# Course Structure

**SKETCHUP & PODIUM**

**Course Duration:** 9.30am – 4.30pm

**Course Level:** Beginner / Intermediate

**Course Contents:**

### SketchUp for Interior Design

SketchUp Initial Setup
Using Basic Drawing Tools - Rectangle
Viewing in 3D
Creating 3D objects – Cubes
Using Layers
Construction lines
Lighting your model with Shadows
Using / Manipulating Components
Textures and Materials
Creating / Saving / Editing / Swapping Components
Creating Scenes for Animation
Setting Views with Camera & Zoom Tools

### Setting Up Podium for Rendering

Initial Render
Adding Reflectivity to Materials
Creating Omni Light
Creating Fluorescent Light / Light Emitting Material
Add Bump to Materials
Adding Online Components
Setting Up Rendering Quality and Size
Final Rendering of Completed Model

**Venue**: 25 Tagore Lane, Level 4 (Boardroom), Singapore G Building



Add a Window Component
**Architecture:
WindowDoubleHung35x65**

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