

SKETCHUP-UR-SPACE

Issue - October, 2014

www.sketchup-ur-space.com

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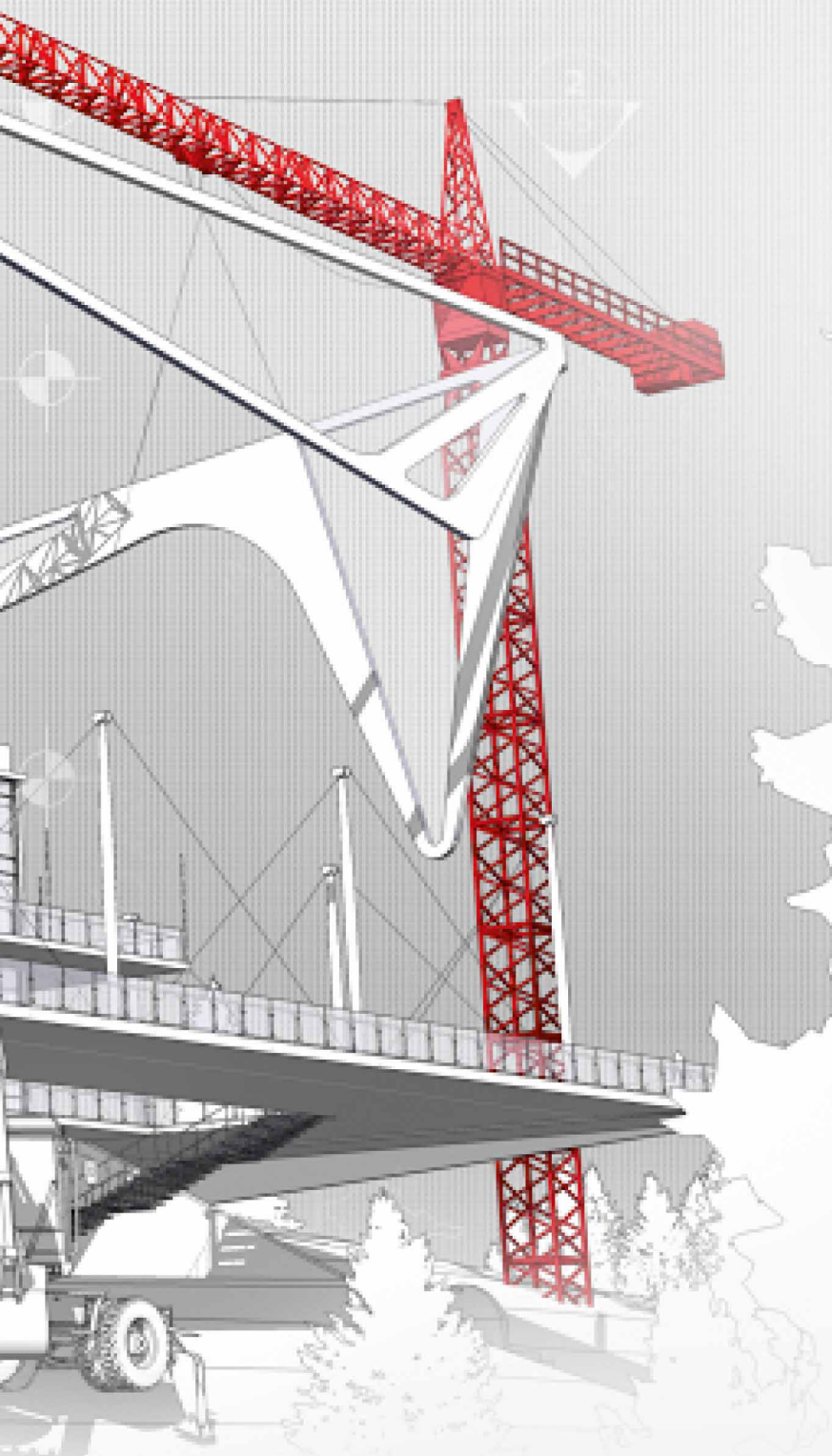
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A letter direct from the editor desk highlighting on August edition

Hello friends!

The team of sketchup ur space has just published another fabulous edition. The most important news in this year is that the availability of sketchup 2015. In this regard, our editorial team has written an exclusive elaborated cover story on sketchup 2015.

First time, the sketchup enthusiasts can access the 64-bit version for Windows and Mac machines. In this cover story, our editorial team has focused on some significant features of sketchup 2015 which range from 64-bit application, face finder enhancements, rotated rectangle, 3 point arc, new licensing system, fast styles, IFC import and classifier improvements, Ruby API improvements, added features like spell checking/multi select/dynamic vector model loading/shared connections etc., Trimble Connect for sketchup release notes.

In interview section, our team interviewed Suresh Tamang, the Managing Director of Chitwan Design Consultant Pvt. Ltd. In this exclusive interview, Mr. Tamang narrates how he utilizes sketchup in his projects ranging from construction designing, surveying, landscape, interior design.

In article section there are total five in-depth articles and amid them four articles are written by our editorial team and rest one is presented by Arthur Coelho.

In the first article, Arthur Coelho, an ICT/arts teacher from Portugal, briefly describes how sketchup can be applied as a useful teaching tool igniting creativity in young children.

The second article focuses on the photogrammetry technology and its various usages.

In the third article, the readers will be familiar with the top 25 best free 3d modeling applications useful for films, animation and gaming, interior designing and architecture.

With the fourth article, the readers can learn how to create large object models in sketchup through Trimble vision. The geospatial professionals can apply this location-aware data to create 3D models in SketchUp.

The last and final article focuses on the top 50 sketchup plugins useful for improving the architectural design process.

In tutorial section there are two exclusive tutorials. In the first tutorial Morne Erasmus shows how to render some 3D objects as 2D billboards with various v-ray programs.

In the second tutorial, there is a presentation by Chris Oatley, the renowned Disney character designer that shows how sketchup can be an effective tool for creating web comics.

In blog section the readers will get the latest update about the collaboration between AXYZ design and Chaos Group to access high-quality Metropolis 3D Ready Posed Human Characters Catalogue by Sketchup & Rhino users.

In blog section, there will be also another exclusive video presented by Warunyoo Songkran that focuses on Design, Bill of material and shop drawing with SketchUp.

In news section, our readers will get latest updates in 3d modeling fields.

Hope our readers will like this edition very much.

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 with Suresh Tamang, Managing Director of Chitwan Design Consultant Pvt. Ltd.

Please make your brief introduction to our readers.

Greetings everybody and thanks for letting me introduce myself.

I am Suresh Tamang, Managing Director of Chitwan Design Consultancy Pvt. Ltd., Nepal. I have had my hands on Autocad, Sketchup and vray and we have been providing construction designing, surveying, landscape, interior design with a team of sixteen staffs on five branches.

When did you first discover sketchup?

When I was surfing across internet for 3d rendering platform, sketchup's easy and intuitive (WYSIWYG) dashboard/ interface appealed to me and my working style. And I have been using Sketchup since version 7.0.



How do you apply sketchup in your professional work?

Well, when clients come up with huge projects like land plotting, agricultural farmland plotting etc, then we estimate that they can bear extra charges of 3d rendering and we feel that it would be tempting for them as well to have a 3d preview of the project they are groping in, beforehand. That's when we convinced them for sketchup model. We make all sketchup 3d model of the project, even prepare a video file by tracking the camera path inside the sketchup environment. It's all supported inside Sketchup.



You have completed several projects with sketchup and among them which was most challenging & why?

To me, each project is a challenge. But to sort out, the one I did for Bank was a bit more challenging as you have to design it with the functionality of any corporate building, yet look sleek in looks but play inside limited ground coverage. So, I would name that.



How sketchup for vray facilitates architectural visualization process?

A lot. Last time, my office staffs were opening the folder of my sketchup+ vray project outfiles screenshot and they were arguing over each other if it was camera capture of real things or processed file. Then one showed my patent designer logo over there. What I mean to say is it has helped a lot. You can't really distinct out its output from reality.

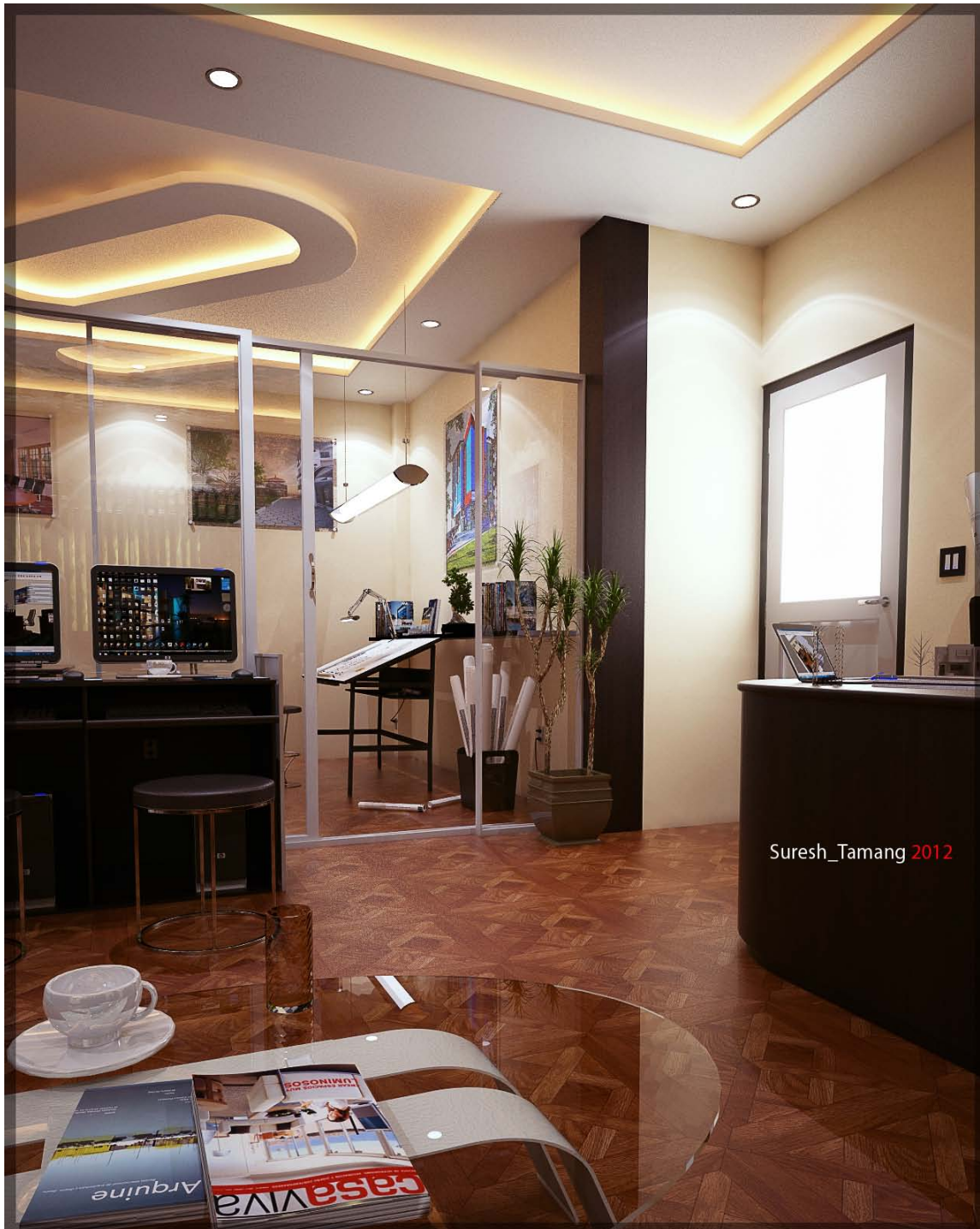


Sketchup 2015 is just launched. How do you evaluate this latest version?

I didn't find much difference in Sketchup 14 and 15. But I had expected, Sketchup Guys would have fixed the issue of Sketchup Program File size to have more space to match up with the large MB project files, it processes.

What is the best program for 3d rendering work?

To me 3d Max, but sketchup is easy and fast presentation.



What advice

do you have for newbie 3d modelers?

Well, there are a lot parallel platform for 3d rendering: sketchup, autocad 3d itself, 3d max etc. But do not lose your time and energy switching platform every now and there. Observe each platform individually, decide whose dashboard/ interface

appeals to you and your working style and stick to it, and hey, learn from this magazine, even youtube and much more online site.

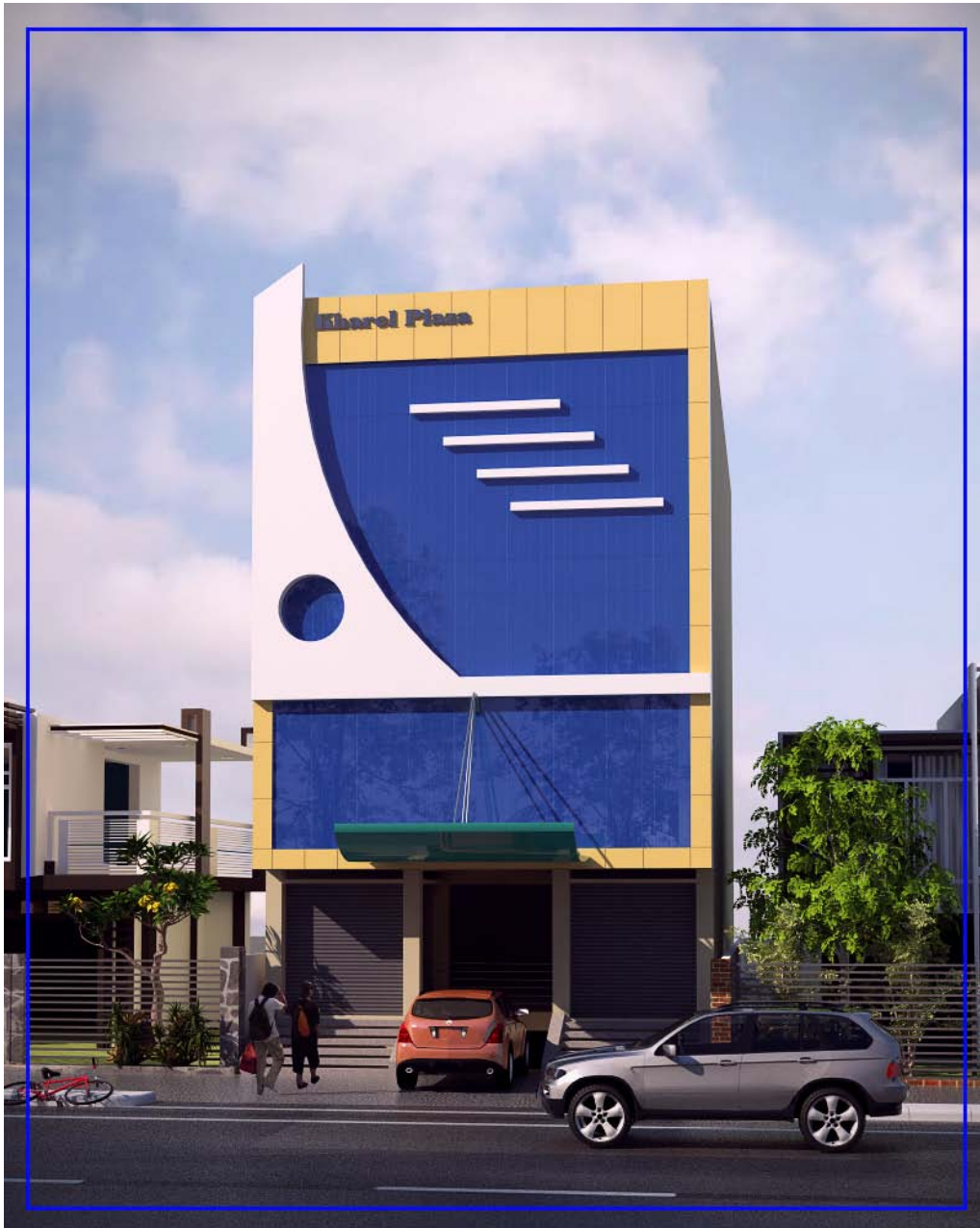


What features should be included in sketchup for better performance?

I can't think of any suggestion right now.

Give us suggestions to make our magazine more popular to the worldwide sketchup communities.

The magazine is already more popular and I myself is its fan. However, if easy-to-follow vray, sketchup tutorials from community experts and questionnaire section based on needs of amateurs and professionals, would be included in the magazine in coming days, then I think it would be more appealing and break more grounds.





Suresh Tamang
August 2012

SketchUp 2015 Comes Out With a Colossal Popularity

Debamoy Ghosh

It is good news for SketchUp enthusiasts. Trimble has launched the latest version of SketchUp. It is SketchUp 2015. It is easily downloadable.



The creators have used their best skills to make this SketchUp 2015 as super fast, user friendly and trustworthy. They are giving guarantee of running the SketchUp 2015 in the personal computer ever fastest.

Earlier it was never offered in the SketchUp a 64-bit version for Windows and Mac machine. But now in SketchUp 2015, for the first time Trimble offers a 64-bit version for Windows and Mac machines.

SketchUp Pro 2015 and SketchUp Make 2015 have been released in November 3rd, 2014.



Version Numbers:

Microsoft Windows 64-bit: 15.0.9350

Microsoft Windows 32-bit: 15.0.9351

Mac OS X: - 15.0.9349

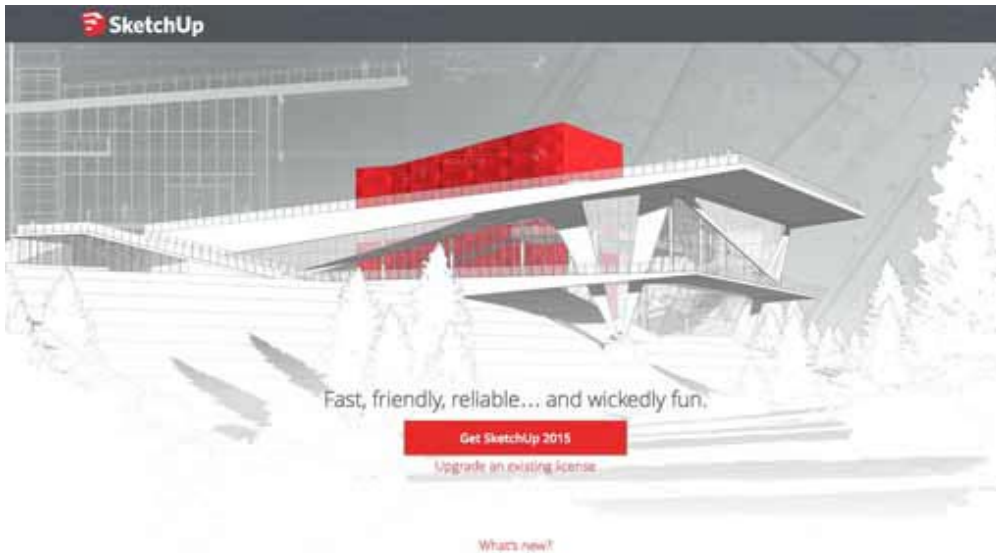
Now let us know, what is the difference between 32-bit and 64-bit applications:

The SketchUp is a 32-Bit application on both Windows and OS X. By using it, one can install and use with full functionality on either 64-bit operating system too.

The exception to this 32-bit status is that SketchUp for Windows has been put up with an exception to allow 64-bit memory usage, which permits SketchUp to use more than 4 GB of RAM.

If we explain it: SketchUp Make and SketchUp Pro need some specific hardware and software to run it. For the new version Windows 8+ Windows 7+ Mac OS X 10.10+ (Yosemite), 10.9+ (Mavericks) and 10.8+ (Mountain Lion) are in the line. The recommended software are QuickTime 5.0 and web browser for multimedia tutorials and Safari. The recommended hardware are 2.1+ GHz Intel™ processor. 8 GB RAM. 500 MB of available hard-disk space. 3D class Video Card with 1GB MB of memory or higher. Please ensure that the video card driver supports OpenGL version 2.0 or higher and up to date. 3 button, scroll-wheel mouse. Some SketchUp features require an active internet connection.

Minimum hardware are 2.1+ GHz Intel™ processor. 4 GB RAM. 300 MB of available hard-disk space. 3D class Video Card with 512 MB of memory or higher. Please ensure that the video card driver supports OpenGL version 2.0 or higher and up to date. 3 button, scroll-wheel mouse.



Compatibility Changes:

SketchUp 2015 :- With the release of SketchUp 2015 we've removed support for Windows Vista, Windows XP and OS X 10.7 (Lion) and earlier. Additionally you must have Microsoft Internet Explorer 9 or greater.


SketchUp 2014:- No System requirement changes were made.

The unsupported environment: Windows Vista and older, Mac OS X 10.7 (Lion) and older, Linux, Virtualized Environments, Boot Camp/Parallels/VMWare.

The face finder of SketchUp 2015 has been much sharpens than earlier version. The code called SketchUp uses which produce faces during the modelling has updated. There are some unexpected improvement spots in the operations. Those are explode and behemoth-sized models.

SketchUp 2015 is self-aware of their style, which could render the model faster than before. The badge –first style -- will be noticed in the style window.

Now why the users need to make a style fast?

Actually, the SketchUp 2015 Style may be sometime intricate, hard to make the model, sometime it slows down during the rush hour of work. The solution is Fast Style. SketchUp 2015 will display the users a different Style – Fast Style – with this BADGE: 

However, it has to remember that the fast Style Badge will feature only when the users try to style the update in SketchUp 2015.

According to the www.sketchup.com

It can be achieved through,

1. By disabling the more taxing effects
2. These settings require additional processing to manage and will cause performance decline as model complexity increases.
3. If any of the settings below are enabled then the Style will lose its classification as a Fast Style and the badge will no longer appear.



Edge Styles:-

1. Profiles
2. Depth Cue
3. Extension
4. Endpoints
5. Jitter
6. Sketchy Edges

Face Styles:-

1. X-Ray with Transparency: Medium
2. X-Ray with Transparency: Nicer
3. Transparency: Medium
4. Transparency: Nicer

Nevertheless, it is to be remembered that any face style, including X-Ray with Transparency set to Medium or Nicer will lose the Fast Style classification. The one exception to this regulation is that the Wireframe face style will be classified as a Fast Style with any Transparency setting chosen.

How should a user download SketchUp 2015?

Firstly:

The users have to decide the product. There are three options:

1. Professional Work
2. Personal Project
3. Educational Use

Secondly:

There will be some space where the customers have to fill the gaps answering to: email address, purpose of the use, required field, company name, company size, address, operating system, country and state.

SketchUp Pro:-

- Intuitive tools for building and documenting 3D models.
- Build detailed 3D models.
- Create professional presentations and construction documents.
- Exchange CAD, image and other data files with other software.
- SketchUp Pro is licensed for commercial work.
- Try SketchUp Pro for 30 days of unlimited use, and then buy a license that never expires.

SketchUp Make:-

- The easy, fun, and free way to draw in 3D
- Model anything in 3D.
- Share and download models from SketchUp's 3D Warehouse.
- SketchUp Make is not licensed for commercial work.

Thirdly: Apart from Professional and Personal use, the educational use of SketchUp 2015 is something special.

SketchUp Make:-

- Recommended for primary and secondary education
- Free to use for any educational purpose
- Build and share 3D models
- Find and download models from Sketchup's 3D Warehouse
- Work offline when there's no internet connection

SketchUp Pro:-

- Recommended for higher education
- Highly discounted Pro licenses for educational users
- Adds additional functionality to SketchUp Make
- Exchange CAD files with other programs
- Use LayOut to create documents and presentations
- Print drawings to scale
- Access email tech support

www.sketchup.com is the one-stop destination to download the latest version of SketchUp. It is an easy process.



Some Important Things to know

What is fresh in SketchUp 2015? :-

64-bit application: SketchUp 2015 is updated the SketchUp to sprint like a fast engine. The reason is a 64-bit application on both PC and Mac operating systems. It allows for more bandwidth between SketchUp and users computer's active memory. The 64-bit version of SketchUp should have a better working relationship with your 64-bit computer. If users do not have a 64-bit Windows machine, then it is still offering a 32-bit version for Windows machines. On the Mac, given that all of our supported operating systems are 64-bit, SketchUp 2015 is available only in 64-bit.

Face Finder improvements: SketchUp 2015 has optimized the code for Face Finder, one of the core under-the-hood operations that make SketchUp's magic possible. In the initial paragraphs of our story, we have discussed it.

Rotated Rectangle: This permits the users to draw non-90 degree rectangles. The users who used this tool found it tremendously handy; SketchUp 2015 contains this with some significant enhancements. SketchUp 2015's official Rotated Rectangle tool lets people sketch off-axis rectangles at any angle.

3 Point Arc: With the addition of a 3 Point Arc tool, there are now four different ways to draw arc'd edges in SketchUp. This latest arc tool lets users characterize an arc bulge via the arc's end-point.

New licensing system: There are new licensing system to make it much more friendly.

Fast Styles: As we discussed ahead that badged those styles that help SketchUp operate smooth and fast.

IFC Import and Classifier enhancements (SketchUp Pro Only): SketchUp Pro 2015 added an IFC importer to permit the switch over of information between SketchUp and other "BIM" applications in both directions. This is a big deal and another proof point of belief that user's data belongs to users only.

Ruby API improvements: SketchUp 2015 has presented new developer-facing features. SketchUp 2015 is the first release where developers have right to use and control of information modeling classifications. It is added new API features to allow developers to create licensed extensions.

Expanded 3D Warehouse: SketchUp Pro 2015 also supports 3D CAD and BIM services. It downloads starts with a 30-day trial of Pro features. In 2015 Pro licenses, it can be used on a Mac or a PC.

Trimble Vision Technology Integration: Imagine Match Photo on steroids and users have got our SketchUp integration with Trimble Vision. The integration involves Trimble Vision instruments like the V10 and Trimble Business Center.

Additional Features: Spell Checking, Multi-Select, Dynamic vector model loading, Shared connections and many more.

Trimble Connect for SketchUp Release Notes: This is the Trimble Buildings' online collaboration platform. The users can take it as private 3D Warehouse or as building project assets. They can upload SKP's, DWG's, DXF's, IFC's, PDF's and share with team members. Trimble Connect setting up with off the GTeam platform, which means it, enables sharing, reviewing and commenting in a web browser.

Teaching with Sketchup: using 3D to spark creativity in children

Artur Coelho

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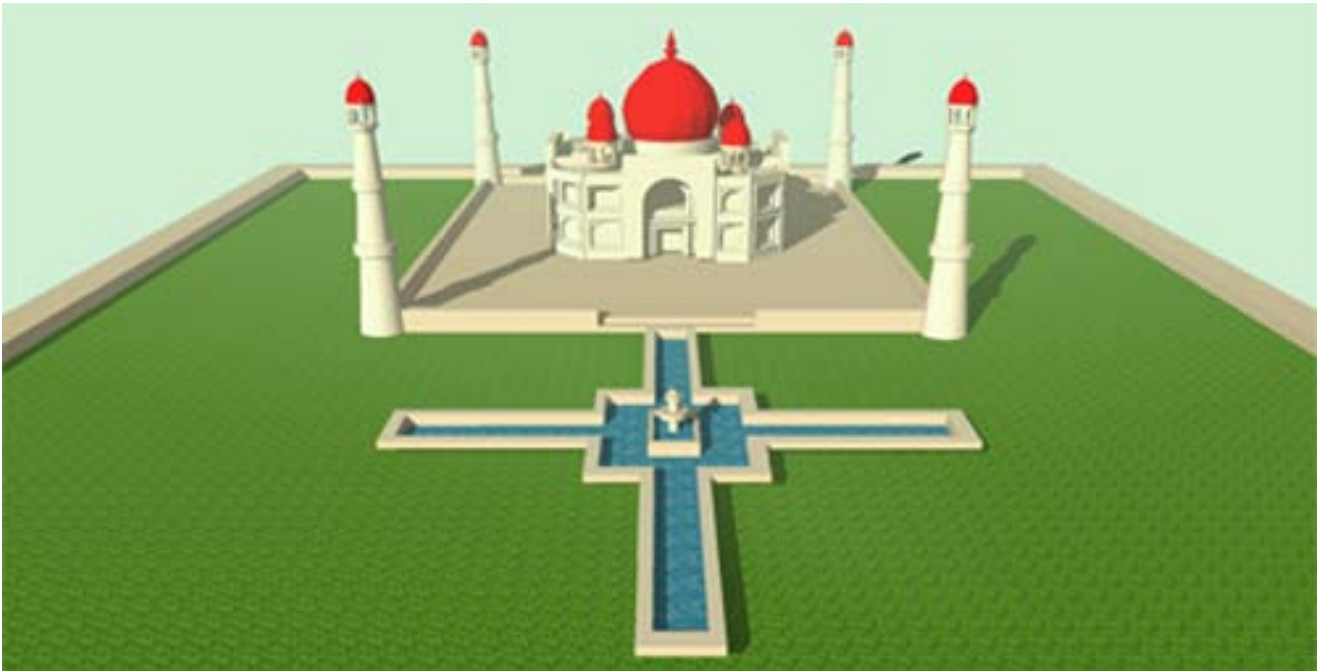
Sketchup, as we all know so well, is a very powerful 3d modeling tool with a range of applications from professional architecture and engineering to hobbyists. But can we go further? Can we use Sketchup as a teaching tool, sparking creativity in young children, exposing them to advanced tools and higher level workflows, teaching them to overcome their limits with advanced tools, instilling them with useful knowledge in STEM areas, and also mixing arts with technology? Essentially, broadening horizons and teaching them to take ownership of digital technologies, beyond the corporate view of the user as mere consumer of digital trinkets?

Our personal answer is yes. Since 2009, we've been working in Portugal with successive generations of students using 3D technologies to learn ICT in a transdisciplinary setting, mixing arts, science, history and languages with project based learning. We began with the 3DApha project, using 3D modeling, animation and virtual worlds with pupils aged 6 to 15 years old. Looking ahead to the intriguing possibilities of 3D printing, we recently began the TIC em 3D project (ICT in 3D) to actively investigate pedagogical uses of 3d technologies, 3D printing, open hardware and STEM education.



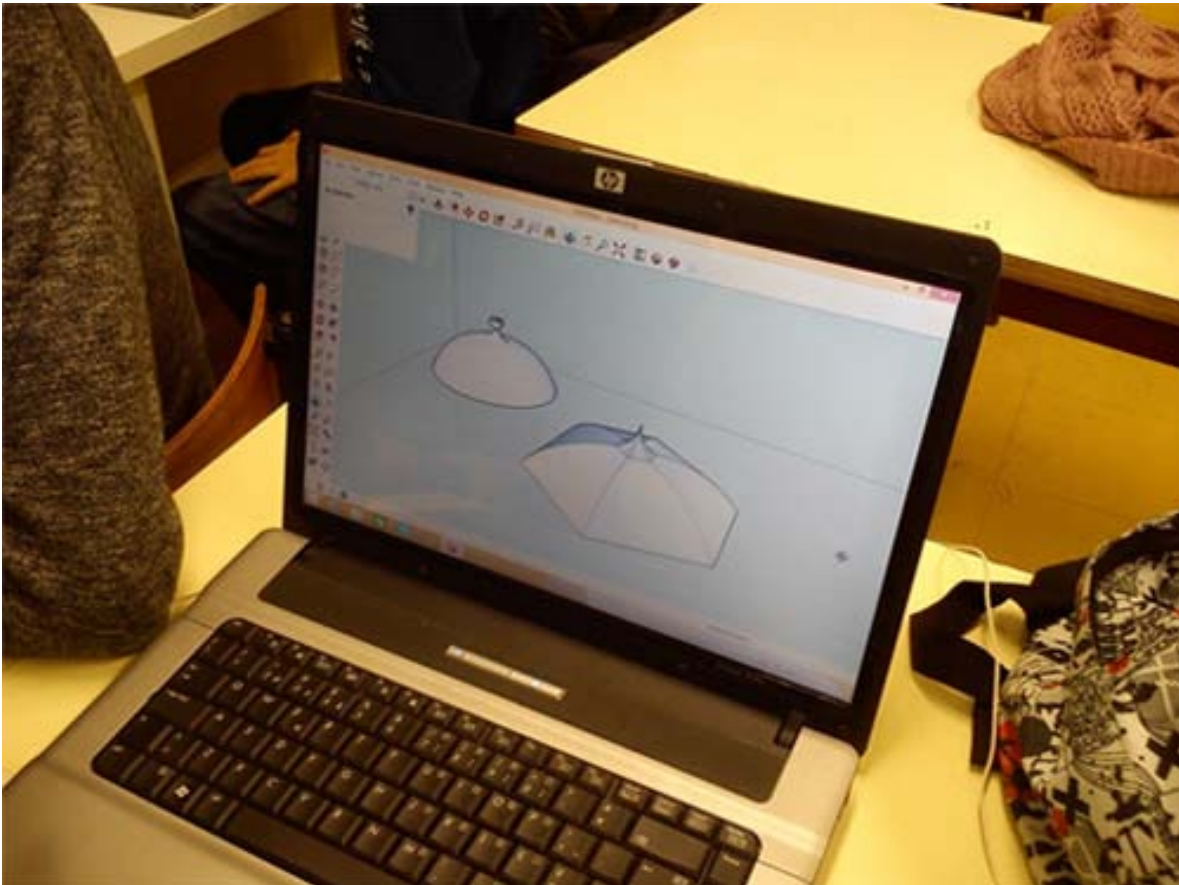
A primary school classroom with students busy creating simple animations

Within these projects we use a lot of 3D modeling and animation applications. Since the age of the pupils is very young, we do not focus in a single high-end 3d modeling app that could do all the things we do with the ones we use. One of the aims is to work at introductory levels, which means that complex software, difficult to master, is not appropriate for our goals. We use an old modeling app, DogaL3, Bryce to render and animate, Vivaty Studio for VRML/X3D design, and, crucially, Sketchup. We began using classical Google Sketchup, and have accompanied the evolution into Sketchup Make.



One of the finest projects created by our pupils, mixing arts/history with 3D modeling

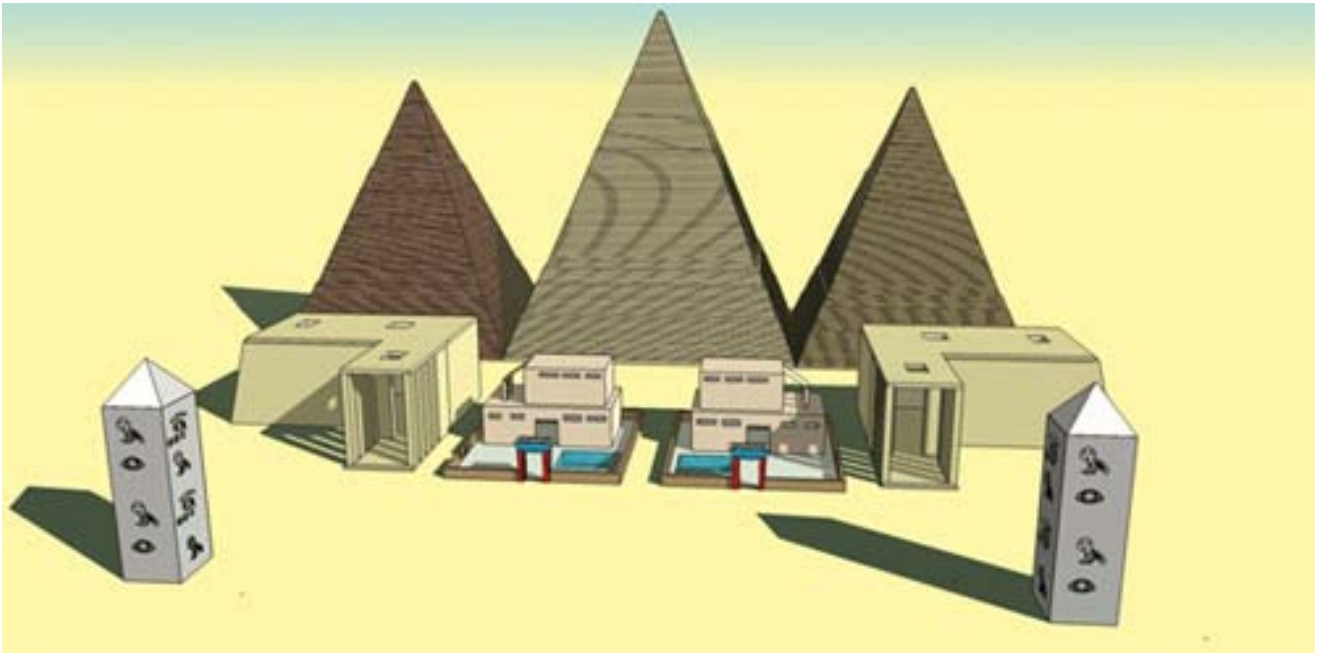
Classroom workflow is structured in two great moments: learning how to use the tools, and creating personal projects. Tool use is a necessary first step, but we believe in empowering students with digital tools as a means for creative expression, to contradict the user/consumer paradigm that underlies the modern digital world and giving them what, due to time constraints, a glimpse that they can do much more with digital tools than game, produce documents and consume media. Therefore, the second moment is about personal creativity, with freedom to create whatever projects the students imagine.



Learning Sketchup tricks in the classroom, and quickly going beyond what was taught

It's almost unbelievable the way our young students use Sketchup Make. It's intuitive modeling tools make the creation process very easy. Apart from gaming environment such as Minecraft, they have no previous 3D modeling experience, but

generally they require only two introductory lessons to start using Sketchup. The ease of use of this tool makes it easy to use with very young students. In some of the projects created in the ICT In 3D umbrella theme Sketchup was used by six to ten and eleven year old pupils. Of course, the end results get better with older students, but this shows just how Sketchup makes the 3D creation process so easy, kids can literally do it.



Another project, showcasing links between different curricula and a modular, computational-thinking approach to problem solving

After learning about Sketchup, what do our students create? Not surprisingly, architectural modeling is a favourite among them. The models are simple, from an architect's point of view, but remember that this is only a general introduction, not a full-fledged vocational course. Some of our students like the creative freedom that Sketchup allows, and lose themselves creating very detailed constructions. The outside of the models look deceptively simple, mere cubes with pointy roofs, but when we step inside we marvel at all the small details that the students painstakingly model. Coordinating a classroom in these moments is challenging and fun. And also very heartwarming, seeing the students solve problems and creating very cool models, always smiling from ear to ear.



A simple house, whose walls are hiding painstakingly detailed interiors, all carefully modeled by the students

Other students prefer more guided projects. To those we generally propose modeling in 3D a landmark building, which they have to recreate using their nascent skills. These sort of projects involve a lot of thinking, researching, visualization and conceptualization, breaking a larger problem into smaller, simpler tasks, and a lot of flexibility in computer use.

Due to time constraints, pupil's age range, and the need to introduce other ICT concepts (such as programming or digital safety), we concentrate only on the elementary modeling tools: tracing, push-pull extrusion, moving, scaling and texturing. They are generally enough for our students needs. As we have written earlier, this is an introductory course for the general public, not a deep learning experience. Lately we've been introducing them to the follow me tool, with very interesting results. In an academic setting Sketchup is also a cool tool to underlie transdisciplinary knowledge. Widely seen as the boogeyman at school, mathematics and geometry are very interesting to talk about using Sketchup. Abstract notions such as coordinate systems are plainly in view. Geometry, from point to volume, becomes a routine tool. Geometric concepts such as median, tracing figures, diagonals, space, surface generating with axis revolution are not the difficult to understand but simple ways of creating. The arts curricula is also In the spotlight. Using Sketchup forces the students to think in terms of space, and shape, to understand colour and textures, and to use geometric representation systems. To other curricula Sketchup (and general 3D) becomes a powerful information processing tool, with which students can work with concepts from history, social sciences, languages and other areas using multimedia.

Using sketchup has enabled us to explore ICT more creatively. We also hope to foster interest in architecture and engineering, enabling young children to discover areas of interest and personal talents at an early age. This is possible thanks to Sketchup's ease of use, simple interface, almost endless possibilities and an extensive knowledge base created over the year by dedicated users. Come and visit us at our site: ICT in 3D/TIC em 3D(<http://3dalpha.blogspot.pt/>). We also have a Sketchfab gallery with the most interesting works created by the students: <https://sketchfab.com/aevp/models>.

NASA is all set to launch the Photo-Based 3D Modeling

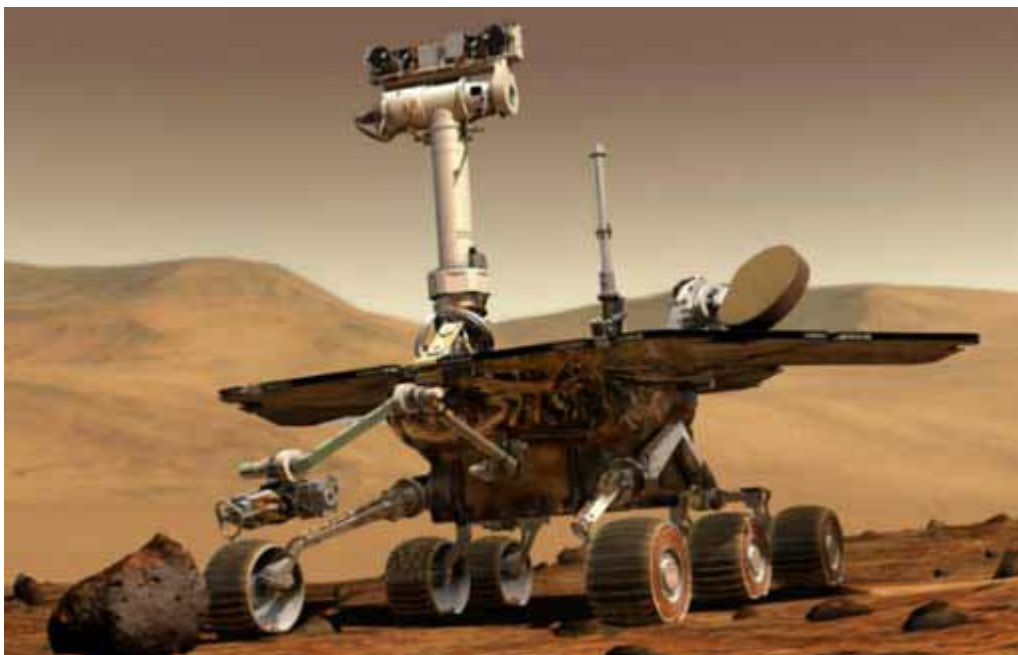
Debamoy Ghosh

Most minutely done 3D modelling is very tough job, it also can be a luxurious affairs. The most advanced and sophisticated lidar pictures helping out the remote sensing technology (RST) to compute the length by indicating lasers at an entity and examining reflection of light.

Those tools, which skillfully detain entire site capacity, can be cutting down a huge timescape and costing over traditional reviewing work. Nonetheless, lidar pictures can cost hundreds of thousands of dollars and need expert teaching.

MATT BALL, the author for lineshapespace.com explains how it happens: The high cost forbids the utilization on slighter projects or for the funding primary project phases where models are made as part of the request process. Luckily, there are less costly means for 3D data imprisonment, which makes it easy to build up a 3D model from the customer's phone or digital cameras.

This democratization of technique holds the guarantee to speed up the preliminary planning and design phase of a project, as it greatly speeds the imprisonment of accessible circumstances of a site.



Photogrammetry and its origin:

The near the beginning days working on gathering data for 3D modeling from many images comes from photo-measuring techniques. It is known as photogrammetry. The mapping population has utilized stereo picturing to prepare 3D representations of the ground.

Most important upgrading to photogrammetric technology happens when photos went digital. NASA researchers ought to have a lot of praise for making the jump from images to models. They have created new algorithms and techniques that were initially used by the Mars Exploration Rovers to navigate and form 3D models of the Martian surface.

A photo model, such as sufficient lighting, focus, and reporting, but these result make it a viable option for beginning site work.

Business Benefits:-

Trading the stand to profit from these advancements because it means firms that want to detain a site for a planned design and can give up investment in scanning and surveying services. As an alternative, they will be able to use a tablet or phone for quick capture that they can then slot in into their model.

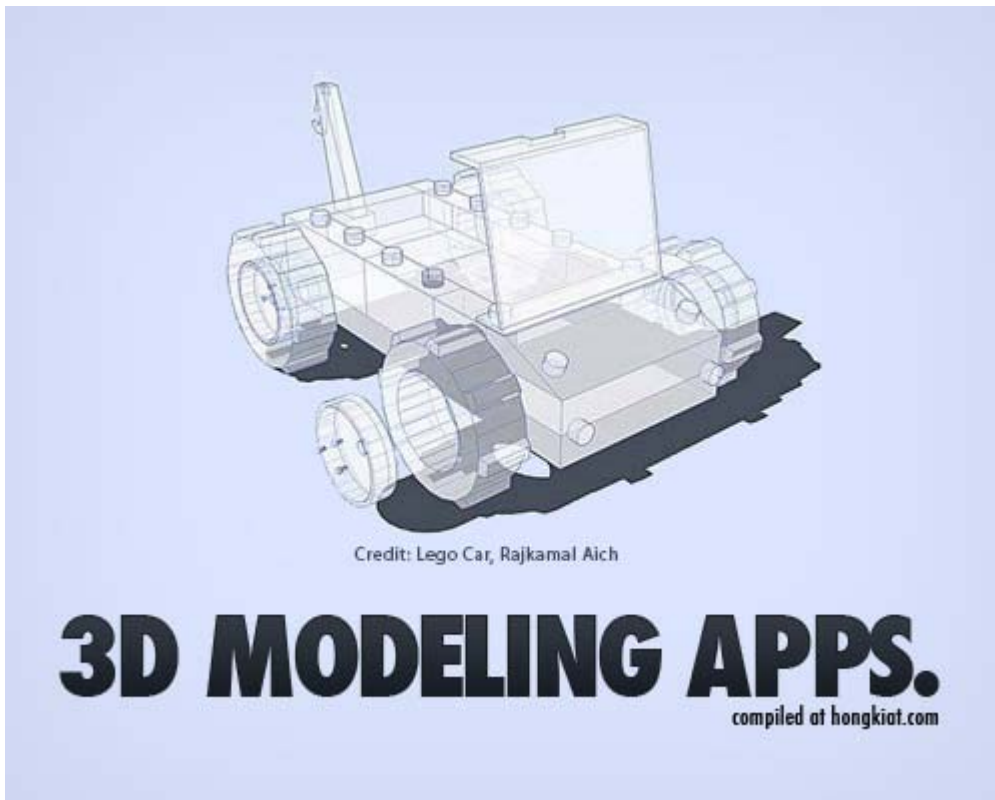
Best free 3D modelling applications for you

Debamoy Ghosh

This is an awesome example of 25 best 3D modelling applications for completely free of cost that we are presenting you. However, to give you the clear concept, you need to know, what is 3D modelling and how it has been used.

What is 3D Modelling

In 3D computer graphics, 3D modeling is the procedure of developing a mathematical representation of any three-dimensional surface of an object (either inanimate or living) via specialized software. The product is called a 3D model. Theoretically, 3 Dimensions refers to substance that are constructed on three plans (X, Y and Z). The process of making 3D graphics can be divided into three basic phases: 3D modeling, 3D animation and 3D rendering.



Courtesy: www.hongkiat.com

Where it is used

The 3D modeling is used in a variety of industries like films, animation and gaming, interior designing and architecture. They are also used in the medical industry for the interactive representations of anatomy. A wide number of 3D software is also used in constructing digital representation of mechanical models or parts before they are actually manufactured. CAD/CAM related software are used in such fields, and with these software, not only can you construct the parts, but also assemble them, and observe their functionality. 3D modelling is also used in the field of Industrial Design, wherein products are 3D modeled before representing them to the clients. In Media and Event industries, 3D modelling is used in Stage/Set Design.

So, here is the list of 25 best free 3d modeling applications for you :-

1. **Blender:** Blender Foundation is a Dutch public benefit corporation, established to support and make easy the projects on blender.org. A free 3D modeling and animation application which can be utilized for modeling, UV unwrapping, texturing, rigging, water simulations, skinning, animating, rendering, particle and other simulations, non-linear editing, compositing, and creating interactive 3D applications.
2. **K-3D:** It is free-as-in-freedom 3D modeling and animation software. It features a plugin-oriented procedural engine for all of its content, making K-3D a very versatile and powerful package. K-3D excels at polygonal modeling, and includes basic tools for NURBS, patches, curves and animation.
3. **Art of Illusion:** Art of Illusion is a free, open source 3D modelling and rendering studio.

4. **SOFTIMAGE|XSI Mod Tool:** Free 3D modeling and animation software for aspiring game developers and modders. The Mod Tool is a free version of XSI for non-commercial game creation.
5. **Zmodeler:** ZModeler (or Zanoza Modeler) is a 3D modeling application developed by Oleg Melashenko. It is aimed at modelers who model for computer games. ZModeler is capable of complex modeling, even though it does not support important modeling functions such as extruding, or beveling.
6. **TopMod3d:** It is a free, open source, portable, platform independent topological mesh modeling system that allows users to create high genus 2-manifold meshes.
7. **SketchUp 6:** SketchUp is software that you can use to create, share and present 3D models. Whether you want to design a new deck for your house, build models for Google Earth, or teach geometry to your fifth-graders, you can use SketchUp to see your ideas in 3D. And when you're done, you can export an image, make a movie or print out a view of what you made.
8. **AutoQ3D Community – 3D Editor:** AutoQ3D Community is an easy, light and fast 3D model editor tool that uses the full power of your PC's graphics hardware, allowing you to rapidly prototype your 3D designs.
9. **Anim8or:** Anim8or is a 3D modeling and character animation program which allows users to create and modify 3D models with built-in primitives such as spheres, cylinders, platonic solids, etc.; mesh-edit and subdivision; splines, extrusion, lathing, modifiers, bevel and warps.
10. **Seamless3d:** Seamless3d is free open source 3d modelling software which designed for the artist who is realistic about the time it takes to learn any tool that's going to offer creative freedom.
11. **BRL-CAD:** BRL-CAD is a powerful cross-platform constructive solid geometry solid modeling system that includes an interactive geometry editor, ray-tracing for rendering & geometric analyses, network distributed framebuffer support, image & signal-processing tools.
12. **3DPlus:** With 3DPlus you can create outstanding 3D designs in just a few minutes – with no need for any complicated VRML or other programming. 3DPlus is the amazing 3D design software that enables you to create stunning 3D graphics for your home, school or business – no experience required.
13. **3D Canvas:** 3D Canvas is a real-time 3D modeling and animation tool that incorporates an intuitive drag-and-drop approach to 3D modeling. Complex models can be constructed from simple 3D primitives, or created using 3D Canvas' Object Building Tools. Modeling tools are provided to deform, sculpt, and paint 3D objects.
14. **EDrawings:** eDrawings is a freeware utility which will give the user the power to view, create and share 3D models and 2D drawings. eDrawings offers unique capabilities like point-and-click animations that make it easy for anyone with a PC to interpret and understand 2D and 3D design data.
15. **Blink 3D:** Blink 3D is an authoring tool for creating 3D environments. The 3D environments are immersive, just like today's modern games and can be viewed using the a Blink 3D Viewer on the Web or locally.
16. **Minos:** MINOS extends the capabilities of your existing 2D-or 3D-wireframe-based systems, so you can take advantage of all the benefits solid modeling offers right away.
17. **FreeCAD:** It is a basic 3D CAD with advanced Motion Simulation capabilities. It is suitable for anyone interested in learning 3D CAD and Motion Simulation for free before using more sophisticated packages. Its motion simulation capabilities are comparable to the best and can provide accurate answers to engineers and scientists in diverse fields.
18. **Bishop3D:** Bishop3D is an interactive modeler and animation tool for the popular freeware raytracer POV-Ray™, a world-class renderer for creating three-dimensional photo-realistic images.
19. **K3DSurf:** K3DSurf is a program to visualize and manipulate Mathematical models in three, four, five and six dimensions.
20. **DesignWorkshop Lite:** DesignWorkshop is a three-dimensional modeling program for architectural design and related endeavors.
21. **GDesign 2.0:** GDesign 2.0 is a 2D/3D free generative art application for Windows. With GDesign you can interactively build, test, and edit complex models.
22. **Sweet Home 3D:** Sweet Home 3D is a free interior design application that helps you place your furniture. On a house 2D plan, with a 3D preview. Sweet Home 3D helps people to design their interior quickly.
23. **TrueSpace:** TrueSpace7.6 is a fully-featured 3D authoring package that will let you model, texture, light, animate and render 3D content. As well as traditional images and movies, you can also make 3D content for online shared spaces, and for Virtual Earth.
24. **Alibre Design Xpress:** Alibre Design Xpress is a rich and capable 3D solid modeler for creating mechanical parts, assemblies and 2D drawings – and is free. Alibre Design Xpress equips the person needing basic 3D design capabilities.
25. **3DVIA Shape:** 3DVIA Shape is a free online 3D modeling application that eases you to create, publish and share ideas in 3D.

Creation of SketchUp Model with the Use of Trimble Vision

Debamoy Ghosh

The enthusiast may remember that in 2003, Trimble represented a super-camera – V10 Imaging Rover that takes images of large objects, something like building, bridges and roads. It captures as well as accumulates pictures of mega-objects – bridges, buildings, apartments – tag those site, which are deck up with those photograph with specific locations and orientation.

Trimble Vision Total Stations are gathering the images – some people are wondering about geospatial professionals might use this location-aware data to create 3D models in SketchUp.

The latest versions of SketchUp Pro and Trimble Business Center now work together to export images and camera poses for the direct use with SketchUp's Match Photo tool.



Courtesy: informationforsurvey.com/TrimbleVision

Trimble V10 Imaging Rover: The Trimble V10 Imaging Rover with Trimble VISION™ technology is an integrated camera system that accurately captures 360-degree digital panoramas for well-organized visual documentation and dimension of the surrounding environment. As a complete system solution, the Trimble V10 enables you to capture more critical information that can be transformed into enhanced, rich geospatial deliverables. With the Trimble V10, a picture is worth a thousand points.

Total Stations: The precision optics and robotics of Trimble total stations are paired with streamlined workflows, innovative training and in-field support services. With the performance to maximize productivity today, and the scalability to continue adapting to new challenges and opportunities into the future, surveyors around the world trust Trimble optical solutions.

Match Photo introduction: Use the Match New Photo and Edit Matched Photo menu items to create a 3D model to match a photo or to match an existing 3D model to a photo's context. Activate the Match New Photo and Edit Matched Photo menu items from the Camera menu.

Trimble has made this mixing along with improvements to Match Photo to make this kind of photo modeling easier than ever before. There is no need to designate vanishing lines and prominent features on the structure to specify each camera pose. The camera orientations here are pre-loaded with the file import from Trimble Business Center (TBC). With as few as three points exported from TBC you can set up your axes and begin to create your model.

For working in a rhythmic way, Trimble expanded the TBC *.skp exporter to permit images and points to be included. This lets you influence the TBC's skill to create photo points with precise locations. You can generate and export any key points that will assist the modeling process within SketchUp, including points for setting up your SketchUp axes and inference points for important architectural particulars.



Courtesy: geodatapoint.com

The Trimble V10 comprises of a panoramic camera display. This means there are twelve cameras that collect images for a full 360-degree view. The multiple viewpoints are useful while you are processing the images in TBC, since you can generate tie points all the way around each of the photo stations to be used in the bundle modification.

For the modelling in SketchUp, the users only require to export images that include the area of interest (e.g. building, bridge ...). In TBC, you can easily create a polygon boundary around the area of interest. If you use a boundary, the *.skp exporter will include only the images with view angles that intersect it. This greatly reduces image clutter in SketchUp.

To further help filter out unnecessary images from the exported *.skp, TBC let users to include a subset of your photo stations. This lets you select only those stations, which have images; you need for modeling in SketchUp. The *.skp that TBC creates during export contains a divide the sight tab for each image. This diminishes confusion and provides easy navigation during modelling.

Since the capability to move easily between images is important to efficient model creation, the “Igloo view” (keyboard shortcut “i”) has been improved to walk you through the images fast. You can see the adjacent images that provide context around the arrangement.

After exporting appropriate 3D points to SketchUp, their positions can be matched with pixels in the images, to orient the coordinate axes. If the structure is rectangular, this should only need to be done with one image using a few points, and then all of the images will be automatically oriented in such a way that a consistent model can be created from multiple images.

The images from TBC have the camera distortions removed, so they are also great for texturing users model in SketchUp. But make sure to collect the images from locations that allow for a clear view of the structure (without obstructions like cars or trees), then use the Project Photo tool to apply them as textures.

After completion of these tasks, the users will have a model that can be used in all sorts of SketchUp workflows, including daylight, shadow, and view plane analyses, report generation, and Google Earth previews.

Sketchup 50 Plugins for architecture

Debamoy Ghosh

Because it's simple, it SketchUp used for many fields especially the architecture. But it simply is one limitation in architectural design. So we can find many plugins to extend the functionality in that area. If you use sketchup for architectural design purposes, you will need to understand first few plugin as follows:



Courtesy: www.suplugins.com

Rendering

1. LumenRT – It is an application for visualization plugin architecture in real space environment with realistic lighting. LumenRT is the most comprehensive solution for transforming 3D models and designs into rich, nature-filled videos, images and real-time immersive experiences.

2. V-Ray for Sketchup – It is plugin for rendering fast and great lighting tool, with the ability to take learning to the complex images. Used is almost the most popular. V-Ray 2.0 for SketchUp Service Pack 2 is now available for download. A few new features have been added and improvements have been made to many current ones.

3. Maxwell for SketchUp - Gives you the higher technology of Maxwell render in a stand-alone application and simple. Maxwell for SketchUp is a plugin which has been designed for rendering in SketchUp.

4. Indigo Renderer - It is render realistic physics-based lamps to achieve the requirements of the actual picture because the architectural illustrator. Indigo is a photorealistic renderer which simulates the physics of light to achieve near-perfect image realism. By combining an industrial-strength renderer with a high quality exporter for SketchUp, you can create great images directly from SketchUp. The images are so good that your friends and clients will not be able to tell if it's a photo or computer generated.

5. IRender NXT - It enables architects and designers to create high-quality photo slideshows for sketchup their products. SketchUp 2014 was released in February 2014. This plugin has many exciting new features. SketchUp 2015 is now released. Please read out notes on SketchUp 2015. To use Render Plus products with SketchUp 2014 you will need to download the latest version.



Courtesy: <http://ryanwilliamcook.wordpress.com/2011/09/14/summer-house-rendering/>

Modeling

6. Artisan - great plugin to help build the image inorganic complex curved surfaces. Artisan is a SketchUp plugin filled with powerful organic modeling tools. It is perfect for designers to create. The important features are Terrain, Furniture, Characters, Abstract Sculptures, Fabric, curtains, and pillows, Rocks, tree trunks, and plants.

7. SketchUpBIM - sketchup change in BIM software, to help you build projects faster. SketchUpBIM is a plugin for Google SketchUp. It provides simple tools to create grids, floors, and all common structural engineering and architectural primitives' tools.

8. Extrude tools - Tools to create curved surfaces and construction of structures on the surface, strong and simple. The Tools should now appear in the 'Plugins' Menu 'Extrude Tools' submenu and also on an 'Extrude Tools' toolbar.

9. Dibac - Draw the inside sketchup architecture - architectural drawing surface using tools 2D and 3D models automatically removed. DiBAC for SketchUp is a plugin for architectural design. It is a great tool for architects and for anyone who wants to draw 2D architectural drawings using tools and then get the 3D automatically.

10. BuildEdge PLAN - Similar Dibac. Users can Draw and modify complete buildings in a matter of minutes using BuildEdge Pro, the latest in building information modeling (BIM) technology. BuildEdge Pro is a plugin that expands upon the basic functionality of SketchUp software by simplifying and automating many of the processes associated with building design. BuildEdge Pro allows users to draw and edit floors, walls, roofs, doors, and windows in 3D quickly and easily, eliminating countless steps required to accomplish the same tasks using SketchUp alone.

11. 1001bit Tools - a collection of many useful tools for the fast creation of architectural objects. 1001bit tools are ruby scripts that focus on the automated creation of 3d architectural components.

12. Architect Tools - This is the the choice of tool for creating buildings and building terrain for the author while working with imported CAD files.



Courtesy: sketchucation.com

Animations

15. Keyframe Animation - It is moving your sketchup model by adding dynamic effects to any object. Users can animate your SketchUp model by adding movement to any object. Keyframe Animation will move objects along a straight line, rotate them about any axis, or even change their size. You can move the camera too. Best of all, the animation you create can be exported to a movie, directly from SketchUp.

16. Podium Walker - Photo surreal time in motion steps. It is a photo-realistic, real-time, animations plug-in for SketchUp that allows for quick photo-real visualization and the production of video animations. It uses ray tracing and ambient occlusion to create photo-real renderings and animations. It works directly with SU Podium V2 and/or Podium Browser. It reads Podium's reflections, blurred reflections, refractions, bump maps, omni lights, LEM lights and translates SketchUp sun position to create its own sun and sky light. It is CPU based, not GPU based.

Furniture

17. BIMObject Sketchup app - Find thousands of real objects from sketchup specific manufacturer. The BIMObject® App for SketchUp is compatible with SketchUp 7, 8 and 2013 for Windows and Mac OS X. Versatile and user-friendly, this app is the perfect sketch tool for just about anyone; architecture students, architects or interior designers just to name a few.

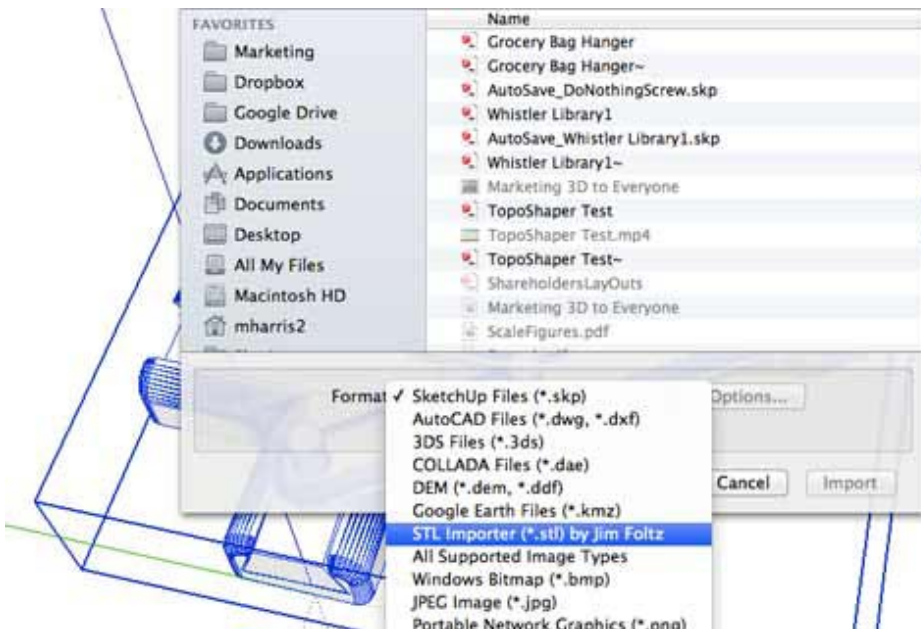
18. ProjectSketch - It chooses and offices the furniture set in sketchup drawing. ProjectSketch is a free SketchUp add-on for the selection and placement of Commercial Office Furniture in SketchUp drawings. ProjectSketch is free and includes a generic furniture library with hundreds of 3D contract furniture components.

Export / Import plugins

19. Simlab 3D Plugins - 1 set of series of tools for sketchup import and export files with other software

20. Viso3D - Convert sketchup model to be able to see and drive in 3D on the iPad and iPhone / iTouch.

21. IFC2SKP - Download model or data object from the IFC file exported from software such as ArchiCAD BIM popular, Revit or Microstation.

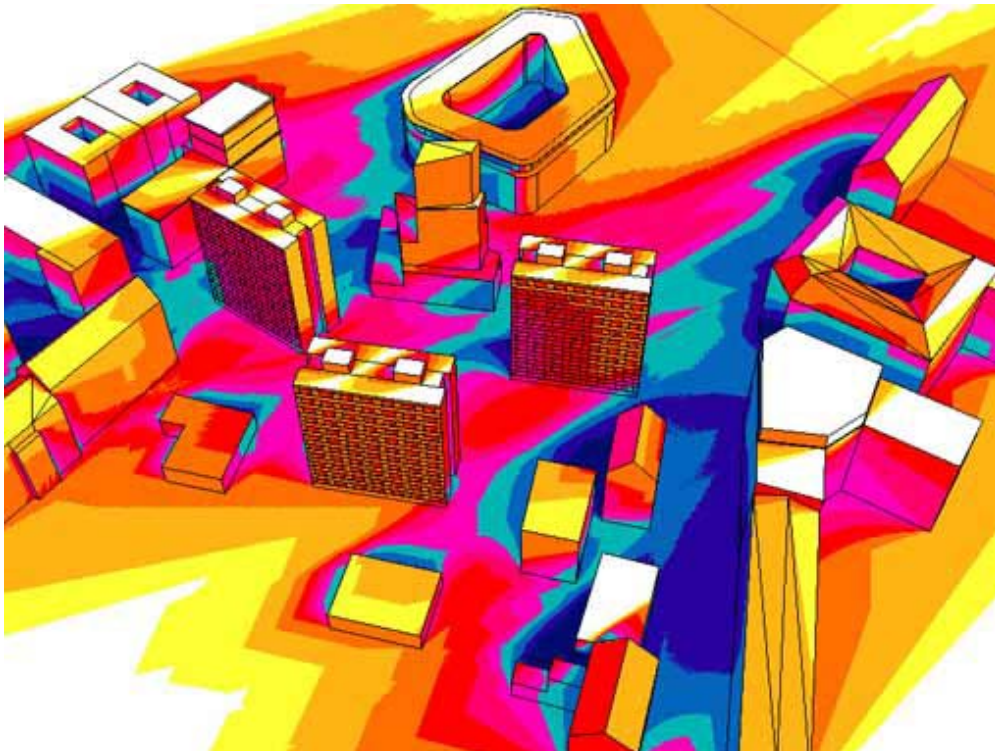


Courtesy: extensions.sketchup.com

Analysis

22. Affinity - Create a connection between the models, spreadsheets, and all the basic data about the conditions necessary for the project.

23. IESVE for Architects - architectural analysis through guided workflows.



Courtesy: extensions.sketchup.com

Scheduling

24. 5D BiMUp - Perform calculations using formulas and products from many appropriate report using the form designer.

25. Connect Product - 1 takeoff and flexible reporting solution that helps you answer the question: "What in my sketchup model?"



Courtesy: www.sketchup4architect.com

Vali Architects plugins

- 28. **Instant Roof** - Create a complex roof - just select the sides and sugar.
- 29. **Instant Fence & railing** - Create fences, balcony railings, handrails and balustrades.
- 30. **Instant Wall** - Create different types of walls.
- 31. **Instant Terrain** - Terrain create simple shapes and complex, which does not match the dc tools.
- 32. **Instant Road** - automatically generates terrain road through the edge or center of the road.
- 33. **Instant Site Grader** - Combining the surrounding terrain with closed boundaries.

SketchUcation plugins and scripts

- 34. **Joint Push Pul** - Elevate push / pull with function push / pull towards any and pushpull surface.
- 35. **Surface Operations** - 1 draw on the surface most natural way.
- 36. **Free Scale** - More swords to scale with features twisting, bending.
- 37. **Sketchy Bevel** - Make angled surface, banjcos controllable way to inset face.
- 38. **RoundCorner** - Bo extreme edge quality, no one can replace him.

Smustard plugins and scripts

- 39. **Instances** - select all objects similar isoforms.
- 40. **CADLayers** - Export and import layers from autocad into sketchup.
- 41. **StrayLines** - Labels, select, delete or do all the road segments are not limited to drawings.
- 42. **Stitcher** - Create the surface between curves.
- 43. **Parking** - Create parking lots are divided road with 2 click.
- 44. **Profile Builder** - a great tool to create rooms or objects only runs followme style

45. SceneExporter - Export to jpg scene.

46. FlightPath - Simple steps to create animations or videos flying near.

Ruby Library Depot plugins and scripts

47. Desel - select or deselect multiple lines or surface

48. SmartDrop - Dropping objects onto a surface weighted Z, too, or always.

49. TubeAlongPath - create pipe for these lines

50. ado - Automatic 2D output from pages (supported output formats: jpg, tif, bmp, tga, png, dwg, dxf, eps, pdf).

XYZ design and Chaos Group Join Forces to Bring High-Quality 3D Characters to SketchUp and Rhino

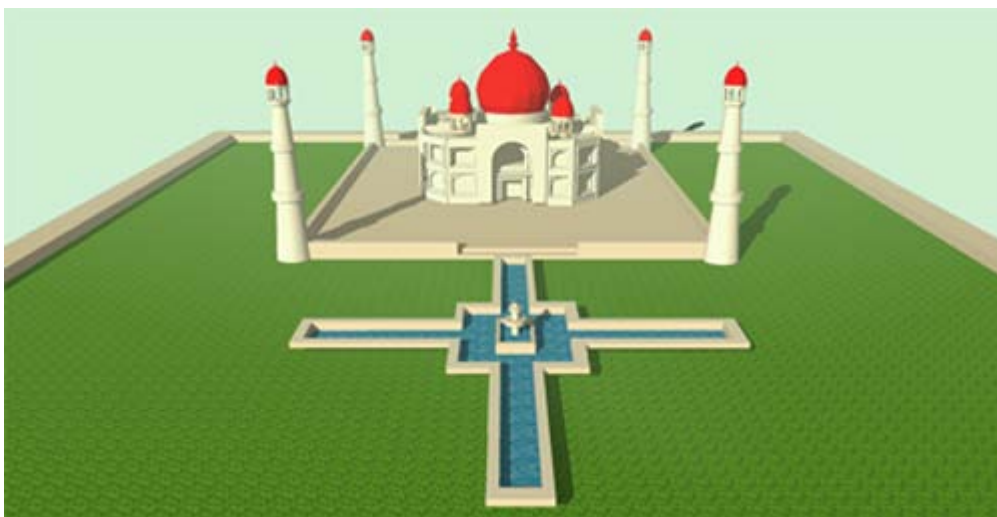
Jaime Parga

Trento, Italy – November 18, 2014. Leading provider of 3D character models, [XYZ design](#), announced today the integration of their libraries with [Chaos Group's V-Ray](#) for SketchUp and Rhino. This release addresses the lack of existing high-quality 3D human assets for these platforms, offering users the benefits of adding 3D characters to their renders.



A primary school classroom with students busy creating simple animations

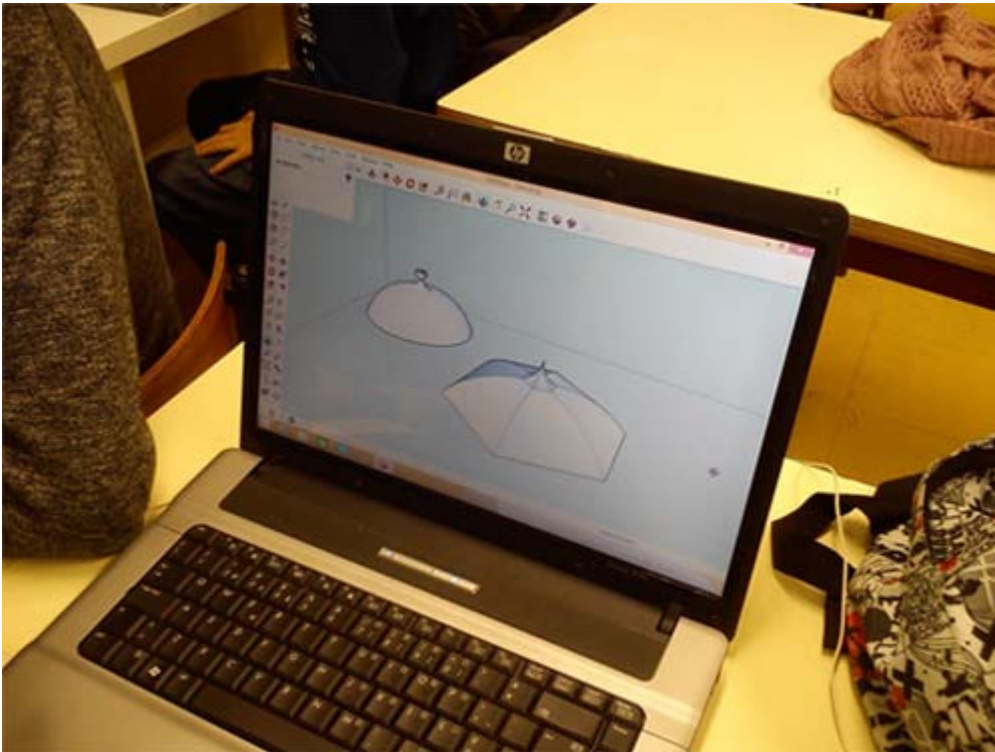
Aimed at the arch-viz industry, 3D character models are ready to be dropped into any scene to provide an instant entourage, breaking the limitations of using 2D characters, and improving daily workflows.



One of the finest projects created by our pupils, mixing arts/history with 3D modeling

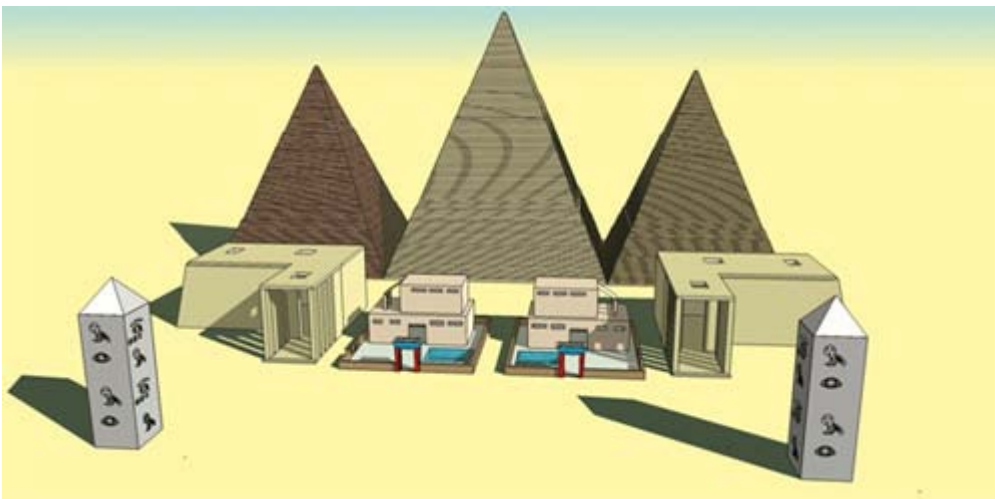
Main benefits:

- **Forget post-production** - Thanks to instant integration in the scene, retouching is not required, as interaction with the scene's lighting is automatic.
- **Simulate photographic effects** - Render motion blur and depth of field, even through transparent objects.
- **Render from any angle** - New views can be rendered without the need to add people and match perspective in post-production.
- **Create stereoscopic images and immersive virtual spaces.** Scenes including 3D characters can be exported to real time engines or used to render stereoscopic images.
- **Use simple materials** - Besides realistic photographically derived textures, simple materials like plastic, metal and plaster, found in traditional architectural scale models can be used.



Learning Sketchup tricks in the classroom, and quickly going beyond what was taught

AXYZ design CEO, Diego Gadler says, "Partnering with Chaos Group gives us the chance to move forward on our commitment to provide artists with the best 3D characters in the industry. We are excited about what this collaboration brings for the future, with a new and expanded user base."



Another project, showcasing links between different curricula and a modular, computational-thinking approach to problem solving

Chaos Group Product Manager, Corey Rubadue says, “Partnerships like this are invaluable for the V-Ray community. SketchUp and Rhino artists now have easy access to quality digital people and can focus more time on design and communicating their ideas.”



A simple house, whose walls are hiding painstakingly detailed interiors, all carefully modeled by the students

All libraries are available and distributed through the XYZ online store, enabling users to immediately download and merge characters into their scenes. Metropoly model libraries are also available for Autodesk 3ds Max, Maxon Cinema 4D, and Wavefront .obj file format for use with other compatible software.

About XYZ design

Established on 2004, [XYZ design](#), develops state-of-the-art 3D products especially for CG artists, architects and designers, including [Metropoly](#), a line of 3D ready posed and rigged characters, [an\(i\) ma®](#), the fastest Stand-Alone character animation software in the industry, and [aXYZHUB](#), the free 3d asset browser.

Design, Bill of Material and Shop Drawing With SketchUp

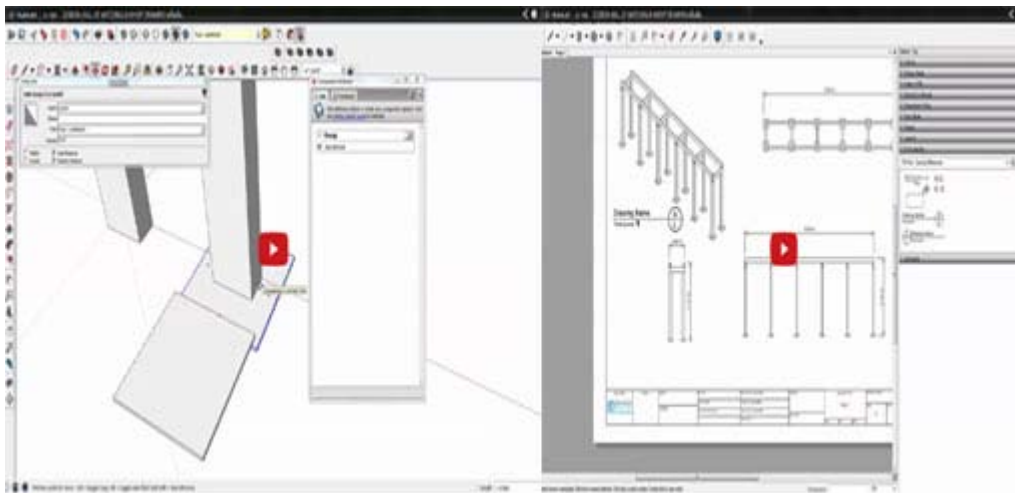
Warunyoo Songkran

Design, Bill of material and shop drawing with SketchUp – an amazing video, complied by Warunyoo Songkran.

How does a designer extract/ show information and drawings needed in the shop ?

For this designer needs to know about SketchUp "Scenes" which allow you to define, capture, and save multiple views and details that, when printed, provide a comprehensive document for use in the shop. As an example, I will show the development of a shop documentation package for a Connecticut Stool as shown below is the above-assembled view of the stool as displayed on my computer.

The designers have cropped the screen picture so you can see the horizontal set of multiple tabs just under the Toolbar. These tabs are labeled Cutting Diagram, Scan, Orthographic, Assembly, Exploded, Leg, Front Stretchers, and Lower Edge on Stretchers, Side Stretchers, Top, and Edge Molding on Top.



To create a Scene, follow these steps:

1. Orbit, zoom, and pan to set up the desired view of the model or component.
2. Click on the minimized Scenes' bar to open the dialog box.
3. Click on the plus sign icon to add a new scene.
4. Type the name of the scene in the Name text box. You can also add a description, however I generally skip this.
5. Save the scene by clicking on the update icon with the "circular arrows".

After following this process, a scene tab will appear just below the toolbars. No matter where you are in the model, clicking this scene tab will adjust the camera to retrieve the exact previously saved view.

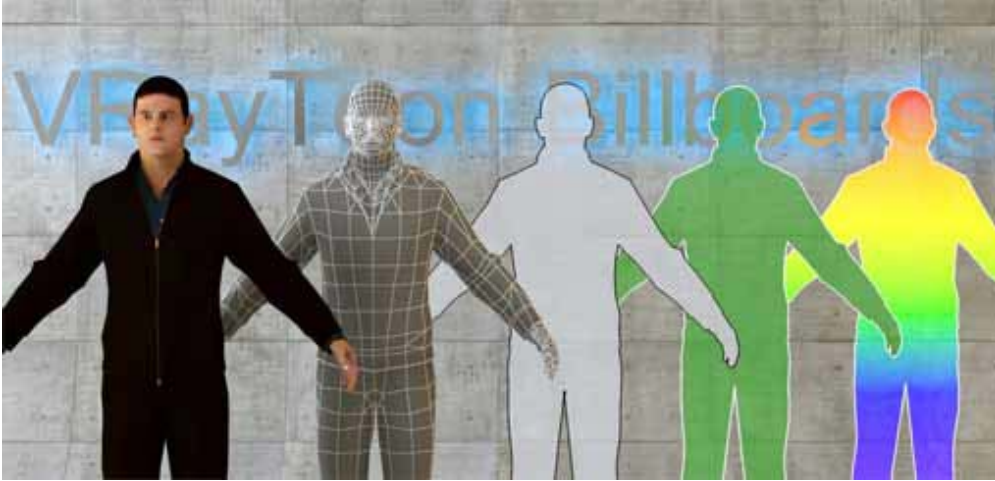
<https://www.youtube.com/watch?v=jhWEfd3Lwt0&list=UUxKRBa2ux9mQNWK8IDx0uQA>

<https://www.youtube.com/watch?v=4-aacJ8hhG8&list=UUxKRBa2ux9mQNWK8IDx0uQA>

Render 3D Objects As 2d Billboards – Simple Version

Morne Erasmus
mornestudio.com

TUTORIAL INTRO:

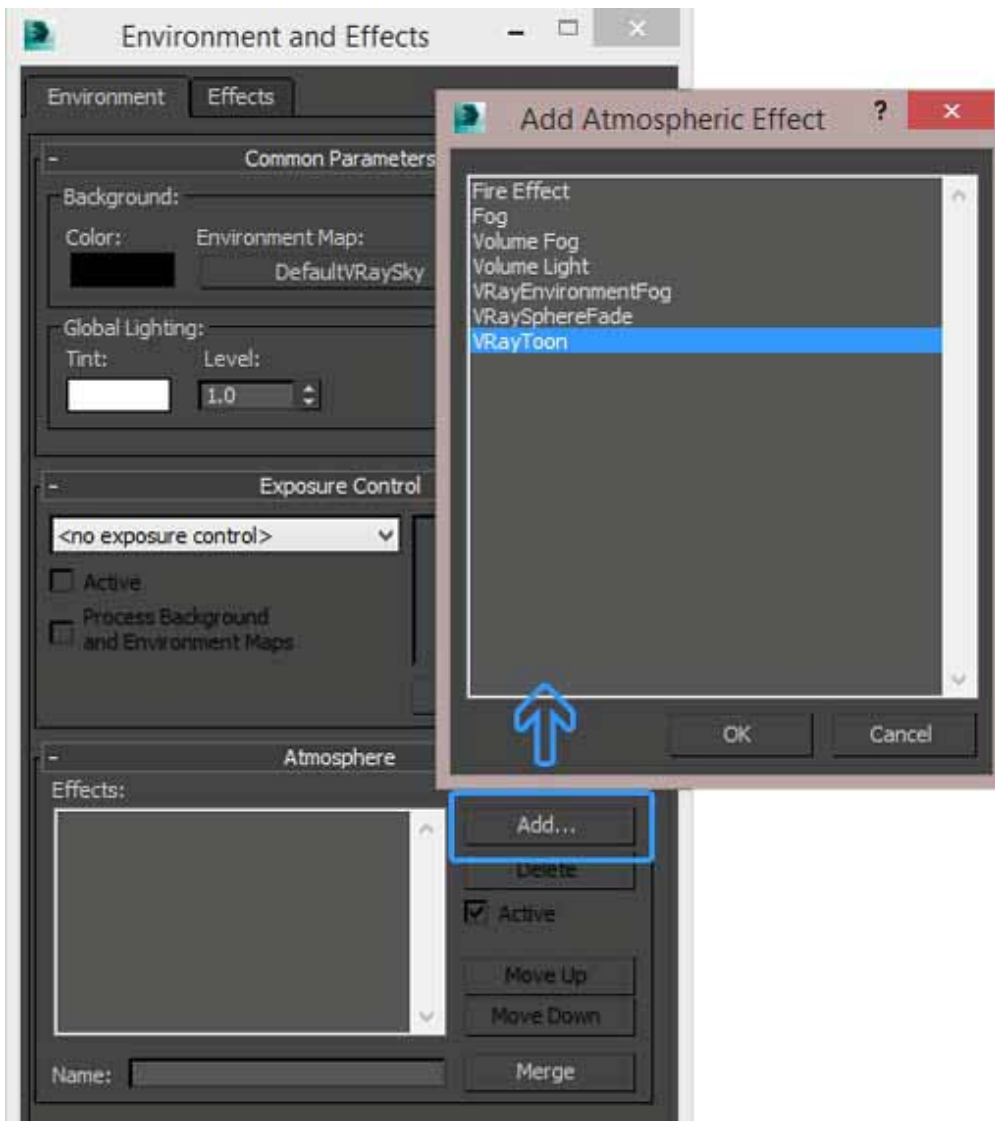


There may come a time when you would like to render some 3D objects as 2D billboards. The most common objects for this are probably people, but it can be any 3D object. Maybe there's a building that you want to fade out in your animation because it is distracting from your main focus of a new mall, office building or whatever. For this tutorial I will be using some Populate 3D people, but you can use any type of 3D people or other 3D objects.

In this scene I just have a V-RaySun, V-RaySky, V-RayCamera, plane and some 3D Populate People.

STEP 1:

To give the 3D objects an outline, we need to add V-RayToon into the Environment and Effects under Atmosphere > Effects. You can find this window in the menu under "Rendering" > "Environment", or just use the keyboard shortcut "8". Under Atmosphere click Add... and then from the window that comes up, select V-RayToon. Leave the defaults for now. I've set Pixels to 2.5 just so the outlines are easier to see.

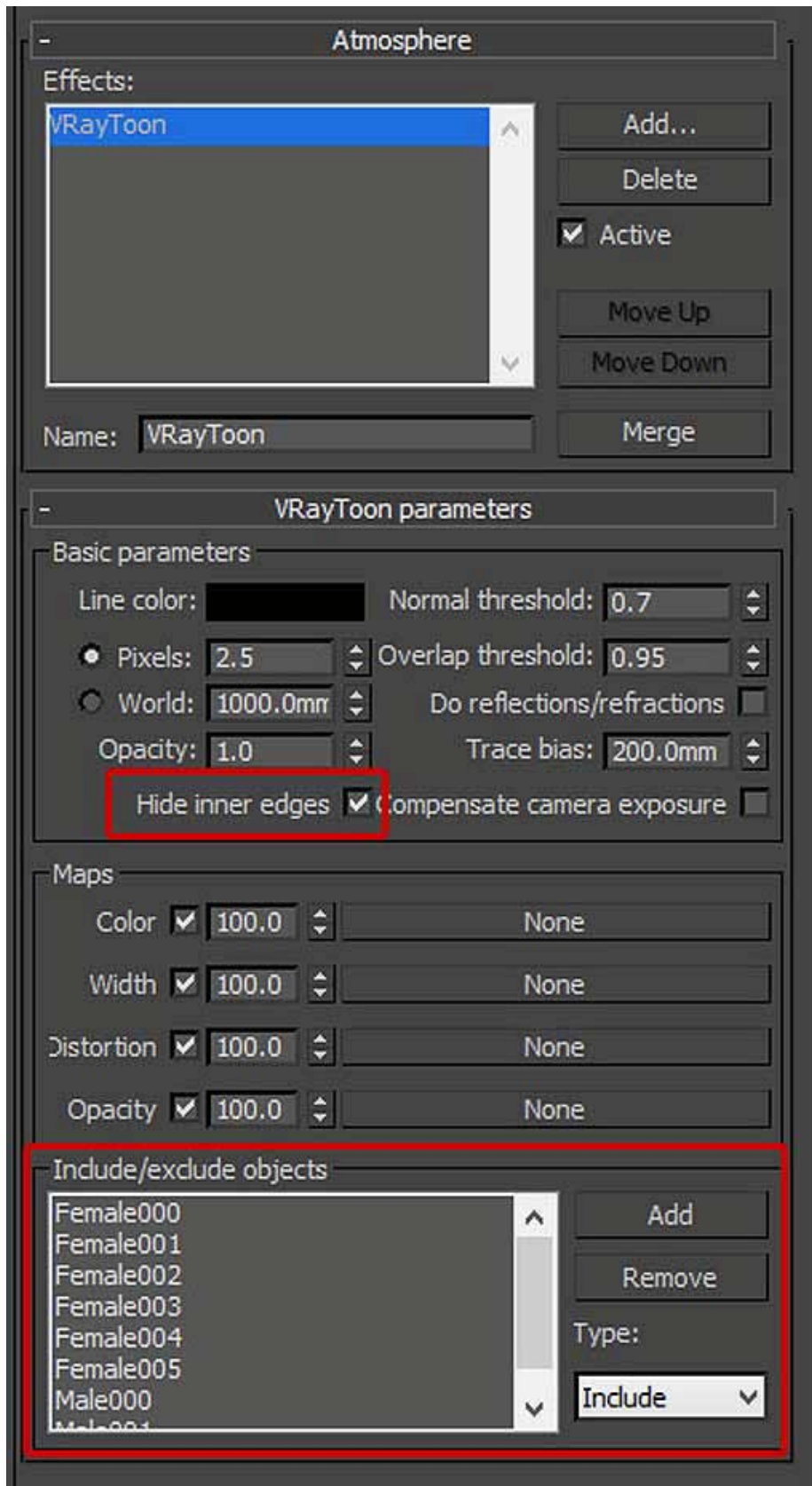


STEP 2:

The outlines look ok, but it's now also on the plane and also in and around people's fingers, ears etc. We can exclude the plane from receiving the VRayToon effect, but in a bigger scene with more objects, it makes more sense to just include the people. When you exclude objects from VRayToon, it will add the effect on all renderable objects, except the ones you

exclude. When you include objects, it will only add the effect on those included objects. So let's include the people and also "Hide inner edges" so we only get the outlines on the outer edges of the people.

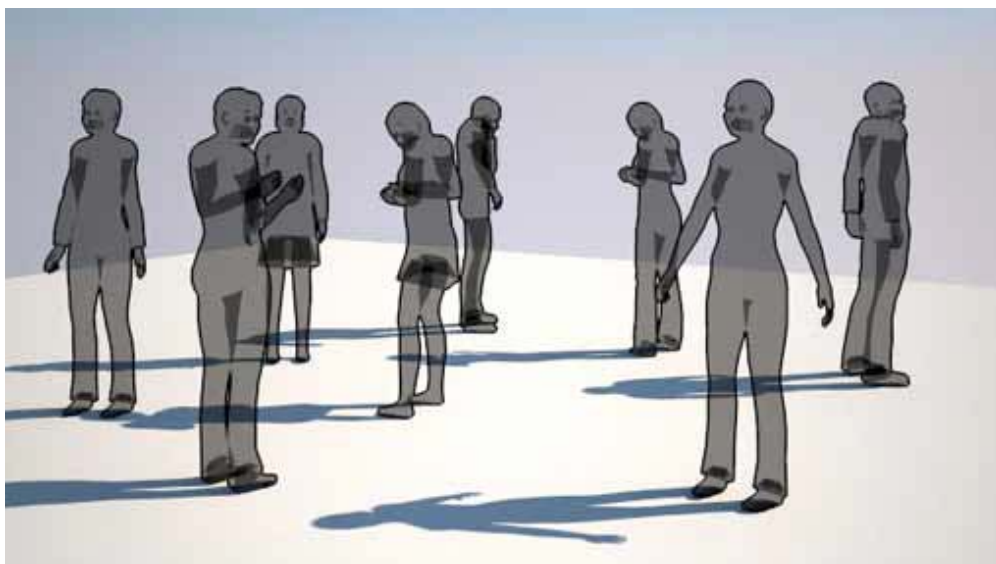
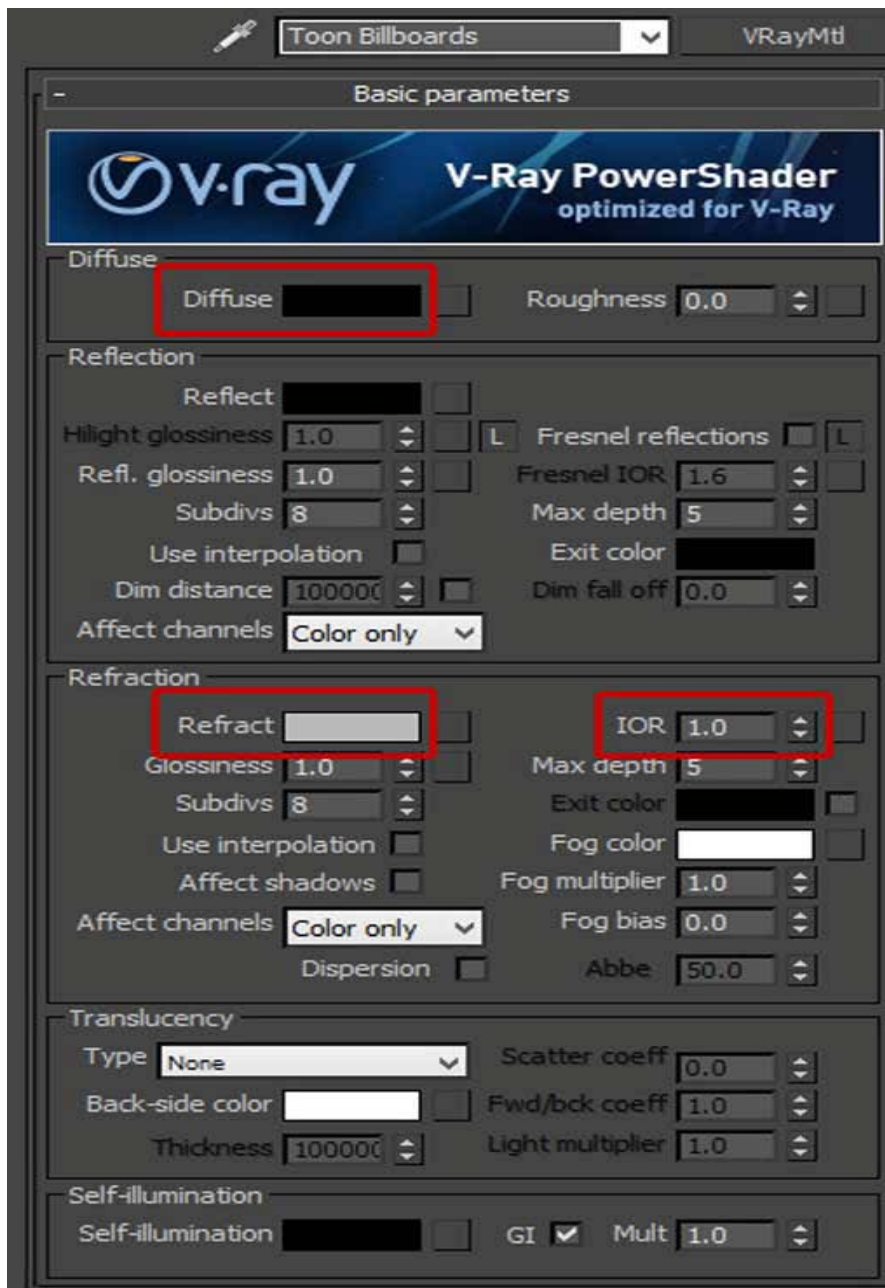
You may find nothing happens when you click on Add. At this stage you're supposed to click each object to add, or the smarter way is just to use the keyboard shortcut "H" to open the Pick Window.





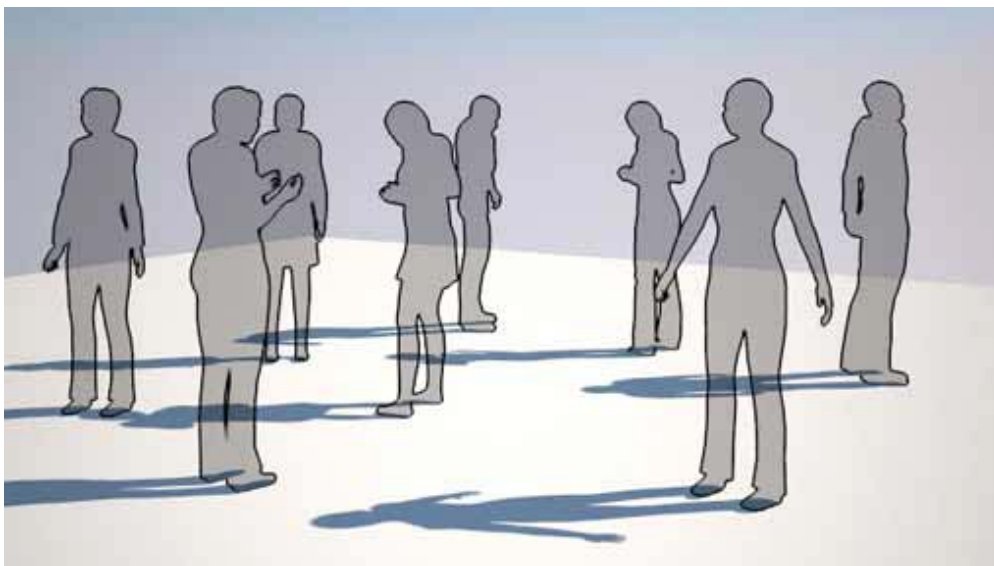
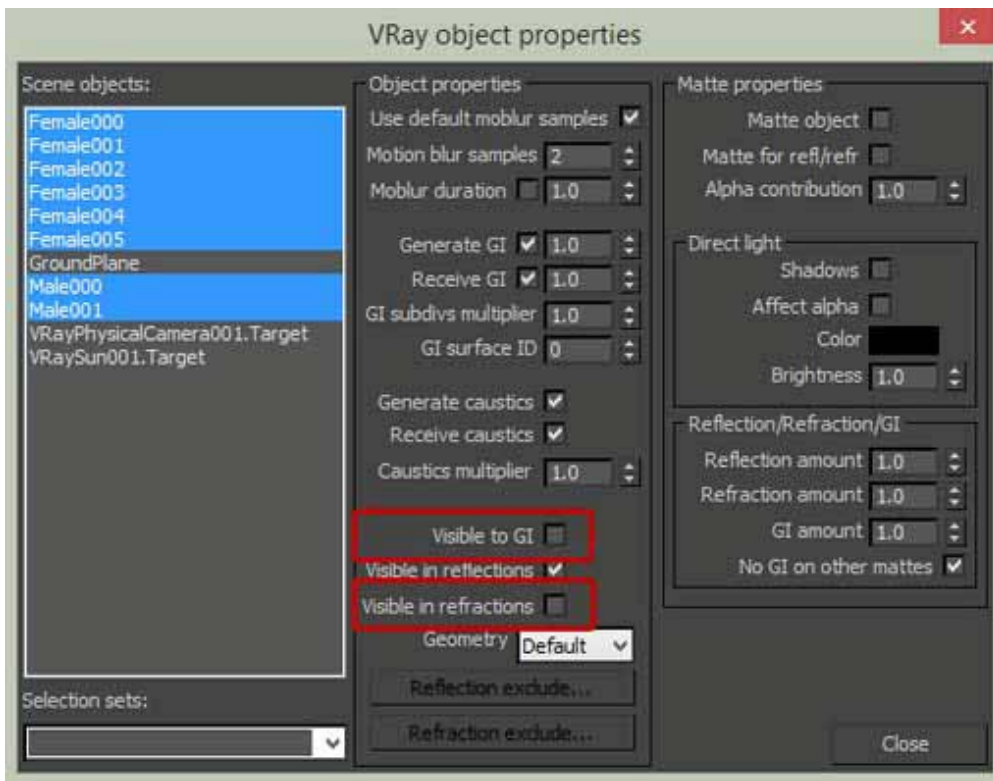
STEP 3:

Make a new material and apply it to the objects you selected in the include list for V-RayToon. The diffuse for glass is usually black (255,255,255) and the colour is derived from the fog. Our toon billboard material will almost be similar, but we'll get the colour using a different trick. I want the people to be slightly transparent, so I added a medium grey (128,128,128) to the refraction. Because I don't want to bend light or obscure things behind, I've also made IOR 1.0. Leave the fog colour white.



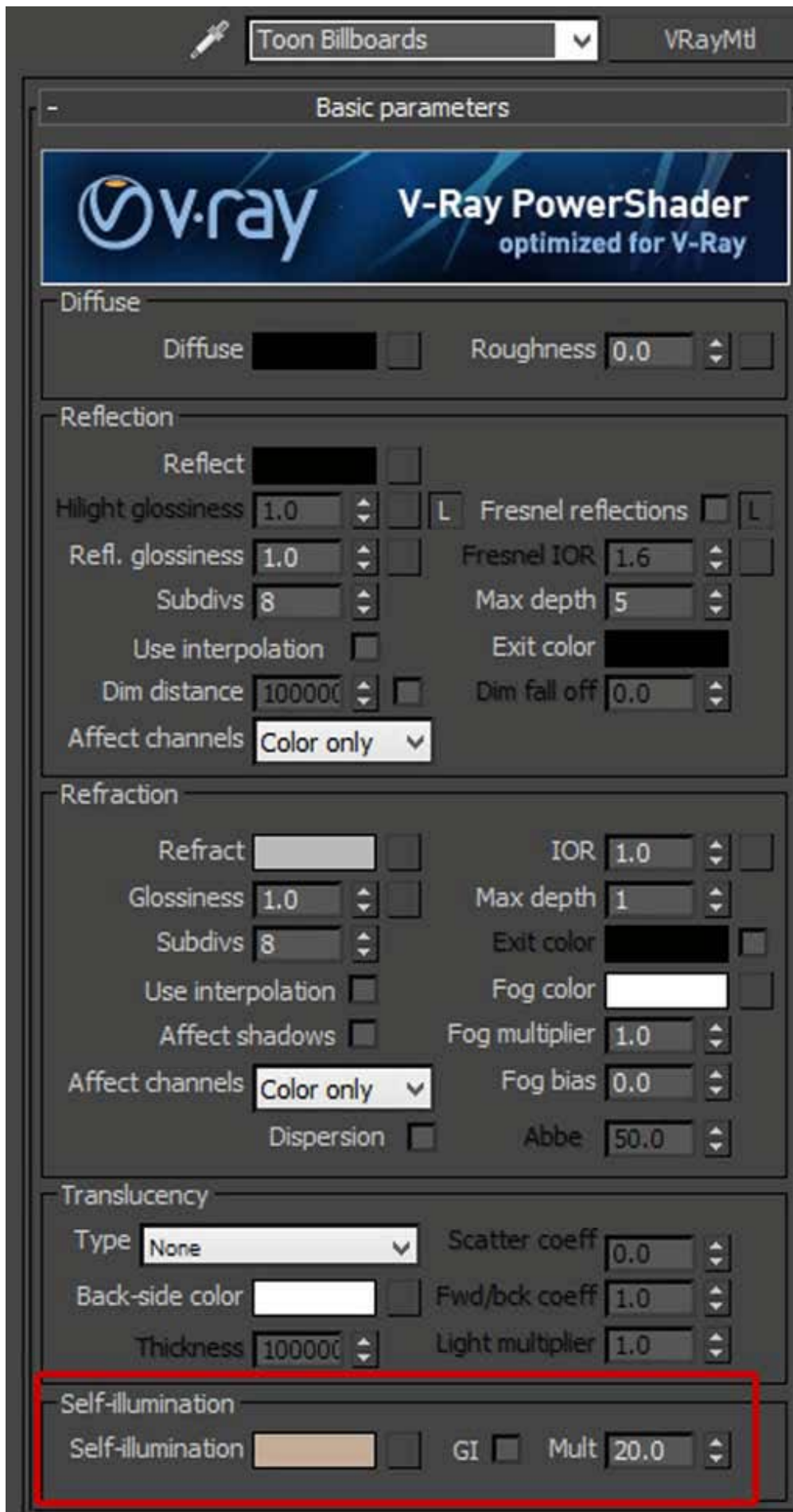
STEP 4:

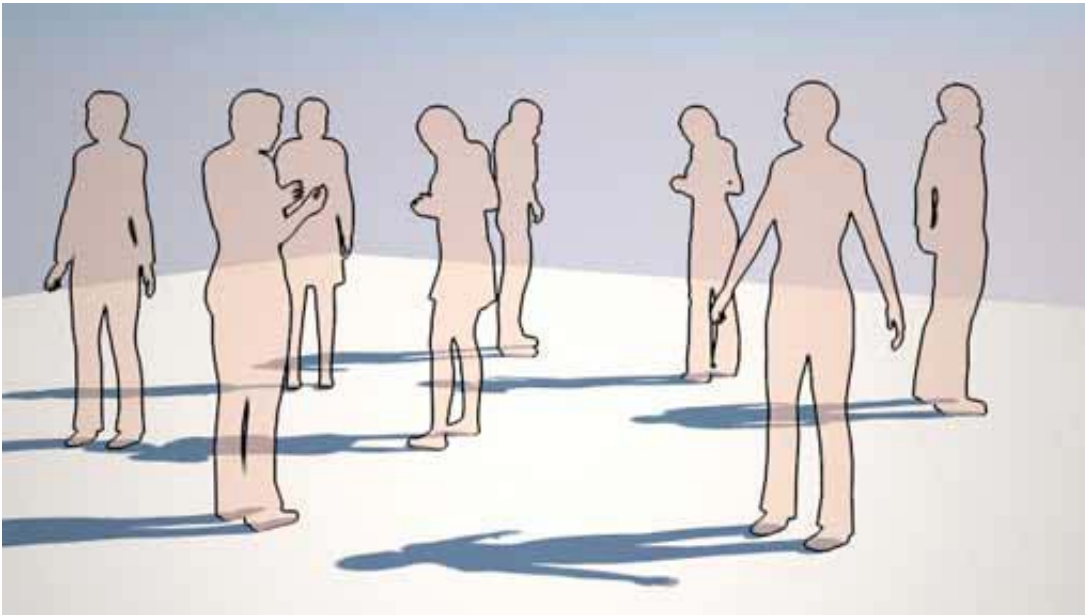
Something weird is going on, we're not getting our expected clean seethrough objects! Not a problem, we fix this by changing our objects' V-Ray Settings and making them invisible to refractions. While we're at it we'll also exclude our objects from GI. Since it's "fake" objects anyways, we don't want them causing any weirdness. Select your fake billboards, right-click in the viewport and select V-Ray properties from the quad menu.



STEP 5:

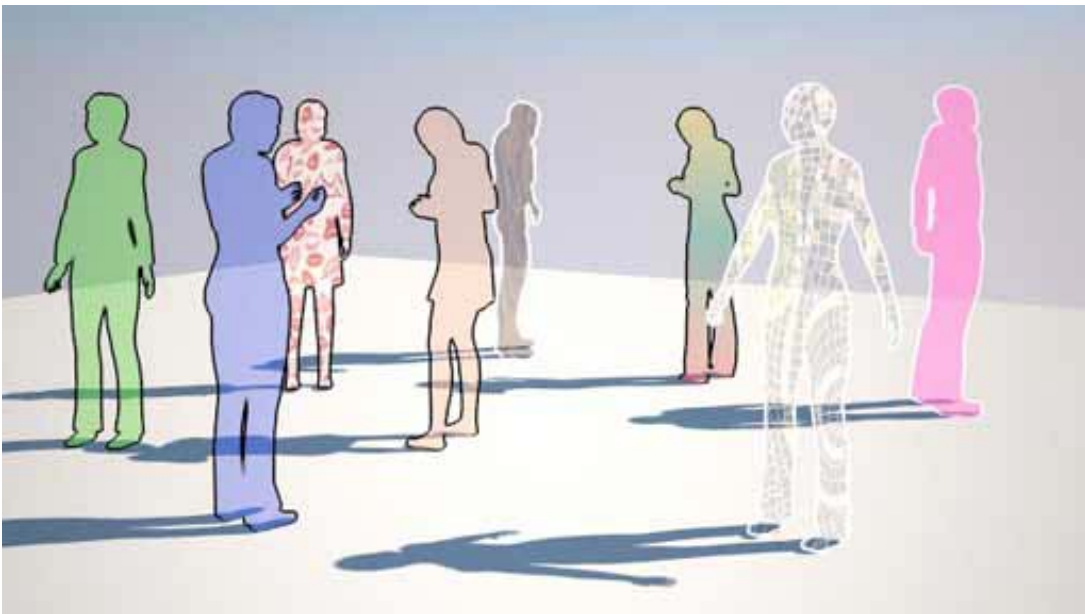
You can change the colour by changing the fog colour, but I want them looking consistent in all conditions so I prefer doing it with the Self-illumination feature of it's V-RayMtl. Untick GI, and you may need to crank up the mutliplier a bit also. A value of 20 seems to work well most of the time with different exposures.





JUST FOR FUN:

You can stick a texture into the Self-illumination slot and with a bit of creativity, uvmapping and some V-RayToon tweaking, you can get some interesting results. To get different colour V-RayToon outlines, just add another V-RayToon effect and split the include list. When you want the V-RayToon outlines other than black, you may also need to enable “Compensate camera exposure” in V-RayToon’s settings.



FINAL NOTES:

This method will work in most situations. However, there is a drawback and that is that your fake billboards won’t be seen through refractive objects such as a glass window or balustrade. In a later advanced version of this tutorial, I will show you how to overcome this.

Just a special note if you are on a V-Ray 3, there is a bug in the Self-illumination multiplier. If you don’t use a texture in there, the object may be darker than expected. ChaosGroup did let me know that this is fixed for the upcoming service pack. Until then you can just stick in a bitmap for the colour you want. This bug does not affect V-Ray 2.5.

Happy Experimenting !

Courtesy:

Morne Erasmus

Executive Member / TD

MORNE STUDIO cc

3D Animation, Visualisation & VFX

sometimes we also do actual hard work :-)

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Web: www.mornestudio.com

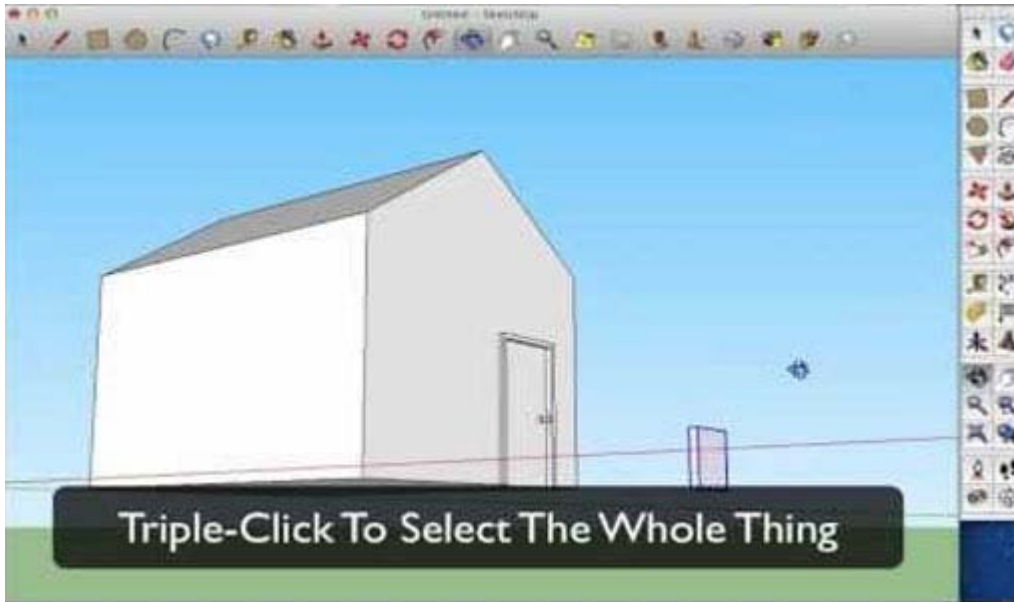
Email: morne@mornestudio.com

This is how to create a web comic with SketchUp

This is the procedure for making web comics with the help of SketchUp.

It is generally helps to sketch geometric environment, means of transportation and support. A great effort has to give for choosing camera angle, lenses, shooting and capture. Then the making of clone and update it properly is a serious task.

<https://www.youtube.com/watch?v=K8xn-hgkk9A>



Beyond 3D: David O'Reilly's Work

Los Angeles is now energetic with plethora of animation actions. The lo-fi absurdist animator David O'Reilly will be given the compliment and a mark of respect at the REDCAT theatre at Disney Music Hall downtown, The CTN Expo in Burbank as well as the Animation Breakdown festival in Hollywood. Jerry Beck of Animation Scoop has of late published this on <http://blogs.indiewire.com/>

These will also be presented by the stupid pill -- REDCAT's Jack H. Skirball – looked after by Steve Anker and Bérénice Reynaud.



Courtesy: <http://www.br.de/fernsehen/ard-alpha/sendungen/phase3/phase3-video-kunst-zeit/david-oreilly100.html>

However, the CTN Expo is the programme where top experts from the field come together in conventional and digital animation. This programme is called Beyond 3D: The Animated World of David O'Reilly.

Detail of activities:

1. The External World (17min., 2010, HD),
2. A boy learns to play the piano,
3. The World premiere at the 67th Venice Film Festival US premiere at Sundance 2011. "Banned from exhibition in China by Shanghai's Ministry Of Culture".
4. Please Say Something (10min., 2009, HD)
5. A troubled relationship between a cat & mouse set in the distant future.
6. Octocat (5 min., 2008, HD) Octocat searches for his parents.
7. RGB XYZ (10min., 2008, HD)
8. A boy finds adventure in the big city. Written & Directed by David O'Reilly. In addition, rare and new work for sure.
9. We know David O'Reilly is an Irish filmmaker and artist -- writer based in Los Angeles. He began working with animation. He had started his work in childhood at the age of 14.
10. He started working at Shynola and Studio AKA in London, where he sharpen himself like Beck's "E-Pro" video.
11. He involved in the Cartoon Network's Adventure Time, U2, M.I.A., and Garth Jennings' Son of Rambow.
12. He is a great thinker, mind-boggling worker made the short films such as The External World and Please Say Something have garnered over 80 awards including Berlin's Golden Bear, the Cartoon D'Or and had premieres at Sundance and the Venice Film Festival, among others.
13. Reference:- <http://blogs.indiewire.com/>

Sean Wagstaff finds 3D Workflows under GPU Ray Tracing

Rendering the computer is a tedious job. Sean Wagstaff, a wizard in 3D technical directorship and visual effect, ProViz Tech Marketing at NVIDIA has some handy experience on it. It is really a pain that the professionals are exhausted to wait when their image return from the render with perfect shape. Sometime it fells, but the creative brains never fails, creativity prevails.

A good writer Wagstaff wrote his experience in www.renderosity.com. He feels, ray tracing is the best way to follow – spearheading ‘Progressive -- physically based -- globally illuminated -- GPU-accelerated.’

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Courtesy: <http://gfxbing.com/3d-models/160772-daz-pose-renderosity-por911-turbo-sports-car-model-993.html>

The users will now simulate the light effect as same as the real world. Some immoral, cheat makes some kind of renderer very fast, but also acquires professional and specialist users to yield best outcome. Those renders are not royal, done with honesty; they often give up realism for getting speed.

The superb quality photo-realistic images can be prepared by the physically based ray tracing. A good professional artist can light a shine. The light sometime disperses sometime shines. If it is in IBL, it will be lighting and reflection that drag the real world. The 3D artist has many roles like photographer, set designer or lighting artists. Brute force ray tracing permits for rendering which rapidly and unmistakably renders a total, low-resolution picture.

The professionals can witness the changes; it is interactive by the processing power. It is hard to fabricate the effect of the work. The rendering process is not restricted to the professionals. In creative activities, iterations are the input to perfecting. This rendering takes the problem out of iteration.

It will not cost much. Your computation power will do. Brute force ray tracing needs the computation of billions of ray bounces.

It can be done with powerful CPU. Nevertheless, an NVIDIA Graphics Processing Unit with CUDA – any Quadro, Tesla, or GeForce card - is a required for supercomputer on a chip. Scalability enables process-rendering power. The final instance is 8-GPU rendering appliance. NVIDIA VCA is massively powerful VCA clusters.

Reference:-

Based on ean Wagstaff's write up in

<http://www.renderosity.com/a-light-at-both-ends-of-the-tunnel-cms-17398%20572>

Facilities of SketchUp on Autodesk Revit, AutoCAD or ArchiCAD

The SketchUp, and 3D modelling software, which suppose to be an antidote to do the complicated, expensive CAD software -- Autodesk Revit, AutoCAD or ArchiCAD.

The SketchUp was in fact a new company @Last Software in 1999 – launched as just general reason. The professional fashionable can generate the same sense as they are drawing with pen or pencil. Architecture Design – an Infolink group of magazine has published an article this recently.



Courtesy: grabcad.com/library/software/sketchup

The thought was that if architects, designers, builders, makers and engineers were not needlessly swamping by figuring out how to work the boundary, they could focus on what they could make with it.

Attracted to its Google Maps plugin, Google purchased the programme in 2006. Under the hands of the internet search giant, SketchUp created in size and scope, so that by 2012 – the time of its gaining by surveying and navigation equipment company Trimble – it had just about two million users every week.

The latest account of the 3D modelling platform, SketchUp 2013, features various probable and tools that permit users to discover, alter and share design ideas in 3D, import CAD plans and photos, and even expand communiqué and planning deliverables.

However, in spite of the growth and adjust, the core of the programme is unchanged: ease and convenience remain the elements that set SketchUp apart from other BIM software.

If you have, some ideas and you can put them down on SketchUp in conjunction with some AutoCAD drawings. You can add to it quite quickly, and if you have, the skill to apply a render, within hours you can have the design solve.

It is one of those programmers that you be able to create and put in to your expertise as you work on it quite easily. People who can't sketch fairly well, or are hesitant of what their structure is going to seem like, can also go down back on amazing like SketchUp.

Reference:

<http://www.architectureanddesign.com.au/>

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.



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.



Abhishek Mondal: abhishek@jobs2india.com

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...



Debamoy Ghosh: debamoy@jobs2india.com

Pouring the confidence to budding 3D modelers is a challenge, which makes them believe that they can create a universe. I try to bring exciting stories that not only riveting read but put them the right technical path. After all, every right action needs believe and determination for fulfillment.