



SketchUp



SKETCHUP FOR ARCHITECTS WITH V-RAY 3.4 WORKSHOP

3D modeling software with rendering

THNK 3D- DRAW 3D



INTRODUCTION: There's a reason Sketch-Up is synonymous with friendly and forgiving 3D modeling software: It doesn't sacrifice usability for the sake of functionality. Start by drawing lines and shapes. Push and pull surfaces to turn them into 3D forms. Stretch, copy, rotate and paint to make anything you like.

Special features include:

Accuracy needed to design, prototype, analyze, and document almost anything.

Compatibility with most of your other design, drafting, rendering, animation, and illustration software.

Accessible. So easy to learn and use that you can focus on design and visualization without being distracted by the software.

Fast, even on an ordinary laptop computer. No special hardware is needed.

MAKE EVERYTHING EASIER

Special features:

No one wants to waste time learning complicated computer programs. Sketch-Up is hands-down the most intuitive, not to mention powerful, easy-to-learn 3D drawing tool on the planet. If you want to be productive within a couple of hours, you've come to the right place.



Sketch-Up to behave like an extension of your hand. The idea is to get out of your way so that you can draw whatever you want, however you want.

Sketch-Up isn't just for 3D models. Draw plans, elevations, details, title blocks and other graphics with LayOut. When your model changes, so does your document. Simple.

Use Sketch-Up Pro to turn your models into animated walkthroughs and flyovers that explain every detail of your design

TURN MODELS INTO DOCUMENTS



PLOTTING AND PUBLISHING:

At some point in most 3D projects, you'll need to turn your model into a drawing set that gets the point across.

LayOut in Sketch-Up Pro lets you add model views to pages, choose drawing scales, adjust line weights, and add dimensions, callouts, and graphics.

Make a change to your Sketch-Up model, and find it reflected automatically in LayOut. And when it's time, export pages as PDFs, images and CAD files.

Special features include:

LayOut is designed to look, feel, and behave like Sketch-Up. That means it's easy to learn too.

It is an incredibly powerful tool with features for page layout, drafting, vector illustration and slide presentations.

V-RAY FOR SKETCH-UP

Professional rendering for architects and designers.



EASY TO USE

Easy to learn, easy to use. V-Ray for SketchUp is designed to get you up and running in no time.



QUALITY

V-Ray lets you create the highest quality renders possible – directly in SketchUp.



SPEED

Render fast, design faster. V-Ray for SketchUp lets you spend more time being creative and less time waiting.



CREATIVE CONTROL

Focus on design, with a full suite of creative tools for lighting, shading and rendering.



POWER

V-Ray gives you the power to render anything and everything – from quick design models to your most detailed 3D scenes.



AN INDUSTRY STANDARD

92 of the top 100 architecture firms in the world render with V-Ray every day.

V-RAY FOR SKETCH-UP

Key Features



CPU & GPU RENDERING MODES

V-Ray includes two powerful renderers in one. With CPU or GPU acceleration, you can use the best engine for your project and hardware. **New Hybrid GPU+CPU rendering now available.**



INTERACTIVE RENDERING

Render interactively while you design. Fine-tune lights and materials and see the results right away. **New Viewport rendering now available.**



V-RAY DENOISER

Automatically remove noise and cut render times by up to 50%. **Now supports denoising after rendering.**



GLOBAL ILLUMINATION

Render photorealistic rooms and interiors with powerful and fast global illumination.



ACCURATE LIGHTS

Render any type of natural or artificial lighting with a wide range of built-in light types.



ENVIRONMENT LIGHTING

Simply light your scenes with a single HDR (high-dynamic-range) image of its environment.



PHYSICAL SUN & SKY

Simulate realistic daylight for any time and any location. **Now supports SketchUp sun animation.**



FOG & AERIAL PERSPECTIVE

Quickly add realistic atmospheric depth and haze. **True 3D fog with realistic light scattering is now available.**

V-RAY FOR SKETCH-UP

Key Features



REAL-WORLD CAMERAS

Work like a photographer, with controls for exposure, white balance, depth of field and more.

VIRTUAL REALITY

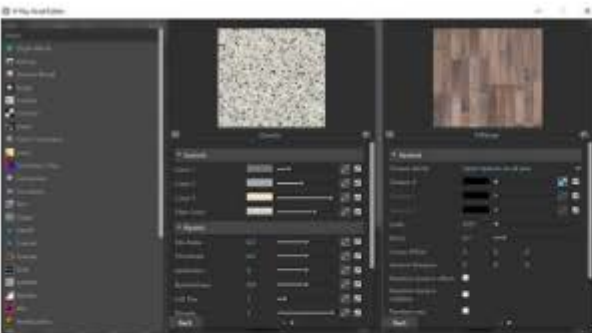
Render VR-ready content for popular virtual reality headsets.

PHYSICAL MATERIALS

Create great looking materials that look exactly like the real thing.

MATERIAL LIBRARY

Select from over 500 drag and drop materials to speed up your next project.



ADVANCED TEXTURES

Create realistic and unique materials using any texture map or one of V-Ray's many built-in procedural textures.

FRAME BUFFER

Track render history and fine-tune color, exposure, and more directly in V-Ray's frame buffer.

RENDER ELEMENTS

Render your scene as separate passes for more artistic control in your image-editing software.

V-RAY SWARM

Introducing a powerful, scalable distributed rendering system that's simple and fast. Get an extra speed boost with V-Ray Render nodes.

SKETCH-UP TOPICS COVERED



1. SYSTEM SETUP AND INTRODUCTION
2. NAVIGATING SKETCH-UP
3. CREATING CAMERA VIEWS
4. CONFIGURING TOOLBARS
5. BASIC TRANSFORMATIONAL COMMANDS
6. LINE TOOLS
7. CREATING CLOSED SHAPES
8. CREATING 3D TEXTS AND OBJECTS
9. USING MEASUREMENT AND LABELING TOOLS
10. CREATING AND USING COMPONENTS
11. USING THE 3D WAREHOUSE
12. CREATING AND APPLYING MATERIALS
13. WORKING WITH TEXTURES
14. PLUGINS- SANDBOX, ROUNDIT, MODELUR, 1001TOOLS, CURVILOFT ETC

V-RAY TOPICS COVERED



1. SYSTEM SETUP AND INTRODUCTION
2. NAVIGATING V-RAY INTERFACE
3. LIGHTING UP THE SCENE
4. BOUNCING LIGHT
5. V-RAY LIGHTS
6. WORKING WITH PHYSICAL CAMERA
7. ENVIRONMENT SETTINGS
8. MATERIAL LIBRARY
9. CREATING MATERIAL/EDITING
10. ENHANCING RENDER QUALITY
11. EDITING WITH ASSET EDITOR
12. IDEAL SETTINGS AND SAVING FILES