



sketchup**school**

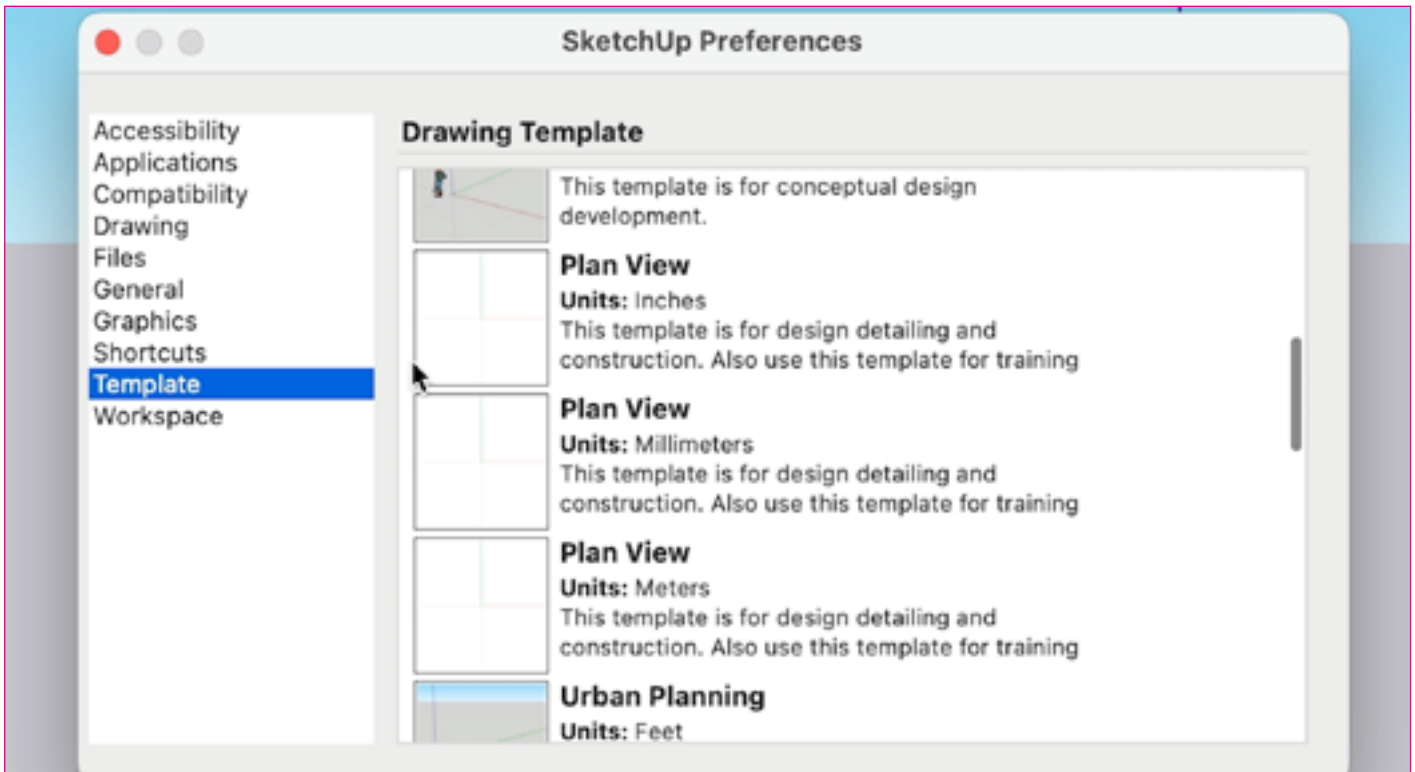
 **YouTube** VIDEO NOTES FOR:

Watch This Before You Get Started with SketchUp (2025)

— Watch this —
BEFORE
YOU GET STARTED WITH
 **SketchUp**
2025 UPDATE



#1 Start in 2D



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

While you are always working in 3D space in SketchUp, if you pick a Top-Down view it mimics a 2D view of your file.

It's easier to learn SketchUp if you use a Template that starts you in a Top-Down view.

Here's how to change your template for SketchUp Pro:

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.

#2 Use the right mouse



A 3-button scroll wheel mouse has a left button, a right button and a center wheel that can be rolled and clicked

You might be tempted to try to use SketchUp with just a trackpad, but it is MUCH easier with a 3-button mouse.

It's best to use SketchUp with a 3- button scroll wheel mouse. This type of mouse will have both left and right buttons, plus a center scroll wheel that can be rolled AND clicked-on.

will work just fine. Often, a less expensive mouse will even be the preferred option as it won't have other buttons or functions that get in the way.

Alex currently uses and recommends the Logitech Anywhere MX wireless mouse. But really, any 3-button scroll wheel mouse

#3 Draw the right way



When using most tools in SketchUp you want to click and let go of the mouse button, then move the mouse, then click and let go again.

There is a right way and a wrong way to use the mouse - typically, you click and let go rather than click and drag.

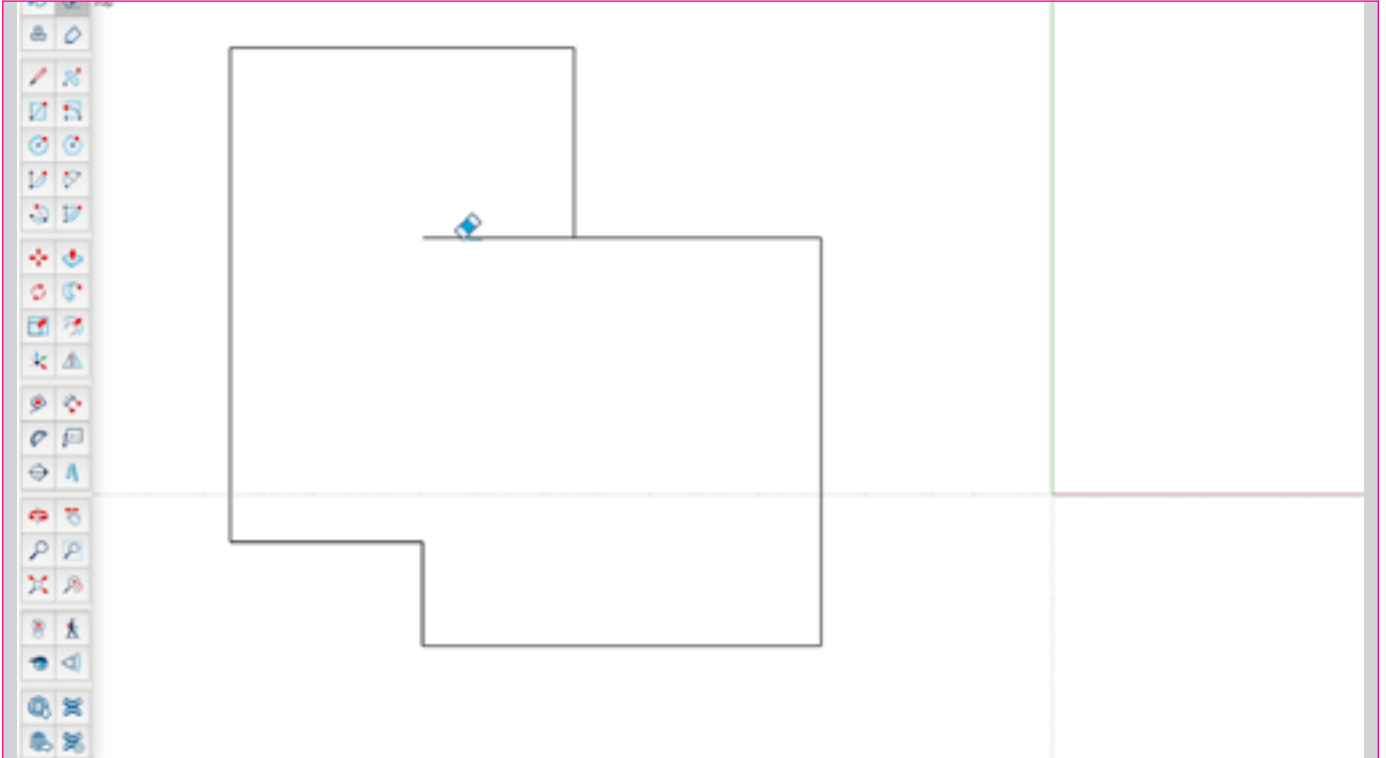
Most tools in SketchUp work best when you follow these steps:

- 1) Click and let go of your left mouse button to begin an operation
- 2) Move your mouse where you need to
- 3) Then click and let go of your left mouse button to end the operation

When practicing with the Drawing Tools, keep in mind: Some need two clicks, and some need three.

Practice until you've ingrained using your mouse the right way, and you understand what each tool creates.

#4 Understand Stickiness



Stickiness allows you to overlap two shapes and then erase away the things you don't need to create a new shape.

In SketchUp, Edges and Endpoints merge with other Edges and Endpoints, causing geometry to stick together.

In SketchUp, Edges and Endpoints stick to other Edges and Endpoints.

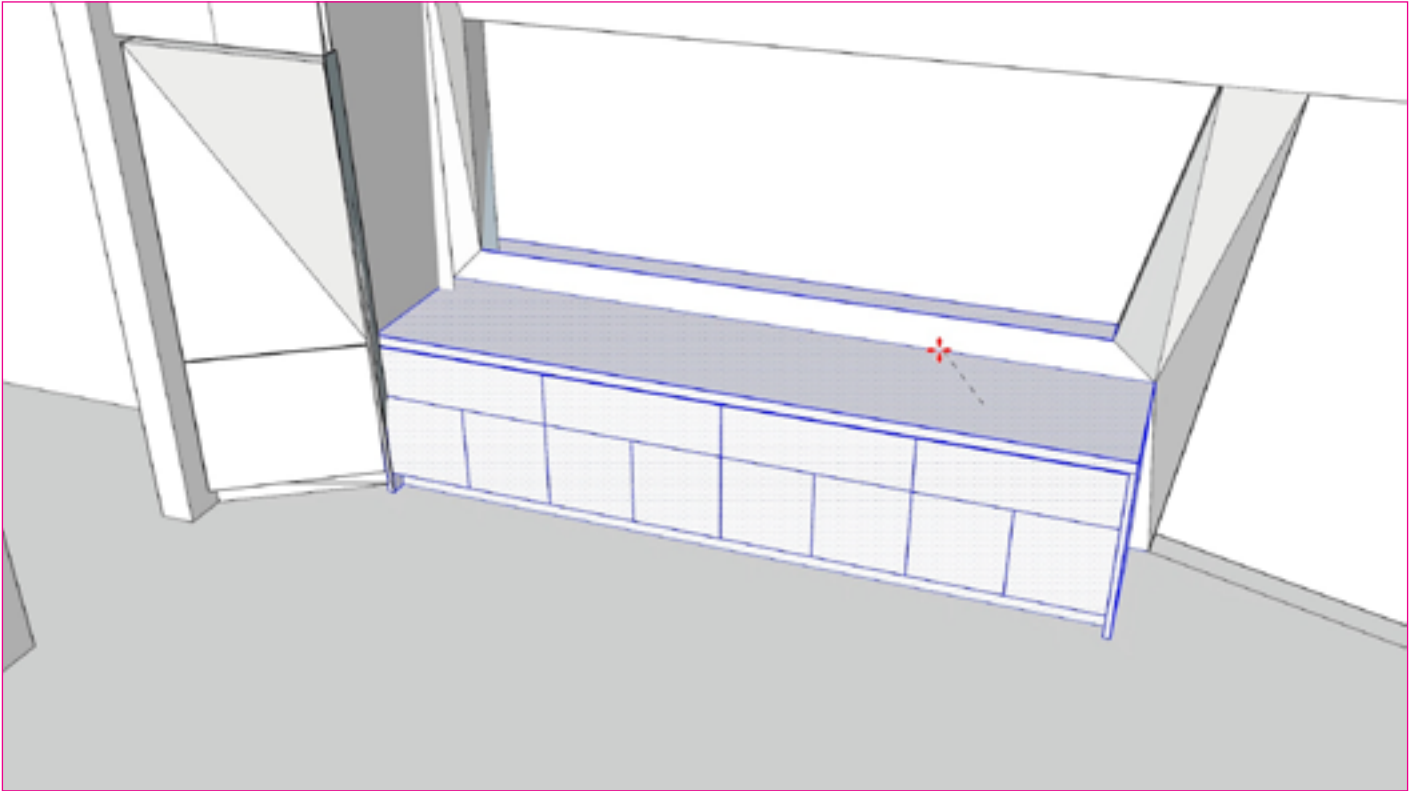
This allows you to overlap two or more shapes and then delete Edges or Faces to create new shapes.

Remember, you can delete Edges with the Eraser tool. But to delete Faces, you must right-click on the face and select the option for Erase.

While this concept of Stickiness is helpful for joining geometry to create new shapes, it can be frustrating when you try to edit those shapes and realize some things got stuck together that shouldn't be.

Fortunately, there is a solution - which leads us to the next tip...

#5 Group (almost) Everything



When you model without Grouping things, they will get stuck together and make it difficult to edit your model.

Once you create something in SketchUp, turn it into a Group so that it doesn't get stuck to other things in your model.

For things that shouldn't get stuck, you can protect them from other geometry by first turning them into a Group.

To do that, use the Select tool to select all of the geometry you need, then right-click on the selected geometry and choose the option for Make Group.

If you need to edit the geometry within the Group, just right-click on the Group and select the option for Edit Group.

And when you are done editing, right-click outside of the Group and pick the option for Close Group.

#6 Master the Move Tool



The Move tool can be frustrating when you can't place things exactly where you want. If you learn the fundamentals first, it's much easier to use.

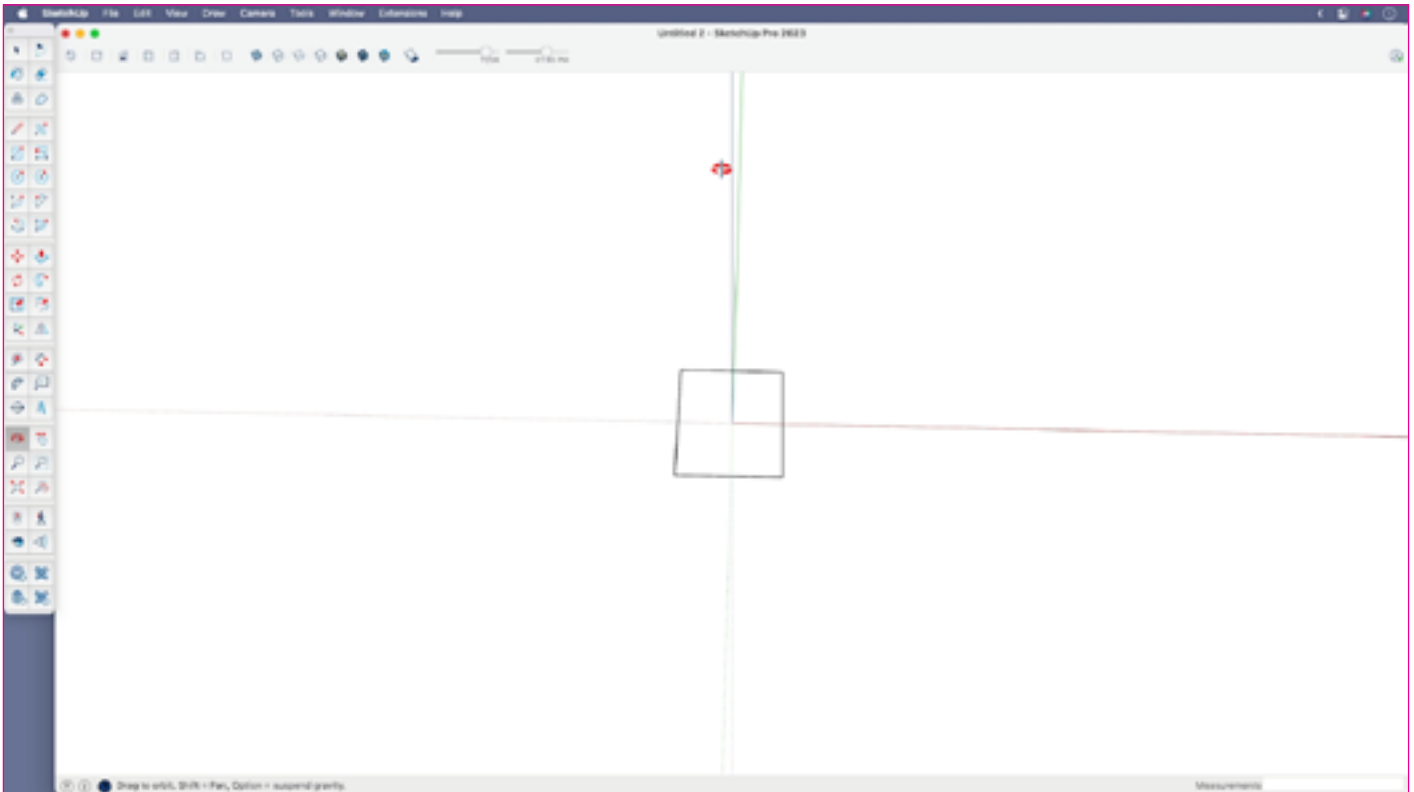
While the Move tool can be frustrating at first, there are simple steps you can take to master it.

The Move tool is for moving the position of Endpoints, Edges and/or Faces. To use the Move tool correctly:

- 1) While hovering over an Endpoint, Edge or Face, click and let go of your left mouse button to begin moving it
- 2) Then move your mouse wherever you need
- 3) Then click and let go of your left mouse button to complete the move

To move multiple Edges and Faces together at the same time, pre-select them with the Select tool before moving. Where you click - both to start and end the move - matters. So when you need to move something precisely, you need to click on something very intentional to start, and something else intentional to end.

#7 Navigate like a Pro



To Orbit 360 degrees around your model make small incremental Orbits rather than one big movement.

Use your 3-button mouse to Orbit, Pan and Zoom. And remember to navigate in small increments for more control.

To navigate from a Top-Down “2D” view to get 3D views of your model, you can use tools like Zoom, Pan and Orbit. You can access those tools directly from your 3-button scroll wheel mouse. For Zoom, roll your mouse wheel forward and backward. You will zoom towards or away from the point that your cursor is hovering over. For Orbit, press down on your center mouse wheel like a button, move your mouse around and you will Orbit your view around

your model. And for Pan, while pressing the center mouse wheel to Orbit, also press and hold down the Shi! key on your keyboard. Then move your mouse to pan your view. To navigate like a pro: Make small or incremental Orbits (and Zooms and Pans too). Experienced SketchUp users make hundreds of tiny Zooms, tiny Orbits and tiny Pans to zero-in on what they need to see better.

YOUR NEXT STEPS:



We hope that our [Watch This Before You Get Started with SketchUp](#) 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.