

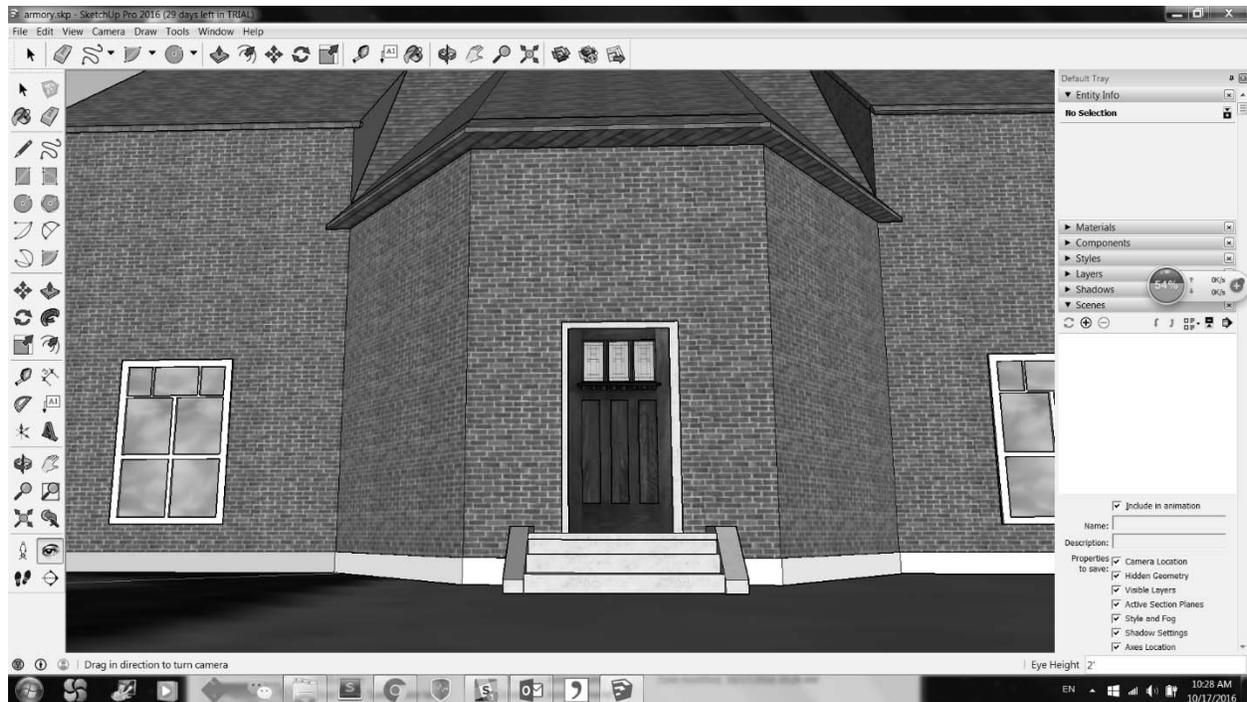
Geog 497: 3D Modeling / VR – Lesson 3

Tasks accompanying the Lynda course on SketchUp Essentials.

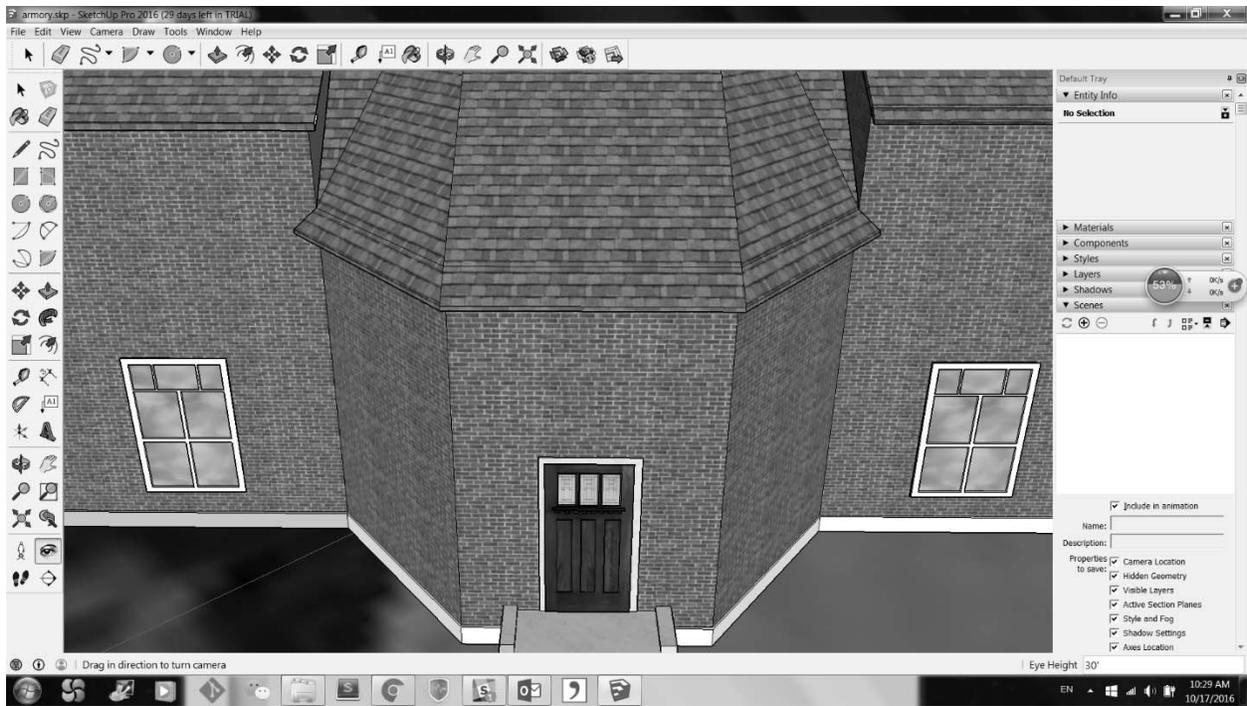
This document is an example of what your document, roughly, should look like. Please make sure to use the Armory SketchUp model we provide you with in the Lesson 3 website.

NOTE: Your screenshots should be in color.

Task 1: Use the eye height tool. Position your avatar in front of the Armory. Positions should be at 2ft and 30 ft above ground. Make screenshots of each view.

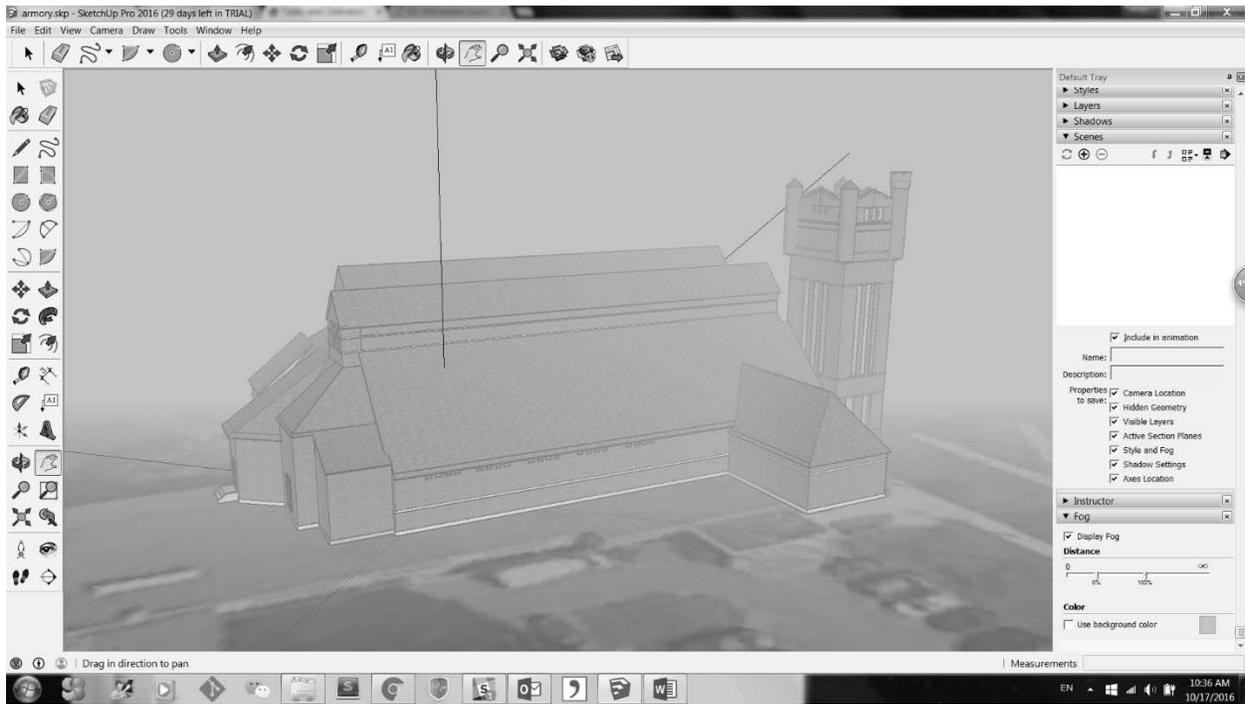


2 ft



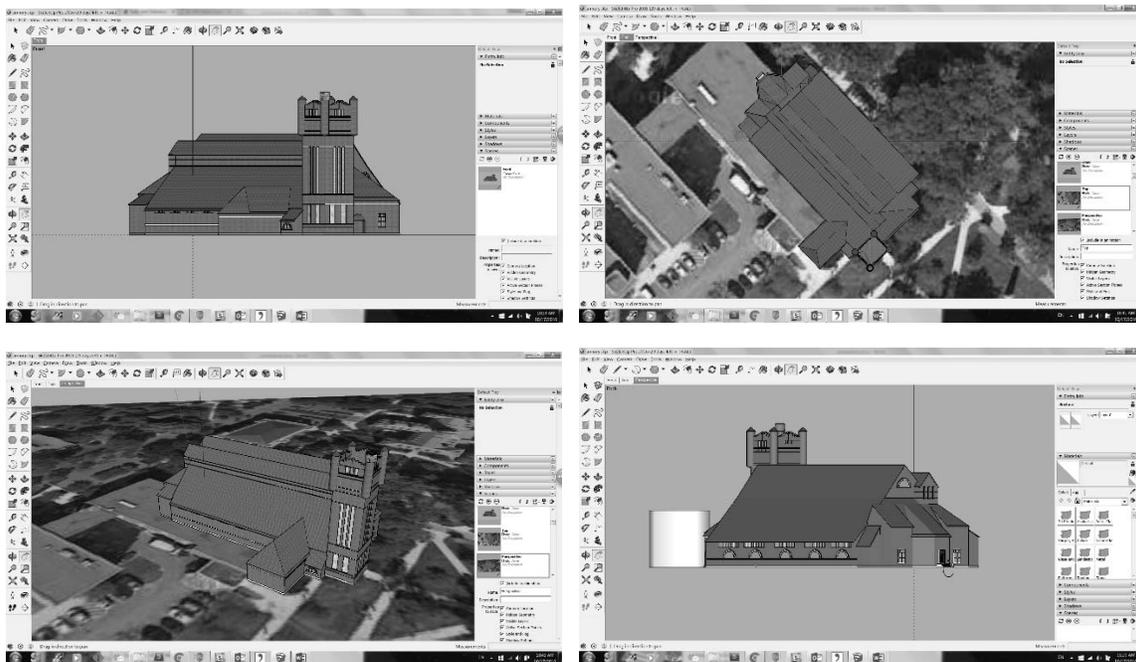
30 ft

Task 2: Create a foggy version of the Armory. Take a screenshot.



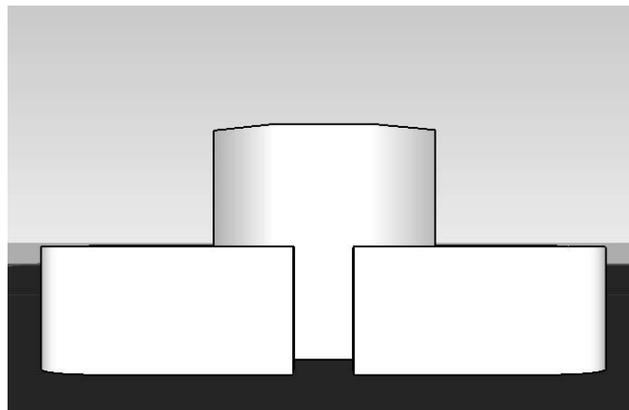
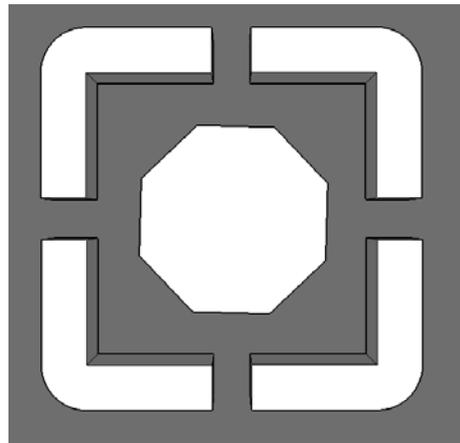
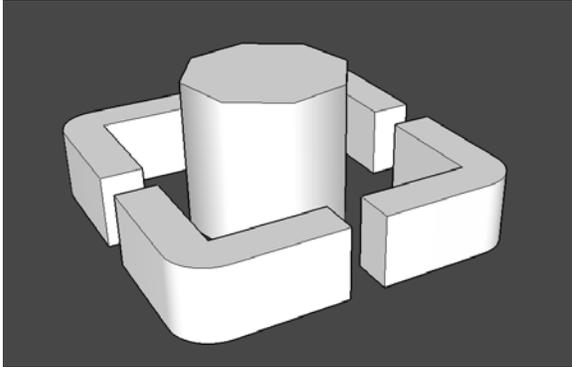
Foggy

Task 3: Create four different views of the Armory. Give each a meaningful name. Take screenshots of each, combine them.



Front, Top, Perspective, Back Views

Task 4: Create the following shape of a “Mini-Premium Outlet”. Take a screenshot.

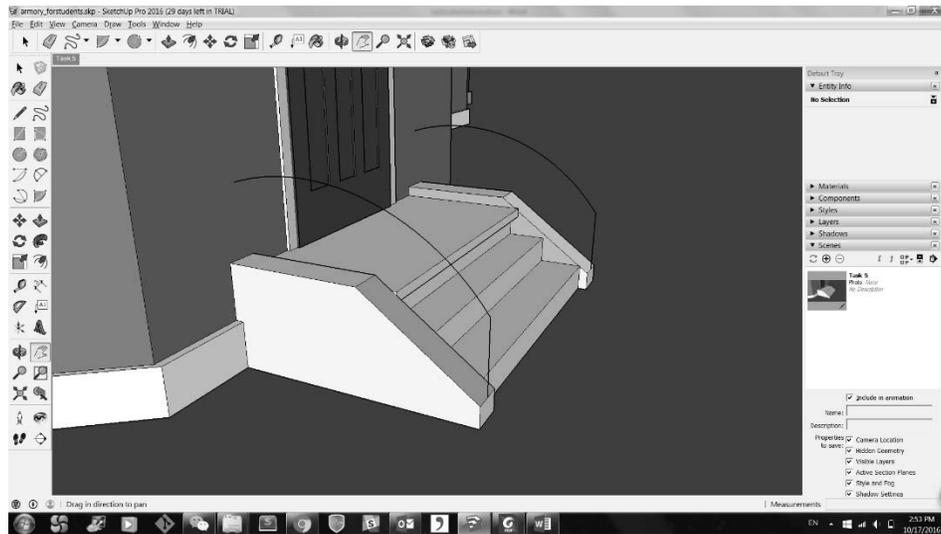


Screenshots for Perspective View, Top View and Front View of Mini-Premium Outlet

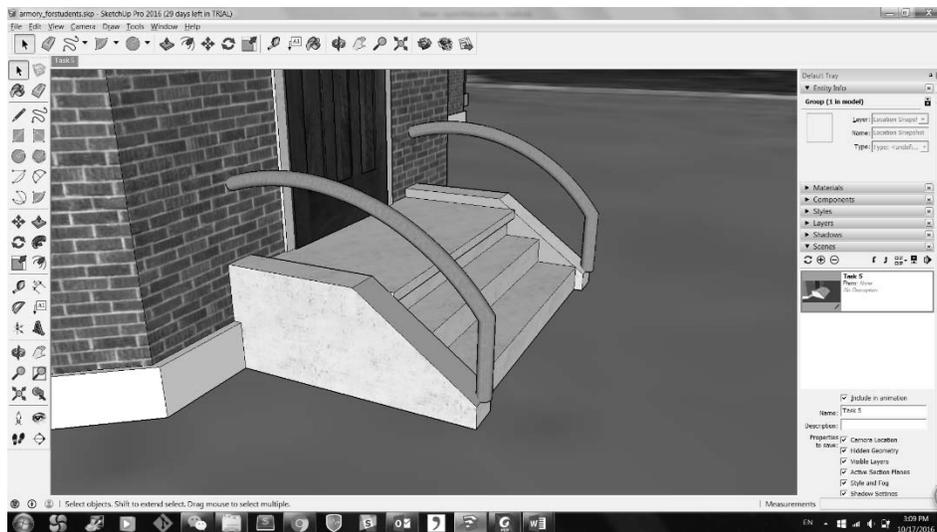
Expected results:

1. The outside shape should have a smooth and soft surface.
2. The middle octagon should have a smooth and soft surface too.

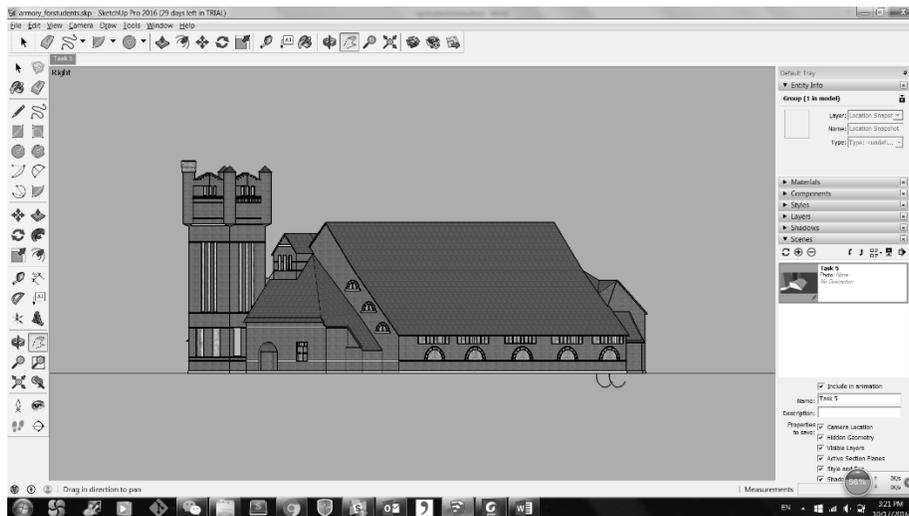
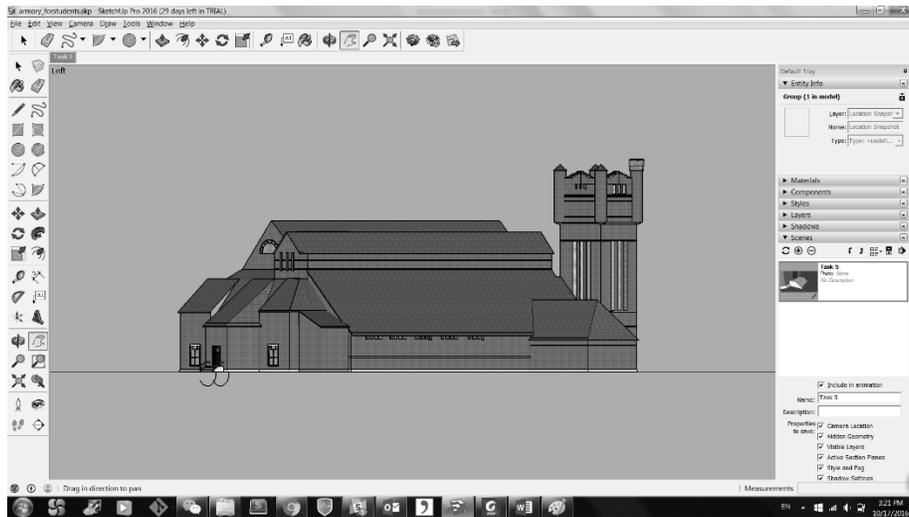
Task 5: Create 1.5' railings for the Armory. Take a screenshot.



Expected results:



Task 6: Create a left side view and a right side view of the Armory. Take screenshots of each.



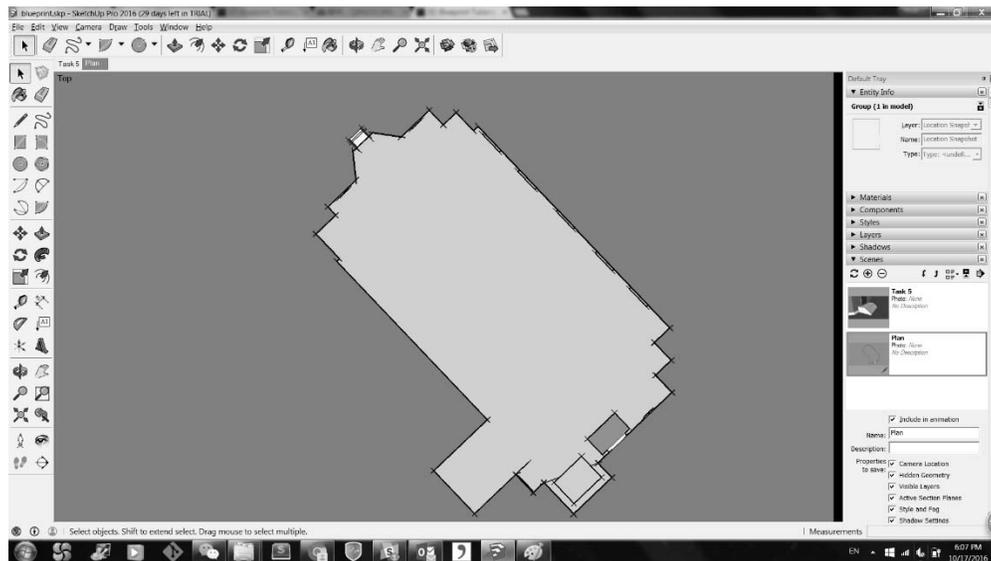
Task 7: Create your own component. Take a screenshot.

Components are important. It is up to you to decide what you want to create a component of. Take a screenshot.

Task 8: Apply 'funny' textures to the Armory.

No example provided to leave room for imagination.

Task 9: Create a plan Scene of the Armory.



Task 10: Create a blueprint style of the Armory.

