

Chapter 1

SketchUp Basics

- 1.1 Getting Started
- 1.2 Drawing Toolbar
- 1.3 Principal Tools
- 1.4 Modification Tools
- 1.5 Follow Me in 3D

Chapter 2

Groups and Components

- 2.1 Creating Groups
- 2.2 Creating Components
- 2.3 Dynamic Components
- 2.4 Construct a Quick Model
- 2.5 Build Your Model Freely

Chapter 3

Viewing Your Model

- 3.1 Viewing Your Model
- 3.2 Orbiting and Panning
- 3.3 Positioning the Camera
- 3.4 Sectioning Your Model

Chapter 4

Organic Geometry

- 4.1 The Sandbox Toolbar
- 4.2 Creating Organic Surfaces
- 4.3 Using From Scratch Tool
- 4.4 The Drape and Stamp Tools
- 4.5 Projecting a Map on the TIN

Chapter 5

Materials and Solid Tools

- 5.1 The Solid Tools Foundation
- 5.2 Applying Materials
- 5.3 Wrapping Images on Models
- 5.4 3D Text and Dimensioning
- 5.5 Section Animations
- 5.6 Making a Presentation in Layout