

# Sketch up

Vray

## Course Guide:

2 Days

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Starting a project in Sketch up  
Understanding Sketch up interface  
Setting Rendering Engines in sketch up  
2D Modelling Basics  
Push and pull system  
3D Modelling  
Grouping  
Extrusions  
Editing polygons  
Booleans  
Lighting Using Vray lights  
Exposures  
Important Vray settings  
Creating Cameras  
Camera Settings  
Best Practices for rendering  
Creating Materials  
Saving Materials to a library  
Loading Materials  
Perspectives  
Rendering for interiors  
Rendering for exteriors  
Saving Renders

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