

Contents

Foreword Duane Addy

vii Chapter 7: Importing Construction Drawings

31

**PART I:
SketchUp Essentials**

1

Workflow 33

Chapter 1: Introduction

3

Chapter 8: File Management 36

Who Should Read This Book? 4

Layer Management 37

Why Should You Read This Book? 4

Templates 38

What Is In This Book? 4

**PART II:
Phases of Construction** 39

Chapter 2: SketchUp Resources

7

Chapter 9: Existing Site Models 41

SketchUp Free or SketchUp Pro? 7

Creating The Existing Site Model 44

LayOut 8

Geolocation 49

3D Warehouse 8

Extension Warehouse 8

Other Resources 9

Chapter 10: Foundations 53

Chapter 3: SketchUp Basics

11

Monolithic Slab-on-Grade 53

The Interface 11

Crawl Space 61

Navigation 13

Basement 78

Parallel Projection Versus Perspective 14

Controlling Costs 100

Scenes 15

Chapter 11: Wall Framing 101

Layers 15

Measurements Box 16

Basic Tools 16

Chapter 12: Floor Systems 112

Wood-Framed Floor Systems 112

Chapter 4: Model Your First Object 21

Case Study 135

Chapter 5: Groups and Components 26

Chapter 13: Roof Systems 137

Groups Versus Components 26

Roof Plan(e)s 137

Chapter 6: Extensions (Plugins) 29

Conventional Roof Framing 148

Relevant Developers 30

Roof Trusses 159

Sub-Fascia 160

Roof Sheathing	162	Foundations	291
Case Study	165	Wall Framing	294
Chapter 14: Exterior Finishes	169	Floor Systems	295
Windows and Exterior Doors	169	Roof Systems	295
Chapter 15: Mechanical, Electrical, and Plumbing Rough-Ins	207	Exterior Finishes	296
Plumbing Rough-In	207	Mechanical, Electrical, and Plumbing (MEP)	297
HVAC Rough-In	208	Interior Finishes	297
Electrical Rough-In	209	Landscaping and Site Work	299
Chapter 16: Interior Finishes	212	PART IV:	
Insulation	212	Construction Documents	301
Drywall	214	Chapter 20: Introduction to LayOut	303
Floor Coverings	219	What Does LayOut Do?	303
Kitchens	238	What Would I Use LayOut For?	304
Bathrooms	244	Model Space and Paper Space	304
Chapter 17: Final Grading and Landscaping	252	PART V:	
Hardscapes	253	Renderings, Animations, and Virtual Tours	311
Proposed Site Model	258	Chapter 21: Renderings	313
Excavation	262	Thea Render	316
PART III:		V-Ray for SketchUp	317
Quantity Takeoffs and Estimating	273	Lumion	317
Chapter 18: Attributes	275	Chapter 22: Animations	323
Length	276	Chapter 23: Virtual Tours	325
Area	279	Chapter 24: Virtual Reality Versus Augmented Reality	328
Volume	282	What Is the Difference Between VR and AR?	328
Weight	285	Enscape	329
Chapter 19: Estimator for SketchUp	286	Index	333
Multitiered Cost Code System	290		
Takeoff Methods	290		