

Tutorial #2: Create a Mayan House with Google SketchUp



Getting Started

Download and install Google SketchUp on your Windows or Mac computer.

Save the provided image files *FloorPlan.bmp*, *Brick-TurboSquid.jpg*, and *RoofBrick.bmp*.

SketchUp Tools

Familiarize yourself with the tool options by slowly moving the mouse pointer without clicking over the row of small tool pictures along the top of the SketchUp window. The name of each tool will appear when you slowly move the mouse pointer over its icon.



Menu Selections

Menu selections are indicated by listing the names of the menu selections in order. For example, Camera -> Standard Views -> Top means to first click on the Camera menu, then scroll over Standard Views, and then lastly select Top.

Sketch the Walls in the Floorplan

Camera -> Standard Views -> Top

Camera -> Parallel Projection

File -> Import

Choose *FloorPlan.bmp*

Click on Open as Image

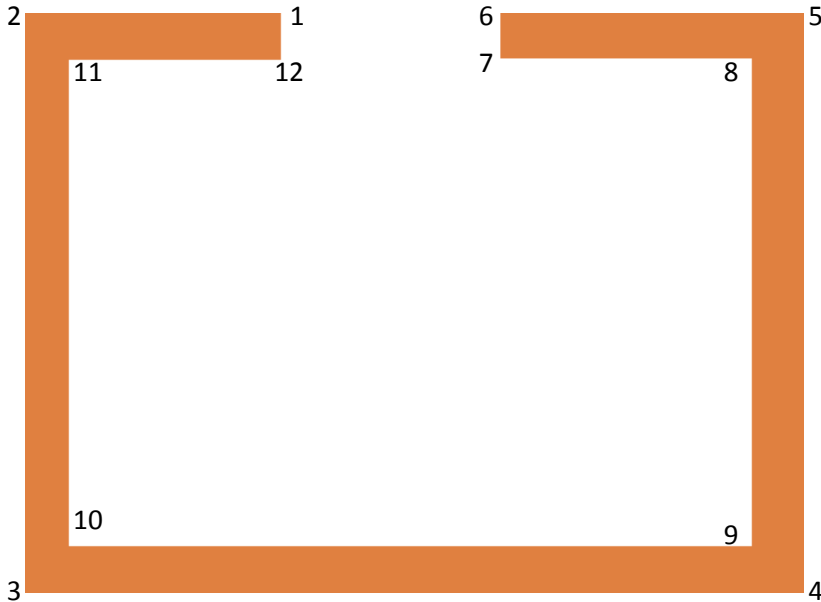
Click to anchor the floor plan image

Move the mouse to size the floor plan and click again to lock it in place.

Click on the pencil tool in the toolbar along the top.



Click on the 12 corner points in order from 1 to 12 to outline the wall.



The 13th point you click will be the same as the first one to close the outline of the walls.

The walls should appear filled in as a light blue color to signal that it's a solid area.

Raise the Walls

Camera -> Standard Views -> Iso

Click on the Push/Pull tool.



Move the mouse upwards to pull the walls to the height you want.

Keep the Rain Out with a Roof

Camera -> Standard Views -> Front

Click the rectangle tool to the right of the pencil tool.

Click and move the mouse to draw a rectangle that rests above the walls.

Camera -> Standard Views -> Right

Click on the Push/Pull tool.



Move the mouse until the roof completely covers the house.

Camera -> Standard Views -> Iso

Click on the Orbit tool and move your viewpoint around the house to see it from different sides.

Lay the Bricks

Orbit until one of the exterior walls is in clear view.

File -> Import to call up the file chooser dialog window.

If you don't see *Brick-TurboSquid.jpg* click on the black triangle next to "Files of Type" and select "All supported image types"

Click on *Brick-TurboSquid.jpg* and click on "Use as Texture"

The brick image will appear and SketchUp will try to guess where you want to paste it.

Move the mouse until the bricks appear to lay on one of your exterior walls.

Click the mouse to set one corner of the brick.

Move the mouse until the individual bricks look to be the right size.

Don't worry if the brick image covers only part of the wall.

Click a second time and SketchUp will repeat the brick image so it covers the whole wall.

Repeat all the steps in "Lay the Bricks" for the other exterior walls.

Paint the Roof

Repeat the steps for painting the walls using the *RoofBrick.bmp* texture image. Apply this texture to each of the four sides of the roof.

Or, try painting your own roof brick tile image using your favorite paint program and save the tile image to any one of the image formats supported by SketchUp.