

The Sketchup Workflow For Architecture Modeling Buildings Visualizing Design And Creating Construction Documents With Sketchup Pro And Layout

Create beautiful 3D models and presentations with SketchUp Pro and LayOut. SketchUp to LayOut, 2nd edition is a complete beginner's guide for learning SketchUp and LayOut. Effortlessly turn your ideas into 3D models using SketchUp, then document them in SketchUp's companion drawing program, LayOut. Even if you've never designed in 3D before, this book will guide you step by step. In addition to developing a complete understanding of SketchUp and LayOut basics, you'll learn advanced topics that will build upon your new skills: Learn the five steps to creating scenes in SketchUp that will give you full control over the look of your SketchUp models in LayOut. Master the most important modeling concepts, such as model organization, object visibility, tag theory, and level of detail, to become more efficient and enable faster editing of your projects. Discover several advanced techniques to develop custom workflows that work best for you and your preferences. The only book you'll need to master SketchUp & LayOut!

Good design is smart design, and smart designers carefully control their workflow for maximum efficiency. Interior designers use multiple programs during the design process but tend to learn each program in isolation. Electronic Workflow for Interior Designers and Architects is written with integration in mind: students and working professionals will learn how to combine traditional phases of design with the capabilities of selected software for efficient, clear project development. This book is organized to follow the design process from start to finish using a typical interior renovation project. Chapters cover everything from predesign and research to working drawings and construction documents. Presentation renderings for schematic designs and techniques for creating physical and electronic portfolios are also discussed. Readers have the choice of working with a simple, small project or a complex, multilevel one, depending on skill level.

Discover the secrets of the Google SketchUp with the 16 real-world professional-level projects including parks, structures, concept art, and illustration. Google SketchUp Workshop includes all the wide variety of projects that SketchUp can be used for—architectural visualization, landscape design, video game and film conception, and more. SketchUp masters in every field will get you up to speed in this agile and intuitive software and then show you the real uses with through projects in architecture, engineering, and design.

The bestselling step-by-step framing guide—updated and expanded to meet 2018 codes and standards Complete Book of Framing, Second Edition—Updated and Expanded is a comprehensive guide to rough carpentry and framing, written by an expert with over forty years of framing experience. This book guides the reader through step-by-step framing instructions for floors, walls, roofs, door and window openings, and stairs. Hundreds of full-color illustrations and photos enable novice and professional framers to understand and master framing techniques. This Updated and Expanded Second Edition includes the framing techniques of the 2018 International Building Code (IBC), International Residential Code (IRC), and updated OSHA rules. It also includes new coverage of today's electric tools, wind and earthquake framing, medical and physiological factors of framing, and a revised safety chapter. Builders will find information on nailing patterns, overall layout, engineered wood patterns, and green framing. In addition, the book offers readers tools and techniques for preparing for a job and managing a team. This Second Edition—Updated and Expanded: Includes hundreds of full-color illustrations depicting step-by-step framing techniques Offers guidance on today's electric tools and structural enhancements for natural disasters Features a revised chapter on safety to reflect the medical and physiological factors of framing Meets the framing techniques of the 2018 International Building Code (IBC), International Residential Code (IRC), and Occupational Safety and Health Administration (OSHA) standards Complete Book of Framing: An Illustrated Guide for Residential Construction, Second Edition—Updated and Expanded is an excellent resource for framers, carpenters, and contractors of all experience levels. Framer-friendly tips throughout the book show how to complete framing tasks efficiently and effectively.

Winner of the Environmental Design Research Association 2016 Place Research Award! In Cognitive Architecture, the authors review new findings in psychology and neuroscience to help architects and planners better understand their clients as the sophisticated mammals they are, arriving in the world with built-in responses to the environment that have evolved over millennia. The book outlines four main principles—Edges Matter, the fact people are a thigmotactic or a 'wall-hugging' species; Patterns Matter, how we are visually-oriented; Shapes Carry Weight, how our preference for bilateral symmetrical forms is biological; and finally, Storytelling is Key, how our narrative proclivities, unique to our species, play a role in successful place-making. The book takes an inside-out approach to design, arguing that the more we understand human behavior, the better we can design for it. The text suggests new ways to analyze current designs before they are built, allowing the designer to anticipate a user's future experience. More than one hundred photographs and drawings illustrate its key concepts. Six exercises and additional case studies suggest particular topics - from the significance of face-processing in the human brain to our fascination with fractals - for further study.

The 2nd edition of Chopra's Google SketchUp provides key pedagogical elements, which help prepare readers for the workforce. The content provides real-world and applied material including better PowerPoint presentations and how-to animations. Additional features include updated content to reflect software upgrades and market use; new pedagogy elements and interior design; and more robust resources that will be appropriate for different users of Google Sketch. The book also addresses the similarities between the adapted title, Google SketchUp 8 for Dummies, and Google SketchUp 2. This includes a title that contains the core content and basic software how-to from For Dummies; revised TOC to reflect the course; and new material developed/written by writer and academic advisors/reviewers. This edition goes beyond the basic software use to teach on portions of SketchUp.

A practical guide to SketchUp addressing the specific needs of interior designers Already a common and popular tool for architects and landscape architects, SketchUp is increasingly finding a place in the professional workflow of interior designers. SketchUp for Interior Design is a practical introduction for interior designers and students who want to learn to use the software for their unique needs. The book covers the basics of creating 3D models before showing how to create space plans, model furniture, cabinetry, and accessories, experiment with colors and materials, incorporate manufacturers' models into project plans, and create final presentations and animated walk-throughs for clients. Each chapter includes clear explanations and helpful illustrations to make this an ideal introduction to the topic. Includes downloadable sample models and 39 tutorial videos Features sample questions and activities for instructors and additional online resources for students and self-learners Provides instruction on using SketchUp in both PC and Mac formats

A guide for leveraging SketchUp for any project size, type, or style. New construction or renovation. The revised and updated second edition of The SketchUp Workflow for Architecture offers guidelines for taking SketchUp to the next level in order to incorporate it into every phase of the architectural design process. The text walks through each step of the SketchUp process from the early stages of schematic design and model organization for both renovation and new construction projects to final documentation and shows how to maximize the LayOut toolset for drafting and presentations. Written by a noted expert in the field, the text is filled with tips and techniques to access the power of SketchUp and its related suite of tools. The book presents a flexible workflow method that helps to make common design tasks easier and gives users the information needed to incorporate varying degrees of SketchUp into their design process. Filled with best practices for organizing projects and drafting schematics, this resource also includes suggestions for working with LayOut, an underused but valuable component of SketchUp Pro. In addition, tutorial videos compliment the text and clearly demonstrate more advanced methods. This important text: Presents intermediate and advanced techniques for architects who want to use SketchUp in all stages of the design process Includes in-depth explanations on using the LayOut tool set that contains example plans, details, sections, presentations, and other information Updates the first edition to reflect the changes to SketchUp 2018 and the core functionalities, menus, tools, inferences, arc tools, reporting, and much

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more Written by a SketchUp authorized trainer who has an active online platform and extensive connections within the SketchUp community Contains accompanying tutorial videos that demonstrate some of the more advanced SketchUp tips and tricks Written for professional architects, as well as professionals in interior design and landscape architecture, The SketchUp Workflow for Architecture offers a revised and updated resource for using SketchUp in all aspects of the architectural design process.

A start-to-finish roadmap on incorporating drone technology into your AEC firm workflow Drone Technology in Architecture, Engineering and Construction: A Strategic Guide to Unmanned Aerial Vehicle Operation and Implementation is the only process-driven, step-by-step handbook to implement drone technology in AEC workflows. It provides a comprehensive and practical roadmap for architecture, engineering, and construction firms to incorporate drones into their design and construction processes. The book offers extensive information on drone data processing, and includes guidance on how to acquire, manipulate and use the various data types produced from drone flights. The creation of three-dimensional data and visualizations are covered in-depth. Drone Technology reviews how to select and fly drones based on data needs and initial costs, and how to collect and maintain required flight logs, licenses, and permits. Drone Technology uses several real-world project examples that demonstrate and explain how drones can be used to collect:

- Full-color orthorectified imagery
- Accurate 3D point cloud and mesh models
- Topographic contours
- Digital Elevation Models (DEMs)

The project examples also describe how these datasets can be integrated with 3D models of proposed conditions, photos, and other project datasets. Drone Technology in Architecture, Engineering and Construction is an essential guide for a wide variety of professionals, from civil engineers to landscape architects. It provides information on professional use of drones for those just considering the technology, to those already flying drones professionally. It is an invaluable guide for anyone working in the design or construction of buildings and landscapes.

A modern, comprehensive, and practical guide to help you master SketchUp. Whether you are looking to learn the basics or hone your skills and get winning tips, The Complete Guide to SketchUp Pro will give you the tools you need. This guide encompasses the entire software, demonstrates the complete set of commands, and is accompanied by examples, exercises, and screenshots. It is adapted to all versions of SketchUp and is suitable for professionals of the extended design community. In this step-by-step guide you will learn: how to incorporate advanced commands how to create an impressive presentation how to export data, while emphasizing the correct and most efficient ways of working in SketchUp Yael Kedem, interior designer, founder, and owner of SketchUp Center in Israel has a rich experience of mentoring thousands of people. In her book, she shares her knowledge to help you make your wild design ideas a simple reality.

The sure way for design professionals to learn SketchUp modeling and rendering techniques Rendering In SketchUp provides instructions for creating 3D photoreal graphics for SketchUp models using integrated rendering programs. The book serves as a beginner rendering manual and reference guide to further develop rendering skills. With an emphasis on step-by-step process, SketchUp users learn a universal approach to rendering varied SketchUp projects, including architecture, interiors, and site design models. The book focuses on tasks and principles at the core of photorealistic rendering, including:

- Rendering process: Learn a step-by-step process focused on workflow within SketchUp's familiar workspace. Universal method: Understand how the process can be used to work with a variety of different integrated rendering programs, including Shaderlight, SU Podium and Twilight Render**. These programs are easy to learn and function in SketchUp.
- > Textures and materials: Discover how to obtain, apply and edit texture images representing surfaces. Component details: Learn how to acquire and organize model details to allow for rich, expressive settings while maintaining computer and SketchUp performance. Exterior and simulated lighting: Learn to set exterior lighting with the SketchUp's Shadow menu or illuminate a scene with simulated lights, lamps, and bulbs. Render settings: Use specific settings for various rendering programs to quickly set texture character, image quality, and graphic output. Computer specifications: Find out how computers produce renders and the type of computer hardware required to streamline the process. Photoshop post-processing: Learn how to further refine rendered images in Photoshop.

**Free online chapters: The book reviews specific settings for SketchUp and the rendering plug-in Shaderlight. Given the ever-changing nature of technology, free, online accompanying chapters detail settings for additional integrated rendering programs including SU Podium, Twilight Render, and more.

Presented here is a detailed step-by-step guide to building a house model from scratch and transforming it into finished construction documents. Our book contains tips and tricks about how to go from a sketch to fully finished Plans, Sections, Elevations and Details. Each page is painstakingly designed to make it extremely clear how every step works. This course was formulated from years of experience not only using SketchUp in practise but teaching professionals and students from many different backgrounds. Written by an experienced architect who has used SketchUp to design and project-many types of jobs from a house extension to commercial office buildings, it has been shaped by extensive practise of design and building. Some of the best professional workflows you'll find anywhere are contained within the course material. Learning the tools is fundamentally important, but more than that we need to understand how tools and settings work together in the most effective way. Structured around a building project which was designed and project managed by the author, the course details all the steps required to construct walls, windows, doors, roof in a professional manner using correct naming procedures. Elements are organised according to best practise. Groups and Components must be correctly located to be truly effective, and a proper method for structuring elements is clearly outlined in a unique, comprehensive graphic. Each concept is clearly documented including Groups, Section Cuts, Styles, Scenes (or Views), Perspectives vs Orthogonal Views. Tools are each used in a challenging context so that the reader gets an in-depth understanding of how each works in practise. Pages are set out using ultra-clear graphics which link each step with a visual reference. Our model is built up in a way that follows the real-life construction process: Walls are laid out at the same time that floor slabs are formed; Windows are put in place inside the wall structure; Internal Walls are constructed and doors are inserted; Finally the roof is created complete with rooflights. The procedure for creating and locating Component Libraries is demonstrated. The model then undergoes a process of Section Cut placement. Scenes (Views) are set up using the Section Cuts; These constitute our Plans, Sections and Elevations. Textures are added to elements. Materials selection and creation is explained in detail. Following on from this is the creation of a construction detail based on the main model. Using a bespoke SketchUp model environment, the formation of a comprehensive 3D detail is illustrated complete with Scenes. Once the model and its views have been prepared, it is then ready to be placed into LayOut, SketchUp Pro's graphics interface. Each Scene is inserted into LayOut, sized and scaled. Notes and graphics are applied using text, callouts, lines. There is a unique section on creating a scaled 2D drawing in LayOut, using the program's vector graphics in a way that is as clear as any 2D CAD program. The Scrapbook Menu is a means of swiftly importing graphics that are both pre-loaded but can also be quickly added to.

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Procedures for creating our own graphics library is explained. Recommended sizes for text, line weights and dimensions are illustrated. Each menu in LayOut is explained in detail. There are five "Killer Keystrokes" included in the book. These are shortcuts that have a massive impact on modelling time and convenience. Creation of shortcut keys is also explained. In the introduction section there are explanations of SketchUp's BIM capabilities. Further details are linked on SketchUp.Expert website, and links to BIM use-cases are provided. There is also a critique of 2D CAD and why SketchUp Pro is better to use for traditional CAD work. SketchUp has become the new "de-facto norm" for architecture and design professionals. There is simply no better way to illustrate design while translating into documentation.

The techniques used to represent architectural design are examined in Representational Techniques for Architecture. A broad array of methodologies for developing architectural ideas are described, ranging from two- and three-dimensional conceptual sketches, through to the working drawings required for the construction of buildings. The book offers a range of practical drawing methods, showing how to present and plan layouts, make conceptual sketches, work with scale, use collage and photomontage to create contemporary images, along with techniques to prepare and plan design portfolios. The book also deals with contemporary computer modelling and drawing techniques. In the second edition, 25% of the material is new: many of the images have been updated, and new case studies have been added, for example architect studios such as Coop Himmelblau and C J Lim/Studio 8 architects. Additional case studies are drawn from American and international architectural practices and studios. The most up-to-date CAD technology is examined along with illustrations showing how it can be used to create architectural models and plans. The enhanced project sections encourage students to explore further the techniques that they have acquired.

Google SketchUp is the exciting free software package that makes 3D available to everybody. Whether you need to build 3D models for work, or you've just always wanted to explore 3D modeling, Google SketchUp was made for you. Still, it does take a bit of understanding to get started, so turn to Google SketchUp 7 For Dummies. In classic For Dummies tradition, Google SketchUp 7 For Dummies gets right to the point so you can start creating 3D models right away. You'll learn to: Set up SketchUp, learn about edges and faces, use inferences and guides, and build your first model Establish a basic end-to-end workflow for creating and sharing models Model non-boxy objects like terrain, characters, bottles, and spheres Add details like stairs, gutters, and eaves Spruce up your models with styles and shadows to add effects, make objects pop, and enhance realism Use the LayOut function to draw with vector tools, add text and callouts, and print your work Design buildings and objects, export your models to other design programs or to Google Earth, and explore 3D animation On the book's companion Web site, you'll also find a bonus chapter and videos demonstrating more about what you can do with Google SketchUp. Google SketchUp 7 For Dummies also shows you what SketchUp can and can't do, and offers tips for solving common problems. Add a new dimension to your work today!

Basics Architecture 01: Representational Techniques by Lorraine Farrelly explores the concepts and techniques used to represent architecture. It describes a broad array of methodologies for developing architectural ideas and offers a range of practical drawing methods. Using examples from leading international architects and designers along with more experimental student work, a broad range of interpretations, possibilities and applications are demonstrated.

An architecture portfolio designed by Alex Hogrefe describing 4 original projects with a focus on unique representational techniques and styles.

Understanding Passivhaus is a simple guide to the Passivhaus standard. The book explains the principles behind Passivhaus thinking, and explores numerous construction methods for achieving the Passivhaus standard. What is Passivhaus? Why design a Passivhaus? PHPP Certification Principles of Passivhaus Design Technical requirements Building fabric Form factor Insulation Thermal bridge Airtightness and air leakage Building services and ventilation Windows Solar design Shading Summer ventilation Roof lights Types of Construction Masonry construction Timber frame Structural Insulated Panels (SIPS) Insulated Concrete Formwork (ICF) Mixed methods of construction Construction Details Solid concrete with rendered external insulation Insulated concrete formwork Solid masonry with larsen trusses Masonry cavity wall Timber frame with larsen trusses Timber I joist frame SIPS construction Timber frame with external render Case Studies A selection of wonderful examples of Passivhaus designs and construction methods, with more case studies added for this second edition.

The ultimate guide to Revit Architecture just got even better Mastering Autodesk Revit 2017 for Architecture is the bestselling guide for Revit Architecture users of all levels, with focused discussions, detailed exercises, and compelling real-world examples. This new edition has been completely revamped based on reader and Revit Architecture instructor feedback to be more useful, more complete, and more approachable than ever. Organized by real-world workflow, practical tutorials guide you through each phase of a project to help you understand BIM concepts and quickly start accomplishing vital Revit Architecture tasks. From templates, work-sharing, and project management, to modeling, documentation, annotation, and complex structures, this book provides full coverage of essential Revit Architecture tools and processes. The companion website features before-and-after tutorials, additional advanced content, and an hour of video instruction to help you quickly master crucial techniques. Learn up-to-date Revit Architecture workflows and processes Master modeling, massing, and other visualization techniques Work with complex structural elements and advanced detailing Prepare for Autodesk certification exams Building information modeling pairs the visual design representation with a parametric database that stores all geometry, spatial relationships, materials, and other data generated by the design process. Design changes instantly update all documentation, and it's this efficiency that makes BIM the new permanent paradigm. Whether you're studying for a certification exam or navigating the switch from CAD, Mastering Autodesk Revit 2017 for Architecture is your number-one guide to getting up and running quickly.

This book is filled with examples explaining the theoretical concepts behind them. Filled with sample screenshots, diagrams, and final rendered images, this book will help readers develop an understanding of photographic rendering with V-Ray. If you are a SketchUp user who would love to turn your favourite modelling application into a 'virtual photography studio', then this book has been designed and written for you. Existing V-Ray users will also find plenty to enjoy and benefit from in this book. Some basic experience with SketchUp and familiarity with photography will be helpful, but is not mandatory.

Construction Documents using SketchUp Pro & LayOut by Paul Lee shows professionals & enthusiasts how to tie all the parts of SketchUp Pro together to produce drawings that were traditionally the domain of CAD. For the first time, by using Paul Lee's methodology it is possible to produce fully-fledged construction files from 3D model-centred information. Create wire-frames of your model that describe the "CAD" detail. Learn how to make this information appear in plan, section and elevation scenes. Then use this information in LayOut to create top quality construction files. NOTE: The exercises in this book are concentrated into the creation of a simple set of drawings of a table in plan, section and elevation. This is a microcosm of the means by which larger drawings can then be produced. The companion SketchUp and LayOut samples for download illustrate this point. Please send feedback to the author: paul@visionsion.ie Thanks.

Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability

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of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

Go beyond the basics: making SketchUp work for you Architectural Design with SketchUp, Second Edition, is the leading guide to this incredibly useful tool for architects, interior designers, construction professionals, and makers. With easy to follow tutorials that first brush up on the basics of the program and then cover many advanced processes, this resource offers both informative text and full-color illustrations to clearly convey the techniques and features you need to excel. The updated second edition has a new chapter that explains how to make things with SketchUp, and covers 3D printing, design to fabrication, CNC milling, and laser cutting. Other chapters also now cover Building Information Modeling (BIM) and 3D web content generation. Additionally, the revised text offers insight into the latest products and plugin extensions, navigation methods, import/export options, and 3D model creation features to ensure you have an up to date understanding of how to make SketchUp help you meet your project goals. A leading 3D modeling application, SketchUp features documentation capabilities through photorealistic renderings and construction drawings. Because of its ease of use and ability to be enhanced with many plugin extensions for project-specific applications, SketchUp is considered the tool of choice for professionals in the architecture, interior design, construction, and fabrication fields. Access thoroughly updated information in an easy to understand writing style Increase your efficiency and accuracy when using SketchUp and refresh and supplement your understanding of SketchUp's basics Explore component-based modeling for assembly, scheduling, collaborative design, and modeling with a BIM approach Find the right plugin extensions and understand how to best work with them See how easy it is to generate presentation-ready renderings from your 3D models Learn how you can use 3D printing, CNC milling, and laser cutting to make things with SketchUp Use cookbook-style Ruby coding to create amazing 3D objects Supplement your knowledge with video tutorials, sample files, and Ruby scripts via a robust companion website Architectural Design with SketchUp, Second Edition, is an integral resource for both students and professionals working in the architecture, interior design, construction, and fabrication industries.

DRAFTING AND DESIGN FOR ARCHITECTURE AND CONSTRUCTION, 9th edition presents architectural drafting and design concepts as practiced by professional architects. With an emphasis on environmental safety, protective measures, expanded coverage of construction design and drawings and chapter objectives, students are able to hone the necessary skills to create a complete set of drawing plans. Abundant appendices provide important reference material, career information, mathematical calculations, standard abbreviations and synonyms. Exciting new material on design principles and procedures along with new entries on smart homes, smart growth, recreational facilities, building information modeling, site planning, ecology, energy conservation, efficiency and sustainability has been added. In addition, Computer-Aided Design (CAD) coverage in an introductory chapter, along with a series of applications throughout, provide examples of how CAD is used to perform specific architectural drafting functions. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The site designer's guide to SketchUp's powerful modeling capabilities SketchUp for Site Design is the definitive guide to SketchUp for landscape architects and other site design professionals. Step-by-step tutorials walk you through basic to advanced processes, with expert guidance toward best practices, customization, organization, and presentation. This new second edition has been revised to align with the latest software updates, with detailed instruction on using the newest terrain modeling tools and the newly available extensions and plug-ins. All graphics have been updated to reflect the current SketchUp interface and menus, and the third part of the book includes all-new content featuring the use of new grade and terrain extensions. Developed around the needs of intermediate professional users and their workflows, this book provides practical all-around coaching on using SketchUp specifically for modeling site plans. SketchUp was designed for usability, with the needs of the architect, industrial designer, and engineers at center stage. This book shows you how the software's powerful terrain and grade functions make it an ideal tool for site designers, and how to seamlessly integrate it into your workflow for more efficient design and comprehensive planning. Master the SketchUp basics, navigation, components, and scripts Turn 2D sketches into 3D models with volume, color, and material Create detailed site plans, custom furnishings, gradings, and architecture Learn sandbox tools, organization strategies, and model presentation tips SketchUp has undergone major changes since the publication of this guide's first edition, with its sale to Trimble Navigation bringing about a number of revisions and the availability of more immediately useful features. SketchUp for Site Design shows you how to harness the power of this newly expanded feature set to smooth and optimize the site design workflow.

Design almost anything in 3D with SketchUp Whether you've dabbled in drawing in 3D or are interested in learning the basics of design, SketchUp For Dummies makes it fast and easy to learn the ropes of a powerful, user-friendly tool to bring your design ideas to life. From creating a basic 3D model to showing off your work via 3D print or animation, this all-access guide pulls back the curtain on using SketchUp to do anything from redesigning your house to mocking up the next great invention. With an emphasis on usability, SketchUp has found very wide success as a tool even non-designers can use to make basic drawings. And now, thanks to the insight and expert tips from former SketchUp product director Aidan Chopra and co-author Rebecca Huehls, this easy-to-follow guide makes it more accessible than ever! Create buildings and components Alter the appearance of your model Tour your designs via SketchUp Get quick tips on troubleshooting If you're a designer with sketchy computer modeling skills, SketchUp For Dummies is the trusted reference you'll turn to again and again.

Part narrative, part business book; Architect + Entrepreneur is filled with contemporary, relevant, fresh tips and advice, from a seasoned professional architect building a new business. The guide advocates novel strategies and tools that merge entrepreneurship with the practice of architecture and interior design. The Problem: Embarking on a new business venture is intimidating; you have questions. But many of the resources available to help entrepreneur architects and interior designers start their design business lack timeliness and relevance. Most are geared toward building colossal firms like SOM and Gensler using outdated methods and old business models. If you're an individual or small team contemplating starting a design business, this is your field guide; crafted to inspire action. The Solution: Using the lean startup methodology to create a minimum viable product, the handbook encourages successive small wins that support a broader vision enabling one to, "think big, start small, and learn fast." It's a unique take on design practice viewed through the lens of entrepreneurship and is designed to answer the questions all new business owners face, from the rote to the existential. Questions about: - Startup costs - Business models (old and new) - Marriage of business and design - Mindset - Branding & naming (exercises and ideas) - Internet marketing strategies - Passive

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income ideas - Setting your fee - Taxes - Standard Operating Procedures (SOPs) - Securing the work - Client relations - Software - Billing rates - Contracts Building a business isn't a singular act; it's a series of small steps. Using the outline found in Architect + Entrepreneur you can start today. The chapters are organized to guide you from idea to action. Rather than write a business plan you'll be challenged to craft a brand and you'll sell it using new technologies. Follow the guide sequentially and you'll have both the tools and a profitable small business.

THE CLASSIC GUIDE TO DRAWING FOR DESIGNERS, REVISED AND UPDATED TO INCLUDE CURRENT DIGITAL-DRAWING TECHNIQUES Hand drawing is an integral part of the design process and central to the architecture profession. An architect's precise interpretation and freedom of expression are captured through hand drawing, and it is perhaps the most fundamental skill that the designer must develop in order to communicate thoughts and ideas effectively. In his distinctive style, world-renowned author Francis D. K. Ching presents *Design Drawing, Third Edition*, the classic guide to hand drawing that clearly demonstrates how to use drawing as a practical tool for formulating and working through design problems. While digital tools continue to evolve, this Third Edition includes new illustrations and information on the latest digital-drawing techniques. *Design Drawing, Third Edition* covers the basics of drawing, including line, shape, tone, and space. Guiding the reader step-by-step through the entire drawing process, this Third Edition also examines different types of drawing techniques such as multiview, paraline, and perspective drawings—and reveals how the application of these techniques creates remarkable results. In addition, *Design Drawing, Third Edition*:

- Features over 1,500 hand drawings—stunning illustrations in the author's signature style that reinforce the concepts and lessons of each chapter
- Offers new exercises and illustrative examples that range in complexity
- Presents all-new digital drawing topics, such as hybrid floor plans, digital models and fabrication, and hand-to-digital fluency
- Includes access to a new website featuring videos of the author demonstrating freehand techniques in a step-by-step manner in the studio and on location

Written and illustrated for professional architects, designers, fine artists, illustrators, instructors and students, *Design Drawing, Third Edition* is an all-in-one package and effective tool that clearly demonstrates drawing concepts and techniques in a visually stimulating format that outshines other works in the field.

This book is designed for all levels of Lumion users; from beginner to advanced, you will find useful insights and professional techniques to improve and develop your skills in order to fully control and master Lumion.

The SketchUp to LayOut book is the essential guide for woodworkers, carpenters, architects, contractors, builders, and designers who already know the basics on how to use SketchUp, but are looking to create stunning presentations to visualize their ideas with their clients using LayOut. Learn the workflow for creating models specifically for LayOut Before you even begin modeling that first rectangle, you'll need to fully understand which type of model you should be building for LayOut. Don't make the mistake of creating twice the amount of work for yourself because you didn't properly organize your model ahead of time. I'll teach you how to save time and frustration by organizing your model so YOU are in control of how your model viewports look. The entire first half of the book is dedicated to preparing your model for LayOut. From organizational workflow, to scenes and styles. I share with you my 5 point method I use to visualize and prepare every scene I create for LayOut. Not only will you understand exactly what those five points are, you'll learn multiple ways to control them. Using these methods, you will gain complete control over the look of your viewports in LayOut. You will master every aspect of a SketchUp scene and style, to enable you to create impressive presentations and drawings in the least amount of time possible. Is this too advanced for me? This book is designed for construction professionals who don't have any prior experience in LayOut at all. But it's also structured in a way that lets you look up specific tasks or methods without having to read the book cover to cover. I'll save you all the time and frustration that I went through when I first learned LayOut by quickly orienting you with the workspace, then jumping right in to creating your own titleblock, inserting SketchUp models, and adding dimensions. You should have some basic knowledge on how to use SketchUp. But if you're just starting out, you'll have complete access to my entire library of tutorials and videos for free on my website to bring you up to speed quickly. Every important aspect of LayOut is explained in the book, with step by step instructions for you to follow along. Learn exactly what you need to know and skip over all the little details you don't need to worry about. The book has been updated for 2014 so you'll even learn about the new Auto-Text tag feature, saving you a ton of time on those redundant text edits. You'll see REAL examples The sample projects in the book are real projects, not hypothetical meaningless shapes and boxes, so you can see exactly how to apply the concepts you learn in context with the real world. Plus, the SketchUp and LayOut files are included with each book download so you'll be able to follow along and discover for yourself how to organize a similar project of your own. The sample projects include a woodworking table project, a kitchen project, and a three story house project. At the same time, each step by step instruction can be read and followed independently from the project. So if you need to go back and reference a certain part of the book to learn how to do something specific, you'll be able to do that too. Advanced Techniques I've consulted with many of the best SketchUp gurus in the world! I've hung out with Nick Sonder at the SketchUp basecamp conference. I've interviewed Aidan Chopra, SketchUp evangelist and author of "Google SketchUp for Dummies", Eric Schimelpfenig from SketchThis.net, and Alexander Schreyer, author of "Architectural Design with SketchUp". I've also consulted with Mike Brightman, author of "The SketchUp Workflow for Architecture", Daniel Tal, author of "Rendering In SketchUp", and many other great SketchUp experts.

The Complete SketchUp Companion for Interior Design focuses on the skills and requirements necessary to design and explore interiors—from composing views to managing the structure of the model for tracking objects in schedules and keys. Organized by skill type, the book mimics the layered nature of the software, where a general base skill set is enhanced and deepened through more advanced, focused explorations and exercises. With concise explanations, and helpful boxed features ranging from basic to advanced topics, The Complete SketchUp Companion for Interior Design will be equally useful for beginning users and for those who already have knowledge of basic skills but find themselves in common "I-need-to-know" type situations in the design studio. The Complete SketchUp® Companion for Interior Design STUDIO -Study smarter with self-quizzes featuring scored results and personalized study tips -Review concepts with flashcards of terms and definitions -Watch video tutorials to learn essential techniques -Download template files to practice your skills PLEASE NOTE: Purchasing or renting this ISBN does not include access to the STUDIO resources that accompany this text. To receive free access to the STUDIO content with new copies of this book, please refer to the book + STUDIO access card bundle ISBN 9781501322006.

The only comprehensive SketchUp guide written for builders and contractors SketchUp is a 3D modeling application used in areas ranging from civil and mechanical engineering to motion picture and video game design. Three-dimensional modeling is of obvious value to the building industry—yet resources for transforming architectural designs into reality is surprisingly limited. SketchUp for

