

Google SketchUp: A simple but fun introduction to 3D model making

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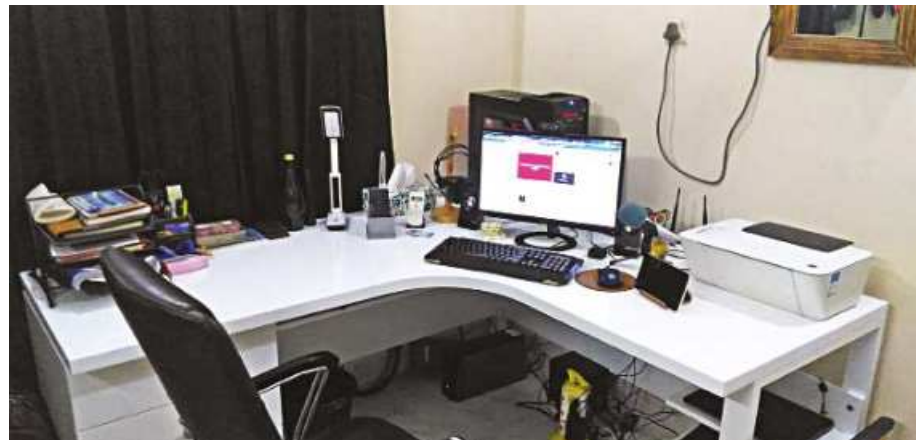
It is safe to assume that most of us dreamed of making our own video games while playing them. But as soon most of us opened a 3D software, we gawked at its alien controls and immediately NOPED out of our ambition. However, most of us weren't aware of Google SketchUp, a simple version 3D software that is a great way to be introduced to the world of 3D modeling.



It is just that simple

It's as simple as MS paint

I'm serious. The basic tools found in SketchUp's are the same ones found in the good old MS paint. There is the line tool, shape tool, eraser, paint bucket and everything else. The only things that are new is the 3D environment and the push/

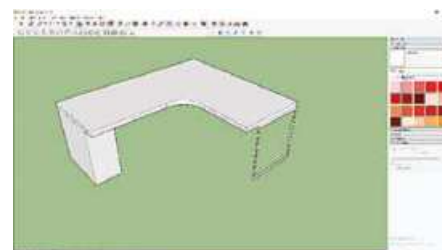


Look at all these stuff I can't be bothered to make

pull option, which let your shape your 2D figures into a 3D one. There is no need to go to edit mode, fix the vertices, yell loudly as you forget which hotkey gets your off the wireframe mode and struggle to merge two objects because that youtube tutorial was already confusing enough. Just grab the pencil and edit to your heart's content.

There is an endless library of assets to choose from. Supposed you are done with the basic design and now want to add some details. However, making every single piece of those extra 3D objects is not only time consuming, but it can also get very frustrating. Thankfully, the SketchUp community has got your back. The 3D Warehouse is a vast library filled with user-made contents, created by thousands of SketchUp users around the globe. It contains models for everything, looking for a doorknob? Sure. Looking for a PC tower? There is a fully built Cooler Master

Strom Trooper, complete with RGB fans.



For a free plugin, the Brighter 3D does a really good job

Whatever you are looking for, you will find something that will fit your need just fine.

It can't do _____ ? There's a plugin for that

As said in the beginning, SketchUp lacks many of the complexity found in other 3D software. That simplicity comes with some limitations. For example, making and working on curved surfaces can be a challenge and there is no inbuilt render option. But just like 3D Warehouse,

SketchUp has a vast array of third-party extensions to remedy most of its limitation. Want to make pipes and sphere without spending 30 minutes? Get the VBO extension. Want to render your finished work so you can show it off? There is Brighter 3D or IRender nXt. Most of these extensions are free or offer a free version. So feel free to experiment and mix and match until you find the right set of tools.

Mastered SketchUp? Take your models to the new frontier

Now that you are done with SketchUp and ready to move on to a more complex 3D software, what will happen to all the models you already made? Don't worry,



This is without a doubt one of my proudest achievements

SketchUp comes built-in with a model exporter. It can convert your model for Blender, 3Ds Max, and most of the other 3D softwares. Granted, the exporting part is a bit tricky and might require some trial and error, and parts of it might need to be redone after export. But you can bring your creations to your new frontier, and can finally fulfill your dream of putting them in a video game. Or you can just use to design a desk, like the author did.

us on /Sandalina

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