

Like most things in SketchUp there are several ways to navigate. It will take some time for your hand/eye/brain coordination to adjust, and it will be slow and awkward at first. That will magically disappear with practice. In the following list I point out my preferred methods with **bold text**.

## ZOOM

The Zoom function is centered on the cursor location. To zoom in on a specific point in the model, place the cursor over that point before you zoom.



► Zoom slows dramatically if the cursor is over empty space in the model. This may not be evident until there are several objects in the model.

► **The easiest way to Zoom is with the scroll wheel on the mouse.**

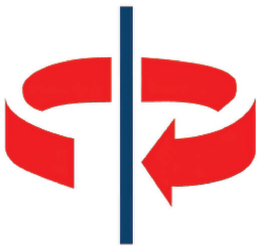
- Roll the wheel UP to ZOOM IN
- Roll the wheel DOWN to ZOOM OUT

Alternate ways to Zoom

- Tap the keyboard shortcut “Z”.
- Select the icon on the Toolbar.

## ORBIT

Orbit changes the position of the camera (your point of view) and lets you look under, over, around or behind objects in your model.



► **The easiest way to orbit is to hold down the scroll wheel on the mouse.**

→ Drag the mouse in different directions while you hold down the scroll wheel.

→ Place the cursor over an object in the model to control the orbit.

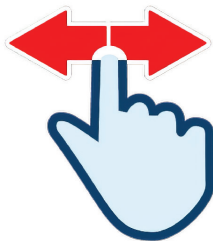
► *Alternate ways to Orbit:*

- Tap the keyboard shortcut “O”.
- Select the icon on the Toolbar.

## PAN

Pan moves the camera up and down or side to side. Pan is centered on the cursor location, keep the cursor over an object in the model.

► **The easiest way to pan is to hold down the Shift key while in the Orbit command.**



► *Alternate ways to Pan:*

- Tap the keyboard shortcut “H”.
- Select the icon on the Toolbar.

## ZOOM WINDOW

Click the icon on the Camera Toolbar.

► *Right-click while another navigation command is active and select from menu.*

→ Zoom Window will quickly bring you in to see a detail.



## ZOOM EXTENTS



► **Zoom Extents backs up the camera until the entire model is visible.**

→ There is a good way to get your bearings if you find yourself lost in a model.

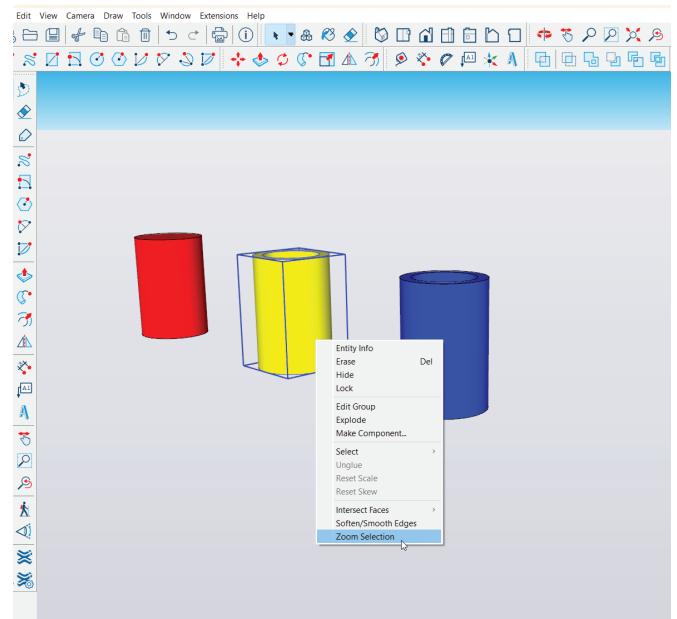
→ Good way to find geometry that disappears while moving or copying objects.

## ZOOM SELECTION

► **Right-click over an object and select “Zoom Selection” from the context menu.**

→ Zooms to fill the screen with the selected object or objects.

→ Extremely fast method to zoom in on a detail in a large model.



## ZOOM PREVIOUS

► *Zoom Previous* returns the camera to previous locations. It serves as “undo” for the navigation commands.

- Select the icon from the Camera Toolbar.



## THREE CAMERA

### TOOLS YOU LIKELY WON'T EVER NEED:

Useful for navigating through large and complex architectural models.

- Look Around
- Walk
- Position Camera



## STANDARD VIEWS ON THE VIEW TOOLBAR OR THE CAMERA MENU

► *Little houses* display an isometric view and standard two-dimensional drawing views.



- Left to right: Isometric, top, front, left, back, right, bottom.
- The location of the chimney indicates the point of view of each of the standard views.

## DISORIENTED IN A MODEL?

It is easy to become “lost in space”; it is possible to zoom inside objects, find yourself upside down or otherwise lose your sense of where you are in relation to objects in the model. If that happens, relax, take a deep breath and then:

### FOLLOW THESE STEPS:

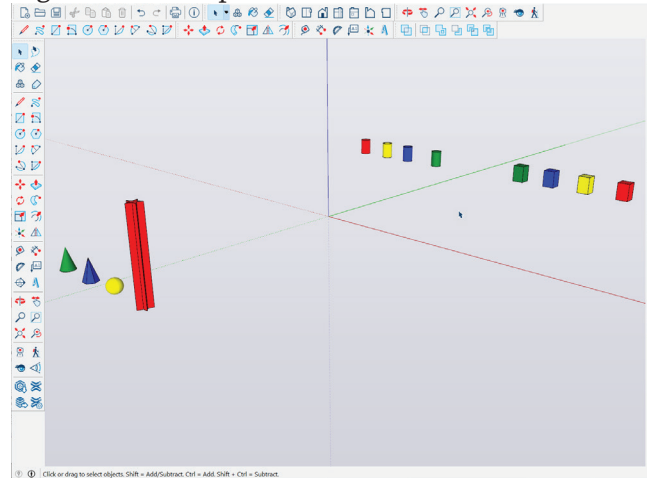
- Select *Zoom Extents* from Toolbar
- Click on the roof (top view).
- Then Click on the Isometric view.

## Point of View in SketchUp

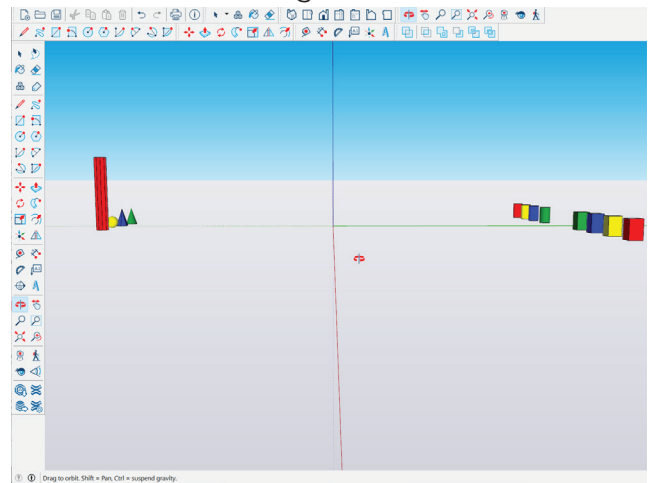
SketchUp is a visually oriented program. That is true in your interaction with your model and in the way the software interprets your actions as you model. **If you can't clearly see what you are doing, SketchUp won't be able to tell what it is you want it to do.** Everything in SketchUp is in perspective and it takes time for your brain to get used to that. Pretend you are in the shop building something. That's how the program works;

► *IN SKETCHUP WE MAKE A 3D MODEL AND WHEN THE MODEL IS COMPLETE WE EXTRACT 2D DRAWINGS AND OTHER INFORMATION.*

When I first learned how to use SketchUp I tried to make sense of the program by using what I knew about 2D drawings. I lost a lot of time learning how SketchUp doesn't work.



*Keep your point of view oriented so that there is a clear differentiation between the three colored axis lines and modeling will be easier.*



*From this point of view the red axis and blue axis are on top of each other. You can't tell the difference between up/down and forward/back. Neither can the SketchUp program.*