

# Getting Started in... **3D Modeling**

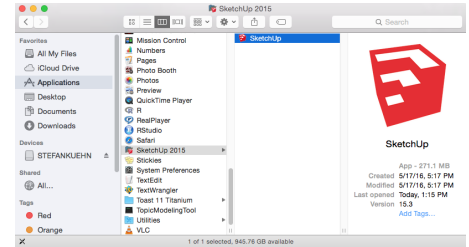
## **Student Technology Assistance Center**

### **Opening Sketchup**

1. Begin by opening Sketchup.

On a PC, click **Start > Programs > Sketchup 2016 > Sketchup**, or click on the Sketchup shortcut on the desktop.

2. On a Mac, click **Macintosh HD > Applications > Sketchup 2016 > Sketchup**, or click the Sketchup icon in the Dock.



### **Basic Tools**



1. **Rectangle Tool:** This is used to create rectangle and square planes. To create a plane, click and move the mouse with the tool selected. Click once more to lock the preview in place.

2. **Arc Tool:** Creates arcs or circles. To create an arc click once, this will be your center point. Clicking somewhere else will create another point. From here, you can drag your mouse around and a preview of the arc will appear. Clicking again will create an arc. To make a Circle, click on the workspace and rotate the arc preview around. When the circle is completed, click the workspace again.

3. **Push / Pull Tool:** Expands planes into 3D objects. To do this, select the Push / Pull Tool and click on the plane you wish to expand. Next, drag the mouse and click again to create a 3D shape.

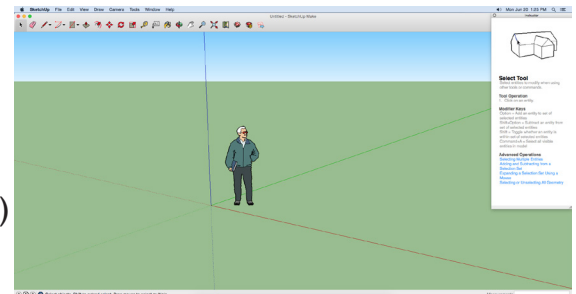
### **Moving the Camera**

1. To move the viewing angle and zoom in and out on the workspace, you will be using your mouse and the Pan Tool.

2. Clicking in on the Scroll Wheel and dragging the mouse will rotate the camera. (Using a three button mouse is necessary in a 3D environment.)

3. Spinning the Scroll Wheel will zoom in and out.

4. Lastly, with the Pan Tool selected, left clicking and dragging will move the camera around the workspace.



### **Saving**

1. Click **File > Save**.

2. Navigate to the place you would like your document to be saved by using the drop down menu and the navigation window.

3. Enter the name of your document in the **Save As** text field.

4. Choose a format to save your project in from the **Format** drop down menu.

5. Click the **Save** button in the bottom right corner of the dialogue box.

6. Check to make sure that your document is saved in the place you intended.

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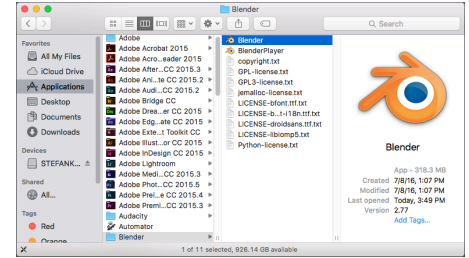
## **Student Technology Assistance Center**

### **Opening Blender**

1. Begin by opening Blender.

On a PC, click **Start > Programs > Blender**, or click on the Blender shortcut on the desktop.

2. On a Mac, click **Macintosh HD > Applications > Blender**, or click the Blender icon in the Dock.

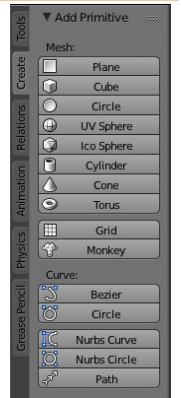


### **Basic Tools**

1. To make a shape, click on the **Create** tab. From here, there are a number of tools to make basic shapes.

2. The **Cube Tool** is used by simply clicking on the tool. This creates a cube in the 3D space.

3. To move, scale and rotate any 3D object, click on the **Tools** tab. Then select a tool and move your mouse to edit the object. Clicking will lock the object in place.

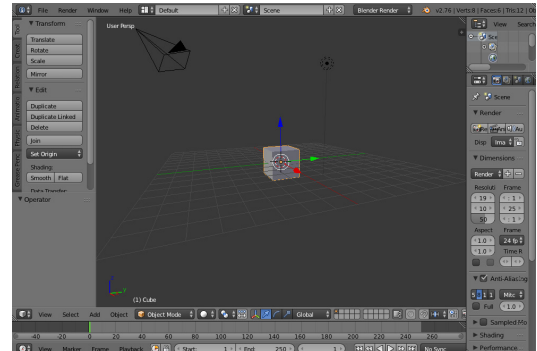


### **Moving the Camera**

1. Click on the Scroll Wheel and drag the mouse to rotate the camera. (Using a three button mouse is necessary in a 3D environment.)

2. Spin the Scroll Wheel to zoom in and out.

3. Hold down Shift while clicking the Scroll Wheel and dragging. This will move the camera around the 3D environment.



### **Saving**

1. Click **File > Save**.

2. Navigate to the place you would like your document to be saved by using the drop down menu and the navigation window.

3. Enter the name of your document in the **Save As** text field.

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