

# Google SketchUp 8 For Dummies

When somebody should go to the books stores, search launch by shop, shelf by shelf, it is in reality problematic. This is why we give the ebook compilations in this website. It will unconditionally ease you to see guide **Google SketchUp 8 For Dummies** as you such as.

By searching the title, publisher, or authors of guide you in point of fact want, you can discover them rapidly. In the house, workplace, or perhaps in your method can be all best place within net connections. If you take aim to download and install the Google SketchUp 8 For Dummies, it is entirely easy then, previously currently we extend the connect to buy and make bargains to download and install Google SketchUp 8 For Dummies as a result simple!

[Google SketchUp 8 Hands-on](#) - Bonnie Roskes 2011

**Google SketchUp 8 for Interior Designers** - Daniel John Stine 2012

SketchUp is an all-purpose 3D modeling tool. The program is primarily developed around architectural design, but it can be used to model just about anything. It is an easy way to quickly communicate your design ideas to clients or prospective employers. Not only can you create great still images, SketchUp also is able to produce walk-thru videos! This book has been written with the assumption that you have no prior experience using Google SketchUp. With this book, you will be able to describe and apply many of the fundamental principles needed to develop compelling SketchUp models. The book uses a series of tutorial style exercises in order to introduce you to SketchUp. Several pieces of furniture are molded throughout the book. The process is broken down into the fundamental concepts of 2D line work, 3D extraction, applying materials, and printing. Although the book is primarily written with a classroom setting in mind, most individuals will be able to work through it on their own and

benefit from the tips and tricks presented.

**Advances in Energy Science and Technology** - Xiao Chun Tang 2013-02-13

Selected, peer reviewed papers from the 2012 International Conference on Sustainable Energy and Environmental Engineering (ICSEEE 2012), December 29 -30, 2012, Guangzhou, China. Volume is indexed by Thomson Reuters CPCI-S (WoS). The studies cover topics such as: Development and Utilization of Solar Energy, Development and Utilization of Biomass Energy, Development and Utilization of Wind Energy, Nuclear Energy, Hydrogen, Fuel Cell and Other New Energy, Energy Storage Technologies and Energy-Saving Technologies, Energy Materials and Energy Chemical Engineering, Energy Security and Clean Use, New Energy Vehicles and Electric Vehicles, Green Building, Energy-Saving Buildings and Construction Technology, Development and Management of the Energy and Resource Industry, Power System and Automation.

**Google SketchUp 8 Hands-on** - Bonnie Roskes 2010

[Google SketchUp Pro 8 paso a paso en español](#) - João Gaspar



employers. Not only can you create great still images, SketchUp also is able to produce walk-through videos! This book has been written with the assumption that you have no prior experience using Trimble SketchUp. With this book, you will be able to describe and apply many of the fundamental principles needed to develop compelling SketchUp models. The book uses a series of tutorial style exercises in order to introduce you to SketchUp. Several pieces of furniture are modeled throughout the book. The process is broken down into the fundamental concepts of 2D line work, 3D extraction, applying materials, and printing. Although the book is primarily written with a classroom setting in mind, most individuals will be able to work through it on their own and benefit from the tips and tricks presented. For a little inspiration, this book has several real-world SketchUp project images throughout.

**Windows Phone 7 Game Development** - Adam Dawes  
2011-07-28

Windows Phone 7 is a powerful mobile computing platform with huge potential for gaming. With "instant on" capabilities, the promise of gaming on the move is a reality with these devices. The platform is an ideal environment for .NET developers looking to create fun, sophisticated games. Windows Phone 7 Game Development gives you everything you need to maximize your creativity and produce fantastic mobile games. With a gaming device always in your pocket, as a phone always is, this is too good an opportunity to miss!

**Sams Teach Yourself Google SketchUp 8 in 10 Minutes** - Steven Holzner 2011

**Google SketchUp 8 For Dummies** - Aidan Chopra 2010-12-07  
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.

Solar Energy: Engineering of Solar Energy Systems - Stanislav Kolisnychenko 2015-07-31

The main advantages of solar energy are inexhaustibility and wide accessibility, as well as the relative environmental friendliness of its transformation into other forms of energy. The widespread use of solar energy requires the creation of functionally complete systems which convert solar energy into an element of a given technological process. The collection □Engineering of Solar Energy Systems□ consists of papers published by Trans Tech Publications Inc. from 2010 to 2014 inclusive and covers a wide range of advanced achievements in the field of creating and designing systems for technological use of solar energy. The compiled scientific papers are presented in eight chapters: Chapter 1: Solar Systems for Heating, Cooling and Ventilation Chapter 2: Solar Energy in Environmental Treatment and Water Desalination Chapter 3: Solar Hydrogen Production Chapter 4: Systems for Electricity Supply Based on

Solar Energy Chapter 5: Design of Components and Equipment for Solar Systems Chapter 6: Mechatronics, Control and Automation in Solar Energetics Chapter 7: Integration of Solar Technologies in the Architecture of Buildings Chapter 8: Engineering Management in Solar Energetics, which cover many aspects of scientific and engineering activities.

**Google SketchUp 8 for Interior Designers** - Daniel John Stine 2012

SketchUp is an all-purpose 3D modeling tool. The program is primarily developed around architectural design, but it can be used to model just about anything. It is an easy way to quickly communicate your design ideas to clients or prospective employers. Not only can you create great still images, SketchUp also is able to produce walk-thru videos! This book has been written with the assumption that you have no prior experience using Google SketchUp. With this book, you will be able to describe and apply many of the fundamental principles needed to develop compelling SketchUp models. The book uses a series of tutorial style exercises in order to introduce you to SketchUp. Several pieces of furniture are modeled throughout the book. The process is broken down into the fundamental concepts of 2D line work, 3D extraction, applying materials, and printing. Although the book is primarily written with a classroom setting in mind, most individuals will be able to work through it on their own and benefit from the tips and tricks presented.

**Google SketchUp 8 Hands-on** - Bonnie Roskes 2010

A collection of exercises, tips and tricks that will get you up and running, and creating just about anything, in google SketchUp, Free of Pro versions.

*Google SketchUp For Dummies* - Aidan Chopra 2007-06-15

Considerably easier to use than other 3D software, Google SketchUp has found a niche in architecture, landscaping, real estate development, furniture building, and other design professions The fun and friendly approach assumes no previous

3D modeling experience and explains the basic concepts involved in 3D modeling Shows readers 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 Helps readers harness the power of Google SketchUp so that they can populate Google Earth with 3D buildings, monuments, and other sculptures

**Introduction to Google SketchUp** - Aidan Chopra 2012-02-21

The 2nd edition of Chopra's Google SketchUp provides key pedagogical elements, which help prepare readers for the workforce. The content provides real-world and applied material including better PowerPoint presentations and how-to animations. Additional features include updated content to reflect software upgrades and market use; new pedagogy elements and interior design; and more robust resources that will be appropriate for different users of Google Sketch. The book also addresses the similarities between the adapted title, Google SketchUp 8 for Dummies, and Google SketchUp 2. This includes a title that contains the core content and basic software how-to from For Dummies; revised TOC to reflect the course; and new material developed/written by writer and academic advisors/reviewers. This edition goes beyond the basic software use to teach on portions of SketchUp.

**Google SketchUp Pro 8** - Joao Gaspar 2011

El libro tiene como objetivo proporcionar un aprendizaje y todos los procedimientos se ilustran, y al final de cada capítulo es un resumen de los temas y actividades propuestas.

[Beginning Google Sketchup for 3D Printing](#) - Sandeep Singh 2011-07-30

The age of 3D printing and personal fabrication is upon us! You've probably heard of the incredibly sophisticated, yet inexpensive 3D printers that can produce almost any creation you give them. But how do you become part of that revolution? Sandeep Singh takes you through the skills you need to learn and

the services and technologies you need to know—explaining what 3D printing is, how it works, and what it can do for you. You'll find yourself rapidly prototyping and learning to produce complex designs that can be fabricated by online 3D printing services or privately-owned 3D printers—in your hands in no time. Beginning Google SketchUp for 3D Printing starts by explaining how to use SketchUp and its plug-ins to make your design products. You will learn how to present and animate 3D models, and how to use Google Earth and 3D Warehouse to sell and market your 3D models. You'll also catch a glimpse of the 3D printing's future so you can plan ahead while mastering today's tools. Beginning Google SketchUp for 3D Printing is the perfect book for 3D designers, hobbyists, woodworkers, craftspeople, and artists interested in the following: Designing in 3D using SketchUp Using the online 3D printing pipeline Animating SketchUp 3D models Becoming familiar with rapid prototyping technology Navigating new 3D and personal fabrication technologies Working with Google Earth and 3D Warehouse with confidence Welcome to the era of 3D printing and personal fabrication! *SketchUp 8 for Interior Designers* - Daniel John Stine 2013-02-18 SketchUp is an all-purpose 3D modeling tool. The program is primarily developed around architectural design, but it can be used to model just about anything. It is an easy way to quickly communicate your design ideas to clients or prospective employers. Not only can you create great still images, SketchUp also is able to produce walk-through videos! This book has been written with the assumption that you have no prior experience using Trimble SketchUp. With this book, you will be able to describe and apply many of the fundamental principles needed to develop compelling SketchUp models. The book uses a series of tutorial style exercises in order to introduce you to SketchUp. Several pieces of furniture are modeled throughout the book. The process is broken down into the fundamental concepts of 2D line work, 3D extraction, applying materials, and printing. Although

the book is primarily written with a classroom setting in mind, most individuals will be able to work through it on their own and benefit from the tips and tricks presented. For a little inspiration, this book has several real-world SketchUp project images throughout.

*Architectural Design with SketchUp* - Alexander C. Schreyer  
2012-11-20

“... 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 newsletter The one-stop guide to SketchUp for architects, designers, and builders SketchUp 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 information End-of-chapter exercises help readers master new skills and techniques A robust companion website includes helpful videos, sample files, and plug-ins

**Sams Teach Yourself Google SketchUp 8 in 10 Minutes** - Steven Holzner 2011-01-13

Sams Teach Yourself Google SketchUp™ 8 in 10 Minutes Steven Holzner Sams Teach Yourself Google SketchUp 8 in 10 Minutes gives you straightforward, practical answers when you need fast results. By working through its 10-minute lessons you’ll learn all

you need to use Google's free SketchUp 8 to create pro-quality 3D models of practically anything! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information 10 minutes is all you need to learn how to... Quickly get up and running with SketchUp 8 Draw basic figures with the Rectangle, Circle, Polygon, and Arc tools Create freehand drawings of any shape Incorporate text into your models—even 3D text Convert 2D models to 3D using Push/Pull, Move, Rotate, and other tools Control your view of 3D objects with Orbit, Pan, and Zoom Accurately measure lengths and angles Create construction guides with Tape Measure, Dimensioning, and the Protractor Organize your models into components and groups Paint SketchUp objects in realistic colors Scale your models simply by dragging your mouse Use the innovative Follow-Me tool to quickly create complex 3D models Instantly repeat edges and surfaces at offsets from the original Draw cross-sections through any surface Category: Graphics & Design Covers: Google SketchUp 8 Free Edition User Level: Beginning

### **3D Printing with SketchUp** - Marcus Ritland 2014-05-21

This book is a practical tutorial, packed with real-world case studies to help you design models that print right the first time. If you are familiar with SketchUp and want to print the models you've designed, then this book is ideal for you. You don't need any experience in 3D printing; however, SketchUp beginners will require a companion book or video training series to teach them the basic SketchUp skills.

### Using iPad 2 (covers iOS 5) - Bud E. Smith 2011-11-01

The most complete, powerful iPad learning product! Text, video and audio in one tightly-integrated, hands-on learning experience. Covers both the iPad 2 and the original iPad Also includes coverage of iOS 5! Includes 3+ hours of video and audio tutorials at no extra cost! The media is available online via Safari.com and on the DVD bundled with the book! More than 300 pages of

straightforward, task-driven coverage that will help you get the most from your new iPad! Written in plain English for real people. Skip past the hype and learn exactly what the iPad will do and how to do it! Using the iPad is the world's most complete, useful, media-rich learning experience for Apple's hot new iPad the only product of its kind! It begins with a concise, friendly, straight-to-the-point 300-page iPad guidebook - starting with an easy introduction to the iPad interface, proceeding through the most common activities in the order you are likely to need them, and ending with powerful techniques most iPad users don't know. This easy-to-use text is fully integrated with extensive online learning resources: online video, screencasts, podcasts, and additional web content. It's all designed to run superbly well on the iPad, so you can learn to perform key tasks exactly when you need to know how! Using the iPad covers the iPad 2 as well as the original iPad. It also covers iOS 5, which is the latest version of Apple's iOS operating system. This book covers all this, and more: getting started fast, syncing with computers, web surfing, typing, note taking, email, contacts, appointments, events, maps, photos, videos, music, Apps, books, business productivity, games, customization, and much more. Available in multiple formats, each including an entirely digital version with book text, video, and audio viewable online - on the iPad, the web, and many other devices! The printed book is also bundled with a DVD containing all of the same video available online.

### SketchUp 8 Essential Training - 2011

In this course, author George Maestri explains how to model and render 3D objects and scenes using SketchUp 8. The course covers the fundamentals of the application, from navigating the user interface, manipulating objects, and building basic shapes to importing objects from Google Earth, animating a scene, and modeling organic terrain using the Sandbox tools. The course also explores SketchUp Pro features, which are available as an upgrade. These include tools for creating dynamic components

and adding interactivity, as well as sophisticated importing and exporting options for working with outside applications.

**Interior Design Visual Presentation** - Maureen Mitton  
2012-02-14

This updated revision of the best-selling resource for interior designers offers comprehensive coverage of all of the visual design and presentation skills that interior designers need to know, from initial sketches and drawings to final rendering and presentation models. It devotes discrete chapters to the topics of manual, freehand, and digital drawing and features updated content throughout, including the latest information on digital presentation software like Photoshop, SketchUp, Revit, and AutoCAD. High-quality, color images throughout offer additional guidance, helping to make this book a perfect comprehensive learning tool for students.

Google SketchUp 8 Hands-On - Bonnie Roskes 2010

Exercises, tips, and tricks that will help take your designs, models, and presentations to a whole new level.

Switching to a Mac For Dummies - Arnold Reinhold 2011-09-07

Learn how to make the switch from PC to Mac a completely smooth transition. The number of Mac users continues to increase significantly each year. If you are one of those people and are eager but also anxious about making the switch, then fear not! This friendly guide skips the jargon to deliver you an easy-to-read, understandable introduction to the Macintosh computer. Computer guru Arnold Reinhold walks you through the Mac OS, user interface, and icons. You'll learn how to set up your Mac, move your files from your PC to your Mac, switch applications, get your Mac online, network your Mac, secure your Mac, work with the iLife suite, troubleshoot common problems, and more. Dives in to helping you make the switch from PC to Mac as smooth and effortless as possible. Walks you through the latest features of Mac OS X Lion to help you take advantage of all the cool things your Mac can do that you might not know about. Offers clear

instructions for working with the iLife applications, running Windows on your Mac via Boot Camp, networking your Mac, and switching your family or your business to a Mac. Shares essential advice for troubleshooting common problems and provides easy tips for keeping your Mac happy. Switching to Mac For Dummies, Mac OS X Lion Edition is all you need to switch to a Mac and never look back!

*3ds Max 2011 Bible* - Kelly L. Murdock 2010-07-13

Updated version of the bestselling 3ds Max book on the market. Used by more than 150,000 people, and the winner of more than 65 industry awards, 3ds Max is the world's most popular animation modeling and rendering software for film, television, video games, and design visualization. 3ds Max Bible is the world's most popular book for getting the most out of the software. Whether a novice looking to create something immediately using the Quick Start tutorial, or an experienced 3ds Max user who simply wants to check out the software's latest and greatest features, this update to the bestselling 3ds Max book on the market continues to be the most comprehensive reference on this highly complex application. Packed with expert advice, time-saving tips, and more than 150 step-by-step tutorials, 16-page color insert highlights the work of some of today's most cutting-edge 3D artists. Includes a companion DVD with a searchable, full-color version of the 3ds Max Bible, as well as customizable models and textures. The only comprehensive reference-tutorial on 3ds Max, it's no wonder the 3ds Max Bible is the bestselling 3ds Max book in the world and a favorite of both amateur and professional animators. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

**Children of the Fifth World** - P. M. H. Atwater 2012-10-24

Our species is evolving in preparation for the new world on the horizon • Explains how the increase in intuitive, creative, and abstract-thinking abilities of children as well as incidences of ADHD, dyslexia, and autism signal evolutionary changes at work

in humanity--the emergence of the Fifth Root Race • Connects the appearance of these traits with ancient myths and evolutionary calendars as well as predictions by Teilhard de Chardin, Edgar Cayce, and other visionary seers • Reveals how these “new kids” act as agents for world change by reflecting back every misguided aspect of business, politics, religion, and culture The past 30 years have seen a quantum leap in the intuitive, creative, and abstract-thinking abilities of children as well as an unprecedented rise in incidences of ADHD, dyslexia, and autism spectrum disorders. As P. M. H. Atwater explains, we are witnessing evolution at work. The changes in consciousness and brain function evident in these “new kids” signal the widespread emergence of the Fifth Root Race and, fortuitously, coincide with our transition into the Fifth World. Providing a resource for parents and new kids themselves, Atwater explains what is happening to our species and our world--from neurological changes and climate upheavals to the drive to be constantly “connected” through screen-based technology and the unnecessary widespread use of drug therapies. Sharing individual case histories underscoring the traits of the new-child personality, she reveals how these children, born with universal consciousness encoded in their DNA, act as agents for world change by reflecting back every misguided aspect of business, politics, religion, entertainment, technology, and culture so we can’t ignore what needs to be repaired. Atwater shows how children labeled as autistic or otherwise “damaged” have enormous potential for greatness. Connecting recent events and cultural shifts with creation myths, evolutionary calendars, and historical records from every culture as well as predictions by Teilhard de Chardin, Sri Aurobindo, Edgar Cayce, and other visionary seers, Atwater shows how the genetic shift now occurring follows the “Rule of Thirds” in its progression. Exploring timelines for the next several hundred years, she explains that the coming new world will be tailored specifically

for the new kids, who will lead the way in the Great Shift from old world to new.

*Google Sketchup 8* - George Maestri 2011

*Google SketchUp Pro 8 step by step* - João Gaspar 2017-09-01  
Created to provide an experience closer to drawing and modeling with real objects, SketchUp has won over a host of loyal users year after year. SketchUp stands out for its speed and ease when creating volumetric objects and studies, being used to produce from simple to highly complex designs. The ability to exchange information between various programs in the CAD industry and other innovations such as integration with Google Earth, Google Street View and the availability of innumerable free libraries, through the Google 3D Warehouse make SketchUp stand out. This book aims to provide a high quality learning experience. All the described procedures are illustrated; at the end of each chapter there is a summary of the main topics addressed and exercises.

*3ds Max 2012 Bible* - Kelly L. Murdock 2011-07-13

Updated version of the bestselling 3ds Max book on the market 3ds Max 2012 Bible is one of the most popular 3ds Max how-tos on the market. If you're a beginner just itching to create something right away, the Quick Start project in Part 1 is for you. If you're an experienced user checking out 3ds Max 2012's latest and greatest features, you'll love the fact that the 3ds Max 2012 Bible continues to be the most comprehensive reference on this highly complex application. Find out what's new, what's tried and true, and how creative you can get using the tips, tricks, and techniques in this must-have guide. Don't miss the 16-page color insert with examples from cutting-edge 3D artists, as well as the DVD packed with all kinds of extras. Loaded with expert advice, timesaving tips, and more than 150 step-by-step tutorials Highlights the work of some of today's most cutting-edge 3D artists in a 16-page color insert Includes a companion DVD with



all examples from the book, including unique models and texture that you can customize DVD also features 500 pages of extra content from previous editions of the 3ds Max Bible, including a set of Quick Start tutorials If you want to gain 3ds Max 2012 skills, whether you're just beginning or not, this is the book you need to succeed.

*Survey Review - 2013*

*Rendering in SketchUp - Daniel Tal 2013-03-25*

The sure way for design professionals to learn SketchUp modeling and rendering techniques Rendering In SketchUp provides instructions for creating 3D photoreal graphics for SketchUp models using integrated rendering programs. The book serves as a beginner rendering manual and reference guide to further develop rendering skills. With an emphasis on step-by-step process, SketchUp users learn a universal approach to rendering varied SketchUp projects, including architecture, interiors, and site design models. The book focuses on tasks and principles at the core of photorealistic rendering, including: Rendering process: Learn a step-by-step process focused on workflow within SketchUp's familiar workspace. Universal method: Understand how the process can be used to work with a variety of different integrated rendering programs, including Shaderlight, SU Podium and Twilight Render\*\*. These programs are easy to learn and function in SketchUp. Textures and materials: Discover how to obtain, apply and edit texture images representing surfaces. Component details: Learn how to acquire and organize model details to allow for rich, expressive settings while maintaining computer and SketchUp performance. Exterior and simulated lighting: Learn to set exterior lighting with the SketchUp's Shadow menu or illuminate a scene with simulated lights, lamps, and bulbs. Render settings: Use specific settings for various rendering programs to quickly set texture character, image quality, and graphic output. Computer specifications: Find

out how computers produce renders and the type of computer hardware required to streamline the process. Photoshop post-processing: Learn how to further refine rendered images in Photoshop. \*\*Free online chapters: The book reviews specific settings for SketchUp and the rendering plug-in Shaderlight. Given the ever-changing nature of technology, free, online accompanying chapters detail settings for additional integrated rendering programs including SU Podium, Twilight Render, and more.

**Kelly L. Murdock's Autodesk 3ds Max 2015 Complete Reference Guide** - Kelly L. Murdock 2014-10

Kelly L. Murdock's Autodesk 3ds Max 2015 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material, making it simple to grasp difficult concepts. The book also covers all aspects of the software, making it a valuable reference for users of all levels. The Complete Reference Guide is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better with each release. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a getting started section, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users, will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials - complete with before and after files - help users at all levels build real world skills.

[Google SketchUp 8 For Dummies](#) - Aidan Chopra 2010-12-07

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.