

1. Record Nr.	UNINA9910458333403321
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Titolo	SketchUp 2014 for architectural visualization : create stunning photorealistic and artistic visuals of your SketchUp models // Thomas Bleicher, Robin de Jongh ; cover image by Aniket Sawant
Pubbl/distr/stampa	Birmingham, England : , : Packt Publishing Ltd, , 2014 ©2014
ISBN	1-78355-842-3
Edizione	[Second edition.]
Descrizione fisica	1 online resource (448 p.)
Collana	Community Experience Distilled
Disciplina	006.693
Soggetti	Three-dimensional imaging Computer-aided design - Computer programs Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Quick Start Tutorial; The SketchUp interface; The main window and pallets; Toolbars; The status bar; The Value Control Box; Pallet windows; The Getting Started toolbar; Navigation; Select and Erase; Drawing tools; Edit tools; Core concepts; Splitting and healing; Groups; Inferencing; Layers and visibility; Further resources; Modeling the room; Setting up the view; Setting up the camera view; Saving the camera view; Setting up the sun; Applying SketchUp materials Timber flooring materialModeling the window; Painting with digital photos; Doing a test rendering; Enhancing SketchUp materials; Saving the image; Summary; Chapter 2: Collecting a Toolset; Free, libre, or what?; Trimble SketchUp; SketchUp Pro, LayOut, and Style Builder; The 3D Warehouse; Unlimited upgrades - Ruby plugins; The Extension Warehouse; The Extension Manager; Old style Ruby scripts; Thea Render; Why use Thea Render?; Installing Thea Studio; Installing the Thea for SketchUp plugin; Downloading bonus content; Image-processing studio with GIMP Why do I need a professional-level image processor?Grabbing a copy of GIMP; Becoming a movie-making genius...almost!; Why can't I just use

the output from SketchUp?; VirtualDub; Mac alternatives; Handbrake; Summary; Chapter 3: Composing the Scene; The importance of planning; How to begin with the end in mind; Sketch out your visuals; Think like a film set designer; Setting up an arch-viz scene; Importing terrain data; Using a site photo with Match Photo; What you need from a Match Photo image; Setting up a Match Photo scene; 3D drawing in a 2D photo

Setting up a real-world location and the Sun's position; Setting up the time and date for shadows; Sketch plan; Starting with a 2D CAD site plan; Setting up a CAD site plan; Cleaning up the imported CAD data; Importing 3D data from CAD; Fleshing out your site plan; Massing the buildings; Setting up the camera to challenge and impress; Changing the field of view; Think like a pigeon; Orthographic and parallel projection; Saving days of toil with ready-made scenery; Billboard scenery elements; Creating billboard elements; Framing the scene with entourage; The specificity trap; Rough placeholders

Inserting entourage placeholders; Printing a test view; Summary; Chapter 4: Modeling for Visualization; Project file layout; Creating the basic building shape; Swapping \_LR with \_HR resolution versions; Carving out the detail; Modeling buildings in SketchUp; Modeling detail from CAD elevations; Modeling from a photograph; Modeling by eye or measurements; Low polygon modeling techniques; What is low polygon?; So what's the big deal about low polygon modeling?; Will I see it?; Can I replace it with 2D?; Can I reduce the number of segments in an arc or circle?

Using components to increase productivity

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## Sommario/riassunto

Beginning with a quick start tutorial which will get you up and running with SketchUp 2014 quickly, you will move on to learning the key skills you will need to wow your clients with stunning visualizations through a series of practical steps, tips and tricks. If you are a SketchUp user, from an amateur right through to an architectural technician, professional architect, or designer, this is the book for you. This book is also suitable as a companion to any architectural design or multimedia course, and is accessible to anyone who has learned the basics of SketchUp.

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