

## Google 3D BaseCamp – SketchUp and AutoCAD by Daniel Tal

### Overview

For many architectural and site designers, AutoCAD is the staple program in which all exacting work is performed. SketchUp and AutoCAD share a high level of compatibility. This compatibility allows for the creation of quick and organized 3D models generated from a 2D AutoCAD plan.

This Half Session will review to create a quick and seamless interaction starting with AutoCAD and flowing into SketchUp. It is specific for site designers and landscape architects working with a 2D overall plan view.

### Session sequence:

1. Reviewing the basic structure of an AutoCAD Plan. A real world project will be evaluated.
2. Examine how best to organize AutoCAD files prior to import into SketchUp
  - Review the use of layers and organization of line work
  - Review the use and importance of AutoCAD blocks
3. How to import and export AutoCAD files to SketchUp – using the AutoCAD WBLOCK command to separate information and bring them into SketchUp in a layered manner.
4. Once the file is imported into SketchUp, provide a detailed overview of how to “heal” the AutoCAD line work faces quickly using Custom Ruby Scripts.

Basic overview of 5 important Ruby Scripts

Using same Ruby Scripts to generate / heal a site plan base in SketchUp

5. Modeling the created Site base – adding color and volume.
6. Importing the second layer of AutoCAD information into the SketchUp file – All the blocks (trees, lights, benches, scoring etc...)
  - How to quickly convert AutoCAD 2D blocks into 3D SketchUp components
7. A look at the final model.
8. Lead into Mitchel Stangl presentation (second half)

**ON the Side** – will take questions after the session with users who want more information.