Activity Sheet: Google SketchUp
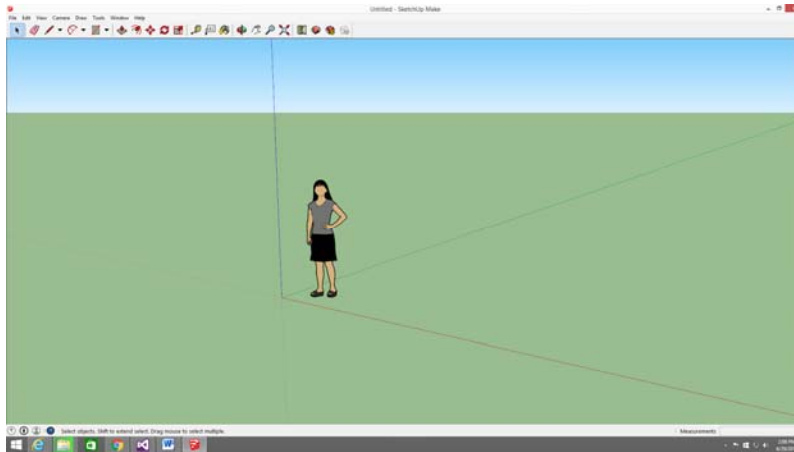
Note: Please feel free to ask for help throughout the activity

1.) Open Google Sketch Up on your Desktop

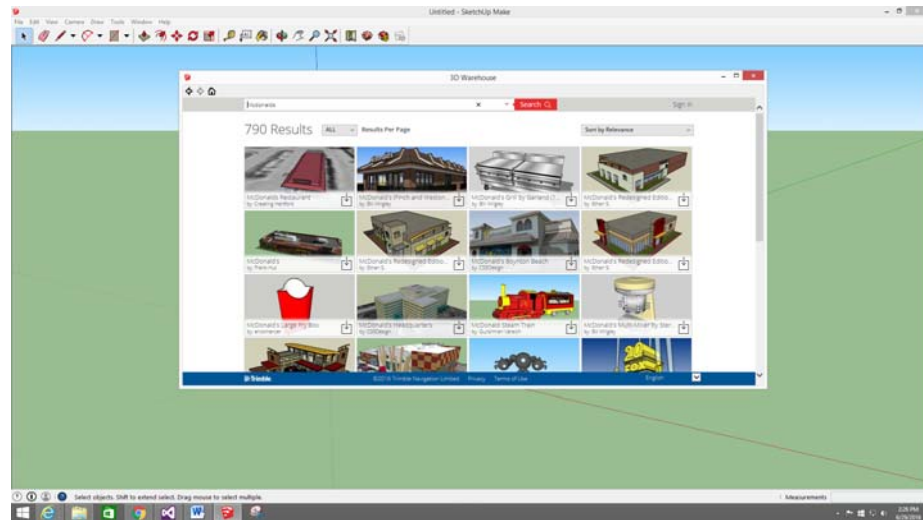2.) Click "Start using SketchUp 2014"

3.) Click on the character, and then press delete on the keyboard to delete the character.

4.) Next, look to the top of the screen, and click this ( ) Icon for the 3D warehouse.
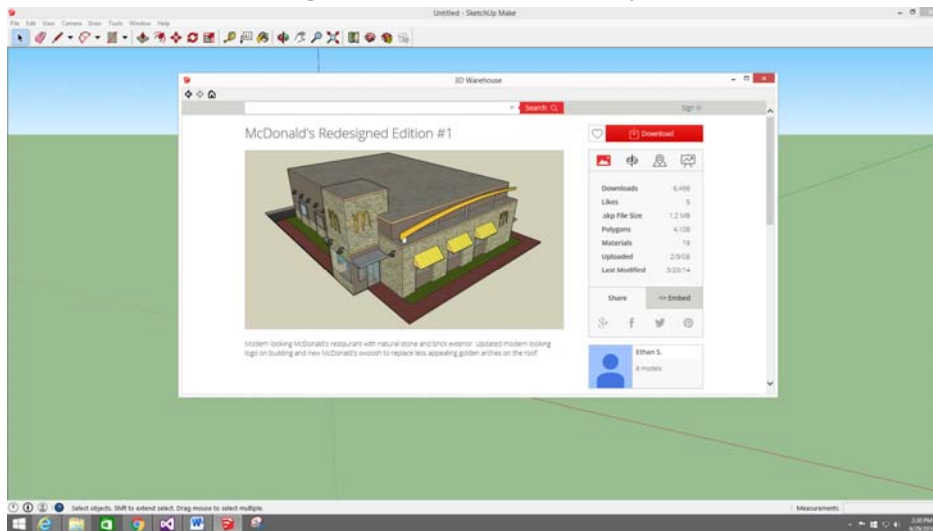
5.) Once in the 3D warehouse, click on the search bar in the example below, and type the name of a restaurant that you want to put into your town.

6.) Once you see a list of pictures showing the restaurant you searched, click on the picture of the restaurant you want to
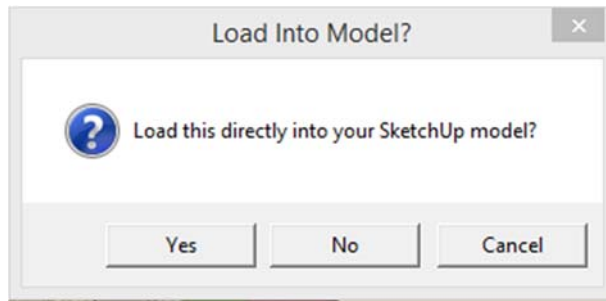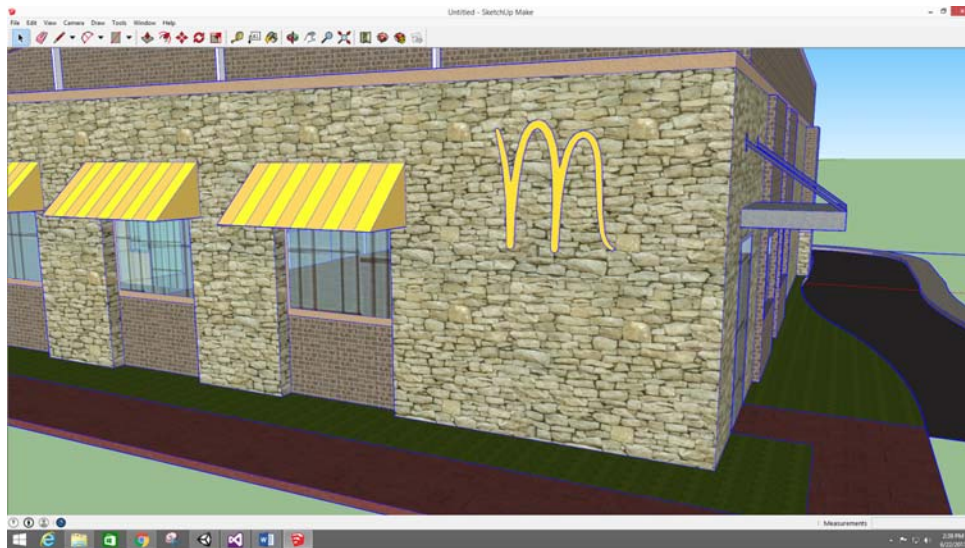

choose.

7.) After you have clicked on the picture of the restaurant you want, click the big red button that says "Download".

8.) Once you click download, you will get this message. Click Yes
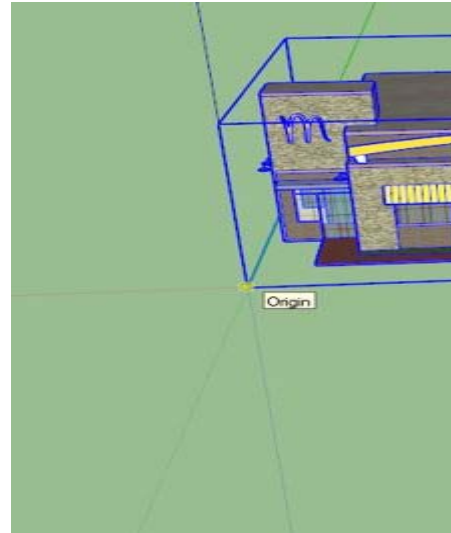

9.) Once your restaurant is loaded, click the mouse one time to keep the restaurant in place.

10.) Next, zoom out with your mouse wheel and select the move tool ( ). Then, click the bottom edge of the blue box around your restaurant.

11.) Drag that edge to the middle of the cross on the screen. This

cross is called the "Origin".

12.) Now, go to the top left of your screen and press File -> Export -> 3D Model

13.) Once you've finished step 12, minimize Sketch-up 2014, go to your "Desktop", right-click on your mouse, and create a folder called "My3DRestaurant".

14.) Go back to Sketch-up 2014, Name your model "My3DResaurant", choose Desktop on the left, find the folder you created, click the folder, click "Open", and then click "Export".

All done with part 1 of your activity!