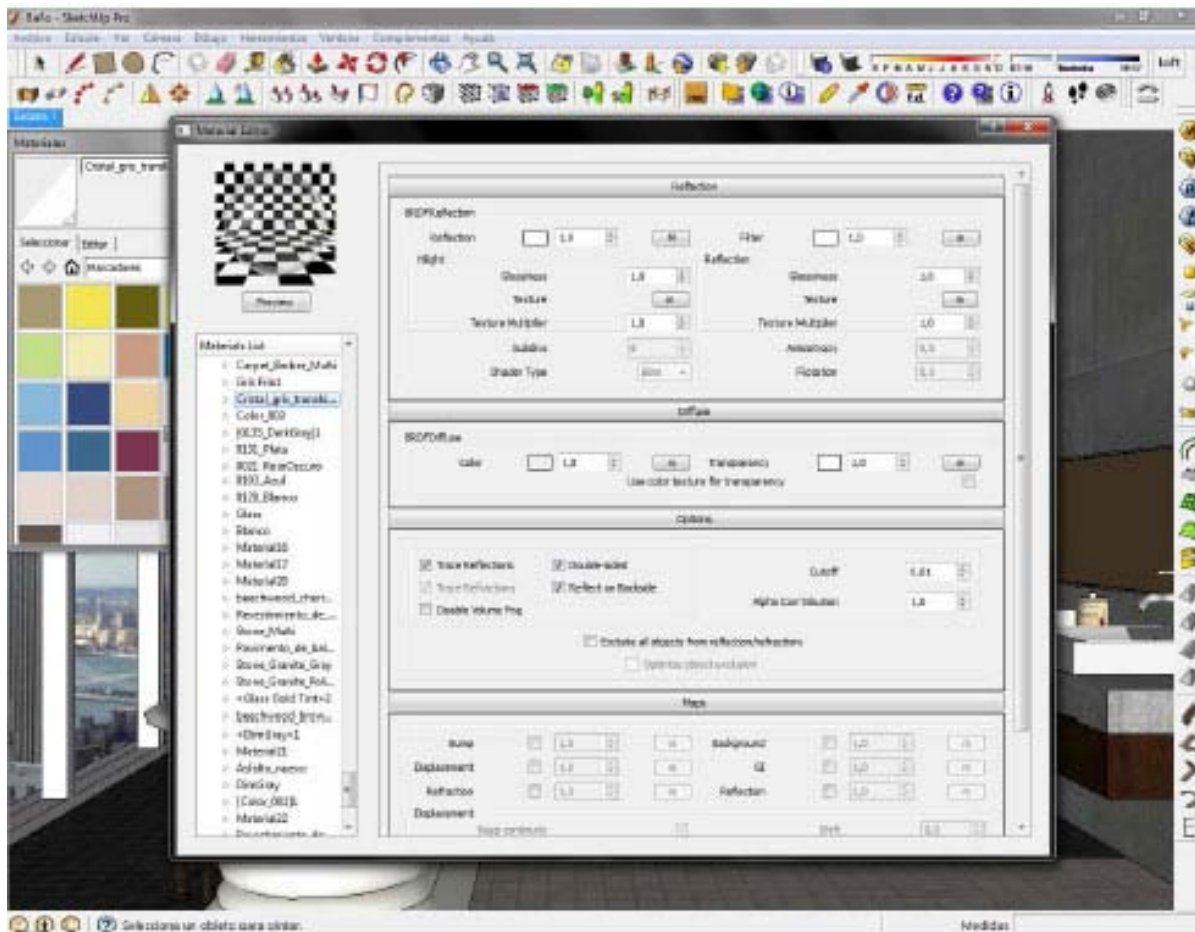
For example, the tiles black floor.



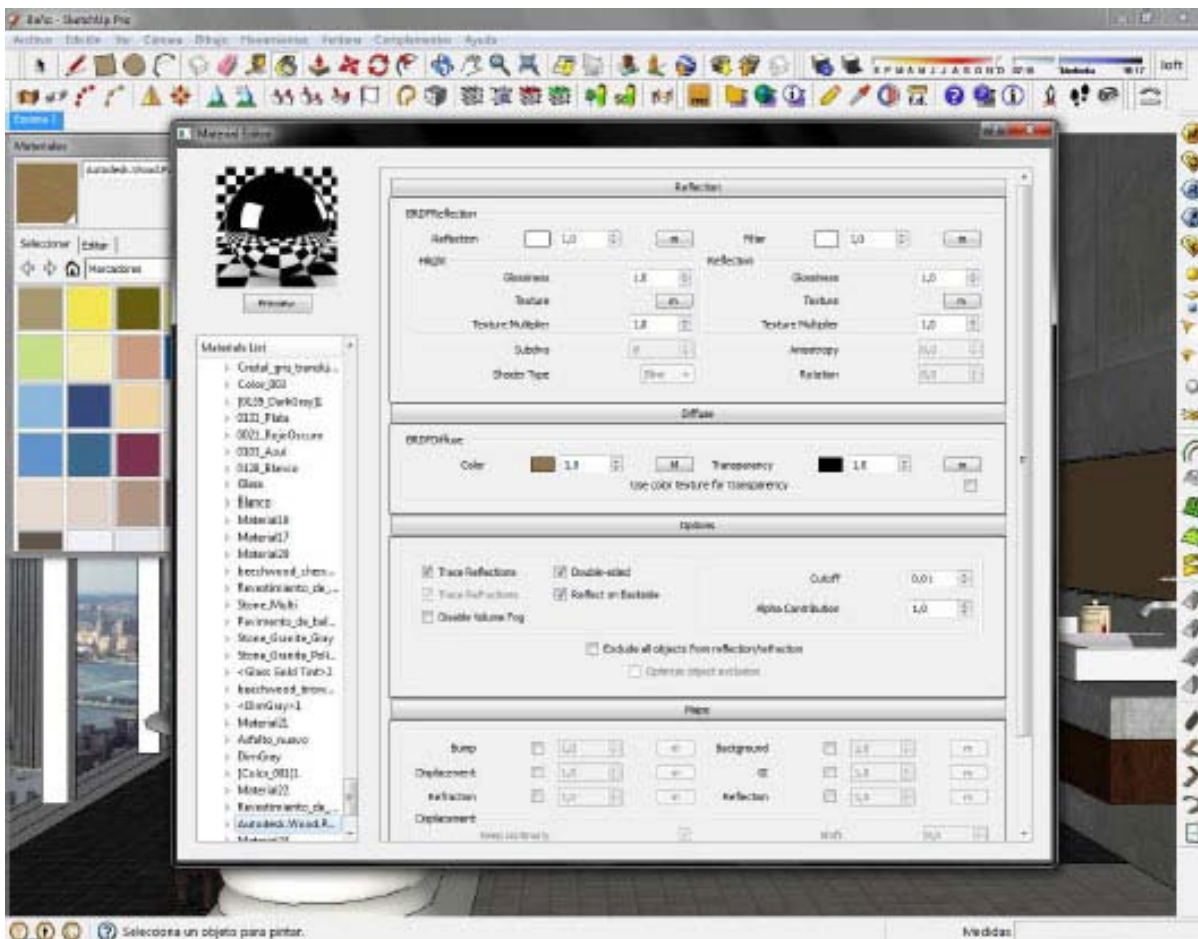
The white tile floor.



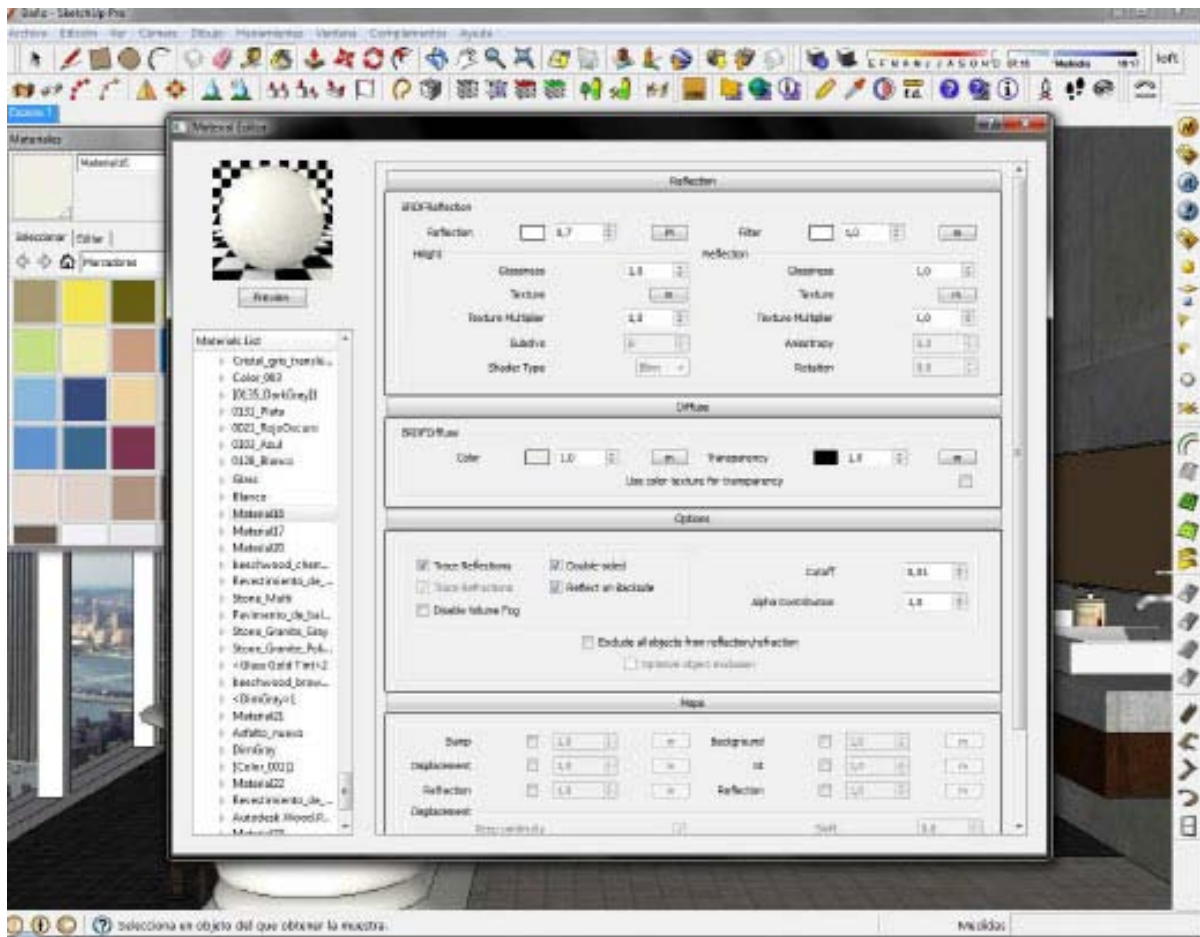
The glass material.



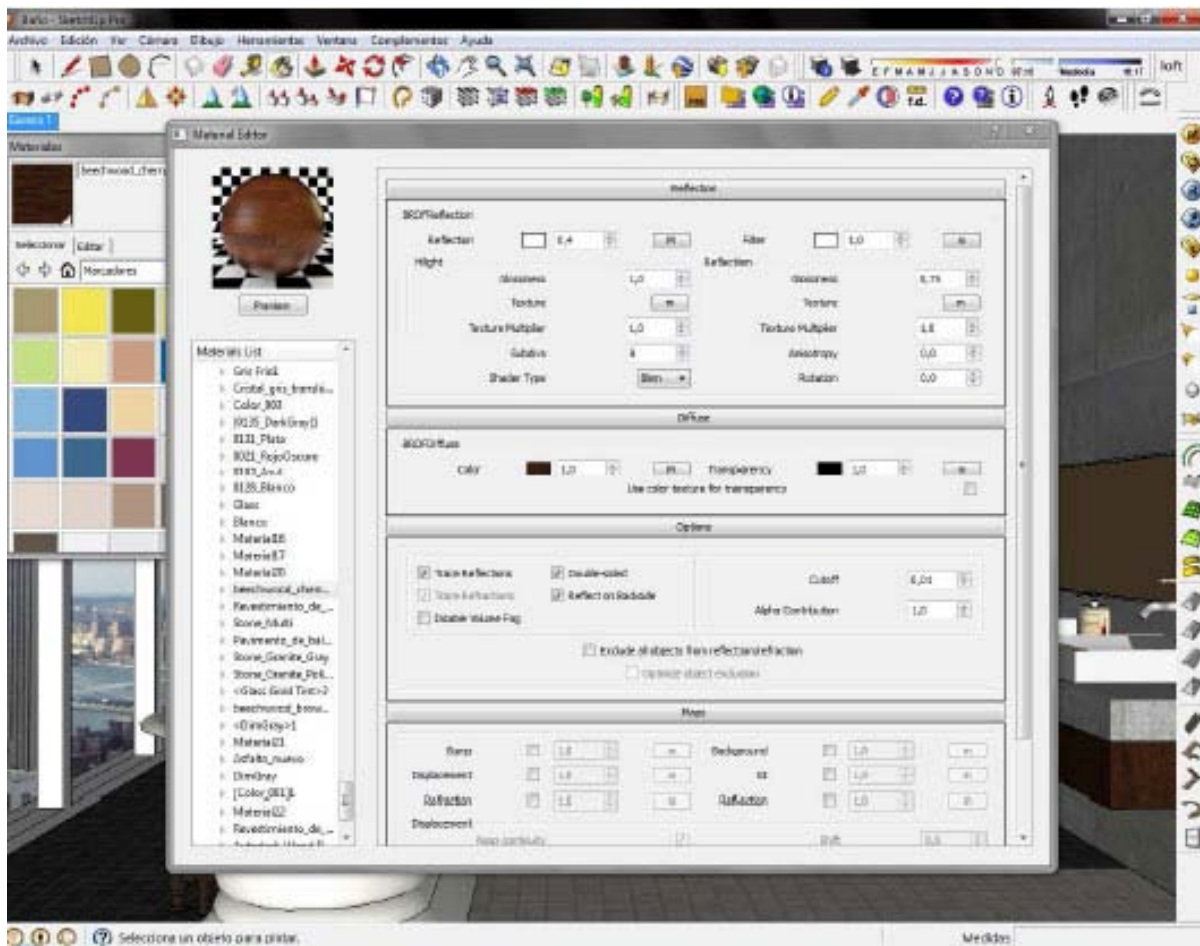
The material of the mirror.



The bath material.



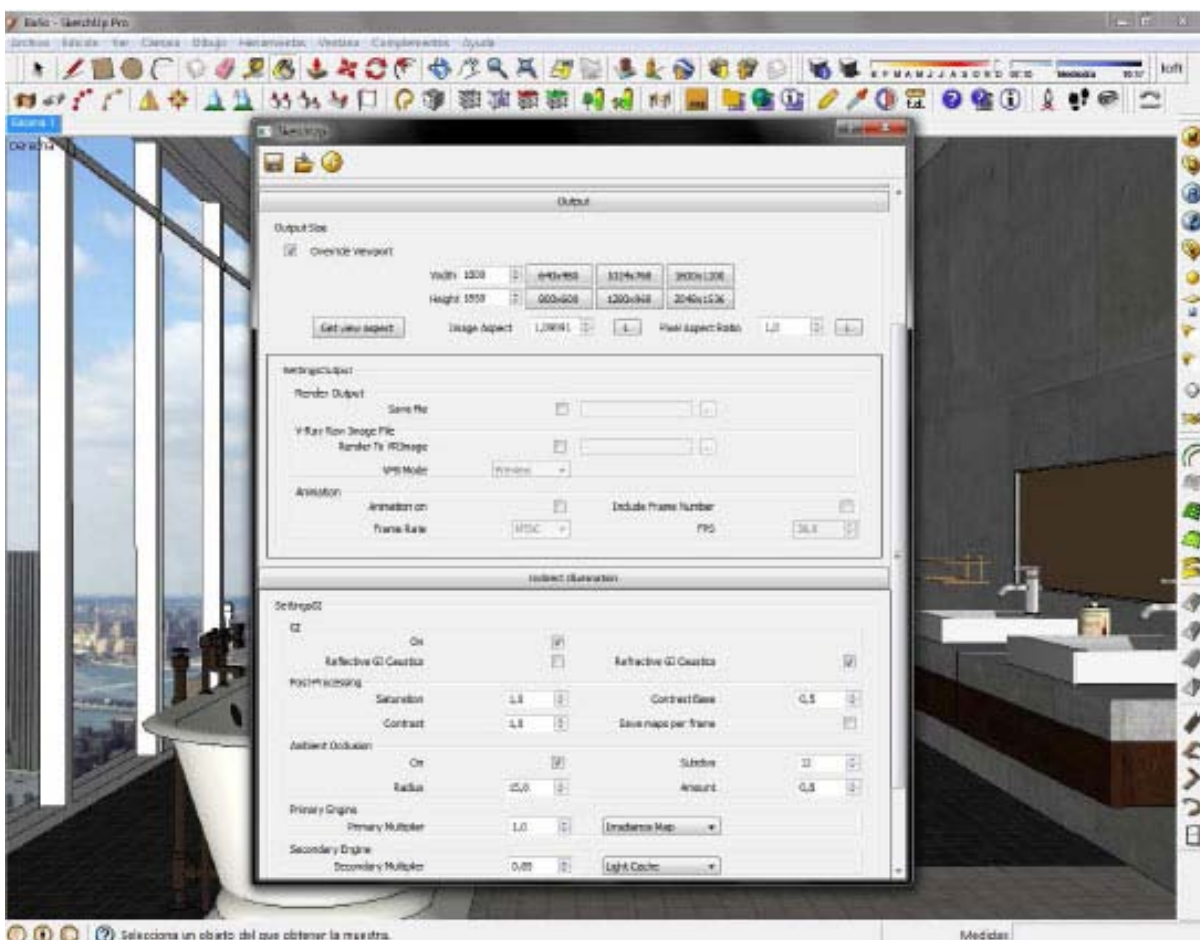
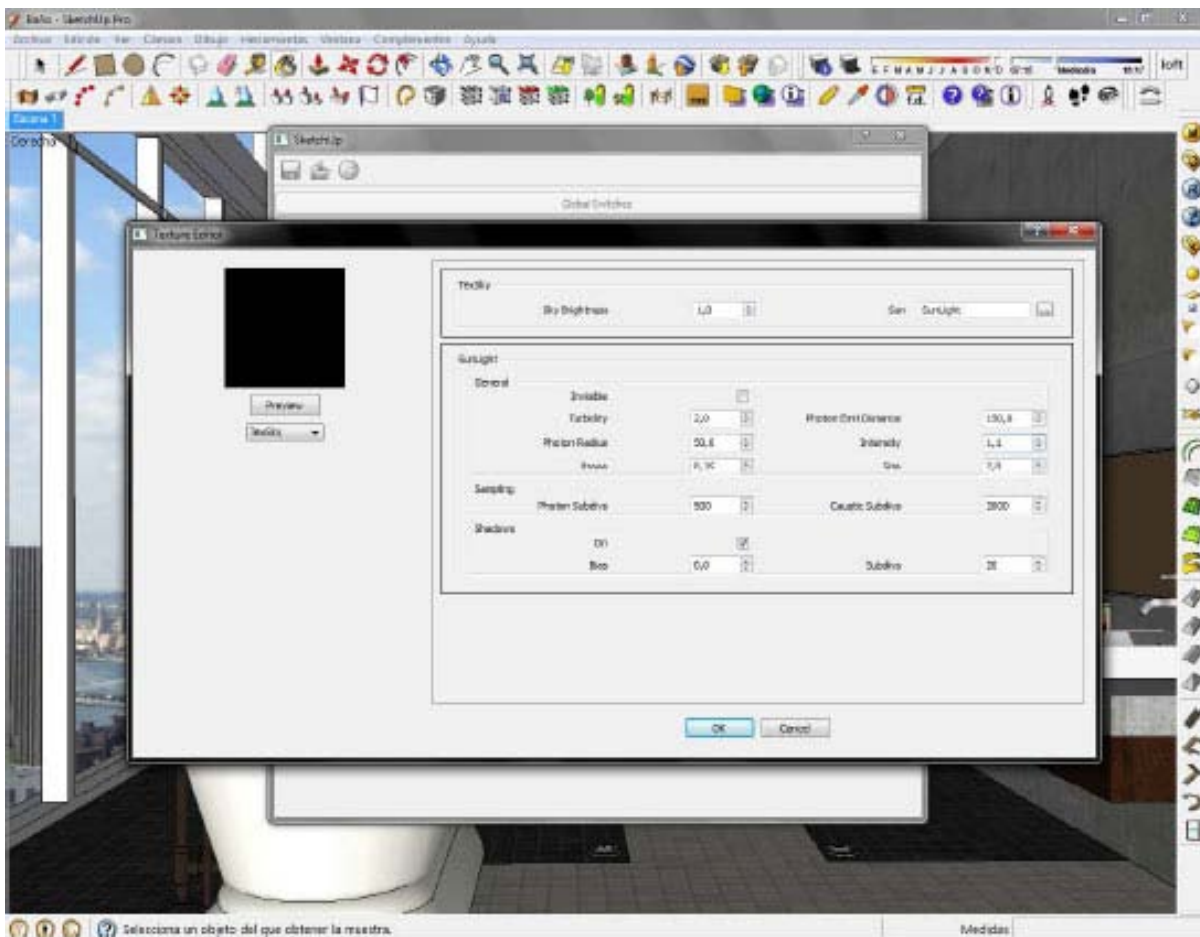
The wood material of the sink.

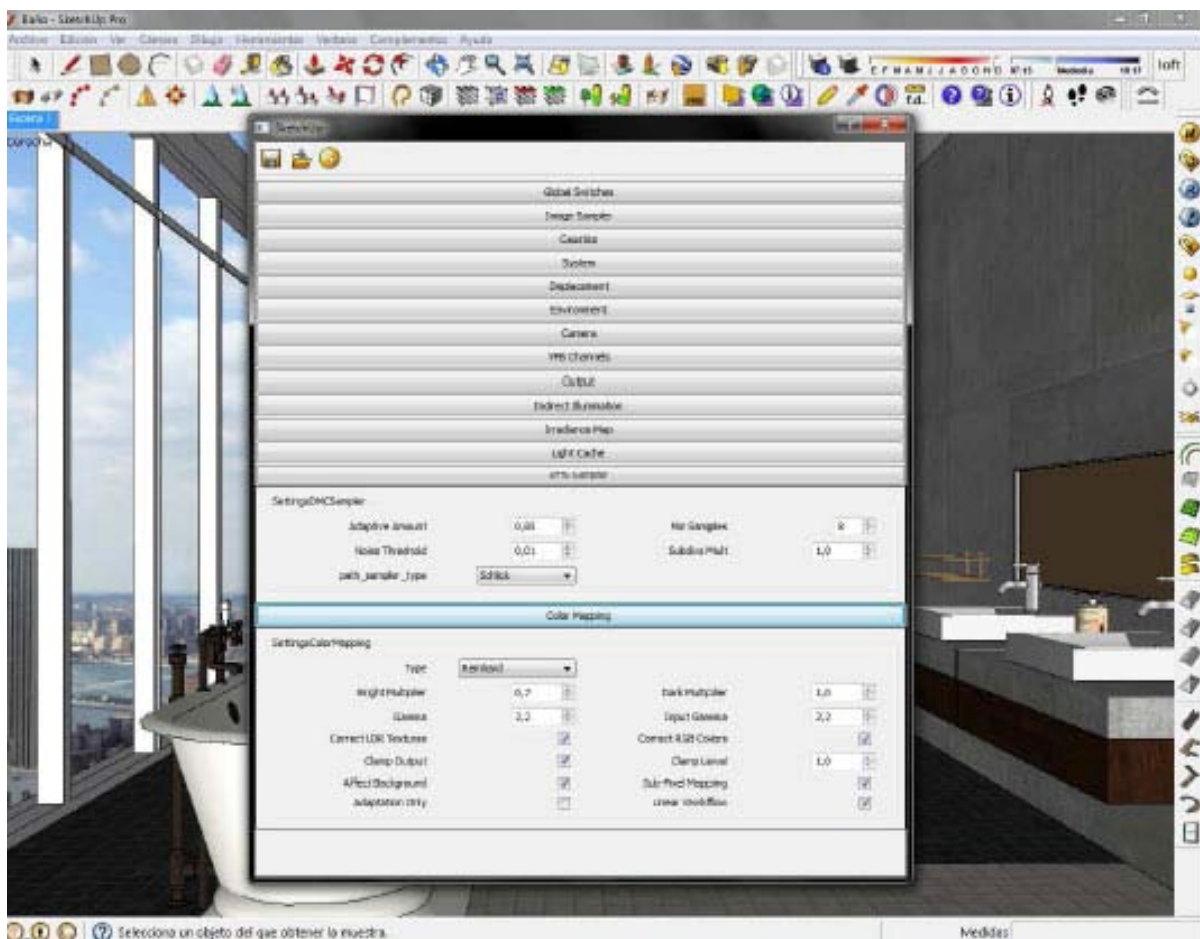
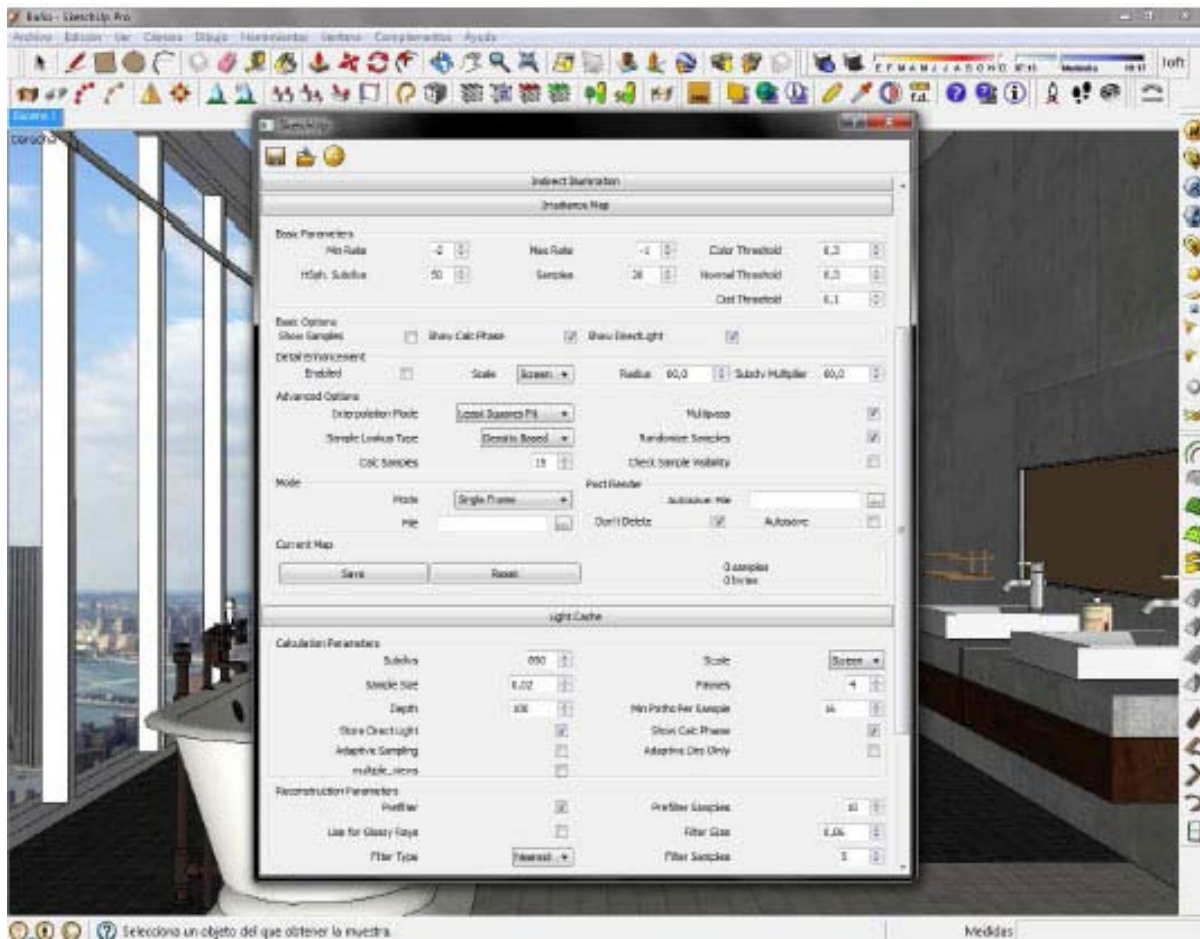


And the faucet of the sink.



Then, I set the options of the settings of render.





Then, I make the render.

When is over, I make a few tweaks in the options, depending of course on what you see I do not like in he render.

In Post-Production (in this case, and in general) do not usually do big tweaks in general are changing color, brightness and contrast, and perhaps saturation. And sometimes vignette effects. But I'm more in favor of working well the model and the Setting for the raw render goes well.

Finally, the render.



I hope you learn this little tutorial, and they can learn things you might not know or knew.

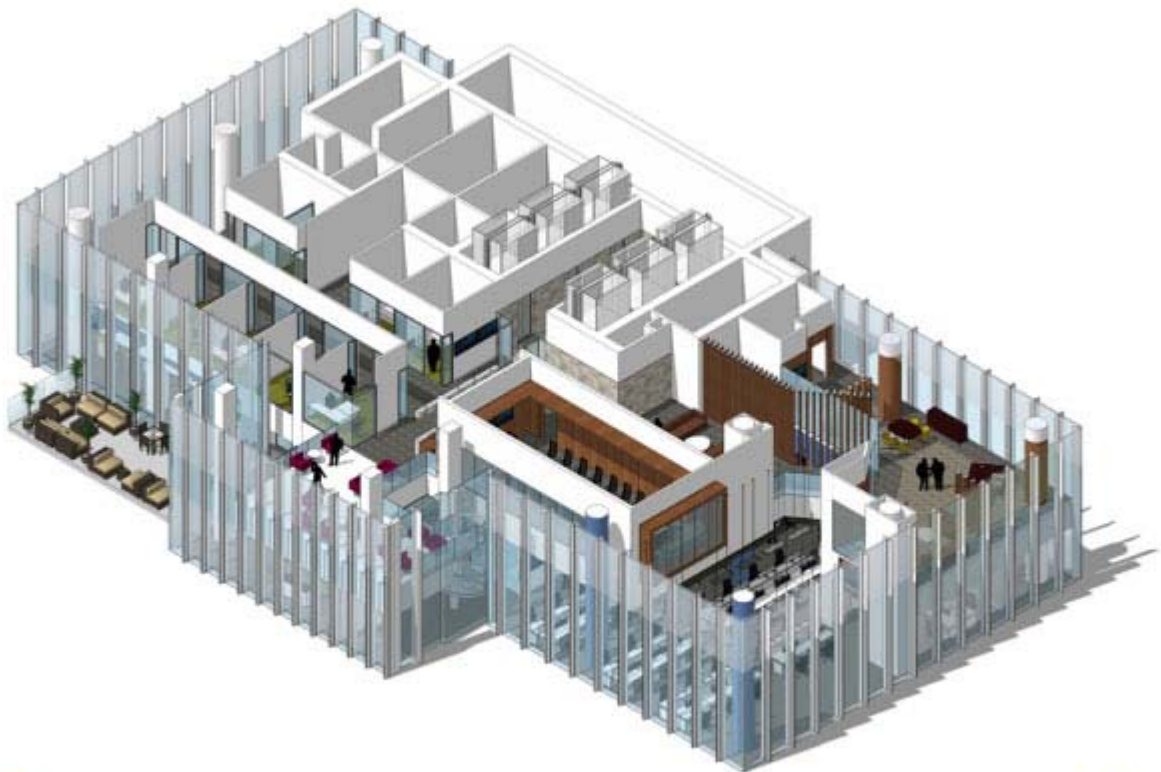
A big hello to all, and thanks to Rajib Dey for giving me this opportunity.

Greetings to all!

Commercial Penthouse Dubai with SketchUp

Quite often are we given the chance to pitch for 5000 square meter to 10,000 square meter commercial interior design and fit-out projects in Dubai.

In this post I will show you how I used SketchUp to create a design scheme for an executive penthouse in Dubai's Business Bay. Working smartly at the correct stage to create an effective, well planned upfront design that the client can relate to. Now usually with design pitches you are given a design brief within an RFP. Unfortunately in this market you are thrown fast balls week in, week out, so the best designers are fast on their feet and ready within 2 – 3 days for a client presentation. This is where SketchUp comes in to fruition because it's tool sets and easy to navigate graphic user interface make an already stressful situation in to a more dynamic free way of working. Most importantly before SketchUp is even loaded, we spend hours space-planning on paper. Without a good solid space plan you are doomed and will be lost in the digital 3D World of SketchUp trying to figure details that amount to 1/8th of the overall plan. Trouble is you have 7/8th to finish and will not have enough time. So Space-planning is essential.



CONCEPT DESIGN PROPOSAL
LEVEL 50 + 51 VISION TOWER, BUSINESS BAY
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The decision to use an old school way of visually representing floor plans was one of ease. Not only does it imbue a sense of scale of the project to the client, but it also reflects the amount of effort that has been used in order to create the presentation.



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When using SketchUp I always aim to build as much detail as possible within an acceptable pre-arrange time scale. In doing this we make sure that when sections are taken, all the detail in terms of furniture, floor and wall finishes as well as peripheral items, are all visibly recognizable.



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This scheme called for a minimalist approach using clean simple materials. The main emphasis was on a utilitarian theme making sure that the trading operators were set in ordered rows and had the correct furniture to support their operations. We are aware of all types of furniture in our middle eastern market and therefore have built our library based on affordable options for materials and furniture items.



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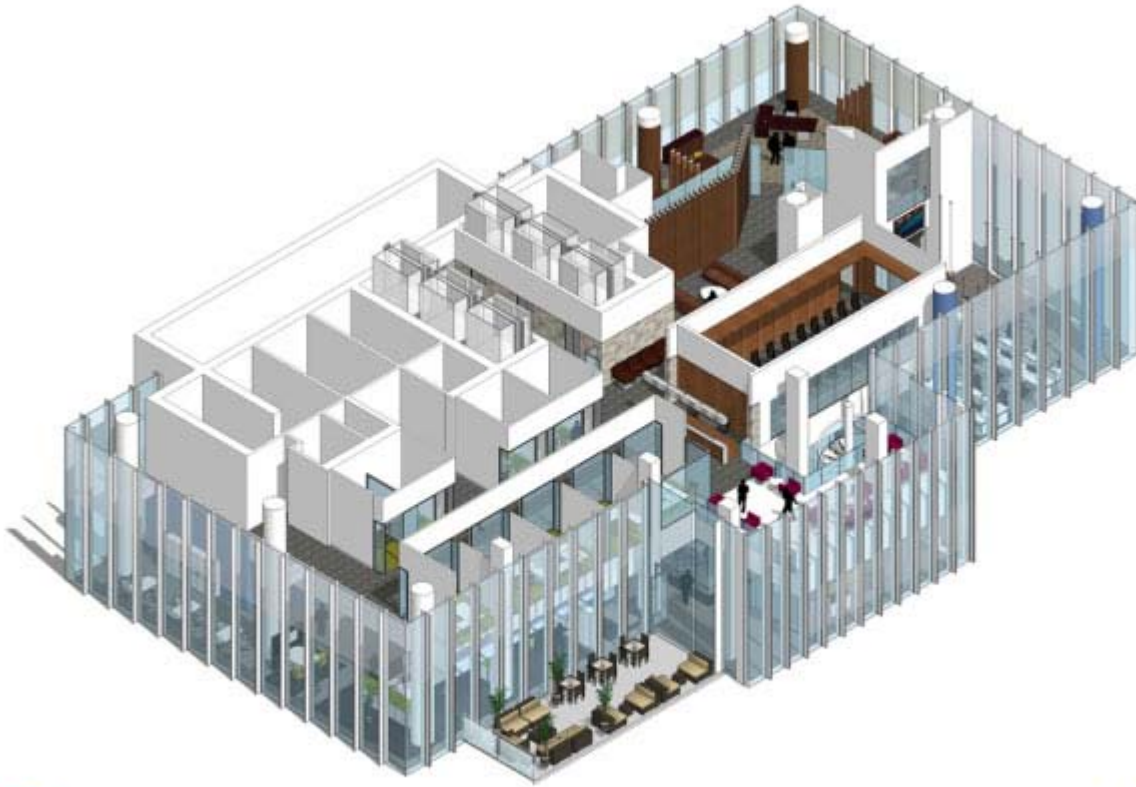
Wherever we have an area of a proposed floor plan that falls outside the initial loose brief, we make sure that the space can be utilized in a way that supports the primary business function. We select and choose furniture that reflects and adapts to the people working in these spaces.



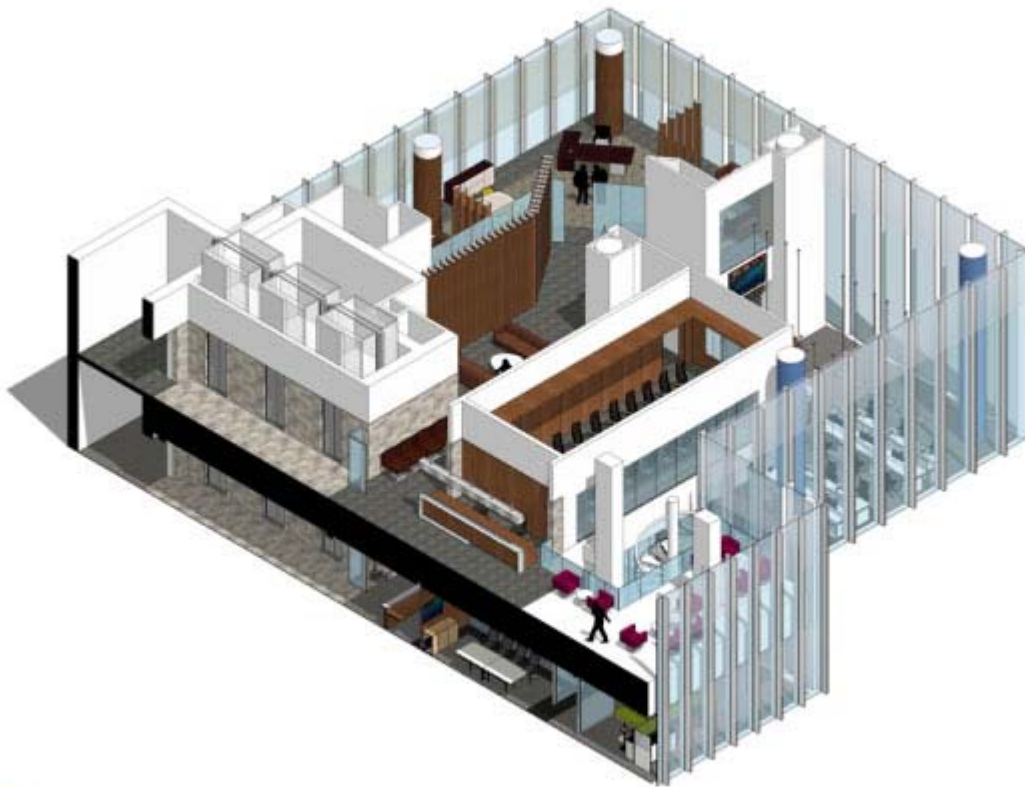
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Traditionally designers, especially in the Middle East will supply a client with 5 photo-realistic visuals and a floor plan. The truth is, no one in our market really reads floor plans anymore. We are not satisfied with supplying perfectly finalized renders because we have not been supplied with a perfect finalized scope of work or brief. Instead we try and deliver choice by showing an amalgamation of floor-plans with visuals. Our clients respect this and enjoy the engagement process.



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One of the great features of SketchUp is that we can freely place the viewing angle anywhere and export the images, rather than waiting for rendering to happen. This flexibility is essential, especially when you have clients that are indecisive or who like to be involved in the design.



SECTIONAL ELEVATION



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Place Making with a SketchUp Model



I recently created a blog post about visualizing a repurposed alley in Boulder, Colorado using quickly generated hand drawings. That effort evolved into a more detailed exploration of the alley improvements in the format of a presentation SketchUp model.

This collection of images show how I constructed the SketchUp model which revealed a series of alternative alley uses, shadow studies and eye-level views. I learned from this exercise that there are design projects that may not require any drawings to communicate their basic concepts and that a well crafted SketchUp model may be more than adequate to convey your big idea.



Repurposed Alleys. Many downtown service alleys are being converted to commercial uses such as restaurants, concert venues and special events. These photos are from two alleys in San Francisco that were transformed into outdoor dining spaces during certain hours of the day and then converted back to their original service use all other times. These were the inspiration for how I approached building the SketchUp model (below).



Base SketchUp Model I call this type of SketchUp model a “stage set model” for it is constructed with no more than a series of empty shapes with photographic facades applied to each face. I photographed all of the existing buildings and applied them to specific faces of the model. The resulting 3D SketchUp model was accurate enough to convey the existing neighborhood condition and spaces between buildings. The base image (streets and sidewalks) was saved from Google Earth.



Strategic Model Views. You can see from these two views that there is a large open space in the central portion of the alley. I developed several different design scenarios using that space as an outdoor food court with food trucks (shown) or as an art fair with tents, or even as an outdoor movie theater.

Each alternative was saved on a different layer in the model. I then established a series of more than 10 model scenes (views) that showed the alley from above and at eye level. Those views were very helpful for studying and documenting how the sun cast shadows at different times of the day and season.



Alley Entrance Signage. This view angle of the Lawry Lane alley entrance was established as if I were observing from a second floor window across the street. The building facades are from digital photographs I took during a site visit. I constructed the sign, furniture and populated the model with a mix of 2D and 3D people, plants and other elements to establish the character of the alley space.



Alley SketchUp Entourage. Look carefully at the many different elements that have been placed into the basic alley model. I added 3D sign letters to the building facade, decorative “buttons” on the glass storefront, 3D and 2D people, custom umbrellas with red banding, and regularly spaced poles with banners. I added the red colored stripe on the banners to coordinate with the umbrellas and inserted images of bicycle racers that I photographed at a local competition. I fabricated the Grants Cafe sign from an image I downloaded from the internet and made into a SketchUp component.



Central Food Court. I created a scene with several food trucks (downloaded from SketchUp 3D Warehouse) surrounding an outdoor seating area with shade umbrellas. This important urban space adjacent to the alley was developed with three different design options: food court, arts festival and outdoor movie theater. I exported jpegs of the three options from these two overhead and eye-level views.



Strategically Placed Shade. This scene included a small pocket park adjacent to the alley planted with shade trees. I positioned the sun angle in such a way to cast tree shadows across the alley surface. Those shadows in combination with the umbrella shadows enhanced the setting. If I had more time to invest in the model detail, I would have added some elements to the table surfaces and seating in the pocket park. Flower pots and additional landscaping in the park would have also been worth adding to the model.



Night Movie Scene. This outdoor movie theater scene wasn't easy to create alone in SketchUp. I established the basic view and then added the bike race photograph and a dark gray overlay in Adobe Photoshop. Given more time, I could have created a more successful night time effect using other graphic alternatives. I don't think this scene was very convincing - especially when you see hard shadows beneath each individual!

If you have a design project that has a high level of complexity and the need to be represented with multiple alternatives and views, consider building a semi-detailed SketchUp model and export different views for your presentation. One last note: all of my model views were exported at a high resolution 4000 pixels wide and saved as jpegs. Each had a consistent horizontal format and dimension.

Construction Documents Workshop across the US

Our friends at BrightmanTal have a great offer for our US members with \$100 off the attendance fee for their Construction Documents Workshop for Architecture.



Use the promo code SKETCHUCATION when enrolling. Click the button below to sign to see all locations:

[Search by City](#)

Construction Documents for Architecture will be in Dallas on the 28th and 29th of October at Common Desk, 2919 Commerce Street, Dallas, TX 75226.

SketchUp Pro Construction Document Workshop will...

- make you a more proficient 3d designer
- save you massive amounts of money on software
- flatten the learning curve for SketchUp Pro and LayOut
- give you a clear system that is adaptable and scalable for any project size and type
- provide the skills needed to complete a set of drawings using SketchUp Pro and LayOut
- expose you to extremely advanced tips, tricks, and techniques

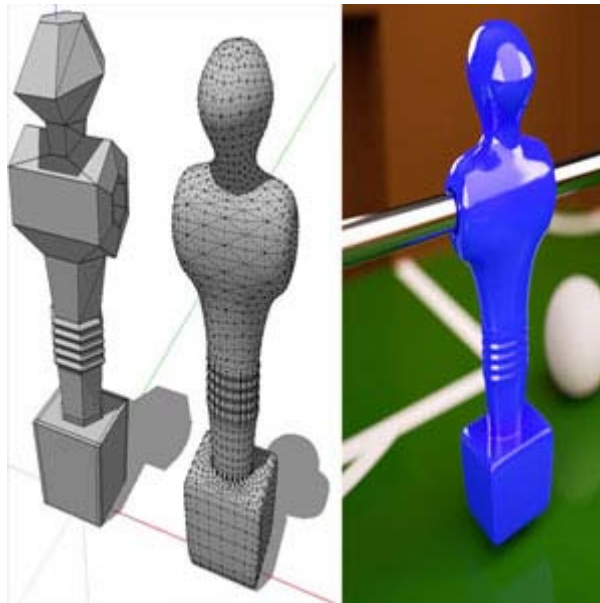
As part of the enrollment you will get-

- Printed copy of "The SketchUp Workflow for Architecture"
- \$100 off coupon code for SketchUp Pro (provided with registration)
- 1 hour of one-on-one online consulting (a \$75 value)
- 3 month subscription to SketchUp 201 (a \$25 value)

Artisan Organic Toolset for SketchUp

Artisan Organic Toolset - with powerful subdivision, sculpting, and soft selection tools, Artisan is ideal for creating:

- Terrain and landscapes
- Furniture
- Characters
- Abstract sculptures and decorative objects
- Fabric, curtains, and pillows
- Rocks, Trees, and Plants



https://www.youtube.com/watch?feature=player_embedded&v=8W0bLWYgifM

Go to the [Artisan Learning Center](#) to view the comprehensive manual and video tutorials.

Artisan is free to use for 15 days. After the 15 days have expired, the tools become locked. A license must be purchased to continue use.

For additional support or to purchase a license, visit the [Artisan website](#).

Features Include: Subdivision Surfaces

- Robust subdivision algorithm that can handle very complex geometry
- Subdivide and smooth selected faces, groups, or components
- Crease edges or vertices to create hard edges
- Knife subdivide tool for creating loops
- Extrude tool to create loops without interior faces
- Low-poly 'Proxy Mode' that automatically updates the subsurface geometry as you edit

New Subdivision Features in Artisan

- Perform subdivision or smoothing on any selection of faces
- Auto-subdivision of selection boundary faces that results in cleaner meshes after subdividing
- Quickly preview subsurface geometry prior to committing
- Proper interpolation of UVs for subdivided geometry
- Faster subdivision and better topology

Brush Tools

- Sculpt Brush (sculpt, pinch/spread, flatten, inflate/deflate, smooth/jitter)
- Select Brush (select faces by performing strokes)
- Paint Brush (paint SketchUp materials on faces using virtual brushstrokes)
- Symmetrical sculpting mode using with user-defined work plane
- Lock vertices to user-defined work plane

Vertex Transformation Tools

- Soft Selection
- Soft Move, Rotate, and Scale
- Make Planar (XY, XZ, YZ, or best fit)

Mesh Optimization (Polygon Reduction)

- Much faster and more robust than the free Polyreducer plugin

Shaderlight helps to transform New York City

Ed Wonsek is a full time digital artist who specialises in retail marketing for exclusive New York City cliental.

As an accomplished SketchUp user, it wasn't until he started using Shaderlight that he finally saw a way he could integrate SketchUp into his workflow and still produce the quality of images his clients expect.

It absolutely blew me away....it was like the first day I discovered SketchUp.

"I primarily used digital matt painting and compositing techniques as my clients loved the effect I could achieve – straddling the line between sketchy and photo-realistic. Although I used SketchUp, I could never really find a place for it in client work as the raw output was just not up to the standard of my matt painting techniques."

"Rarely do I get more than a day or 2 from the time I get the phone call from the client to the delivery on an image. My deadlines are too tight to invest the time in using high end but complex rendering software like Vray."

"Upon discovering Shaderlight I thought I'd give it a shot. Having used Podium unsuccessfully in the past I was sceptical however after watching the tutorial videos on YouTube I was able to dive right in to a project. It absolutely blew me away....it was like the first day I discovered SketchUp."

The first project that Ed completed with his SketchUp/Shaderlight workflow was the New York Yankees Clubhouse Store, a design which was inspired by the Yankees Stadium itself. Since then he has produced hundreds of images for some of the most highly respected names in the New York commercial market however he often doesn't have much to go on at the start of a project.



"The most I typically receive from the client is an existing photo and a brief description of their goals. I take care of everything else from that point on. Often the clients do not include existing conditions CAD files; I use my eye to design and model on the fly

"Fundamentally I am a conceptual artist. The goal is not to achieve photo-realism but instead to quickly create compelling 3D concept sketches that appear to have been created by an entire marketing and architectural team. Shaderlight is the only rendering software that I have used that can keep up with my workflow and deadlines and has, I believe, elevated the work to another level."

The quality of Ed's work speaks for itself however he's been kind enough to share with us some of the detail behind the images he produces.

1530 Broadway Times Square NYC.

This is a current project under development in the heart of Times Square NYC. Since there is no building designed yet tenants are having a hard time signing on for the rent they are asking in Times Square, typically approaching \$1,500/sf. At these prices, tenants won't sign on until they understand what they are getting but owners are not willing to invest in design teams until they know who the tenants are. This work serves as the key to making the deal happen and Shaderlight has been instrumental in expediting the process.





GM Building Ferrari

This is an excellent example of the power of Shaderlight in my workflow. The brokers discovered at the last minute Ferrari was interested in leasing a retail space on 5th Ave but we only had until the end of the day to pitch an idea to them. I

realized the key to selling them on the GM Building space vs other opportunities on 5th was that remarkable plaza in front adjacent to the famous Apple cube store. I built the interior model in a few hours and then spent about 20 minutes downloading every exotic Ferrari I could find on 3D Warehouse. The ease of use and power of the Shaderlight lighting and material engine was critical in making those exotic cars the hero of the image. By arranging them in the plaza and along 59th Street, in a matter of hours we had a powerful image showcasing the unique value this property represented to the Ferrari brand. Plus it was great fun!





530 Fifth Ave NYC

Lululemon is a great brand to work with because each store is designed differently and are very creative. A tiny boutique store currently uses a Mondrian tile pattern on the exterior so I played off that for this larger scale store which the owner requested be "transparent and bold". Shaderlight once again allowed me to quickly create a convincing interior that would have been impossible with matt painting. Shaderlight has become the cornerstone of my process at this point. Plenty has been documented regarding it's capabilities, but what I value most is that it allows me to experiment while simultaneously making my work appear as though it has been produced by an entire team of specialist. Exactly the qualities my clients expect from me.



Visit www.edwonekartworks.com for more information about Ed and his work.

SketchUp 3D Basecamp 2014

The world's most recognized event on sketchup is going to be held consecutively on 14th, 15th and 16th April, 2014 in Vail Cascade Resort & Spa, Colorado, USA.

The organizers have booked a beautiful conference place in the heart of Rocky Mountains with adequate meeting space, lodging and fooding.

It is expected that there will be gathering of 300 people along with 30 members of the SketchUp and other Trimble teams. The registration cost of the attendee will be \$200 approximately and it includes the cost of the sessions and activities, a party, a dinner, two breakfasts, three lunches and swag.

The 3D Basecamp 2014 will focus on extensive learning through various training sessions, presentations and workshops for the folk having every SketchUp ability level. These training programs will be conducted by celebrities from all over the SketchUp world.

The beginners may also join this base camp to avail hands-on training and have to bring their own laptop for this purpose.

Go though the following link to fill in a form and receive an email for getting updated when 3D Basecamp registration opens. 3dbasecamp2014

For getting more updates about the SketchUp 3D Basecamp 2014, visit the FAQ section. 3dbasecamp2014/home/faq



Magazine Details – The Creative team of Sketchup-ur-Space

Started in September 2010, Sketchup ur Space (SuS) was the first online magazine devoted to SketchUp, that unique, innovative 3D design tool from Google. It holistically covers features, events, news, updates, reviews and many tips and tricks.



Rajib Dey: 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.



Manoj Kumar Singh: manoj@jobs2india.com

Manoj is enthusiastic helps to put the content of the SketchUp up 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.