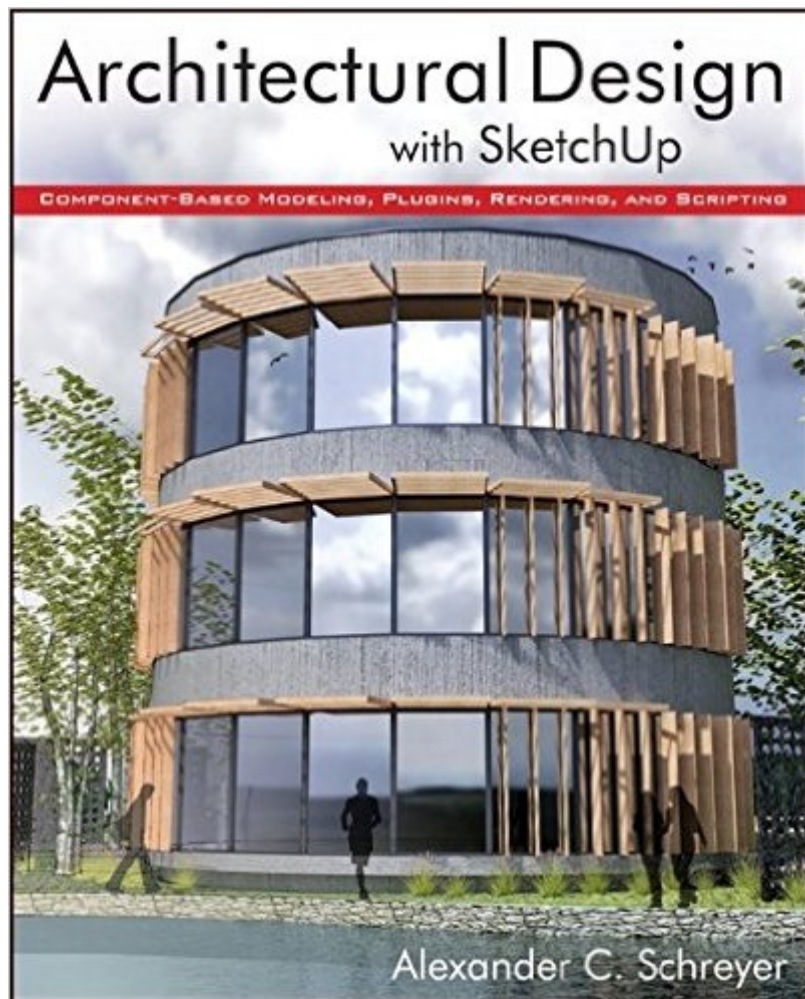# Architectural Design With SketchUp: Component-Based Modeling, Plugins, Rendering, And Scripting

Synopsis

"... the book is wonderfully illustrated with full color and descriptive images that complement each tutorial or exercise. Alex's teaching background really rings through as every item is nicely structured and very informative. Overall Alex's book is a winner. Well structured, illustrated and most of all easy to read and understand. While the overall theme is based in architecture, the techniques can be applied to any discipline and the wide range of topics covered are excellently delivered."-Richard O'Brien, CatchUp Editor, the official SketchUcation newsletterThe one-stop guide to SketchUp for architects, designers, and buildersSketchUp is the tool of choice for architects, interior designers, and construction professionals. Though the basics are simple to understand, getting the most out of it requires deeper instruction and guidance. Architectural Design with Google SketchUp uses easy-to-understand tutorials to describe both common and advanced process, illustrated throughout with full-color renderings.Handy sidebars throughout the book cover fundamentals and background informationEnd-of-chapter exercises help readers master new skills and techniquesA robust companion website includes helpful videos, sample files, and plug-ins

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Customer Reviews

First the good news. This book is well written and very well illustrated. I read the Kindle version on my iPad and the links to various websites made it a simple matter to go to the various referenced sites and return to the book when done. I appreciate the fact that it was professionally formatted and edited - something that doesn't always happen with the Kindle version of books. And I appreciate

the author's depth of knowledge and very readable style. It has current references to a great many plug-ins for Sketchup, some of which I am sure I would find helpful. I hesitated to buy the book at first because paying more than thirty dollars for an ebook just seems pricey, but after reading the early reviews, I decided to go ahead.Now the bad news: I am an architect who designs houses. I love to use Sketchup to develop the design and convey the concepts and ideas to the client with a Sketchup model. I work back and forth between AutoCAD and Sketchup, creating the final construction documents in AutoCAD, but I am intrigued by the possibilities of staying in Sketchup for the final drawings too. But I am not there yet. To me, architectural design is about the creation of the design. This book is primarily about the photorealistic presentation of the design. While I am very impressed with what others do with photorealistic renderings, I have zero interest in perfecting the reflections off of a sphere or programming in Ruby. I share the blame for expecting this book to be about what I think of as "architectural design with Sketchup" because the subtitles gives a hint, but the free Kindle preview - the first part of the book - turned out to be most of what I was interested in in the book. I read it through to the end and was impressed by the quality of the writing and detail, but it was not what I was expecting.For someone interested in photorealistic rendering with Sketchup, this is certainly a five star book. For me, it was a disappointment.

I am a professional and specialize in architectural drafting, modeling and visualization. Architectural Design with Sketchup is a must have for any level of designer, artist, student or architect. Anyone who has used Sketchup can tell you that it is very intuitive to learn and very fun/addicting! Also, anyone using it at a professional level will tell you that its true power lies in its complex and evolving abilities. This book gives a brief refresher on the fundamentals and then dives into many, if not all, of the diverse and functional uses of the program. I use Sketchup every day and I my weakness has been finding and accessing the right plugins for my workflow; this book has a great chapter dedicated to plugin usage along with where and how to find them. I am confident that this book can improve your Sketchup skills, or at the very least inspire you to model and try some new and exciting ideas.

This is a great book for the person striving to learn SketchUp. SketchUp is a 3D modeling tool. There is a free version and a Pro version that sells for several hundred dollars. All the promotion for SketchUp claims that it is easy to use. The couple of times I tried to work with it was like walking into a brick wall. Having this book before I tried would have been very helpful. One of the author's first suggestions is, if you are a newcomer, to buy another book: "Google SketchUp 8 For Dummies".

This is an excellent suggestion, one which I wish I had followed when I first tried to work with SketchUp. I've now ordered that book. In the meantime, I am not hindered in developing an appreciation for Schreyer's book, which is intended for basic to intermediate users. Schreyer takes the approach of explaining what SketchUp can do for architects, which is wonderfully informative for non-architects as well, because it shows what SketchUp can do, which is not self-evident from its promotion. I didn't realize that SketchUp could do photorealistic rendering or that you can use Ruby to script it to produce textures and forms - geometry as Schreyer calls it. All the illustrations - and there is a ton of them - are in color and clearly make their point. Overall, this is an excellent book. It opened my eyes to what can be done with SketchUp - when I get a better grasp of the basics. I am not joking when I say, I can hardly wait until I am capable of implementing the author's examples.Jerry

I have come to frown upon fat computer books because they look rich but, they usually turn out to be Kindergarten level, in terms of quality and intelligence. This volume is relatively slender, in color and beautifully illustrated and it is written in clear English, with little techno-babble. It is jam-packed with only useful information on a range of topics including SketchUp strategies for organizing the elements of your model, for eg.: when you should use Groups and when you should use Components; a truly vast discussion on Plug-Ins, where to get them and how to install them in order to pimp up your SketchUp, even if it is only the free version; rendering, Ruby scripting and much more. I am finally in the possession of a salient, perhaps the best manual on SketchUp!This book will appeal to architects, interior designers, and engineers but, also to youngsters who have a passion for modeling in 3d. Thank you Alexander Schreyer for this wonderful and inspiring book which unlocks the full potential of SketchUp.

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