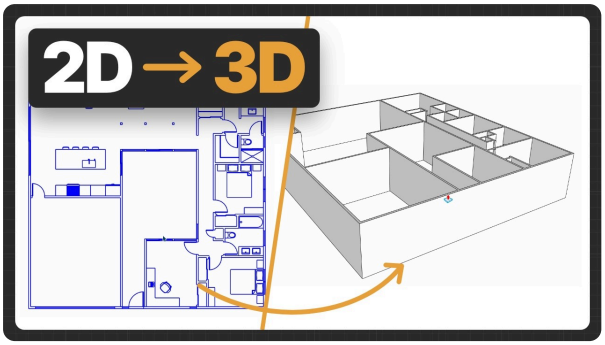
sketchupschool

YOUTUBE VIDEO NOTES FOR:

Turn a 2D Floor Plan into a 3D SketchUp Model (2027 update)



These are the full notes for our video — every tip, screenshot and step, right on this page.

These notes live at www.sketchupschool.com/turn-2d-floor-plan-into-3d-sketchup-model-2027-notes

IN THESE NOTES

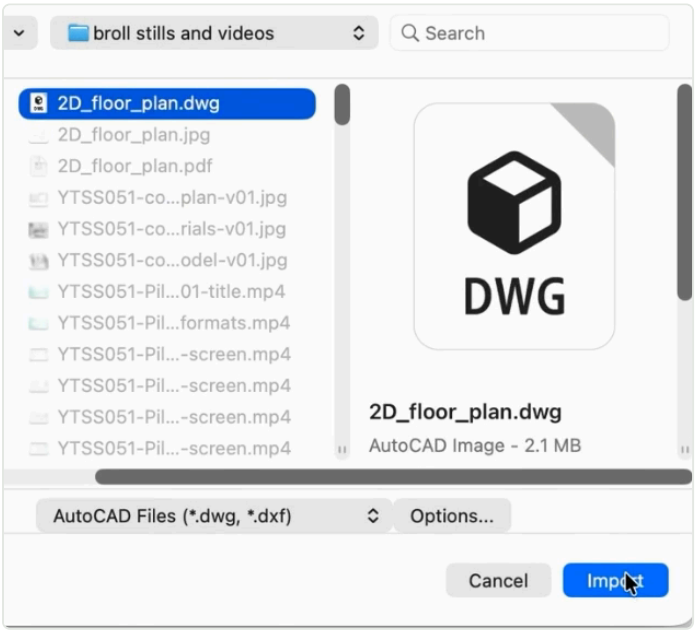
1 Import and Scale Your Plan
2 Draw the Walls
3 Add Door Openings
4 Add Window Openings
5 Group and Tag
Your next steps

These five steps turn a 2D plan into a SketchUp model with walls, door and window openings, and separate visibility controls.

#1 Import and Scale Your Plan

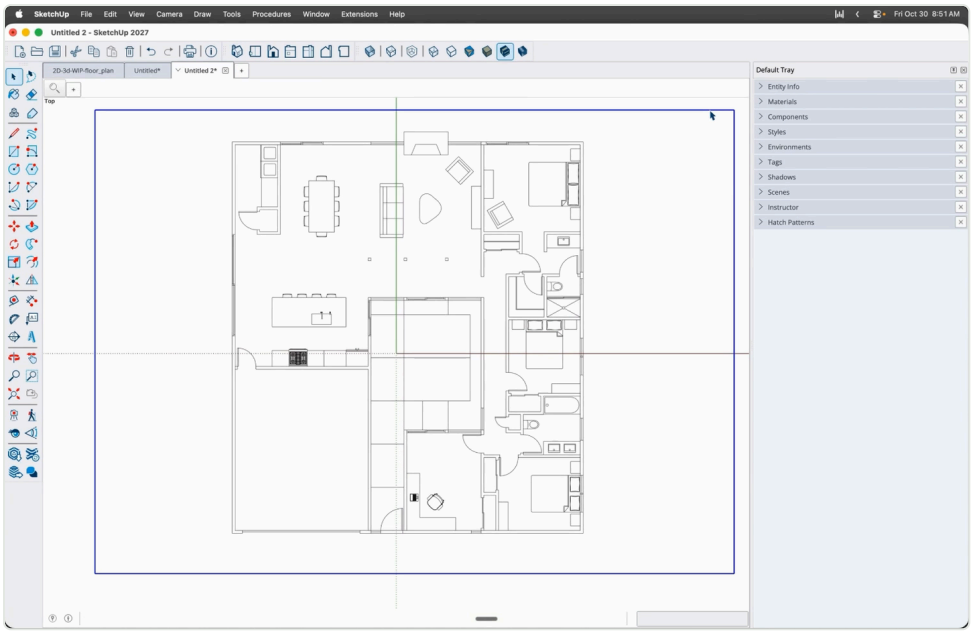
If you drew your floor plan in SketchUp, you can start with that model and skip the import.

For a **DWG** or **DXF**, choose **File > Import**, select the AutoCAD file type and import the plan. If the CAD plan was drawn at the correct scale, it will import at that scale.



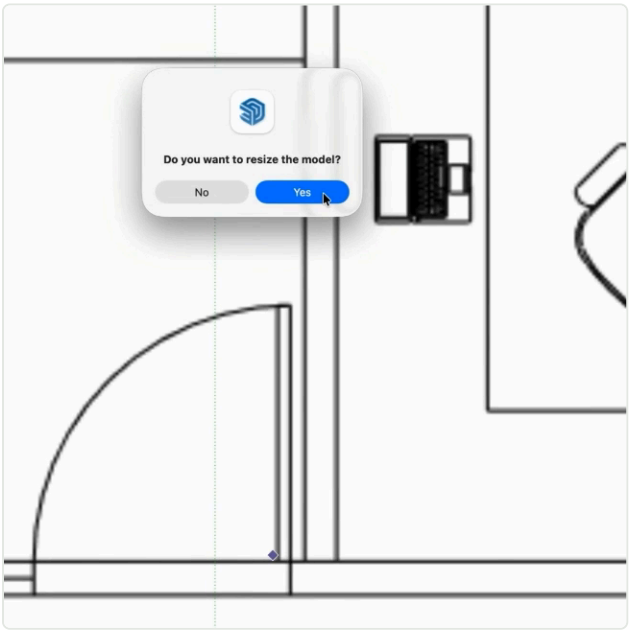
Choose the CAD file type and import the plan.

For a PDF or image file, choose **File > Import**, select **All Supported Types**, then choose **Image** under **Use Image As**. Click once to place a corner, position the other corner and click again.



Import as an image.

Use **Tape Measure** to measure a known dimension, such as a door opening. Type what that measurement should be and press **Enter** or **Return**. When SketchUp asks to resize the model, click **Yes**.

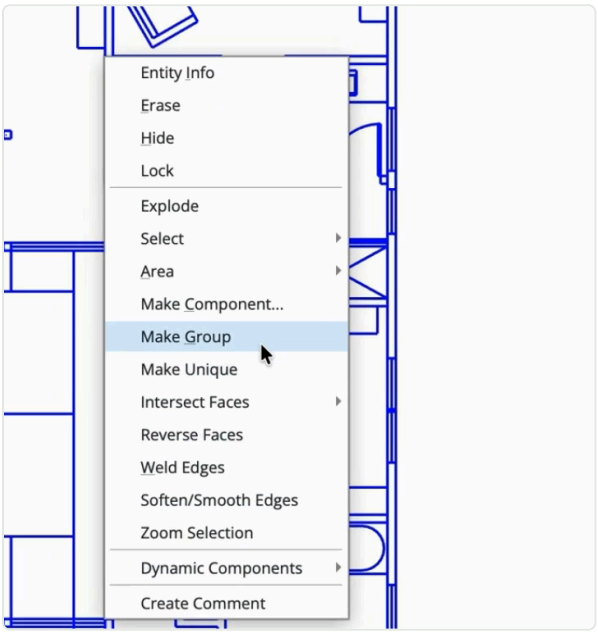


Confirm the resize to set the scale.

Start with a plan at the correct scale before you build the model.

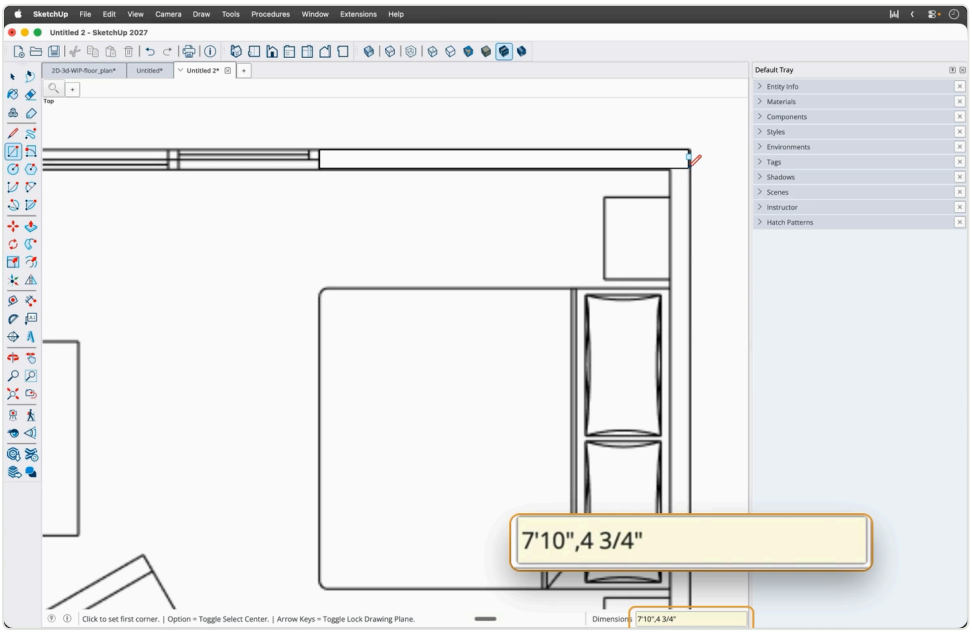
#2 Draw the Walls

Make native SketchUp or imported CAD linework into a **group** before tracing. Draw your new wall geometry outside that group so it stays separate.



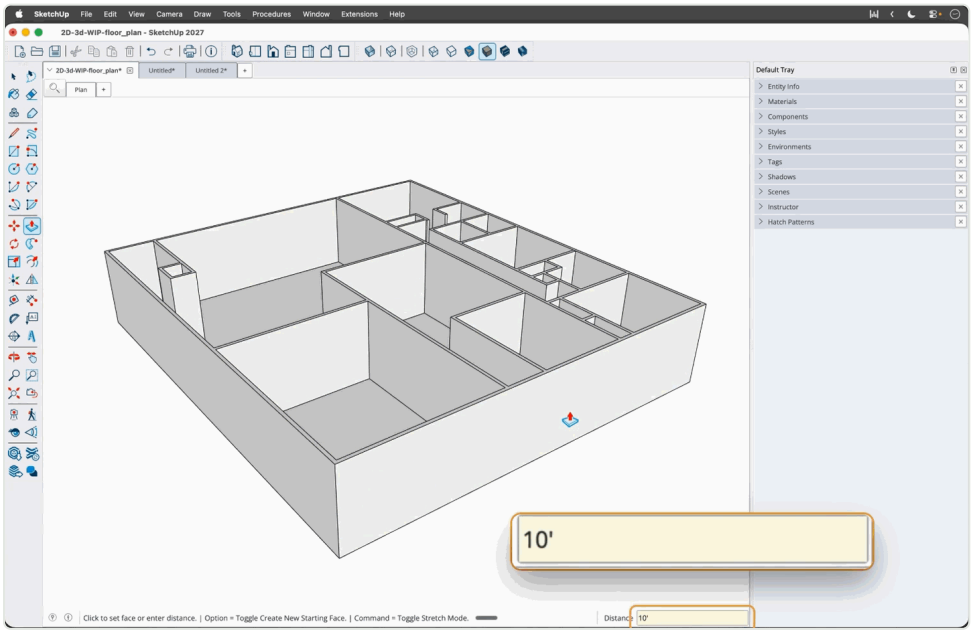
Keep source and new geometry separate.

With native or CAD linework you can use endpoint inferences. A PDF or image has no underlying edges to snap to. Use the **Rectangle** tool and type known wall dimensions while tracing.



Type dimensions when you cannot snap.

Ignore door and window openings for now. Trace the wall outlines, erase unneeded seams with the **Eraser**, then **Push/Pull** the walls to the correct height.

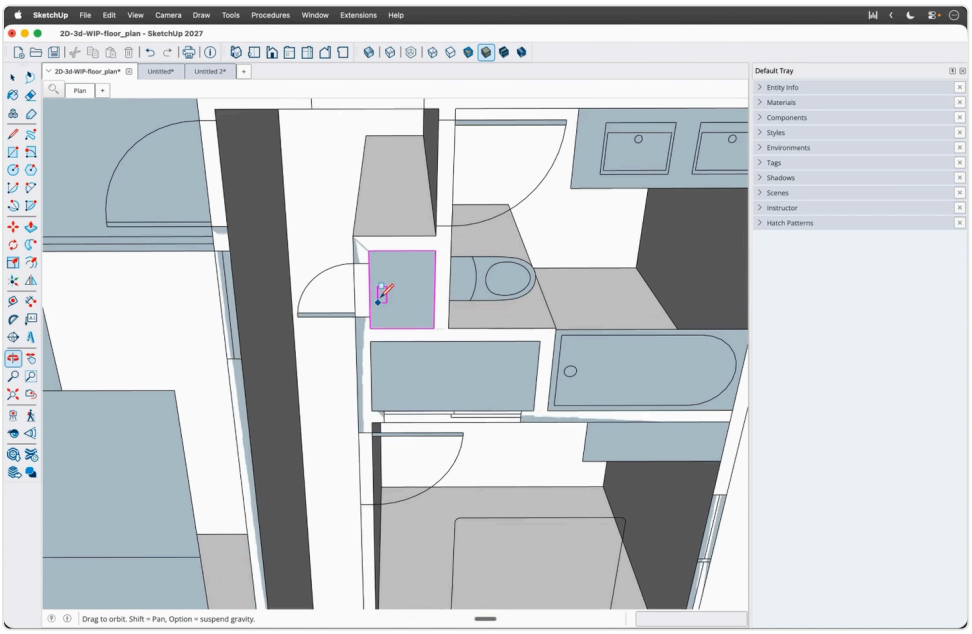


Build walls before cutting openings.

Build continuous walls first, then add the openings.

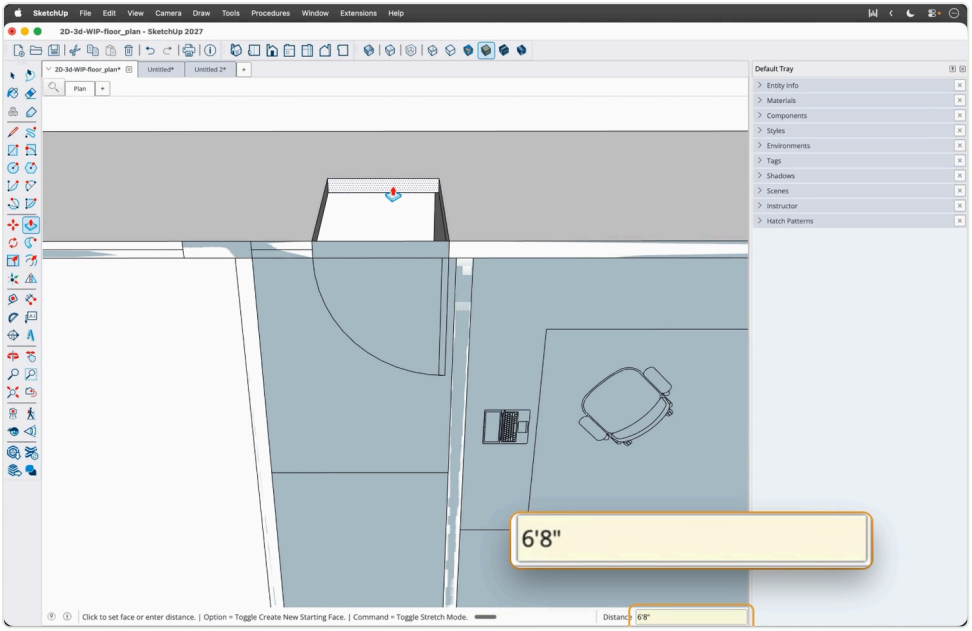
#3 Add Door Openings

Navigate underneath the native or CAD plan and draw rectangles over door openings. Use **Push/Pull** to create the first opening, type the correct height, then press **Enter** or **Return**.



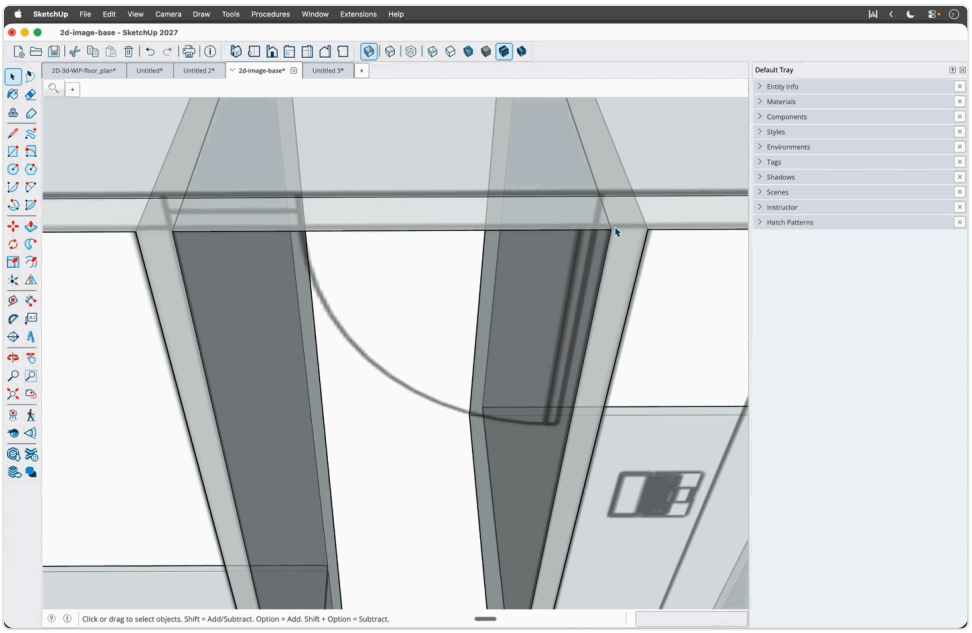
Lay out openings from underneath.

For other openings of the same height, double-click with **Push/Pull** to repeat that distance.



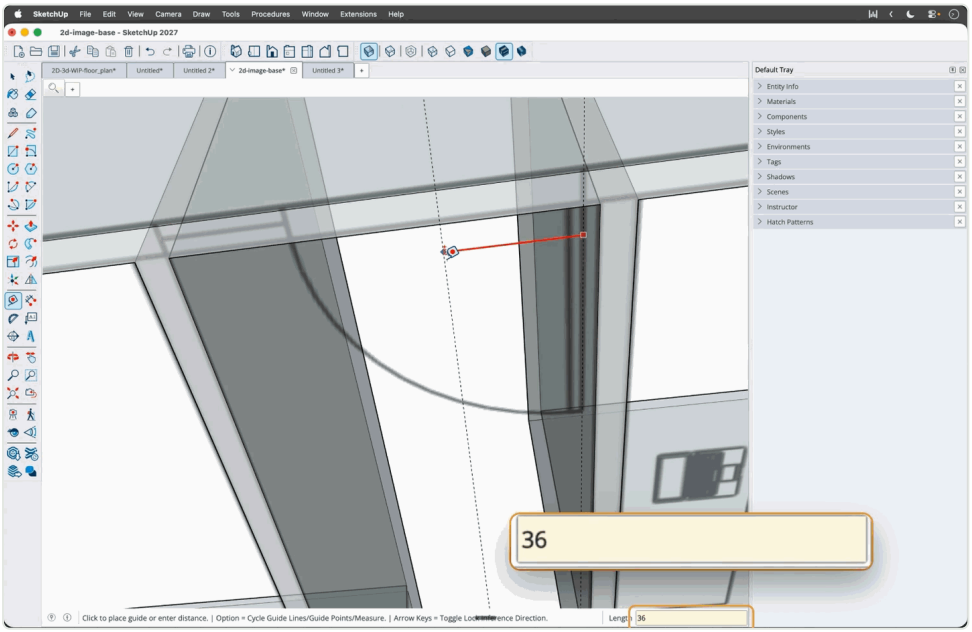
Repeat matching door heights.

For a PDF or image, turn on **View > Face Style > X-Ray** to see the plan underneath the walls.



See the plan through the walls.

Use **Tape Measure** to pull a guide from a known edge to one side of the opening, typing its offset. Pull another guide for the opening's width. Draw the rectangle between guide intersections, then use **Push/Pull** to create the opening.



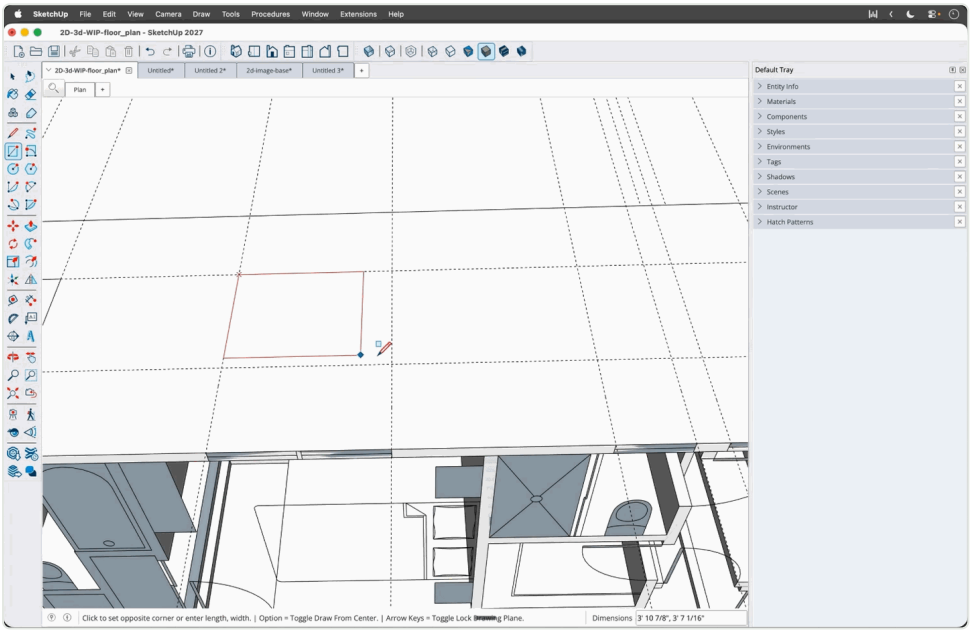
Locate raster openings with guides.

Leave guides for reference or use **Edit > Delete Guides**.

Use dimensions and guides when the plan cannot provide snapping points.

#4 Add Window Openings

Use **Tape Measure** to set vertical guides for window width and horizontal guides for sill and head heights. CAD linework can locate widths; a raster plan needs typed dimensions. You need known vertical heights either way.



Use known widths and heights.

Draw a rectangle between the guides. **Push/Pull** into the wall until the **On Face** inference reaches the opposite face, then click to complete the opening.



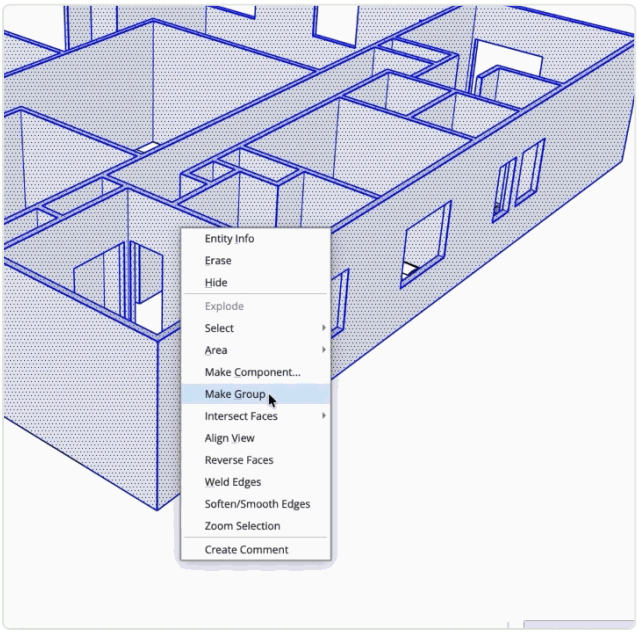
Push to the opposite face.

If the other walls have the same thickness, double-click with **Push/Pull** to repeat the cut.

Window openings need both plan dimensions and known vertical heights.

#5 Group and Tag

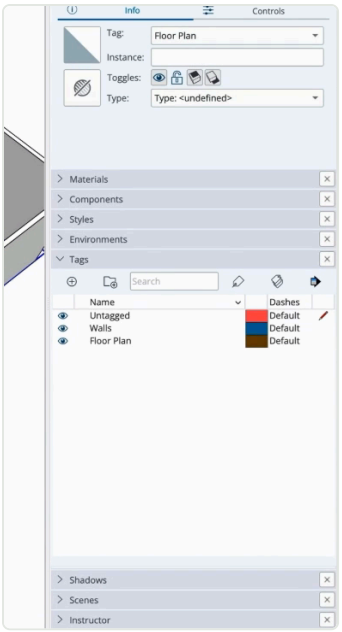
Select the finished wall geometry, right-click and choose **Make Group**.



Group finished wall geometry.

Open **Tags** in the **Default Tray**, as shown in the recorded SketchUp 2027 interface. Create a tag called **Walls**, select it, activate the **Tag tool** and click the Walls group. Toggle the eye beside the tag to verify that it hides and shows.

Give the imported floor plan its own tag so you can control it separately.



Use tags to control object visibility.

As you add doors, windows, furniture and details, place them precisely, make them groups or components, then assign tags to those objects.

Groups keep geometry separate; tags control object visibility.

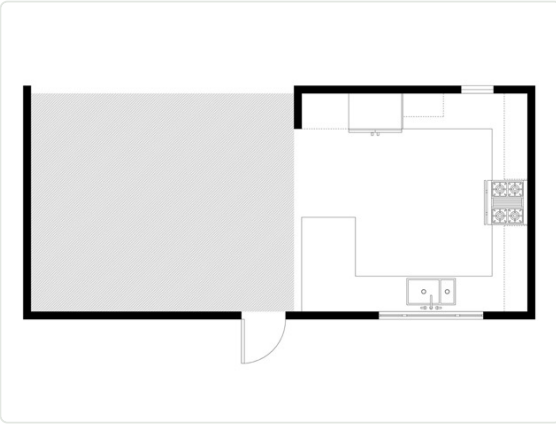
YOUR NEXT STEPS

We hope our *Turn a 2D Floor Plan into a 3D SketchUp Model (2027 update)* 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, we recommend checking out our **Video Course Library**.

It includes training for professionals who want to model and detail real-world projects. Continue with **SketchUp for Interiors**, the course featured in the video.

Try our courses for free



SketchUp for Interiors, one of the courses in the Video Course Library