

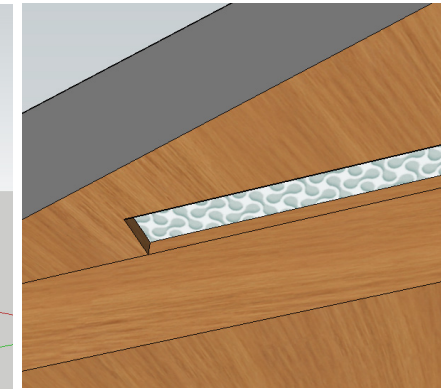
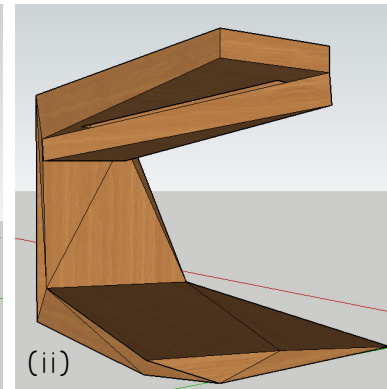
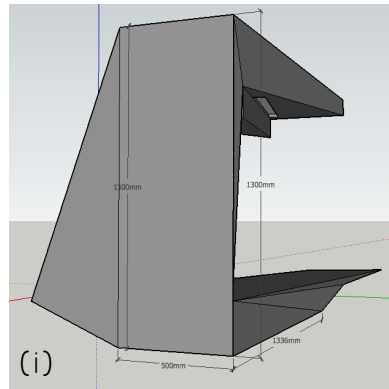
# EXPLORING SKETCHUP



This two week project is designed to allow you to explore **Google Sketchup** to create a number of computer generated 3D models. Following on from the work you did on your LED light lamps... there are 3 tasks to complete.

**Task 1:** Use Sketchup to complete a finished drawing of your LED lamp.

You must present two copies of this:  
(i) one with measurements (i.e. blueprint)  
(ii) one in colour



Use the materials library for texture & 3D options

**Task 2a:** Submit a screencast of your process by recording your work (see Task 2b) for at least 30 minutes. Record this in Quicktime (or Camstudio) and speed up the video so it totals 2-3mins. Submit this (via dropbox) with a 50 word summary of the process you used to create your work. Be sure to mention how the design formed/changed and include the specific tools used.

HOW TO SCREENCAST >> [https://visualartspace.weebly.com/uploads/8/3/4/2/83425076/screencasting\\_final\\_doc.pdf](https://visualartspace.weebly.com/uploads/8/3/4/2/83425076/screencasting_final_doc.pdf)

**Task 2b: Present a final rendered drawing of a vehicle.** This can be done from a photo or sketch and will be assessed based on the key elements of form, detail, colour and texture. \* NOTE: *Scale and design are not a focus for this task.*

SEE EXAMPLES >> <https://www.youtube.com/watch?v=L-JhsuTe1Lo> ; <https://www.youtube.com/watch?v=mNVR1jz0fhA>

## TO START:

**Download** sketchup at [www.sketchup.com/download](http://www.sketchup.com/download) (free version).

**Watch video's** including "Getting started" and/or "Toolbar series" - <https://www.sketchup.com/learn/videos/826>

# EXPLORING SKETCHUP - RUBRIC CRITERIA



Shapes and lines form a professional looking lamp blueprint 1.5	Final lamp render is of a professional standard, where aesthetic choices appear life-like 2.5			The rendered vehicle integrates all elements (criteria 1-4) to produce a highly professional effect (can be UNFINISHED in parts) 5.5 (1-2)	<b>22-25</b>	<b>Professional</b>
	Colour blends/tones are interwoven to produce a 3D-looking final product 2.4	Screencast explores a variety of tools/processes used to create elements of a vehicle 3.4	Summary evaluates the effectiveness of processes and tools used 4.4	The rendered vehicle integrates shapes, colour, texture, shadows and ALSO has areas of extreme detail i.e. wheel with detailed hub cap 5.4 (1-2)	<b>17-21</b>	<b>Proficient</b>
Shapes and lines are employed accurately to form a model that is 'to scale' 1.3	A variety of colours/tones are consistently used, enhancing broad surfaces as well as detailed areas 2.3	Screencast explores a few tools and/or processes used to create elements of a vehicle 3.3	Summary elaborately describes the processes and specific tools used 4.3	A variety of shapes, colour, texture and shadows are combined to accentuate a 3D-looking vehicle 5.3 (1-2)	<b>11-16</b>	<b>Competent</b>
		Screencast captures the basic steps of creating a vehicle 3.2	Summary outlines some processes and some tools 4.2	Shapes, colour and texture are layered to illustrate a vehicle 5.2 (1-2)	<b>7-10</b>	<b>Advanced Beginner</b>
Shapes and lines are formed to reflect the look of the lamp 1.1	Colour is blocked and appears flat 2.1	Screencast is completed but specifications not met 3.1	Summary is minimal e.g. dot points of the basic processes/tools 4.1 (1-2)	Basic shapes and colour are used to depict a vehicle 5.1	<b>1-6</b>	<b>Beginner</b>
Insufficient evidence	Insufficient evidence	Insufficient evidence	Insufficient evidence	Insufficient evidence	<b>0</b>	
<b>Lamp proportions 1</b>	<b>Lamp rendering 2</b>	<b>Screencasting 3</b>	<b>Screencasting written summary (50 words) 4</b>	<b>Final rendered of vehicle 5</b>	<b>Cut points</b>	<b>Final Score</b>
<b>GENERATING &amp; PRODUCING</b>		<b>PRODUCING</b>	<b>EVALUATING</b>	<b>PRODUCING</b>		