



sketchup**school**

7 Easy Steps to Create a Simple 2D Floor Plan in SketchUp

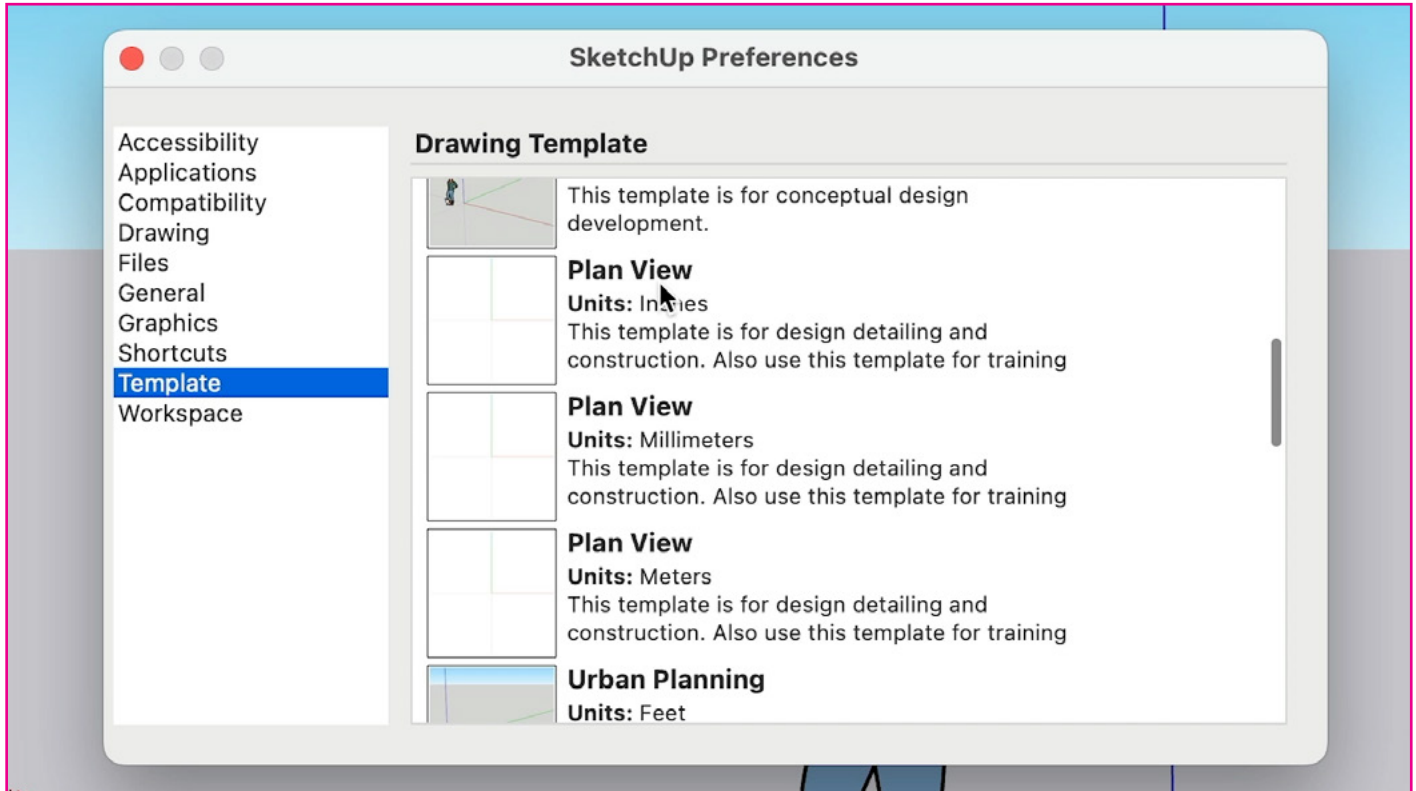


Thank you for watching our YouTube video:

[SketchUp Interior Design Tutorial: How to Create a Floor Plan \(2024 Update\)!](#)

As we covered in the video, these are the
7 Easy Steps to Create a 2D Floor Plan in SketchUp.

#1 Start in 2D



In your SketchUp Preferences window, under the Template menu, select the Plan View option for a Top Down view

To create a 2D Floor Plan in SketchUp, you'll want to use a Template that starts you in a Top-Down view.

Windows

1) In your top menu, select **Window > Preferences**.
On the left side, select **Template**.

2) Depending on your version of SketchUp, select either **Plan View** or **Construction Documentation** (the thumbnail with the white background)

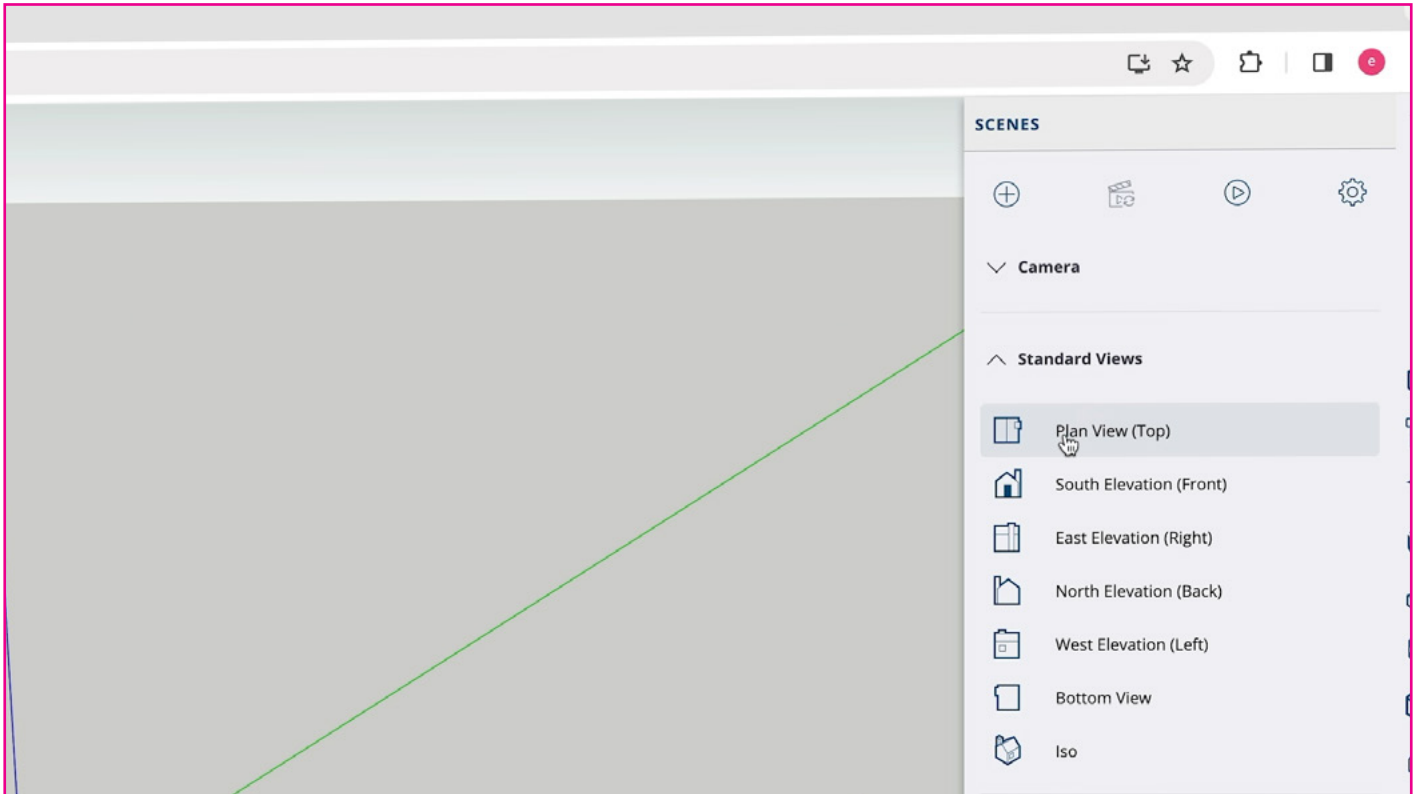
3) Then click **OK** - your current file's template won't change. You need to start a **new file** to see the new template.

Mac

1) In your top menu, select **SketchUp > Preferences**. On the left side, select **Template**.

2) Depending on your version of SketchUp, select either **Plan View** or **Construction Documentation** (the thumbnail with the white background)

3) Then close the window - your current file's template won't change. You need to start a new file to see the new template.

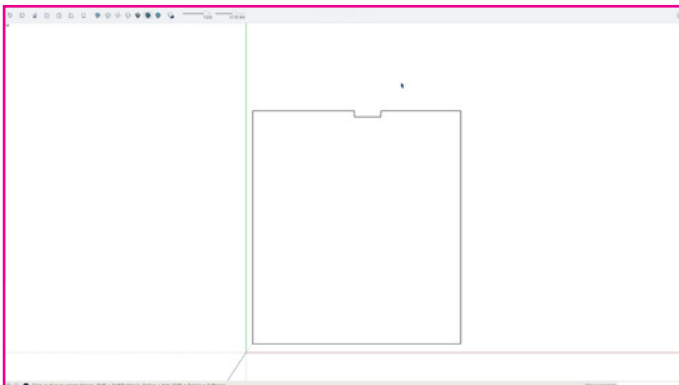


In the Scenes Panel, under Standard Views, select Plan View (Top)

SketchUp Free

You can get a close enough view by clicking on the Scenes icon on the right, then under the Standard Views tab, picking **Plan View (Top)**.

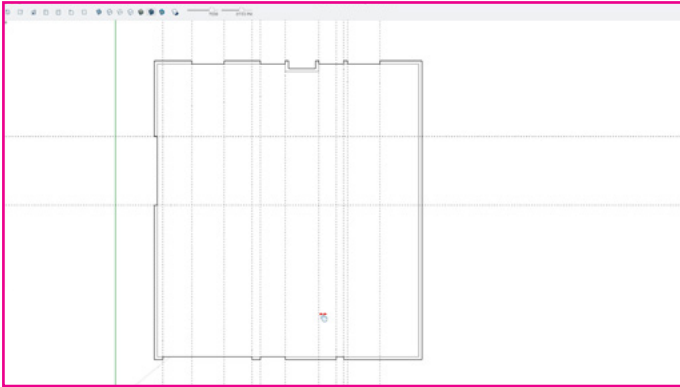
#2 Draw Your Floor



Start from either an existing file - such as a CAD or PDF file with the as-built measurements - **or** from scratch using measurements taken in the field.

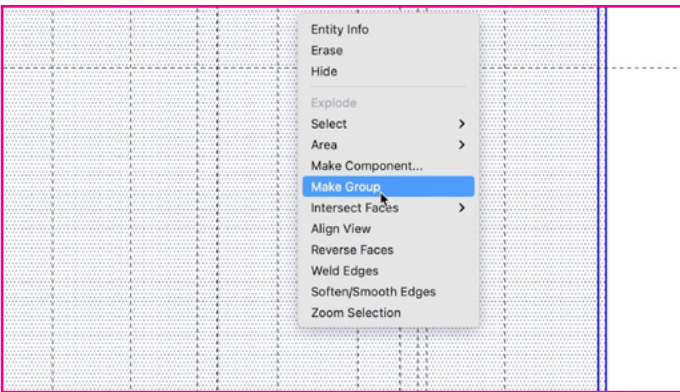
Draw your floor outline using primarily the **Line**, **Rectangle** and **Eraser** tools. Enter accurate dimensions as you go via the **Measurements** box.

#3 Draw Your Exterior Walls

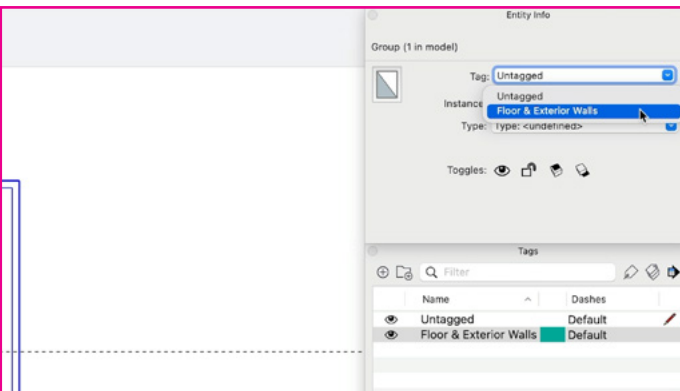


Use the **Offset** tool on your floor to offset exterior walls (to the outside).

Then create doorway openings: Use the **Tape Measure** tool to set-up guides, then the **Rectangle** tool to draw the shape of the opening. Then use the **Eraser** tool to erase away the outside edge.



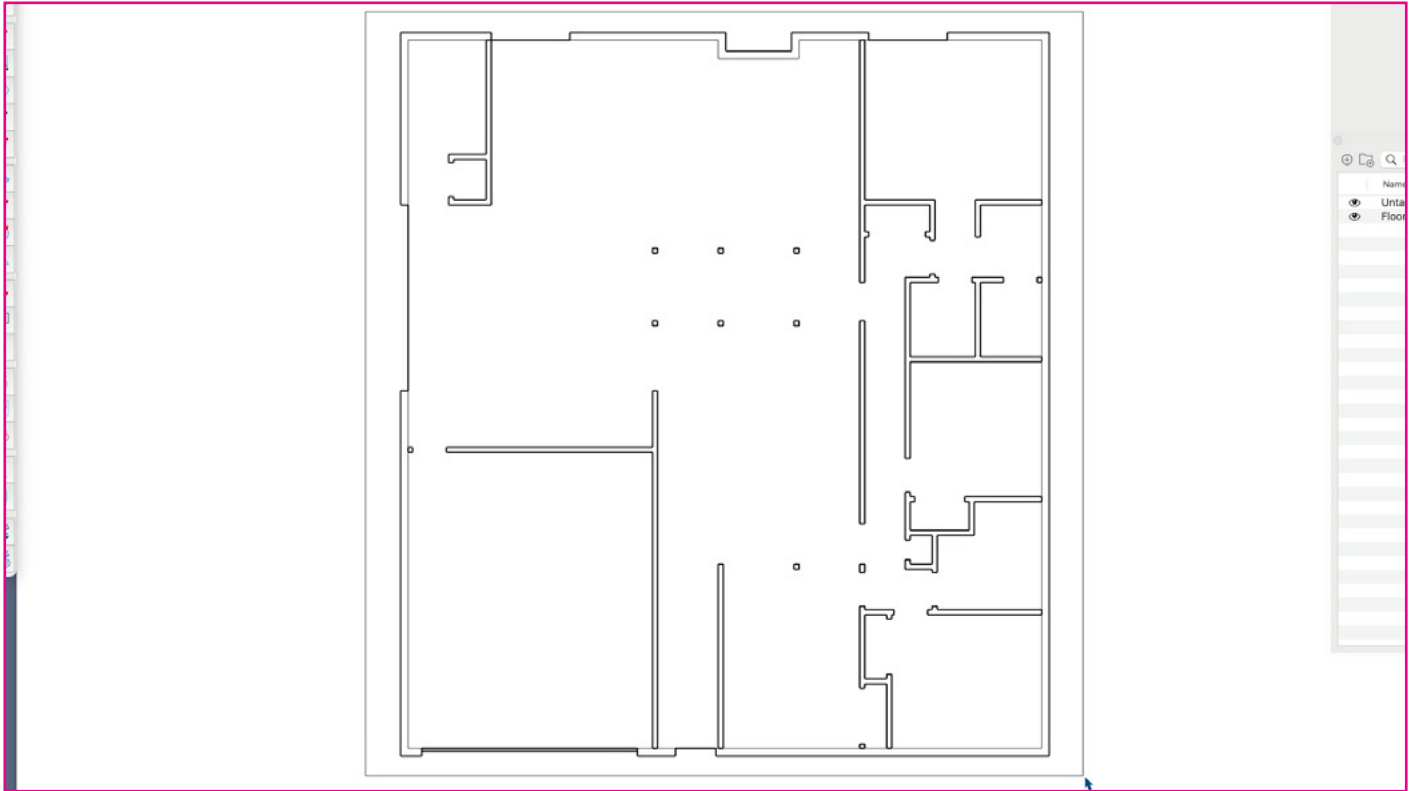
To **Group** your floor and walls: Select everything, right-click on the selection and pick the option for **Make Group**.



Then assign a **Tag** to the **Group**. To do that:

- 1) Open your **Tags** dialog and **create a new Tag**
- 2) **Right-click** on the Group and select the option for **Entity Info**
- 3) In the Entity Info dialog, **click on the Tag dropdown** menu and **select the Tag you just created**

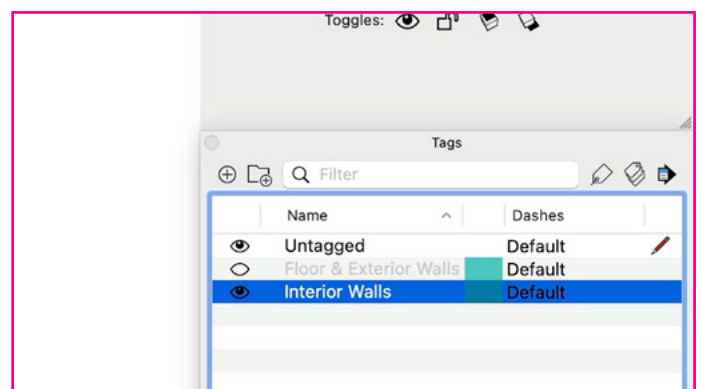
#4 Draw Your Interior Walls



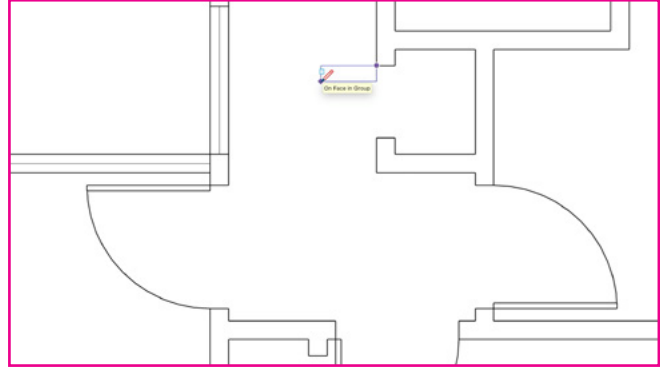
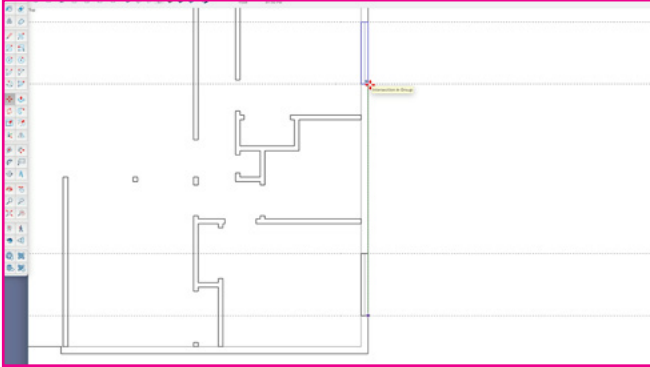
Use the **Tape Measure** tool to set-up as many **Guides** as you need. Then use the **Line**, **Rectangle** and **Eraser** tools to draw the outlines for your interior walls.

If the Guides get in the way, you can either **erase them individually** with the **Eraser** tool, or you can **delete them all** by going to your top menu and selecting **Edit > Delete Guides**.

Then turn the walls into a **Group**, and assign a **Tag** to it.



#5 Add Your Windows & Doors



To **create your own 2D symbols** for things like Windows and Doors:

- 1) Use the Drawing tools to **draw the shapes** for your Window or Door
- 2) Use the Select tool to **select what you've drawn**
- 3) **Right-click** on the selection, and pick the option for **Make Component**

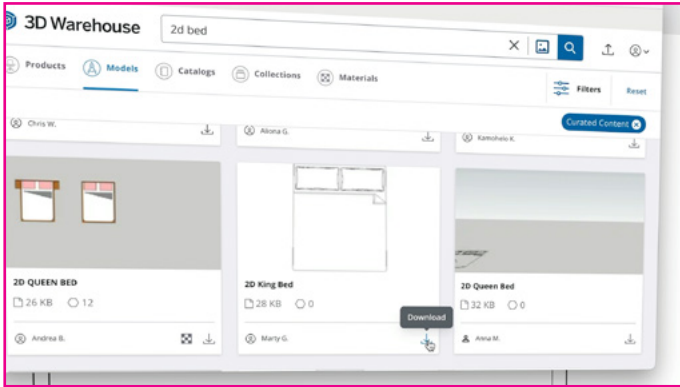
Use the **Move** tool to make copies of Components around the floor plan (press the **Option key on a Mac** or the **Control key on a PC** to enable the copy function while using the **Move** tool).

To **modify a Component**, right-click on it and select **Edit Component**. Then edit as you would any other geometry.

Note: If you have more than 1 copy of a component in your drawing, editing one of them will edit the others as well. **If you need to edit one separate of another, you must first right-click on it and select Make Unique.** Then follow the steps to Edit Component from there.

Use **Rotate** and/or the **Flip** tool to help place components accurately.

#6 Import Furniture & Fixtures



To **import 2D symbols** that have already been drawn, **either use the 3D Warehouse or import files manually.**

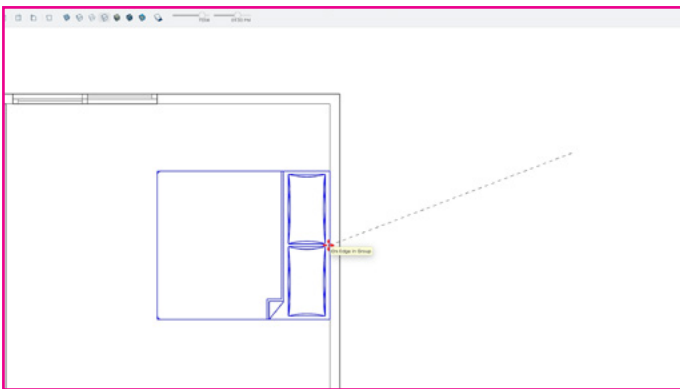
For the 3D Warehouse:

1) In your top menu, select **Window > 3D Warehouse**

2) **Search** for “2D (name of object)”, e.g. “2D king bed”

3) Look for a good result and download into your drawing

BONUS: We’ve already created a starter 2D Symbol library for you and you can find it on the [3D Warehouse here](#).



To import manually, you’ll need to:

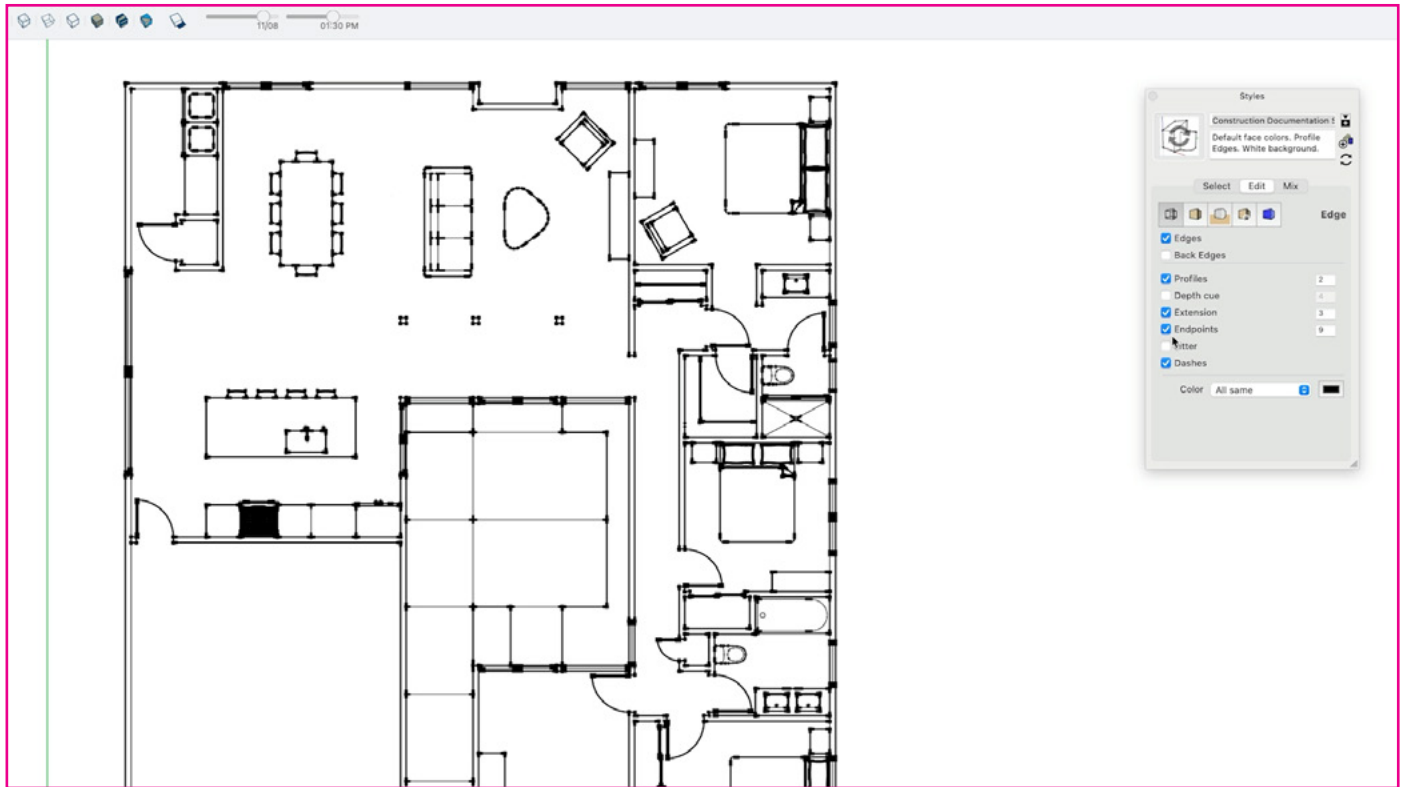
1) Start with either a **SketchUp file (.skp)** or a **CAD file (.dwg or .dxf)** with 1 or more symbols in it

2) Then in SketchUp, in your top menu, select **File > Import**

3) Be sure to set the file type to .skp or .dwg/.dxf as needed, pick the file and select **Import** to bring it into your drawing



#7 Style Your Plan for Presentation



Use the **Styles** dialog to prepare your floor plan for presentation. For a black and white plan:

- 1) In the **Styles** dialog, click the **Edit** tab
- 2) Click on the **Face** style icon
- 3) Click on the white **Hidden Line** icon

To experiment with the look of the lines, click on the **Edge** style icon and test out different options. To turn off the **Axes**, in your top menu pick the option for **View > Axes**.

Once you have the look you want, export an image or PDF by going to your top menu and selecting **File > Export > 2D Graphic**.

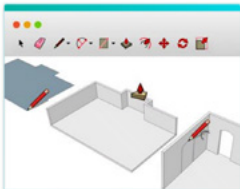
If you pick an image format like **PNG** or **JPG**, you'll get a **raster image** which may make some lines appear less crisp.

Pick **PDF** for a **vector file** that will make the lines sharp.

YOUR NEXT STEPS:

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14 LESSONS 1+ HOURS



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Learn to create well organized 3D models, plus learn techniques to avoid common pitfalls for new users.

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3 Get the Right Look

Learn the best ways to style your model to get everything looking just the way you imagined.

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4 Draw & Edit Practice

You know the fundamental tools in SketchUp. Learn to apply your skills to everyday modeling problems.

7 LESSONS .5 HOURS



5 Draw & Edit Advanced

Discover the lesser known features of SketchUp that make it possible to create just about anything you want.

7 LESSONS 1 HOURS

"NOW I KNOW THE RIGHT WAY TO USE SKETCHUP!"

"Everything I've been working on is much faster this time around knowing how to properly use the tools. I look forward to watching more courses!"



Lauren A.

We hope that our [SketchUp Interior Design Tutorial – How to Create a Floor Plan \(in 7 Easy Steps\)](#) video and these notes have gotten you started down the right path.

From here, it's definitely possible to learn everything on your own. But, if you don't have the time to figure out what you need to know, and you can't afford to pick up bad habits, then we recommend checking out [our Video Course Library](#).

It's filled with \$8700 worth of SketchUp training exclusively for professionals including our Complete Intro to SketchUp course.

Head over to our [SketchUp School website](#) & try our courses for free!

Know anyone that could use these notes?

Do us a quick favor and share this PDF with someone who would like to get started on the right path to learning SketchUp.