

SKETCHUP-UR-SPACE

Issue - March, 2014

www.sketchup-ur-space.com

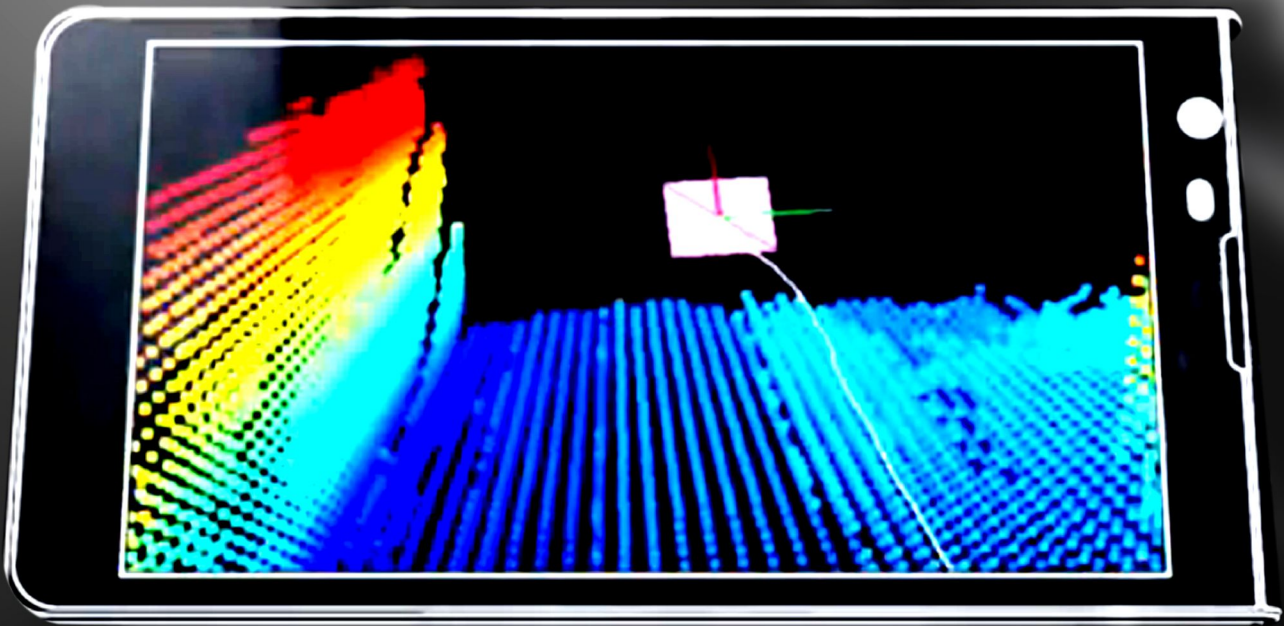
TIPS & TUTORIALS

Re-living My Childhood Through SketchUp - Andrew Alexander

ARTICLE

Tango : Google's 3D-Modeling Phone

Luminon 4.5 will be available for commercial application on May 2014



COVER STORY

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A letter direct from the editor desk highlighting on February edition

The team of sketchup ur space has launched another fabulous edition of its Magazine i.e March 2014. There are lots of sketchup plugins emerge out in 2014. Keeping this in mind the team of sketchup ur space has presented an exclusive cover story which focuses on some new and improved SketchUp plugins 2014.

The sketchup users can search through extension warehouse to ensure that these new plugins are compatible with sketchup 2014.

In article section there exists two articles and both of them are written by our team members. One article focuses on Tango, the latest 3d modeling phone launched by Google. Google's Project Tango aims to model it in real-time 3D through a smartphone.

In another article, the readers can get familiar with the most updated version of Lumion alias Lumion 4.5 which is expected to launch in May 2014. Lumion 4.5 contains 100+ advanced features as well as superior character models library involving new models and animation.

In tutorial section, Andrew Alexander, the most promising draftsman, presents an useful tutorial through which he briefly explain how to utilize sketchup and 3D Lego modelling programs to create some stunning 3d models.

In blog section, the readers can gather information on an open source Ruby debugger framework which will simplify the debugging for sketchup ruby extension developers.

In blog section, there is another useful write up which provides information on SketchUp Free and Pro version (2013 and 2014). It is a collection of Video Graphics authored by Jean-Luc Clauss. This training video is highly helpful as it aids in mastering drawing and communication with SketchUp 3D 2013 and 2014.

In blog section, the readers will be familiar with the layout feature in sketchup 2014. It is an add-on tool that is compatible with a BIM (building information modeling) program. The readers will learn how layout comes up with several BIM functionalities.

In news section there will be updates regarding the latest happenings in the 3D modeling arena.

Hope our readers will enjoy this issue to a great extent.

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

Rendezvous with Javier Wainstein, 3D Artist and master builder from Argentina

Hello! Welcome to the space of sketchup ur space. Tell something about your profession & background.

Hello, first of all I want to thank the people who make this site and this interview possible. It is a pleasure and an honor to participate.

I am Master Builder, and study Industrial Design. I am dedicated to architectural and I specialize in interiors. I work with studios, architects and designers.

How did you first get acquainted with sketchup?

In high school I met SketchUp. I started to use it to pass the time, but then I was discovering his potential. And then I met different tools and plugins, and so I was improving my work and letting me know.

You have expertise in accomplishing several rendering project. How sketchup is useful for interior and exterior rendering?

SketchUp is useful for great reason: It's simple.

Simple does not mean bad. Simple can mean good, better, efficient, pleasant, friendly.

I think SketchUp is very useful for quick presentations from external volumetrics, and masterplans, to high-quality renderings of interior spaces. Is very wide and can achieve good results with many of their tools.





Sketchup has several rendering plugins and according to you, which is the best for rendering work?

I have tried many, but I think that Vray is the best, at least for my needs. It is powerful, and once it fails to understand, is simple

What are the difficult parts of sketchup?

Modeling.

Although more and you can see more plugins to model, in this aspect SketchUp is left behind. Logically it takes practice, but it is an aspect of the program should be improved.

Another problem, more technical, is stability. In SketchUp is common the collapse and closure by a bug. It's a real pain that they can not even fix this point, and the x64 version of the program.

Sketchup 2014 is just released. What are the new and most thrilling features in this latest release?

I have not thoroughly tested, but has been enhanced rendering shadows.

That aspect I think is progress.

The new Warehouse, personally, I do not like. I liked the previous one.

I really should try more thorough version 2014 to see what's new, that's all I know.



You have completed several projects with sketchup. Which project gave you complete satisfaction and which was most challenging?

Satisfaction give me all projects able to sum up with a satisfied customer. At the beginning or sometimes no doubt many laps, but once the work is completed, I'm glad I made the effort.

As for the challenges, constantly faced. A few days ago I had to work with an outdoor scene with lots of greenery, this was a challenge as I do not have a very powerful PC. I could finish the job, and I felt comfortable with the result.

Besides sketchup, what other rendering software do you apply in your projects?

Just use three programs, SketchUp, Vray and Photoshop.

Who inspired you to become a successful 3D artist?

Who inspired me?

The magnificent artists that are out there, from architects and designers, to photographers and colleagues.

What is the most crucial characteristic of 3d graphics?

I think the most important characteristic is the detail. The detail is crucial.

From modeling a character for animation, to rendering an architectural space. The detail is the difference.





What do you think is the future of Sketchup?

I think the future of SketchUp will be very exciting. In a few years it has been positioned as a great 3D modeling program, has challenged and achieved their tasks.

I do not know what specific changes will you have the program, but I'm sure it will be for good and will take you on a good path.

What's your advice for becoming a successful 3D artist?

Practicing a lot, and observe a lot.

It never fails.

What suggestions do you want to provide for our magazine?

Since I'm Hispanic, a Spanish version of the page would seem to me useful to readers of other languages.



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Facebook Link: www.facebook.com/JavierWRenders

SketchUp Plugins 2014

SketchUp 2014 was released with various new features and offers infinite 3D models that are easier to find and use. Besides, users can avail a wide array of time-saving tools for documentation. The core tools of SketchUp that comprise of plugins, groups, components, the Ruby API, enables users to use the data embedded in models.

SketchUp plugins 2014 are user friendly and helps in simplifying the work procedure of designers, architects and other SketchUp users. The new, improved SketchUp 2014 comes with an enhanced 3D Warehouse, where if a user is looking for a “sofa”, h can find not less than 10,000 sofa models to select from. The new 3D Warehouse includes new upload options, increased file size limits, and a refreshed UI. The new SketchUp Pro is considered as a highly capable and inclusive information modeler.

For better SketchUp Plugin compatibility, the API has been brought up to Ruby 2.0 standards that help developers by offering a platform to create new SketchUp tools. The plugins that might not work in SketchUp 2014 have been updated to be compatible with 2014. It is suggested that the below mentioned steps are followed while upgrading to SketchUp 2014 from previous versions to ensure high quality results:

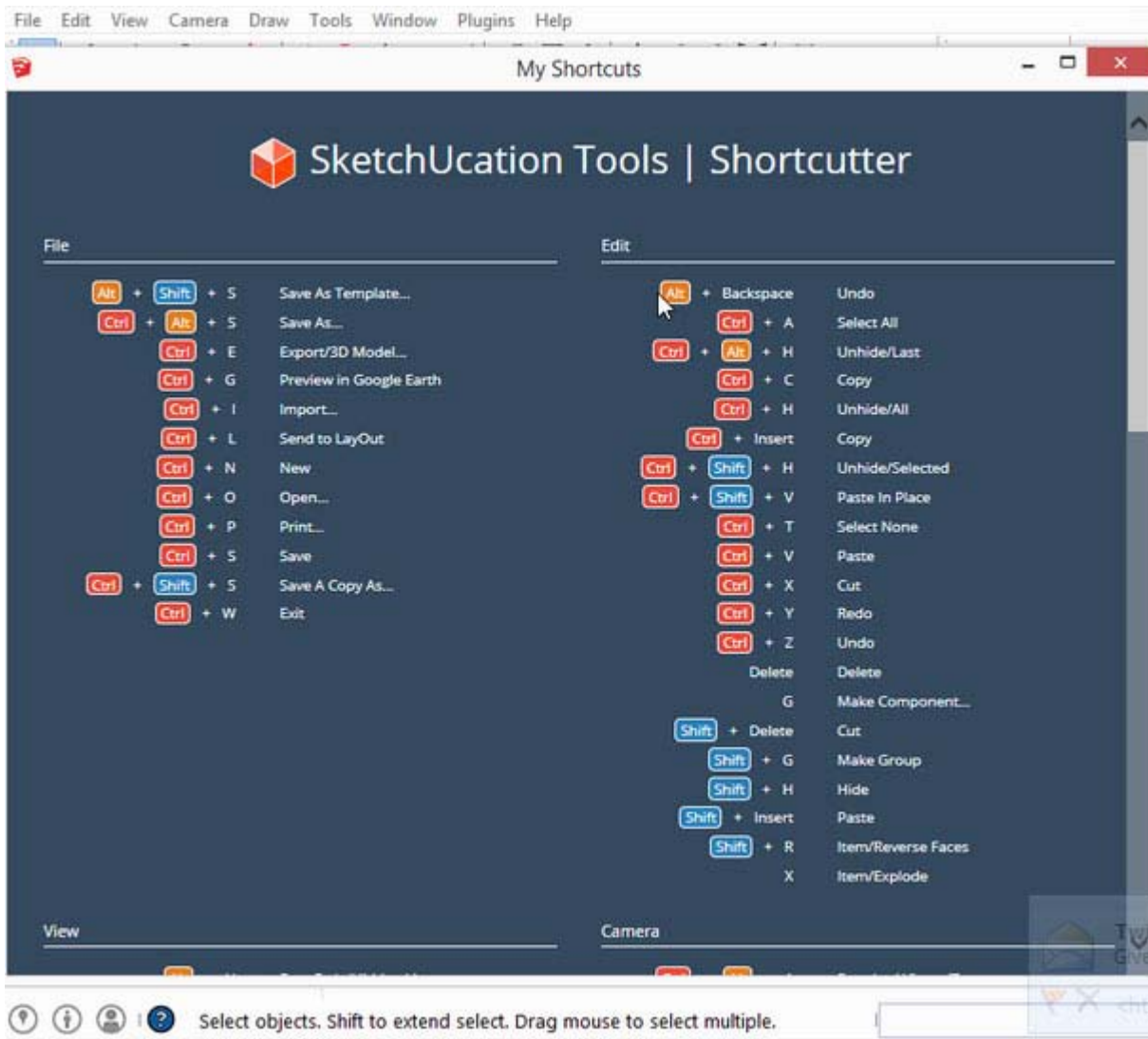
- Installing 2014 compatible extension via extension warehouse.
- Installing 2014 non-compatible extension via extension warehouse.
- Installing via SU preferences (for rbz files which are found outside of extension warehouse).
- Finding out if there are any 2014 updates to the extensions.
- Moving an installed extension from an older version of SketchUp manually, if no .rbz is available. This is not a much preferred method and should be avoided if possible.

It is important to check out the Extension Warehouse and ensure if the most preferred plugin is already compatible to SketchUp 2014. Extensions in the “My Extensions” page are grouped with 2014 compatible extensions together at the top of the installed plugins list. User can also install all the 2014 compatible plugins with the “Install All” button. Individual plugin pages also show if that plugin is 2014 compatible. User should be careful not to transfer outdated and unused plugins and not to overwrite plugins that are already installed via the Extension Warehouse.

It is possible that user might have to open SketchUp after copying each plugin to ensure that the plugin does not cause any Load Errors on startup. In case a plugin causes Load Errors while SketchUp is starting, it is required to contact the plugin developer for additional assistance. Some of the major new and improved SketchUp plugins 2014 are listed below:

Shortcutter Beta v0.3.1: Shortcutter for SketchUp is a simple utility that displays all the assigned shortcuts of the user in a nice web dialog. It includes Modifier Keys that are are color coded for easy identification. Version 0.3.1 fixes several MAC issues. It is important to note Shortcutter requires SketchUcation Tools to run as its addon. When it is first installed, the SketchUp must be restarted, and the user should also be on-line to use it, because it uses files hosted on SketchUcation to display the UI. It is currently SU8, SU2013 and SU2014 compatible.

Video and download link: <http://sketchucation.com/forums/viewtopic.php?p=520206#p520206>



GKWare Door Maker Free / Pro v1.0.24: This plugin creates Cabinet doors for all types of cabinets of any reasonable size in a variety of styles and textures. The new Door Maker Pro adds 4 more Styles, user definable profiles and door handles. There are 7 styles available that are plain, shaker, square, arch, cathedral, double arch and double cathedral. The Pro version adds 4 more styles of multi panel doors which are square square, arch square, cathedral square and three panel square. And about 15 wood grain textures to select from. Adding additional textures is also possible. Besides, the new Door Maker Pro supports user definable profiles. Available in different languages like English, French, Russian, Chinese(traditional), Chinese (simplified), Spanish, Italian and German, the plugin is compatible to Mac OS X, Windows, SU 7, SU 8, SU 2013, SU 2014.

Video link: http://sketchucation.com/plugin/824-gkware_doormaker



S4u ScaleTool v2.0.0: With S4u ScaleTool user can select groups or components for scale or push/pull dimension(x,y,z axis). Scale Fix dimension(x,y,z axis) and resetting scale is also possible.

Video link: <http://sketchucation.com/forums/viewtopic.php?f=323&t=57067>

Add Layer v1.1.0: Add Layer plugin is available with a new feature that modifies layers. User can add a new layer and select its behavior. Add Layer brings up a dialog to let you select the name and visibility of the new Layer. User must press Apply or else no changes to the selected Layer will be made. The dialog is not updated to reflect the selected Layer's properties.

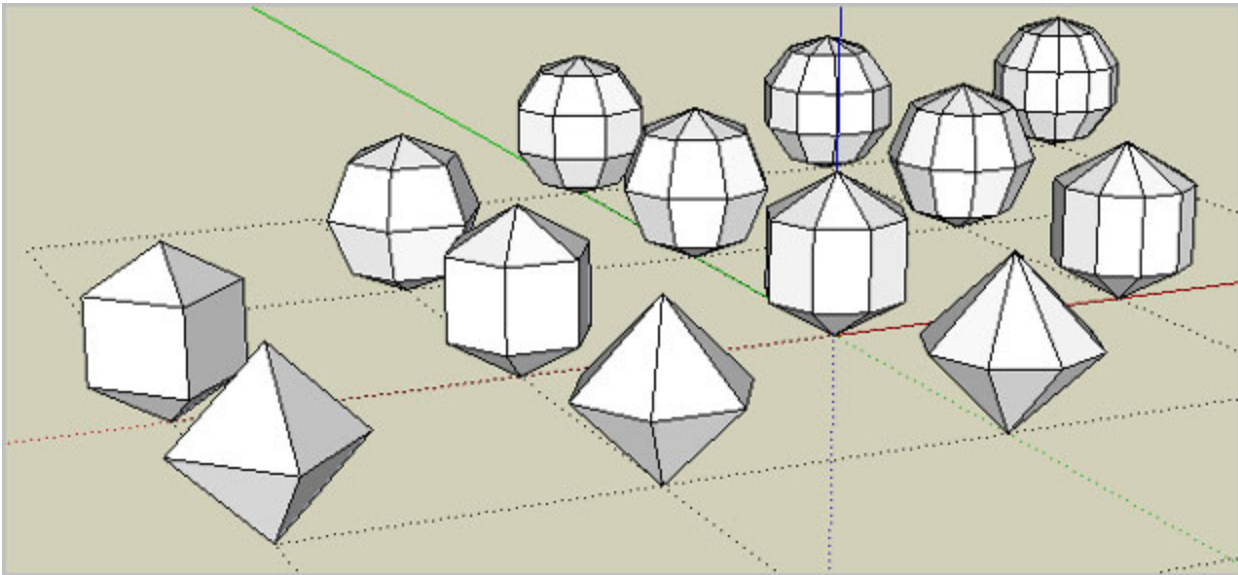
CL3VER v2.0.0: CL3VER is the first web-based platform that enables architects, 3D designers, visualization studios and agencies to develop interactive 3D presentations that works in the browser without the need to install or maintain any software. This plugin can be used for the everyday customer speak to allow them to see buildings, products, and any 3D project from different angles, inside or outside, and view and compare alternative designs.

Download and video link: <http://extensions.sketchup.com/en/content/cl3ver>

SightSpace View v1.2: It is possible to turn any SketchUp model into a mobile Augmented Reality experience with SightSpace View.

Comments vv1.5.2: With the Comments plugin, users can add comments to their file. The users must open a window which allows them to add text including comments, history, etc. to their file. Besides, users can link a comment to a scene: when clicking on a scene, the tab linked appears. The plugin comes with translation in English, French, Portuguese, Spanish and German. Other languages can also be added if required.

Polyhedra v1.12: Polyhedra plugin helps to draw the five regular Platonic Solids, with size specified either as the length of a side, or the radius (of a circumscribed sphere). With Right-click/Edit [Shape] the size can be changed. User can also delete and redraw to change between side and radius for size. The plugin works with parametric.rb (included in .rbz file).



SU Draw Parametric Shapes v2.1: This plugin enables Sketchup users to draw and subsequently edit a range of common geometric shapes by specifying in a dialogue box their size and (where relevant) the number of segments to use when drawing shapes based on circles, polygons, or helix.

Layers Panel v1.0.6: Designed to be very similar to Photoshop's layers panel, this plugin adds the ability to group layers, sort them, hide/collapse groups, lock them, and choose layers to render. Layers Panel replaces SketchUp's layers window and reproduces every feature of it, except layer colors.

SketchUcation Plugin Store v2.6.0: With this plugin user can find, AutoInstall, manage plugins & extensions, all inside SketchUp. It also helps to access over 800 Plugins.

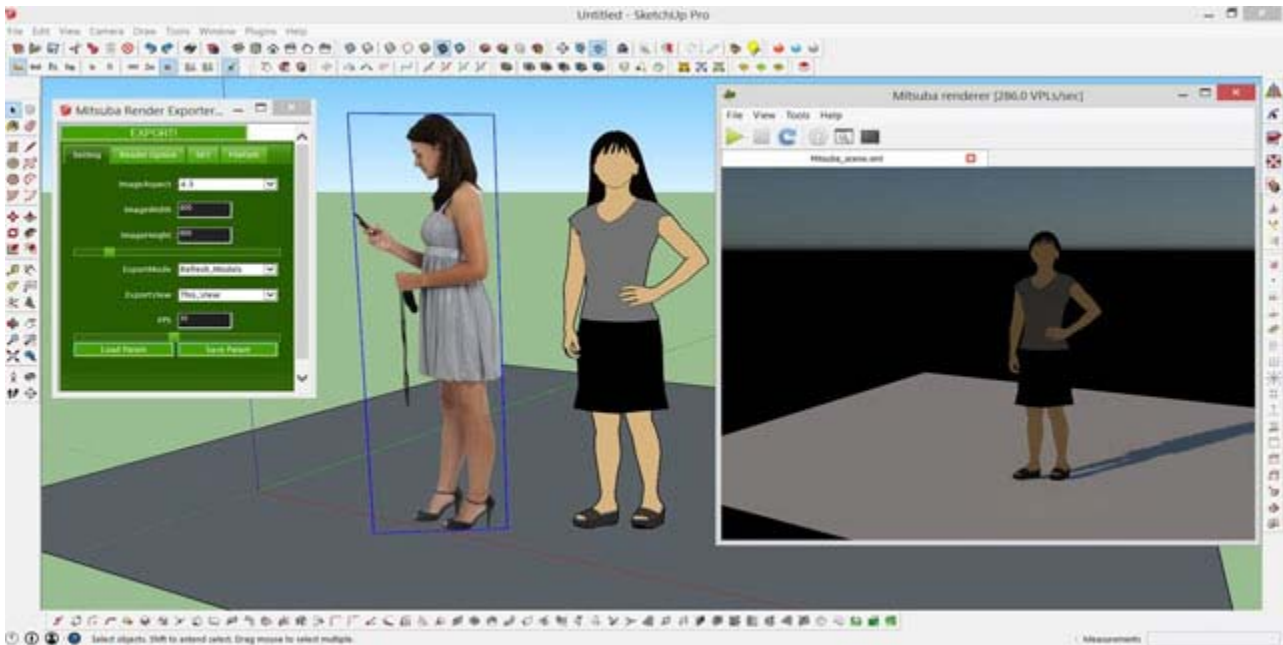
Super Drape v3.2: This plugin helps to drape one group onto another group, and copy materials from within the 1st group into the 2nd group.

3DArcStudio Tree Maker v1.06.04: Creating Sketchup 3D Trees and Plants is easy and simple with this SketchUp plugin. Besides, it also includes predefined tree templates and with all parameters customizable.

LaunchUp v1.1.4: LaunchUp offers a quick launcher to search and execute features of SketchUp, including plugins that have been installed.

3D Print Service v2.0.0: Uploading models to i.Materialise and getting it printed in a range of colours and materials is easy with this plugin.

MITSUBA Render Exporter v1.2.9 (20140330): User can now export tool from SketchUp to Mitsuba render. It is important to note that this plugin works only with Mitsuba render.



Video link: <http://sketchucation.com/forums/viewtopic.php?p=512606#p512606>

2D Tools v6.3: The 2D Tools is a broad suite of drawing tools/editing for working in '2D' which is now compatible with MAC. 2D Tools works with deBabelizer.rb which is auto-installed.

Video link: <http://sketchucation.com/plugin/702-2dtools>

Face2Frame v4: Creates stud wall from a face with added options for displaying graphical and statistical elements.

Rotated Box v1.2.2: Create a box in four clicks and define its rotation.

Generate Ceiling Grid v7: Generate Ceiling Grid plugin supports developing a suspended ceiling "T" grid and tiles.

Tango : Google's 3D-Modeling Phone

Google's Project Tango plans to model it in real-time 3D with a smartphone. Similar to its Project Ara to build a modular smartphone, Google's Project Tango originated in the Advanced Technology and Projects (ATAP) group. This group which was earlier a part of Motorola Mobility, was bought by Google and then sold the Motorola division, though Google kept ATAP.

Ara expects to deconstruct a smartphone, by developing a phone which can be customized with functional modules by the users. While, Tango, on the other hand, plans to deconstruct reality, taking a quarter million 3D measurements each second to develop a real-time 3D model that illustrates the physical depth of its surroundings. Some of the specifications of Tango are:

- A rear-facing four megapixel RGB/infrared camera.
- A 180-degree field-of-view fisheye rear-facing camera.
- A 120-degree field-of-view front facing camera.
- A 320 x 180 depth sensor.
- A vision processor with one teraflop of computer power.

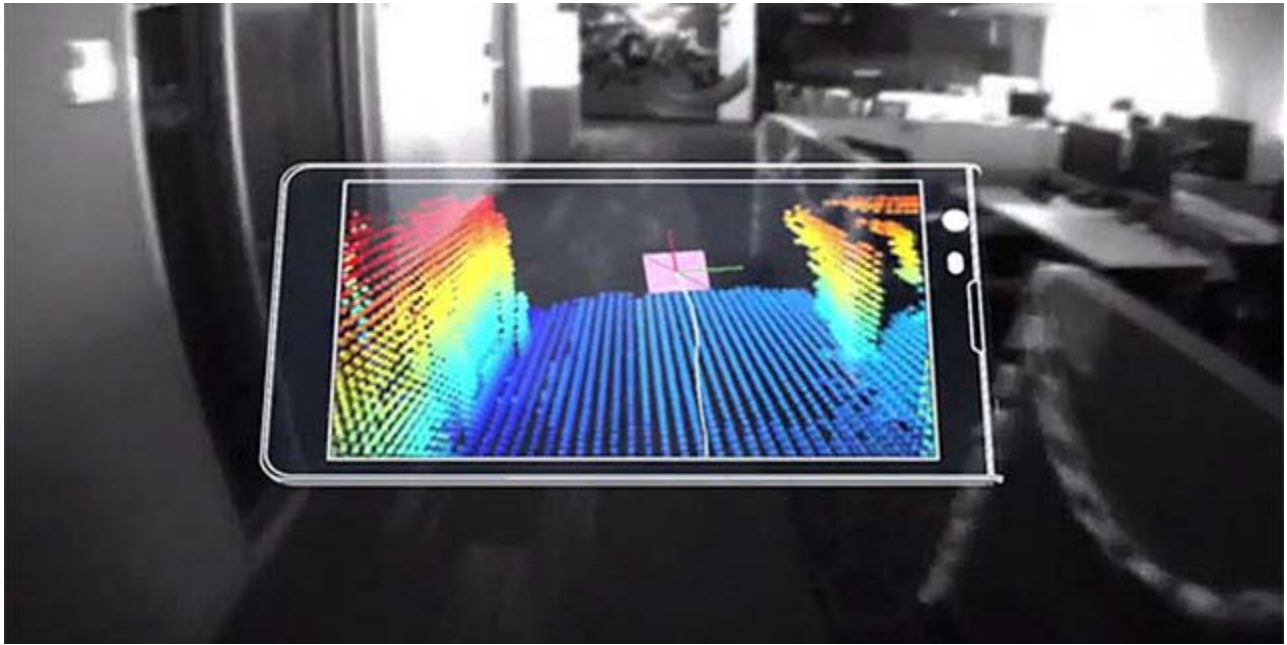
It is expected that if successful, Tango-capable or similar mobile devices could lead to new heights of gestural control, 3D modeling for 3D printing, photography, immersive gaming and educational experiences, facial recognition, support for sight-impaired users, etc.

Along with the above mentioned specifications, the Tango prototype development kit includes:

- A Snapdragon 800 quad core CPU running up to 2.3 ghz per core.
- 2GB of memory.
- An expandable 64GB of internal storage.
- And a nine axis accelerometer/gyroscope/compass.
- A Mini-USB.
- A Micro-USB .
- USB 3.0.
- An infrared projector with a series of infrared LEDs which when turned on, projects a grid of dots that generate a depth map like Microsoft's Kinect.

Besides, the teardown point outs that this prototype would be simple to repair due to the relative simplicity of its overall construction.

Google announced that it expects to start selling the Ara endoskeleton for about \$50. So it can be estimated that it will not be long for an Ara phone to become a Tango phone via appropriate modules.



Lumion 4.5 will be available for commercial application on May 2014

Lumion 4.5 will be launched in the market very soon with more than 100 enhancements and improved character models library containing new models and animations.

Lumion 4.5 comes up with superior shadow functions which produce high detail shadows as well as sharp looking shadows in long ranges.

The users can experience significant improvements in workflow areas. The users will be able to import content from one project into another project. The content browsers contain the option to characterize favorite items to discover them instantly.

The most important improvement areas are described below:-

New Character Models and Animations: Lumion 4.5 Pro consists of 24 new character models. The models enhance indigenous variety of the character library and also offer various new animations and poses.

The new models contain diversified business people, people engaged with sporting activities, people sunbathing and even some people swimming. The users can transform their visualization to real world through these new models.

Superior Shadows And Reflections: The shadow effect now comprises an option for three quality levels. This facilitates the users to generate ultra sharp shadow edges up to a level where one can view the individual leaves of a tree.

The latest advancements specifically enhance the quality of aerial shots and sun studies.

The users can sketch superior quality Glossy surfaces by eliminating mistakes and get better filtering of the reflections. The amount of blur now perfectly symbolizes the glossiness and seems to be smoother. Light reflecting off surfaces are also improved with the elimination of distracting visual inaccuracies and this results in improving overall quality.

Workflow Enrichments: Pro users get the ability to load their .Is4 file into an accessible scene. After choosing a file the options is there to import light, models, imports or any combination of them.

Within Photo and Movie mode, the users can now copy-paste personage effects as well as save and load total effect stacks.

The content browser facilitates the users to include models to your favorites list to locate them easily in near future. If the users allocate one or more favorites, a new tab will be visible amalgamating all your favorite models.

Moving, rotating and sizing models now present more detailed control. With the new user edge, the users can type in values or apply sliders to orientate size or position models.

Automated Lights: Lights now contain an additional setting to be effective automatically at night. They can be randomized for not being turned on all immediately. If this feature become active, the users can generate a stunning effect for night scene by animating the sun position.

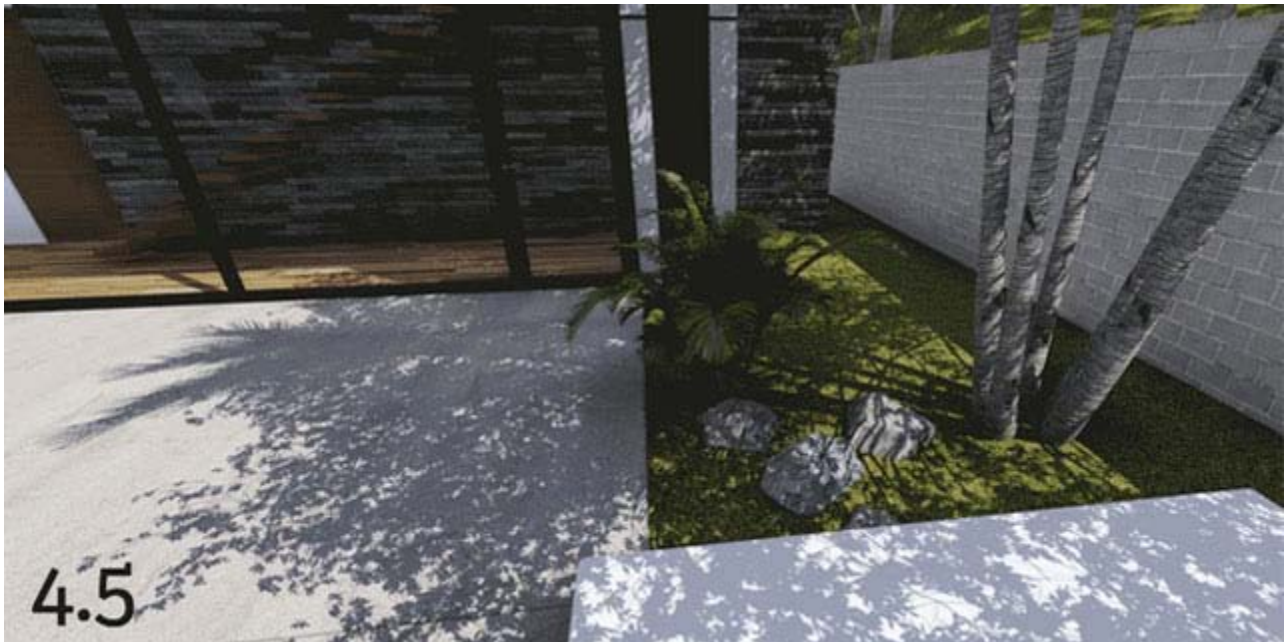
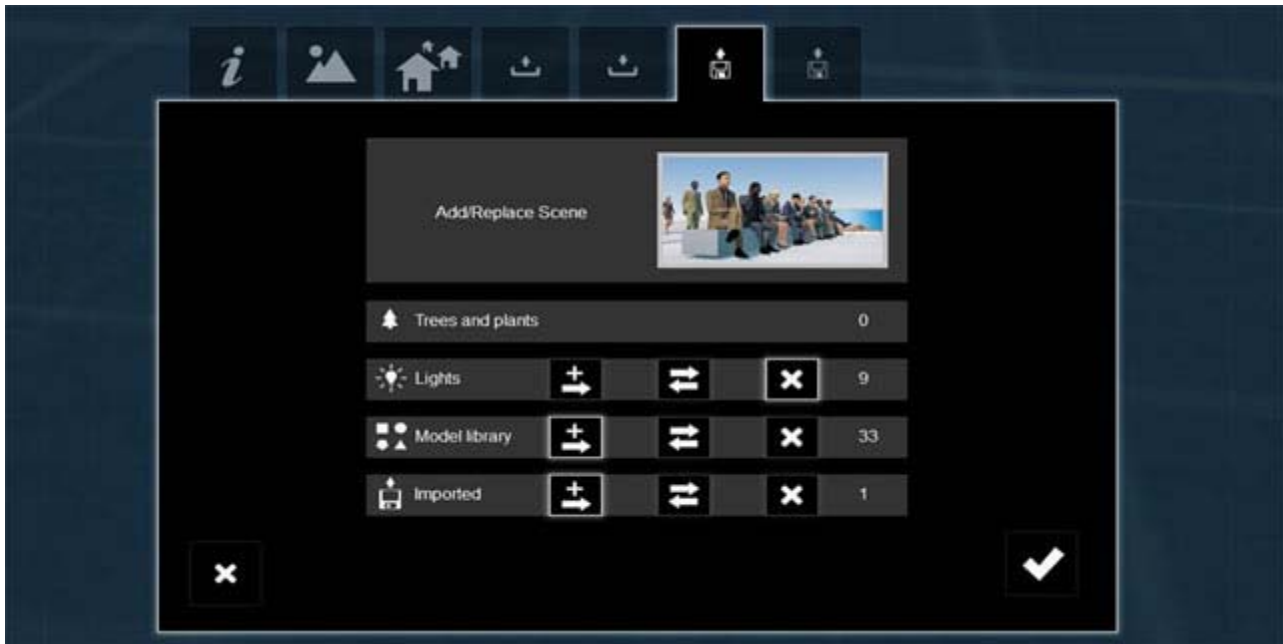
Configurable Sun And Moon Disc Size: The users can directly manipulate the size of the moon through a movie or photo effect and produce artistic images.

Pricing And Availability: It is expected that Lumion 4.5 will be available for commercial application on May 1st 2014.

This existing users of Lumion 4 can avail the 4.5 version at free of cost. If the users already possess a license for Lumion 4.0, they will get an email with the download location automatically following the release date.

[Buy online](#)

[Upgrade to Pro](#)



Debugging SketchUp Extensions Now Easier

Debugging is now no more a trouble for SketchUp Ruby extension developers. With a Ruby Debugger for SketchUp 2014, debugging has got easier.

The Ruby community enjoys debugging with Integrated Development Environments (IDE) like RubyMine, NetBeans and Aptana RadRails which usually rely on different gems to be installed for remote debugging. Getting these gems to work within SketchUp's embedded Ruby is usually difficult. But now, at 3D Basecamp 2014, an open source Ruby debugger framework has been announced which currently supports Windows only but it is expected to support Mac soon. Installing it is very simple:

- Copy SURubyDebugger.dll from GitHub into the SketchUp installation directory: C:\Program Files (x86)\SketchUp\SketchUp 2014.

To launch SketchUp with the following command line arguments must be followed:

- SketchUp.exe -rdebug "ide port=1234"
- The port must match the remote debugger port setting configured in the IDE.
- SketchUp will start up and appear to be frozen while waiting for the debugger to show up.
- Launch remote debugging in the IDE, SketchUp should continue running. It is required to observe breakpoints hit when Ruby code execution attains the specified lines.

If the user is not familiar with installing and configuring the IDEs, some step-by-step instructions can be attained from the GitHub repository wiki. The source code for this project hosted under our GitHub account is <https://github.com/SketchUp/sketchup-ruby-debugger>.



SketchUp Free and Pro version (2013 & 2014) Released

SketchUp Free and Pro version (2013 and 2014) is a collection of Video Graphics authored by Jean-Luc Clauss. This training video is highly useful as it helps in mastering drawing and communication with SketchUp 3D 2013 and 2014.

It is essentially very useful for users of the free and pro version. The collection presents Earth and its environment that includes screen interface, toolbars, settings, etc. It also aids in learning how to shape concepts starting with simple 2D drawings before moving quickly to 3D. Users can also see how to make and change modeling. The modules reveal the art of establishing an orderly and hierarchical modeling with precise routes. The modules are devoted to the optimization model and users can also see techniques to monitor and control at any time each step of the work.

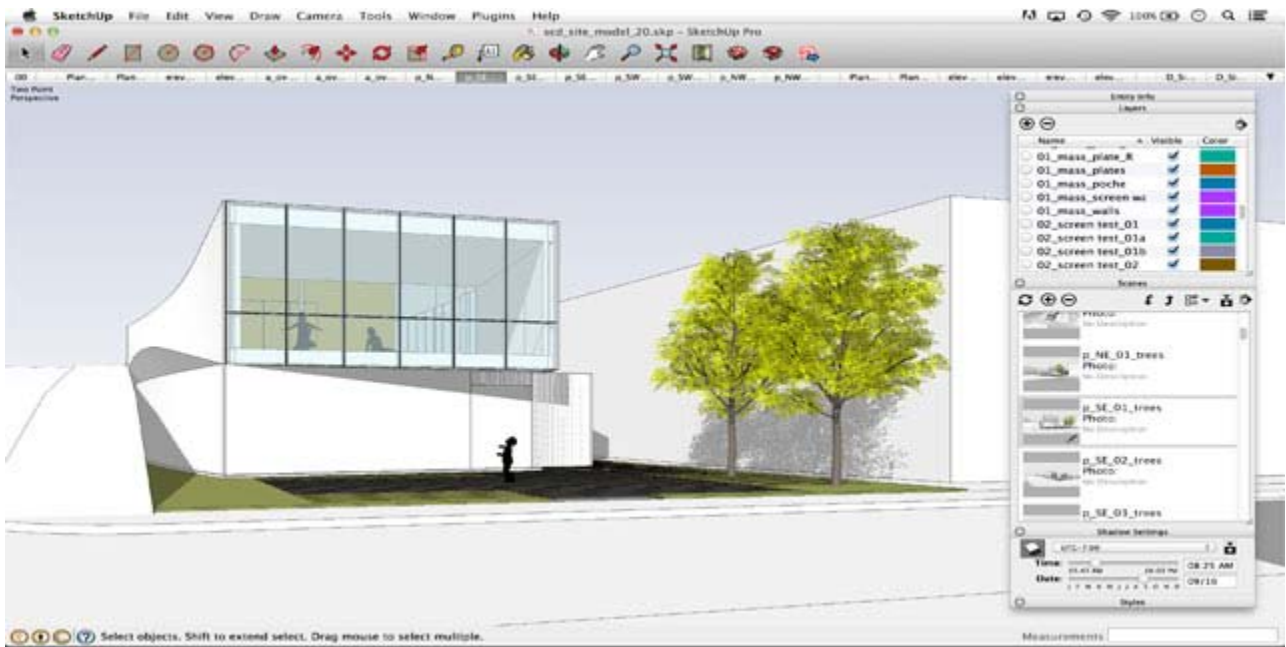
SketchUp Free and Pro version (2013 and 2014) also discusses visualization techniques like how to select a point of view or a mode of representation and save, dress the 3D texts and quotations model several methods for a successful record, with the Styles dialog boxes and Match Photo. Users can also know how to export their reports. Several sequences detail the techniques professional layouts listed and wide through the LayOut extra software included in the Pro version of SketchUp.

The main steps of this training ends with a practical: the modeling of a house will serve as a common thread, the first sketches of modeling the final presentation. Using Style Builder, included in the Pro version, will be explained by an application step by step, showing how to create his own style of drawing freehand and how to apply the model drawn in SketchUp.

The collection concludes by presenting the user in a specific module, the latest of the 2014 version of SketchUp. All the examples in this training and all source files are available for download so that the user can perform all the manipulations presented in this video. Modules Video includes:

- Introduction to SketchUp
- Models
- The work environment SketchUp 2013
- 2D Drawing
- Exploration, selection and masking entities
- Drawing in 3D
- Travel and modifications 2D and 3D
- Ranking groups and components
- Control and optimization modeling
- Display Model
- Dress Model
- Model Rendering
- Export Model
- SketchUp Optimization
- Drawing lines and shapes in Layout
- Inserting and Managing Files in Layout
- Management and pages Layers
- Publishing and available features in Layout
- Wrapping paper in Layout
- Layout of the document in Layout
- Style Builder
- New Earth 2014.

Published by Eni Eds SketchUp Free and Pro version was released on April 2014.



SketchUp 2014 includes several BIM processes

In sketchup 2014, there exists an add-on tool alias LayOut which is compatible with a BIM (building information modeling) program.

Besides, Sketchup 2014 contains the classifier tool and IFC export capabilities. The 3d modeling professionals can now export out in indigenous file format through sketchup. IFC export of SketchUp facilitates the users to transfer any SketchUp files into various other tools like Solibri, the exclusive clash detection tools. The classifier tool allows the 3d modeling professionals to develop their models by metadata with the help of classifier tags to geometry, applying industry-standard object types ranging from walls, slabs, roofs and lots other.

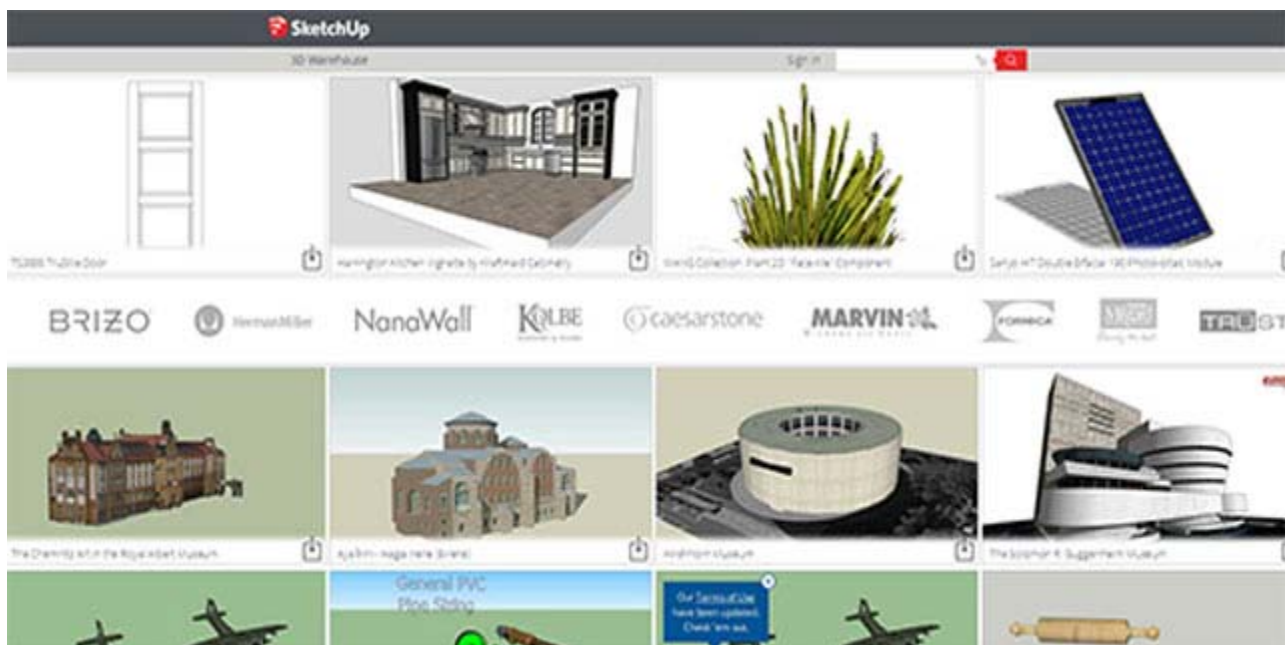
The users can also produce or utilize supplementary classifying systems which contain gbXML and others along with custom schemas.

In earlier version of sketchup i.e. sketchup 2013, allows users to read native sketchup models through all the leading CAD/BIM programs like AutoCAD, Revit, ArchiCAD, Vectorworks, Microstation, TurboCAD and others.

By applying BIM, the users can alter the virtual building within the BIM and the documents (plans, elevations, sections) are revised automatically necessitating only inconsequential work through notes, note leaders and possibly dimensions.

In SketchUp 2014 there exists Auto-Text tags which can deal with page numbers, today's date and project title and save significant hours of recurring work. Sketchup 2014 also includes a new Smart Labels which can create data in LayOut views automatically.

In future, the sketchup team will transform LayOut to a full-featured drawing tool (by incorporating more drawing tools) for architects similar to a modern CAD program. There will be more integration.



Trimble Delivers 3D Scanning Extension for SketchUp

Trimble announced today the release of Trimble® Scan Explorer Extension for SketchUp Pro; a powerful, easy-to-use tool enabling architects, engineers and geospatial professionals to create models from 3D scanning data. The new solution connects the high-resolution field data from Trimble scanners with intuitive and powerful professional modeling software; simplifying the process of creating, accessing and sharing precise 3D models of the real-world environment.

The Trimble Scan Explorer Extension dramatically reduces the time required to generate a SketchUp Pro 3D model from scan data. Streamlined tools and one-touch features allow users to quickly extract construction points and lines that are used as a guide to simplify and expedite the modeling process. Automated plane extraction tools further increase modeling efficiency, particularly when modeling building interiors and facades.

For improved visual references when working with point clouds, the extension includes a simple-to-use edge extraction tool, allowing users to easily decipher important cues from the scan data directly into their model building space. Structural edges are brought into SketchUp as guidelines, and one button push displays the shell of the structure.

"By seamlessly integrating powerful tools across our broad range of best-in-class solutions, Trimble is helping transform the way our customers work and accomplish more every day. The integrated workflow provided by Scan Explorer brings the accessibility of 3D modeling to more users for as-built analysis and design changes," said Alain Samaha, business area director of GIS and Software for Trimble's Geospatial Division. "Professionals can now easily create visual 3D models that provide a true representation of the environment they are working in—improving the communication, collaboration and quality of deliverable that they can provide to their clients."

"SketchUp's enormous popularity as a design tool is rooted in its capacity to make many complex processes easier and more efficient," said Chris Keating, director of the Architecture Division within Trimble Buildings Group. "The Trimble Scan Explorer Extension for SketchUp Pro reinforces our mission to deliver SketchUp's benefits to new users and for new uses."

The release was announced today at SPAR International 2014, the leading conference for 3D data capture, processing and delivery technologies.

Availability: Trimble Scan Explorer Extension for SketchUp Pro is available through Trimble's Geospatial distribution network and online at: <http://infogeospatial.trimble.com/Trimble-Scan-Explorer-SketchUp-Extension.html>.



Reference: www.trimble.com

SketchUp models become mobile augmented reality experience with sightspace

Limitless Computing Inc. of Boulder, Colo., a provider of 3D augmented mobile reality, announces the immediate availability of SightSpace View, its Trimble SketchUp plugin and companion mobile app created to quickly and easily deploy designs to mobile.

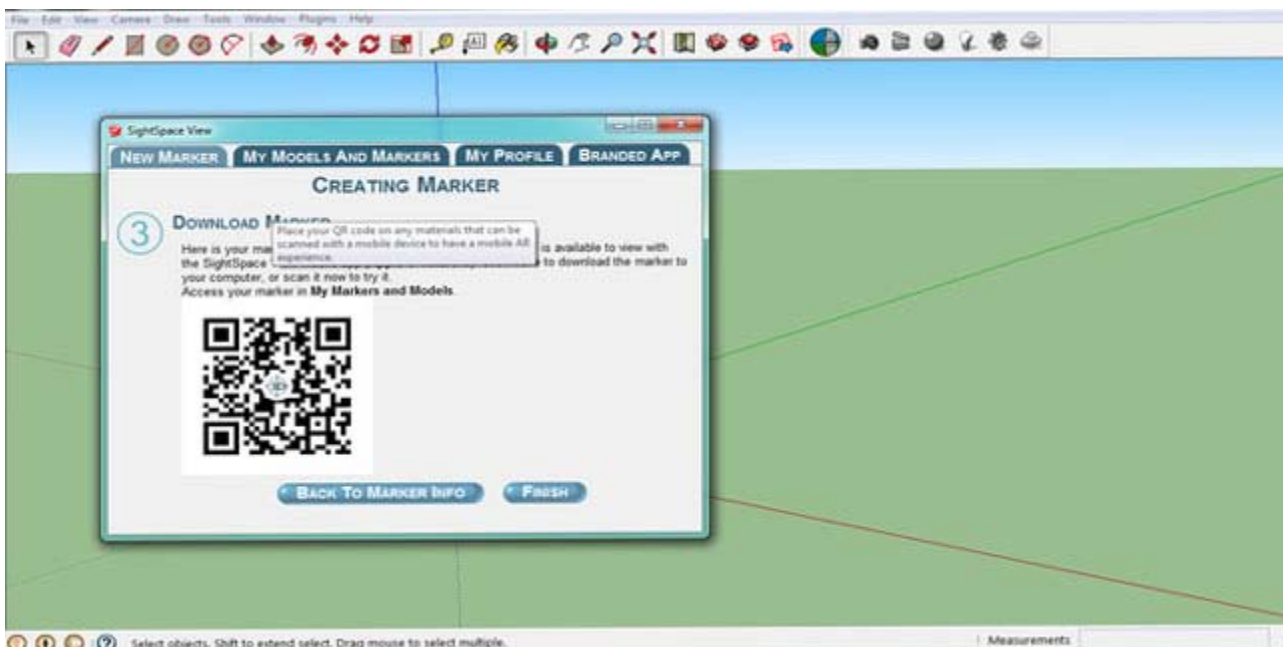
The SightSpace View plugin, which supports SketchUp 2014, connects a QR-code to a SketchUp model. When the code is scanned with the SightSpace View mobile app (on Apple or Android), the model appears in the real world overlaid onto the code.

“SightSpace View is an exceptionally impactful marketing tool and an effective way to use 3D content to drive sales, check construction progress, share models, and build brand recognition,” says Dr. Errin T. Weller, president of Limitless Computing Inc. “This truly is Augmented Reality for everyone.”

Limitless Computing will showcase SightSpace View at SketchUp 3D Basecamp 2014, April 14-16 in Vail, Colo. Find more information on Basecamp here: ([visit link](#))

A free SightSpace download for PC or Mac is available now at: ([visit link](#))

SightSpace View plugin can connect to any Trimble SketchUp digital model with a QR code for the ultimate mobile AR experience, according to Limitless Computing Inc. When scanned with the free View mobile app, users experience the 3D design overlaid onto the real-world using the live camera feed of the device. View service starts at \$29/month with a free mobile app viewer.



Reference: www.designerpub.com

SketchUp Tutorial Video - A Practical Course

This SketchUp training course teaches you how to use this 3D modeling program designed for architects, engineers, designers. SketchUp comes in two versions, a free and paid version. This tutorial can be used with either version, and is designed for the absolute beginner. No prior experience with 3D modeling programs, or SketchUp specifically, is required.

You will start by exploring the user interface for SketchUp, getting familiar and comfortable with navigating and where the tools are located. The course utilizes many Ruby scripts, which are provided in the working files, and he will show you how to install and use the scripts throughout the course. Some of the functions that you will be taught throughout this tutorial include; working with lines and shapes, how to make faces and surfaces, drawing edges, scaling your models, working with layers and using the architectural tools. You will also learn how to style your work, use color and texture on your models, create walkthrough animations and finally, how to export your work to share and present it.

By the completion of this computer based video course for SketchUp, you will be comfortable using the tools within the software to create and share 3D models. This video tutorial includes working files, allowing you to follow along with the author throughout the lessons.

SECTION 1: USER INTERFACE

https://www.youtube.com/watch?v=zUfdRd_WEjI

<https://www.youtube.com/watch?v=gLgrCDMBGEw>

SECTION 2: CUSTOM SETTINGS

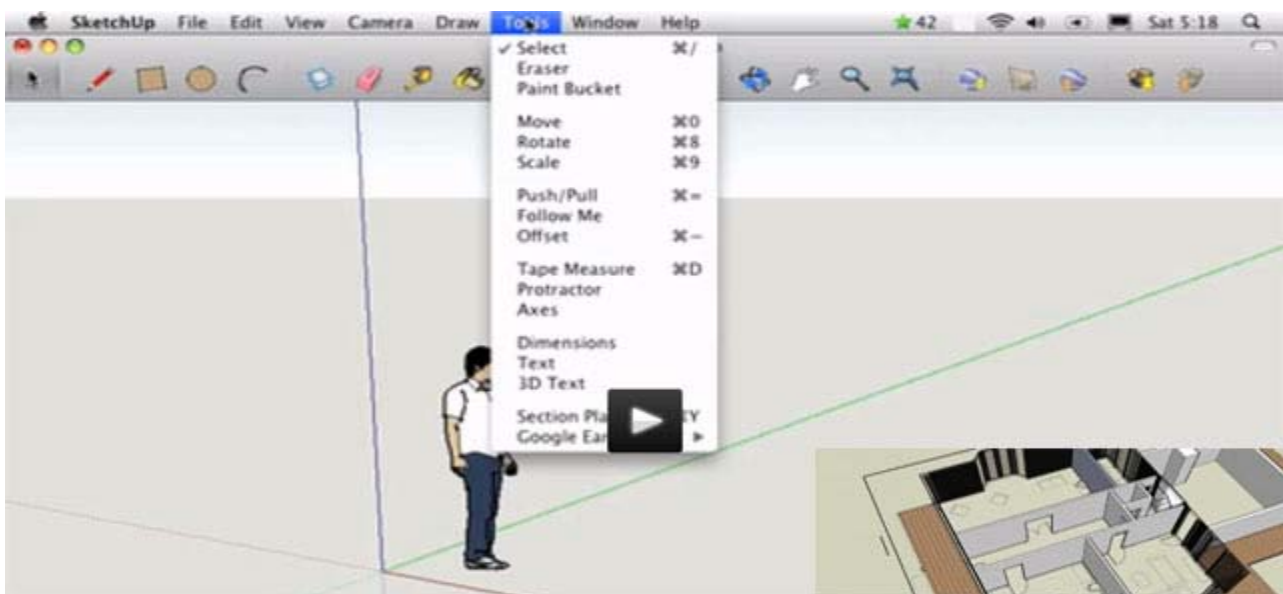
<https://www.youtube.com/watch?v=hv1aqO06ik4>

SECTION 3: USING RUBY SCRIPTS

<https://www.youtube.com/watch?v=l5xzHwS12IO>

SECTION 4: TOOLS IN DEPTH – SEEING

<https://www.youtube.com/watch?v=W3sxShHTnW8>



Reference: www.udemy.com

Jeff Gelles - The digital divide persists

The teens in Brian Cohen's math classes love to use SketchUp 8 for 3D modeling. They design their dream houses, then dive into the algebra and geometry problems their own imaginations create.

OK, so what's the surface area of the living room walls? How much would it cost to wallpaper them? How much air volume is there in the den? You have to know if you want to heat it.

SketchUp 8 runs smoothly on any of the 33 refurbished ThinkPads, circa 2010, that Cohen raised funds to buy for his classroom. But woe to the student who takes that math work into the school's computer lab, outfitted with Apple iMacs built when George W. Bush was in the White House - not so long ago in people years, but seriously aged in digi-time. On them, SketchUp 8 is too new to load.

That's just one small example of the challenges faced by Cohen and his students, and an illustration of the persistent disparities - the "digital divide" - that emerge yet again in a report due out Thursday from the Pew Internet and American Life Project.

Even at Cohen's school, an academic magnet so tuned to technology that its name - the Academy@Palumbo - looks like an e-mail address, talented students are weighed down by a lack of technological resources. And unlike their counterparts in schools such as Lower Merion High, where Cohen went, the academy's largely low-income students aren't likely to find better computers at home.

Pew's study is the latest in a series aimed at understanding how teens interact with a technology - the Internet - that in two decades has transformed their world. It looks at how their teachers use technology, both in and out of their classrooms.

Project director Kristen Purcell says Pew did not set out to focus on the well-documented digital divide when it surveyed nearly 2,500 sixth- to 12th-grade teachers. It was hoping to learn how they use a range of technologies and see their students using them, and also see how technology affects the educational process.

The divide leaped out anyway. Teachers of poorer kids were consistently less positive about technology's role, less likely to say schools provided key resources and training, and more likely to say students lacked home computers with Internet access.

In North and South Philadelphia, there is plenty of evidence of the problem - and of teachers fighting the tide.

Cohen, who does double duty as his school's technology coordinator, tries to promote Comcast's Internet Essentials, a \$10-a-month program for low-income families. At last public count in September, Comcast had signed a paltry 3,250 customers in the Philadelphia market, even though it estimates that 98,000 families qualify in Philadelphia alone. A spokesman says Comcast will be reporting additional progress next week, but declined to provide details.

Cohen, 27, saw the other side of the gulf before leaving Lower Merion - a school that spends about twice as much per pupil as Philadelphia and provides every student with a laptop - for the University of Pennsylvania.

Those from such districts get a huge head start, he says. Lower Merion grads "know how to use all the tools they're going to need in their future world."

Mary Beth Hertz, technology teacher at North Philadelphia's Alliance for Progress Charter School, tries to get her kids going early. Kindergartners have technology class at least once a week. Fourth through eighth graders come to an iMac-outfitted lab about twice a week.

Hertz, 32 and an Oberlin College grad, sees some students shine, such as a seventh grader who "taught himself how to program because he wanted to hack into his video games." For this year's Computer Fair, she's mentoring five pupils creating things such as a website, an animation, and a graphic-design logo.

Only one had access to a computer and the Internet at home, Hertz says - echoing a finding of the Pew study's teachers, who said just 18 percent of students had access to all or nearly all the digital tools they needed at home.

Hertz is quick to say technology isn't everything. "It's great to have an interactive whiteboard in the classroom - people say, 'Woo-woo, technology,' but it's just a glorified chalkboard."

She says even affluent families face the problem that kids know more about being Web consumers - say, of Facebook - than about basics like file management.

Still, she's painfully aware her students will compete with those with far more resources - a reason she sympathizes with the argument that Internet access should be a basic human right. Without it, she says, we're "just widening the divide between the haves and the have-nots."



Reference: www.articles.philly.com

Create a Linear Array in SketchUp

I'm currently working on a variation on L & J. G. Stickley's No. 220 prairie settle. The settle's three sides consist of frame and panels. Because I'm building a shorter version, I need to shorten the rails and resize the panels.

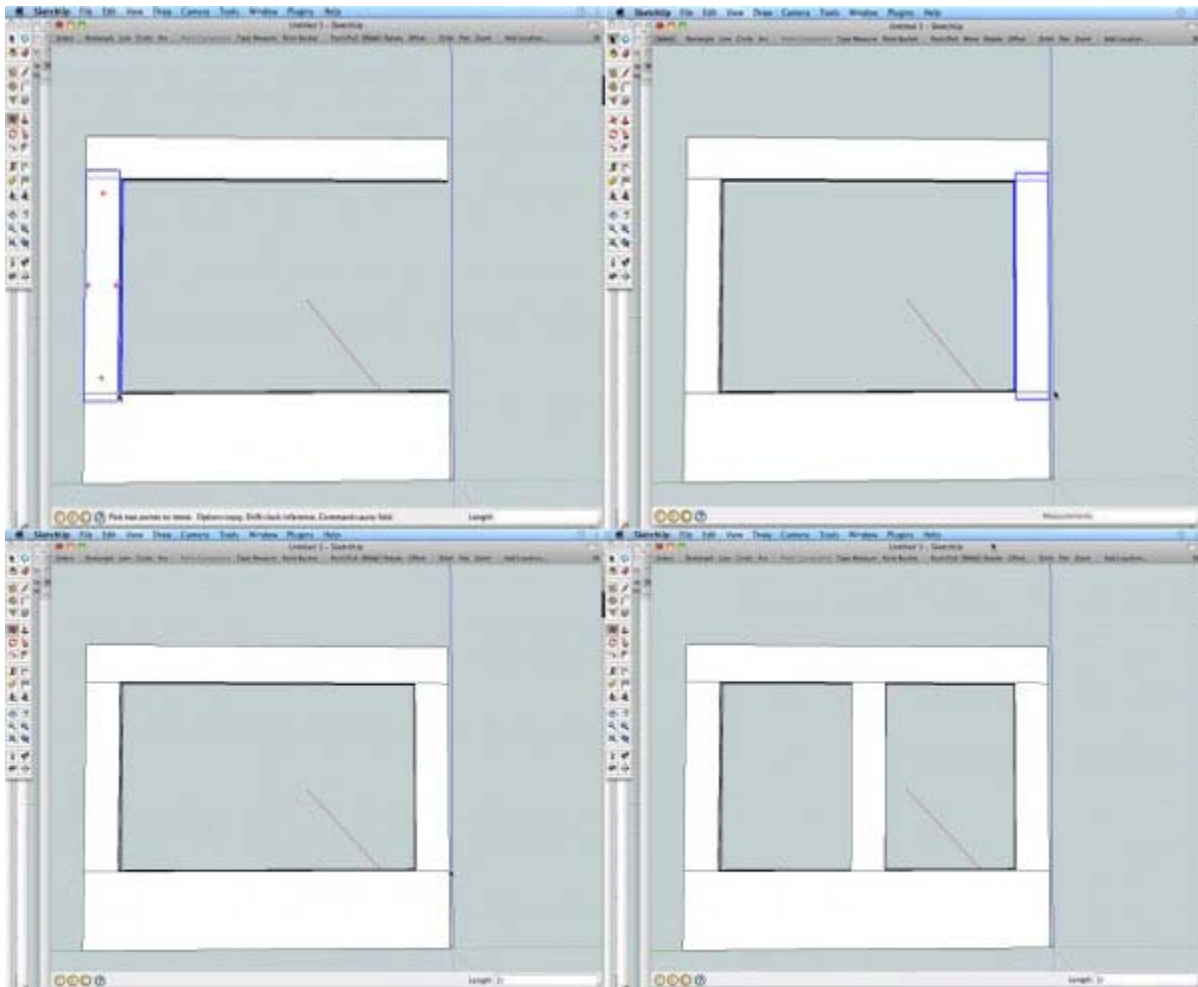
Before SketchUp, I would have subtracted the combined width of the stiles from the rails, divided that number by the number of panels and added twice the overlap of stile and rail to calculate final panel width. Using the SketchUp Copy command, I can avoid the math and distribute the necessary number of stiles along a rail automatically (this even distribution of objects along a line is also known as a linear array).

I begin by selecting the component I want to distribute by clicking on it with the Select tool.

I activate the Move tool (I use the keyboard shortcut M) and hit the Alt key (Windows) or Option key (Mac) to activate Copy. A plus sign appears at the upper right of the Move pointer to indicate Copy is active. I click on the lower corner of the component and move it to its final location.

I then type the number of times I want the component to be copied followed by / and hit the Enter/Return key (Windows/Mac). In this example, I want two instances of the stile to be distributed along the rail, so I type 2/ and hit Enter. Note how /2 appears in the measurement field of the window.

My stiles are now properly distributed along the rail. To finish up the side, I can fill the frame with panels.



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.



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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.



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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.



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Abhishek 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...