

Sketchup Tutorial Beginner: Designing a house with Basic Tools

Locate file – Scratch Disk > Folder > Sketchup Beginner Tutorial 2024.

Setting up file: New Project > Template > Architectural Millimeters.

*Units can be changed at anytime under Window > Model Info > Units

Basic tools

Push and Pull (P)

Rotate

Move (M)

Material / Paint bucket (B)

Ruler (Guidelines)

Group

Component

Build foundation:

- Draw 4000mm x 3000mm square
- Double click, select all.
- Right click > Make group
- Double click, extrude (P) 500mm (blue axis)

Build walls:

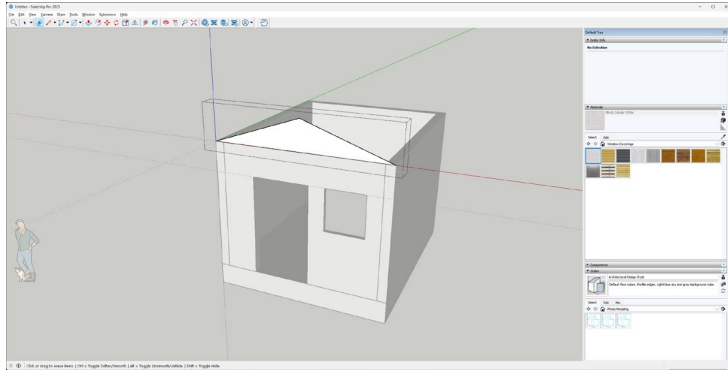
- Draw 200mm x 4000mm square
- Double click, select all.
- Right click > Make group
- Double click, extrude 3000mm (blue axis)
- Using move tool (M) and Copy tool (CTRL on object)

Make door / Window:

- Double click wall.
- Draw a square > Offset backwards by 200mm (Click to the back of the wall)
- Using ruler tool (guide lines), align with the top of the door
- Draw a square > Offset backwards by 100mm (Type 100)
- Using paint bucket tool > Material tab > Window Coverings > Any blinds > Click on window.

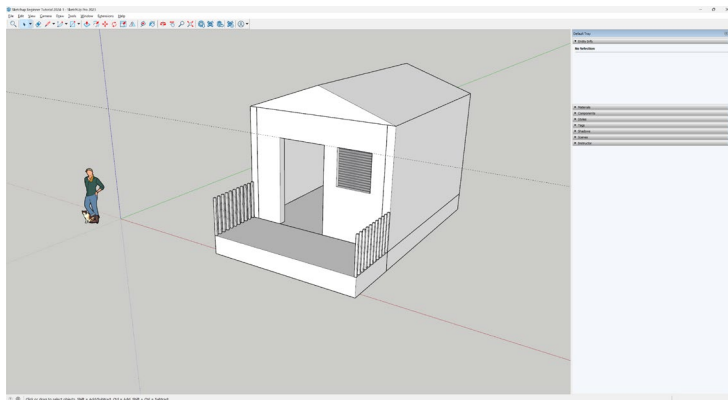
Make roof:

- Draw 700mm x 4000mm square > Group > Draw two angled lines across to the mid point (highlighted light blue dot)
- Using Eraser tool (E) > drag over the two corners of the rectangle to remove them so we are left with the triangle.
- Extrude to 5000mm (at the end of the house)



Add frontyard + Fences (Using Components)

- Draw 4000mm x 1550mm square > group > extrude to 500mm
- Draw 50mm x 300mm within the group.
- Make group > **Make Component**
- Click object > Ctrl and move on green axis by 150mm (Type 150mm) > 10x (10 extra units of poles). *This tool is similar to array from rhino.*
- Looks small? Try increasing measurements of one of the items by 700mm. They will all change at the same time.
- Select all items > Group > Copy and move to other side.



Additional tools

- Section Plane (Tools > Section Plane)
- Geo location (Paid subscription)
- Hide / Unhide
- Tags
- Styles
- Views

