Instructor’s Guide

3D Modeling in SketchUp

This guide is designed to be used by the instructor while running the live session in Variation 2 of the lesson. The guide summarizes the steps from the lesson’s tutorial video. The assumption is that the instructor will have watched the tutorial beforehand and is familiar with the steps; the guide is intended to serve as a memory aide.

1. Lines: Demonstrate drawing a line 28” up the Blue Axis.
2. Rectangles: Draw a 2” x 2” square perpendicular to the Blue Axis, starting at the origin.
3. Push/Pull: Pull the square face up to the Endpoint of the line from Step 1, making the first leg of the table.
4. Select: Click and drag over the leg to select it.
5. Move/Copy: Use Move to grab the corner of the leg that sits at the origin. Hit Ctrl to copy and make Leg #2. Move Leg #2 along the Red Axis 28” (away from the origin). Grab the outside corner of Leg #2 and hit Ctrl to copy. This is Leg #3. Move Leg #3 along the Green Axis 28”. Grab the outside corner of Leg #3 and hit Ctrl to copy. This is Leg #4. Move Leg #4 along the Red Axis and in the direction of the Blue Axis (i.e. so that it is kitty-corner from Leg #2).
6. Drawing the Table-top: Draw a square over the tops of the legs, from the corner of Leg #1 to the opposite corner of Leg #3. Pull the table-top up 2”, then pull up the tops of the legs so that they are flush.
7. Delete: You can show participants two different ways of deleting the extra lines between the legs and the rest of the table-top: the Eraser tool, or selecting and hitting the Delete key.
8. Follow Me: Using the 2-Point Arc tool, draw the cross-section of a curved molding on the edge of the table-top. Then use Follow Me to bring the molding around all four sides of the table.

Visual Guide