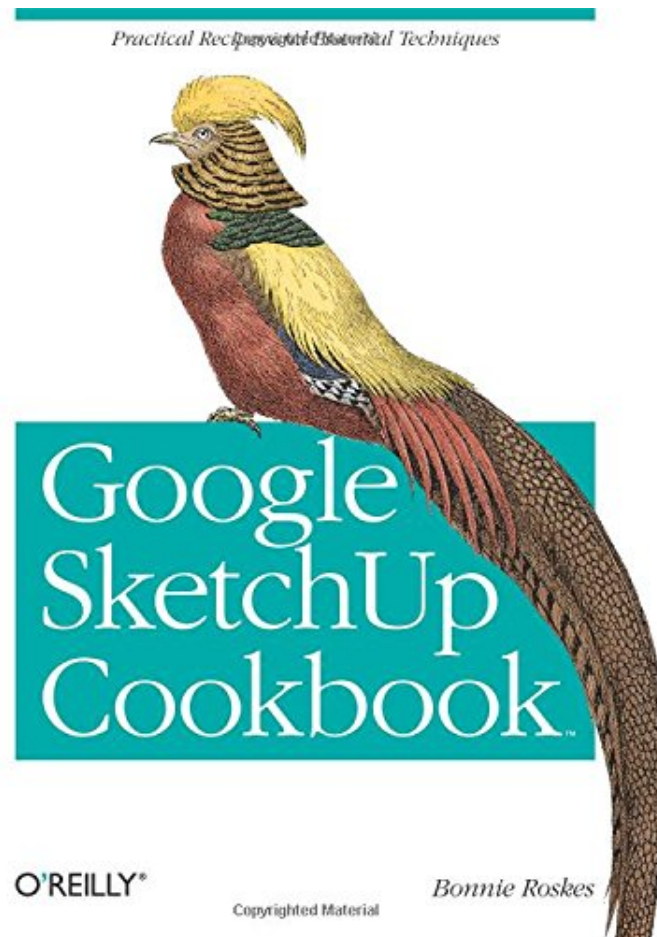


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Google SketchUp Cookbook: Practical Recipes and Essential Techniques

Bonnie Roskes

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Bonnie Roskes : Google SketchUp Cookbook: Practical Recipes and Essential Techniques before purchasing it in order to gauge whether or not it would be worth my time, and all praised Google SketchUp Cookbook: Practical Recipes and Essential Techniques:

2 of 2 people found the following review helpful. maybe a bit dated now By Gary Anderson This was one of the best books written on Google's 3D design program. SketchUp was one of Google's amazing offshoots. The fact that they made a fully functioning version available for Free and then staffed the development team with high quality Google programmers was rather out of character for current day American corporations. Their actions and the open source software attracted a huge following and many additions to the program that made it useable and useful for the common person. The Cookbook addressed a number of operating issues in a different, often clearer, manner than other how-tos. For most of us amateur 3d designers the Cookbook was an essential part of the library. Sketchup has now been sold to

a private company that has put out a new version (2013) and altered somewhat the nature of its free version of the software. The last version that Google published was version 8 and the Cookbook was written to deal with an earlier version than that. I don't know that it has been revised and am pretty sure that it has not been revised to deal with 2013. There have been some complaints that the new version 2013 should really have been labeled 8.1 because the changes, in their opinion, were not sufficient to warrant a new version number. However, some of the changes are more significant than others. Apple, which is a favorite platform on which to run Sketchup, also made changes to its operating system Mountain Lion that impact how the computer deals with certain files. Like all things in technology, the how to books need to be up to date and this one may not be. The interested buyer should check first to see if the version being sold is corrected to deal with the new version 2013. Older versions are no longer being supported by either Google or the new company. If the book has been revised to deal with 2013 specifically, I would buy the new edition myself. She does a wonderful job with the subject of 0 people found the following review helpful. Five Stars By Erick Beebe great book. 0 of 0 people found the following review helpful. A great step-by-step learning tool By Robert J. Cote If you've been trying to learn Sketchup with the on-line tutorials and just aren't getting anywhere, look no further than this book. It does assume you know some basic Sketchup functionality (like how to use the orbit tool), and then proceeds with dozens of examples in a stepwise manner. The examples start with relatively simple concepts, and then advance to more complex models, often assuming that you will remember concepts from earlier models (a good thing in my opinion - but sometimes hints are provided to jog the memory - and you can always flip back if needed). This is one of those few computer books that delivered just what I needed.

As the first book for intermediate and advanced users of Google SketchUp, this Cookbook goes beyond the basics to explore the complex features and tools that design professionals use. You'll get numerous step-by-step tutorials for solving common (and not so common) design problems, with detailed color graphics to guide your way, and discussions that explain additional ways to complete a task. Google SketchUp Cookbook will help you: Use SketchUp more efficiently by taking advantage of components and groups Learn new techniques for using Follow Me, Intersect, and constraints Go beyond simple textures with tools such as texture positioning and Photo Match Create animations and walkthroughs, and explore design scenarios by using layers and scenes Learn how to use styles to customize your presentations Combine SketchUp with the 3D Warehouse and Google Earth Google SketchUp Cookbook is ideal for architects, engineers, interior designers, product designers, woodworkers, and other professionals and hobbyists who want to work more efficiently and achieve true mastery of this amazing tool.

About the Author Bonnie Roskes is the founder of 3DVinci, a company that provides 3D design training for all ages and stages. Her books for design pros on SketchUp, Piranesi, and OneCNC have attracted a loyal following, and her SketchUp project books for kids K-12 are making 3D modeling and geometry accessible and fun for teachers, parents, and kids. Bonnie's practical, hands-on focus is based in her education in structural engineering and years of experience in bridge design.