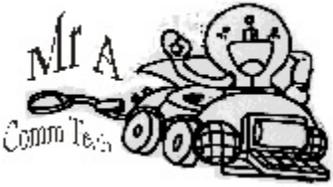


Learn to draw in 3D



This is a summary of your current Skill level :

1. You can make vector drawings in corel draw (Logo, box, posters, etc)
2. You can make bitmaps pictures change and add effects (photopaint, photoshop)
3. You can make animations and cartoons (flash, animated gif)
4. You can make presentations in video, slide, flash, and web sites.
5. You can combine software to make How to handouts, Cartoons, Commercials, Boxes, etc



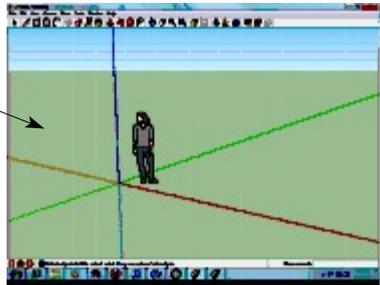
NOW what is next..... The World of 3D

(Sketch up is a free download from Google)

1. Click on the sketchUp icon to open software
2. If you see this screen choose template option
Then choose the first template



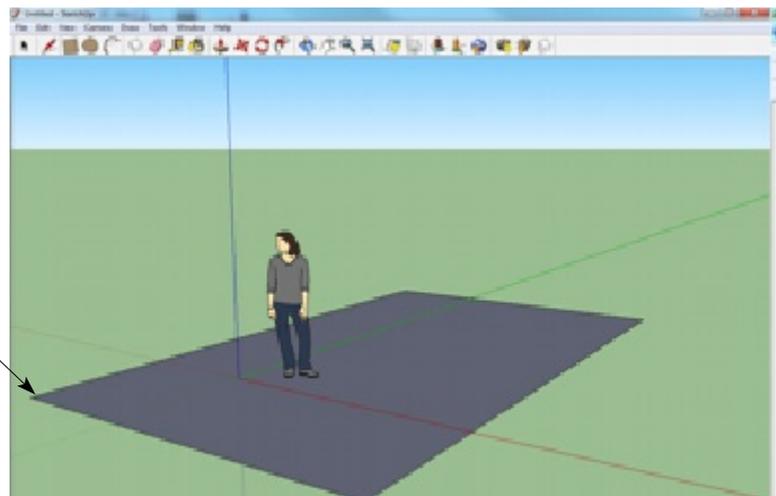
3. You will now get to this screen



4. Click on the rectangle
It is beside the pen tool



5. Then click and drag the mouse
drawing a box around the lady
Start your box drag here from this spot
on the layout area

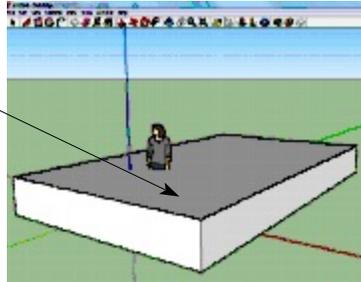


**Use the edit undo menu
or Alt+backspace** if you make a
mistake

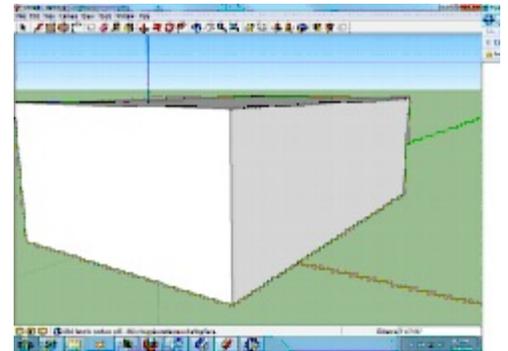
6. Click on Push Pull tool now.



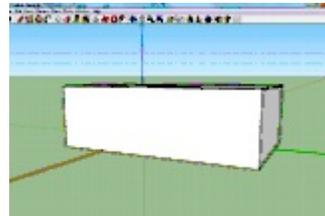
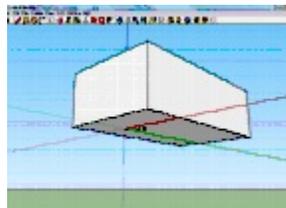
7. Now just place your cursor over the rectangle you just drew and you will see it change to a rectangle with dots. Click your mouse and drag the box up



Drag it to this level

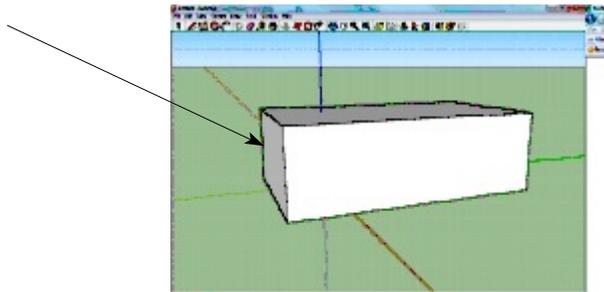


Now click on the orbit tool then drag the mouse around the box to see different views.



Now you know how to look at the 3D box you have made...

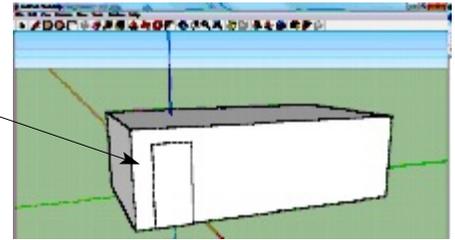
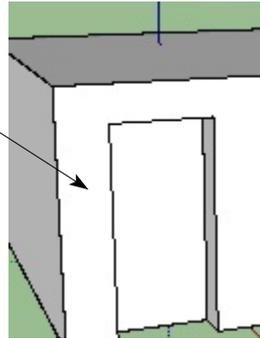
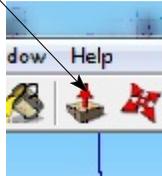
Rotate the box to look like this position



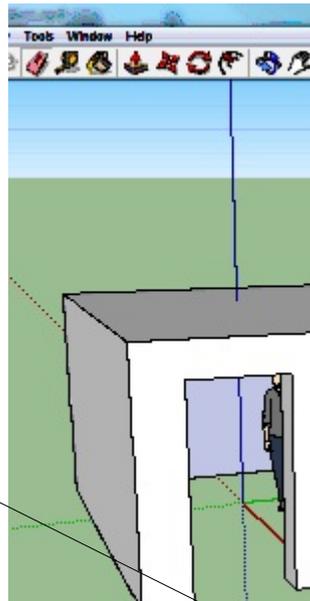
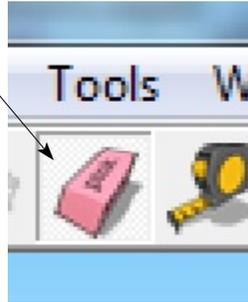
Now take the rectangle tool again and draw a door into the front face of the box.



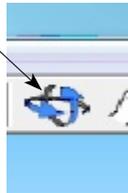
Then click on the push pull tool and push the door into the box



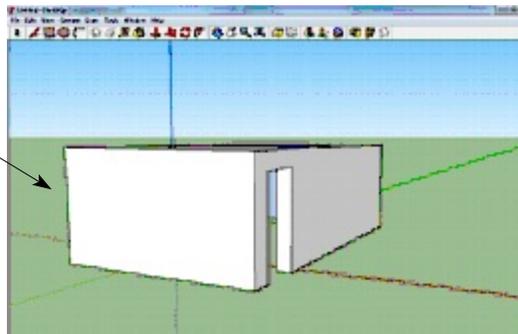
Now **click** once on the erase tool and then **click** on the bottom line of the doorway you created you will see the door disappear.



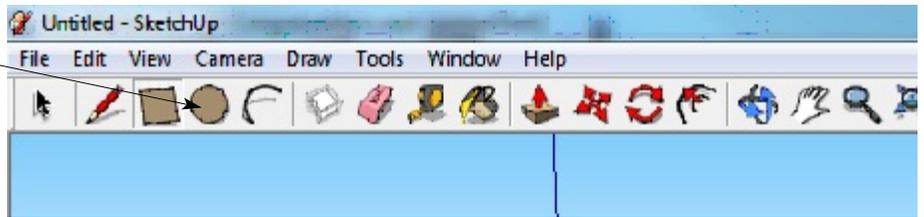
Go and click on the orbit tool again and move the box around and then leave



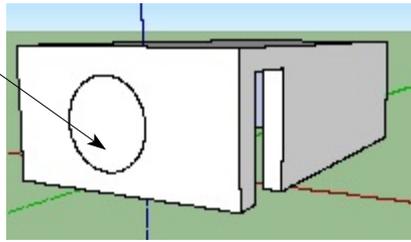
it turned showing the side .



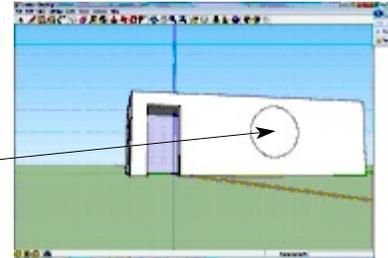
Now pick the circle tool



Place the cursor in the middle of the wall and draw a circle,



then get the orbit tool and turn the box showing the door side, and then get the circle tool again and draw a circle



Now click on the select tool, looks like an arrow



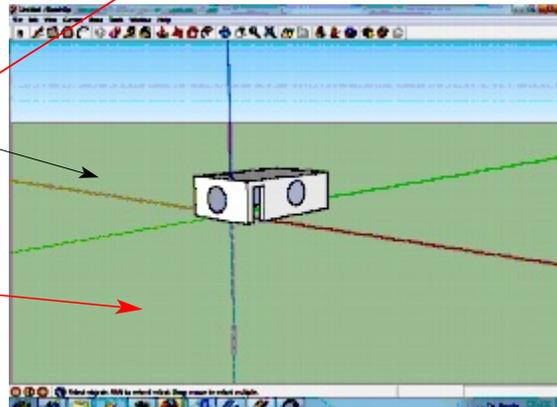
click on the middle of the circle and press the delete key do that to both circles



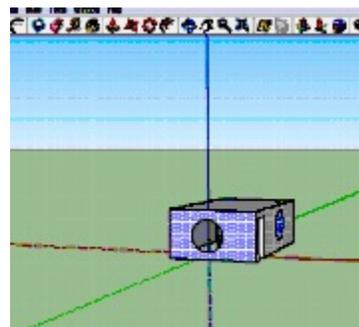
Now click on the zoom out tool, it looks like a magnify glass

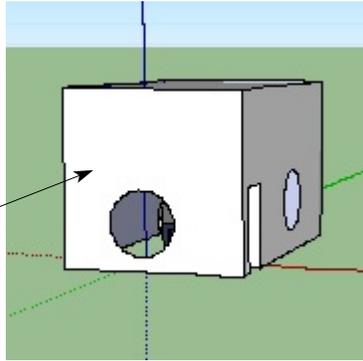
Drag the mouse out to make the box smaller it should look like this when completed

Now click on the hand tool and move the box around just to see what it does, make sure the box looks like this after

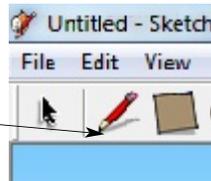


Now get the orbit tool and turn the box so that it shows the side view of the box





Go and get the push pull tool and click on the top of the box drag the top up to double the size of the current box

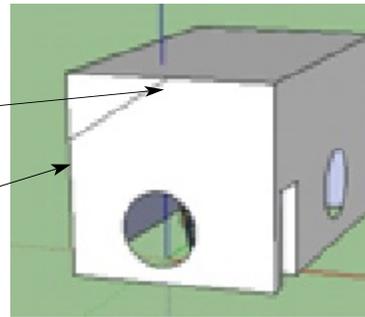


Now go and get the line tool it looks like an pencil

Just drag your cursor along the top edge box building and find the blue spot in the middle, then click to mark that point .

Then let the click go and move the cursor over to the side of the building and click around here

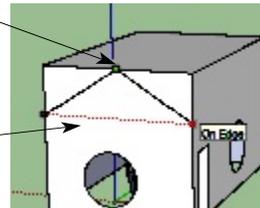
This blue spot is the middle of the edge .



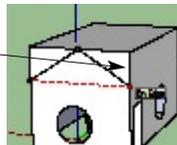
Then do the same thing for the other side of the box

You will find a helpful leveling line will appear to make sure you are straight when you click the edge mark

Leveling line appears when you are level

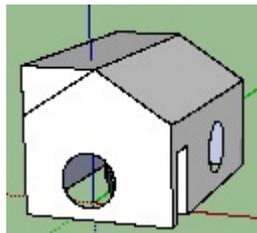


Then get the push pull tool and click on the front right triangle

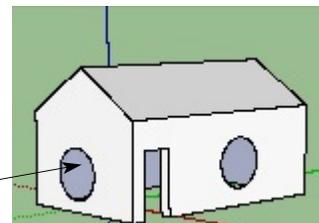


Then push the triangle right off the back of the

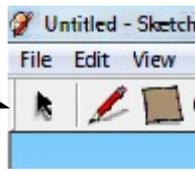
box



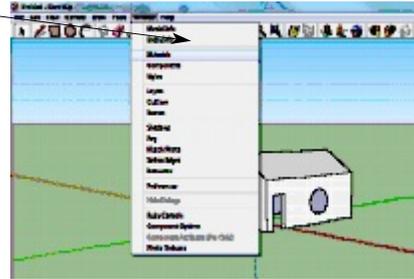
The orbit the box around and take the other triangle off the box then leave the new house facing this direction



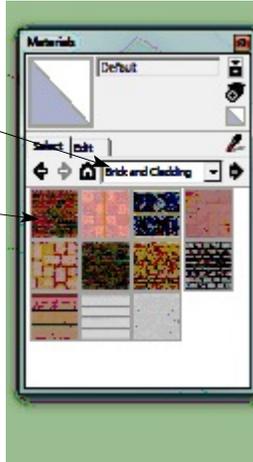
Now go and get the select tool



On the top menu toolbar, click on the windows menu and click on the material bar is the window.



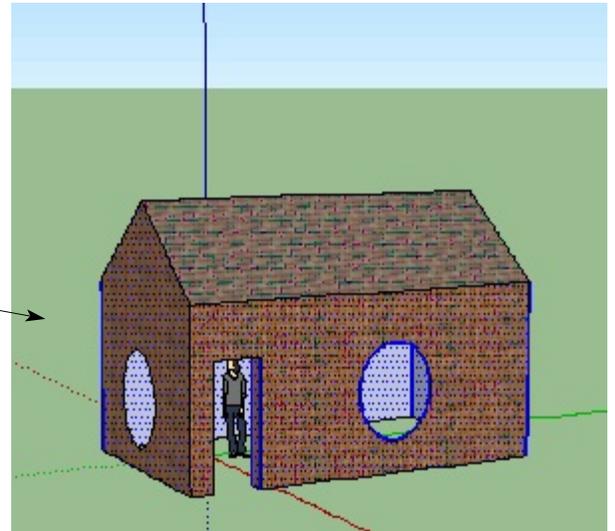
This box will open click on the middle drop down box and choose brick.



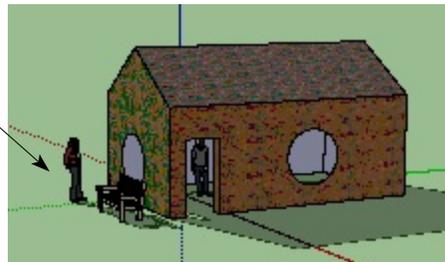
Then click on the red brick and the cursor will turn into a paint bucket touch the side walls

Use the orbit tool to turn the house around to brick all the house

Also choose roofing from the material drop box and shingle the roof



Now go to the windows drop down menu and choose components
Drag a bench
Drag a person and place them like this



Now using rectangle tool and draw on the side of the house then use the push pull tool to put a shelter over the bench

Notice I have a shadow, go to the window menu and choose shadow click on the top left square to turn on the shadow then slide the bars to get the right effect.

Show Mr A



Project: 1 Look over the example model page and make one of the houses
From that selection, try and get as close to the example as possible

Project: 2 Draw your own house or car

