

Google Sketchup For Site Design A Guide To Modeling Site Plans Terrain And Architecture

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Google Sketchup For Site Design
Google SketchUp for Site Design | SketchUp. Filled with tutorials, this book focuses on the start and completion of projects that include rich detail and expression. How to approach modeling site plans, buildings and site elements: from modeling each of these exterior environment elements to piecing them together to generate a singular and expressive model.

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Google SketchUp for Site Design illustrates a holistic approach to SketchUp: how it works and more importantly, what to do with it. Filled with tutorials from front to back, the book focuses on the start and completion of projects that include rich detail and expression. Each part and chapter of the book builds on the previous chapters and tutorial.

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ENHANCE YOUR PROFESSIONAL SITE DESIGN PROJECTS WITH POWERFUL SKETCHUP TOOLS. Since its publication in 2009, SketchUp for Site Design has earned recognition as the premier guide to Google SketchUp for landscape architects and site design professionals. This fully revised Second Edition introduces you to numerous software updates as well as new terrain modeling tools and extensions, bringing you up to date on the look and feel of SketchUp and everything it offers.

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Google SketchUp for Site Design: A Guide to Modeling Site Plans, Terrain and Architecture. Daniel Tal. I am excited to see new publications that are relating our digital design tools directly to the profession. Daniel has created an extremely valuable resource for site design professionals using Google Sketchup.

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SketchUp for Site Design is the definitive guide to SketchUp for landscape architects and other site design professionals. Step-by-step tutorials walk you through basic to advanced processes, with...

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The site designer's guide to SketchUp's powerful modeling capabilities SketchUp for Site Design is the definitive guide to SketchUp for landscape architects and other site design professionals. Step-by-step tutorials walk you through basic to advanced processes, with expert guidance toward best practices, customization, organization, and presentation. This new second edition has been revised to align with the latest software updates, with detailed instruction on using the newest terrain modeling tools and the newly available extensions and plug-ins. All graphics have been updated to reflect the current SketchUp interface and menus, and the third part of the book includes all-new content featuring the use of new grade and terrain extensions. Developed around the needs of intermediate professional users and their workflows, this book provides practical all-around coaching on using SketchUp specifically for modeling site plans. SketchUp was designed for usability, with the needs of the architect, industrial designer, and engineers at center stage. This book shows you how the software's powerful terrain and grade functions make it an ideal tool for site designers, and how to seamlessly integrate it into your workflow for more efficient design and comprehensive planning. Master the SketchUp basics, navigation, components, and scripts Turn 2D sketches into 3D models with volume, color, and material Create detailed site plans, custom furnishings, gradings, and architecture Learn sandbox tools, organization strategies, and model presentation tips SketchUp has undergone major changes since the publication of this guide's first edition, with its sale to Trimble Navigation bringing about a number of revisions and the availability of more immediately useful features. SketchUp for Site Design shows you how to harness the power of this newly expanded feature set to smooth and optimize the site design workflow.

Google SketchUp for Site Design illustrates a holistic approach to SketchUp: how it works and more importantly, what to do with it. Filled with tutorials from front to back, the book focuses on the start and completion of projects that include rich detail and expression. Each part and chapter of the book builds on the previous chapters and tutorial. You will learn how to approach modeling site plans, buildings and site elements: from modeling each of these exterior environment elements to piecing them together to generate a singular and expressive model. The book culminates with tutorials demonstrating effective and simple ways to include grades and terrain using the Sandbox tools and how best to integrate the entire approach with AutoCAD and SketchUp. Also included are links to supplemental on-line resources such as YouTube tutorials and free tutorial and example models from 3D Warehouse. The book is useful for all SketchUp proficiency levels including beginners, hobbyists, and professionals.

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Go 3D with Google's exciting architectural design software for Mac and Windows Whether you need to learn 3D modeling for business or you're just eager to see what you can create, Google SketchUp and Google SketchUp 8 For Dummies are for you. Available in both a free hobbyist version and a full-featured professional version, SketchUp explodes the myth that 3D modeling software must be complicated to learn and use. This book will take you step by step through downloading and using both versions on both Mac and Windows. There are even video walkthroughs on the companion Web site. Google's exciting 3D modeling software offers hobbyists as well as architects, engineers, and industrial designers a less complicated tool for architectural rendering, urban planning, set design, game design, and other uses This guide explains both the free and professional versions for both Windows and Mac Covers the basic concepts of 3D modeling and how to build a 3D model, print or share your work online, export your drawing to another design package or Google Earth, and create a detailed set of plans Companion Web site features video walkthroughs Google SketchUp 8 For Dummies gets you up and running with 3D modeling quickly and easily.

A guide to using Google SketchUp for creating three-dimensional models, covers such topics as creating custom templates, importing CAD files, creating components, mastering scenes, and exporting graphics.

Start building your 3D model today with a comprehensive guide toSketchUp 2014 SketchUp 2014 For Dummies is a user-friendly guideto creating 3D models, adding textures, creating animatedwalkthroughs, and more, using one of the most popular 3D modelingprograms on the market. Fully updated to align with the release ofSketchUp, the book guides you through the interface, tools,techniques, and tricks in SketchUp and SketchUp Pro, on bothWindows and Mac platforms. Written for designers with no prior 3Dmodeling experience, the book provides beginner- tointermediate-level instruction in this powerful program. With a strong emphasis on usability rather than features,SketchUp has found widespread success around the world. Availabeas a free download, the program allows you to get comfortable anddevelop your skills before investing in the Pro version'sadditional features. SketchUp 2014 For Dummies getsyou up to speed fast, beginning with an overview of the basicconcepts of 3D modeling before getting down to business with thesoftware. Organized for easy navigation, the book can also serve asa handy desk reference for more experienced designers gettingacquainted with the latest update. Topics include: Using SketchUp 2014 to create 3D models Printing on a plotter or 3D printer Sharing designs via SketchUp 3D Warehouse Exporting to another design package The book also walks you through the creation of a detailed setof plans, and demonstrates how to give virtual "tours" of yourdesign. A 16-page color insert illustrates the possibilities, andmay just trigger your inspiration. Whether you're a designer,architect, engineer, or hobbyist, SketchUp 2014 For Dummiesgets you started quickly.

Considerably easier to use than other 3D software, Google SketchUp has found a niche in architecture, landscape design, real estate development, furniture building, and other design professions. This book provides an accessible approach that assumes no previous 3D modeling experience and explains the basic concepts involved in 3D modeling. Wiley Pathways SketchUp shows you how to build a 3D model, print it, share it, export it to another professional design package, export it to Google Earth, and create a 3D animated tour. The book will also help you harness the power of Google SketchUp so you can populate Google Earth with 3D buildings, monuments, and other sculptures.

Go 3D with Google's exciting architectural design software for Mac and Windows Whether you need to learn 3D modeling for business or you're just eager to see what you can create, Google SketchUp and Google SketchUp 8 For Dummies are for you. Available in both a free hobbyist version and a full-featured professional version, SketchUp explodes the myth that 3D modeling software must be complicated to learn and use. This book will take you step by step through downloading and using both versions on both Mac and Windows. There are even video walkthroughs on the companion Web site. Google's exciting 3D modeling software offers hobbyists as well as architects, engineers, and industrial designers a less complicated tool for architectural rendering, urban planning, set design, game design, and other uses This guide explains both the free and professional versions for both Windows and Mac Covers the basic concepts of 3D modeling and how to build a 3D model, print or share your work online, export your drawing to another design package or Google Earth, and create a detailed set of plans Companion Web site features video walkthroughs Google SketchUp 8 For Dummies gets you up and running with 3D modeling quickly and easily.

A comprehensive, state-of-the-art guide to site planning, covering planning processes, new technologies, and sustainability, with extensive treatment of practices in rapidly urbanizing countries. Cities are built site by site. Site planning—the art and science of designing settlements on the land—encompasses a range of activities undertaken by architects, planners, urban designers, landscape architects, and engineers. This book offers a comprehensive, up-to-date guide to site planning that is global in scope. It covers planning processes and standards, new technologies, sustainability, and cultural context, addressing the roles of all participants and stakeholders and offering extensive treatment of practices in rapidly urbanizing countries. Kevin Lynch and Gary Hack wrote the classic text on the subject, and this book takes up where the earlier book left off. It can be used as a textbook and will be an essential reference for practitioners. Site Planning consists of forty self-contained modules, organized into five parts: The Art of Site Planning, which presents site planning as a shared enterprise; Understanding Sites, covering the components of site analysis; Planning Sites, covering the processes involved; Site Infrastructure, from transit to waste systems; and Site Prototypes, including housing, recreation, and mixed use. Each module offers a brief introduction, covers standards or approaches, provides examples, and presents innovative practices in sidebars. The book is lavishly illustrated with 1350 photographs, diagrams, and examples of practice.