

# SketchUp / V-Ray Training

- Introduction to SketchUp
- Interface, Basic Navigation
- Adding toolbars, Navigating ,Changing perspective
- Walking around, Creating camera views
- Shading faces and edges, Creating shadows and fog
- Creating Scenes, Setting preferences
- Set Units, Add Geo Location, Orbit, Pan, Zoom concept, creating lines and more.....
- Manipulating Objects
- Selecting and moving objects
- Scaling and rotating objects
- Manipulating faces and edges
- Advanced selection tools
- Creating 2D to 3D with Push-Pull tool
- Create complex extrusions and lathed forms with Follow Me tool
- Offset, Move, Rotate, Scale the object
- Drawing
- Measuring and Labeling
- Working with Components
- Organizing Scenes
- Creating Textures and Materials
- Creating Terrain Using Sandbox
- Measure angle with protactor, Apply text, 3D text, Changes of axes
- Sandbox tools, From contours, From scratch, Make group, Make component
- Face styles, Edge style and viewport styles, Working with views and Parallel projection.
- Zoom window and Zoom extents , Working with solid tools
- Intersect, Union, Subtract, Trim, Split, Create layers, Working with outlinear
- Apply materials, Textures, Creating light, Point light, Spot lights
- Working with podium browser and Render the scenes
- Import DWG into Sketchup, Import with units, Apply dimensions and Tape measure tool
- Zoom window, Zoom extents Shadows & Fog settings

- **Position camera, Look around, walk inside the model**
- **Creating animation, Add, Edit, Update scenes**
- **Export files to 3D model, DWG and Graphics**
- **Setting Rendering Parameters**
- **V-ray material & lighting, camera in detail**
- **Using Photoshop create a materials, selection tool, crop, create a jpeg & png file**
- **Finalizing your project**

**SketchUp** is a 3D modeling computer program for a wide range of drawing applications such as architectural, interior design, landscape architecture, civil and mechanical engineering, film and video game design.

The program includes drawing layout functionality, surface rendering, and supports third-party plugins from the Extension Warehouse.

**SketchUp** Pro is used primarily for building design and construction in the AEC (Architecture, Engineering and Construction) **industry**. Additionally, across the spectrum of building construction, **SketchUp** is commonly used to collaboratively test, communicate and validate construction ideas as projects develop.

#### **NOTE**

Duration of training is lump sum 70 hours but it's up to learner, so it doesn't matter how much time you will take to complete the training. If your grasping level is good then it will be completed in 50 hours only. We charged fee for course not for days/hours/months.

**Please call/whatsapp or Email us for further queries.**

<b>Duration</b>	<b>: 70 Hours</b>
<b>Training Mode</b>	<b>: Online or Classroom</b>
<b>Daily Hours</b>	<b>: 1-2 Hour</b>
<b><u>Fee</u></b>	
<b>SketchUp -&gt;</b>	<b>10000.00</b>
<b>V-Ray -&gt;</b>	<b>15000.00</b>
<b>SketchUp+V-Ray -&gt;</b>	<b>22000.00</b>



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