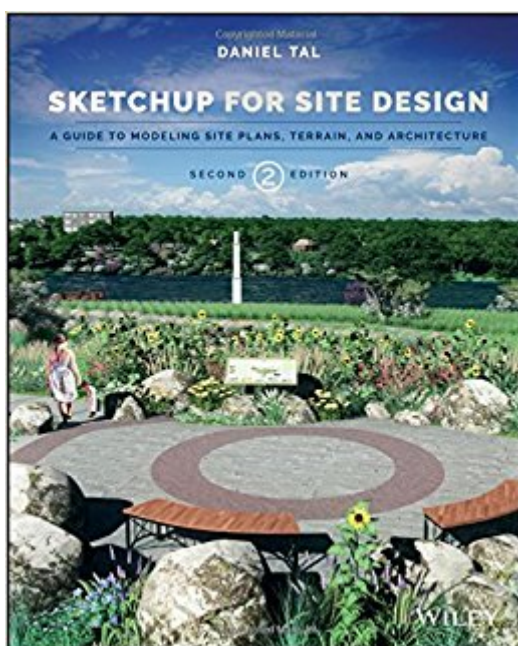


The book was found

SketchUp For Site Design: A Guide To Modeling Site Plans, Terrain, And Architecture



Synopsis

The site designer's guide to SketchUp's powerful modeling capabilities SketchUp for Site Design is the definitive guide to SketchUp for landscape architects and other site design professionals. Step-by-step tutorials walk you through basic to advanced processes, with expert guidance toward best practices, customization, organization, and presentation. This new second edition has been revised to align with the latest software updates, with detailed instruction on using the newest terrain modeling tools and the newly available extensions and plug-ins. All graphics have been updated to reflect the current SketchUp interface and menus, and the third part of the book includes all-new content featuring the use of new grade and terrain extensions. Developed around the needs of intermediate professional users and their workflows, this book provides practical all-around coaching on using SketchUp specifically for modeling site plans. SketchUp was designed for usability, with the needs of the architect, industrial designer, and engineers at center stage. This book shows you how the software's powerful terrain and grade functions make it an ideal tool for site designers, and how to seamlessly integrate it into your workflow for more efficient design and comprehensive planning. Master the SketchUp basics, navigation, components, and scripts Turn 2D sketches into 3D models with volume, color, and material Create detailed site plans, custom furnishings, gradings, and architecture Learn sandbox tools, organization strategies, and model presentation tips SketchUp has undergone major changes since the publication of this guide's first edition, with its sale to Trimble Navigation bringing about a number of revisions and the availability of more immediately useful features. SketchUp for Site Design shows you how to harness the power of this newly expanded feature set to smooth and optimize the site design workflow.

Book Information

Paperback: 400 pages

Publisher: Wiley; 2 edition (February 15, 2016)

Language: English

ISBN-10: 1118985079

ISBN-13: 978-1118985076

Product Dimensions: 7.2 x 0.9 x 9 inches

Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 stars 10 customer reviews

Best Sellers Rank: #216,877 in Books (See Top 100 in Books) #106 in Books > Arts & Photography > Architecture > Landscape #615 in Books > Textbooks > Humanities >

Customer Reviews

ENHANCE YOUR PROFESSIONAL SITE DESIGN PROJECTS WITH POWERFUL SKETCHUP TOOLS Since its publication in 2009, SketchUp for Site Design has earned recognition as the premier guide to Google SketchUp for landscape architects and site design professionals. This fully revised Second Edition introduces you to numerous software updates as well as new terrain modeling tools and extensions, bringing you up to date on the look and feel of SketchUp and everything it offers. With its powerful terrain and grade functions, SketchUp is ideally suited to the needs of professional site designers. Step-by-step tutorials in this book guide you through SketchUp basics and on to increasingly advanced techniques. With emphasis on best practices, customization, organization, and presentation, expert author Daniel Tal shows you how to Take advantage of new extensions that aid in generating terrains and grades Turn 2D sketches into 3D models with volume, color, and material Master sandbox tools, organization strategies, and the most effective ways to present your model Create detailed site plans and landscape architecture, custom furnishings, and gradings This guide helps you master the necessary skills to harness the power of SketchUp's upgraded and expanded feature set. You will apply SketchUp Process Modeling, learn to integrate AutoCAD drafting with SketchUp, and explore all the new tools.

DANIEL TAL, RLA, is a licensed landscape architect who freelances on a range of projects and consults on technology education and software development. He consults on SketchUp-related tools, conducts workshops and seminars on 3D modeling, and beta tests future software releases to assure that they meet the needs of professionals.

It's great for learning to use sketchup but It would be great if each chapter or step have its own video tutorial on Daniel Tal website. There were some times where it was difficult to follow instructions or use a specific tool and having a tutorial of that step would have help a lot. Instead I had to try many times and try with different tools until get it right. I check the Daniel Tal website but you have to become a member and pay to see the available tutorials. I think that you should be able to see those tutorials for free since you already bought the book. Overall, good explanations, good examples and practices. It is a great way to learn if you don't like to sit on your desk watching tutorials all day.

I bought this to design my back yard. It doesn't cover landscape design. It's all about building architecture. Cool software program, but this book isn't what I was I want.

A useful book that has certainly helped me to use Sketchup. However, it could just be me, but I would have liked it to go a bit further - a lot of the book's content is pulling together the material available on line (albeit very handily to one place), without adding quite as much depth as I had hoped for. It lives up to its name in terms of site modelling, but it approaches Sketchup as a representational tool rather than a design tool. This said, I have read it, use it and am pretty pleased I brought it.

I was excited to see this 2nd Edition finally released! The original was great, and this edition is even better! Excellent book and a must have for any Landscape Architect, Architect or Planner using SketchUp for site planning and urban design! This book is very thorough, and the author takes you step by step through each exercise which helps to reinforces the skills you need to know. It provides the basics you need to know, as well as the more complex topics to produce outstanding 3D site plans and urban spaces.

Daniel's books are the only ones I have read that relate directly to the profession of Landscape Architecture. His books are well thought out and take you step by step through your model. Buy it, you will not regret it.

Very good reference. Not up to the latest version of the software, but that does not matter.

I've been looking for a good how-to book on SketchUp for some time. Ran across this book and I'm glad I purchased it. Well written, quite easily to follow most of the examples given. Sure has helped my learning curve.

Are you a beginner or advanced SketchUp user? If you are, then this book is for you. Author Daniel Tal, has written the second edition of an outstanding book that describes SketchUp Process Modeling: A methodology for working with SketchUp. Author Tal, begins by reviewing how SketchUp works and introduces its basic tools and functions. In addition, he presents a unique way of organizing a component or group (edges and faces) into easy-to-manage bundles of geometry. The author also discusses how to best use SketchUp to problem-solve models and how to best

problem-solve SketchUp when it performs in unexpected ways. Then, he continues by introducing Extensions: Custom tools that make working with SketchUp easier. The author then introduces SketchUp Process Modeling through a tutorial modeling: A site plan that includes a building, walks, trees, lawn and trails. Next, he applies the detailed site plan modeling method as a modeling exercise utilizing a scanned and imported hand-drawn site plan. In addition, the author provides a series of tutorials to create custom site objects. He also reviews how to model basic buildings and building elements such as windows and doors. Then, the author continues by discussing two different methods of arrangement: The Accuracy method and the Speed method. Next, he discusses SketchUp Process Modeling with a tutorial of a detailed and complex building model. In addition, the author introduces you to the Sandbox tools and associated extensions in a series of simple diagrams. He also demonstrates how the Sandbox tools can create conceptual terrain and grading. Then, the author continues by utilizing the Sandbox tools to create complex canopies and tensile structures. Next, he reveals how to apply the terrain tools to a complete terrain site model. In addition, the author provides an overview of the general AutoCAD-to-SketchUp conversion method. He also provides a detailed procedure for organizing Auto CAD files for import into SketchUp. Then, the author details how to model the organized AutoCAD information. Finally, he adds detail and the final touches to the SketchUp model that started in AutoCAD. The author of this excellent book, provides a step-by-step road map that will show you how to use the tools and functions to construct expressive models of exterior spaces and architecture. This great book also focuses on the tools and functions that are used to model site plans, outdoor areas and architecture.

[Download to continue reading...](#)

SketchUp for Site Design: A Guide to Modeling Site Plans, Terrain, and Architecture Rendering in SketchUp: From Modeling to Presentation for Architecture, Landscape Architecture, and Interior Design Architectural Design with SketchUp: 3D Modeling, Extensions, BIM, Rendering, Making, and Scripting Learning SketchUp: A 3D Modeling Guide for Beginners SketchUp - A Design Guide for Woodworkers: Complete Illustrated Reference inside: Architecture and Design: A guide to the practice of architecture (what they don't teach you in architecture school) SketchUp for Interior Design: 3D Visualizing, Designing, and Space Planning Site Analysis: Informing Context-Sensitive and Sustainable Site Planning and Design The Architecture of McKim, Mead & White in Photographs, Plans and Elevations (Dover Architecture) 3D Printing and CNC Fabrication with SketchUp (Electronics) SketchUp For Dummies (For Dummies (Computers)) Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills)

Foundations of Landscape Architecture: Integrating Form and Space Using the Language of Site Design
Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design
Atlas of the Civil War: A Complete Guide to the Tactics and Terrain of Battle
3ds Max Modeling for Games: Insider's Guide to Game Character, Vehicle, and Environment Modeling: Volume I
3ds Max Modeling for Games: Insider's Guide to Game Character, Vehicle, and Environment Modeling: 1
Atmospheric and Space Flight Dynamics: Modeling and Simulation with MATLAB® and Simulink® (Modeling and Simulation in Science, Engineering and Technology)
Allen & Mike's Avalanche Book: A Guide to Staying Safe in Avalanche Terrain (Allen & Mike's Series)
The Model's Bible & Global Modeling Agency Contact List - An Insider's Guide on How to Break into the Fashion Modeling Industry

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)