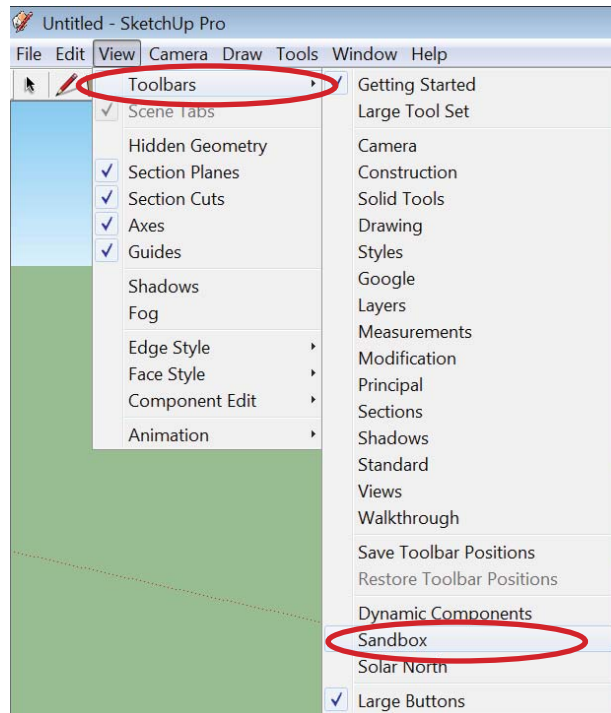
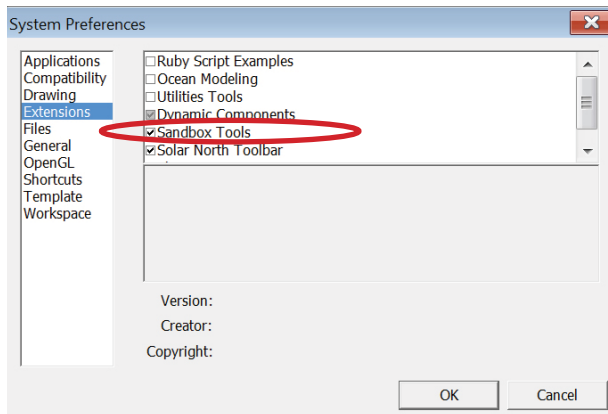


Sketch Up Terrain Tutorial

First, Window(top menu)> Preference>Extension>Check “Sandbox”

Then go to View(top menu)> Toolbars>Check “Sandbox”> Sandbox window pops up



Ways to generate Terrain:

1. Drawing contour lines

In many cases, we may draw a contour lines based on image files.

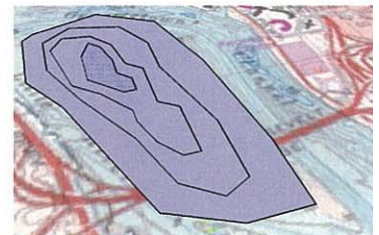
File (top menu) > Import > select the image file

Scale the image to right scale (with tape measure scale)

Trace the contour lines with pencil tool.

Elevate the surface with “push/pull” tool

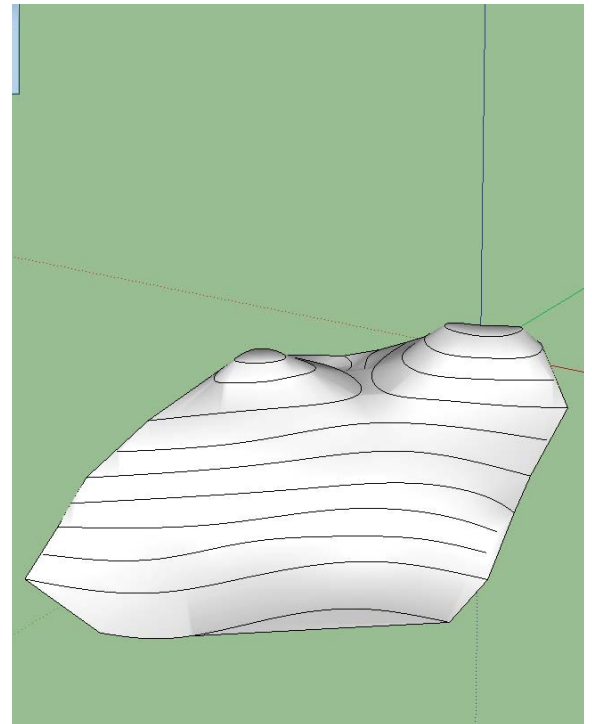
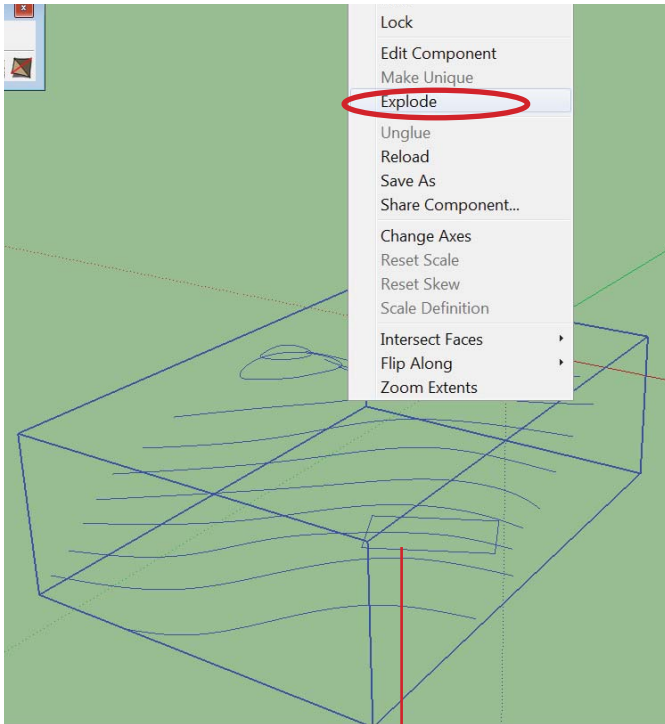
Select all the surfaces that you want to create a contiguous terrain & push Sandbox icon.



2. Import CAD drawing

File> Import > choose dwg.file > choose the component and right click> explode the component to the right layer>turn off other layers> select all the contour lines> click "From Contour" button.It is better to put the 3D terrain in a new layer.

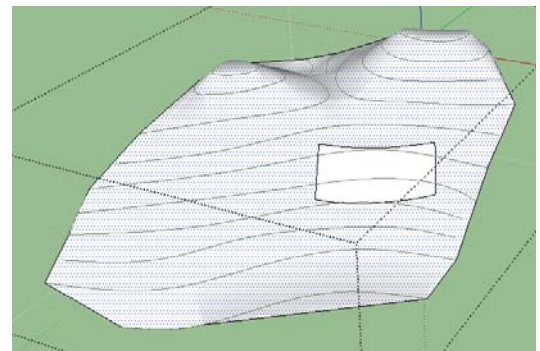
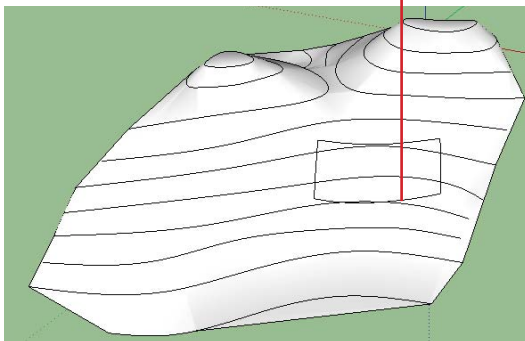
If the contour lines have Z value, don't flatten them. If the contour lines don't have Z value, you can give them Z value after import into SketchUp by Move tool.



select the object, use drape tool



then the lines are projected and the the terrain surface is separated.



Go enter the terrain and paint different parts by different materials or colours. i.e. roads, different plants and etc.

