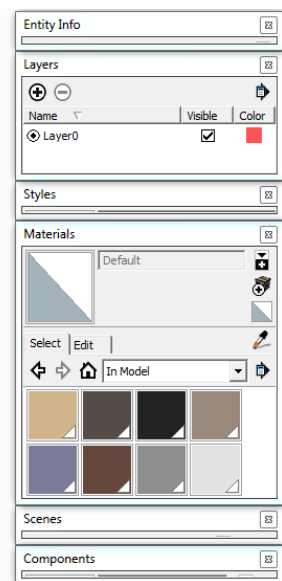
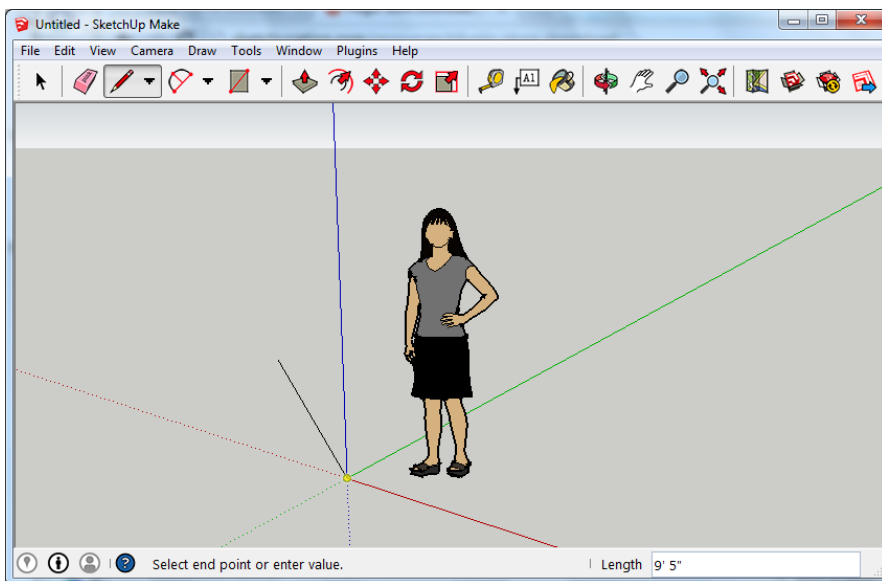
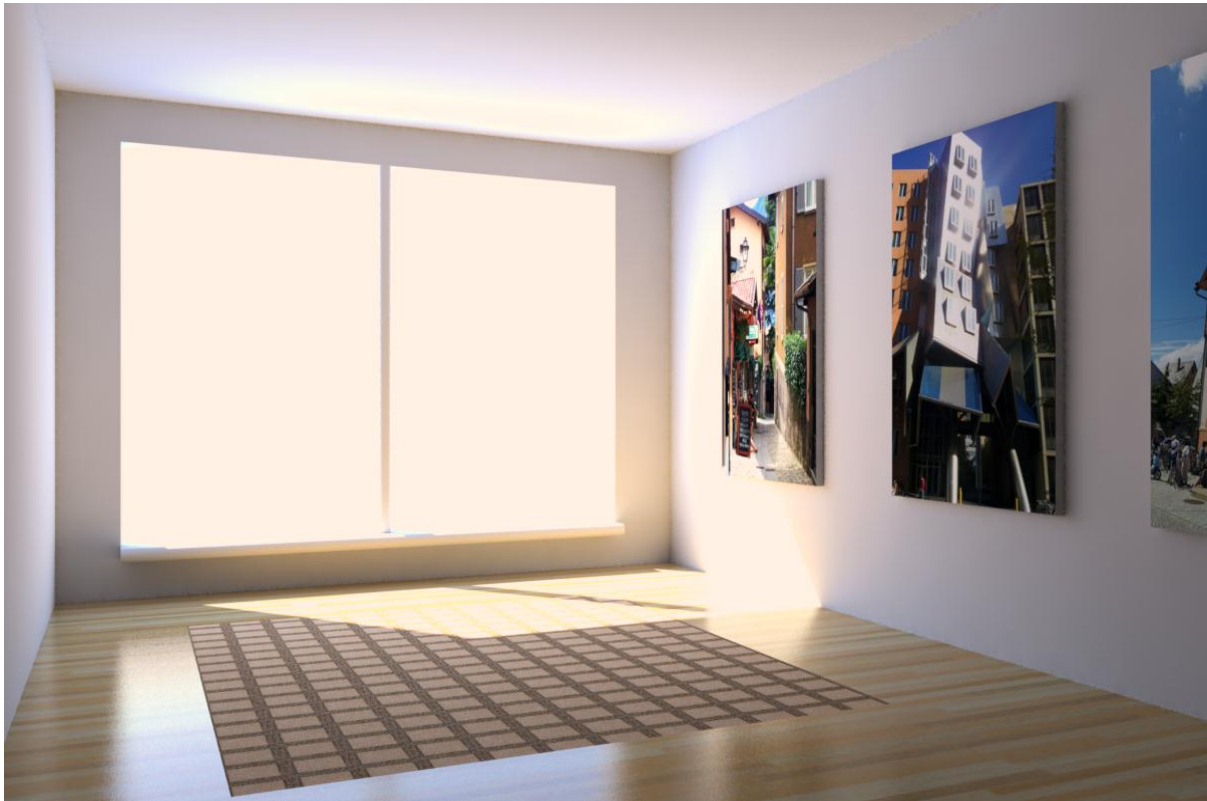
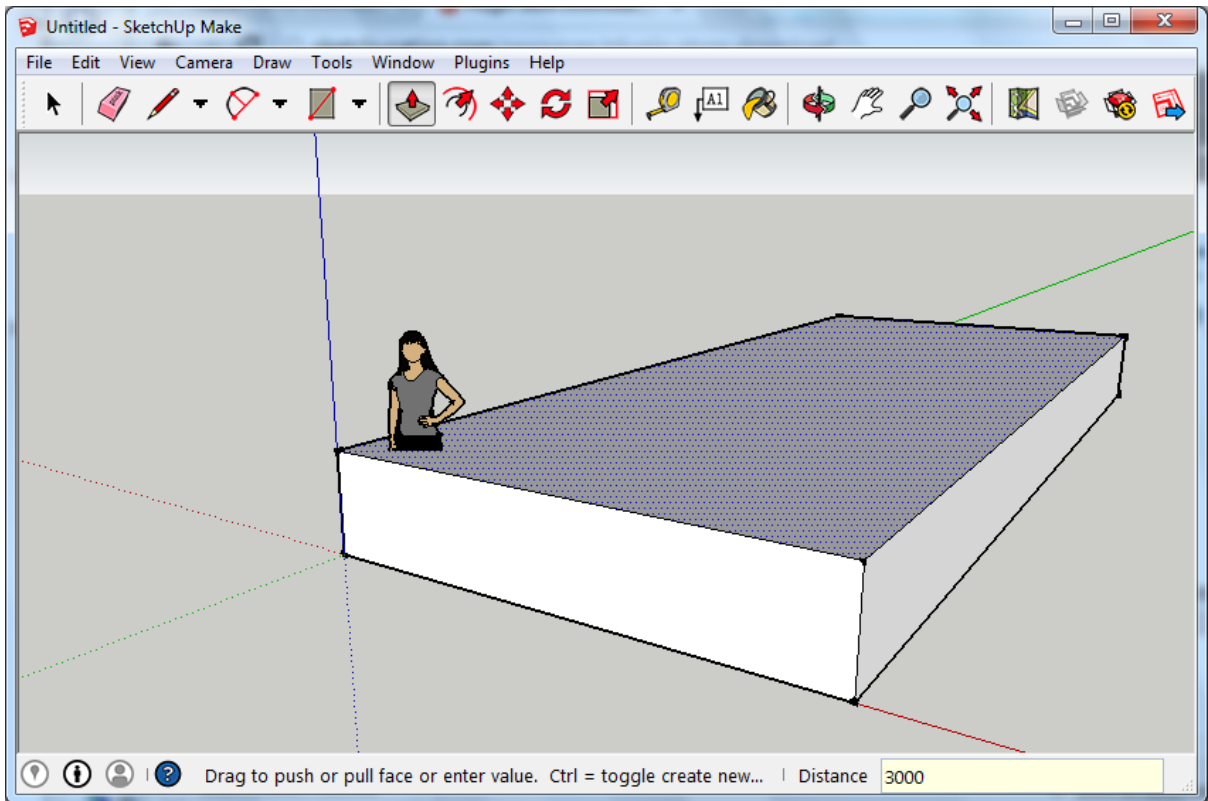
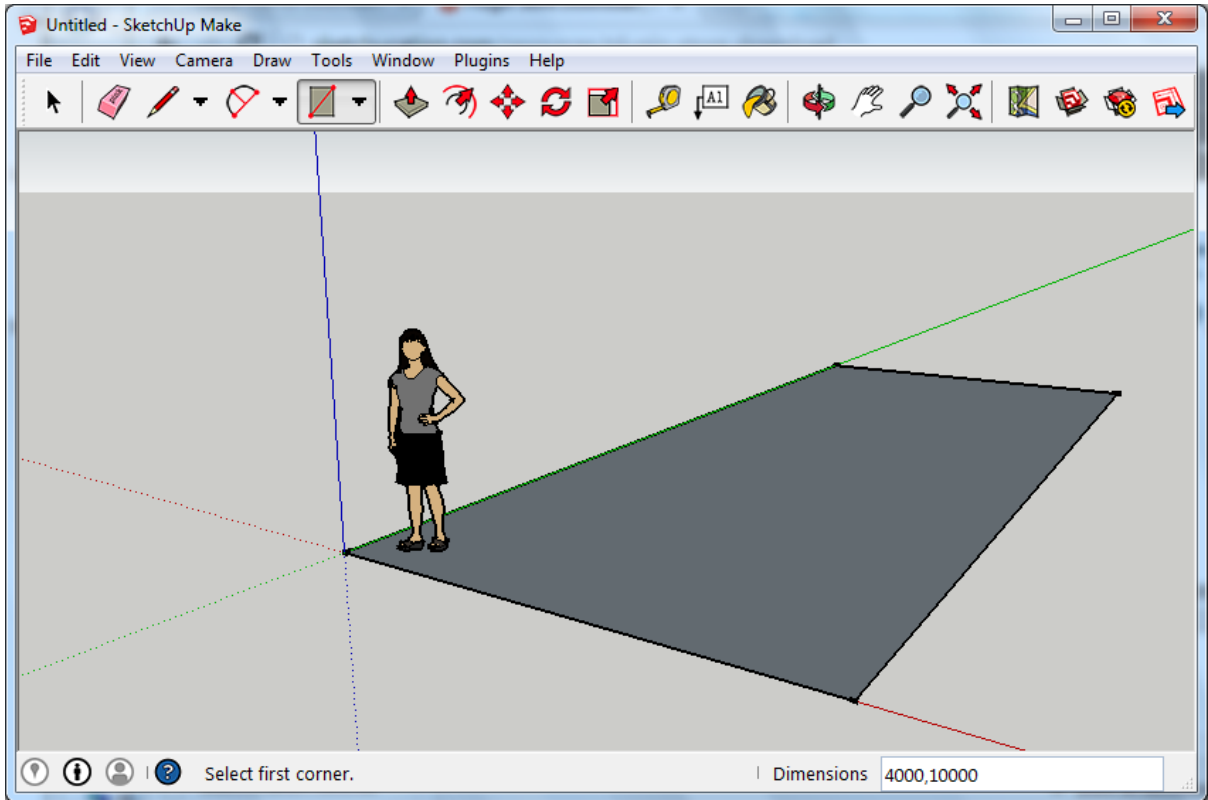
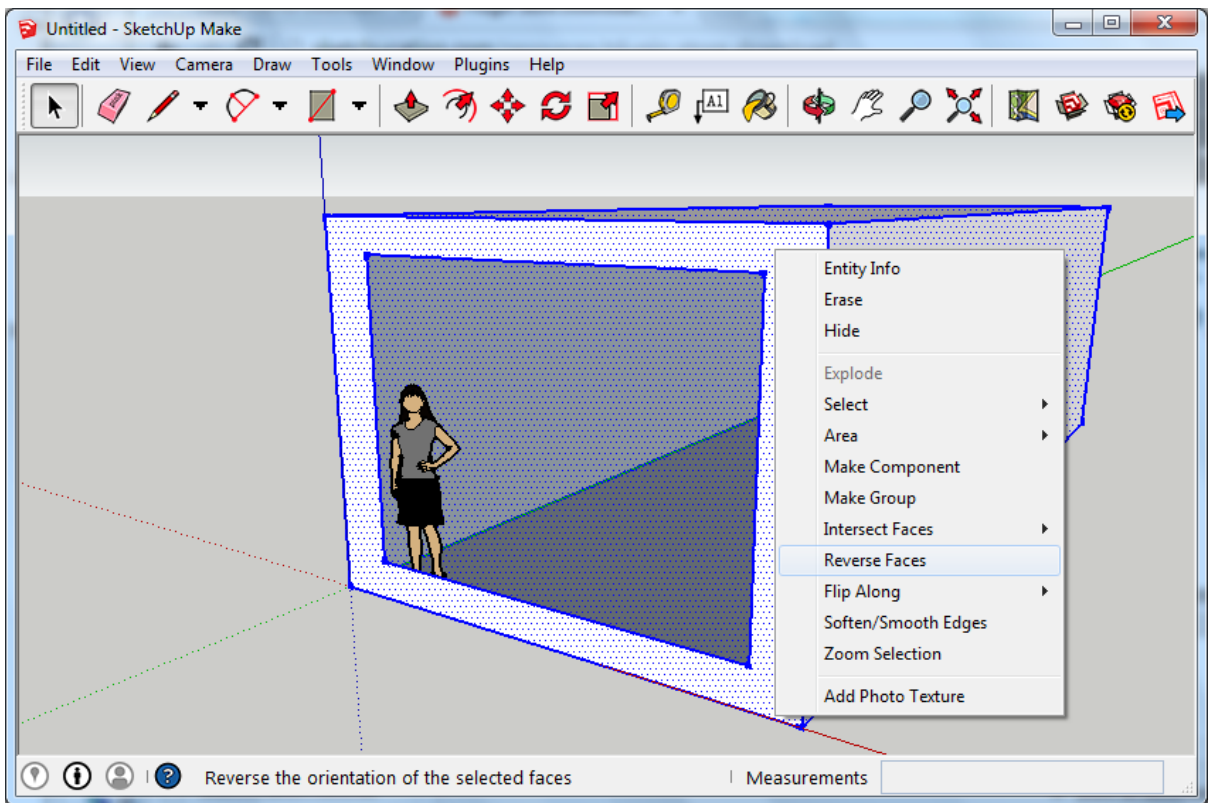
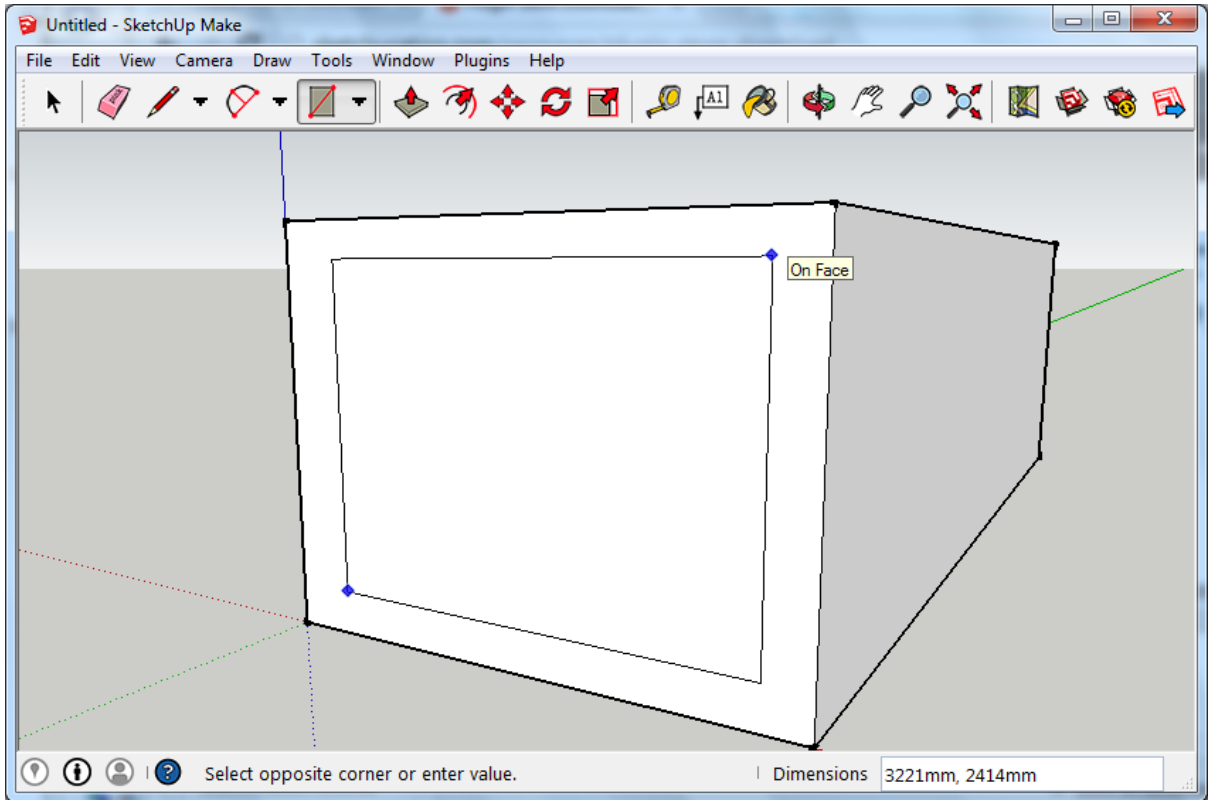
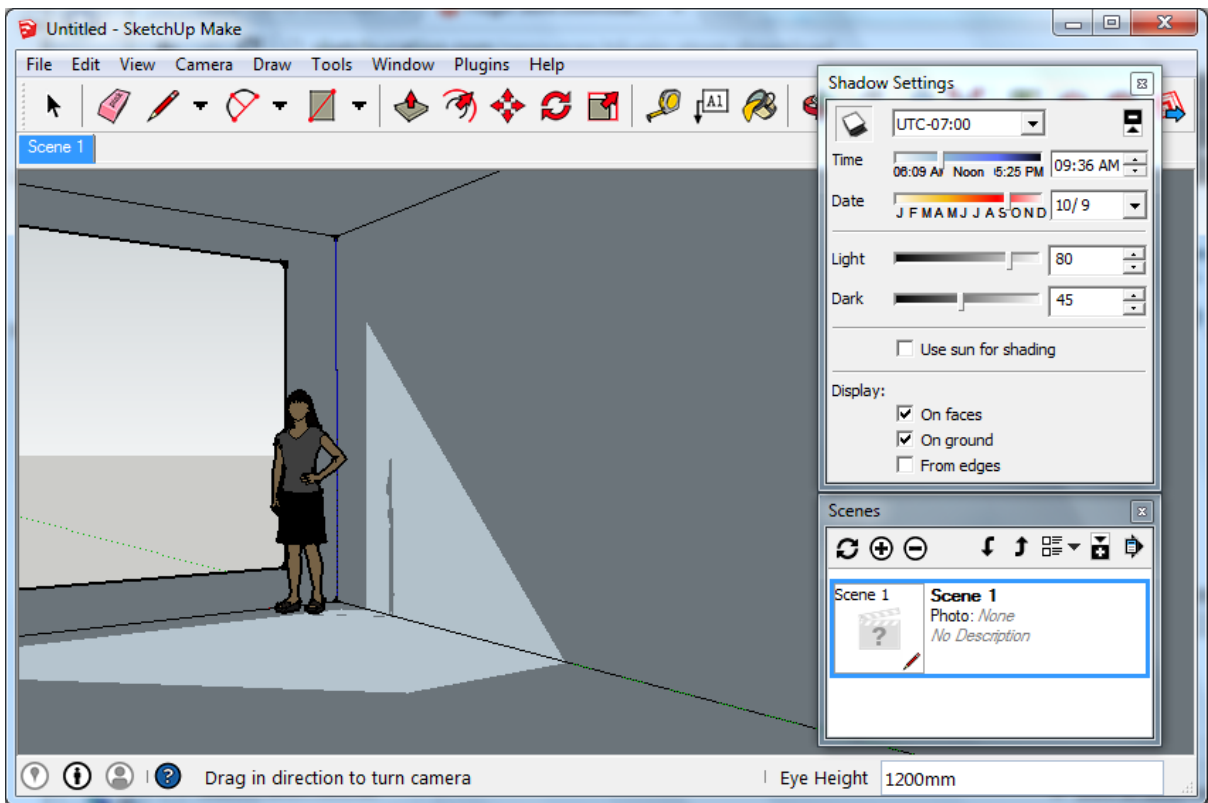
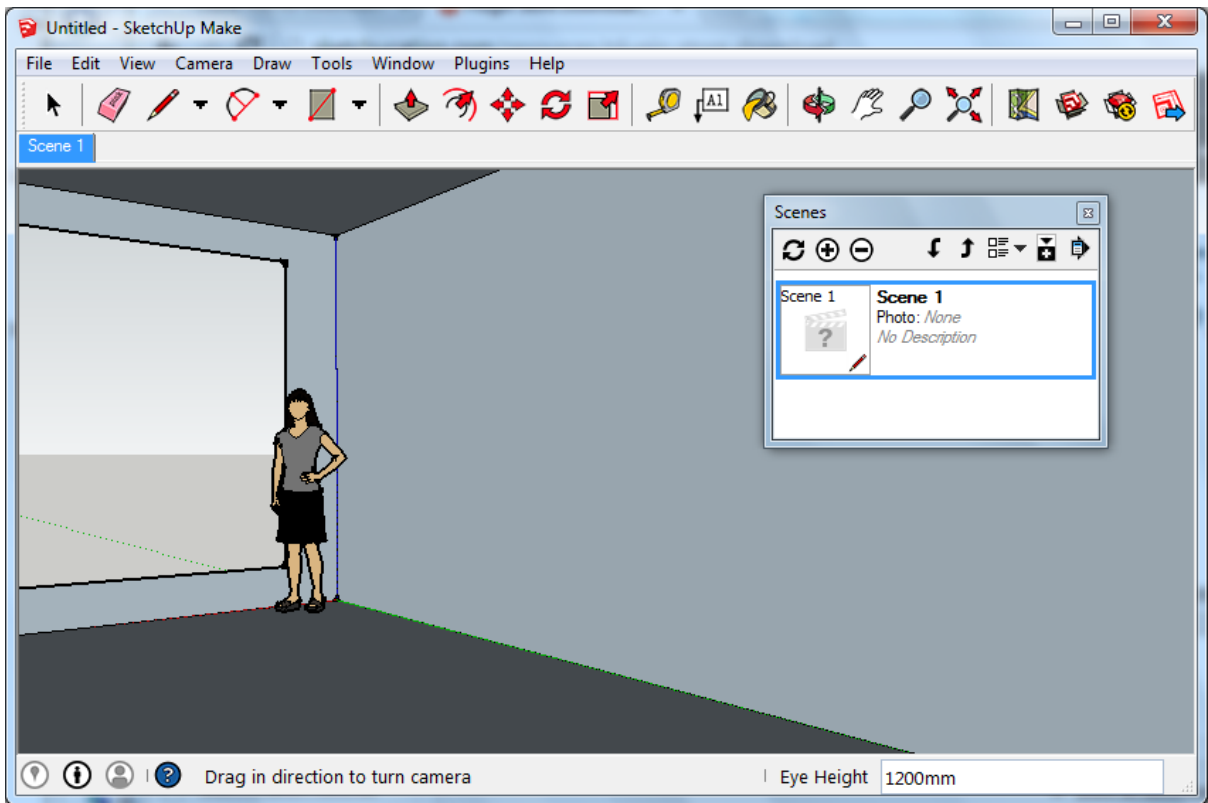


# Chapter 1: Quick Start Tutorial

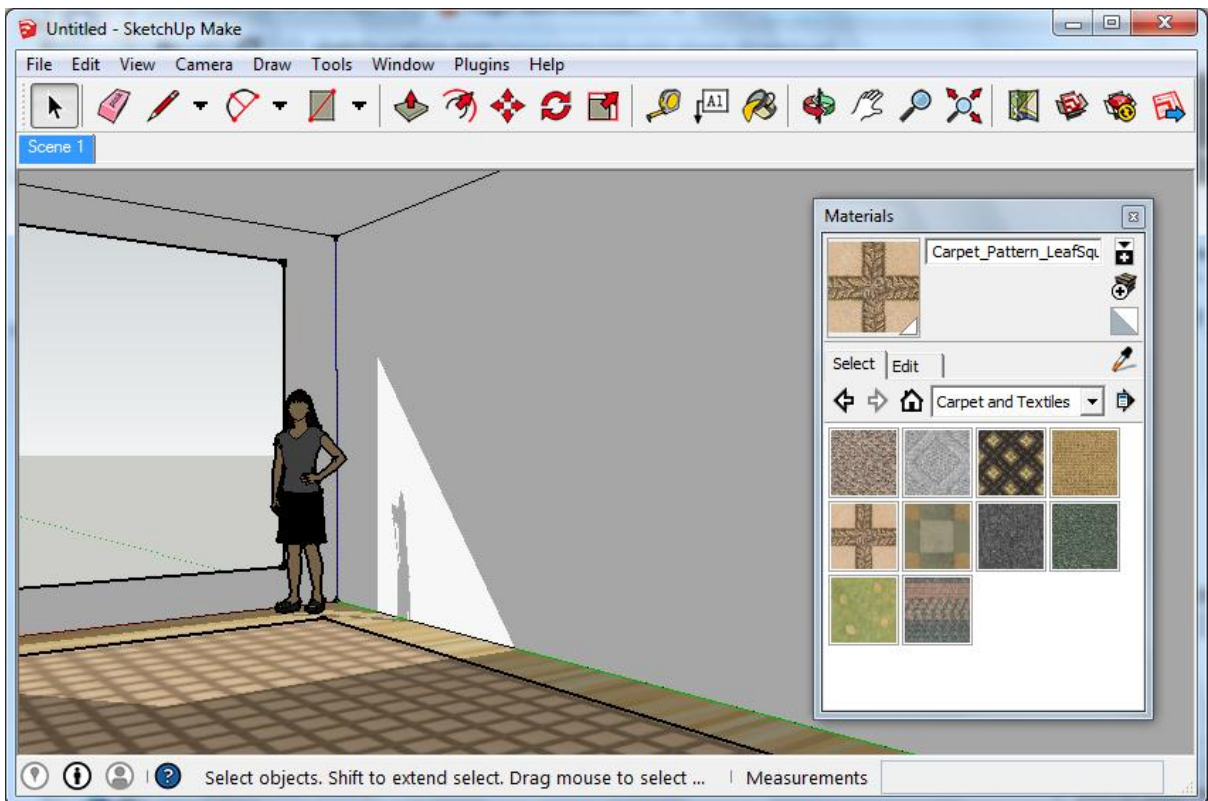
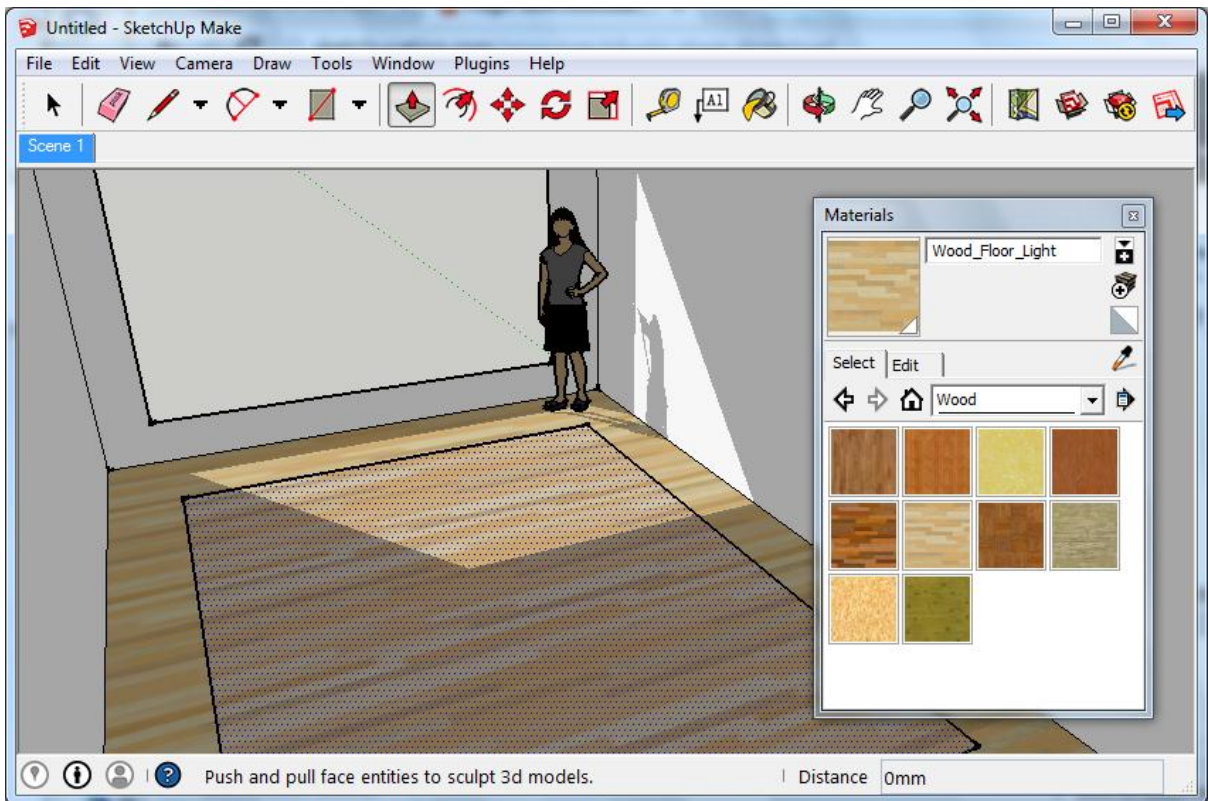


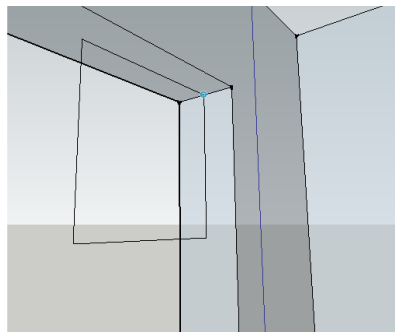
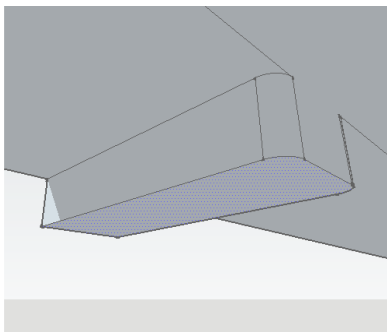
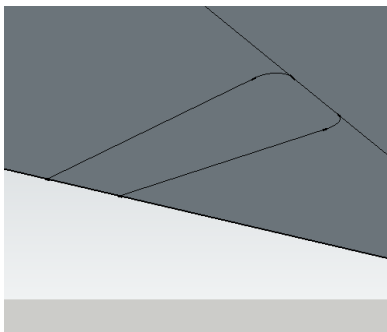
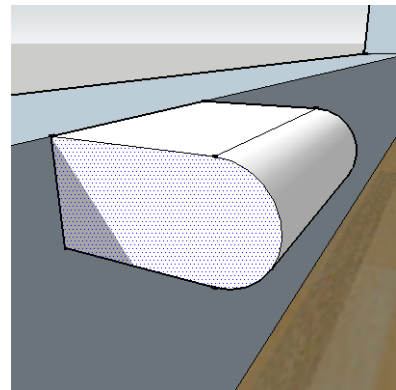
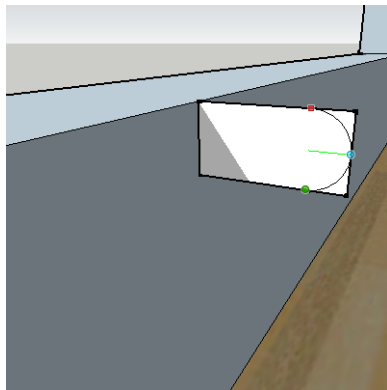
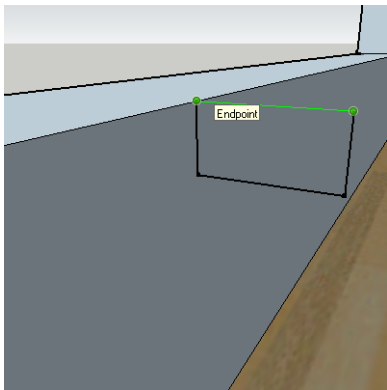
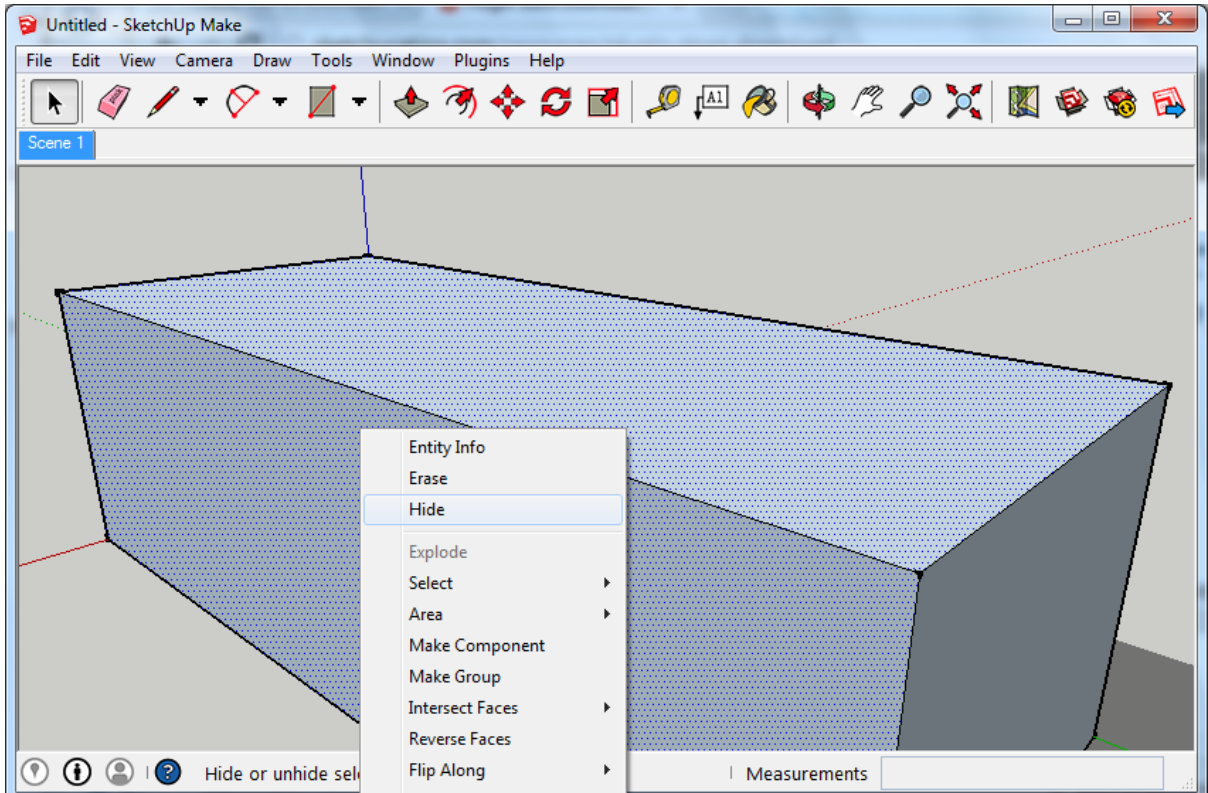


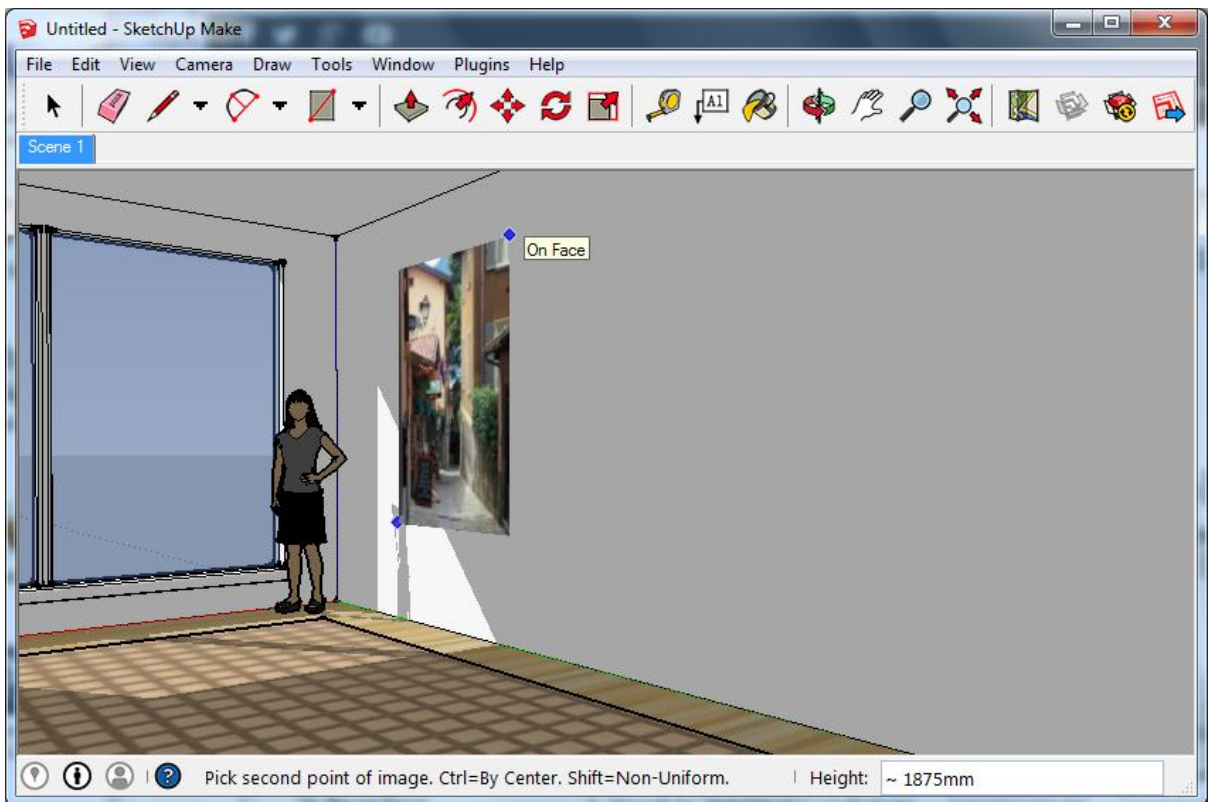
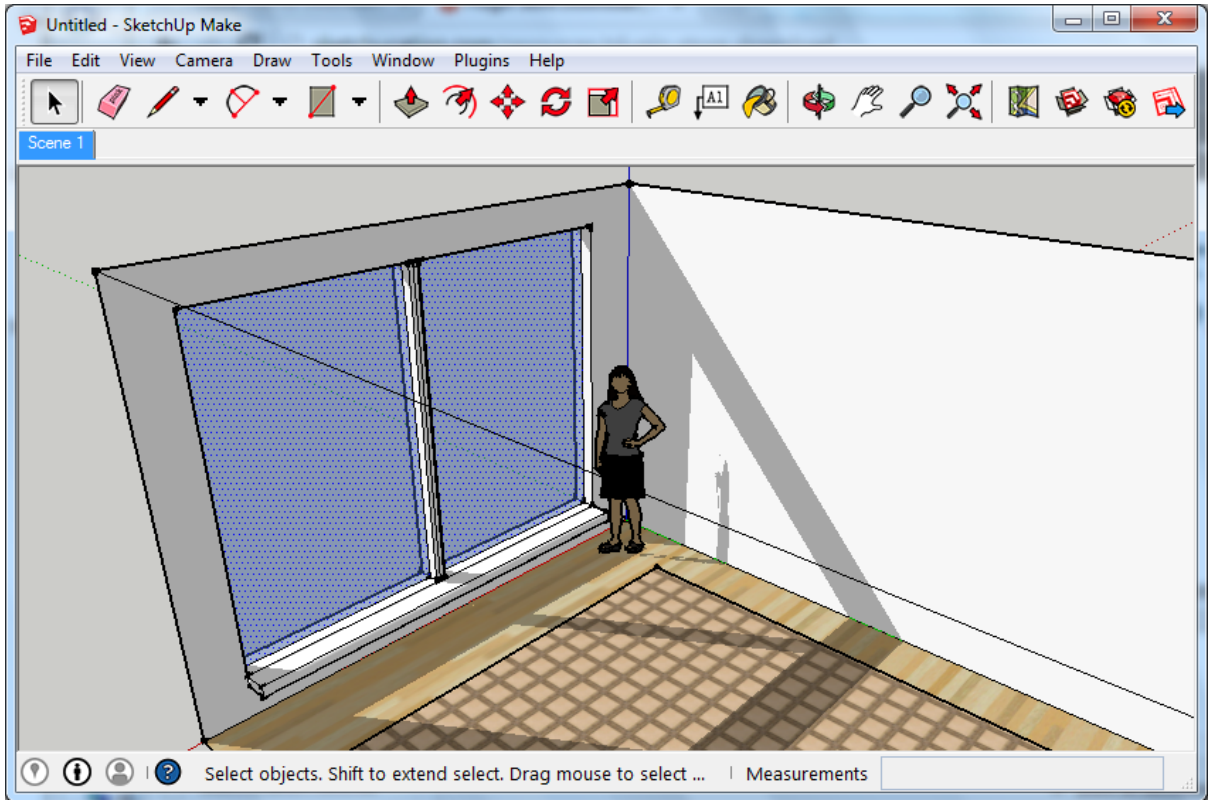




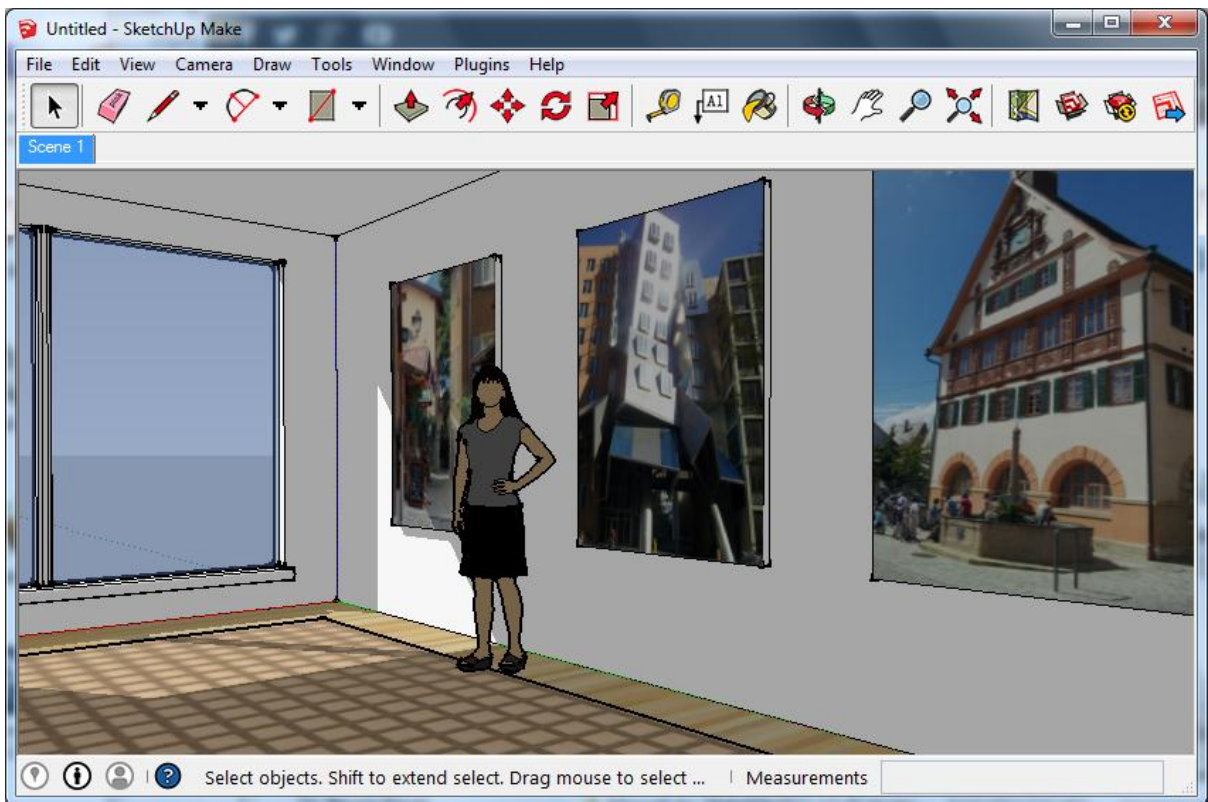
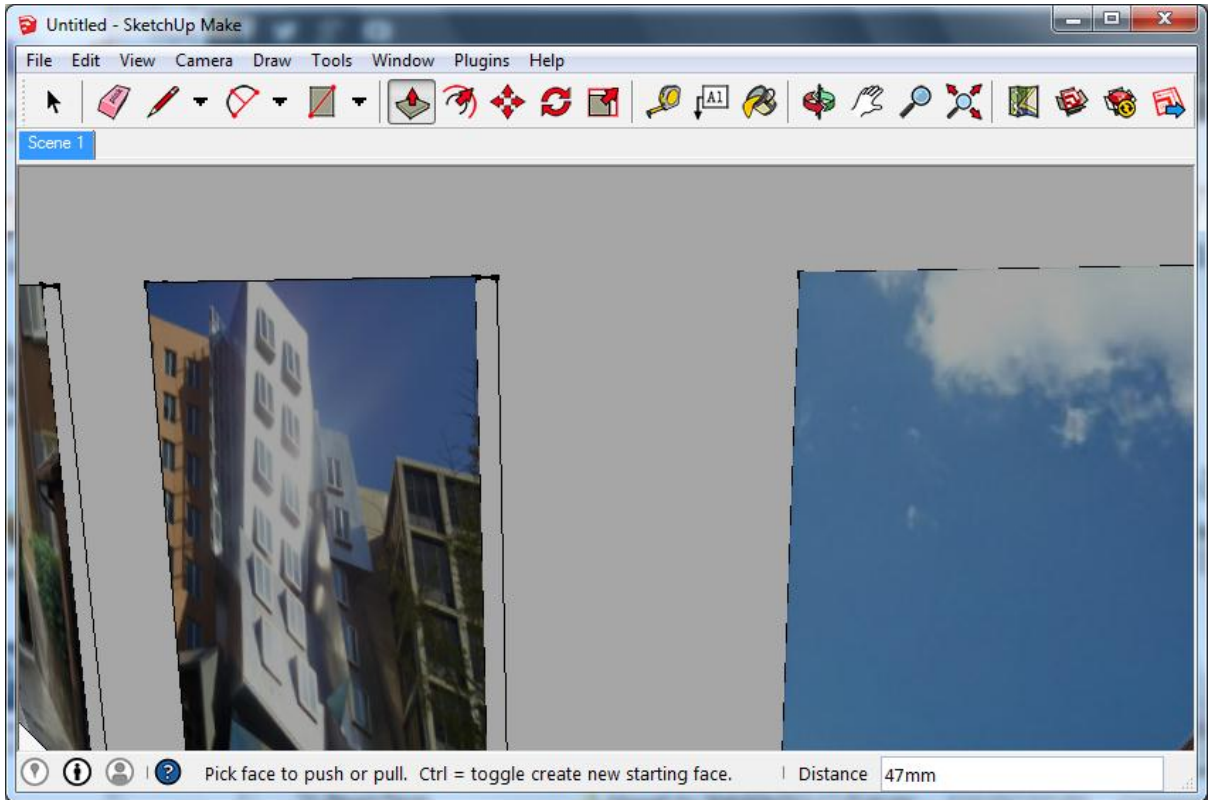


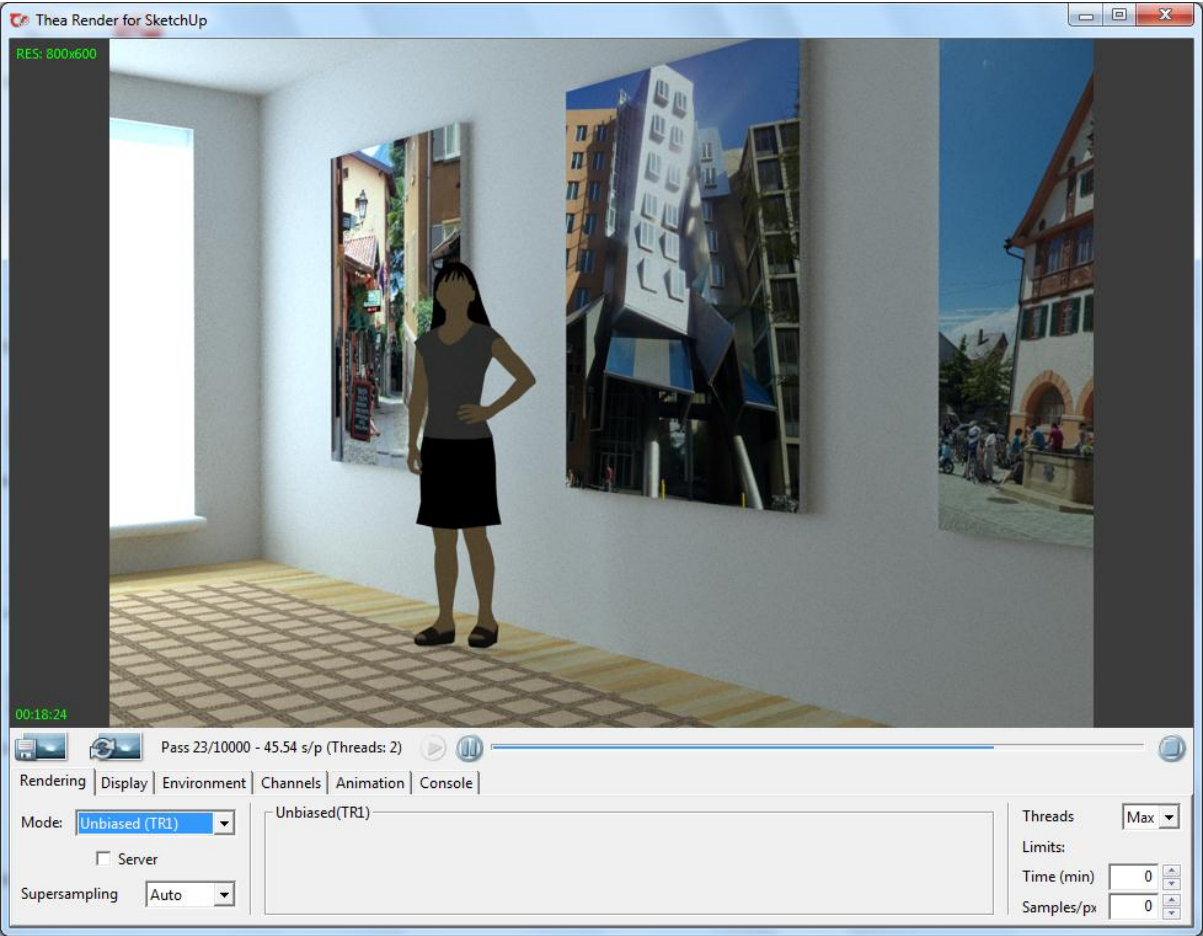




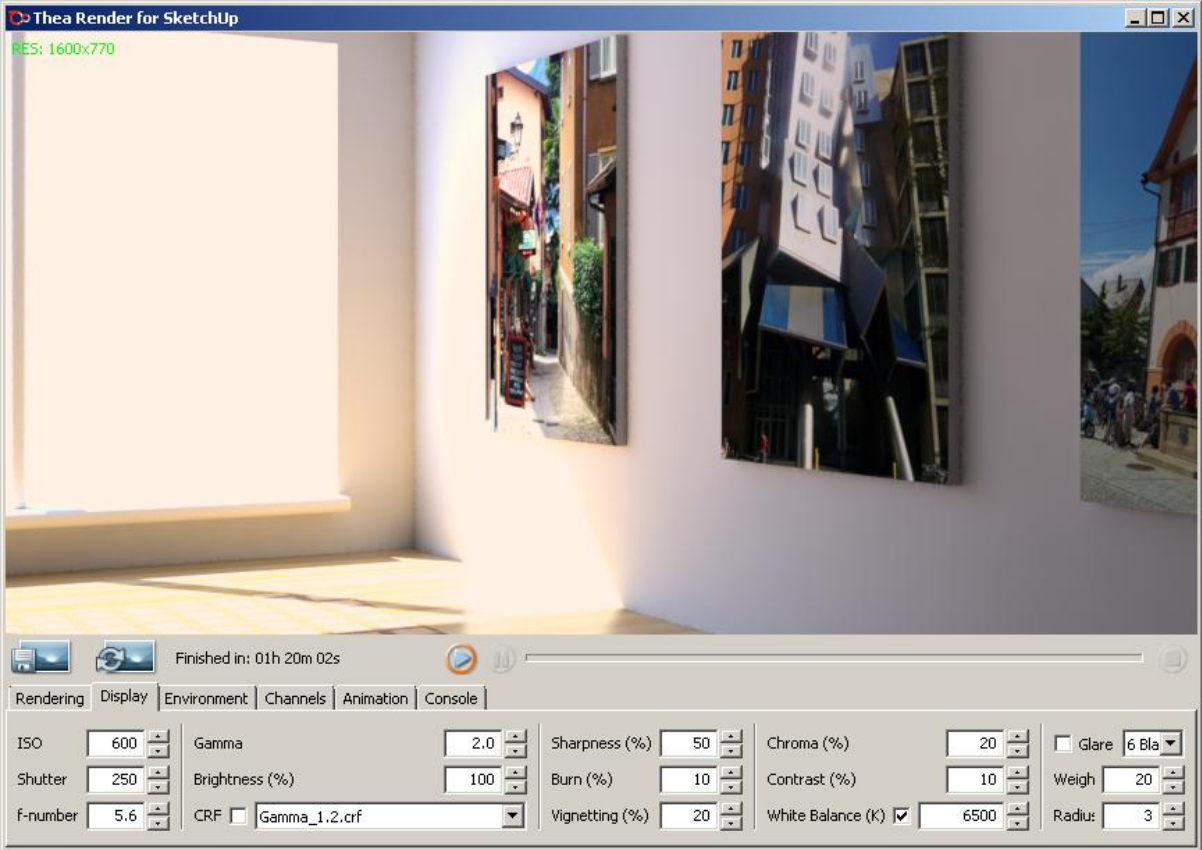




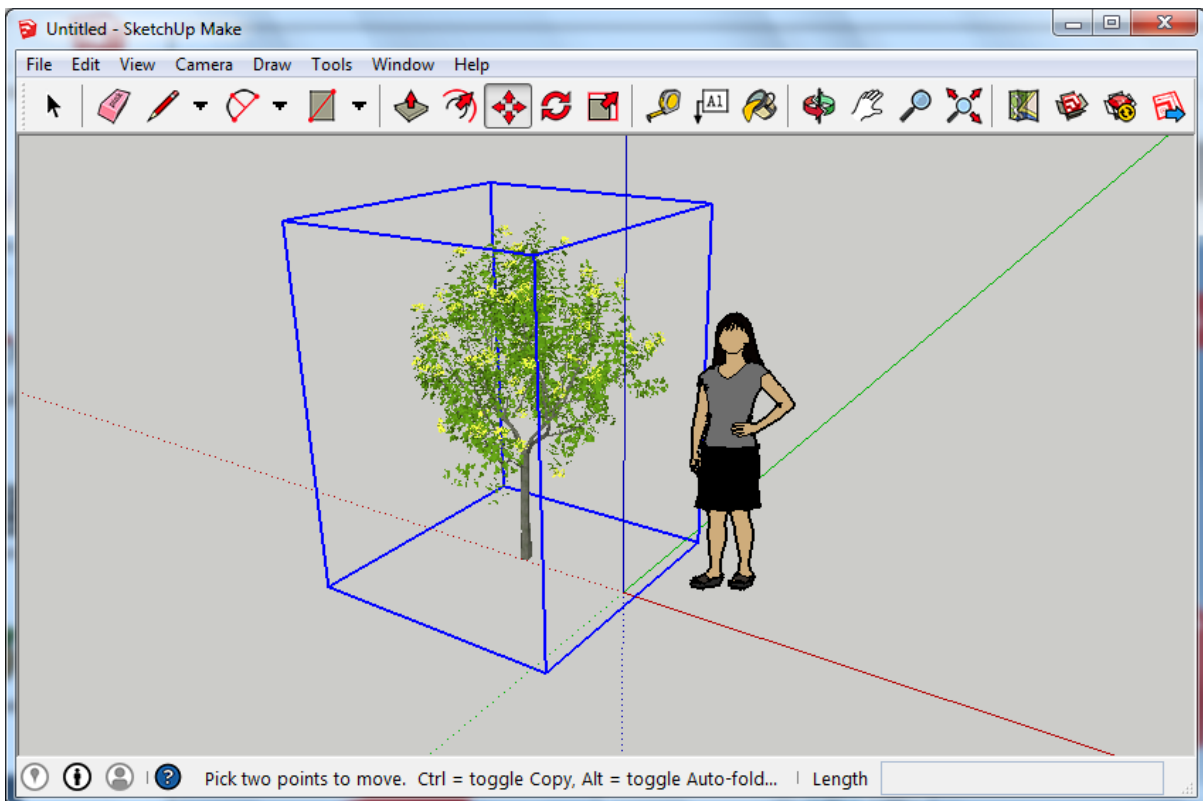
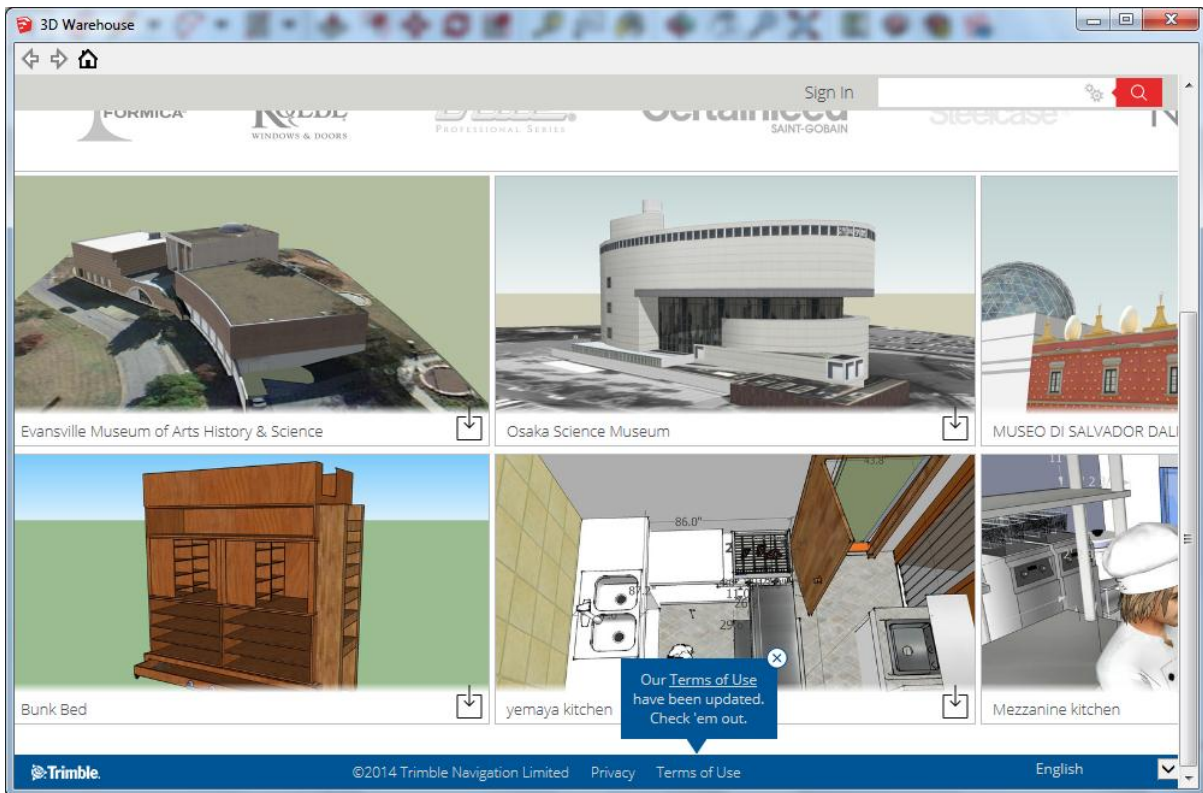




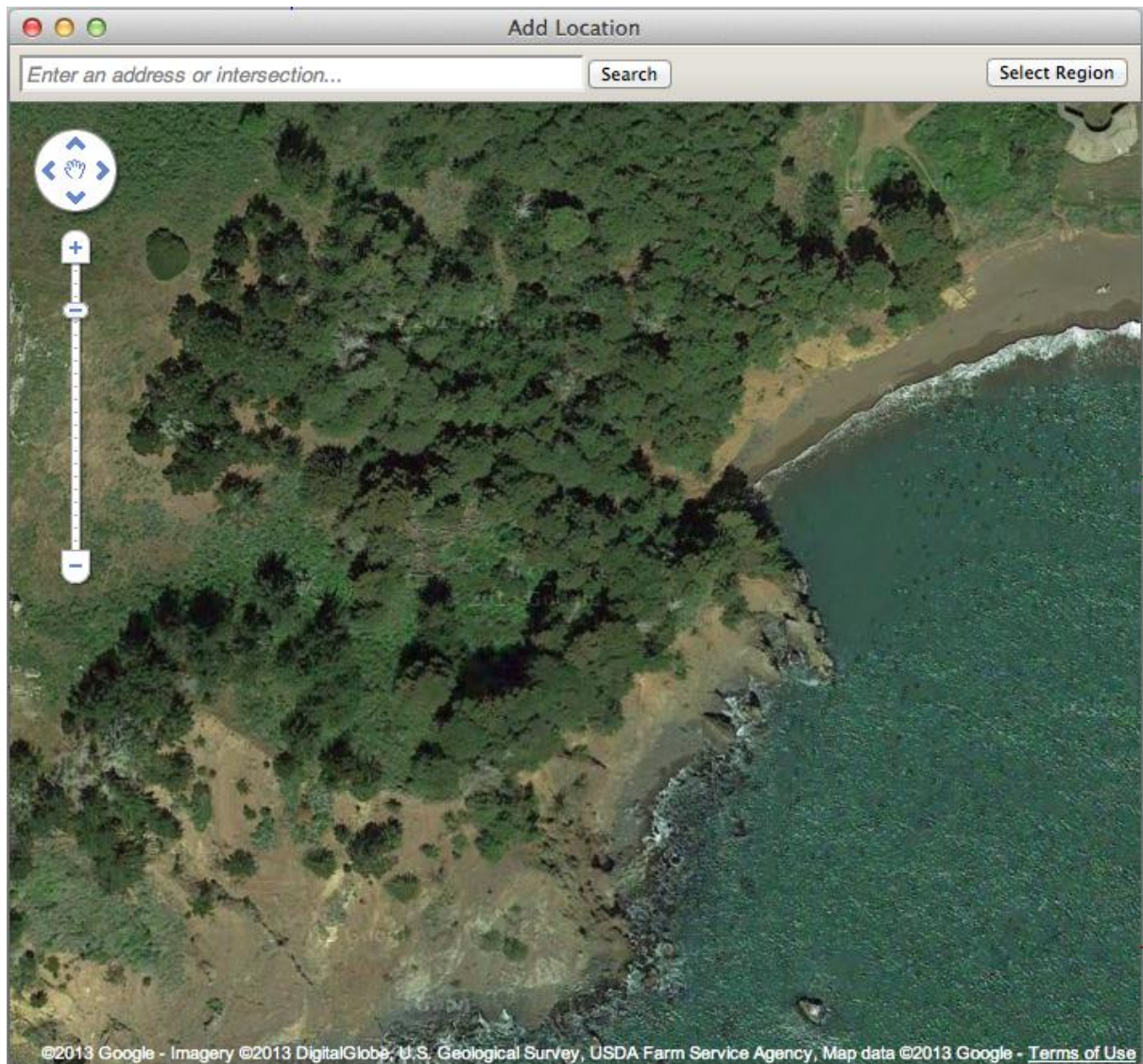


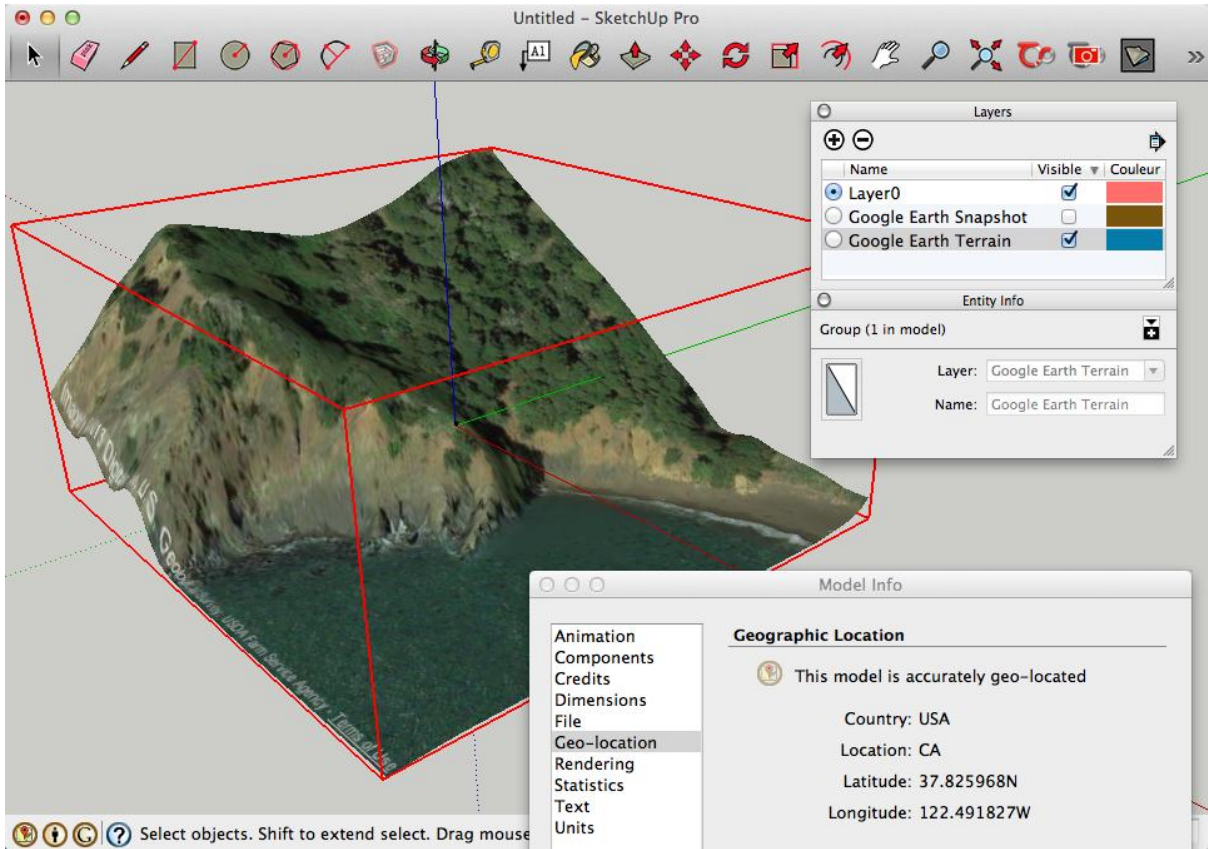


## Chapter 2: Collecting a Toolset



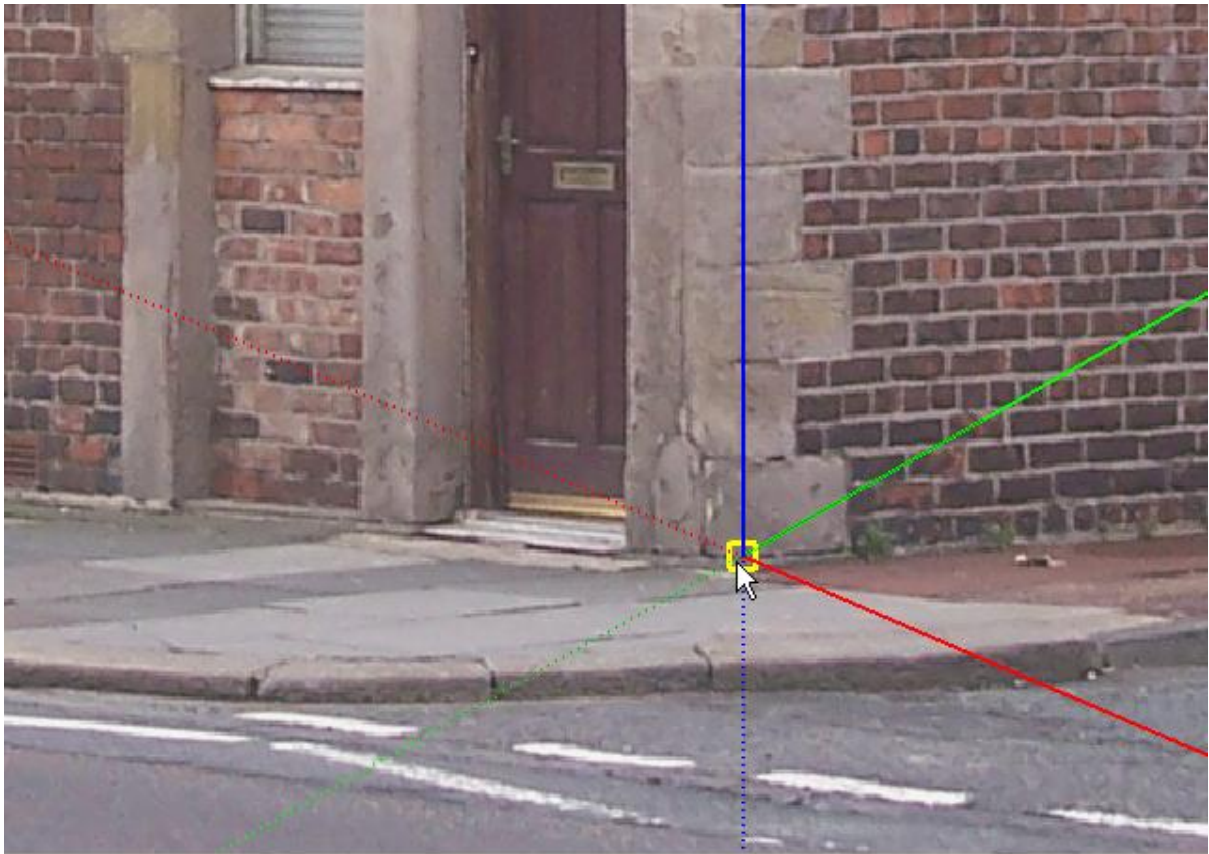
## Chapter 3: Composing the Scene







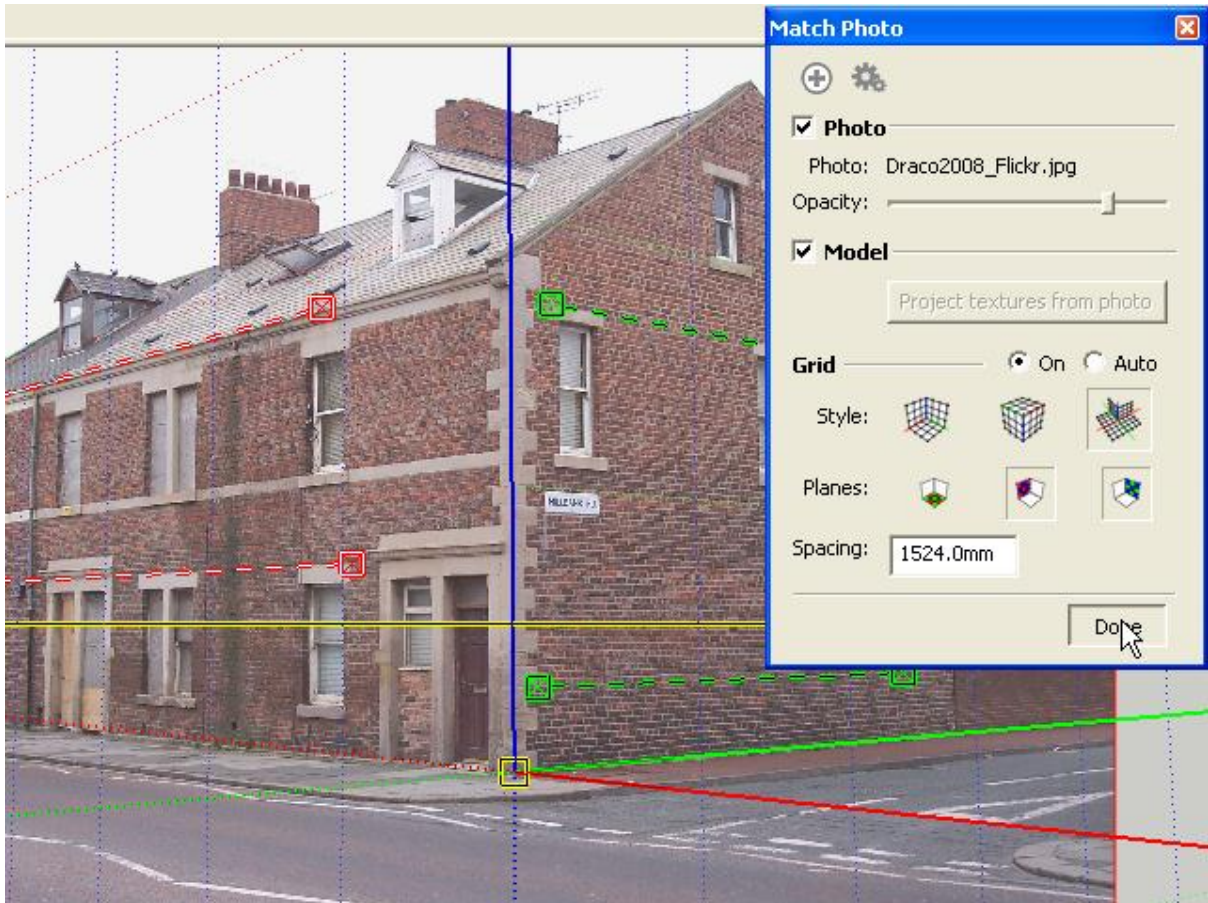
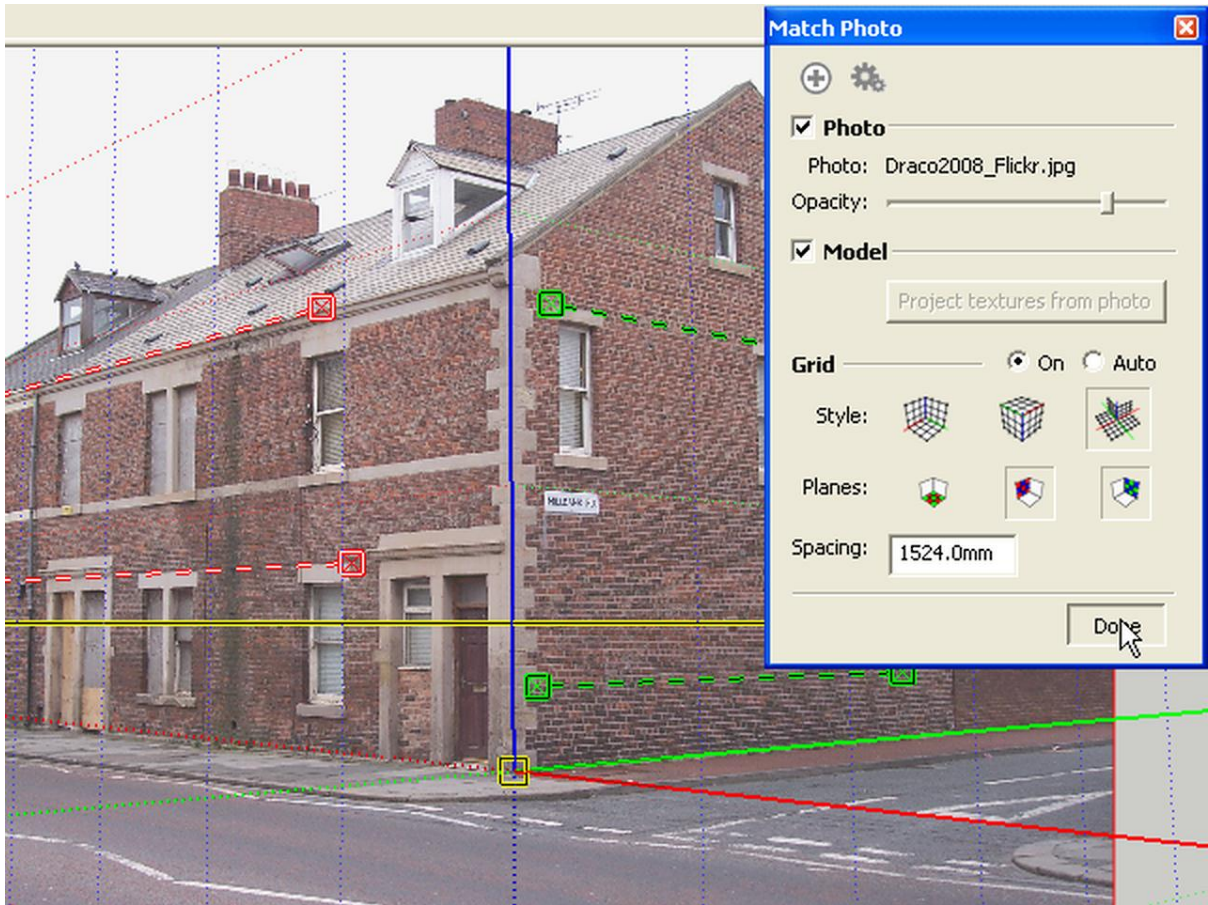


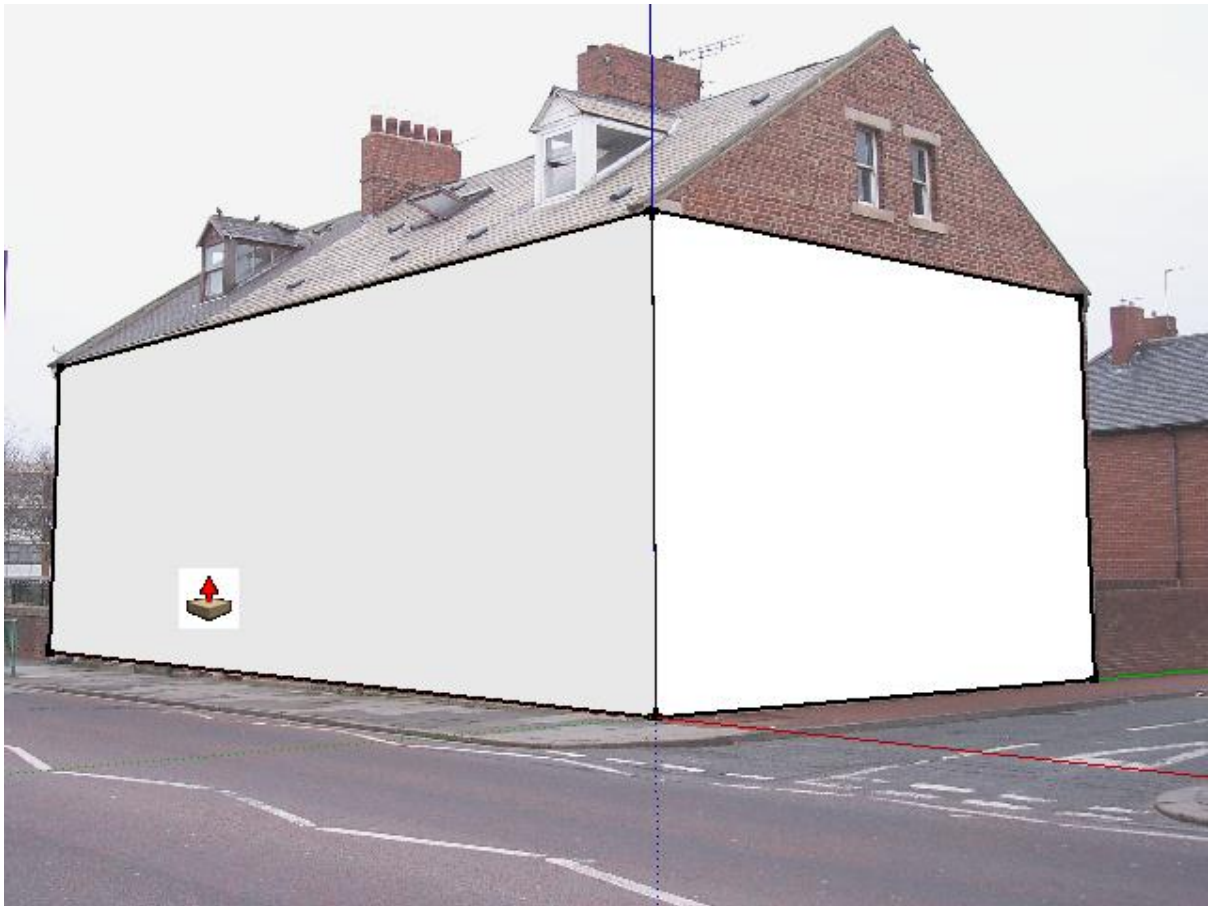
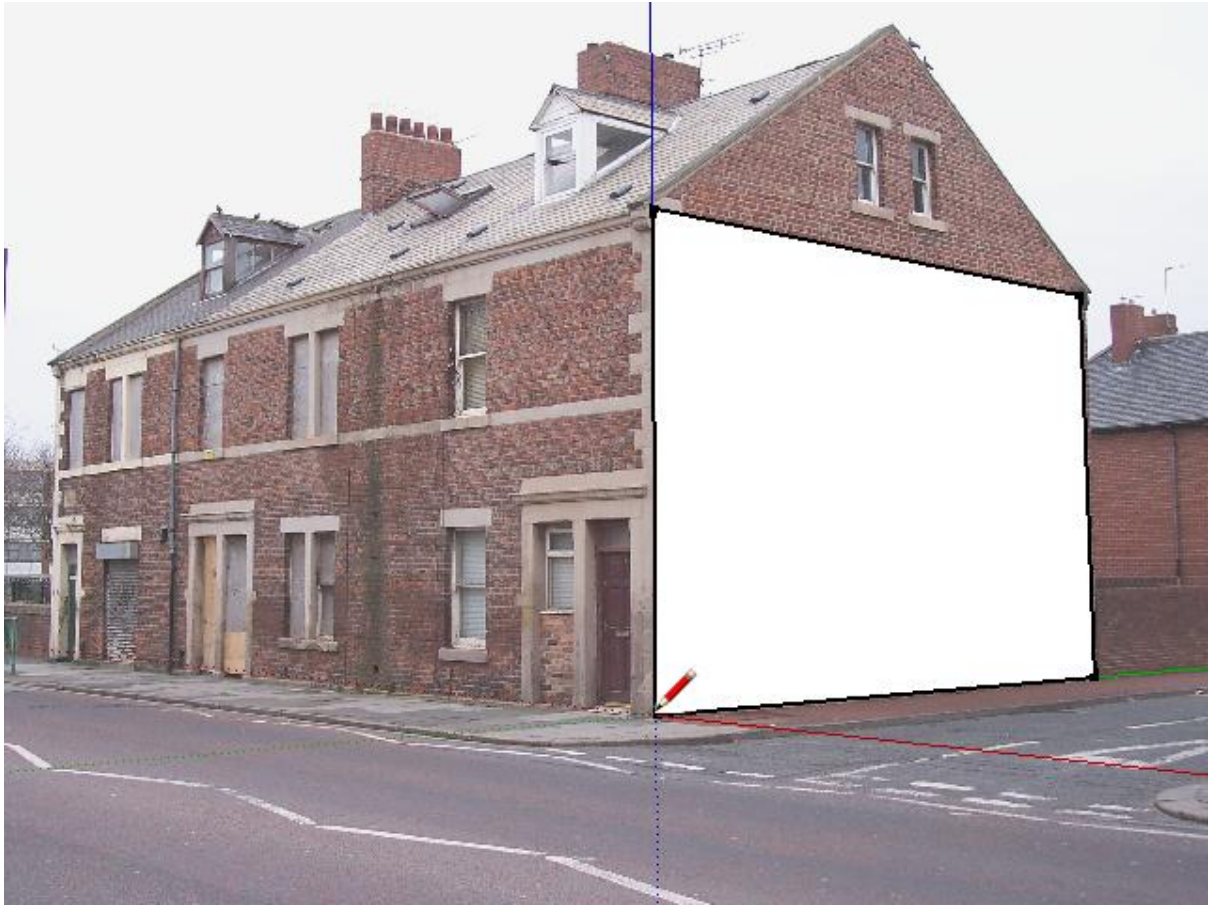


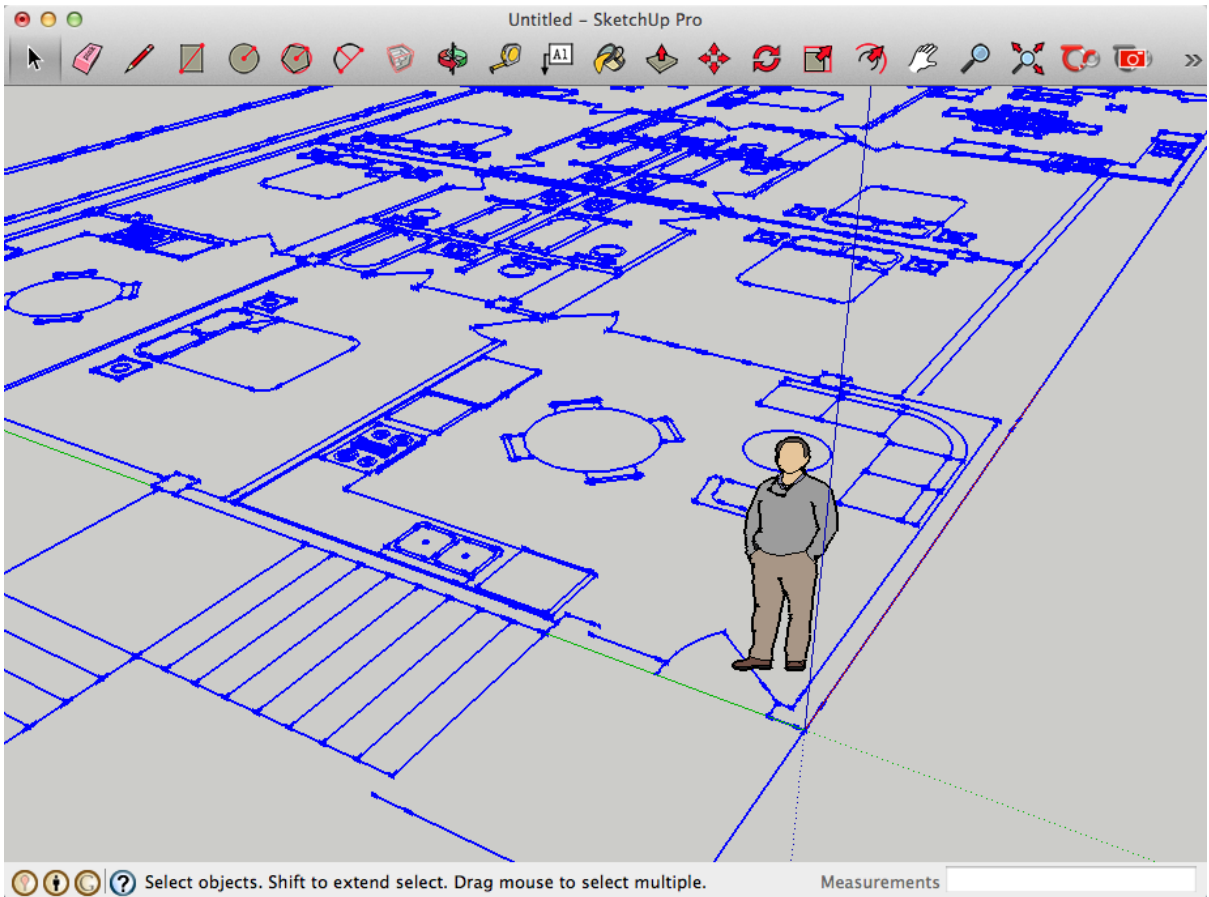
Move grips to locate vanishing points.

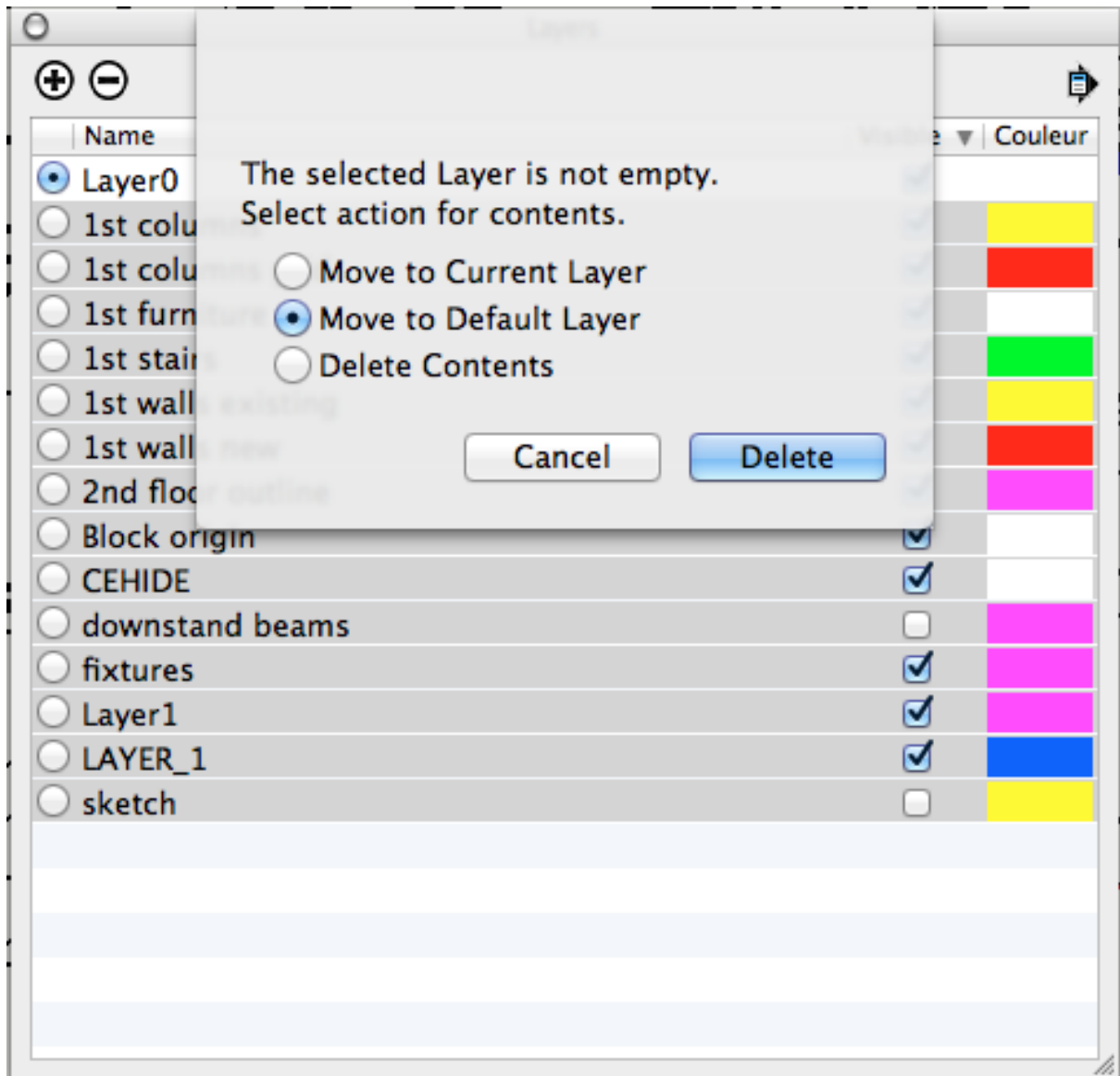
Measurements



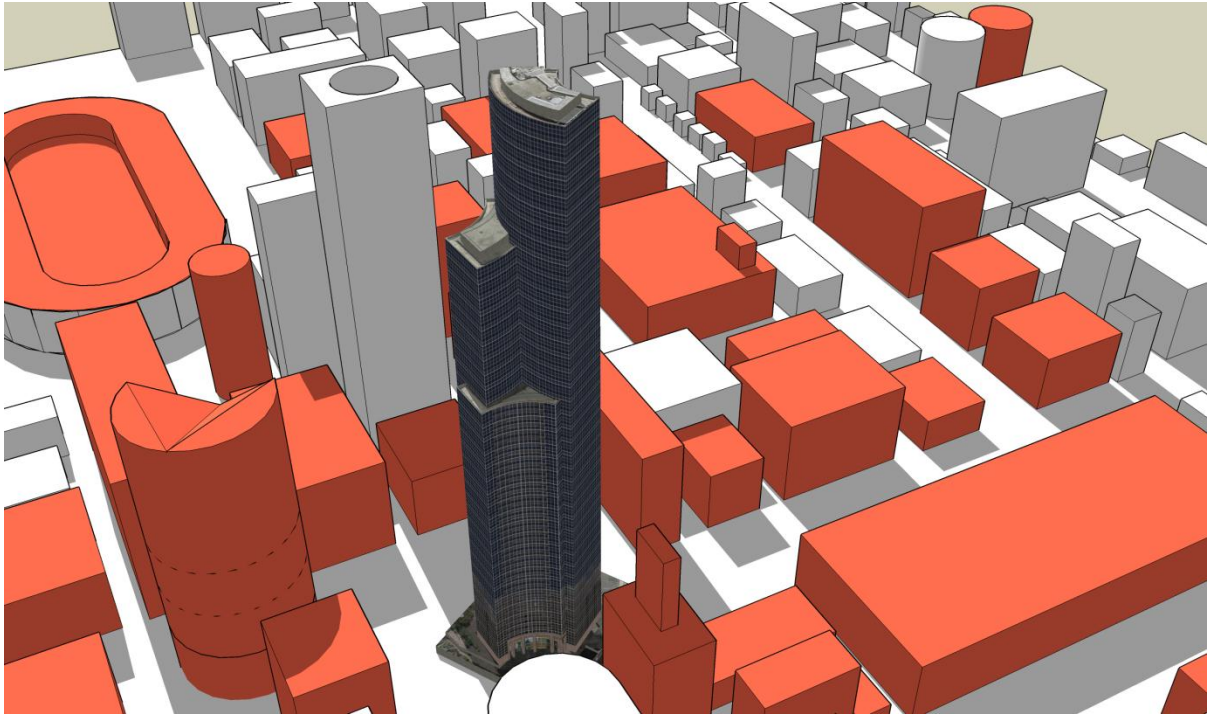


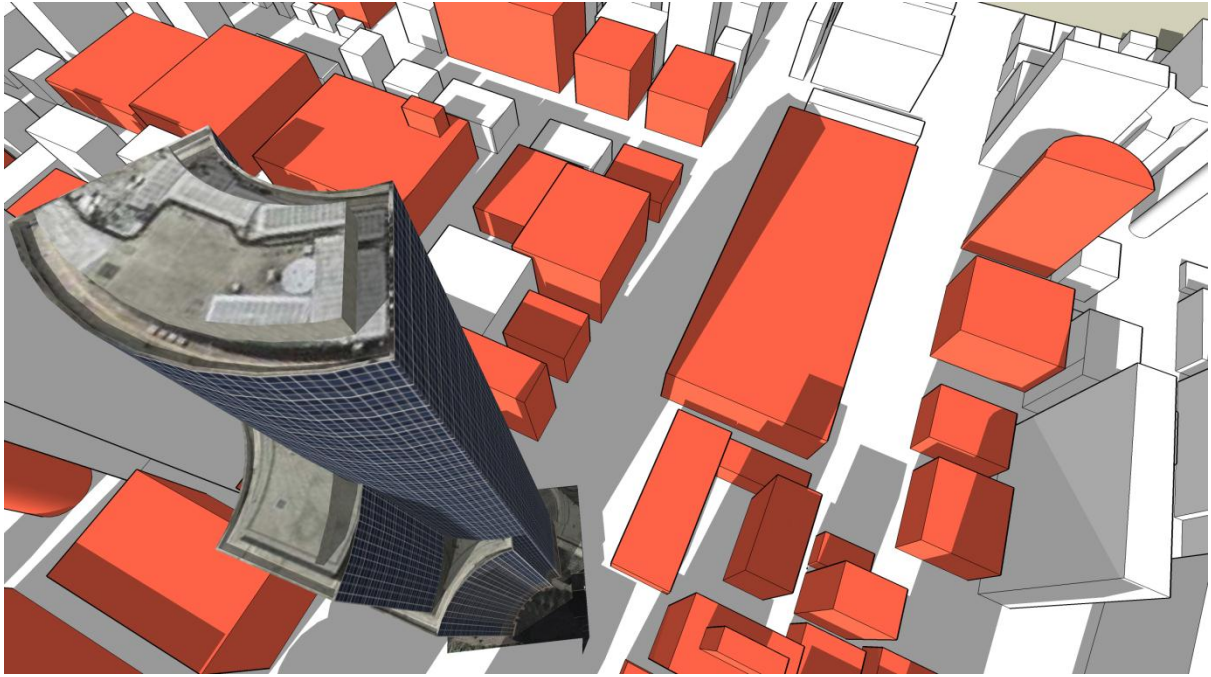




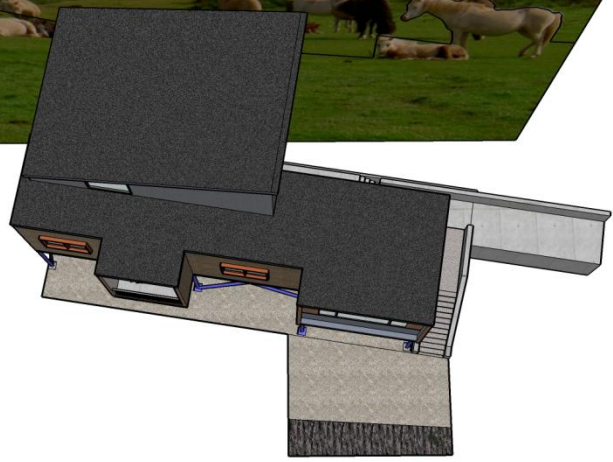


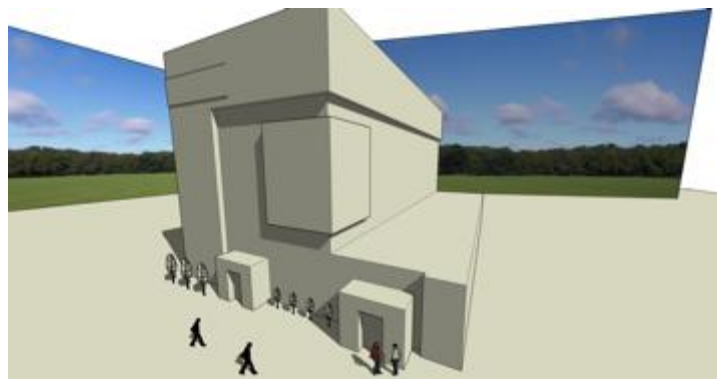
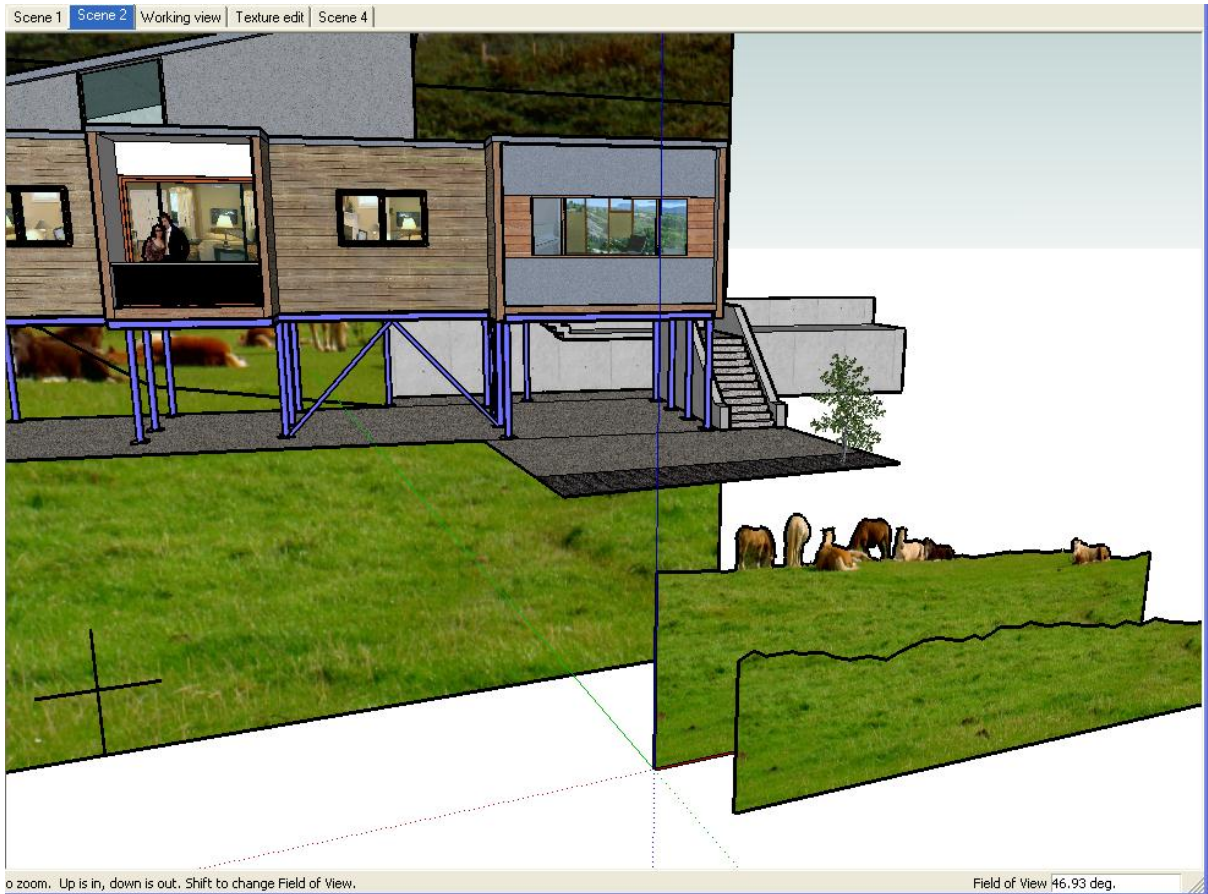




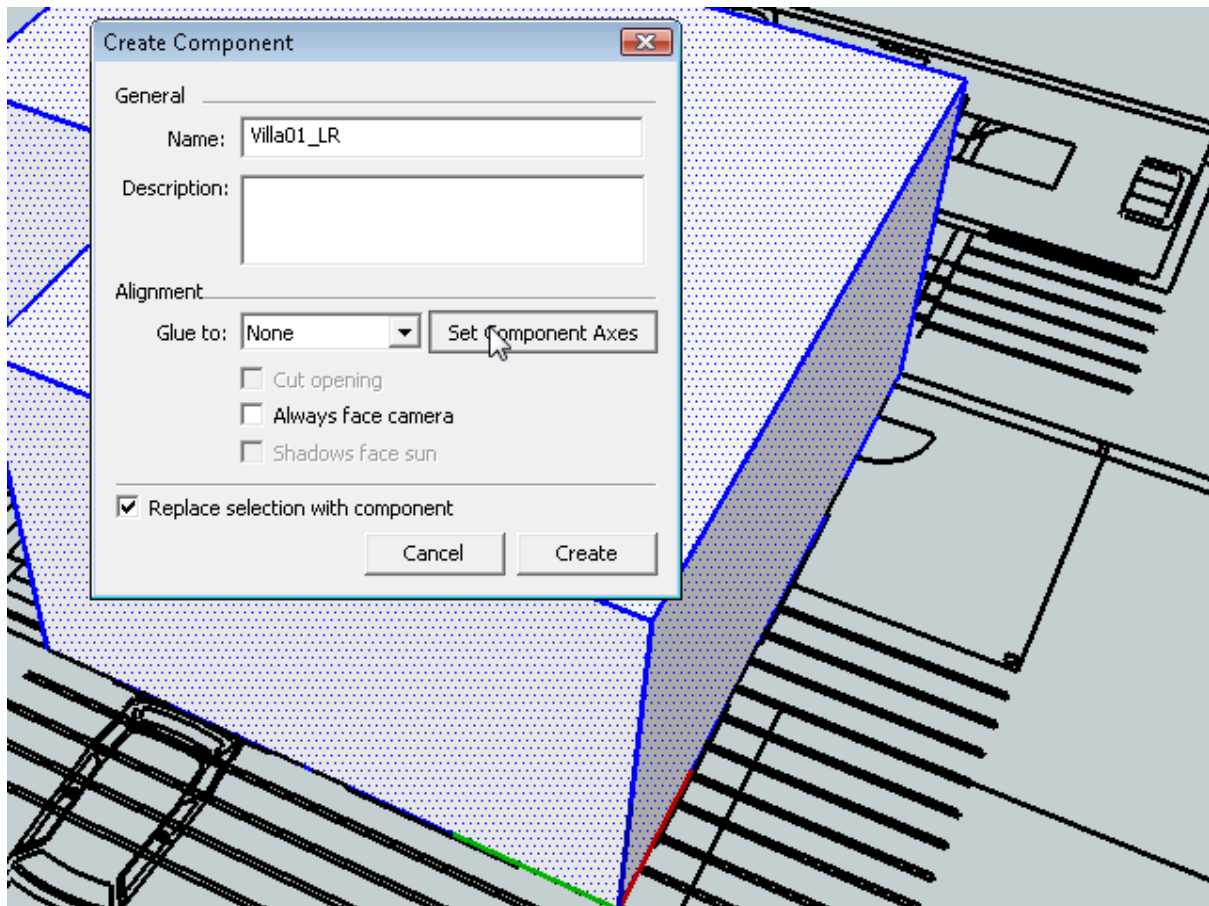


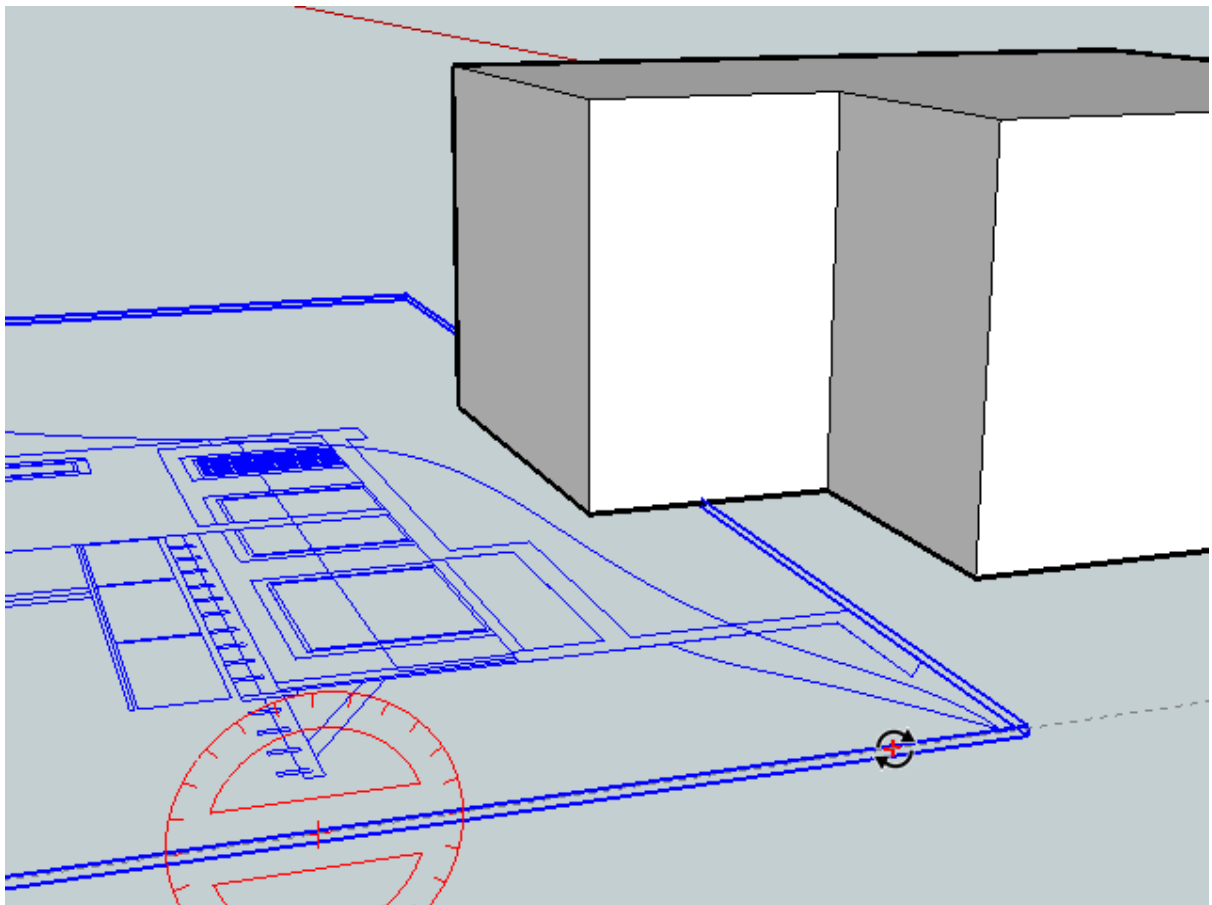
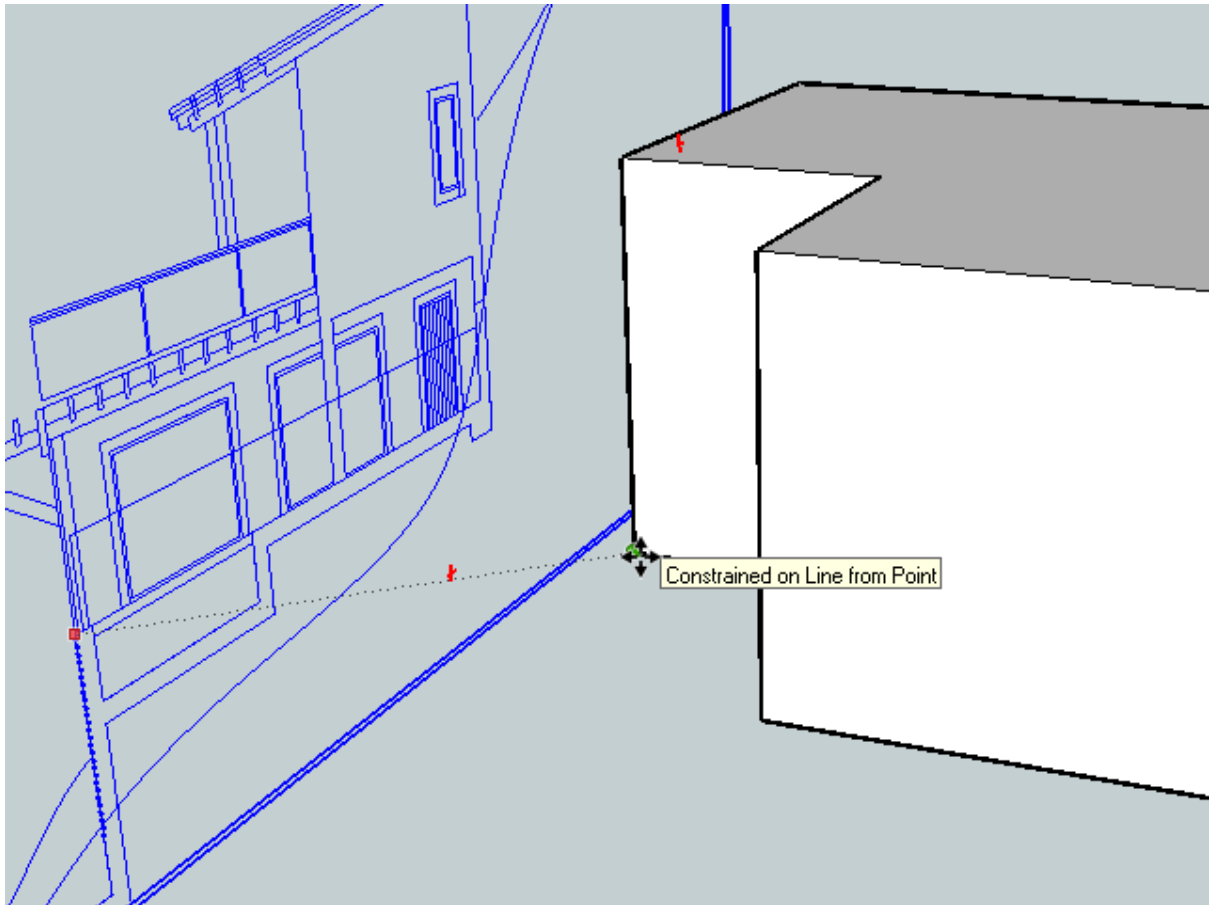


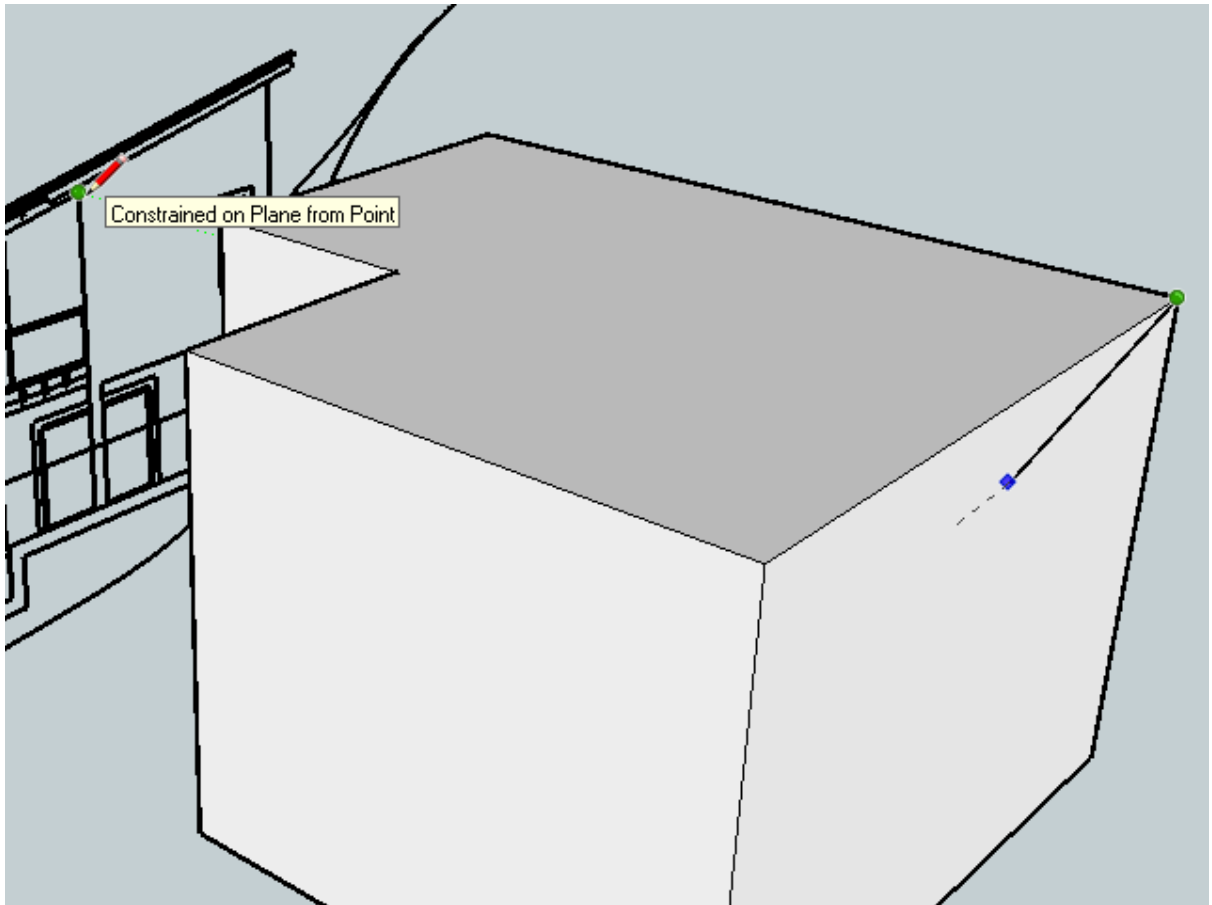




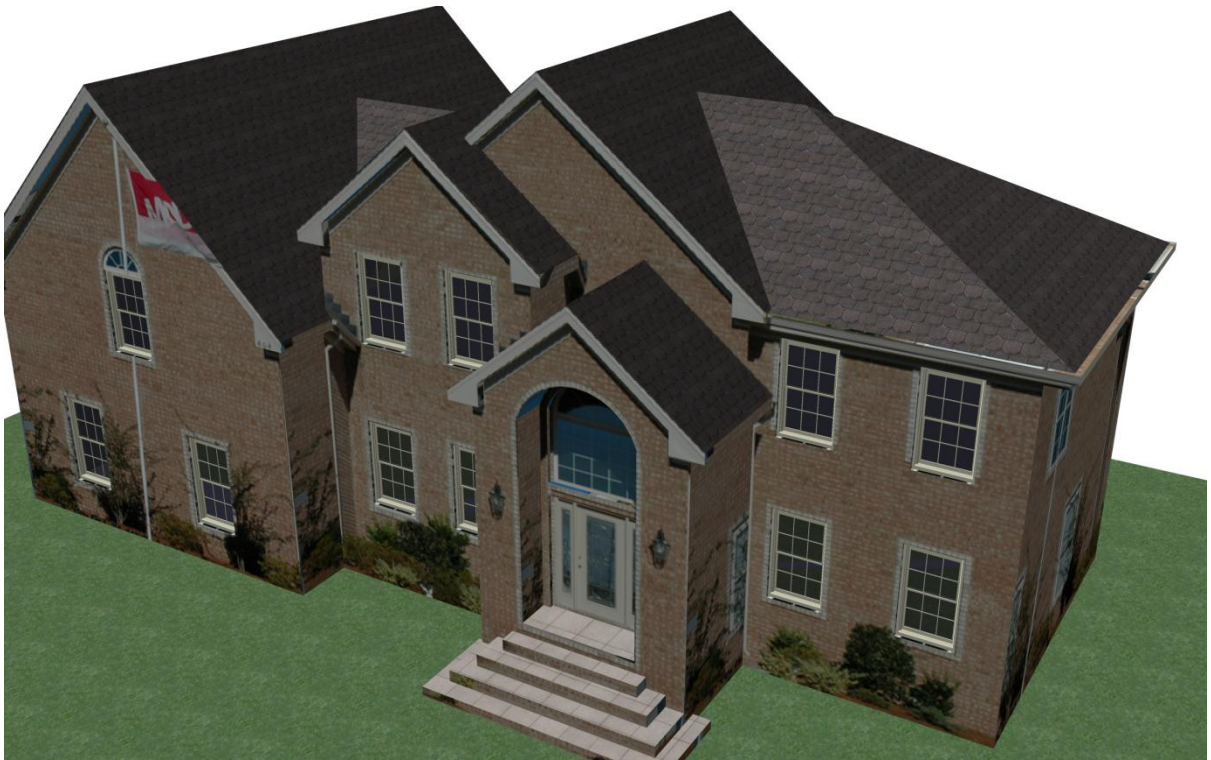
## Chapter 4: Modeling for Visualization

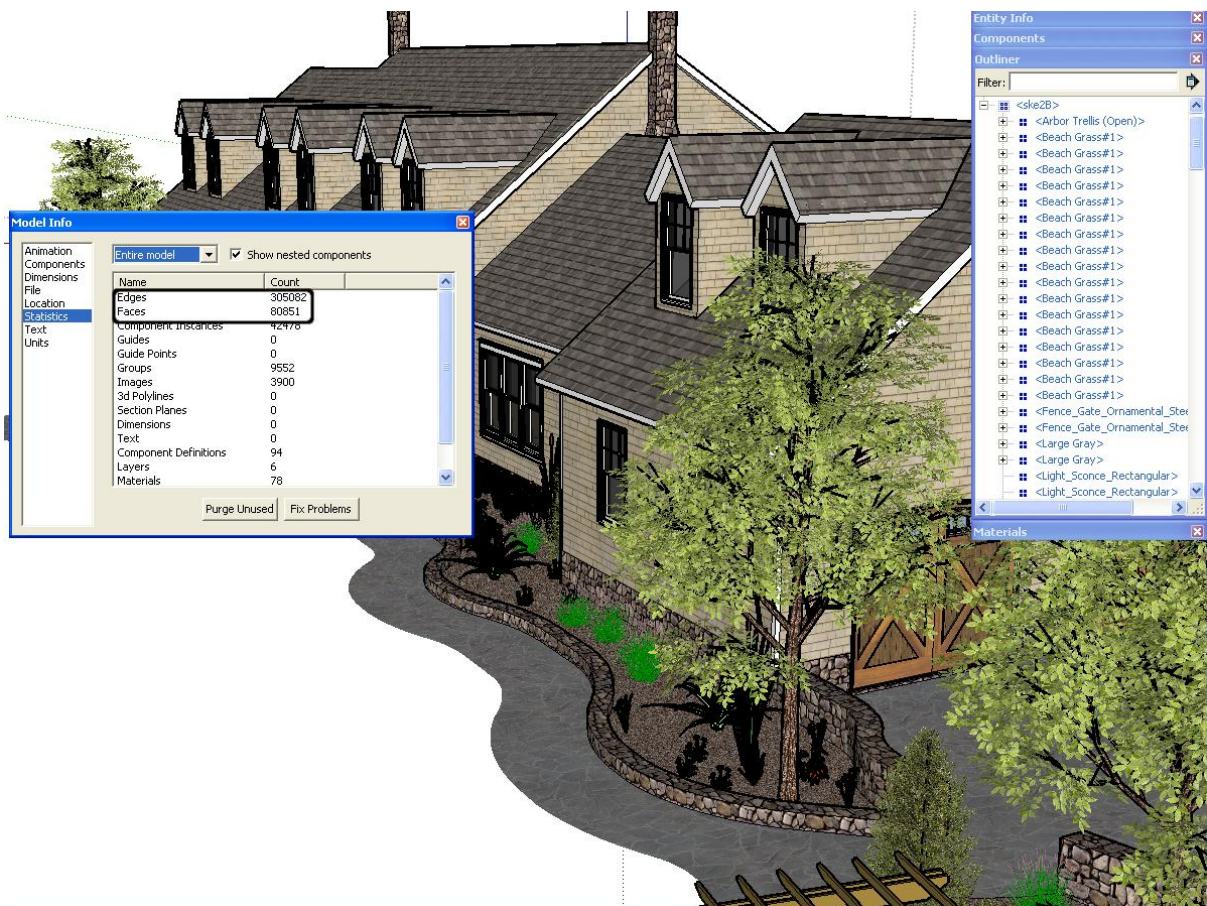
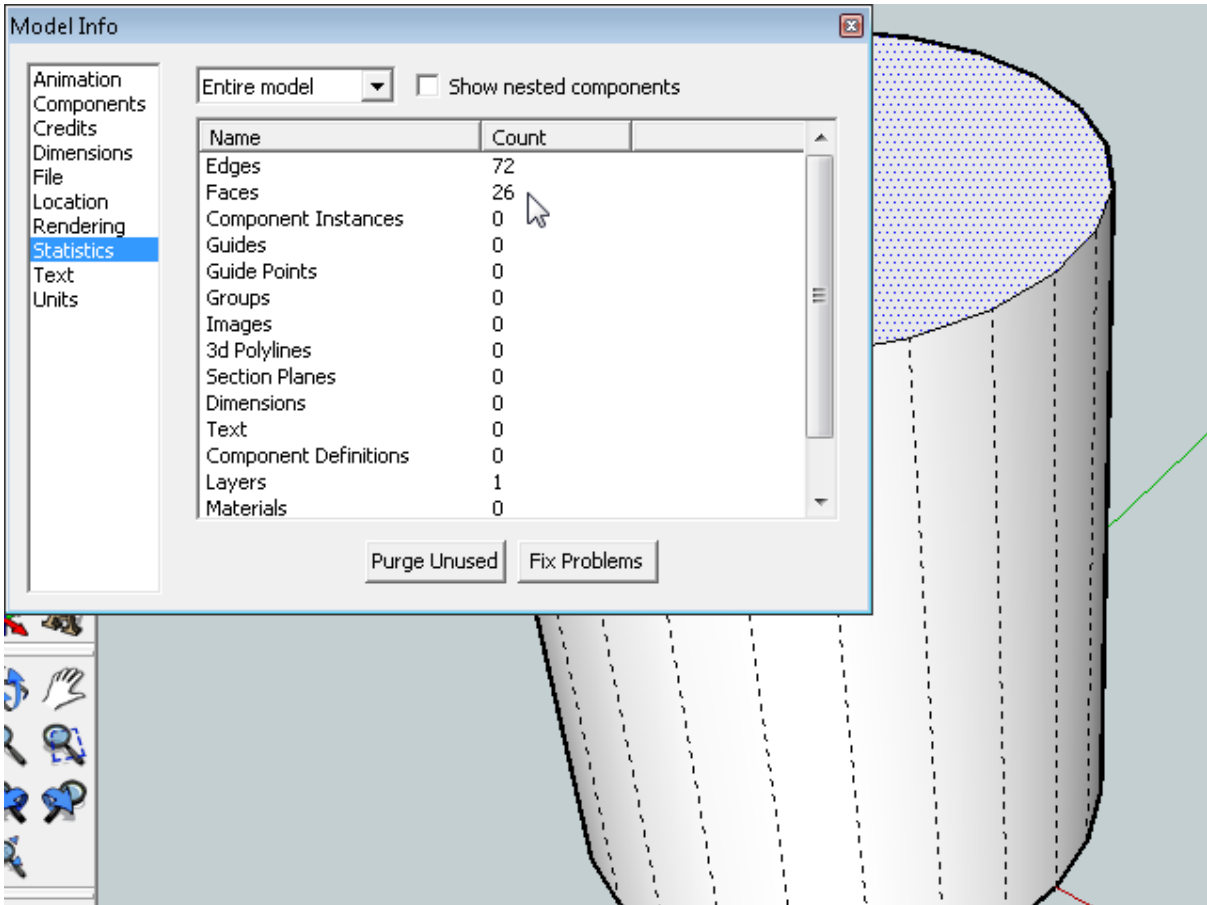




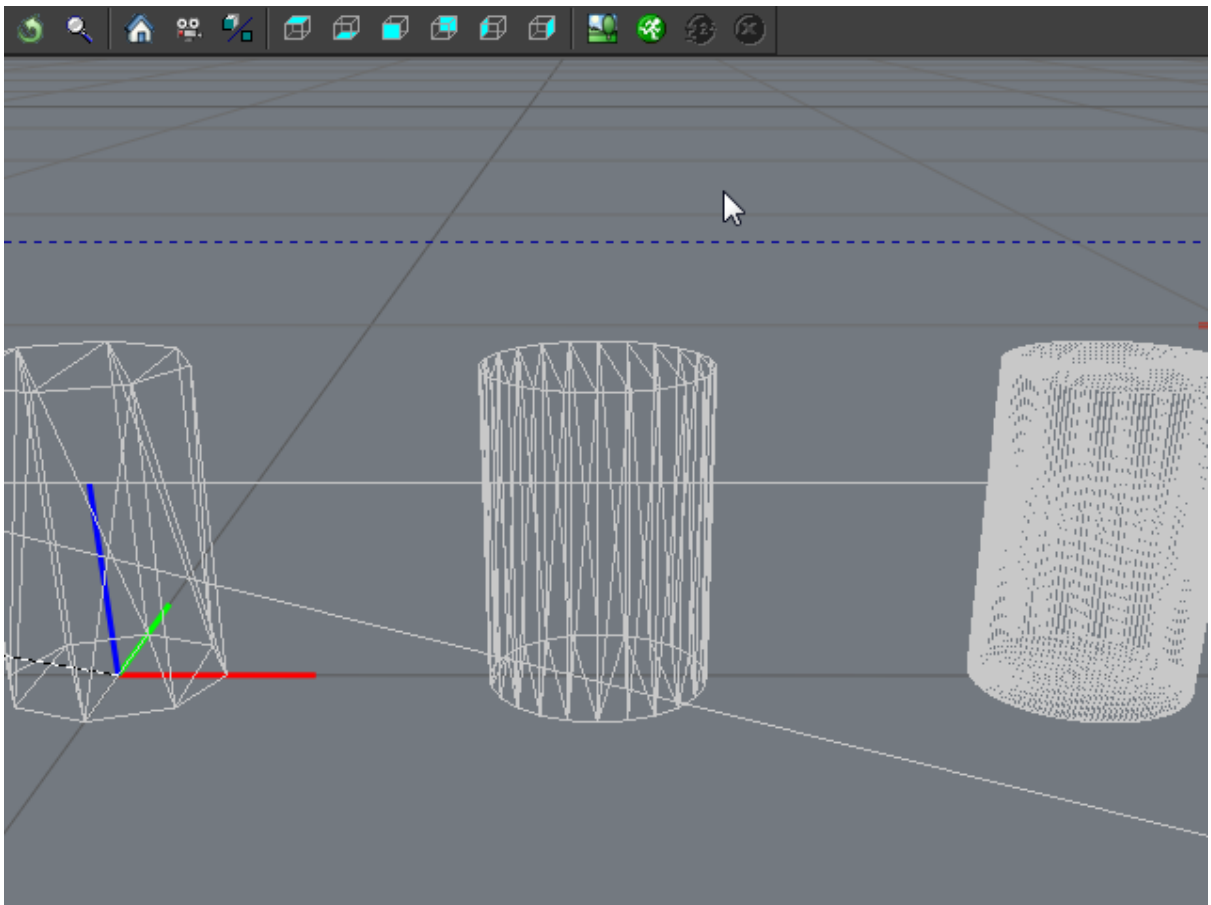
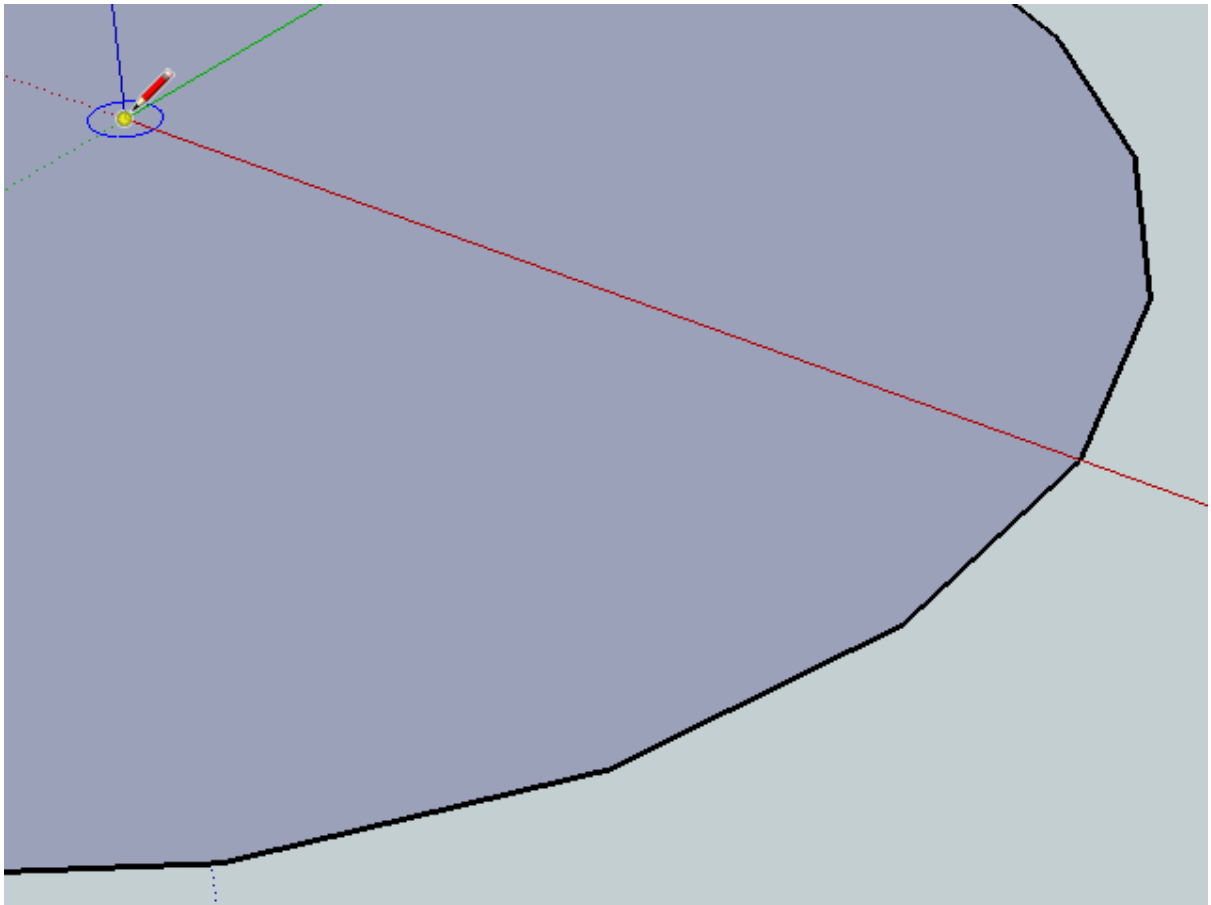


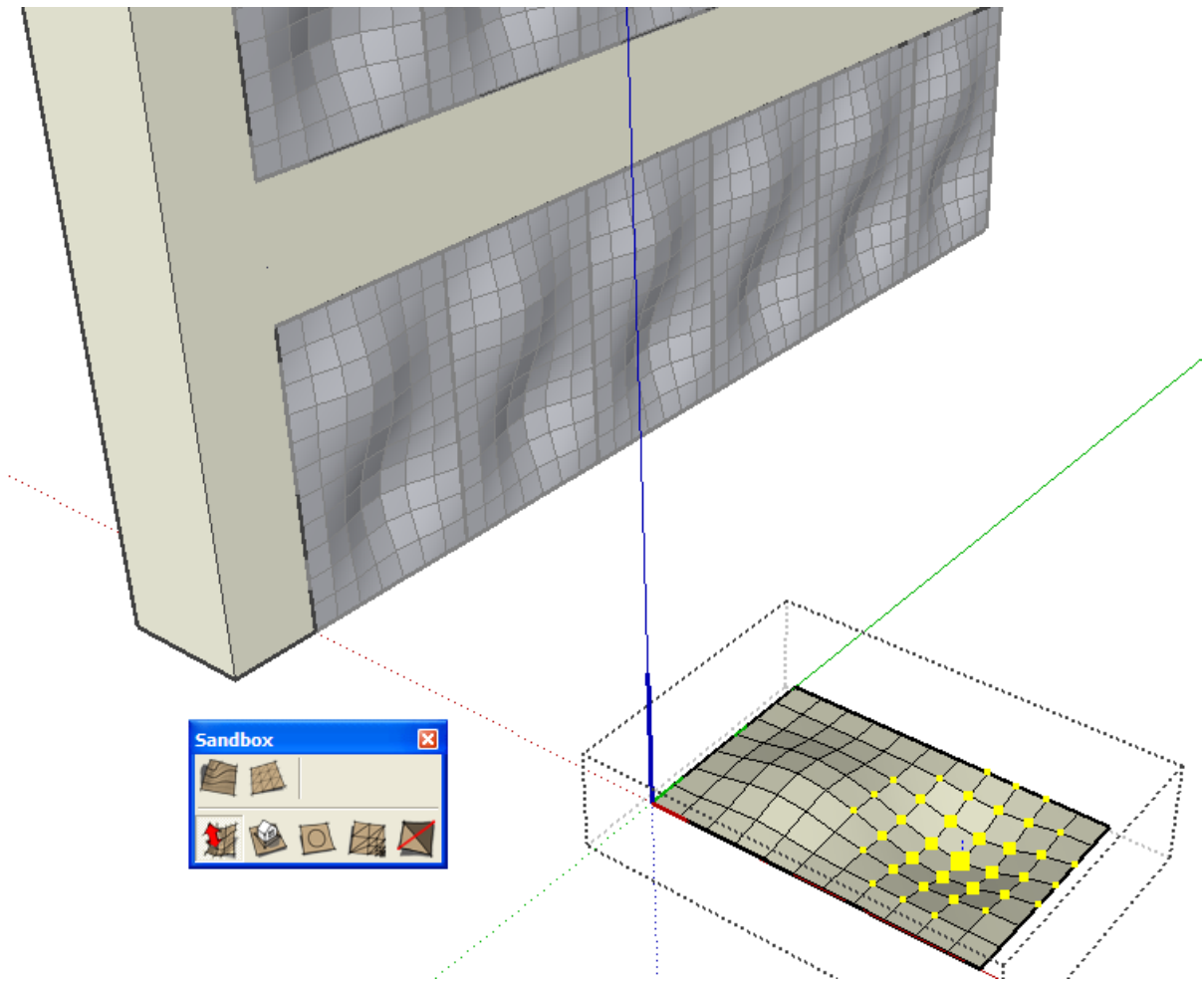
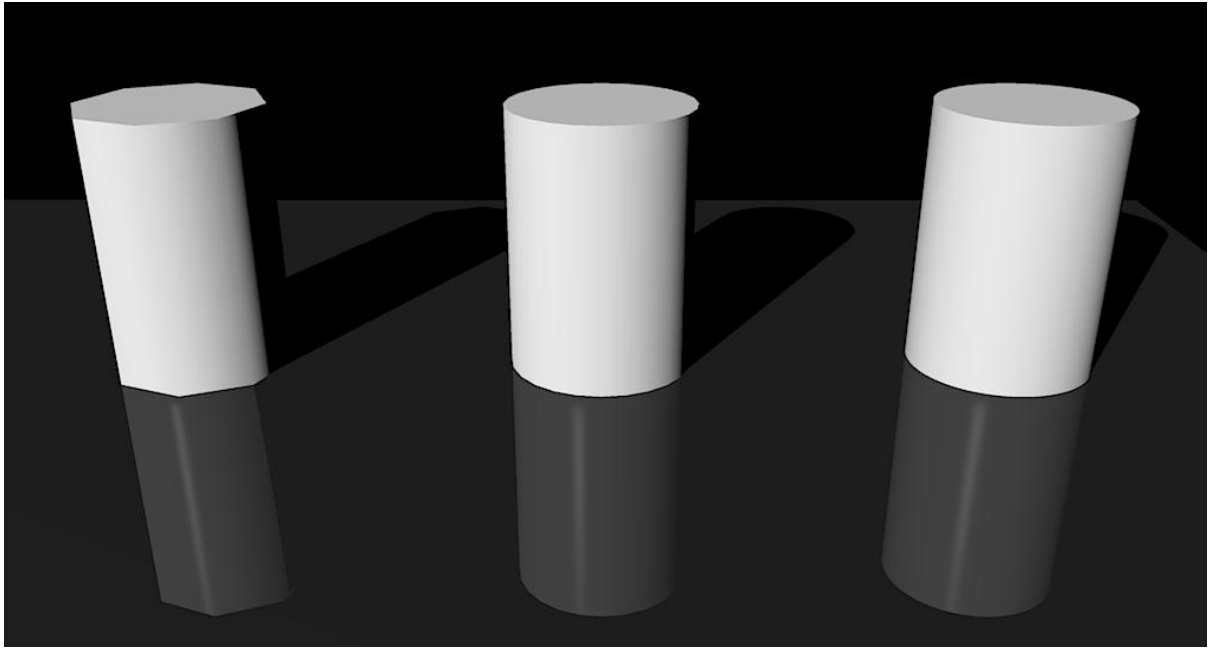


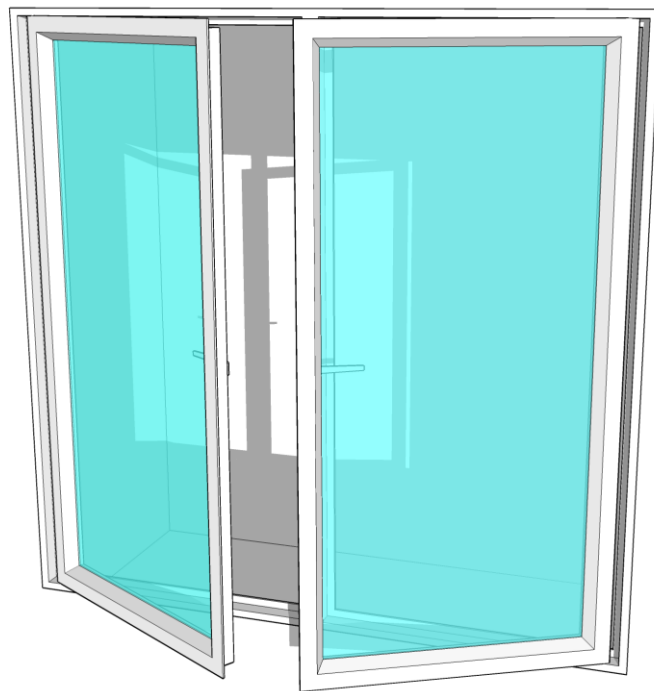
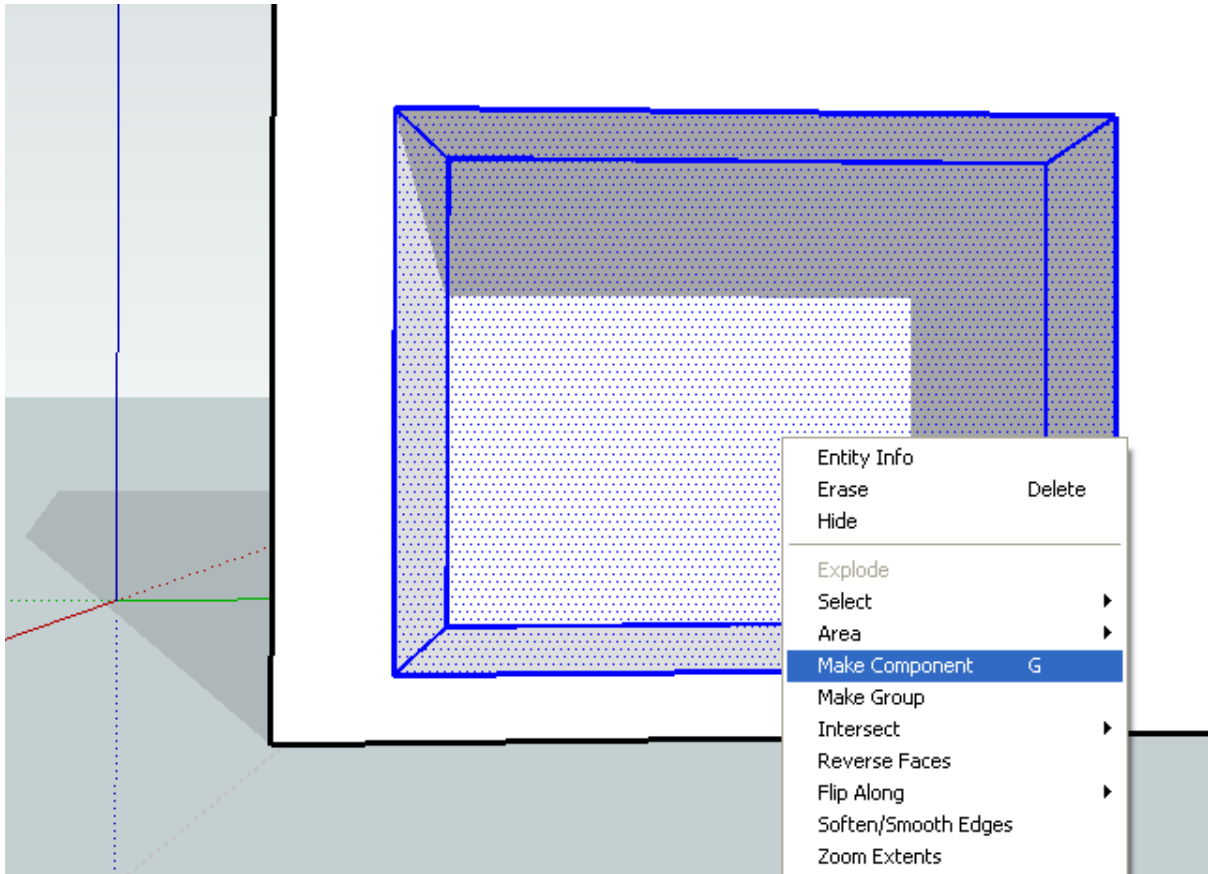


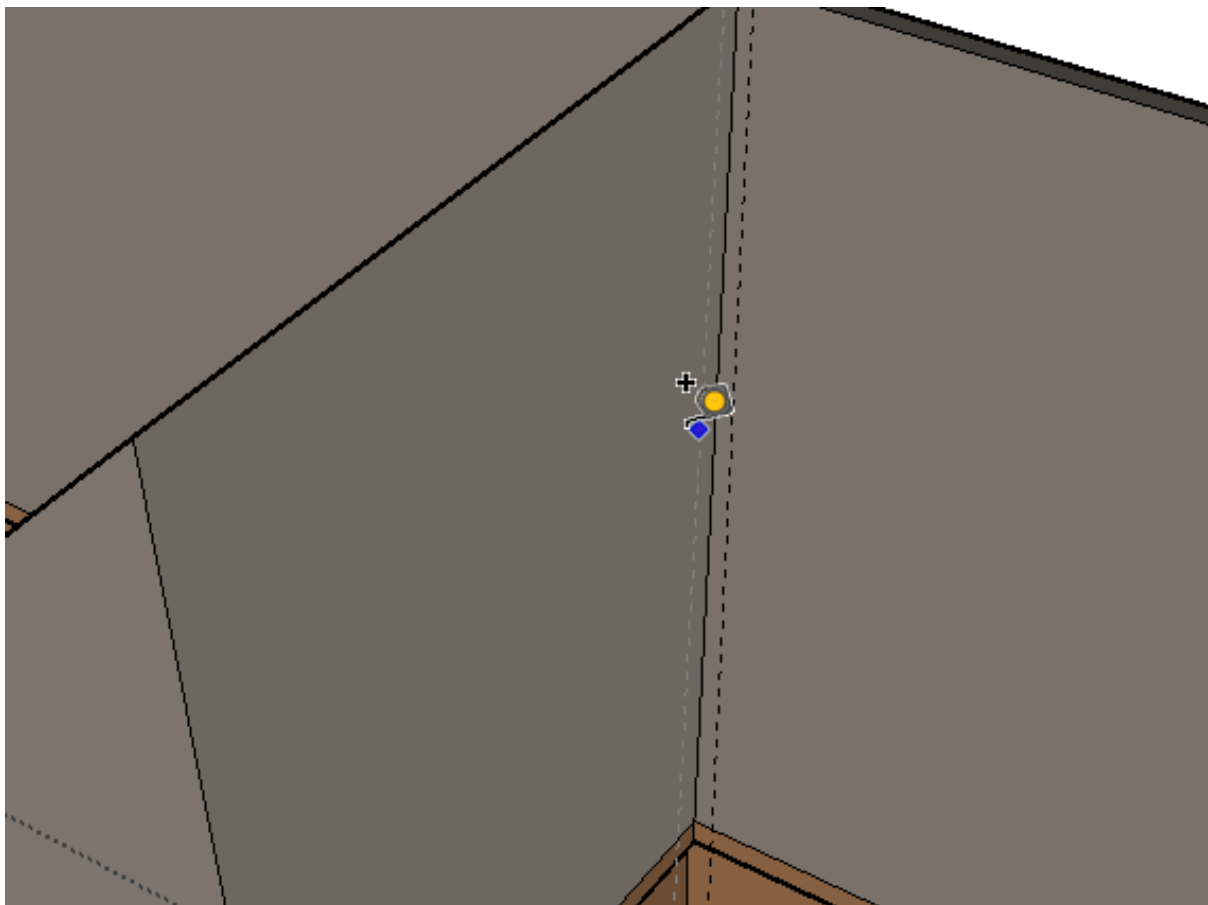
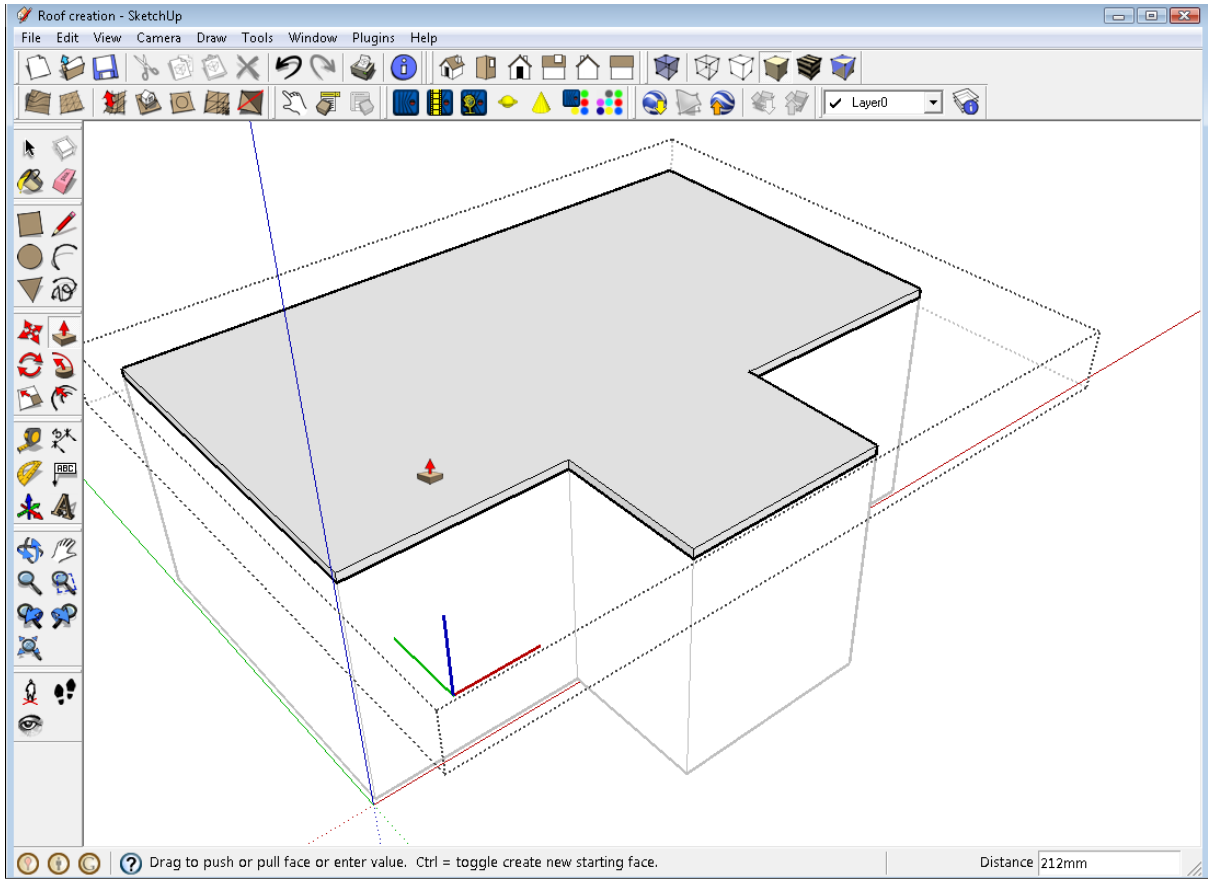


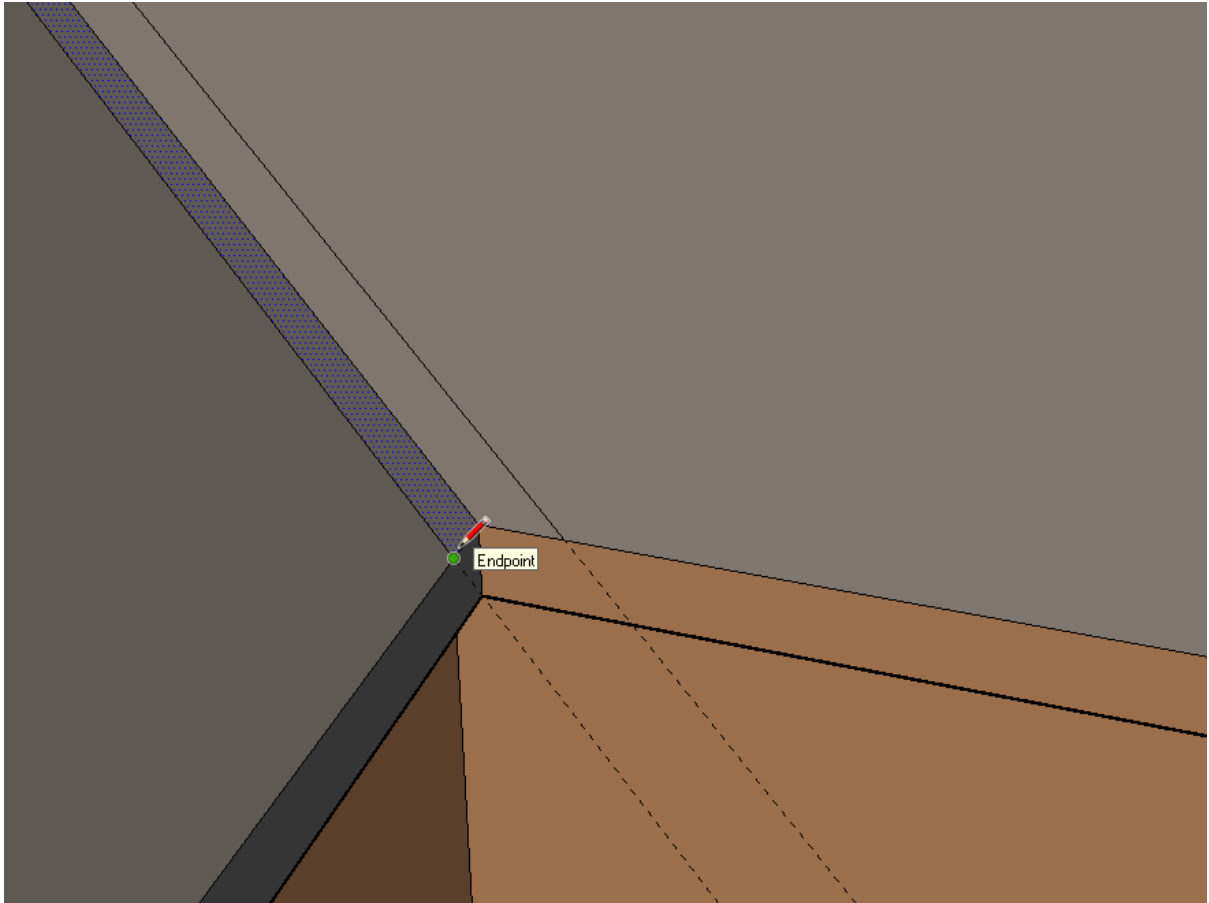


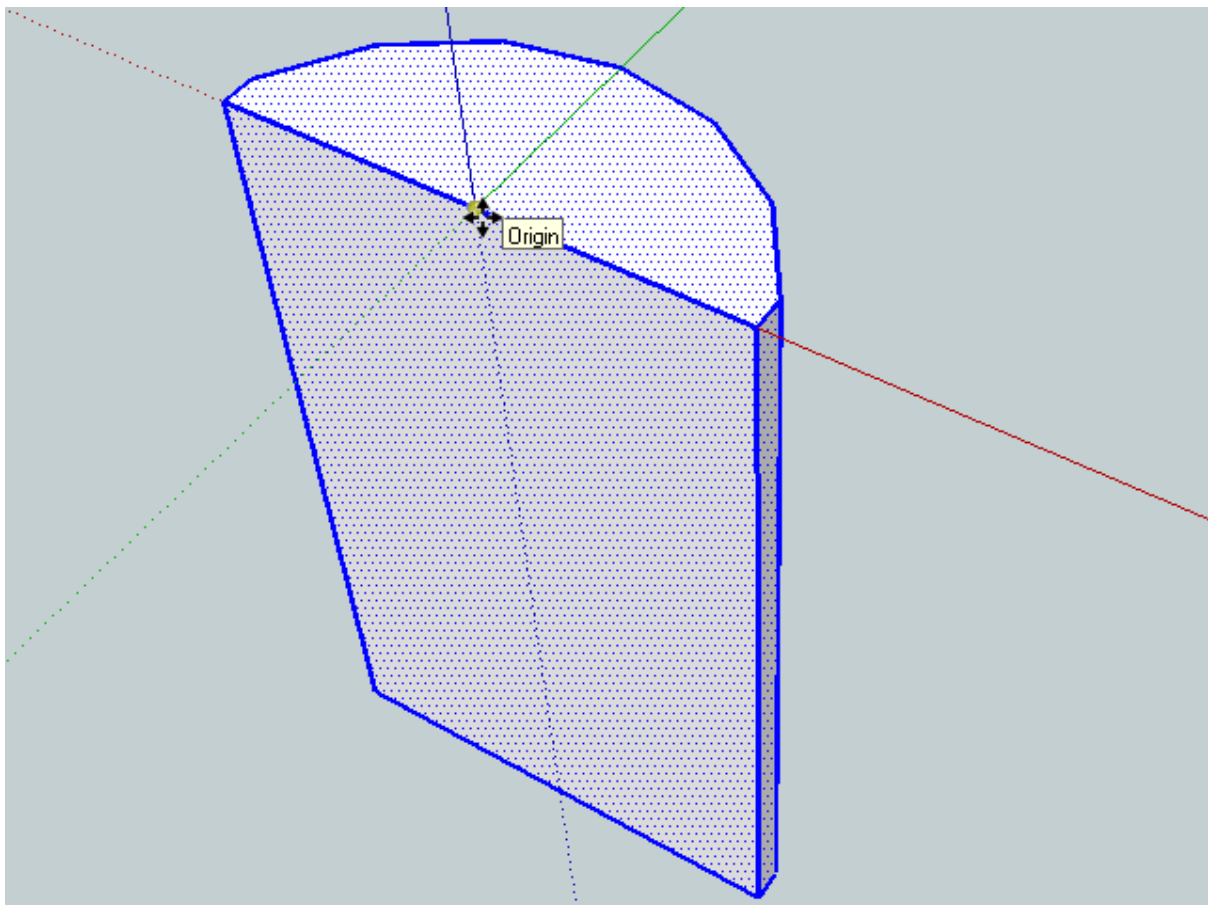
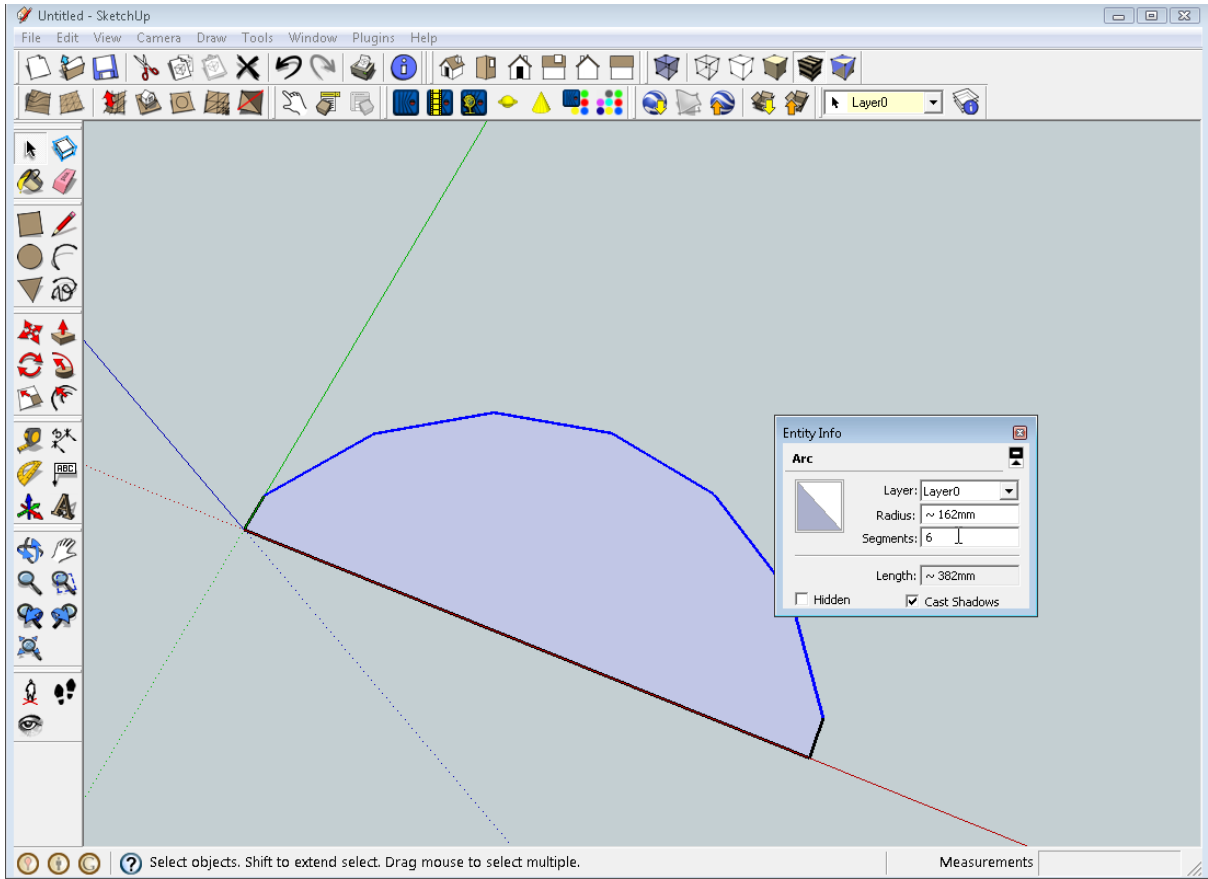


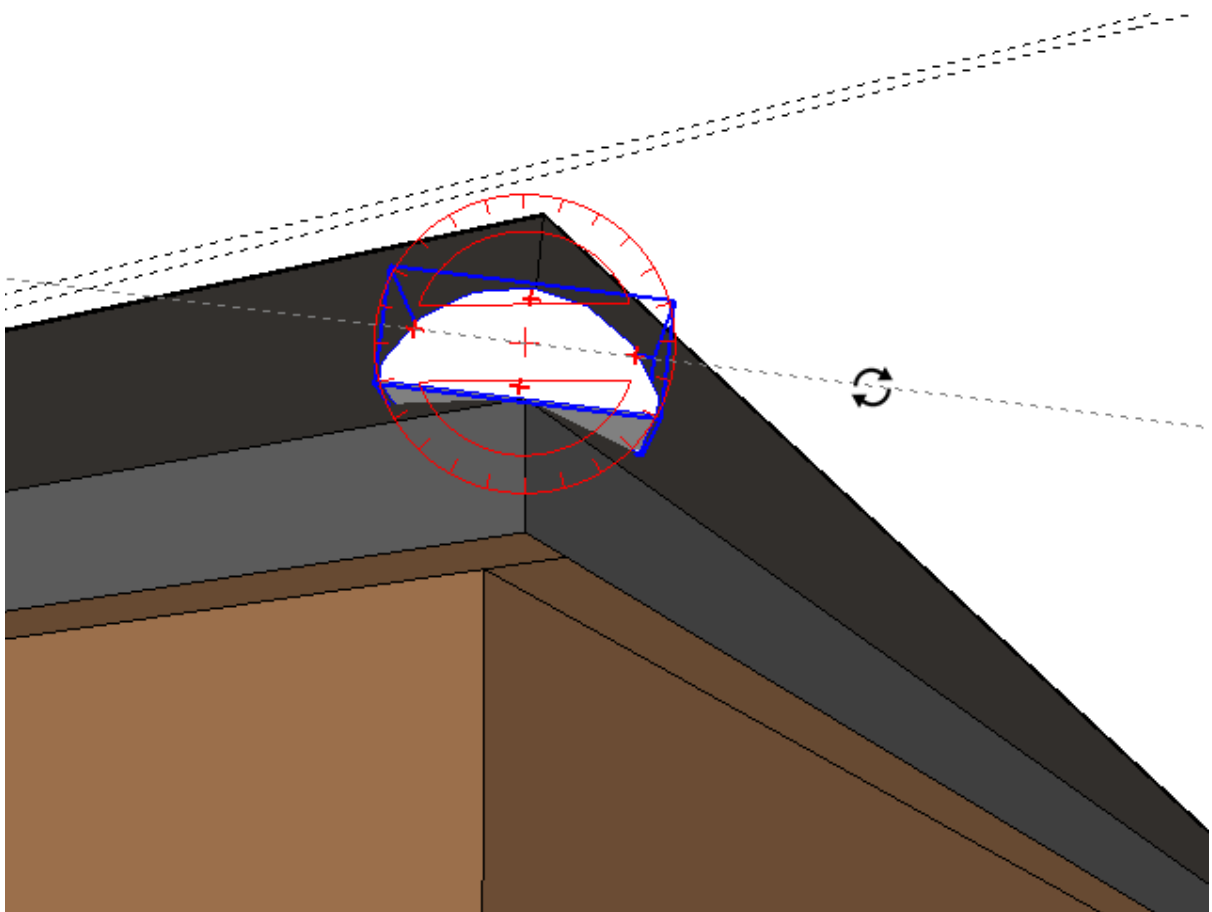
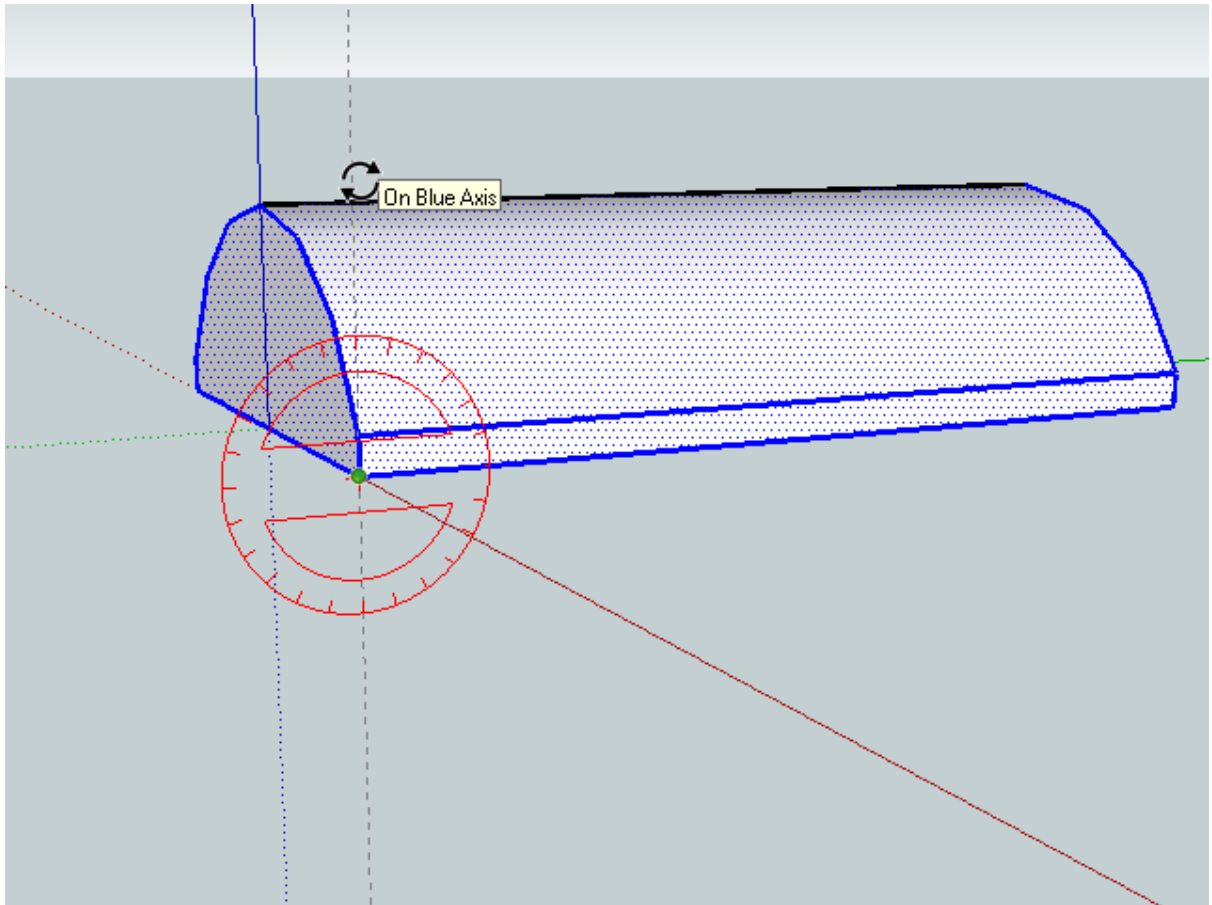


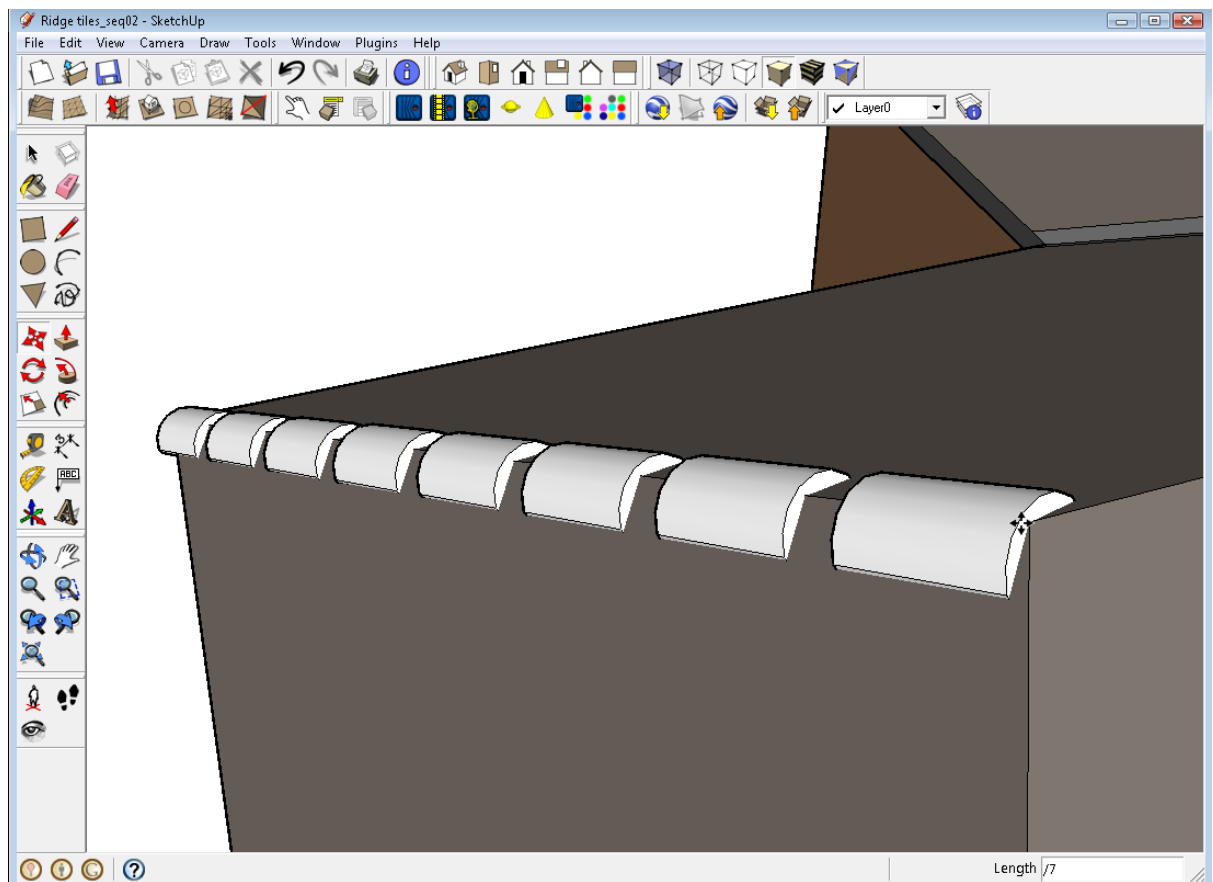
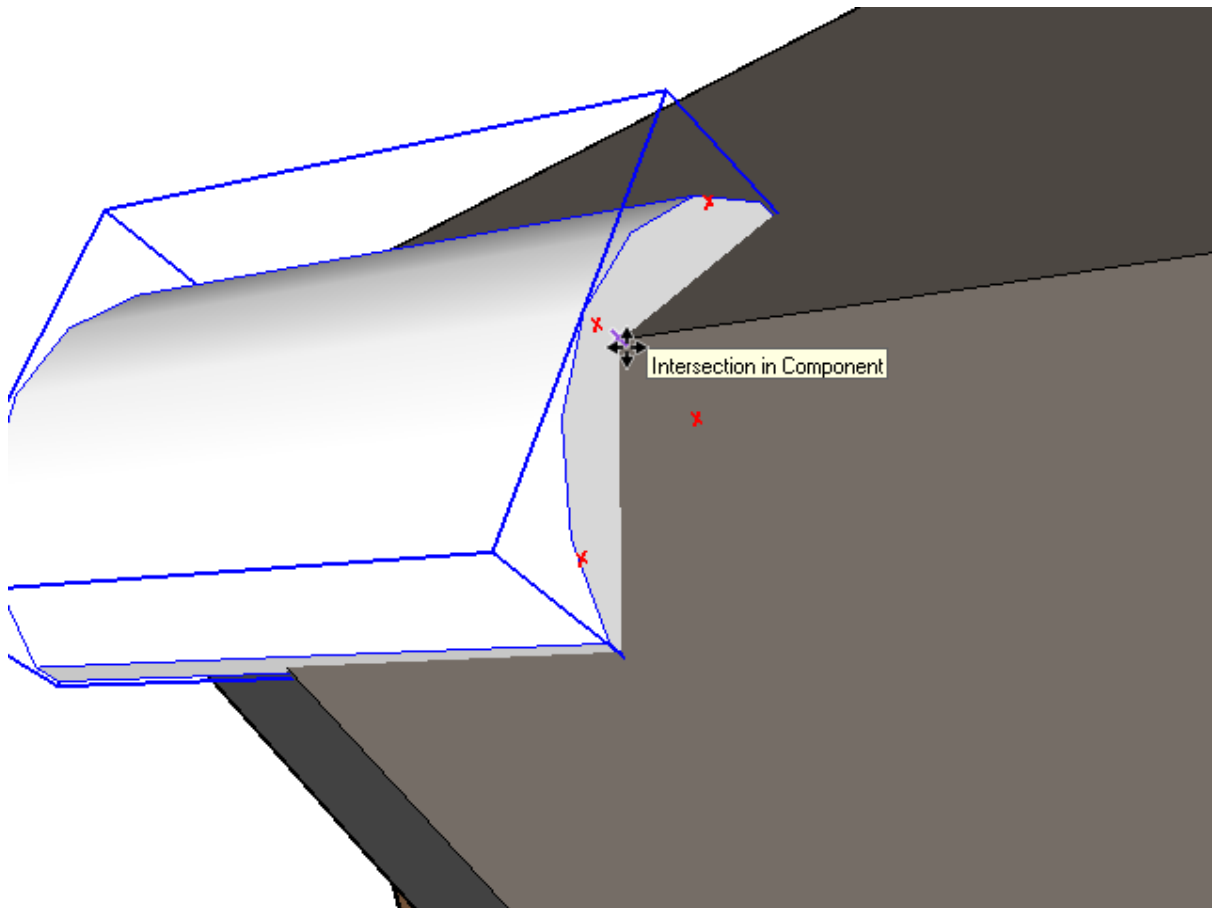




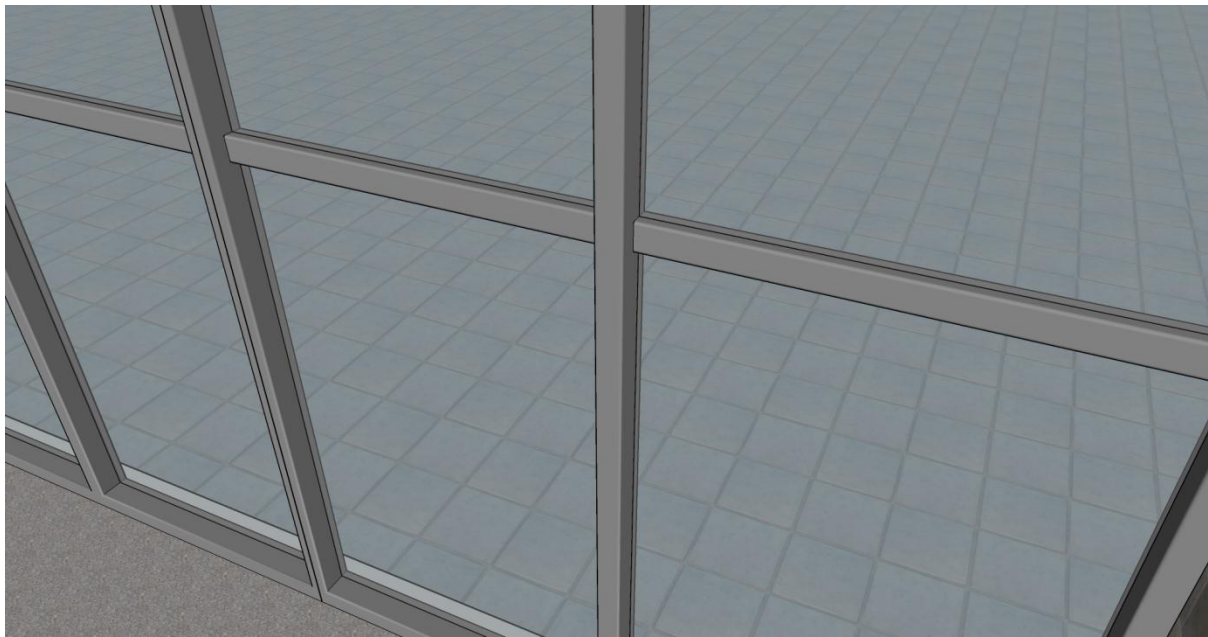
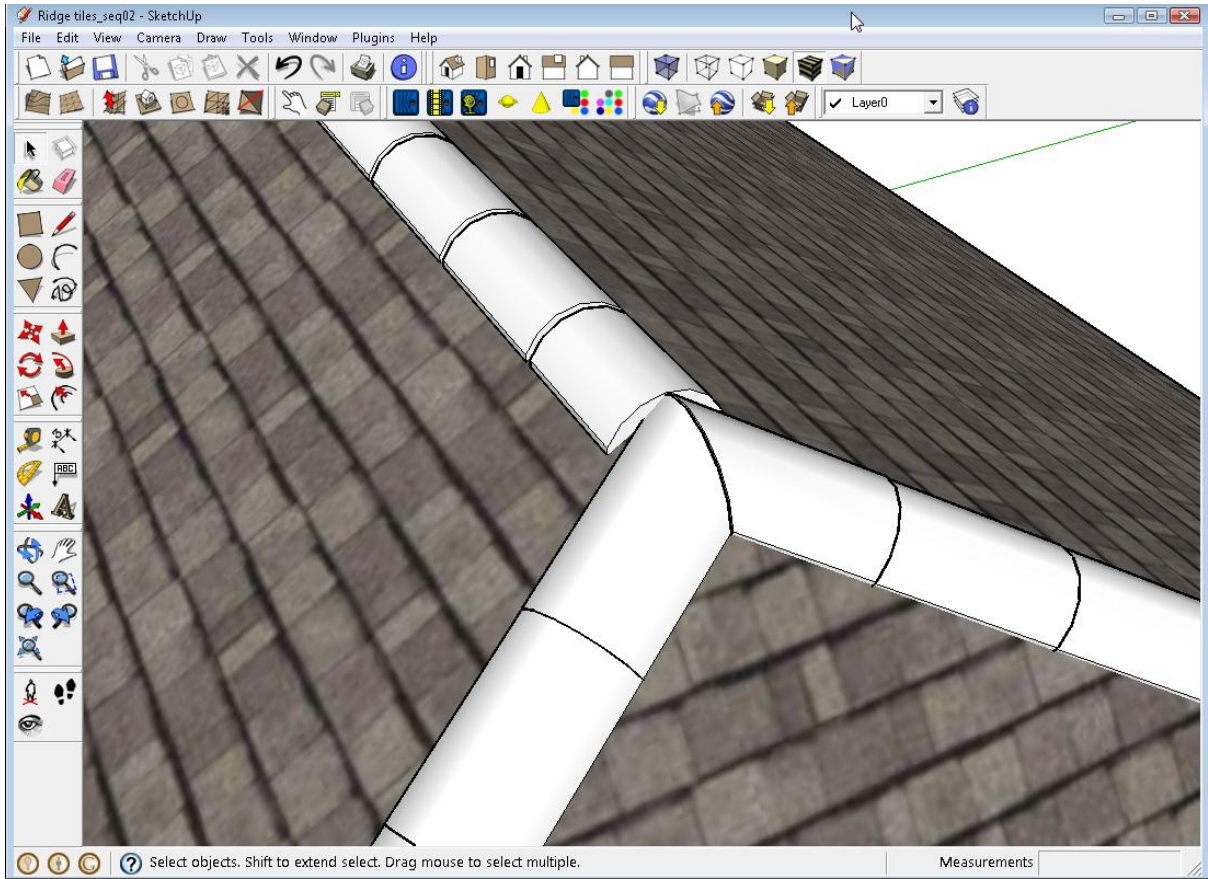




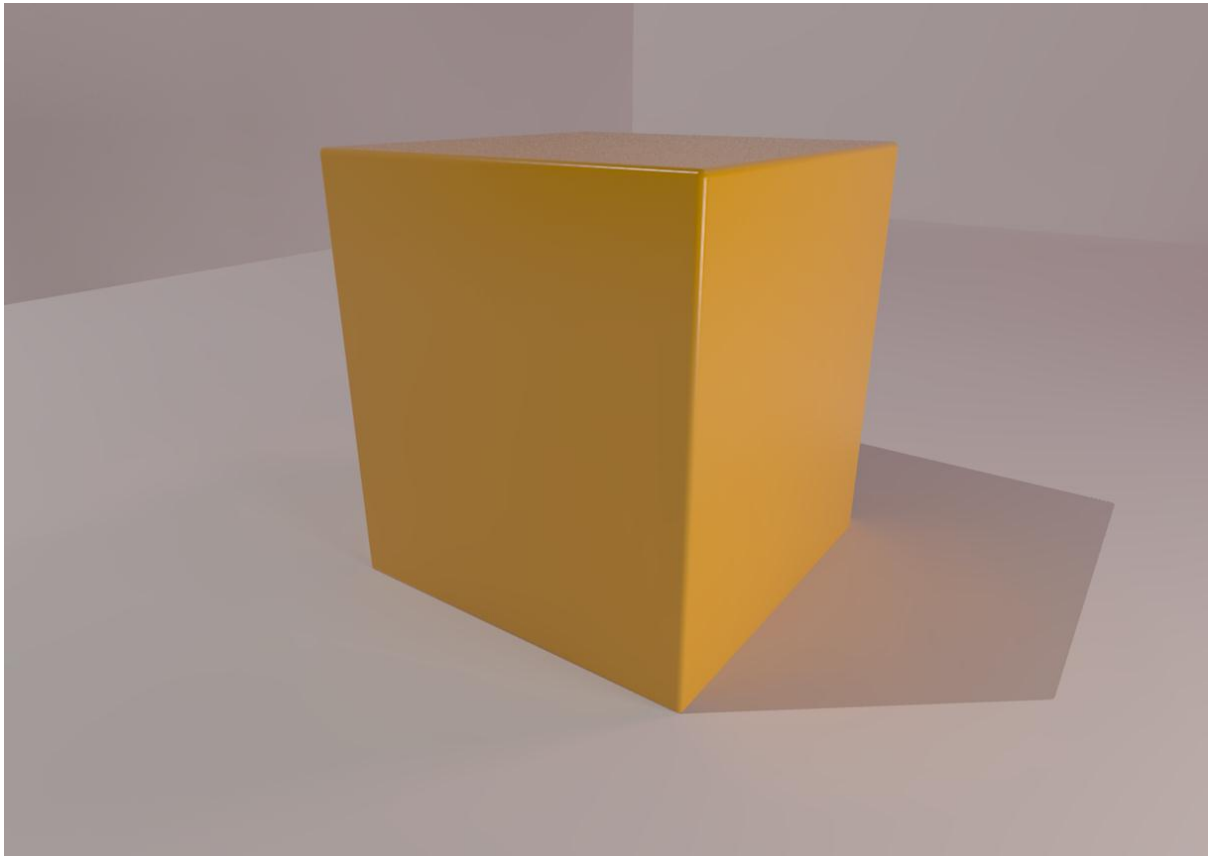
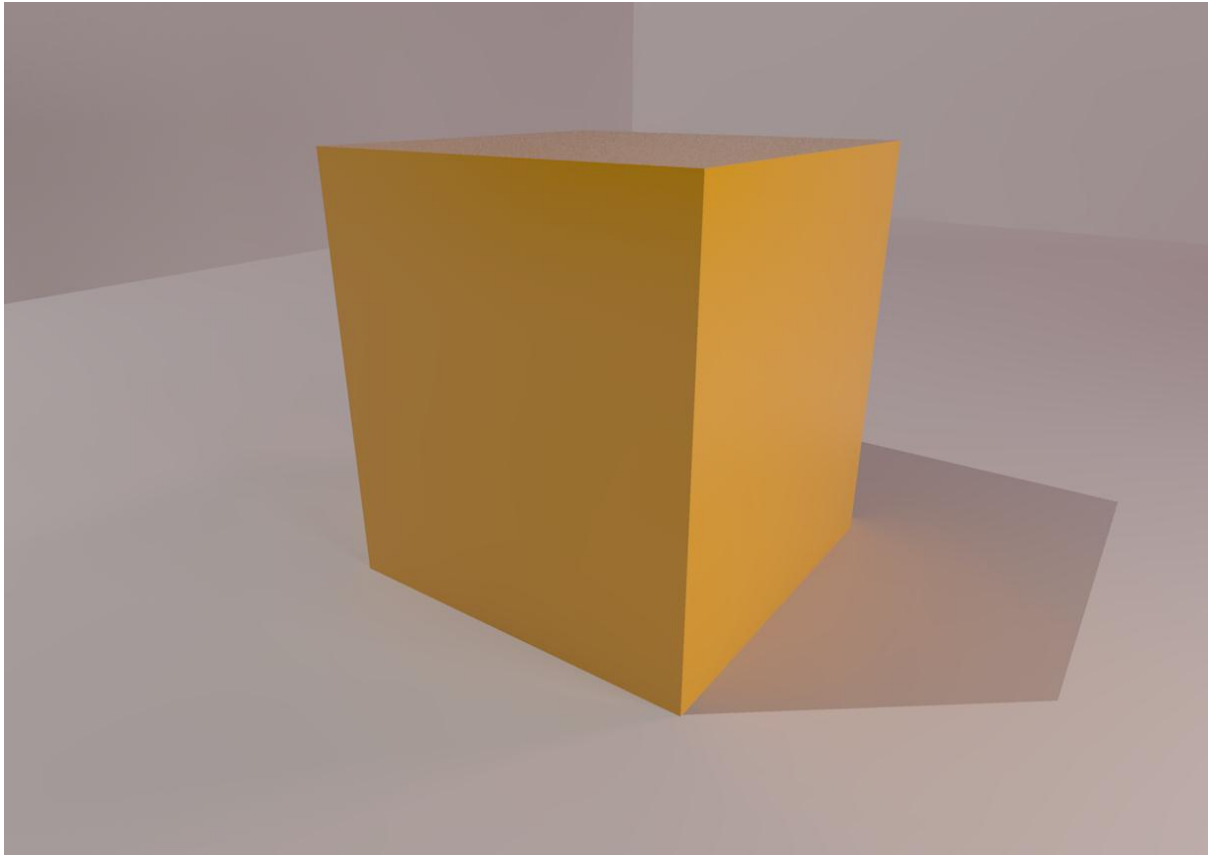


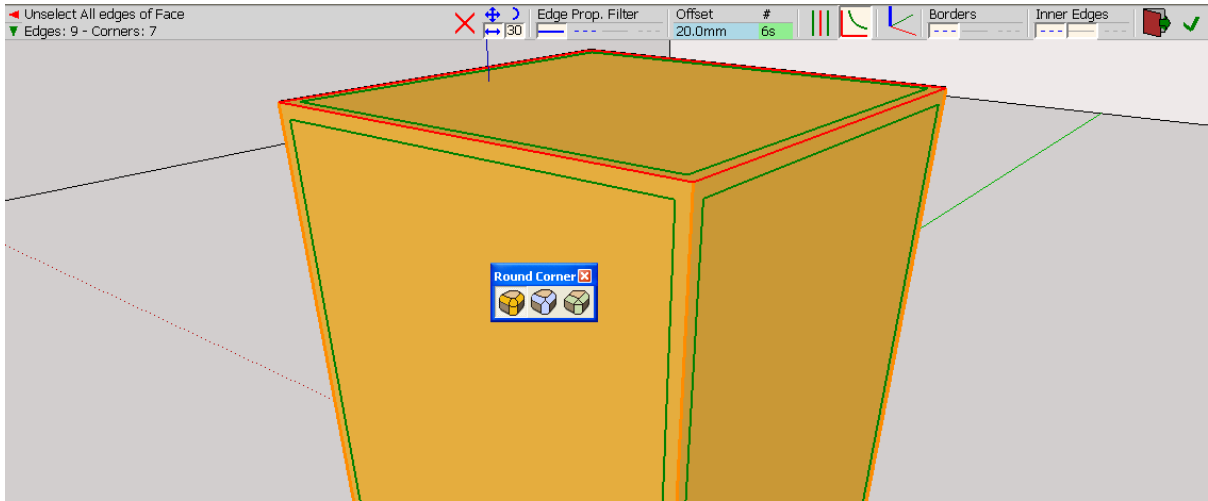




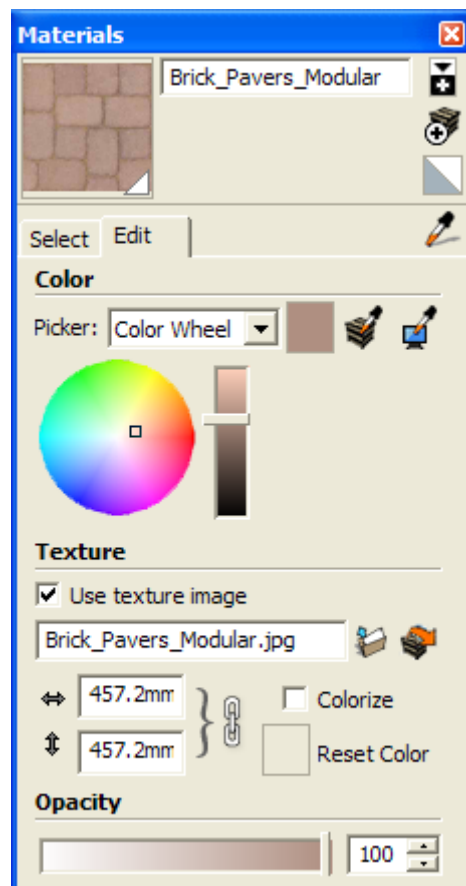




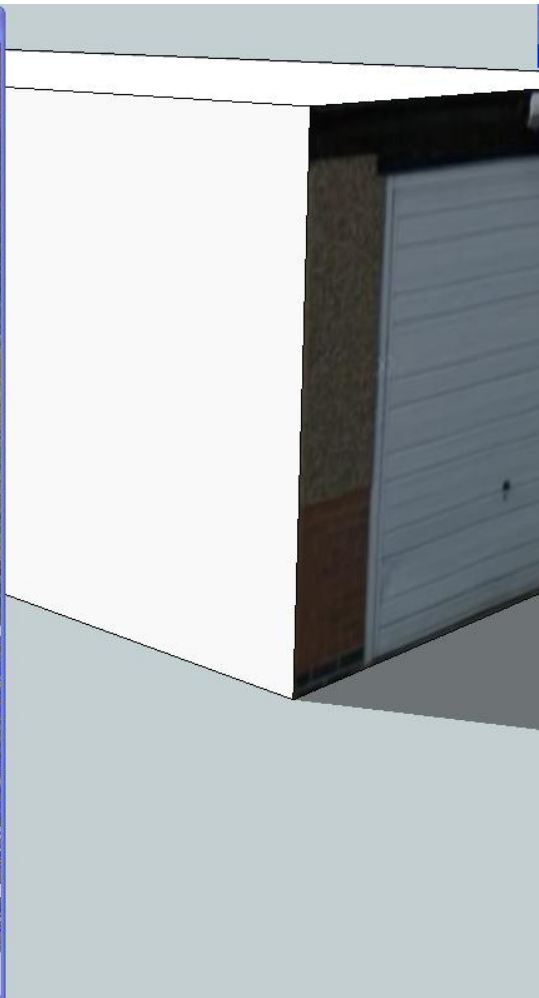
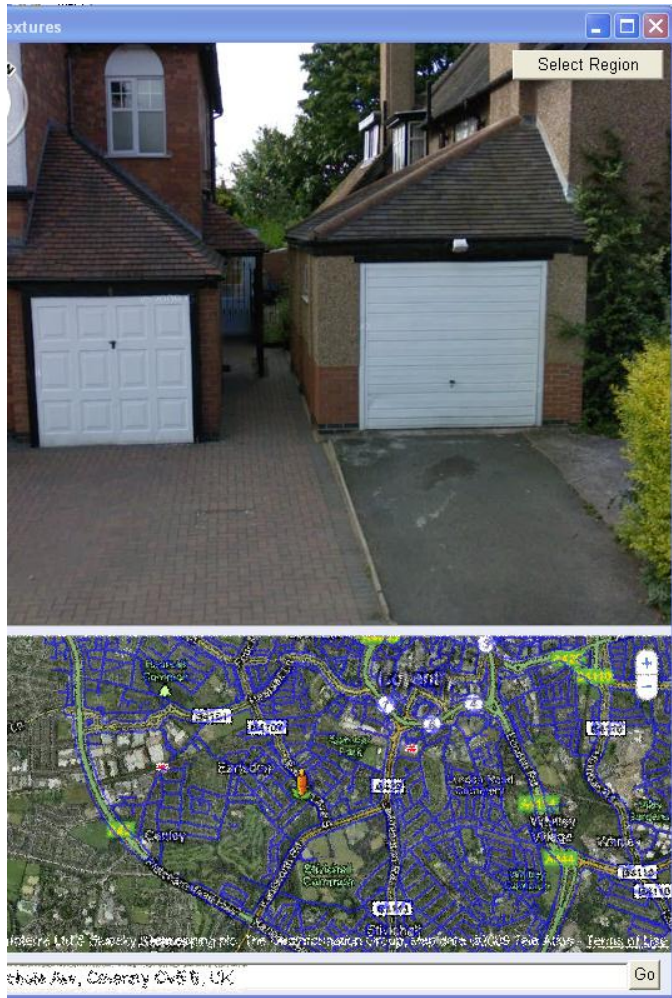


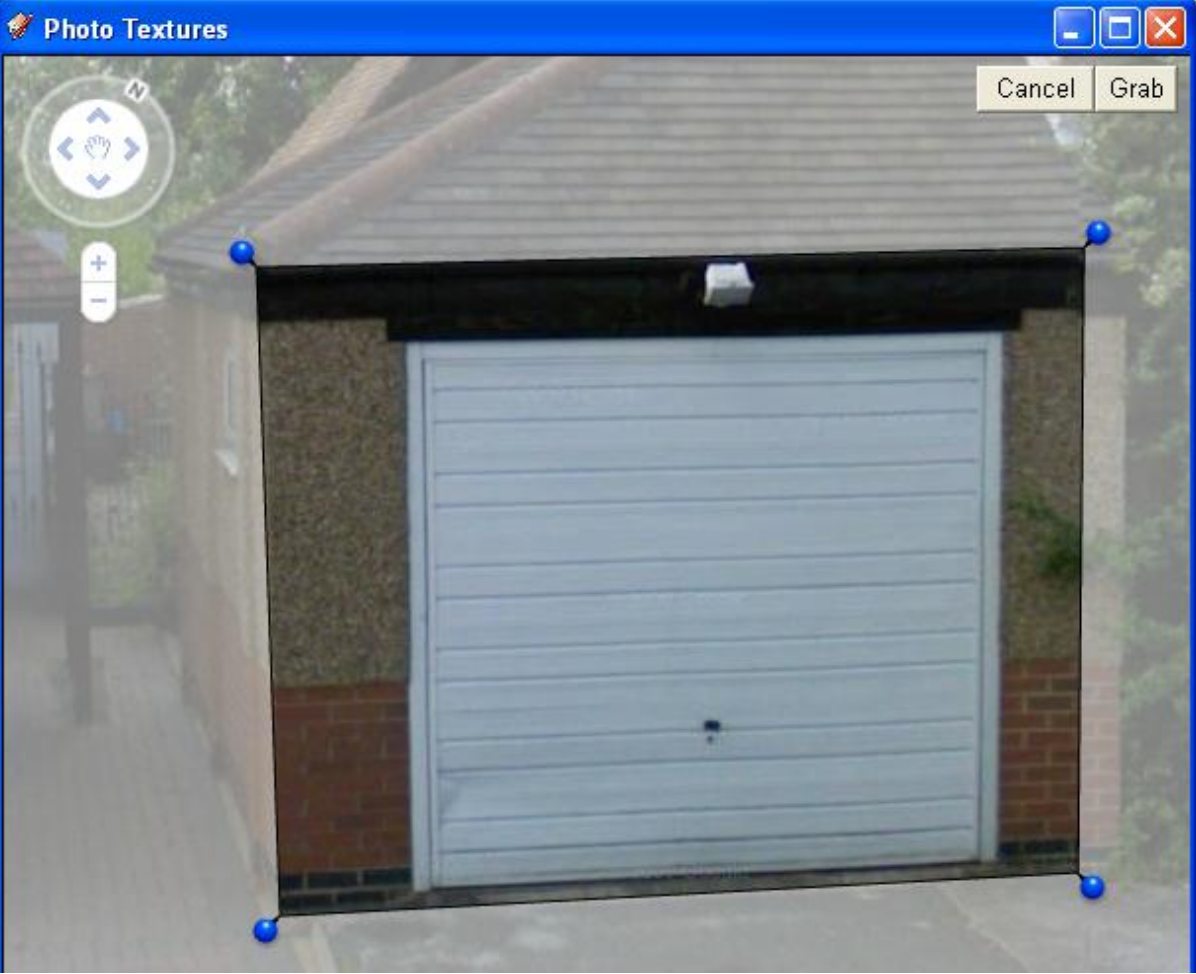


## Chapter 5: Applying Textures and Materials for Photorealistic Rendering

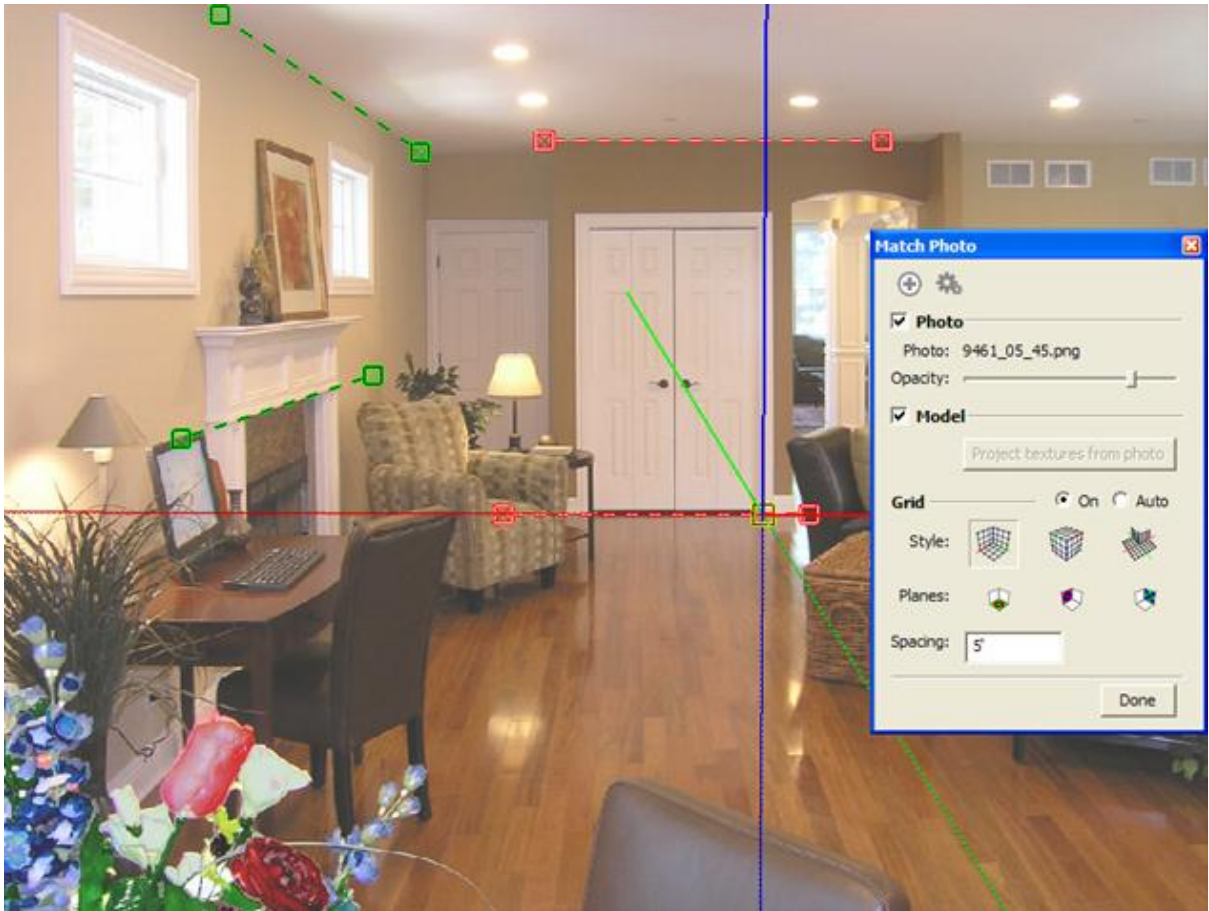


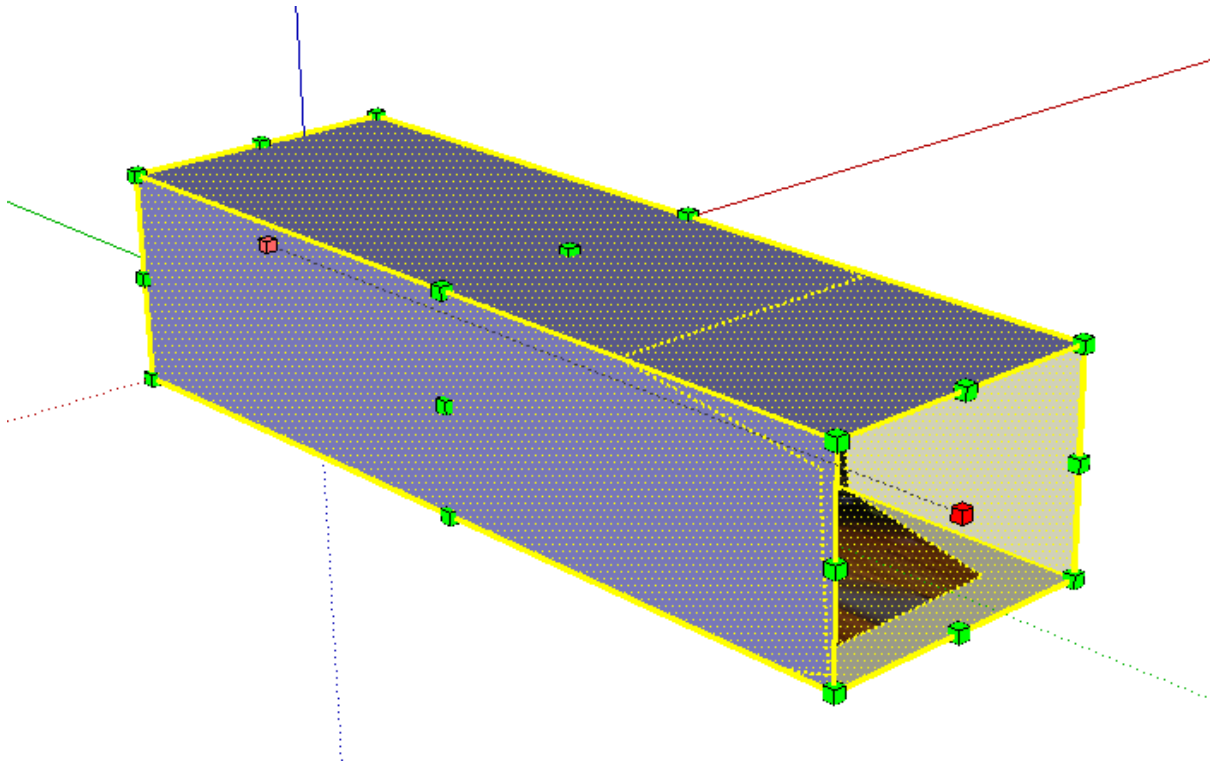


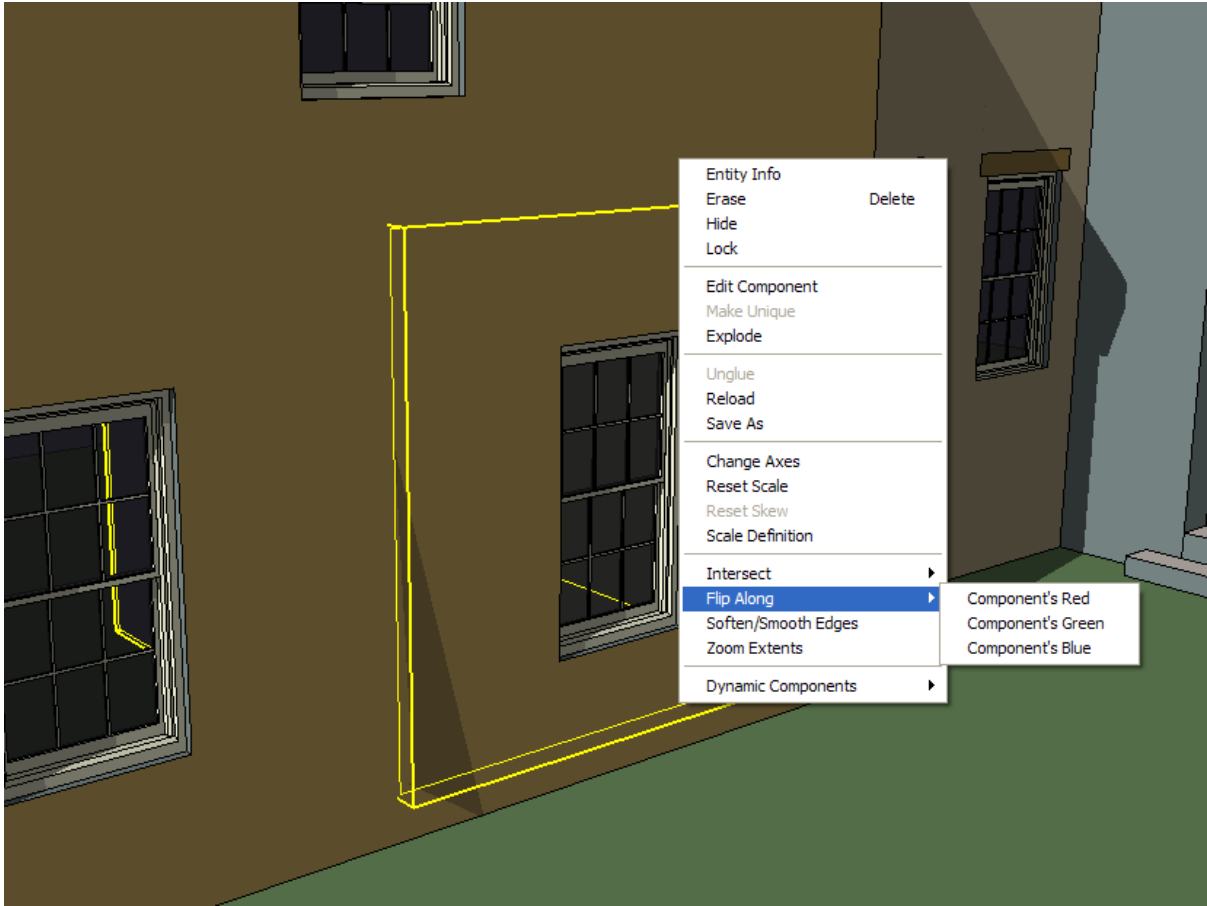


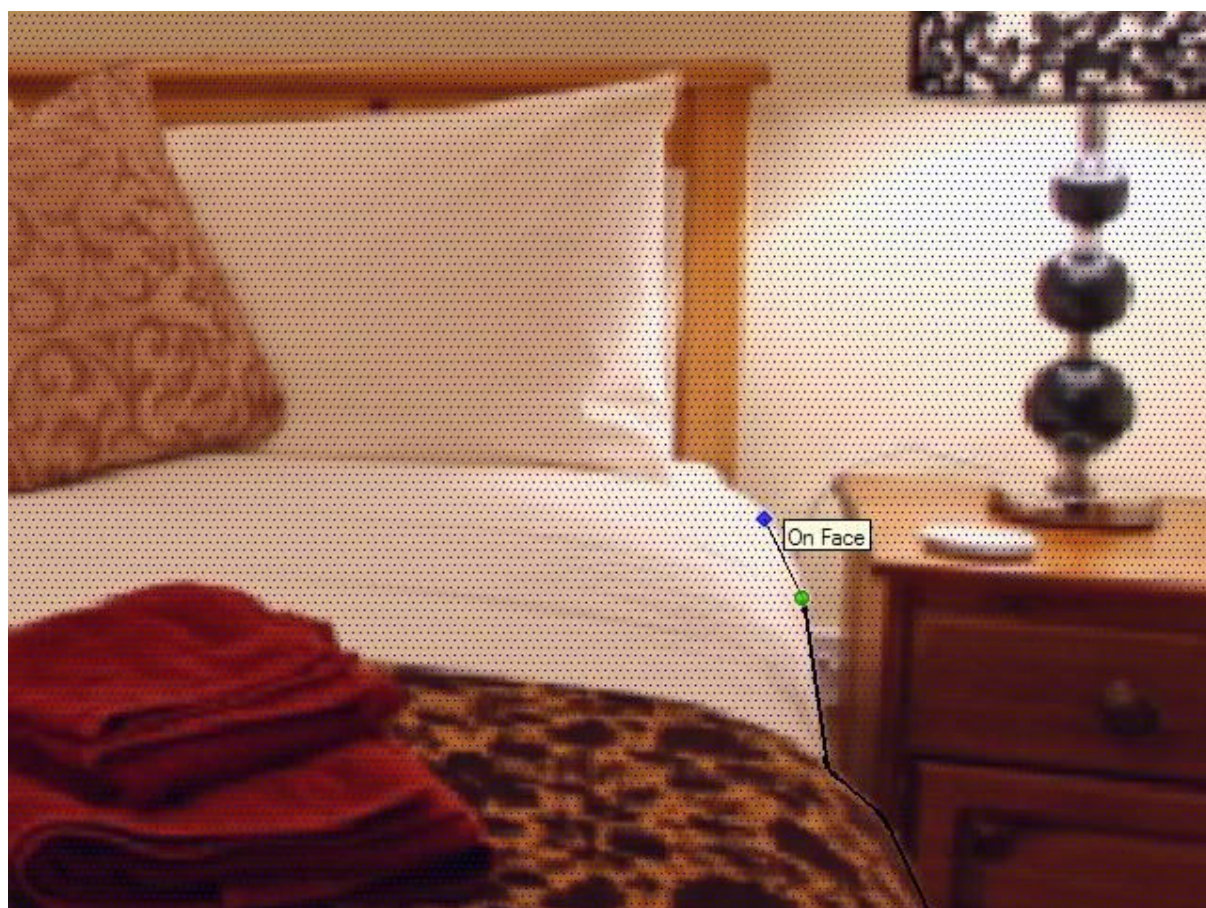


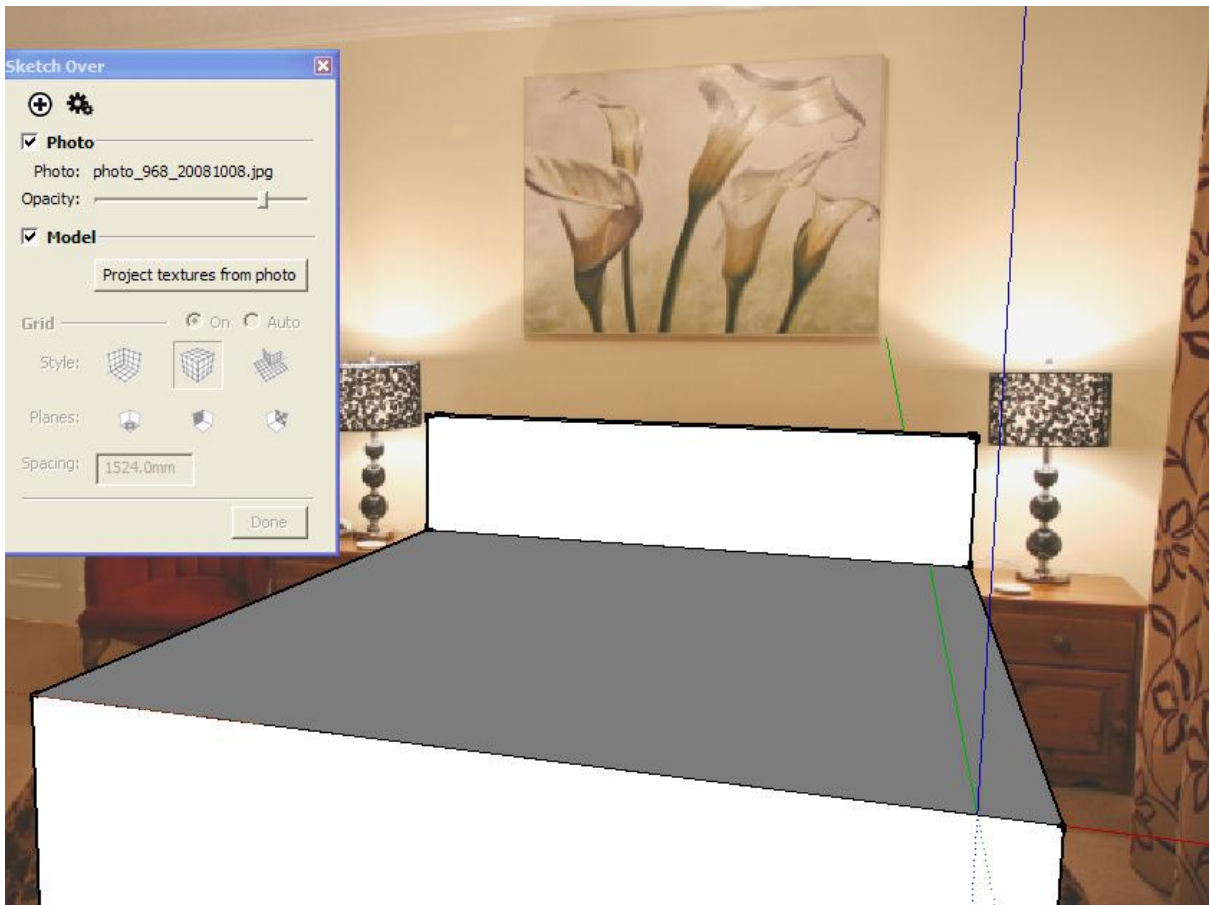
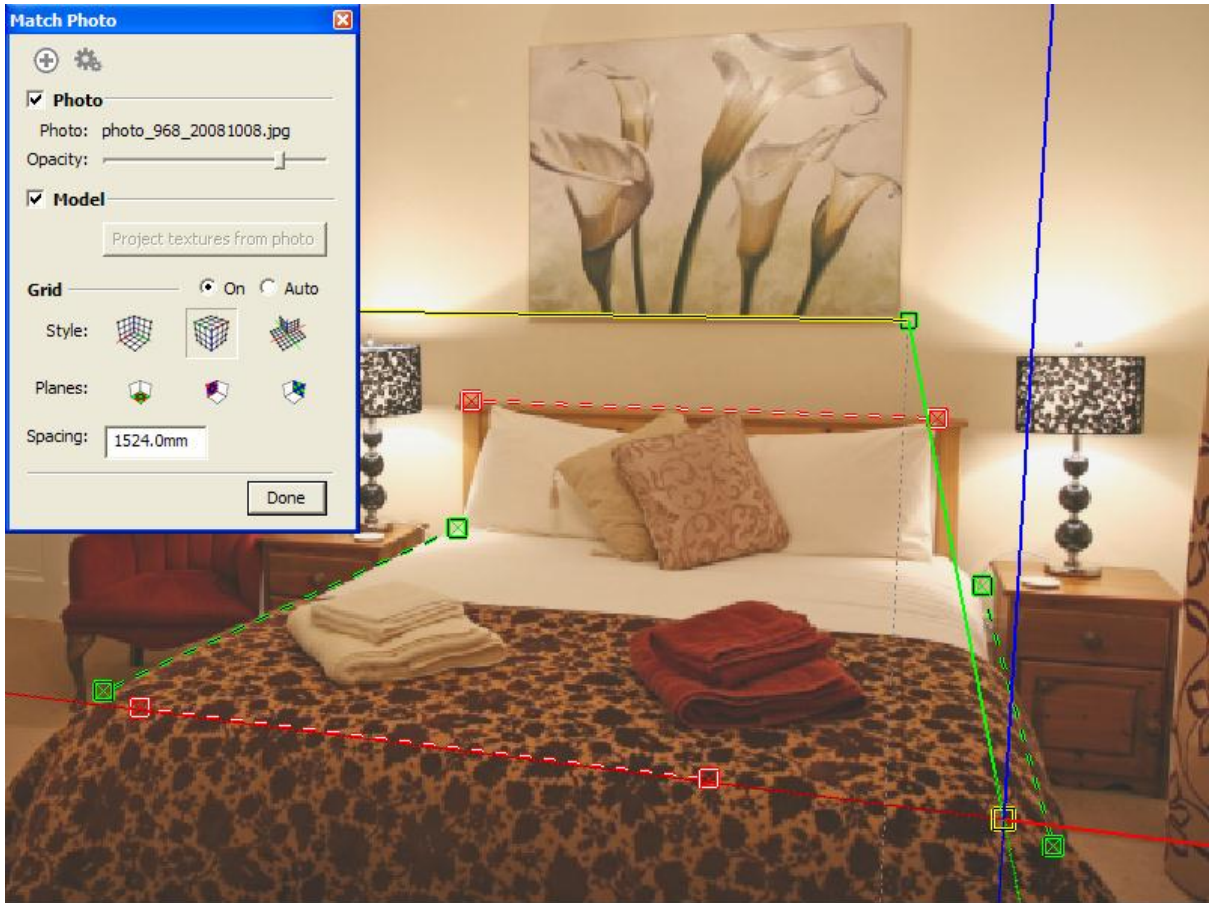


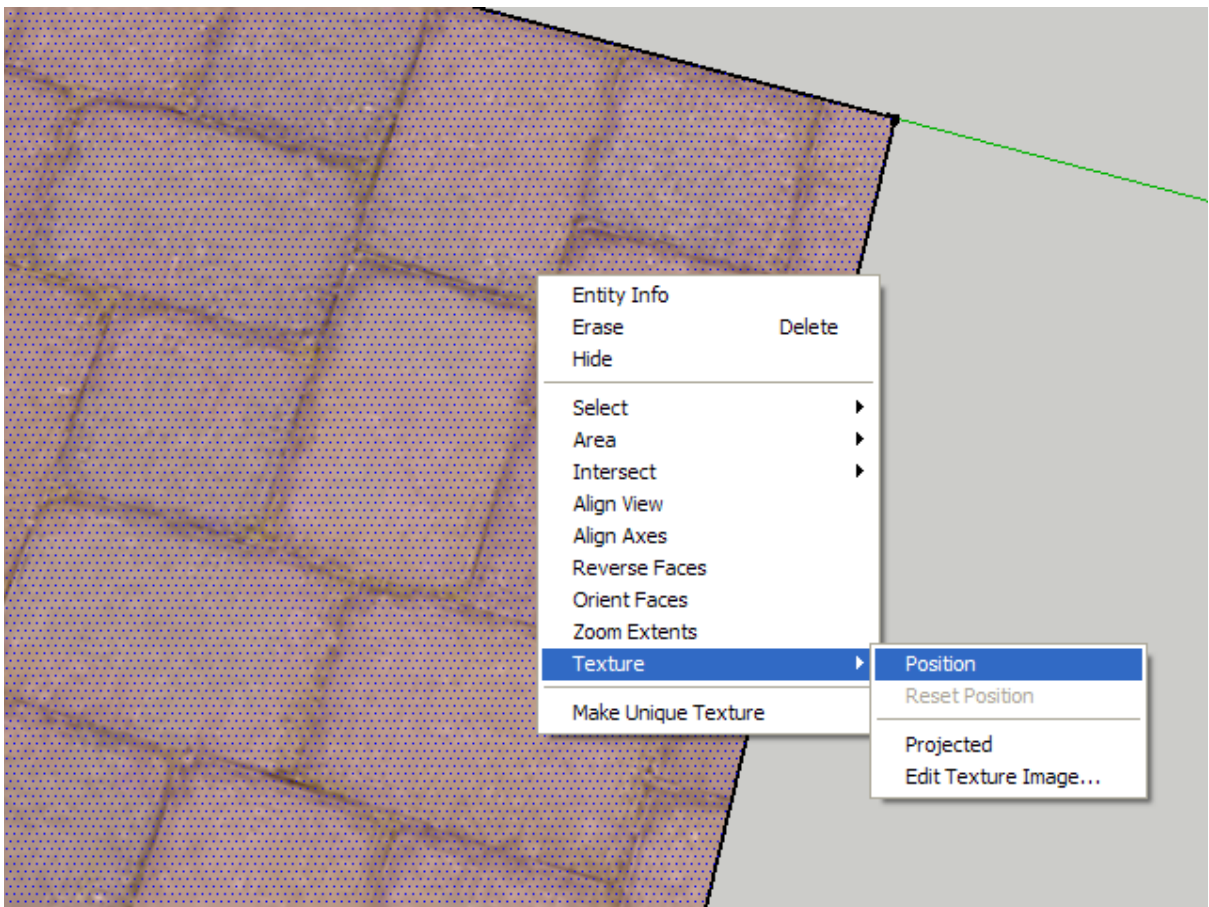


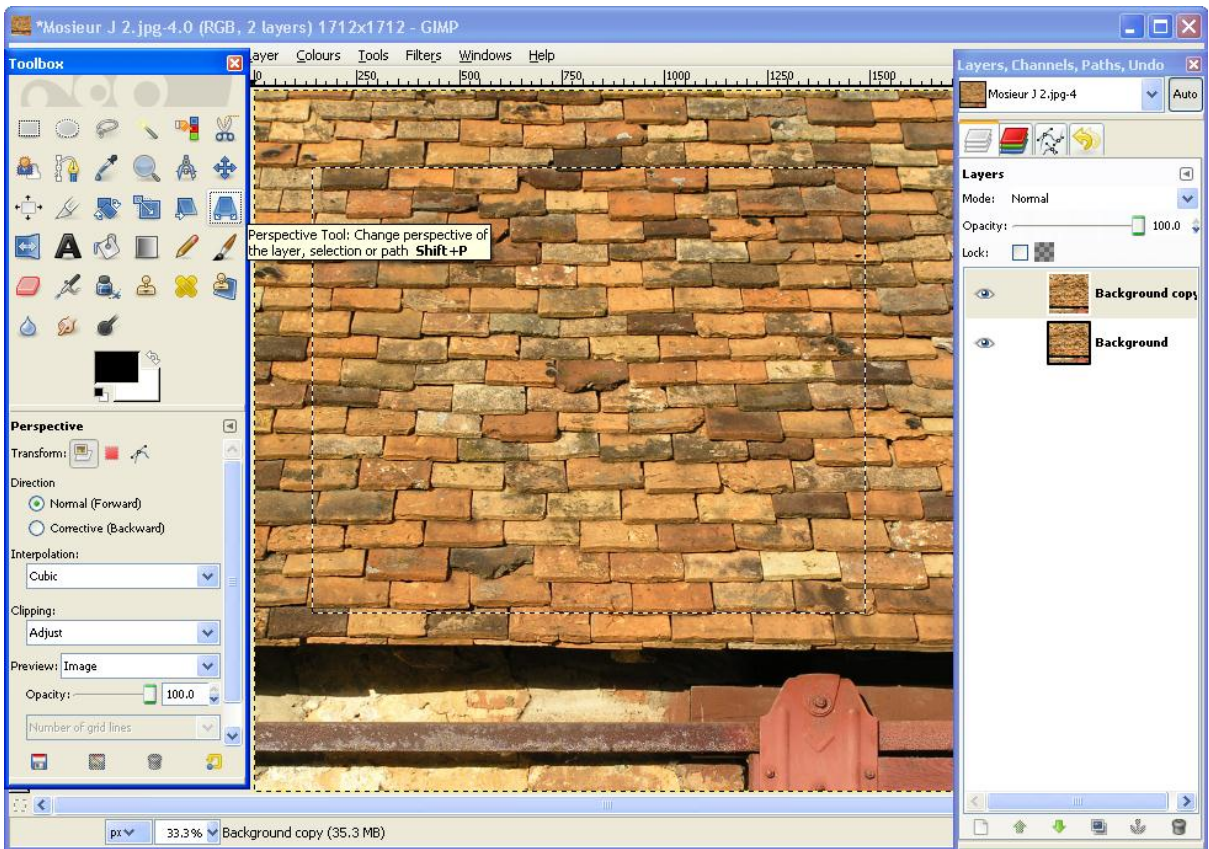
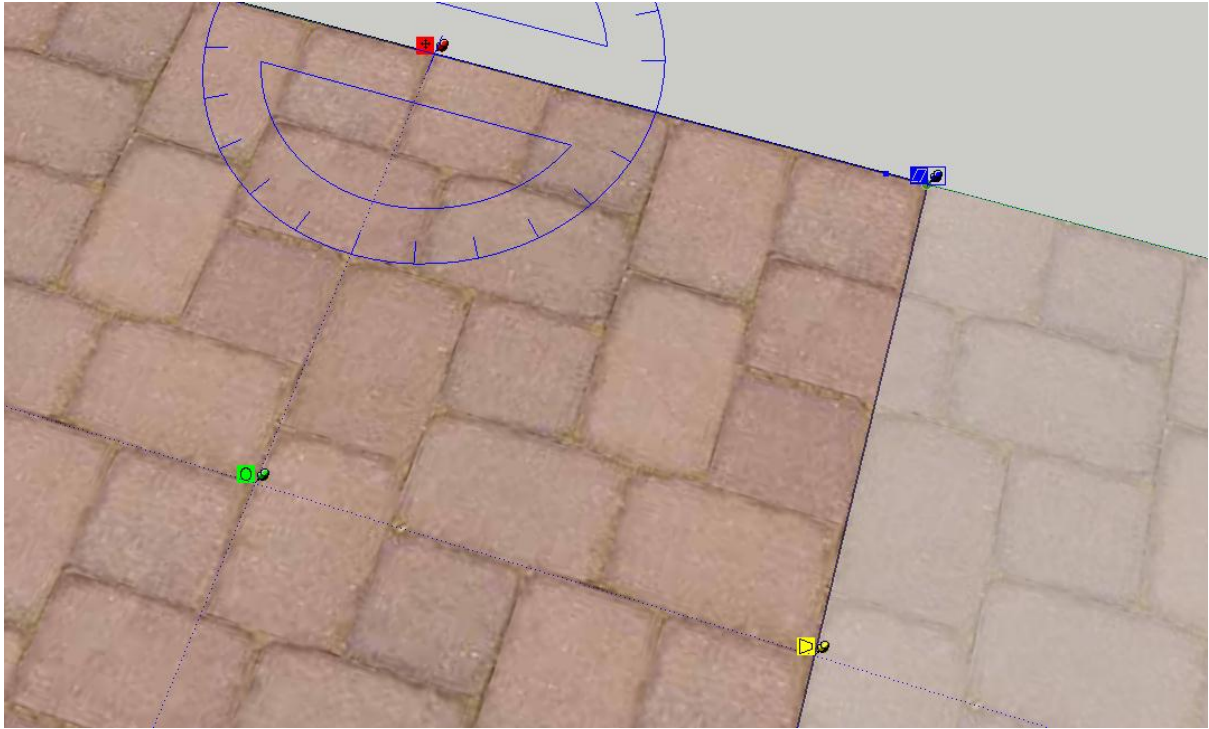












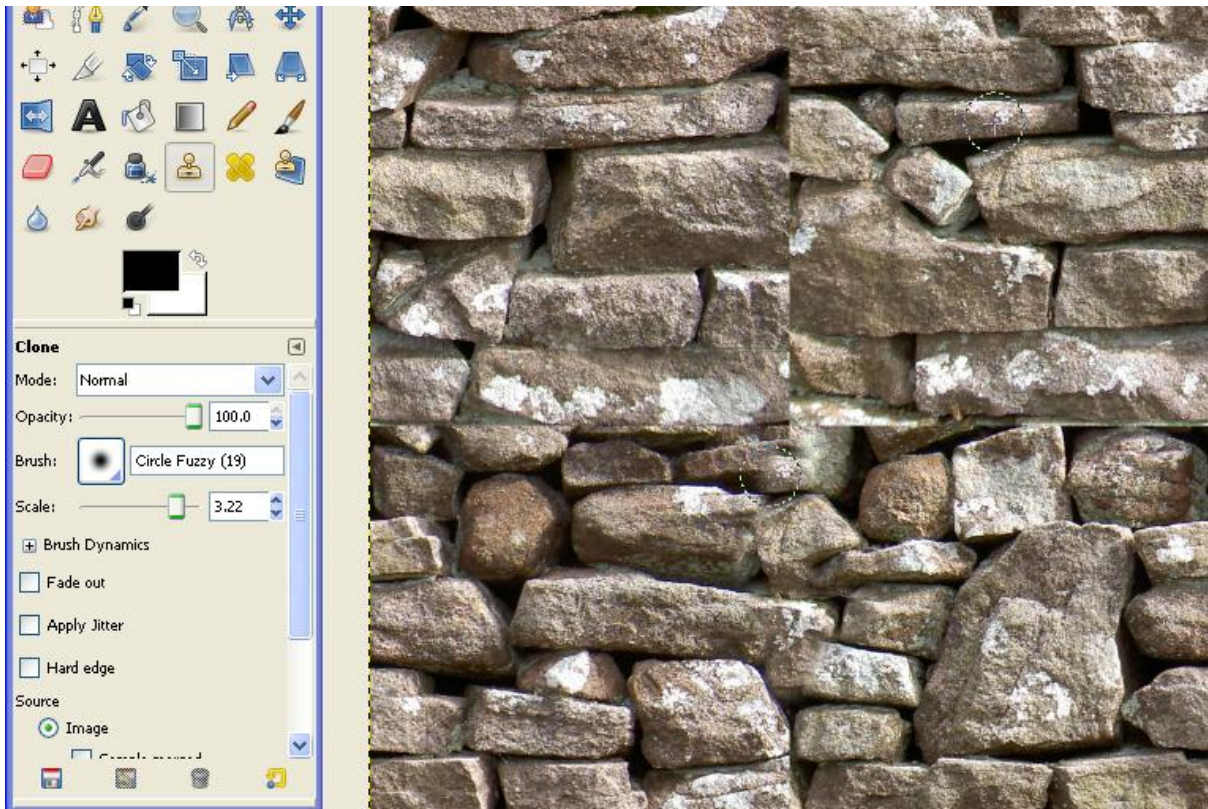


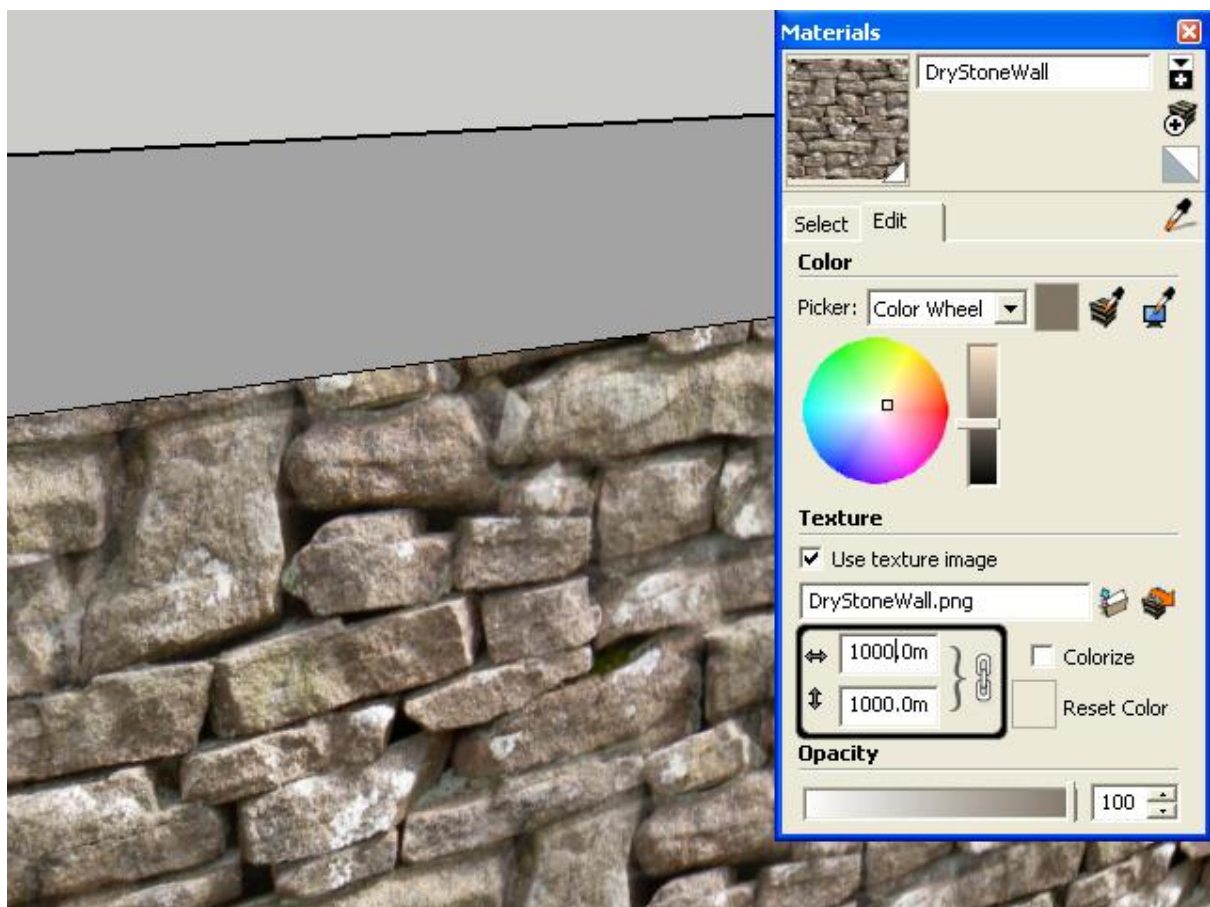
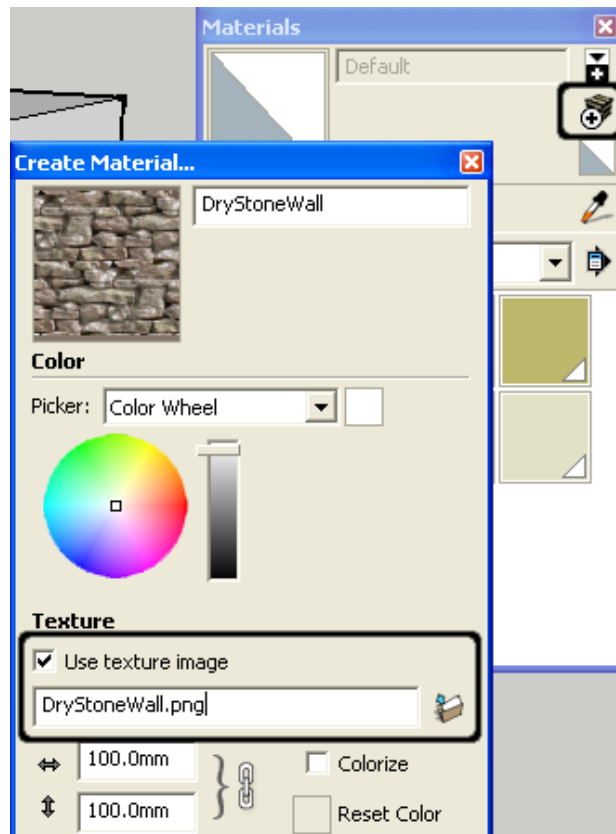
The screenshot shows a software interface with a toolbar on the left and a crop dialog box on the right. The toolbar contains various icons for editing, including selection, crop, and fill tools. The crop dialog box is titled "Crop" and has the following settings:

- Current layer only
- Allow growing
- Expand from centre
- Fixed: Aspect ratio
- 1:1
- Position: px
- 919 578
- Size: px
- 1127 1127
- Highlight

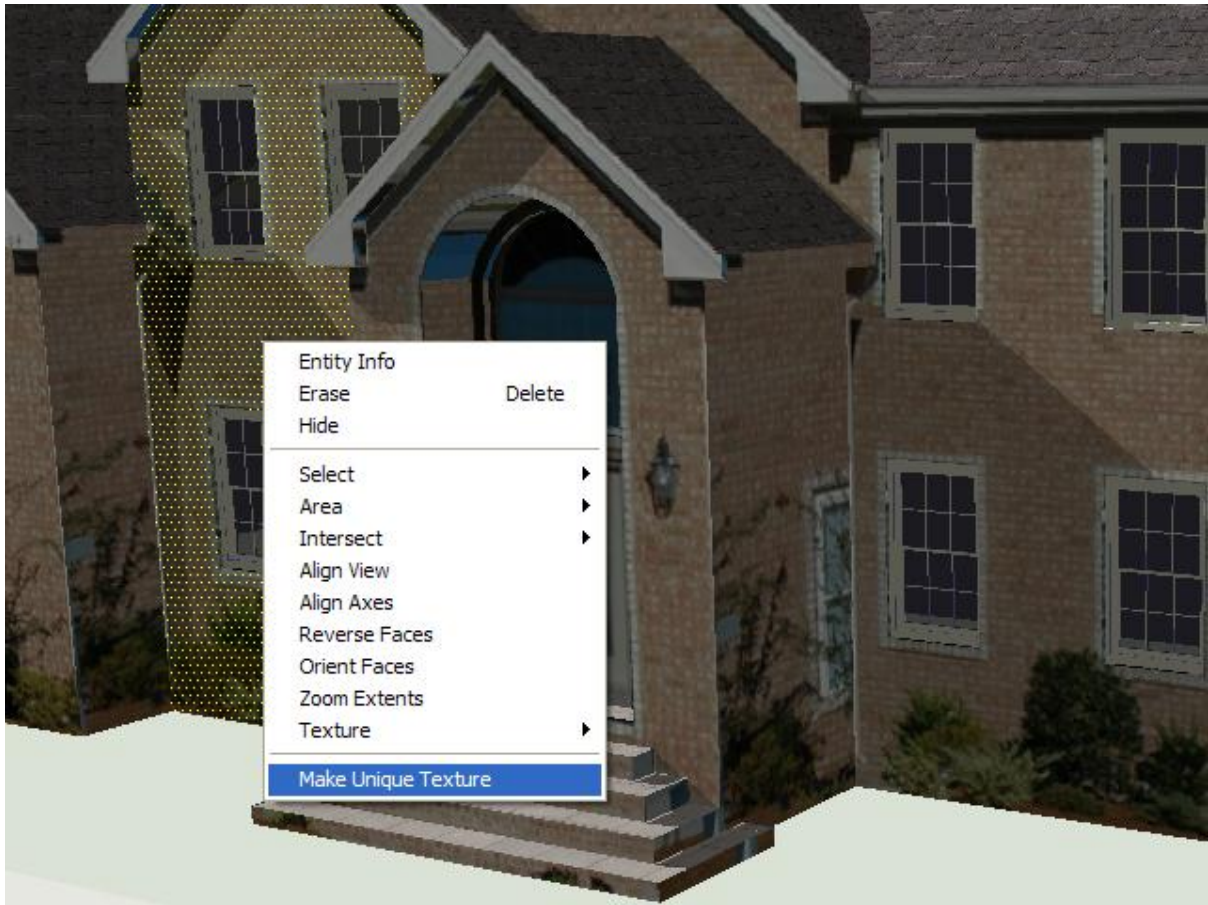
A smaller image of a stone wall with a dashed crop box overlaid on it. The crop box is rectangular and covers a portion of the image. There are small blue handles at the corners and midpoints of the crop box for resizing. A central crosshair is visible within the crop box.

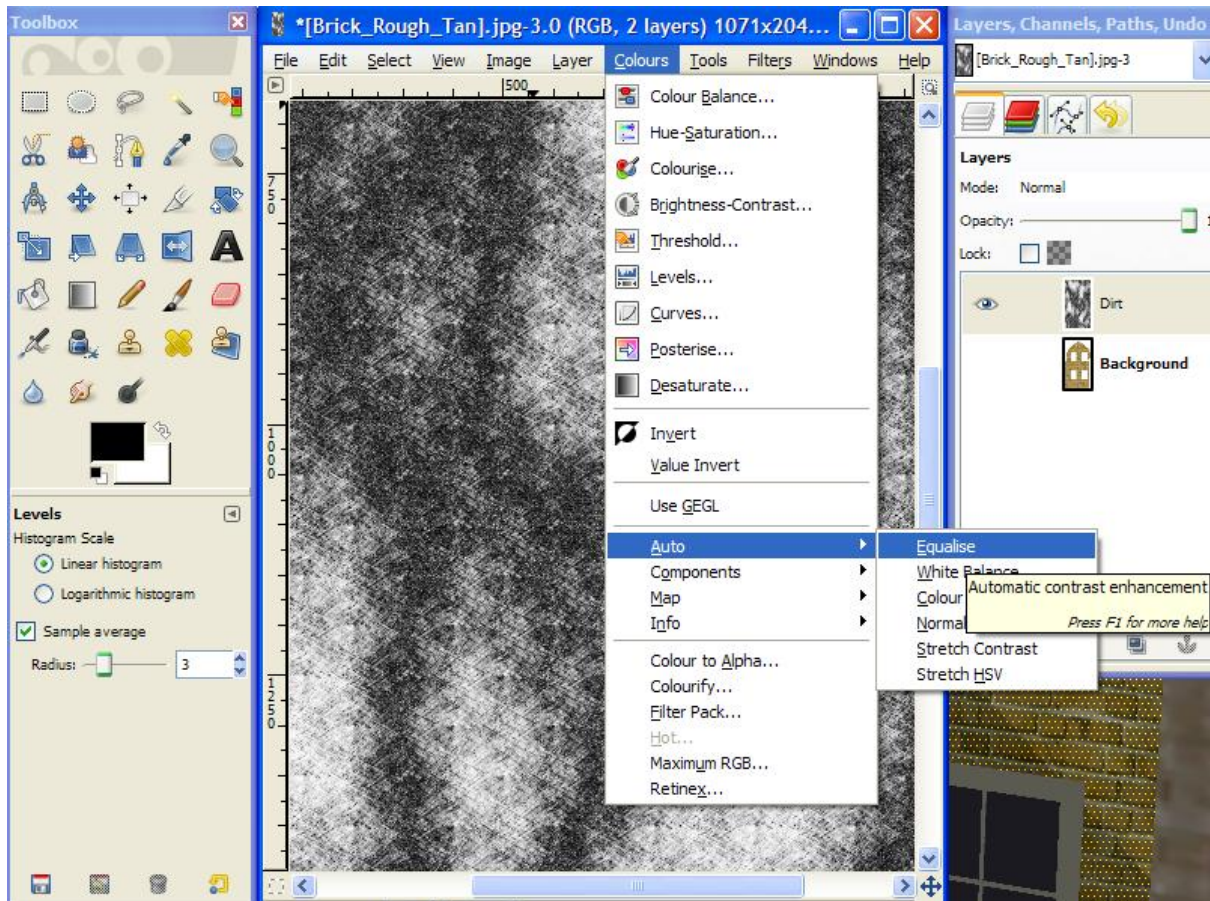
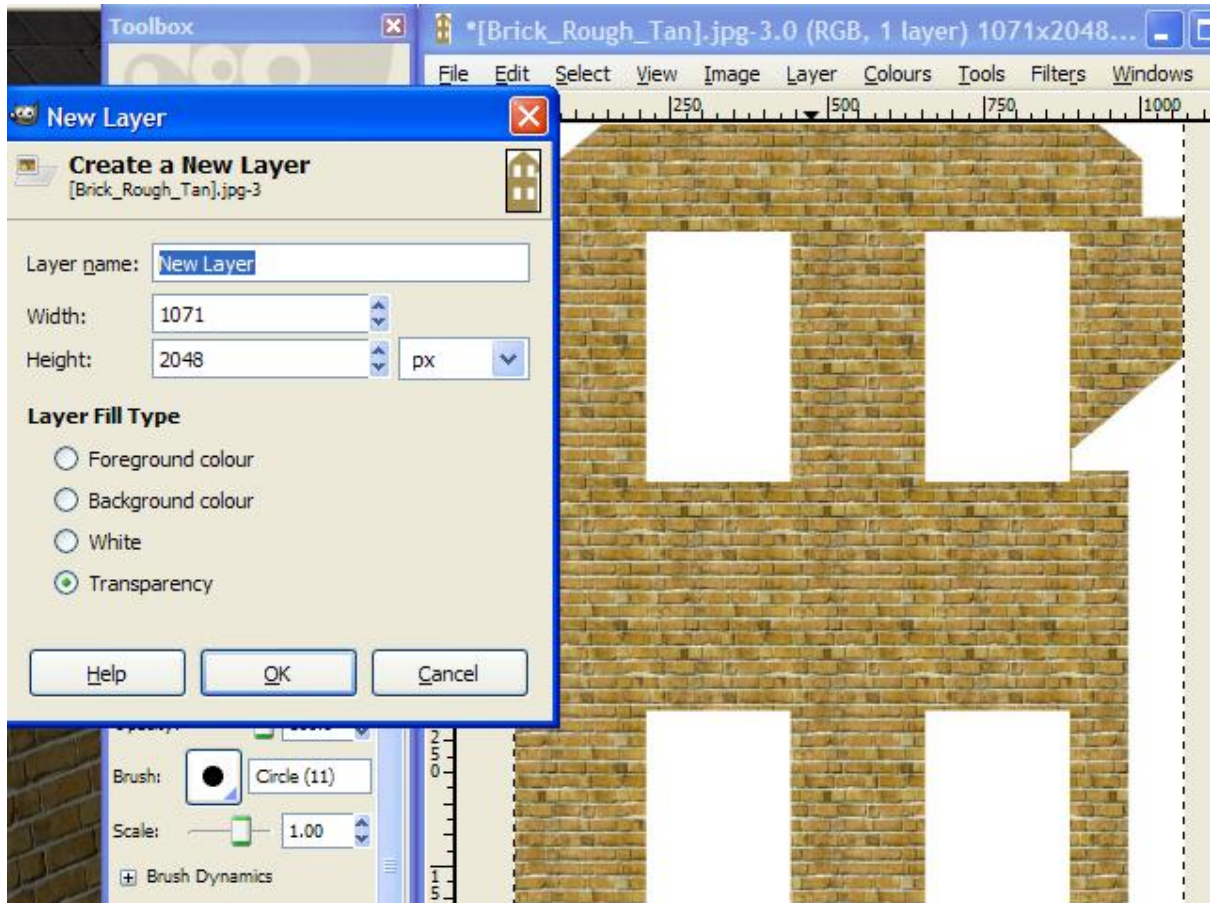


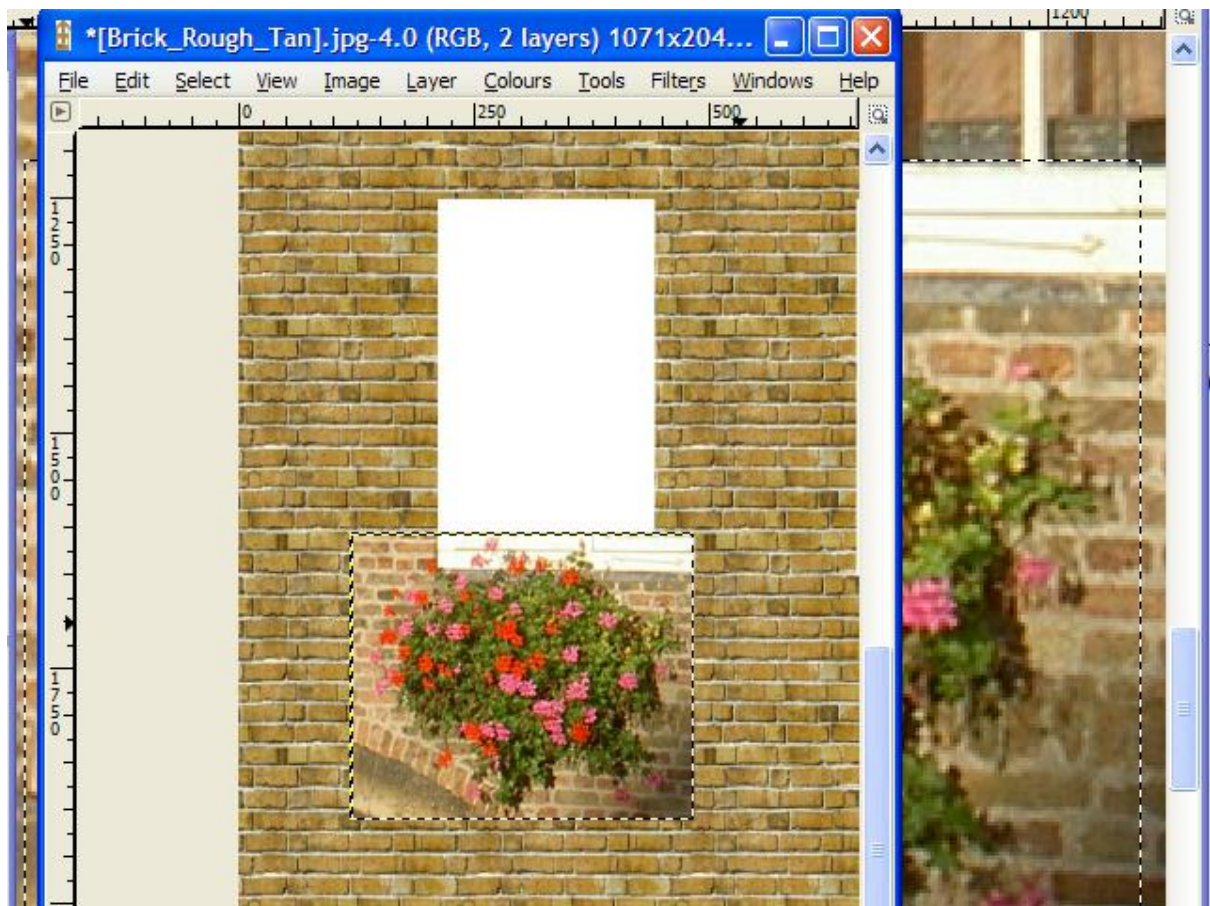
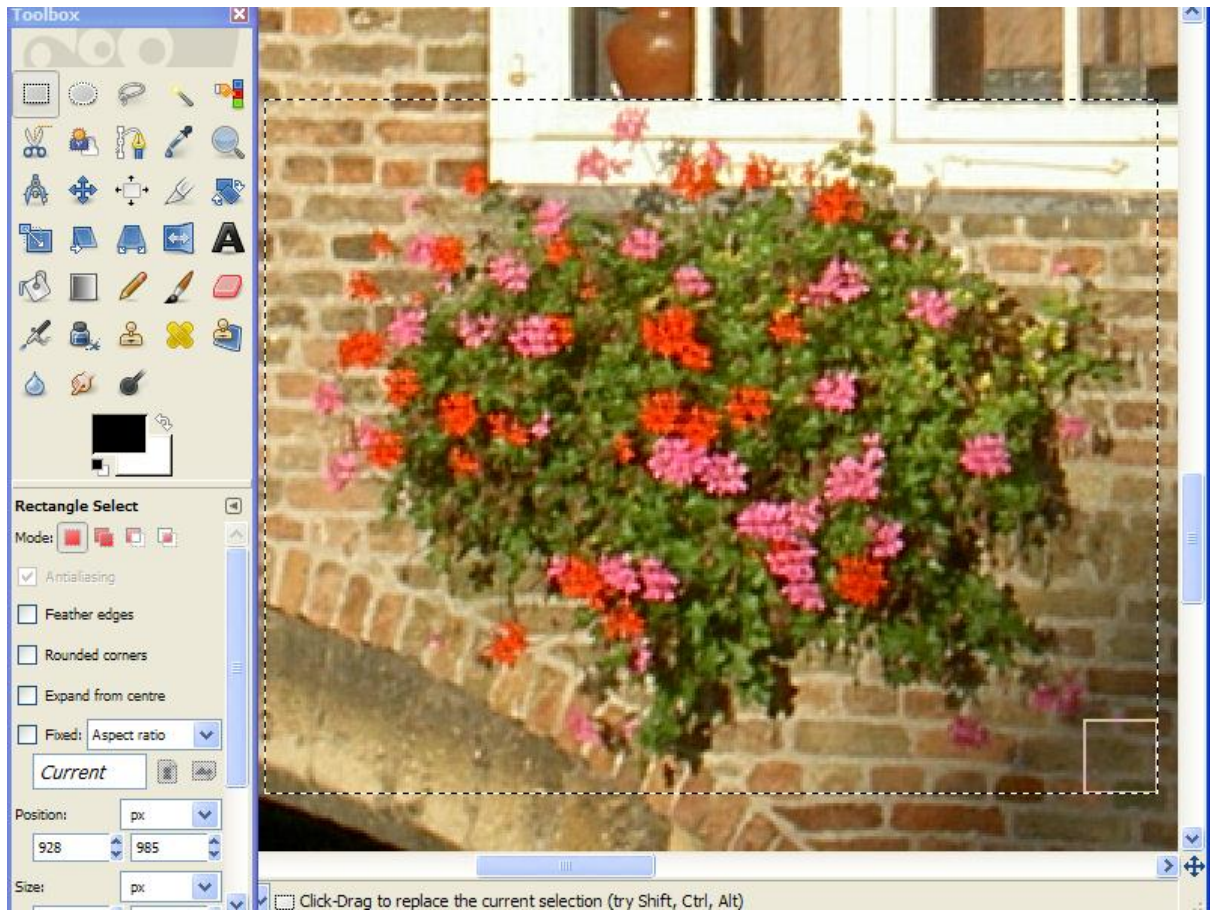


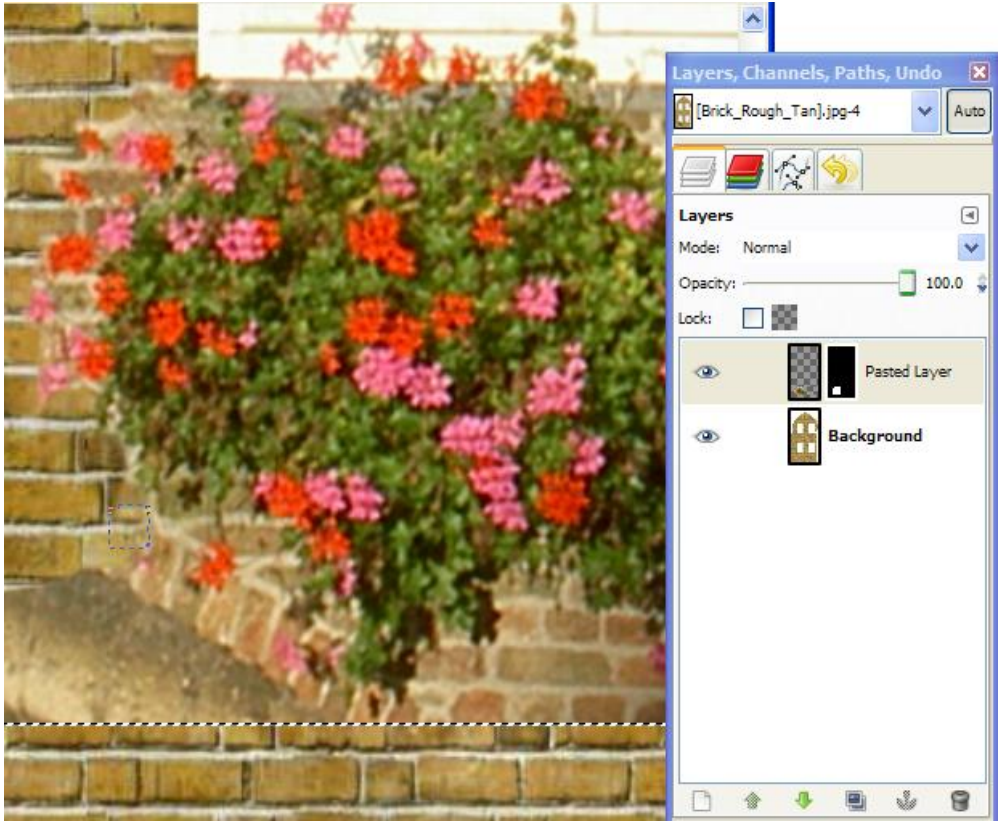


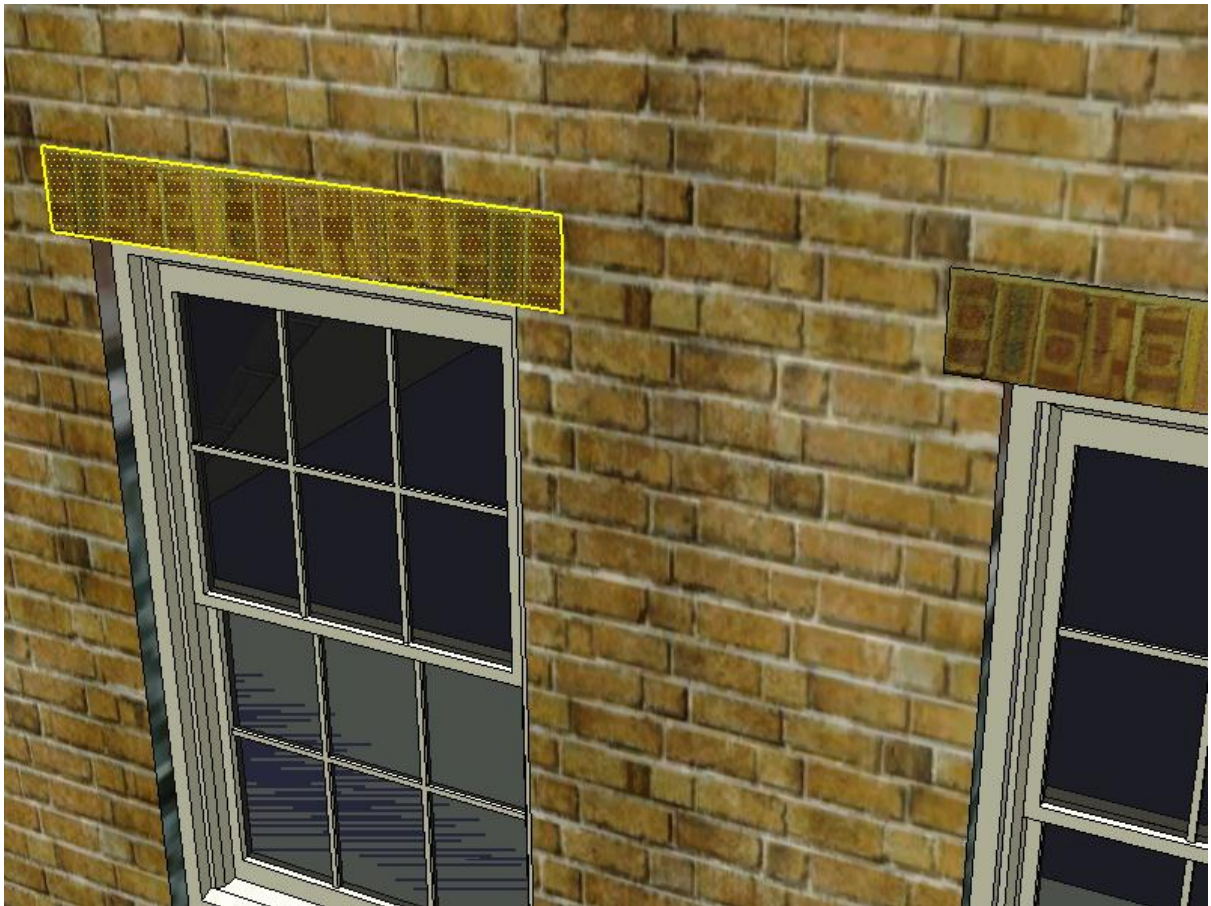












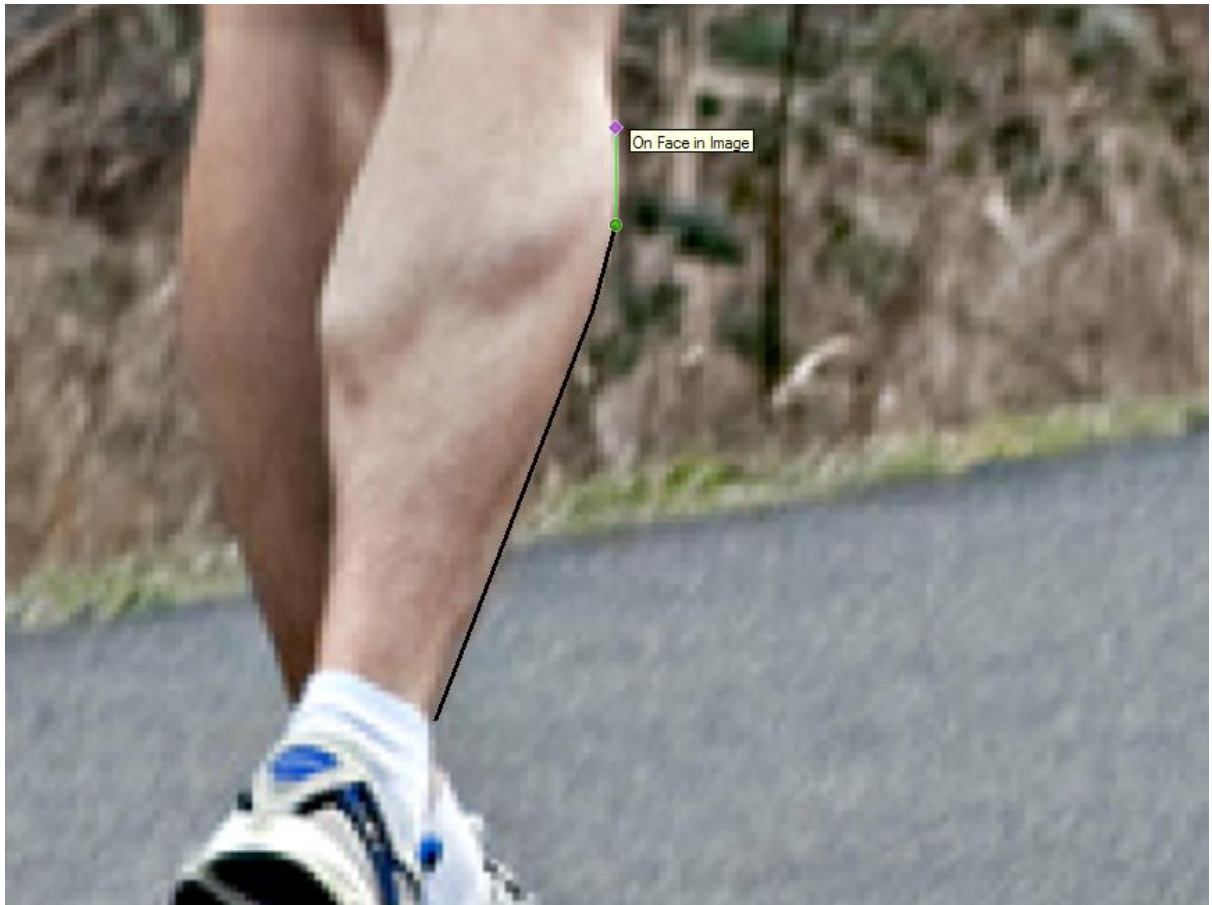


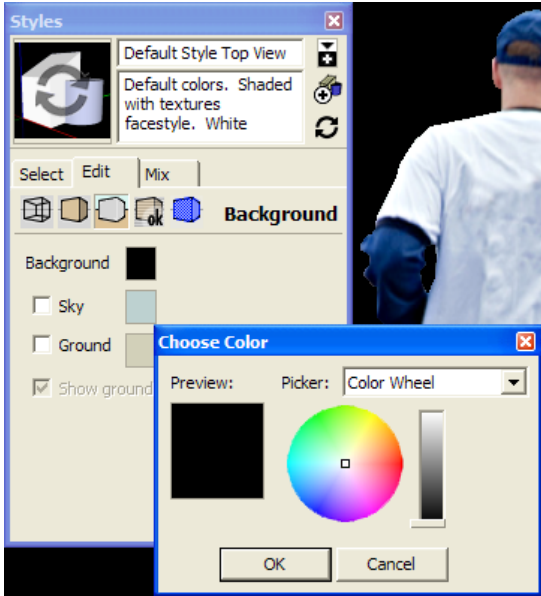
## Chapter 6: Entourage the SketchUp Way

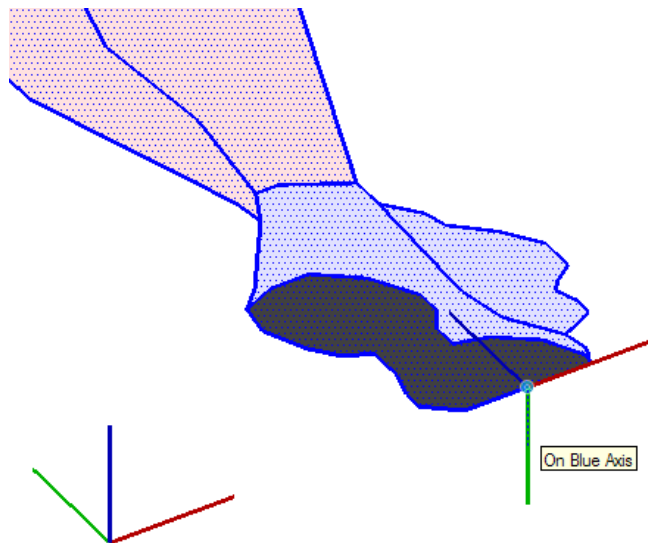
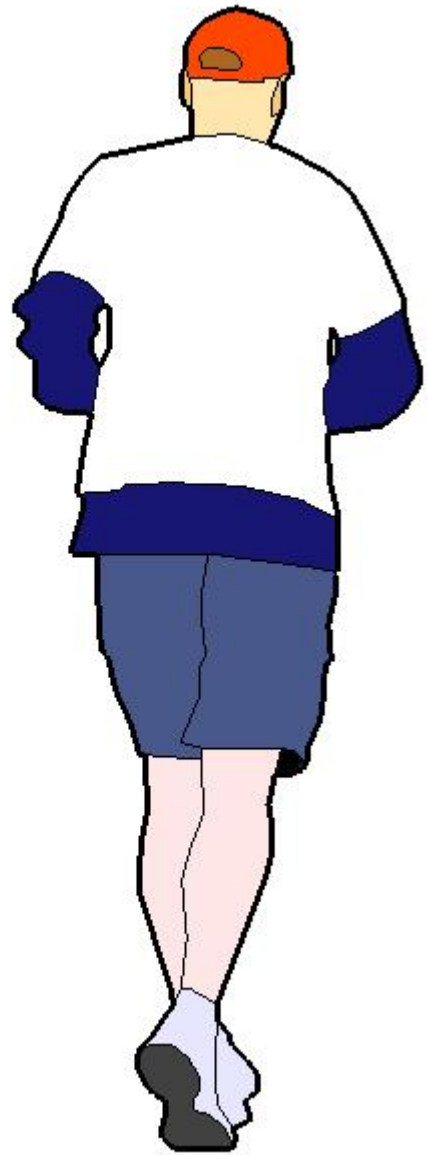




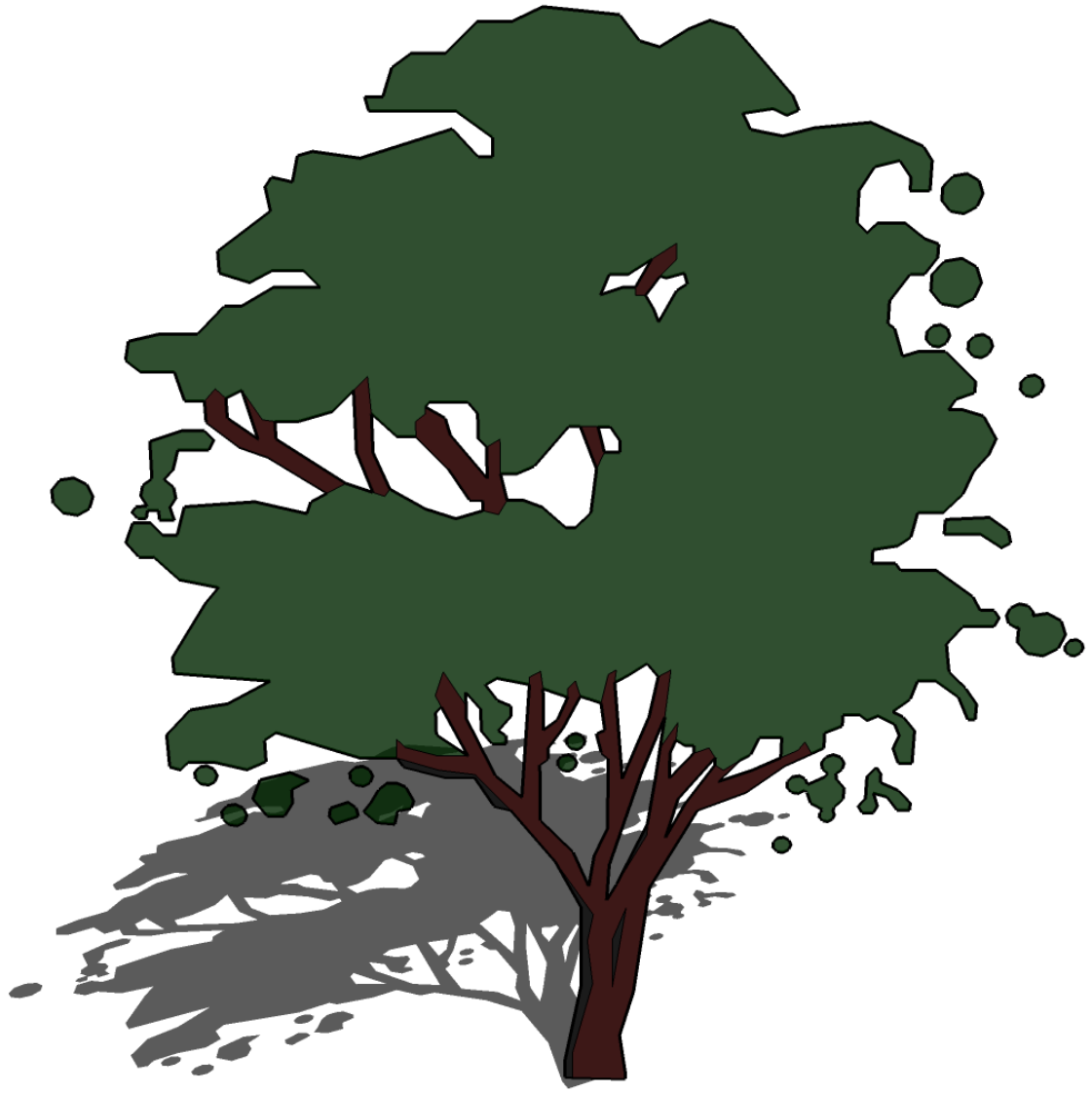




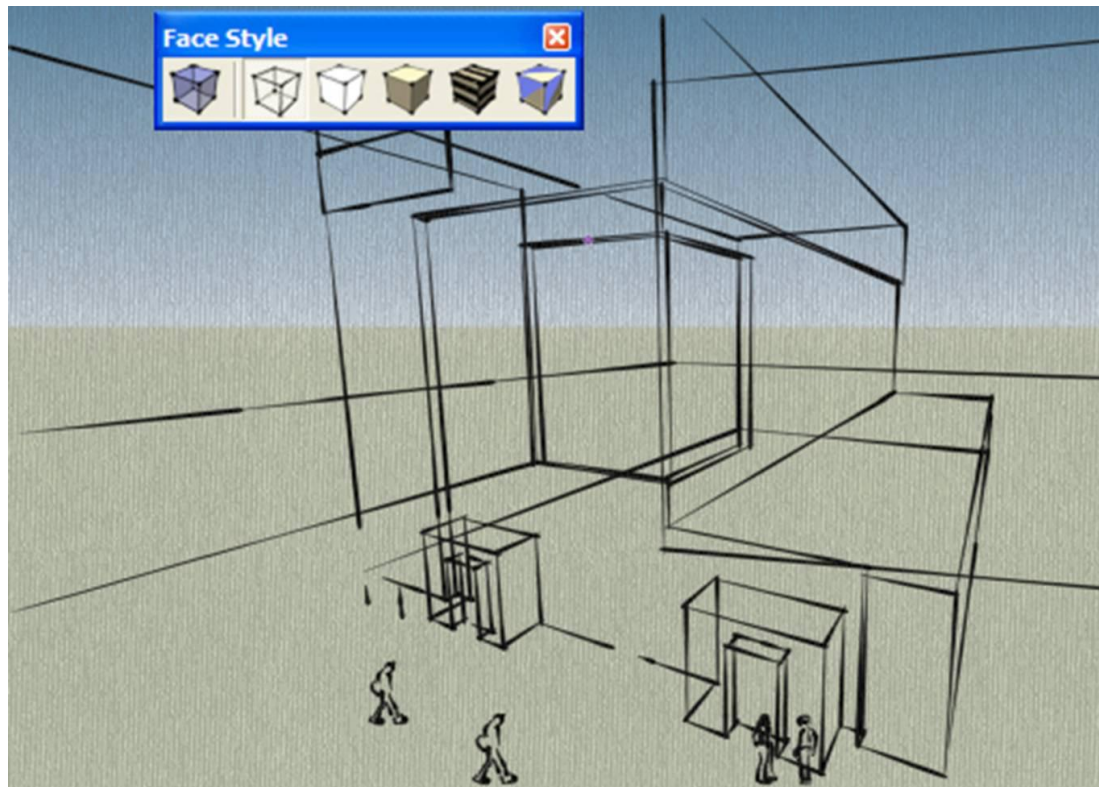




On Blue Axis



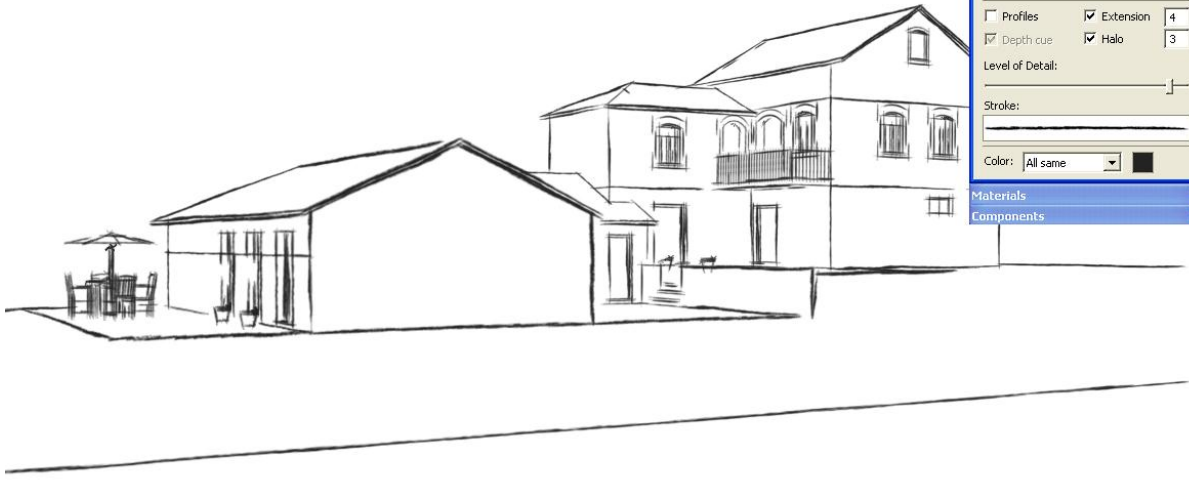
## Chapter 7: Non-photoreal Visuals with SketchUp











Charcoal Loose  
Sketchy charcoal lines.  
Loose strokes with a bit  
of wobble.

Select Edit Mix

Edge

Display Edges

Profiles  Extension 4

Depth cue  Halo 3

Level of Detail: [Slider]

Stroke: [Color swatch]

Color: All same [Color swatch]

Materials [Close]

Components [Close]



Charcoal Loose1  
Sketchy charcoal lines.  
Loose strokes with a bit  
of wobble.

Select Edit Mix

Edge

Display Edges

Profiles  Extension 15

Depth cue  Halo 1

Level of Detail: [Slider]

Stroke: [Color swatch]

Color: All same [Color swatch]

Materials [Close]

Components [Close]

**Shadow Settings**

Display shadows

Time: 04:56 AM Noon 07:00 PM 10:40

Date: J F M A M J J A S O N D 5/10

Light: 0

Dark: 00

Use sun for shading

Display:

On faces  On ground  From edges



**Toolbox**

\*ColourWash.png-17.0 (RGB, 3 layers) 3000x2048 - GIMP

File Edit Select View Image Layer Colours Tools Filters Windows Help

0 500 1000 1500 2000 2500 3000

0 500 1000 1500 2000 2500 3000

1872.0, 1400.0 px 25% Click to paint (Ctrl to pick a colour)

**Layers, Channels, Paths, Undo**

ColourWash.png-17 Auto

**Layers**

Mode: Normal

Opacity: 100.0

Locks:

- LinesShadows.png
- LinesOnly.png
- Background

**Paintbrush**

Mode: Normal

Opacity: 16.5

Brush: GIMP#19

Scale: 0.06

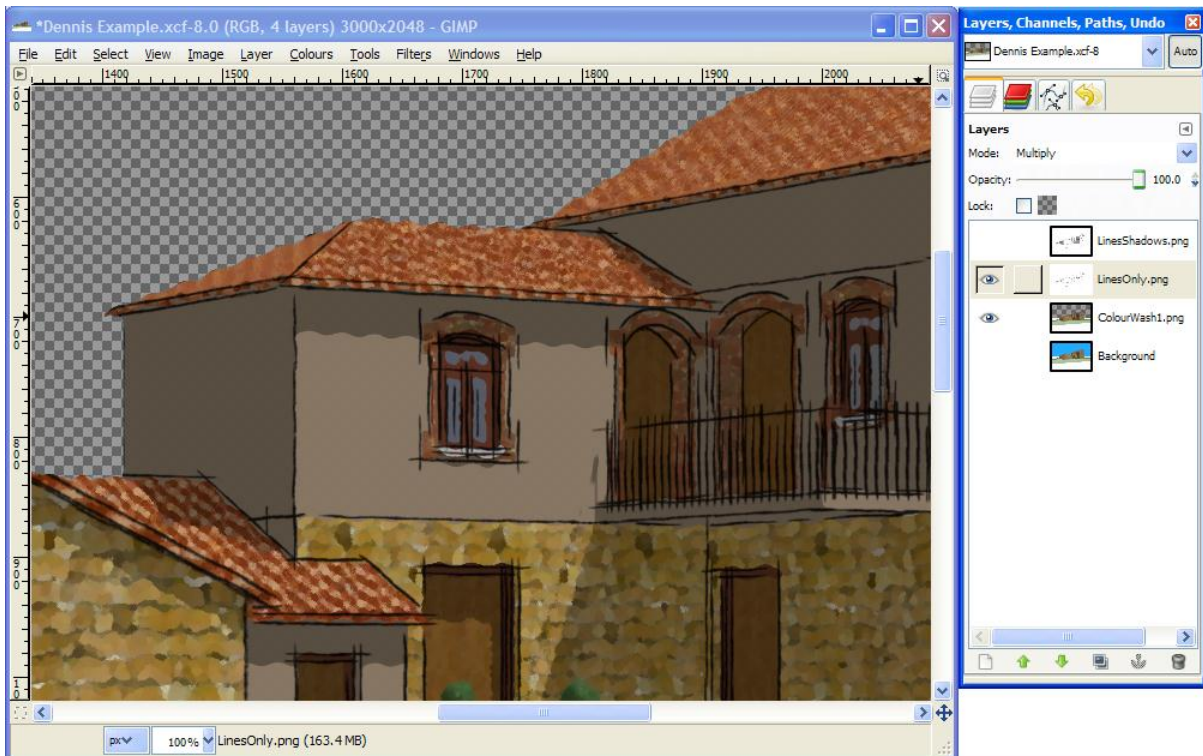
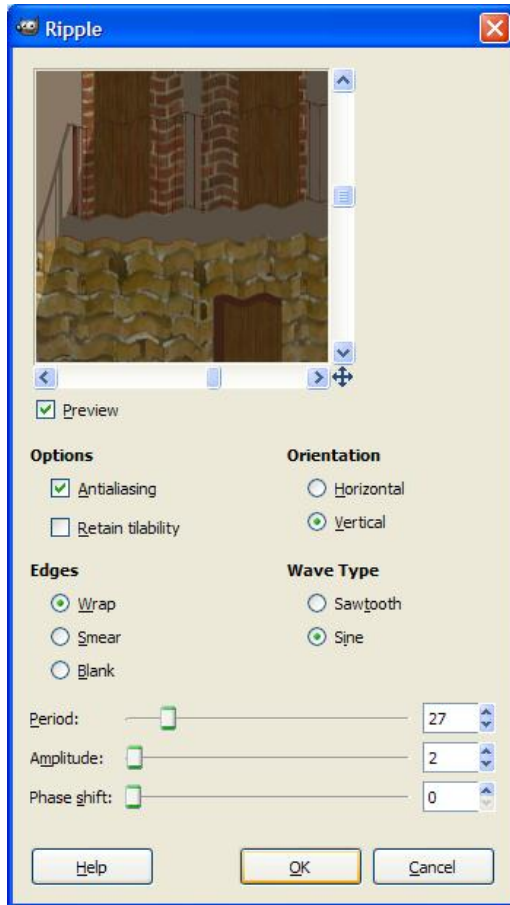
Brush Dynamics

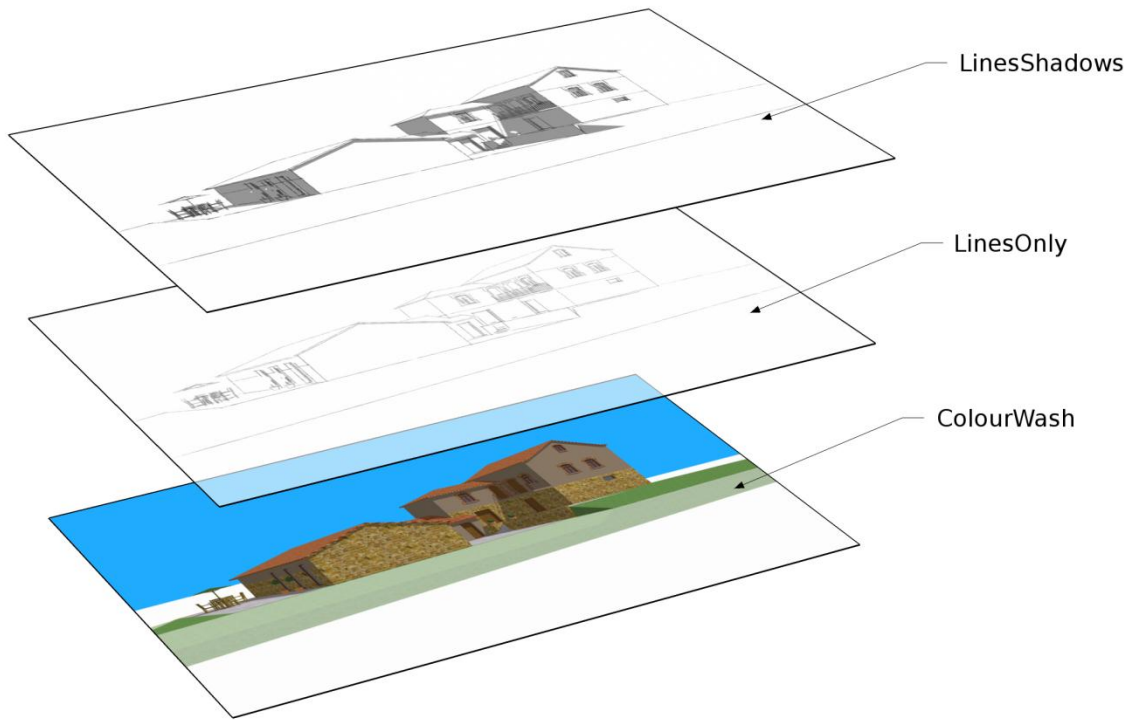
Fade out

Apply Jitter

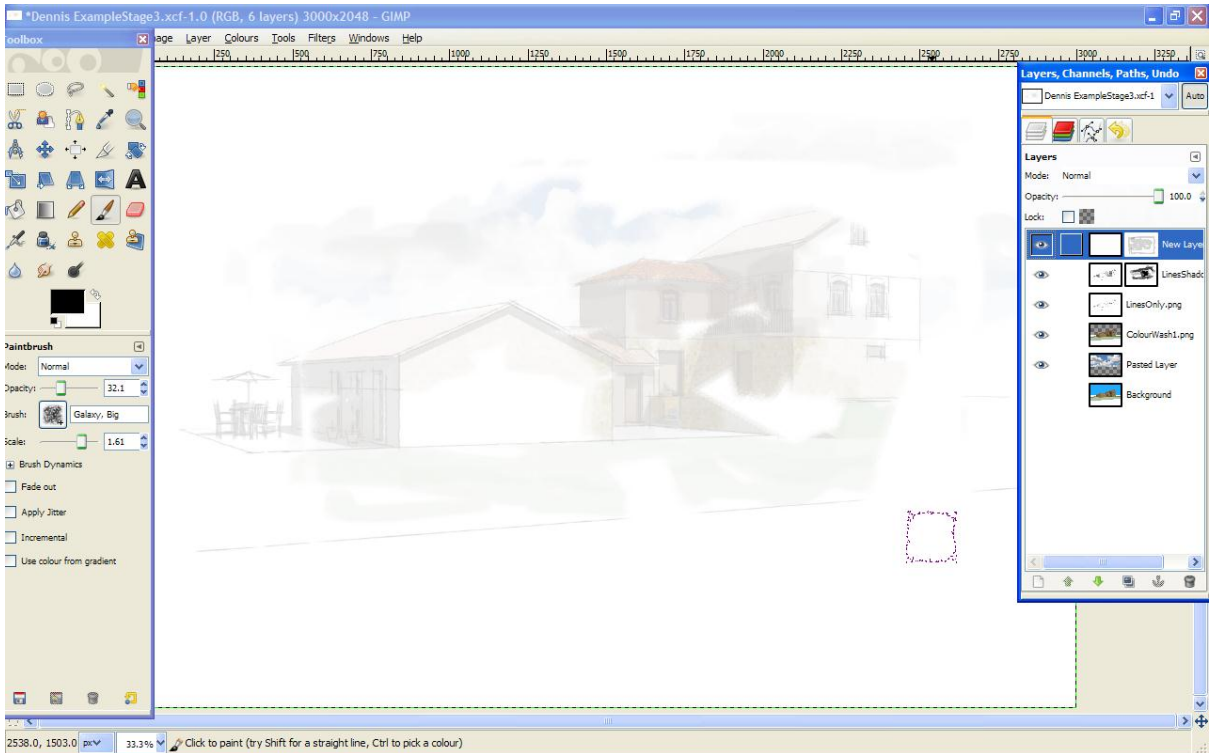
Incremental

Use colour from gradient



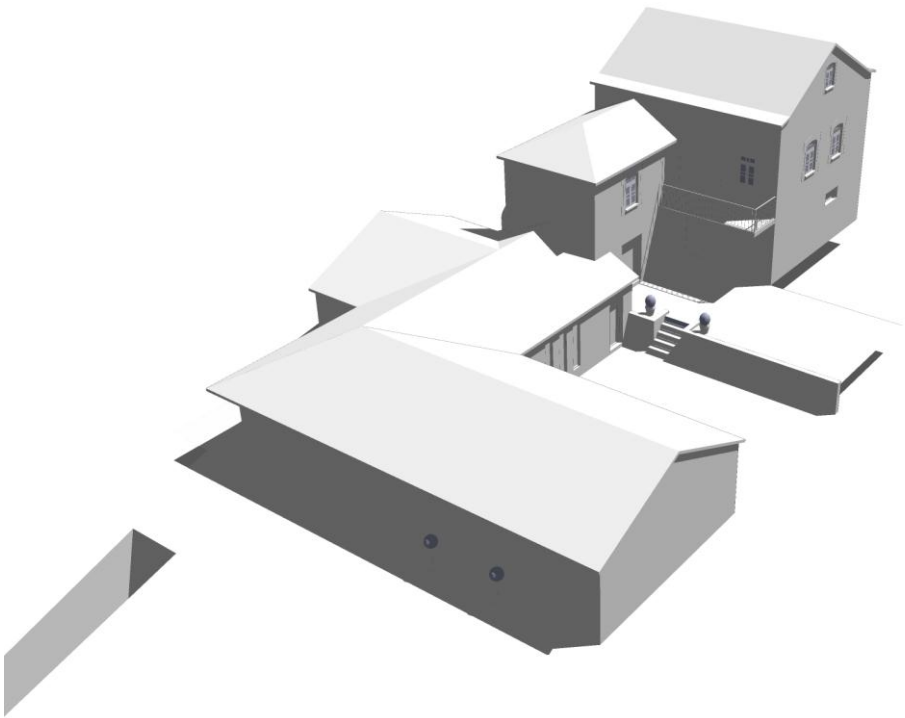


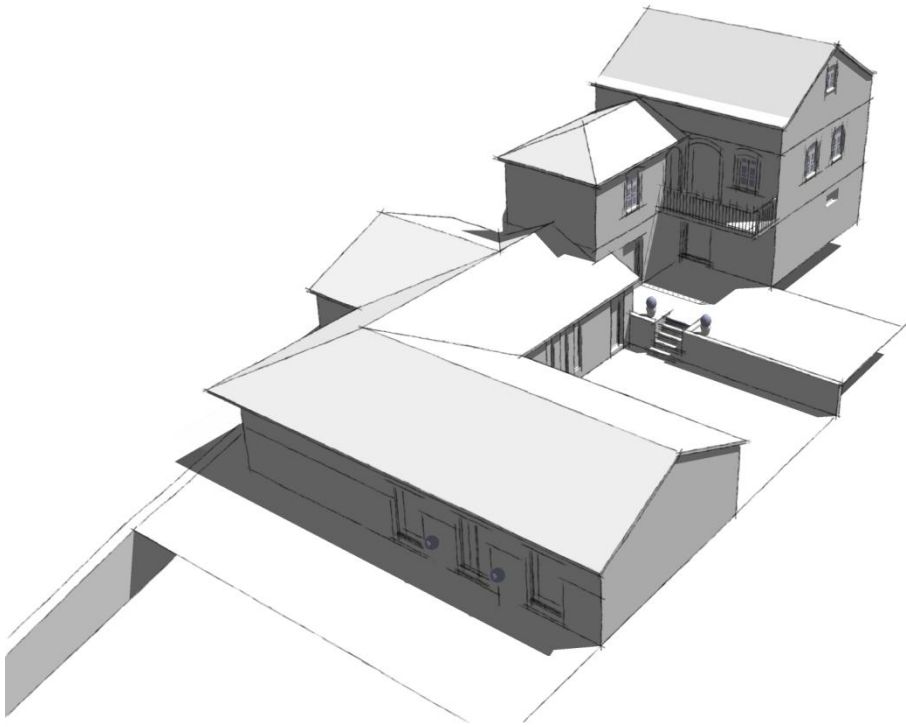




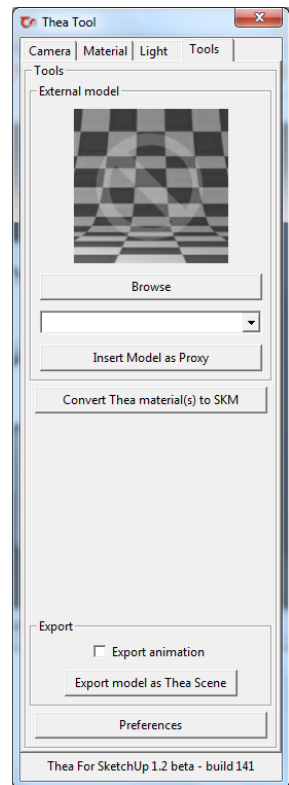
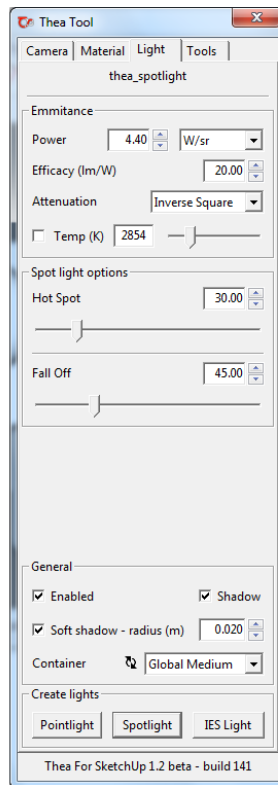
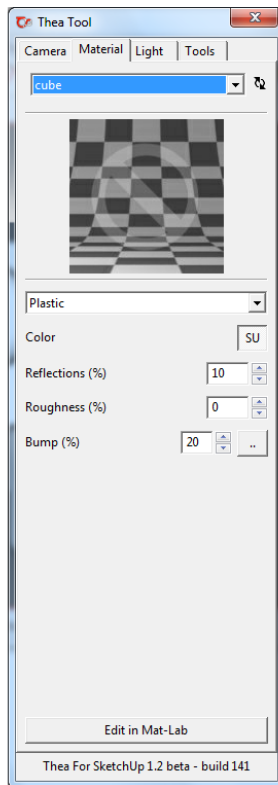
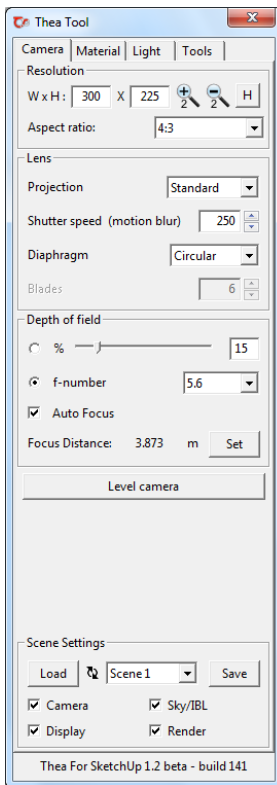








# Chapter 8: Photorealistic Rendering



Thea Render for SketchUp

RES: 500x500



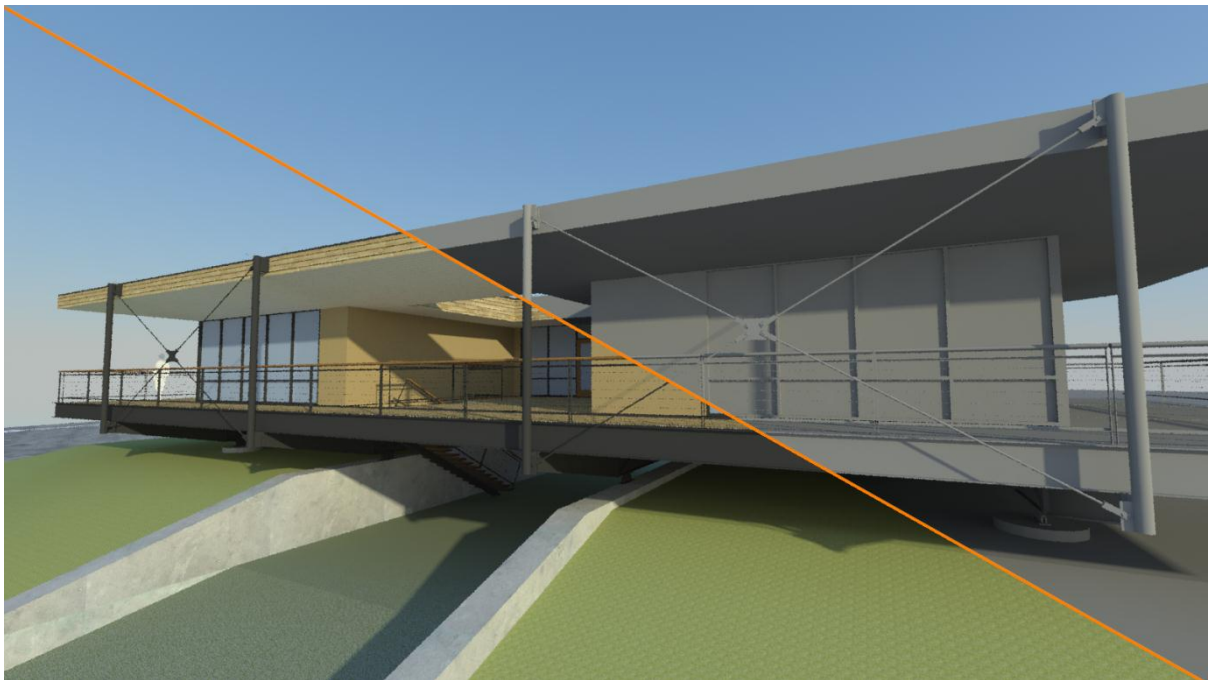
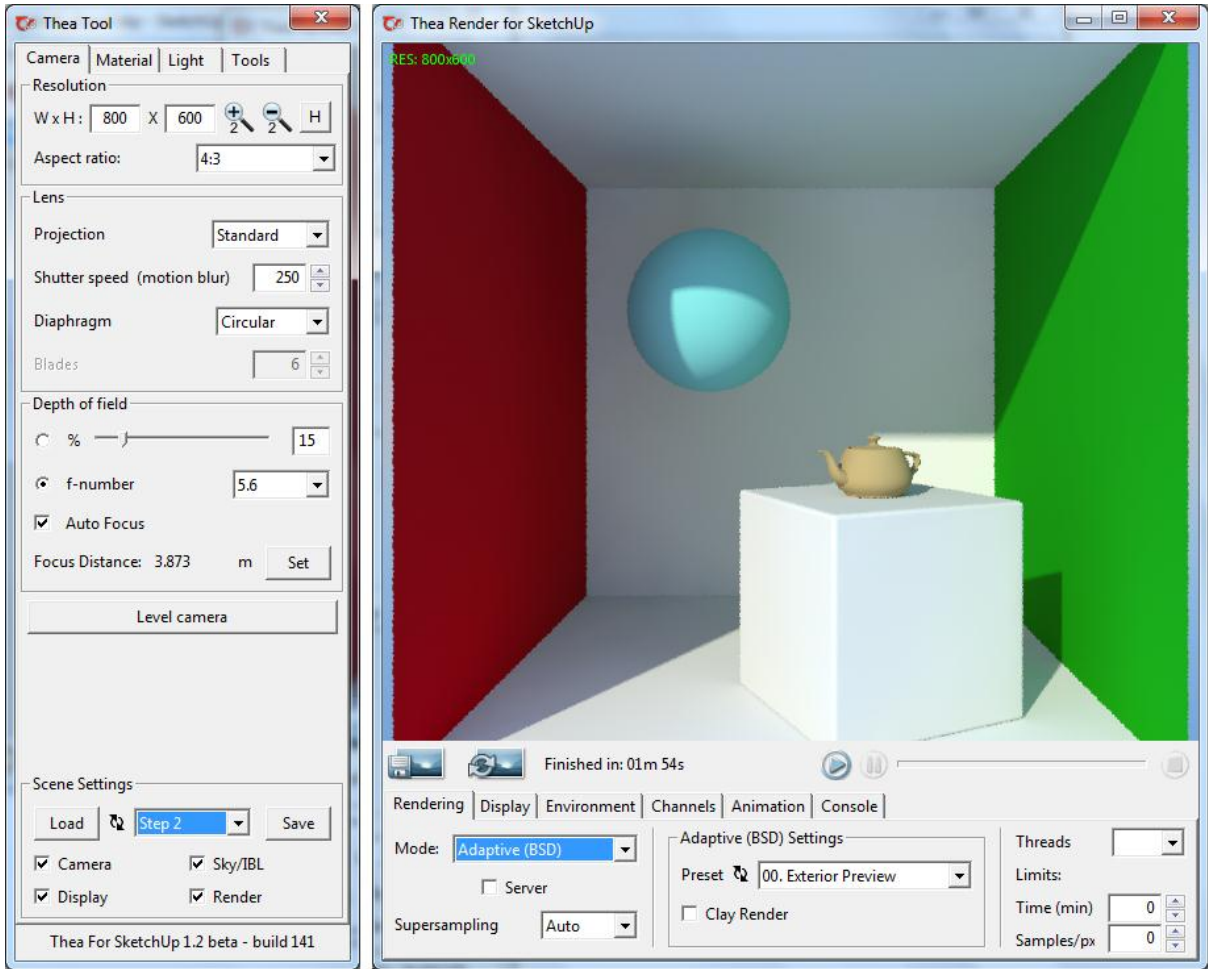
Finished in: 01m 06s

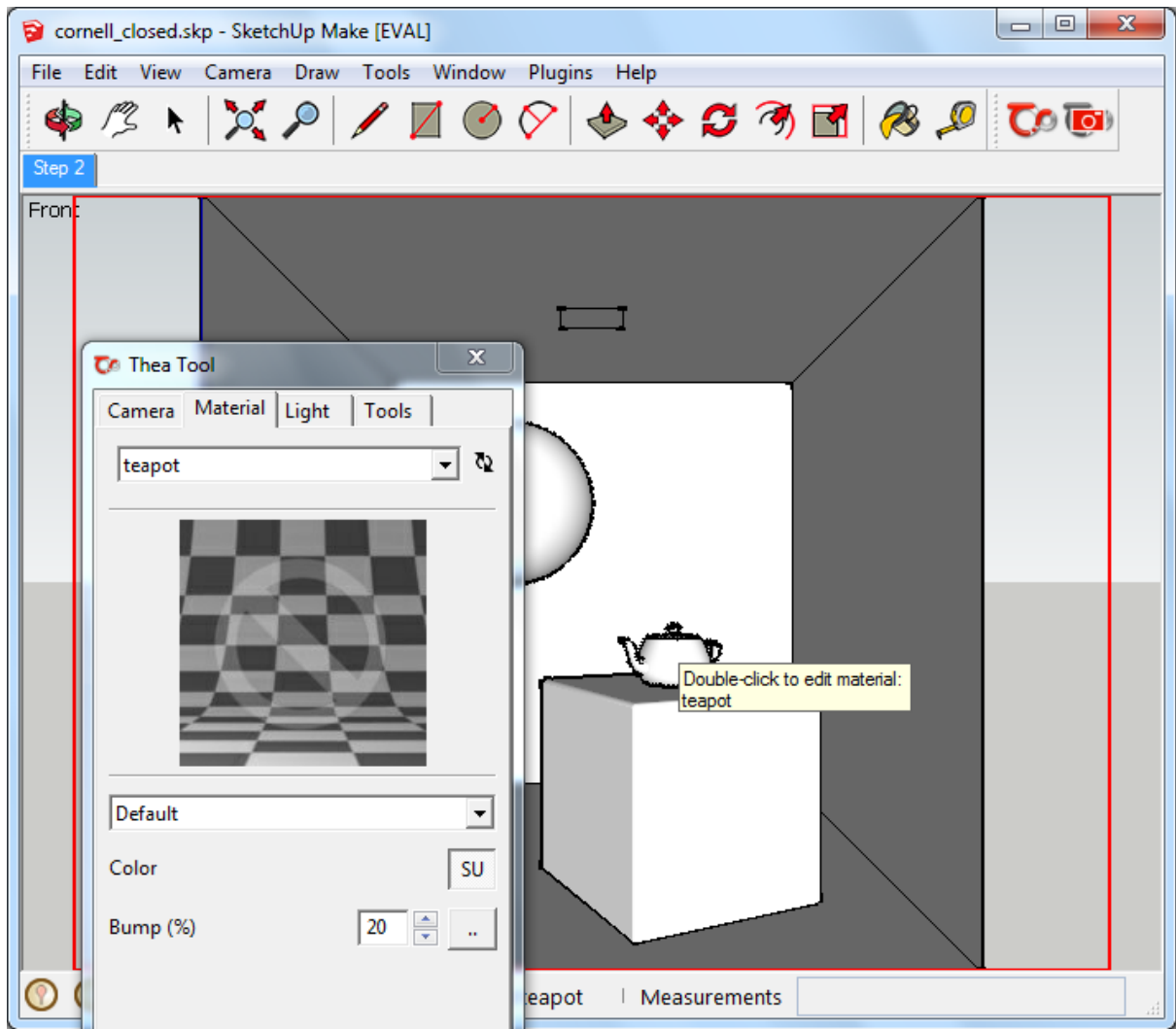
Rendering | Display | Environment | Channels | Animation | Console

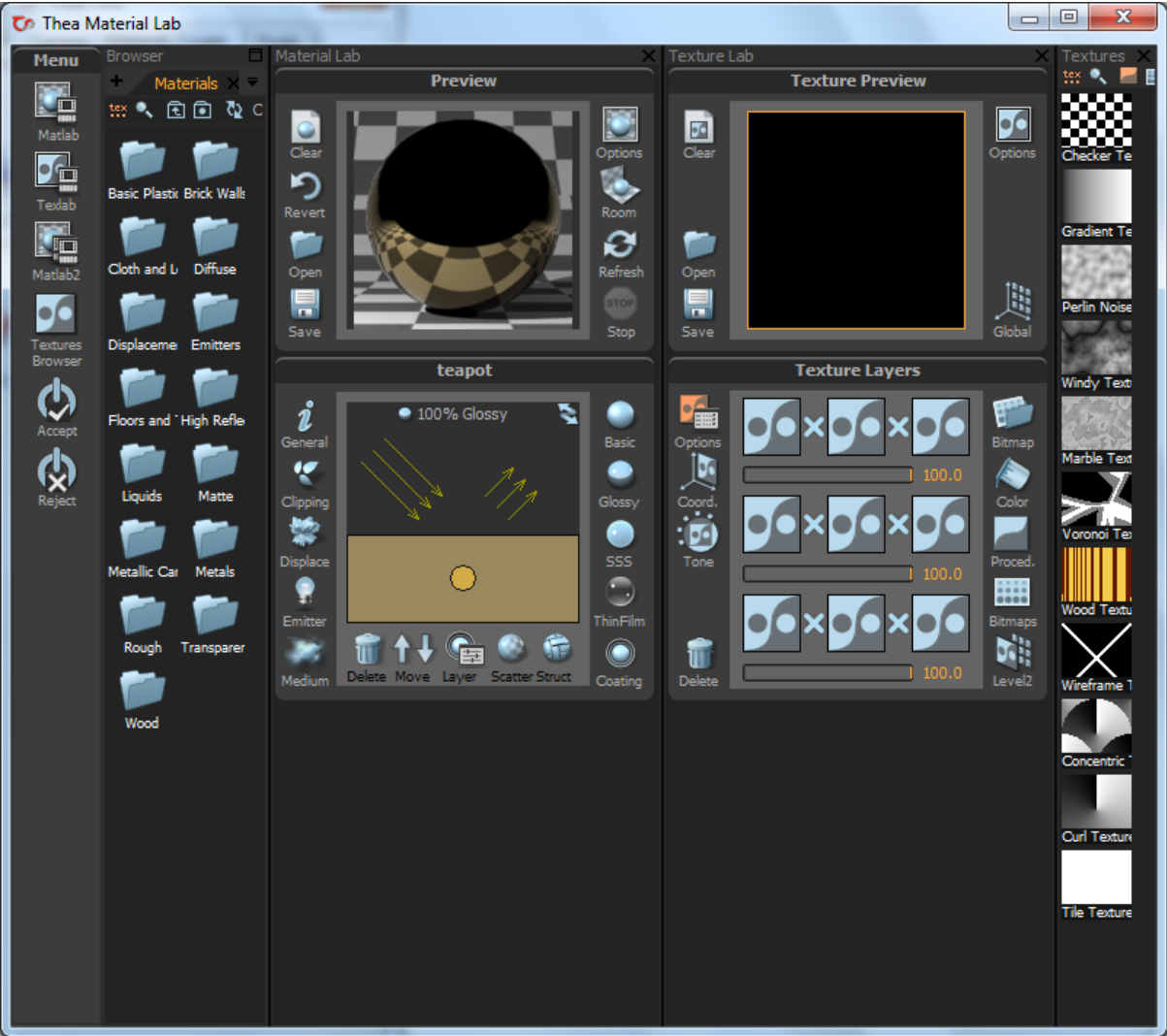
Mode: Adaptive (BSD)  Server  
Supersampling: Auto

Adaptive (BSD) Settings  
Preset: 00. Exterior Preview  
 Clay Render

Threads: [dropdown]  
Limits:  
Time (min): 0  
Samples/px: 0

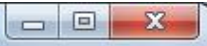








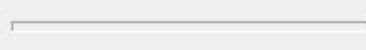
Thea Render for SketchUp



RES: 600x450



Finished in: 28s



Rendering | Display | Environment | Channels | Animation | Console

ISO 1600

Gamma 2.2

Sharpness (%) 50

Shutter 60

Brightness (%) 100

Burn (%) 10

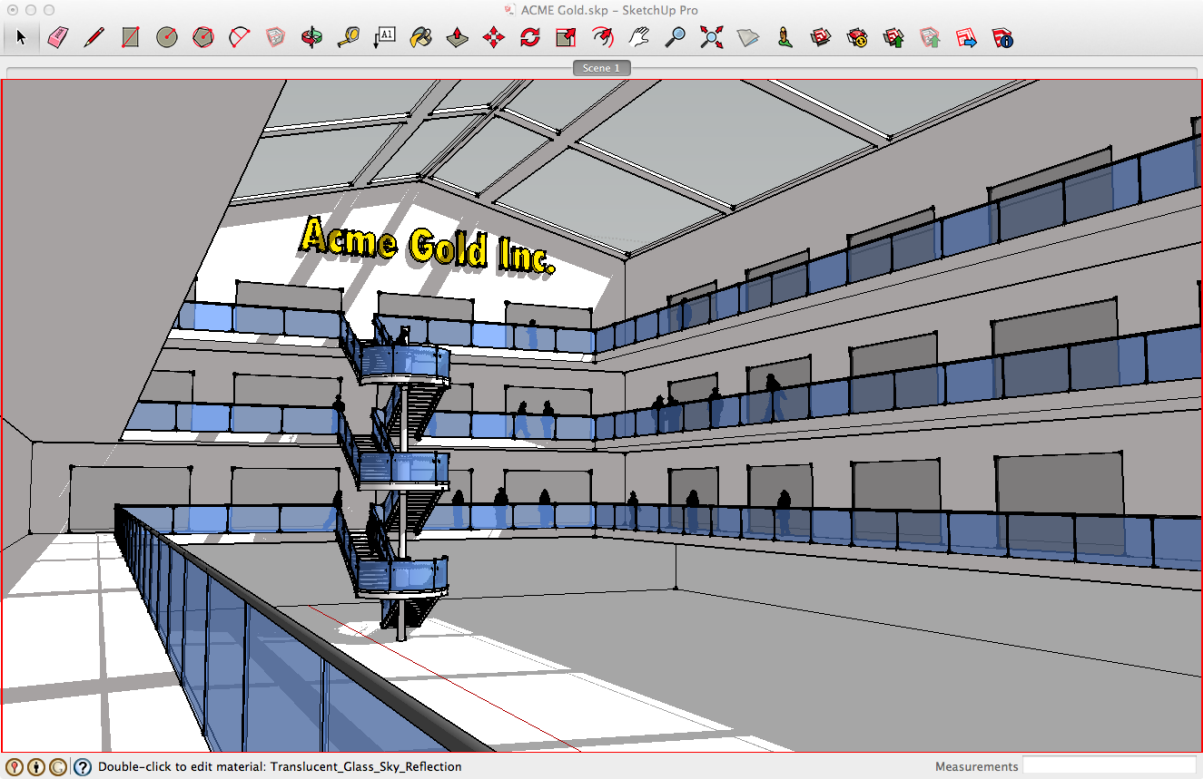
f-number 2.8

CRF  Advantix-100CD.crf

Vignetting (%) 20

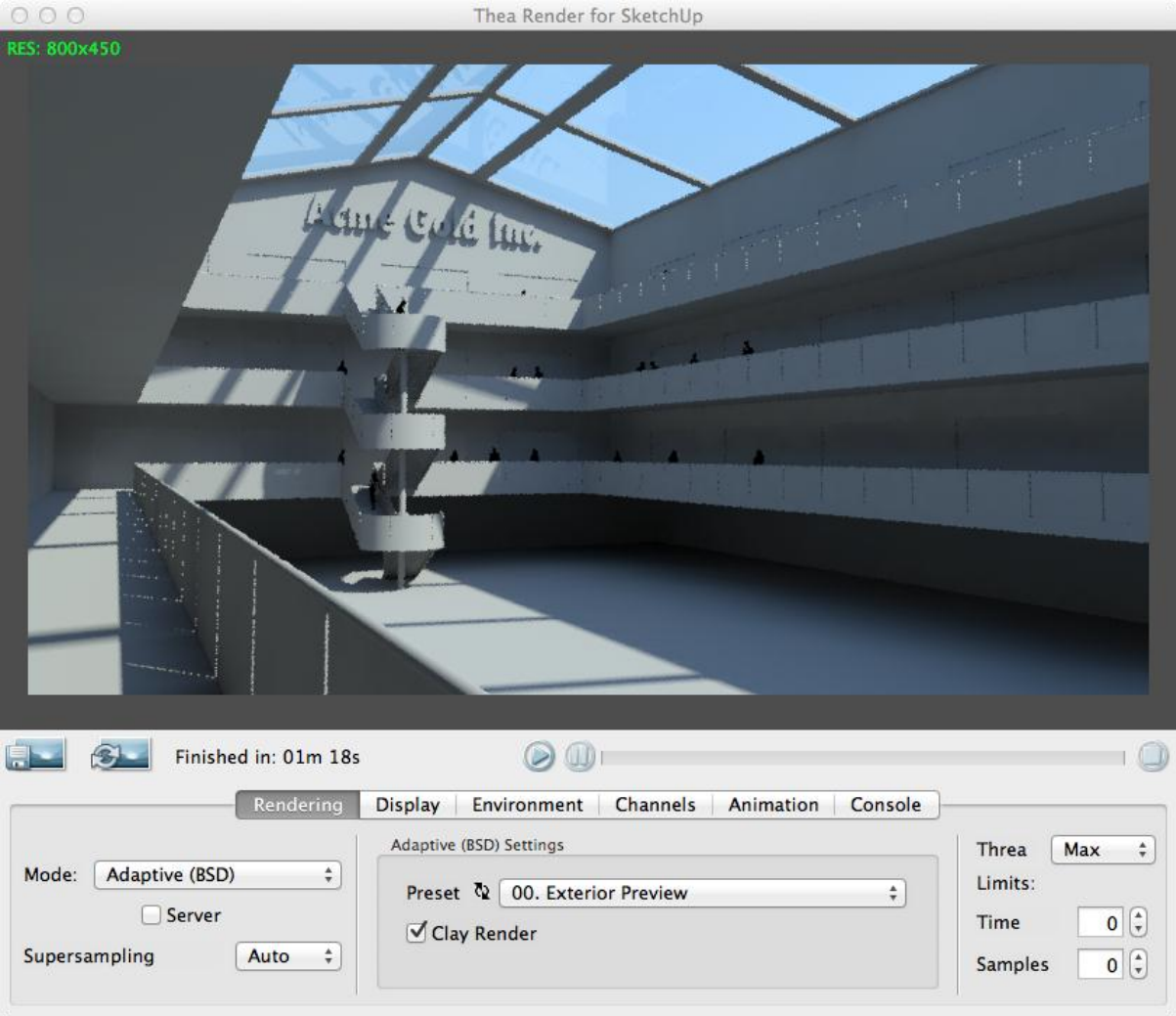


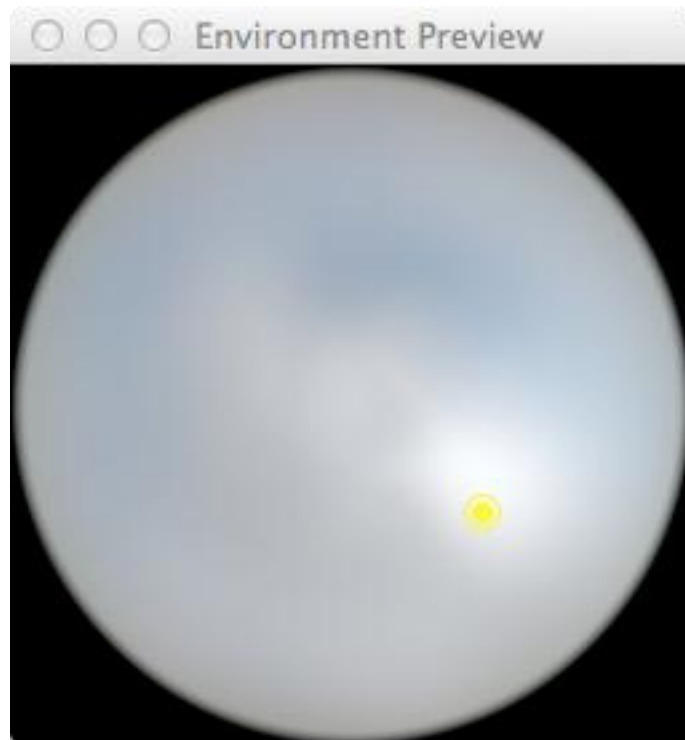
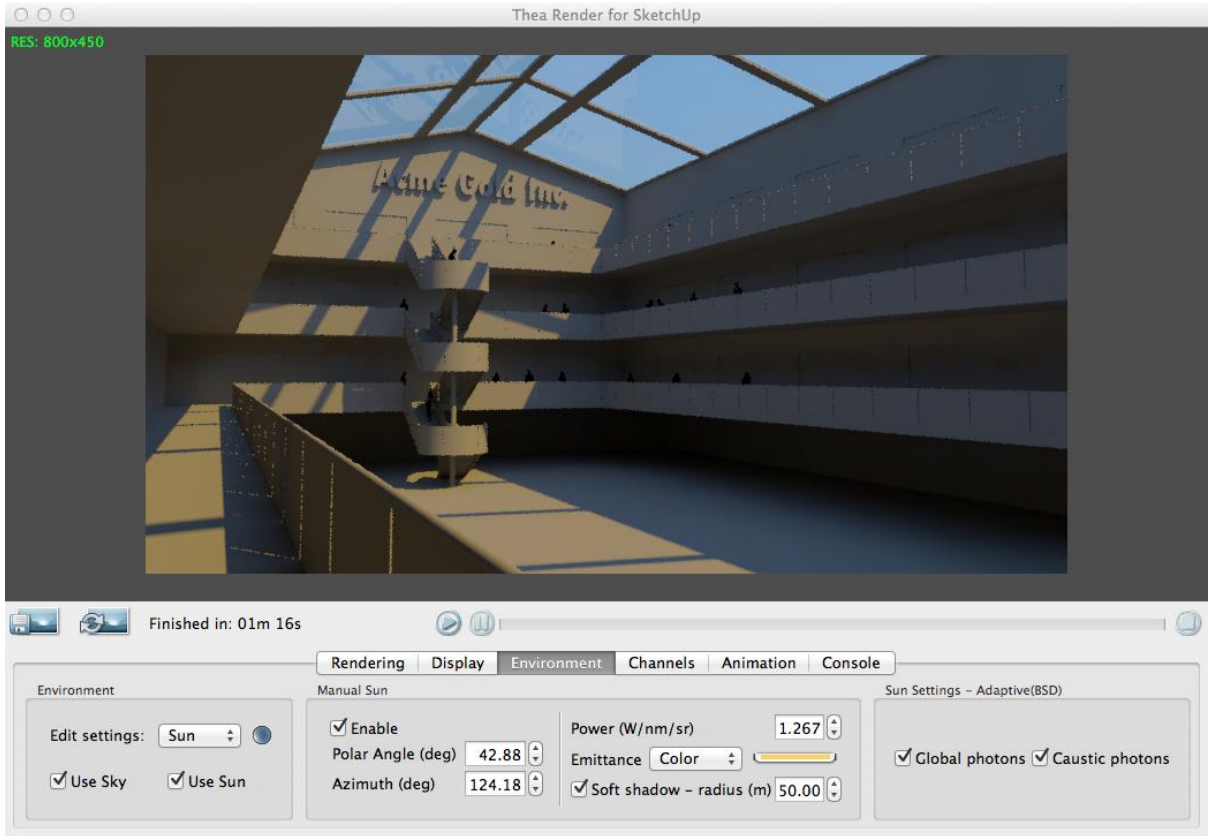


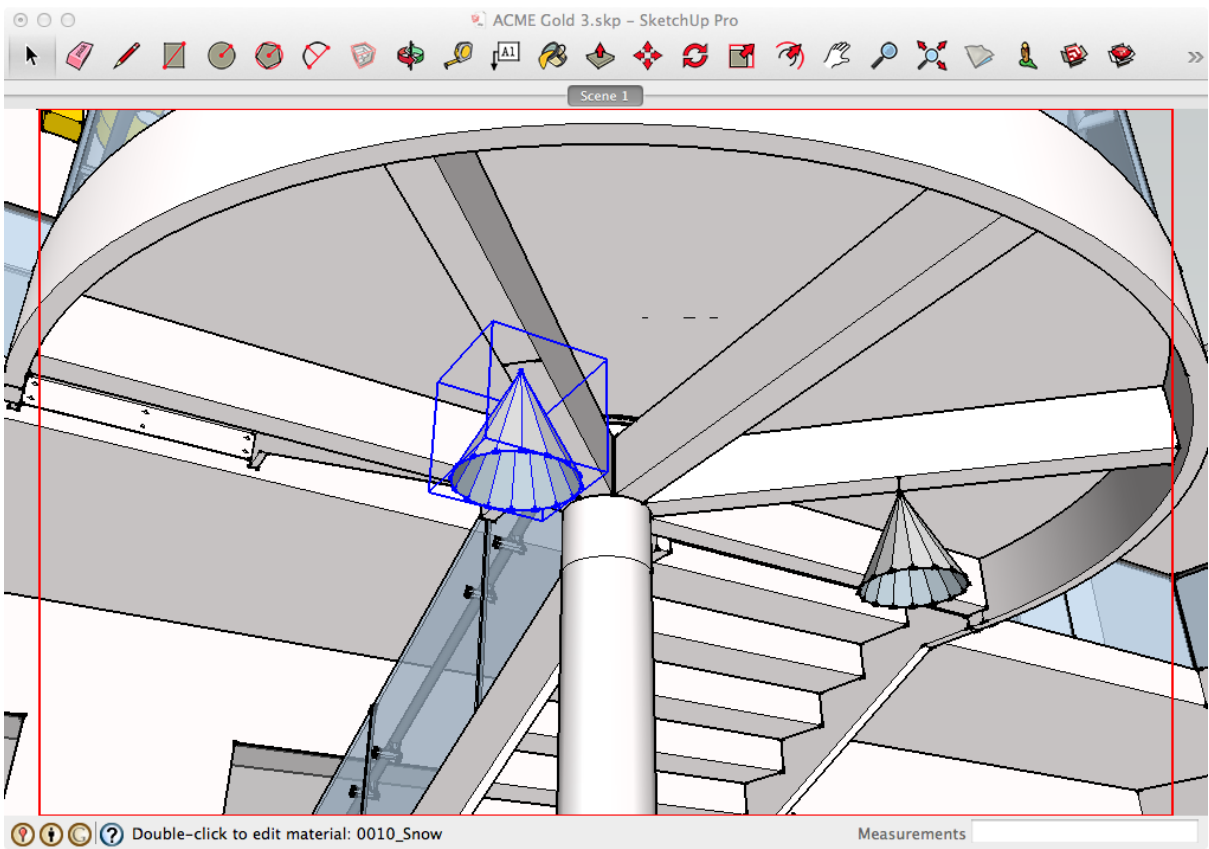


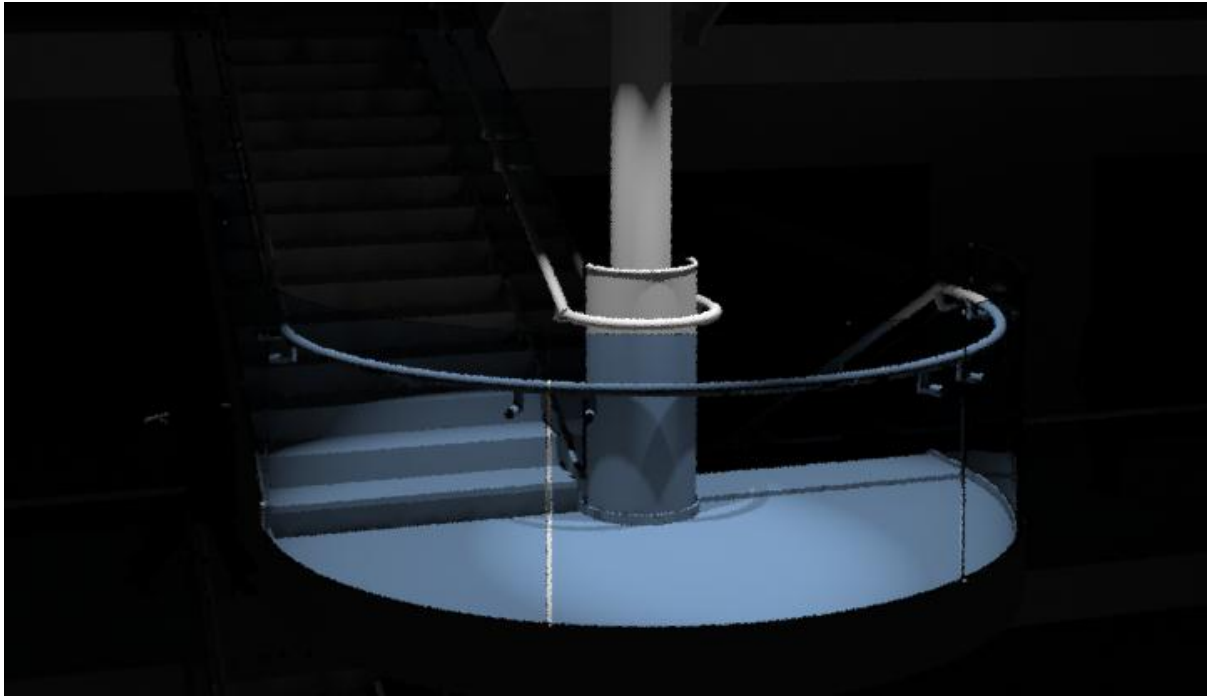
Double-click to edit material: Translucent\_Class\_Sky\_Reflection

Measurements



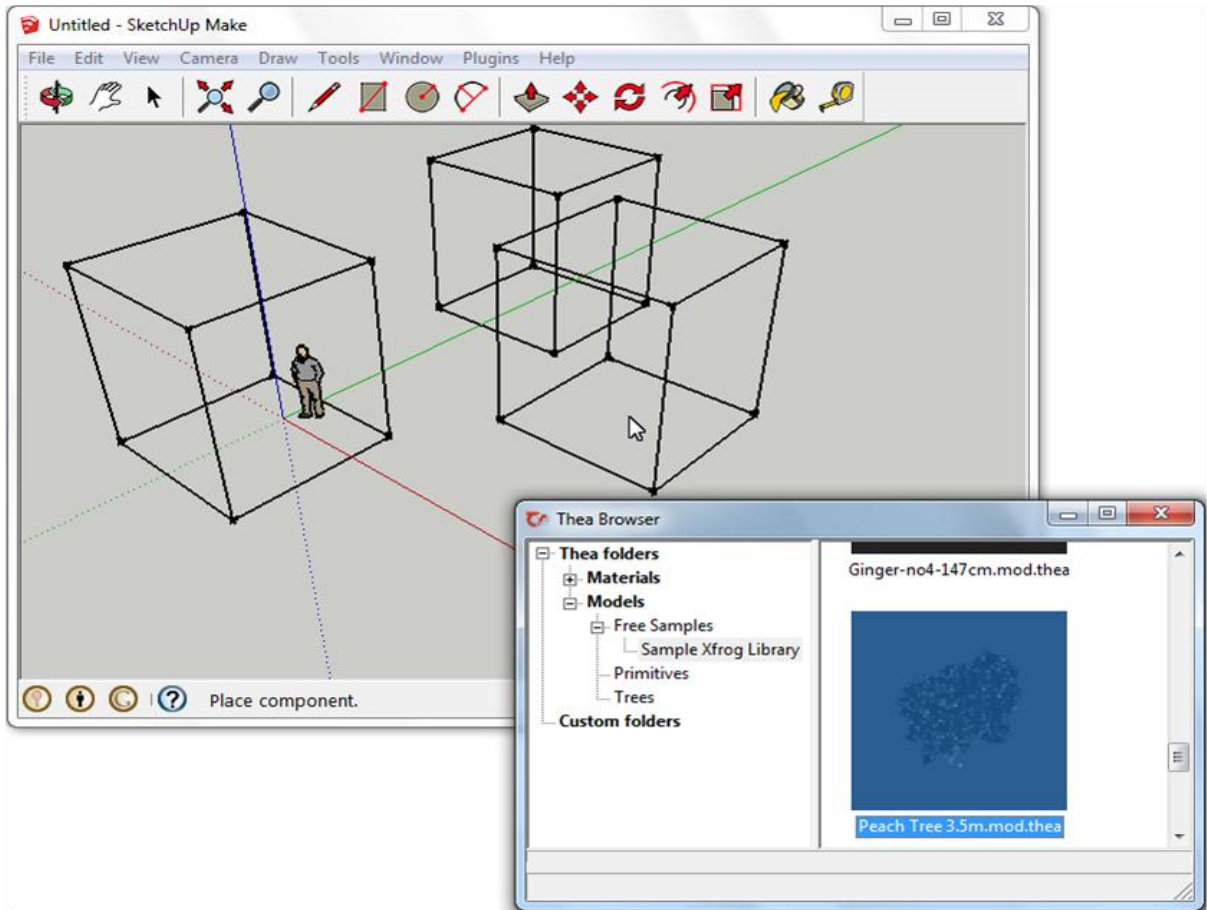


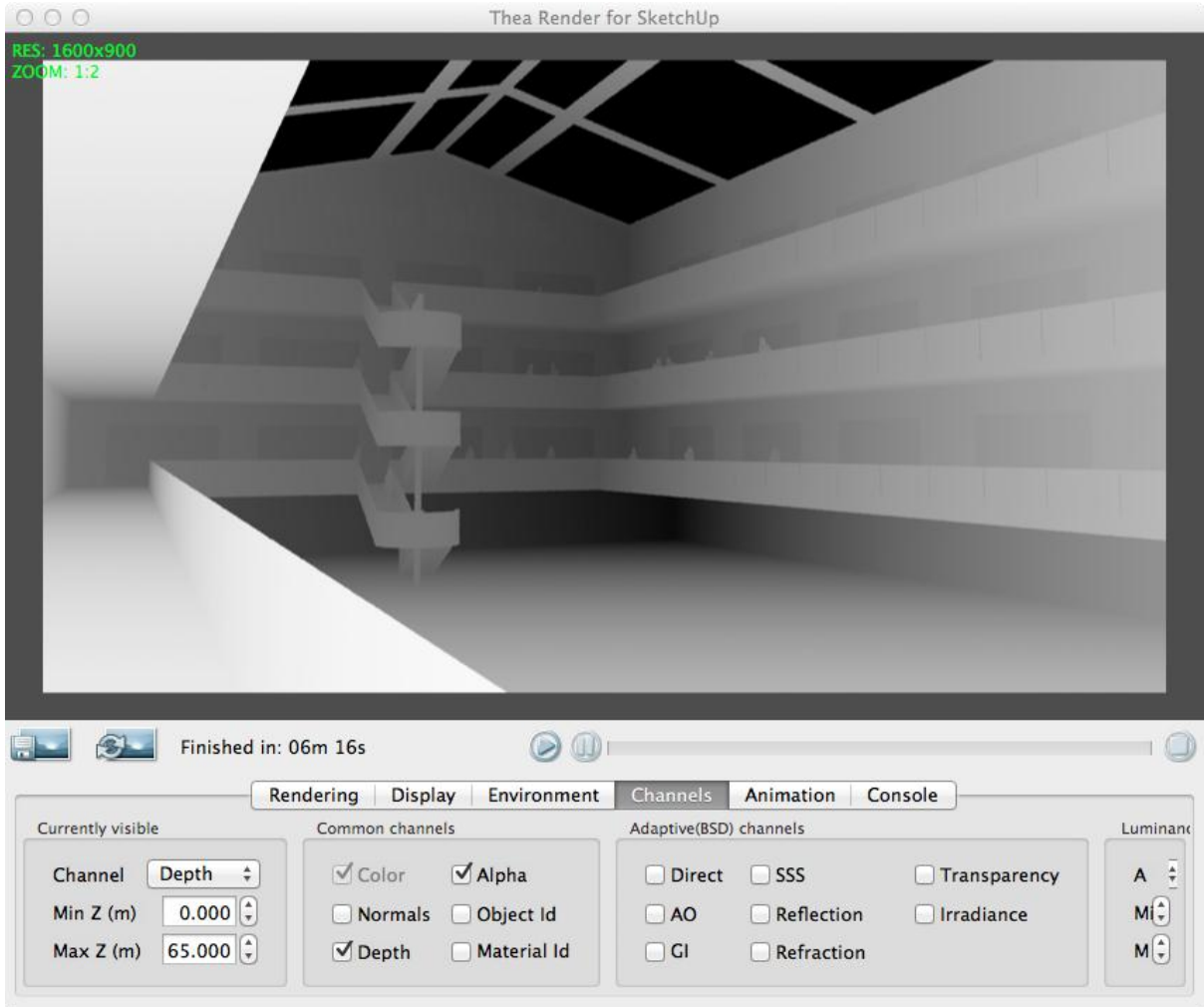






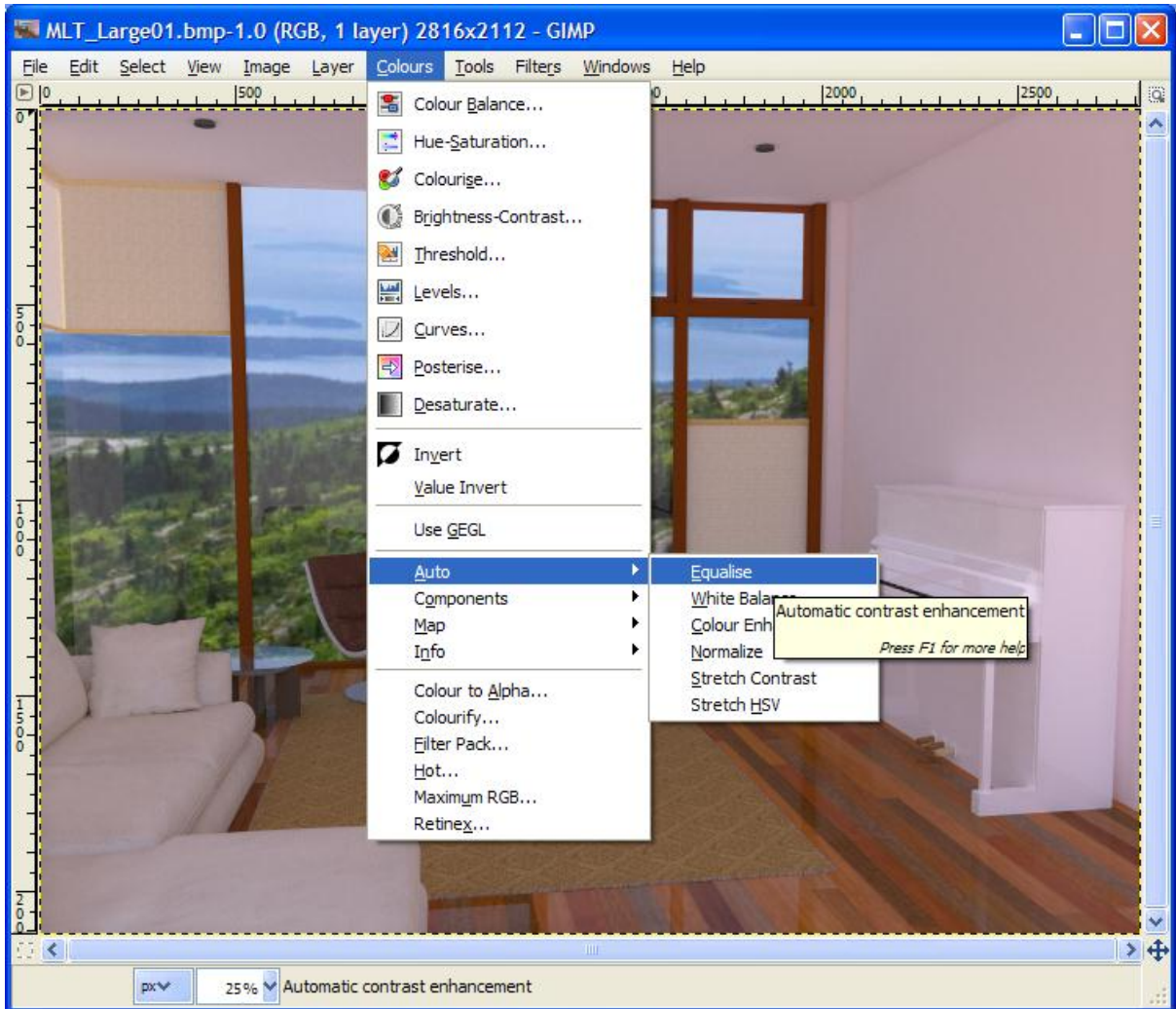




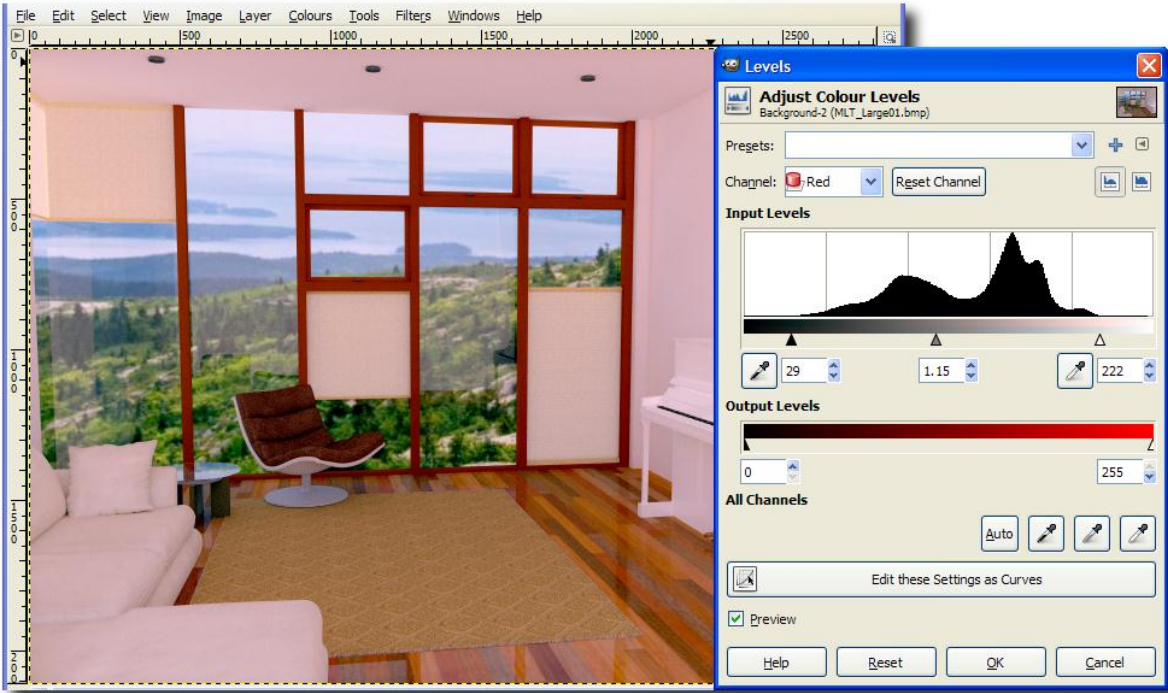


## Chapter 9: Postproduction in GIMP











G'MIC for GIMP - 1.3.3.5

Available filters (158) :

- About
- Arrays & frames
- Artistic
- Colors
- Contours
- Deformations
- Degradations
- Enhancement
- Layers
- Patterns
- Presets
  - PhotoComiX smoothing
  - Thin brush smoothing
- Rendering
- Sequences
- Various
- Initial G'MIC filters

Input / Output :

Input layers...  
Output mode...  
Output messages...  
Output preview...  
Maximize preview  
Manual preview

Preview

Refresh  Internet updates

**PhotoComiX smoothing :**

Amplitude 20.00  
Sharpness 0.20  
Anisotropy 0.63  
Gradient smoothness 0.60  
Tensor smoothness 2.35  
Spatial precision 0.80  
Angular precision 30.00  
Value precision 2.00  
Interpolation: Nearest neighbor  
 Fast approximation  
Iterations 1  
Channel(s): RGB  
Tiles 1

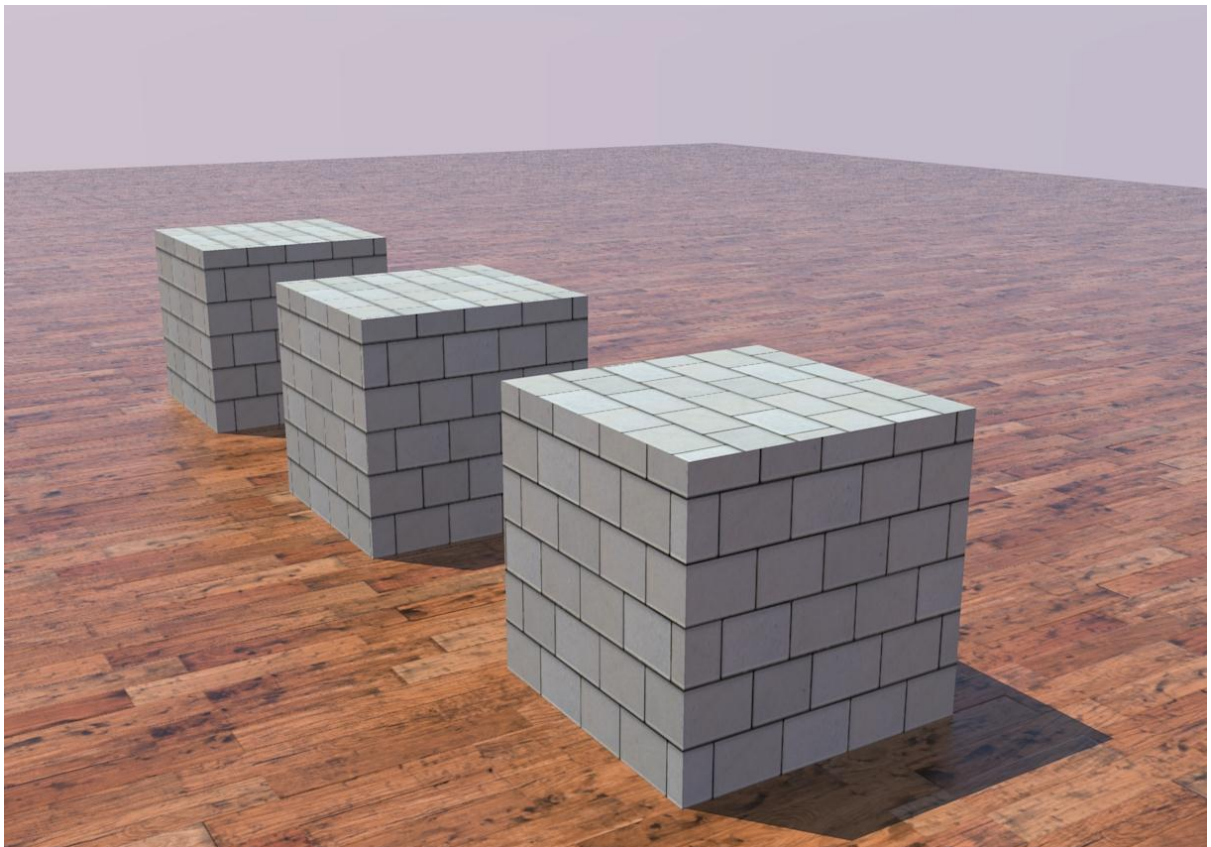
Note : This set of anisotropic smoothing parameters has been suggested by PhotoComiX.

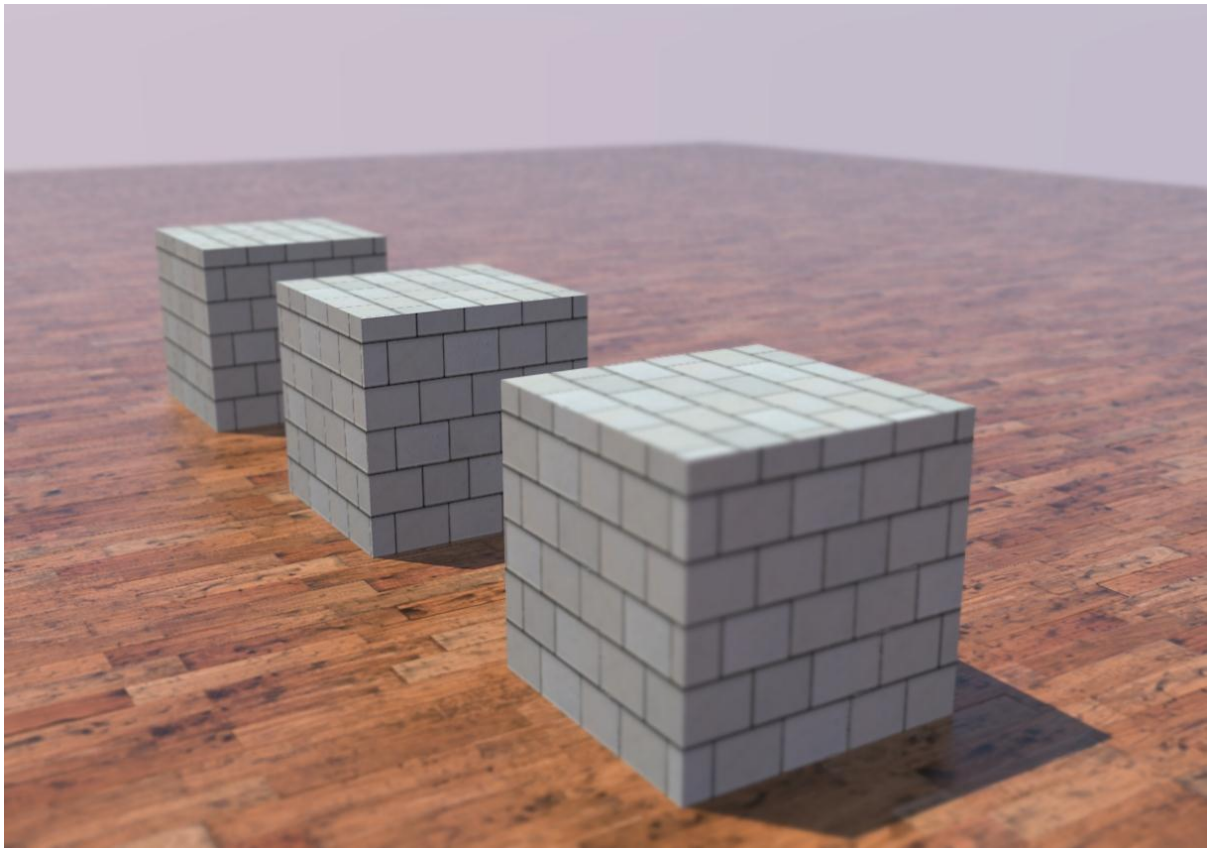
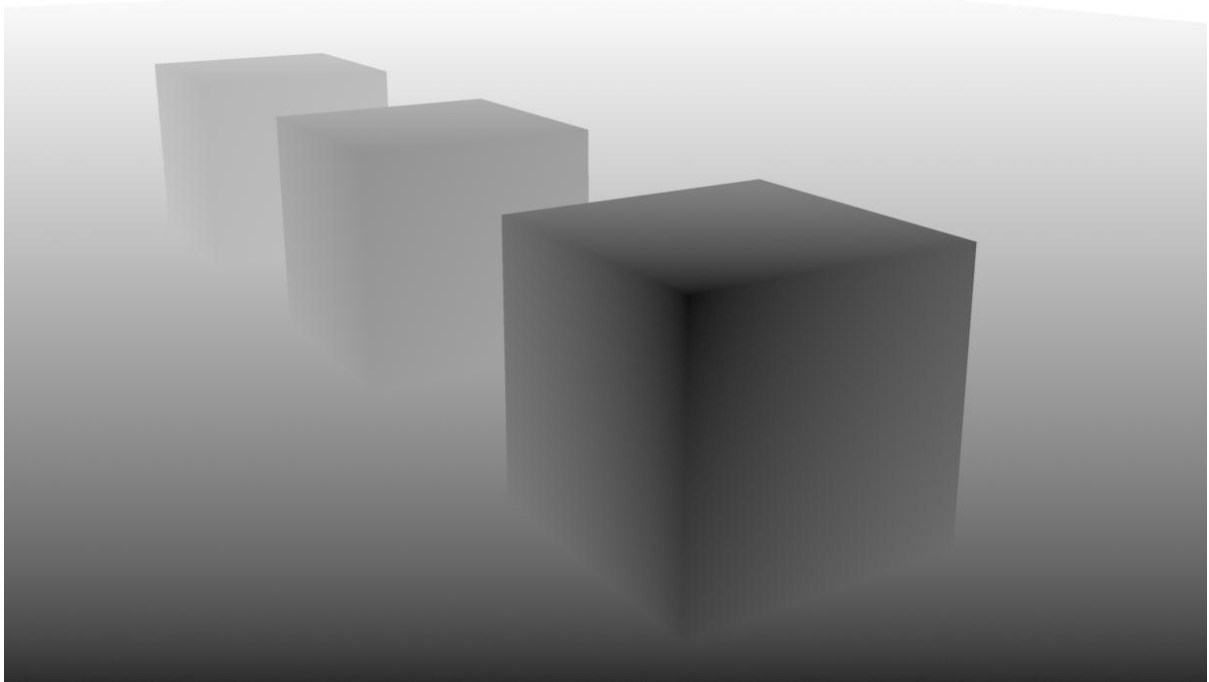
Cancel Reset Apply OK

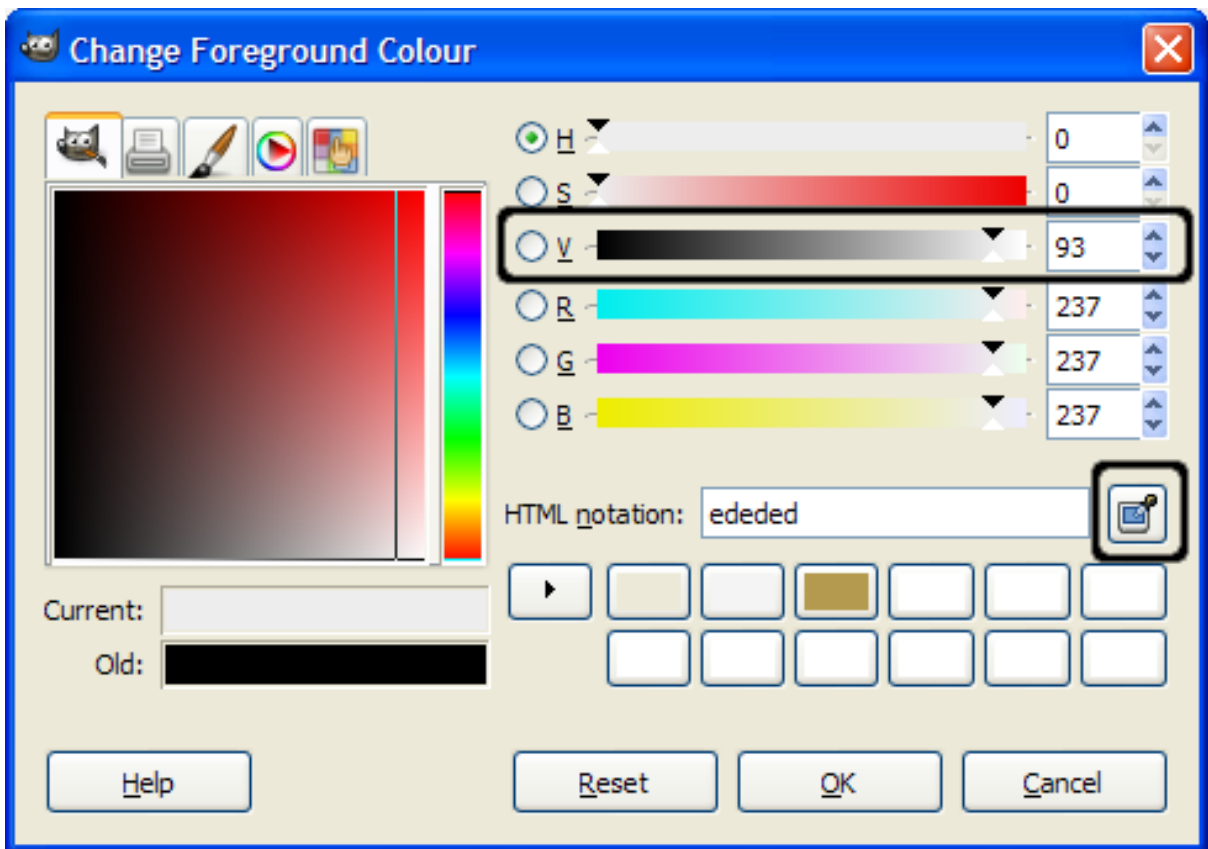
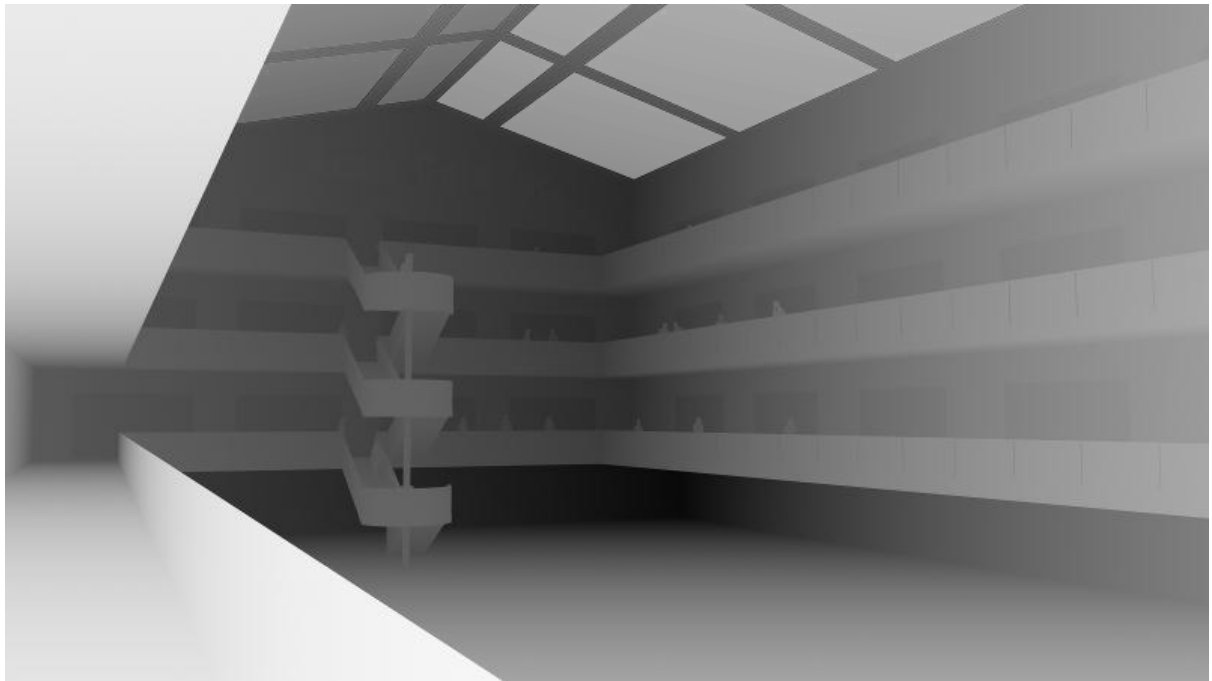


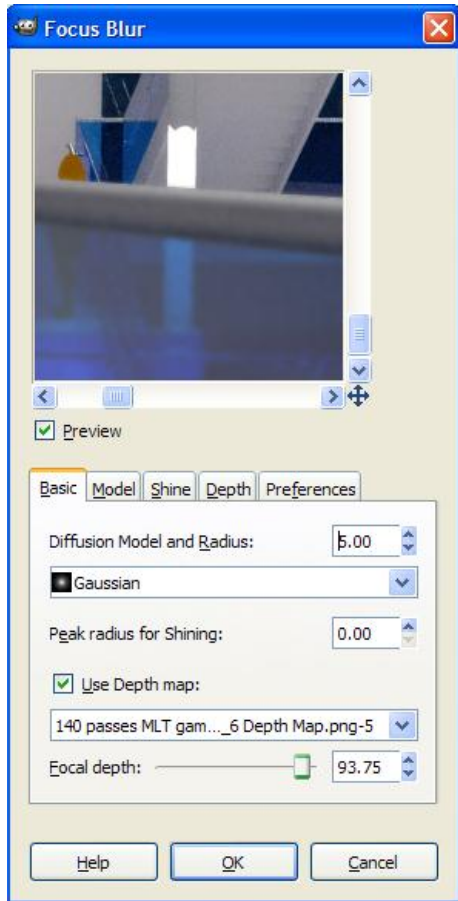








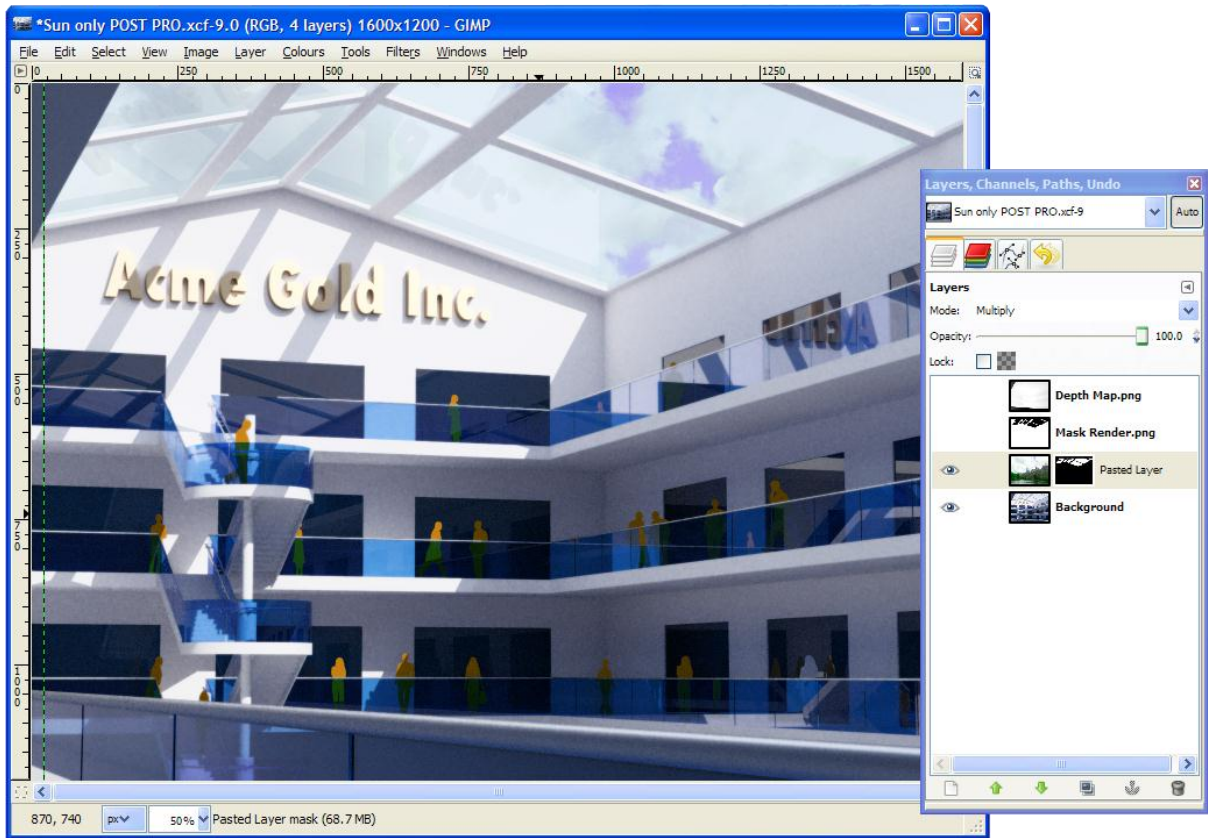


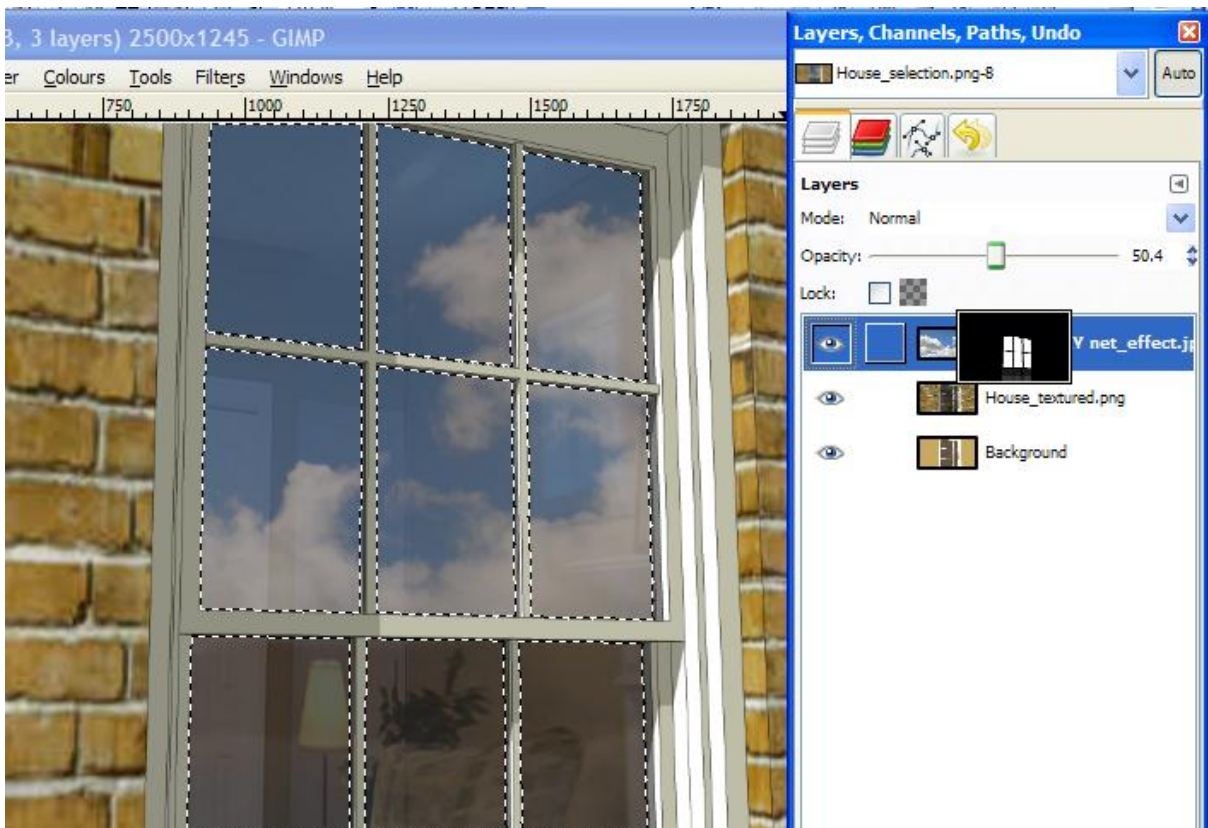
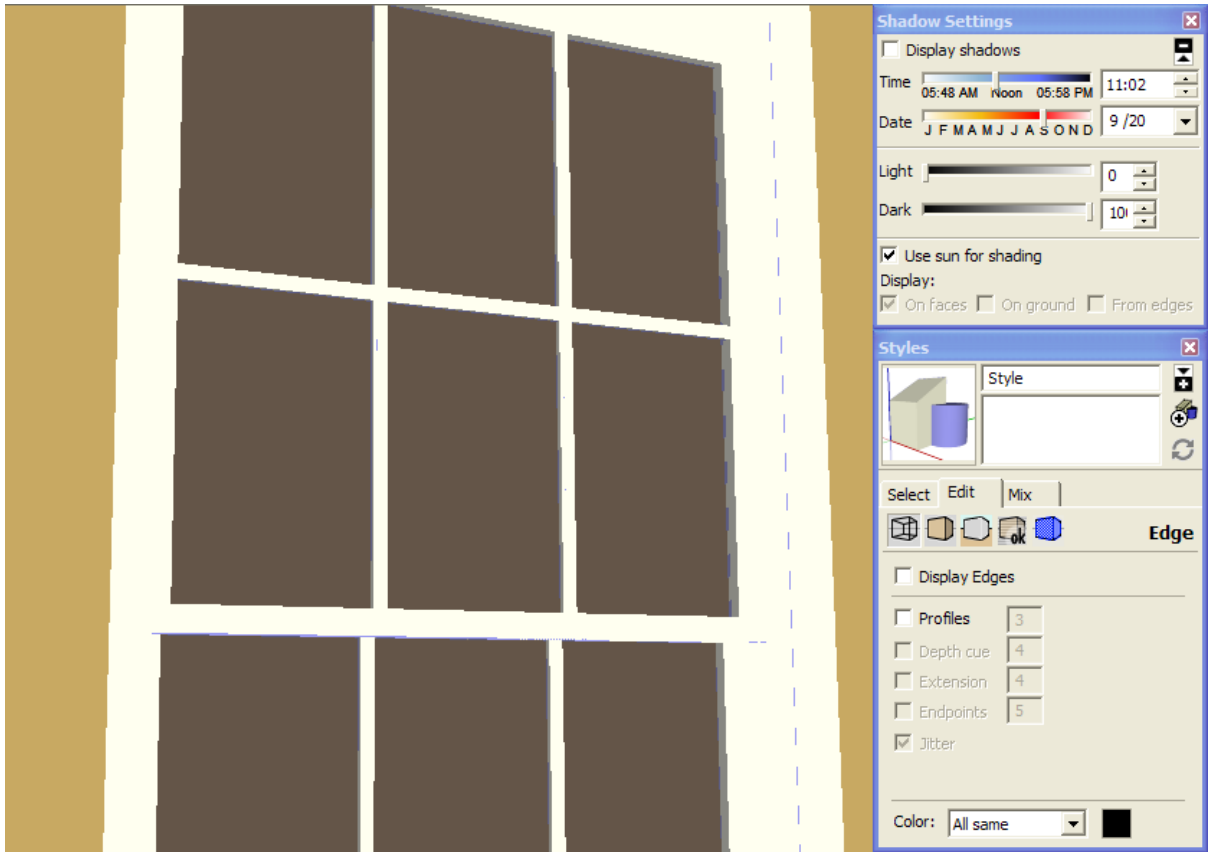




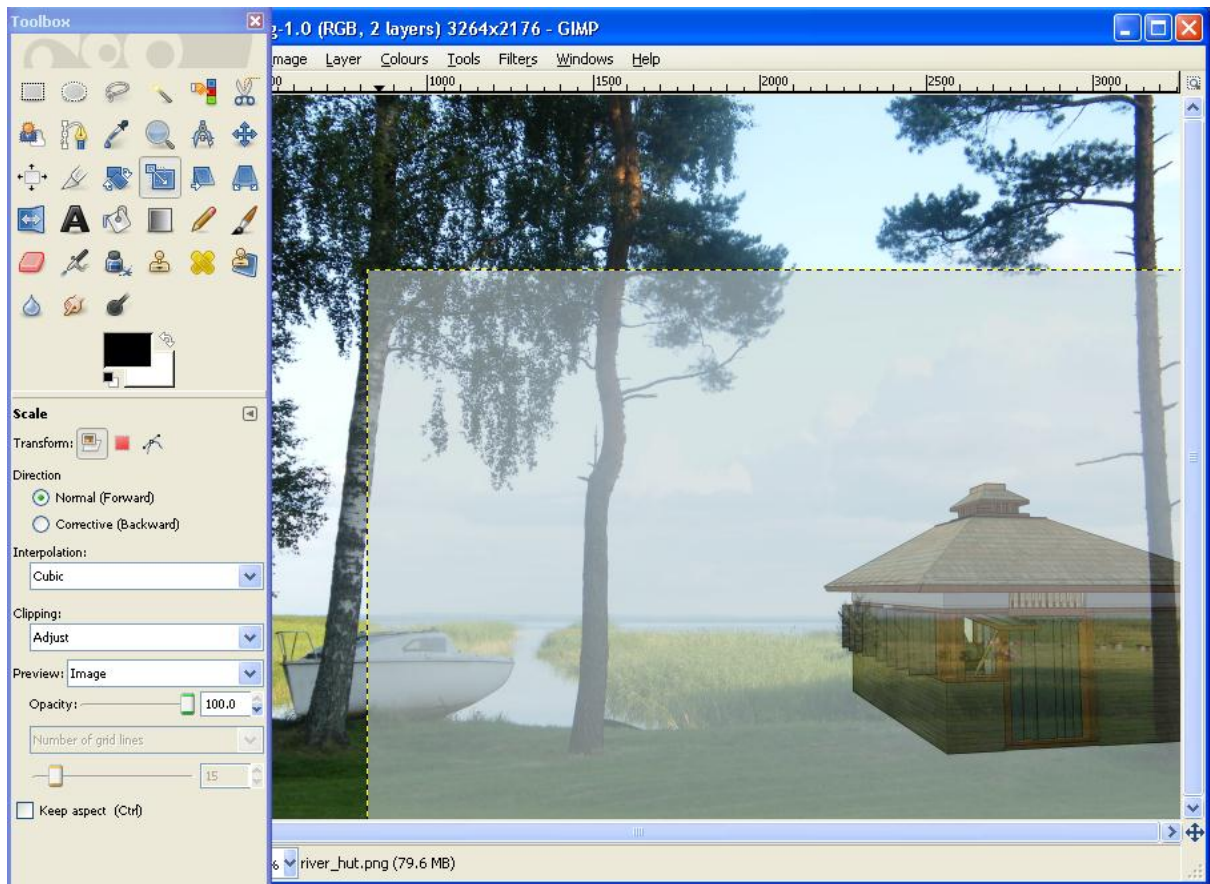


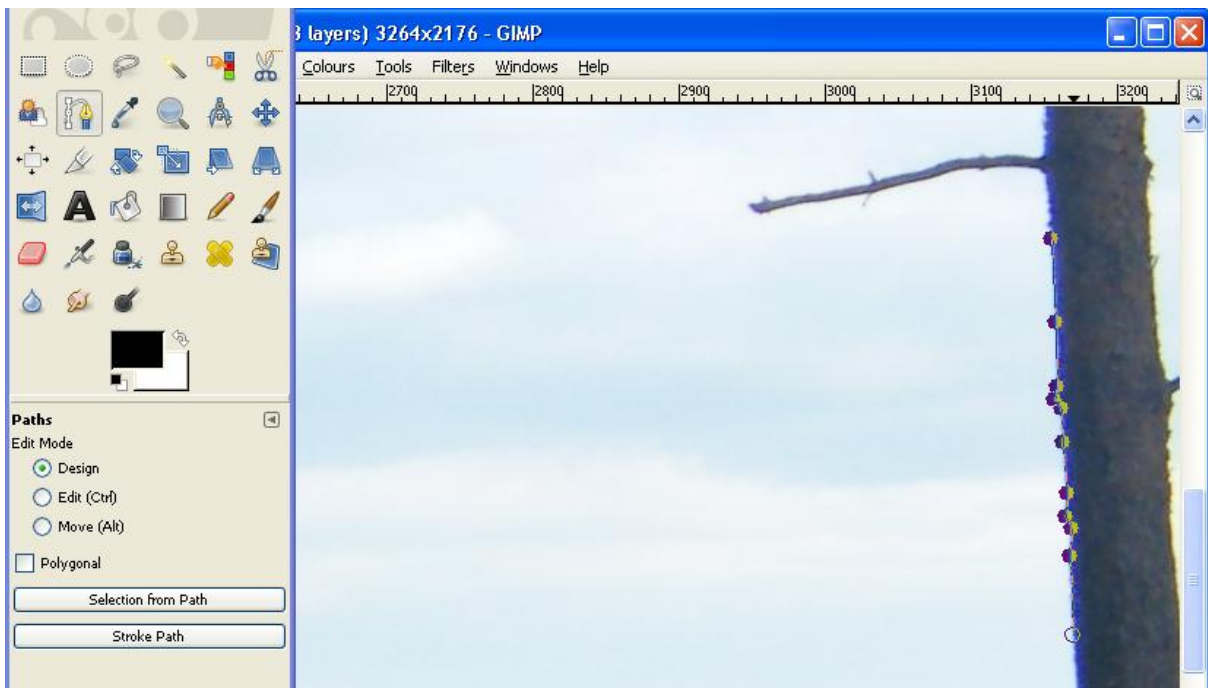
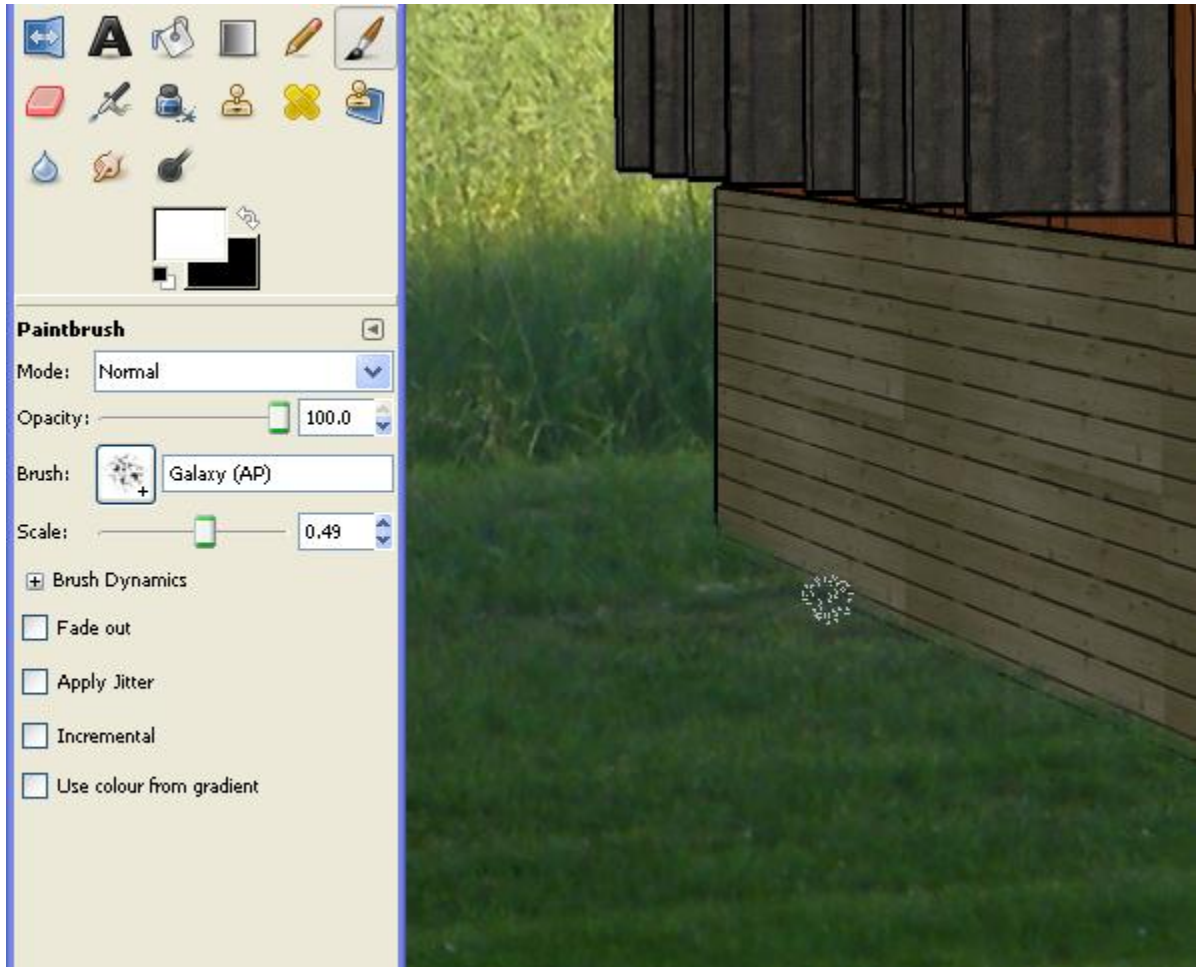






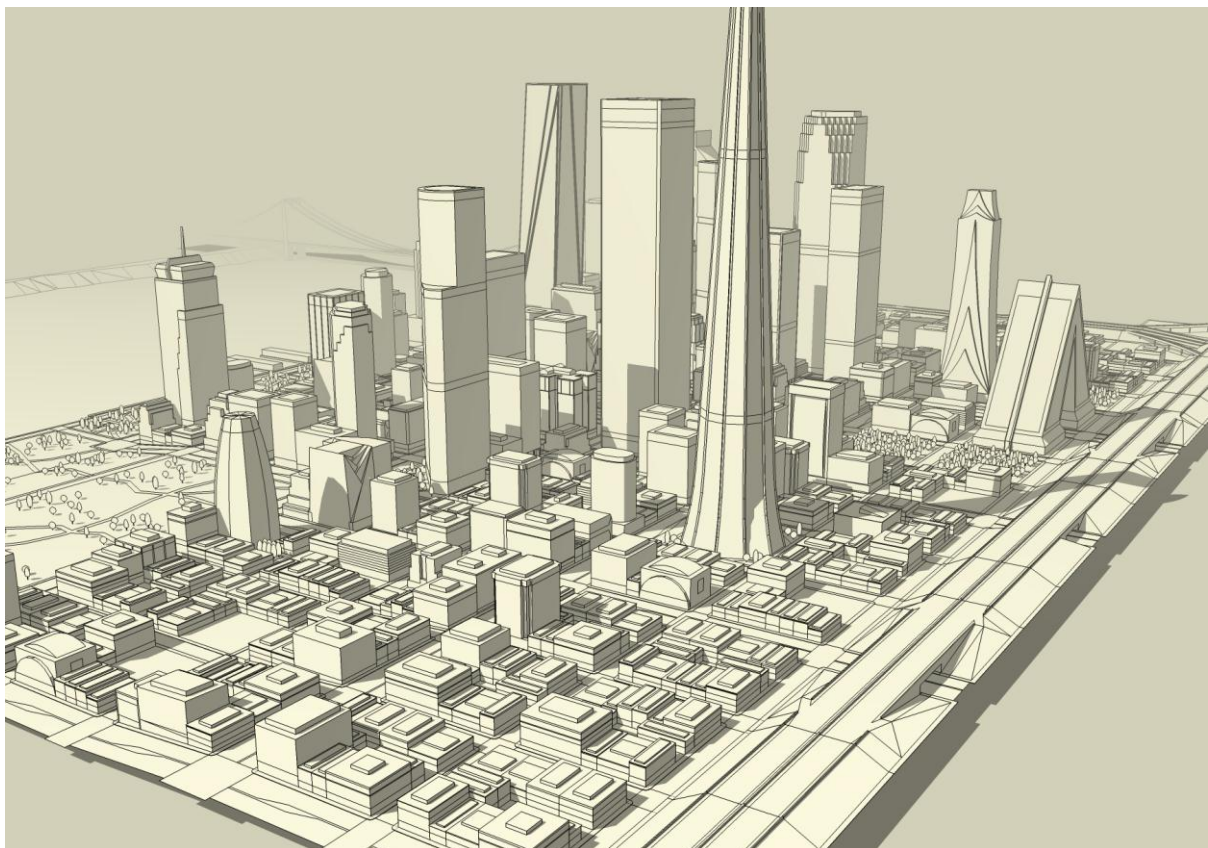
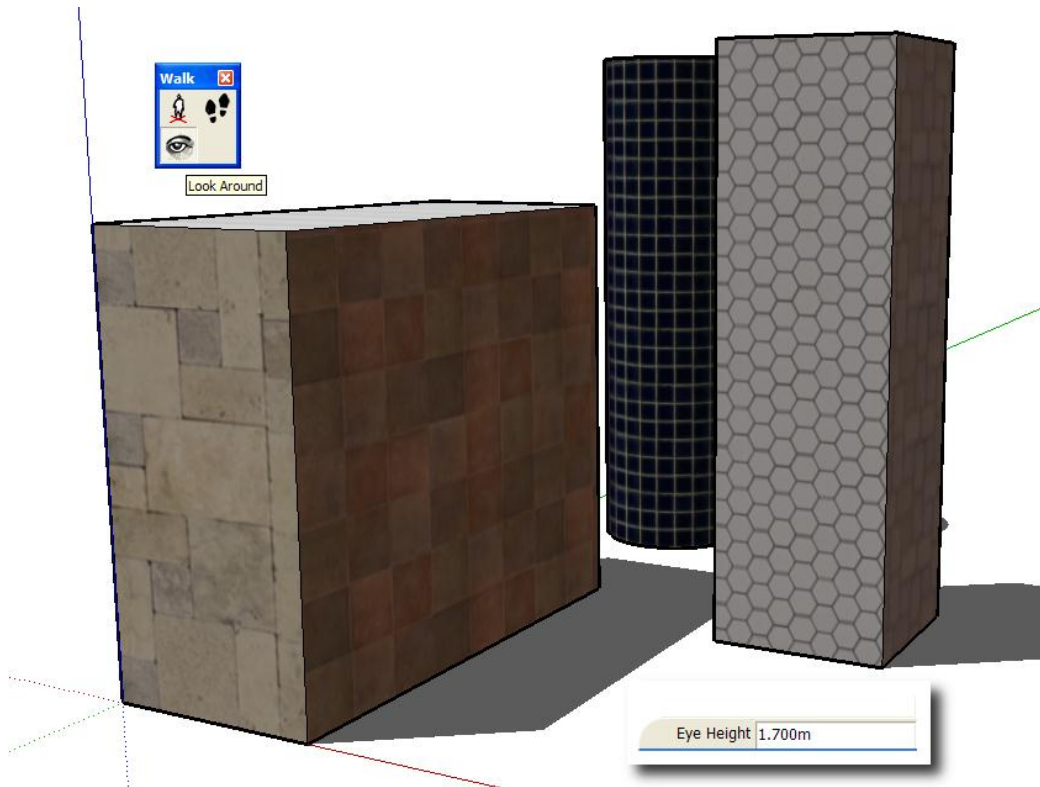


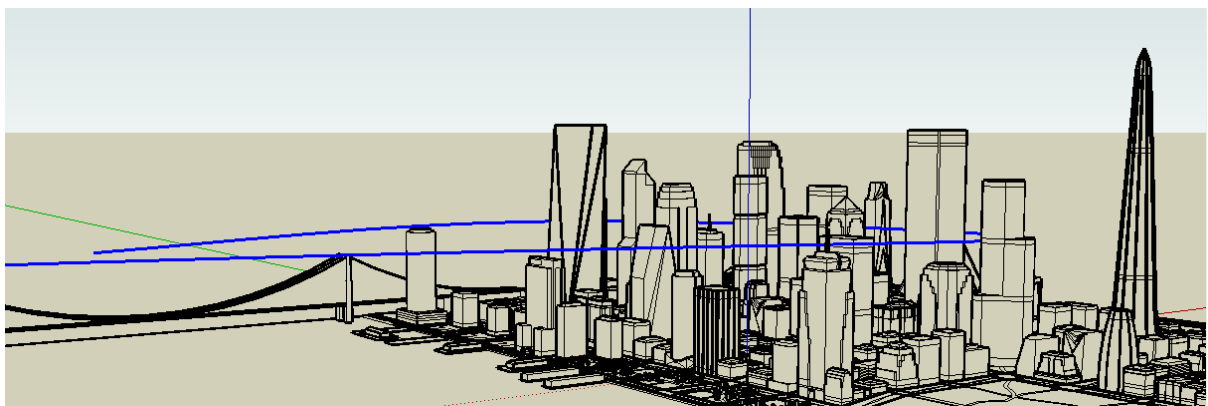
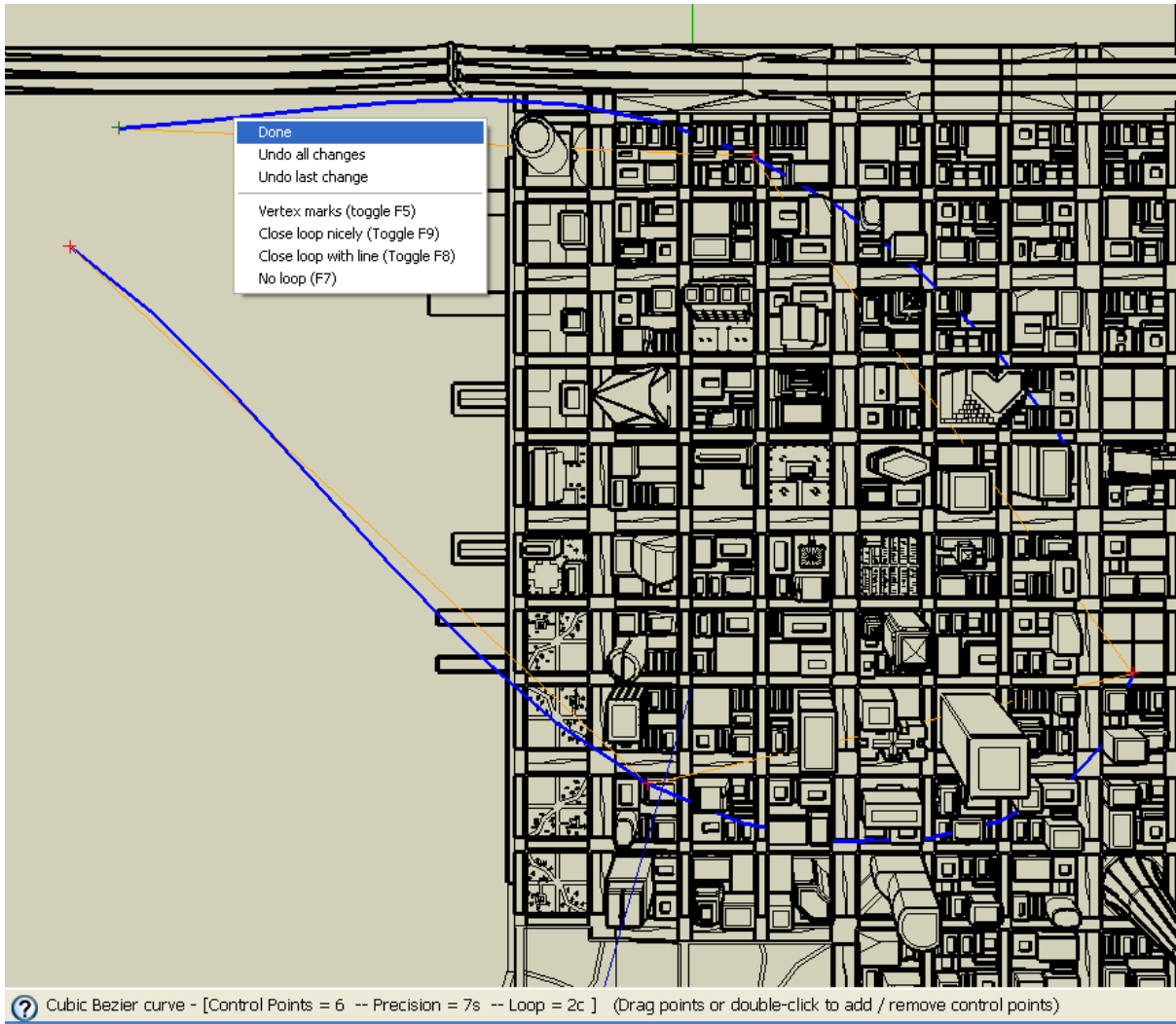




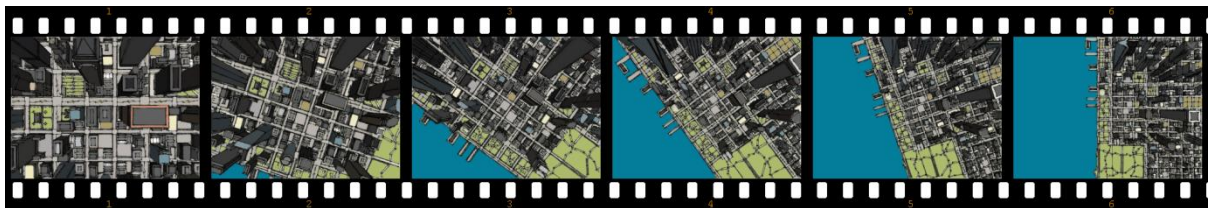
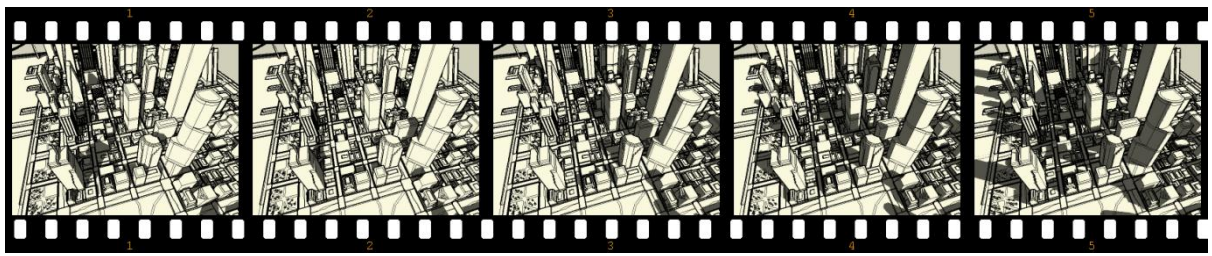
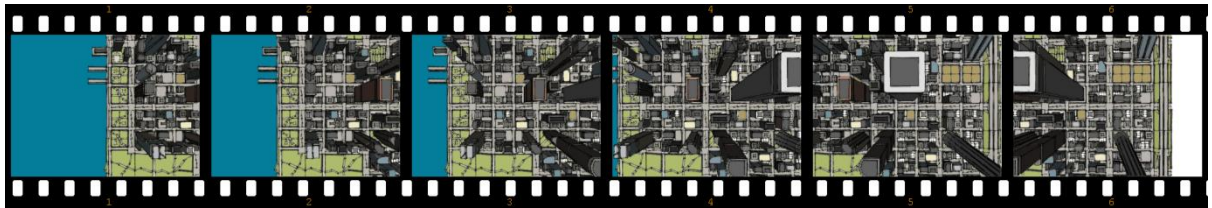
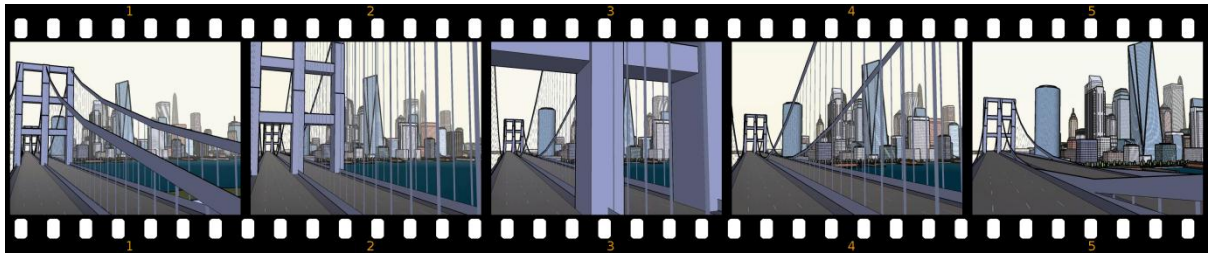


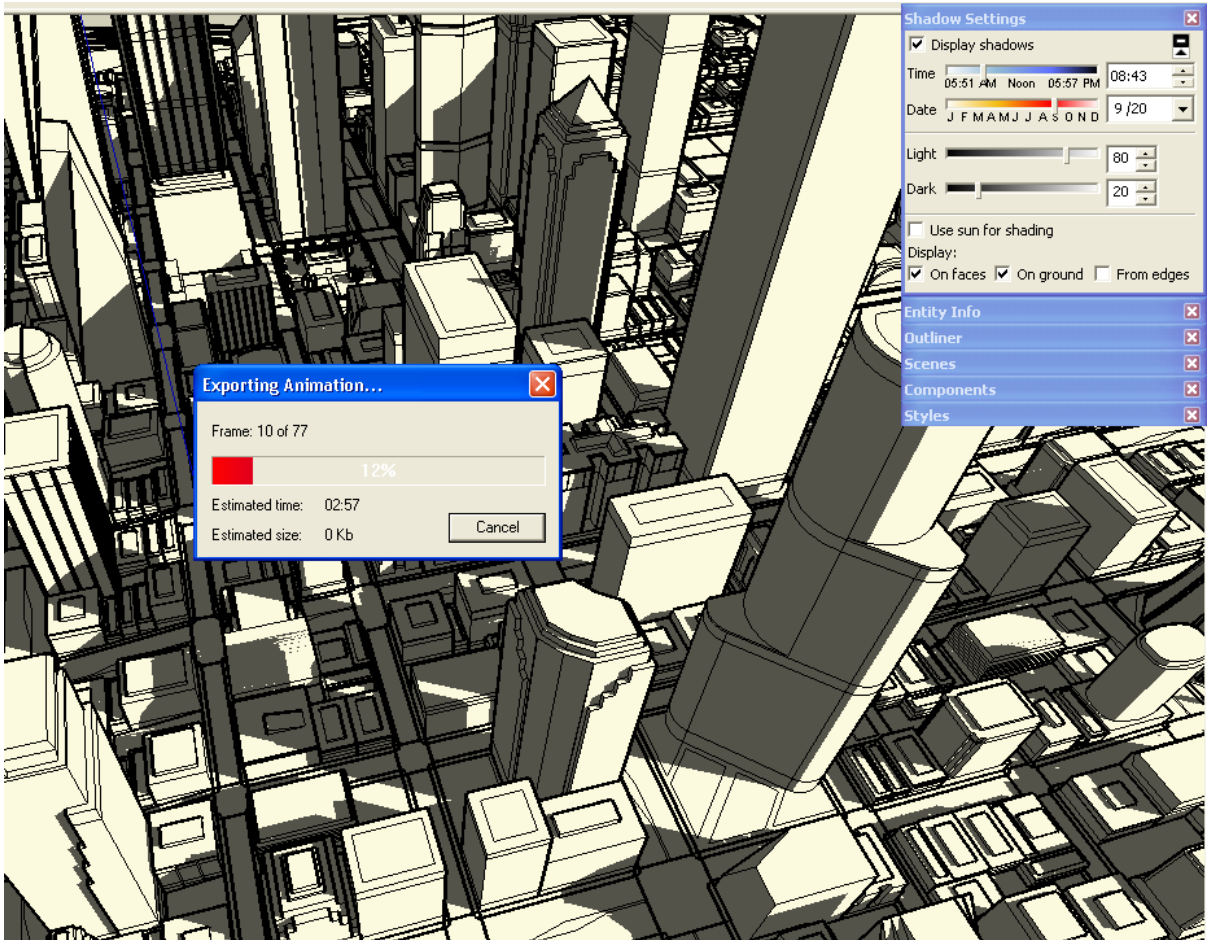
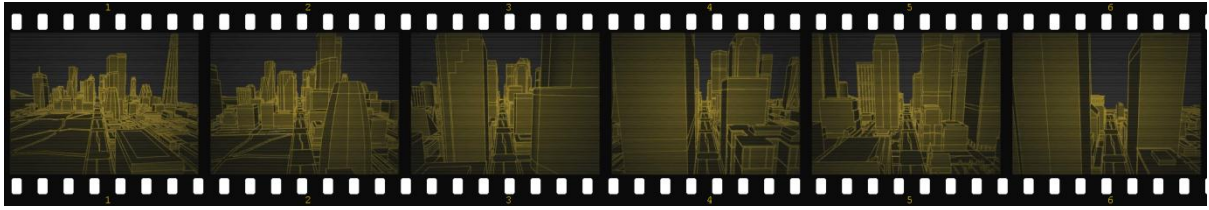
# Chapter 10: Animations

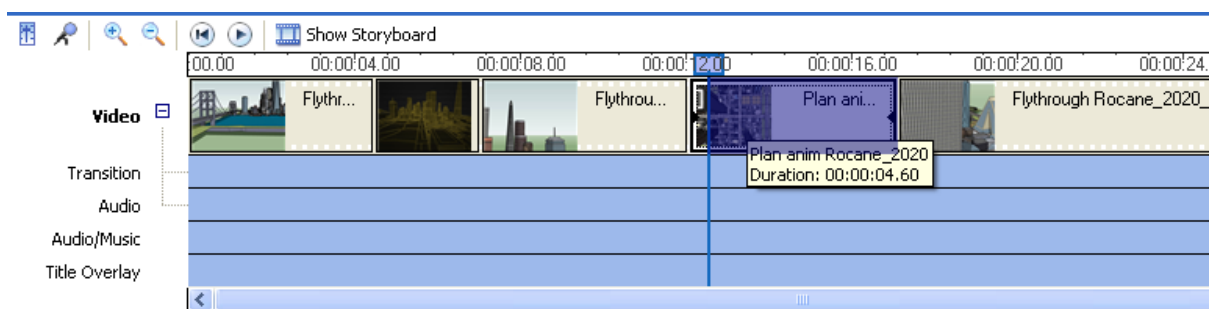
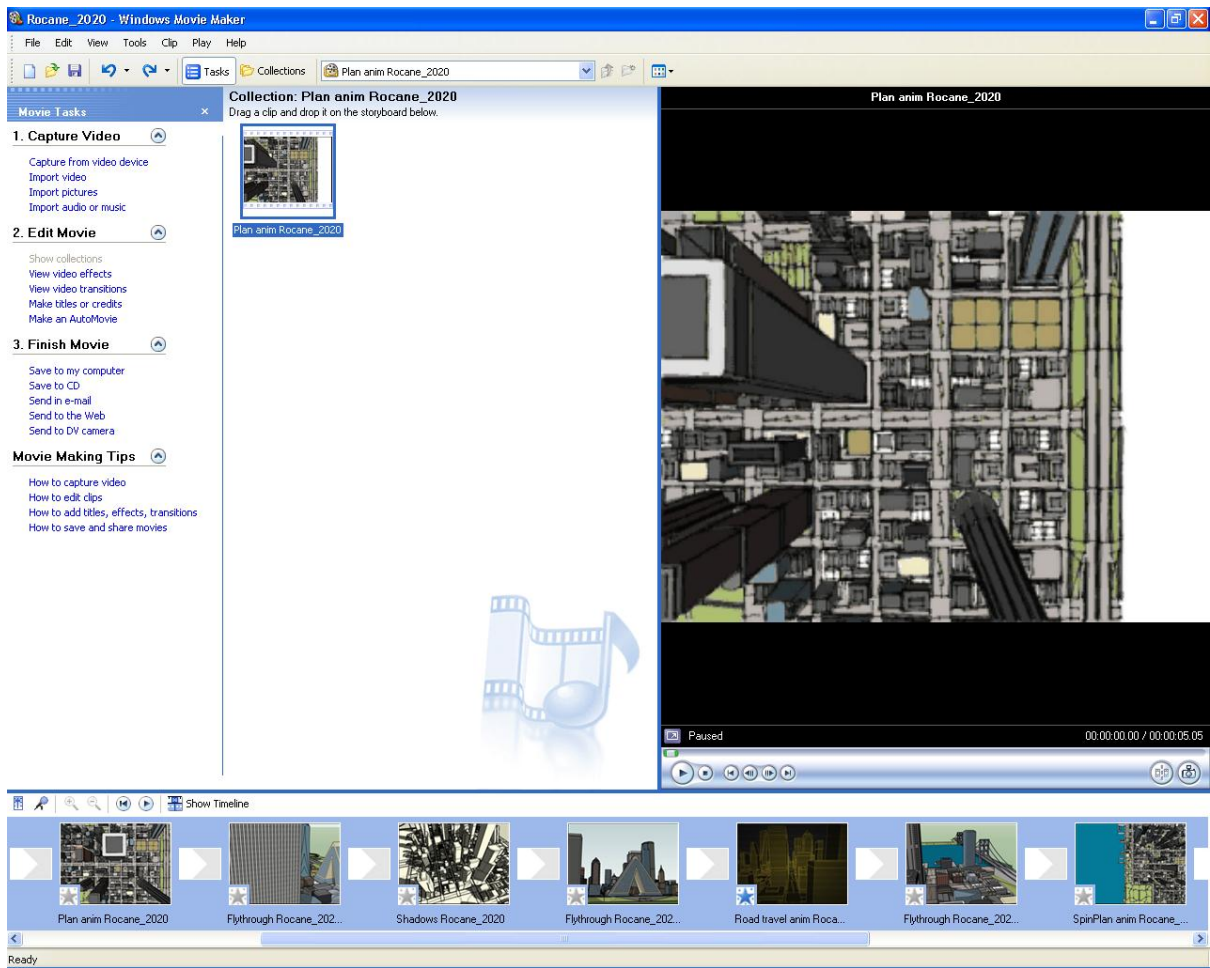


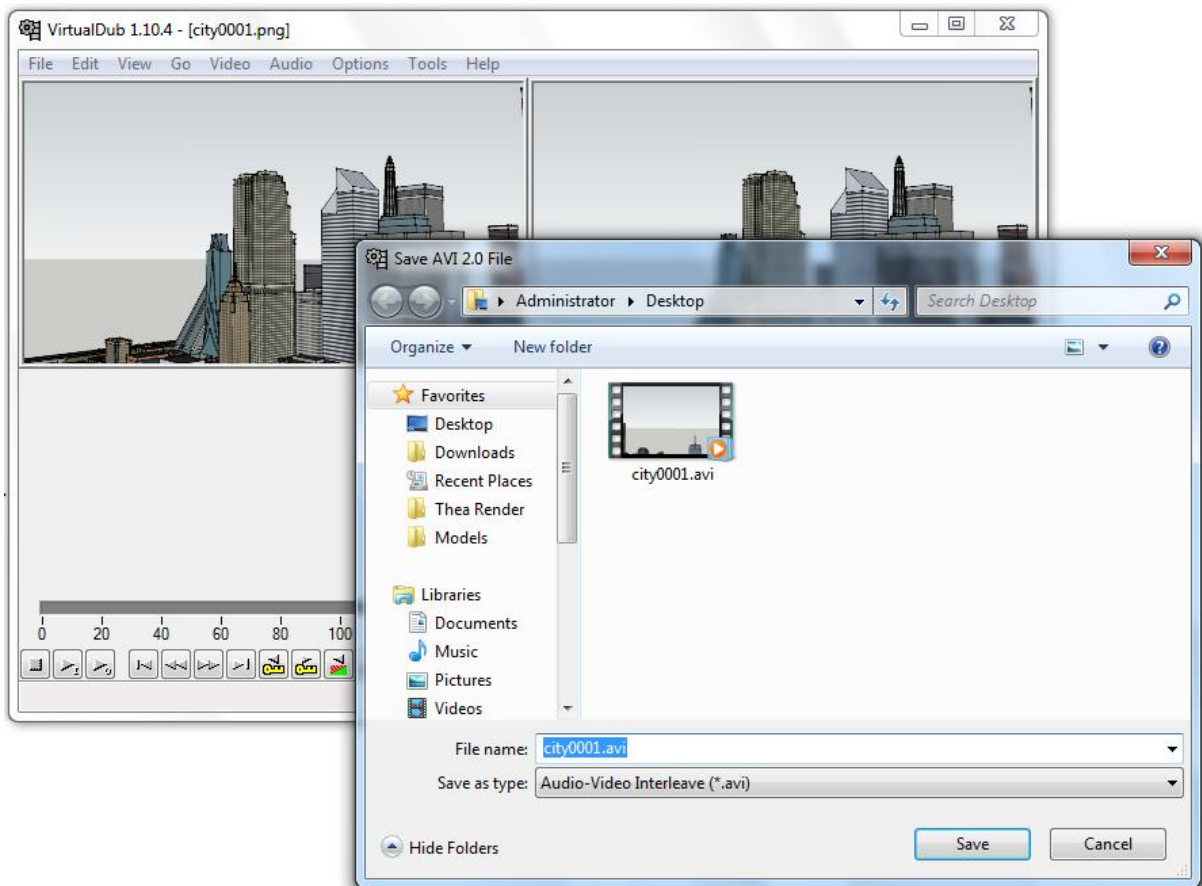
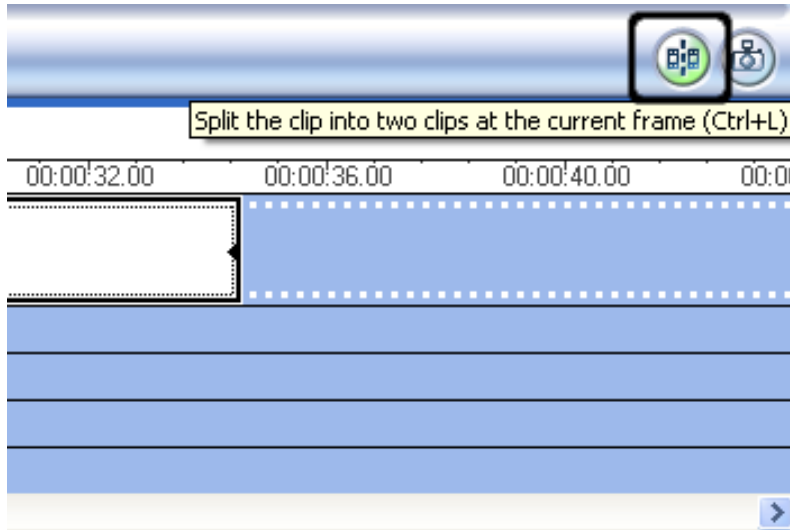


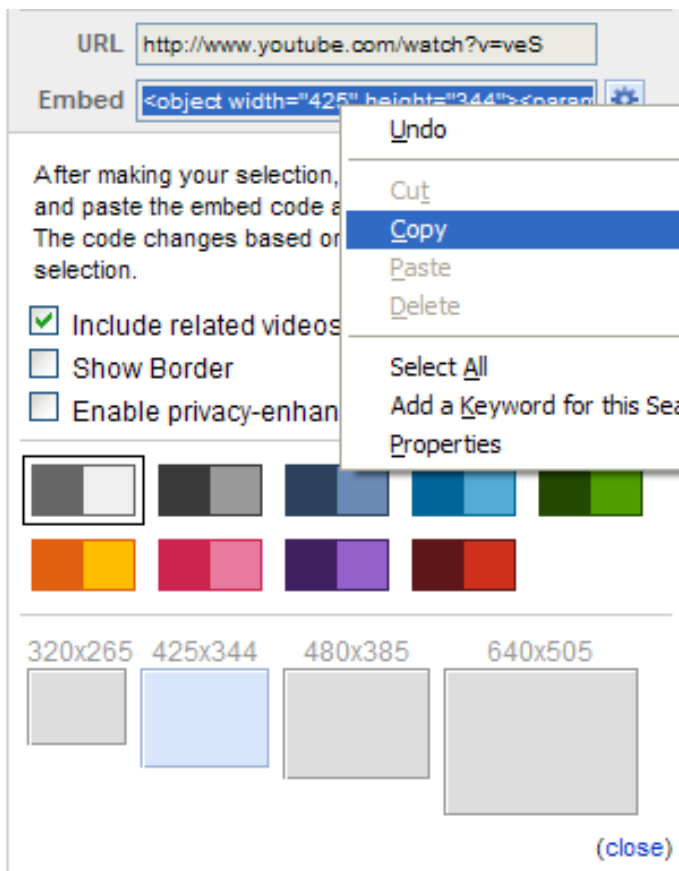
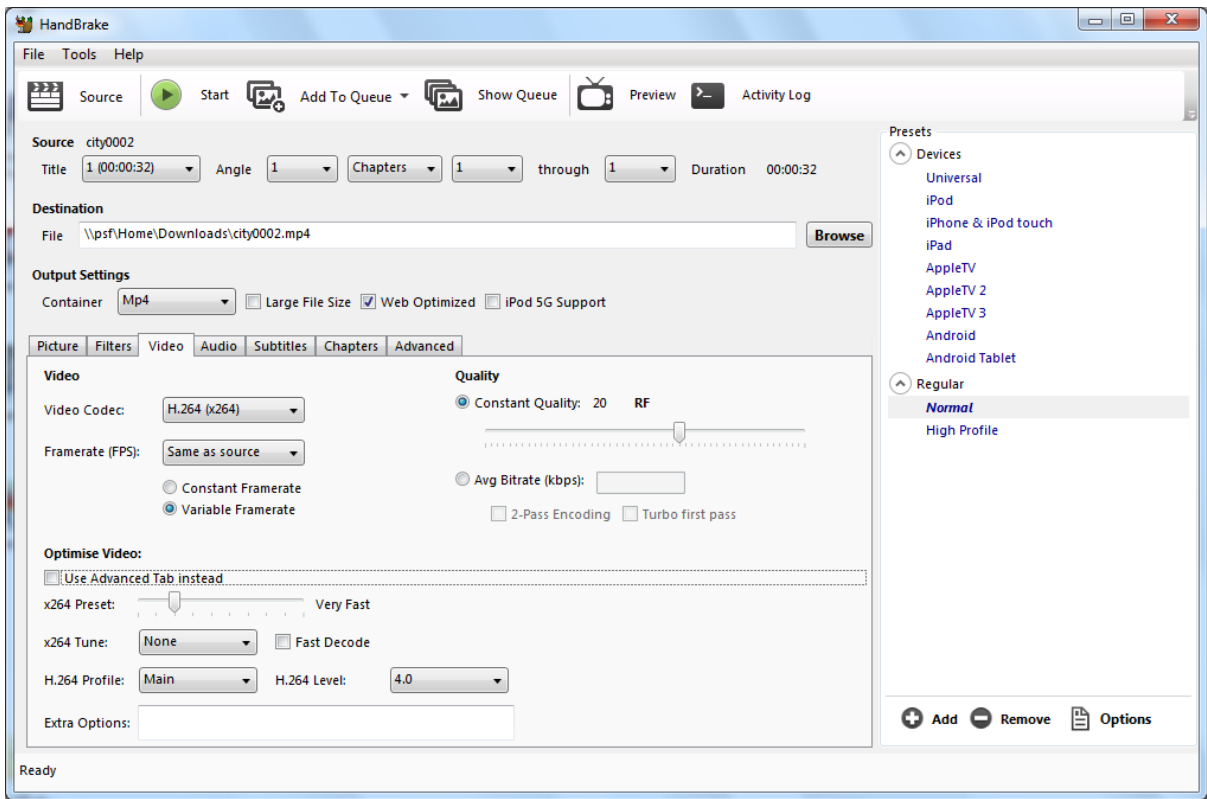




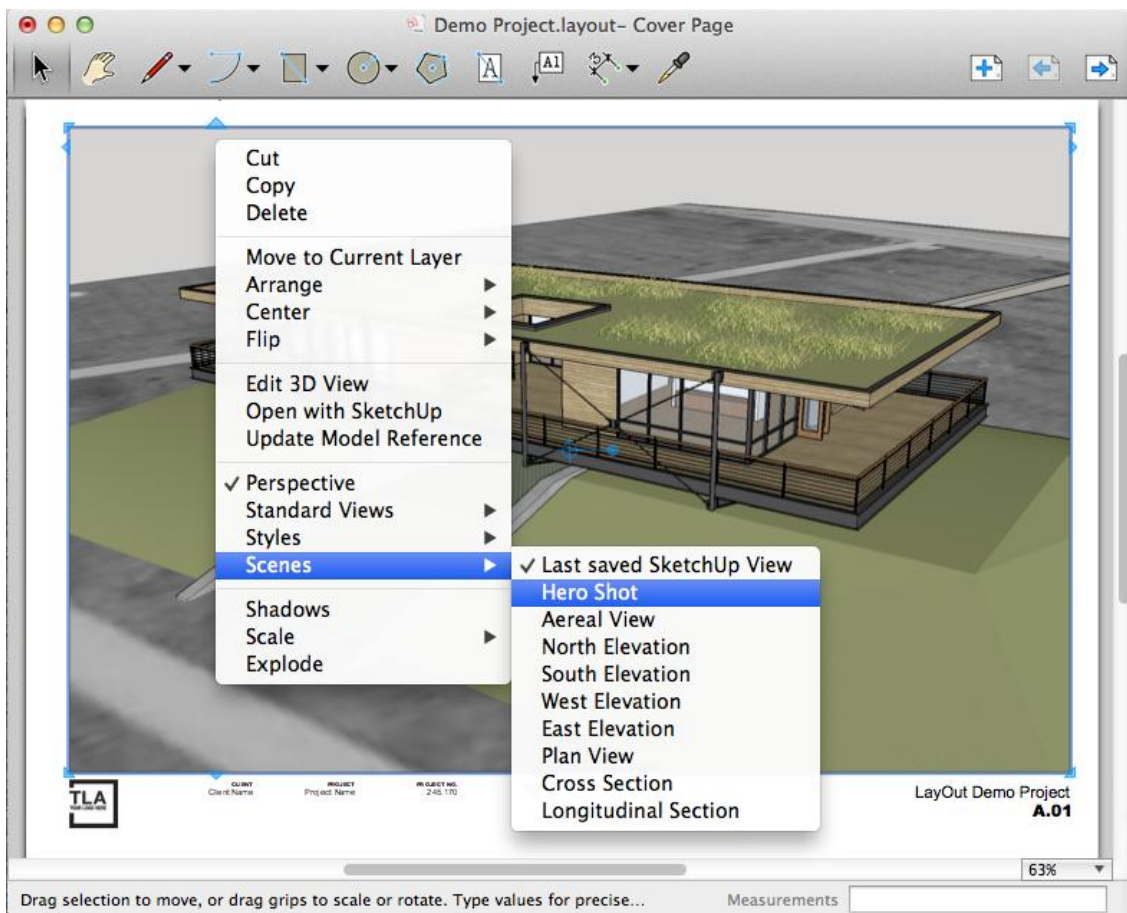
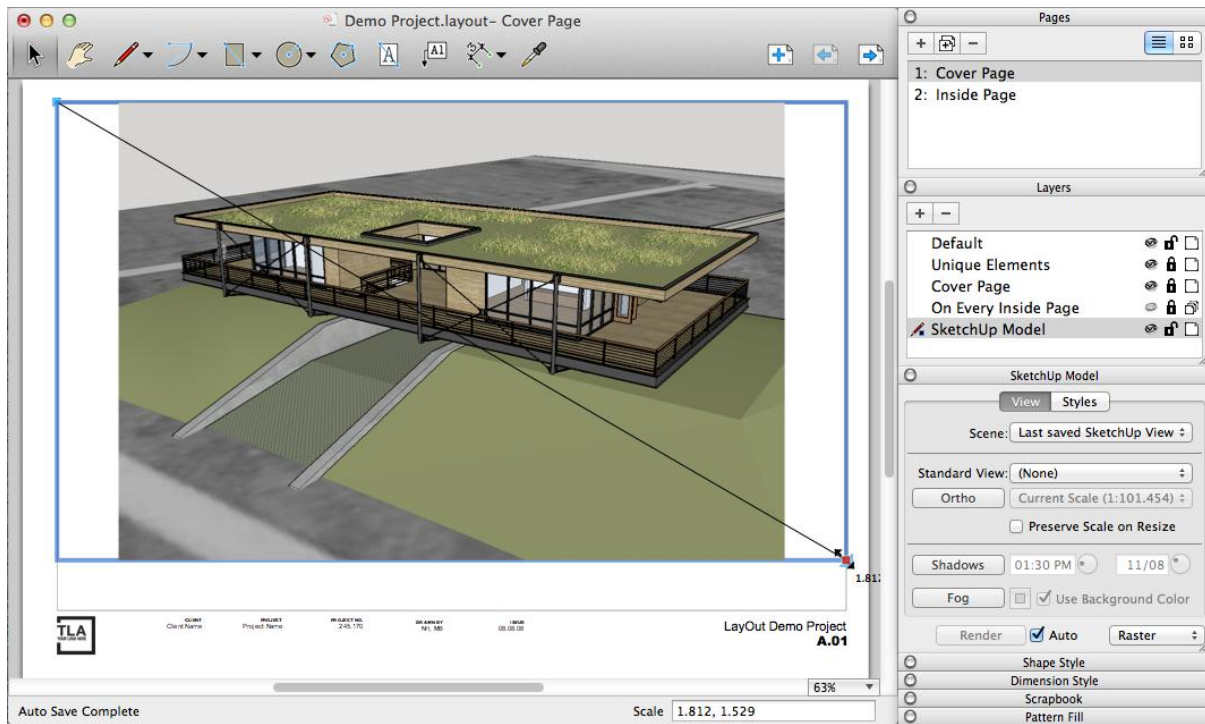












# Chapter 11: Presenting Visuals in LayOut





On Every Inside Page  

SketchUp Model  

---

SketchUp Model



View Styles

Scene: (Modified) Hero Shot ▾

Standard View: (None) ▾

Ortho  Current Scale (1:59.7703) ▾

Preserve Scale on Resize

Shadows 01:32 PM  10/27 

Fog   Use Background Color

Render  Auto Raster ▾

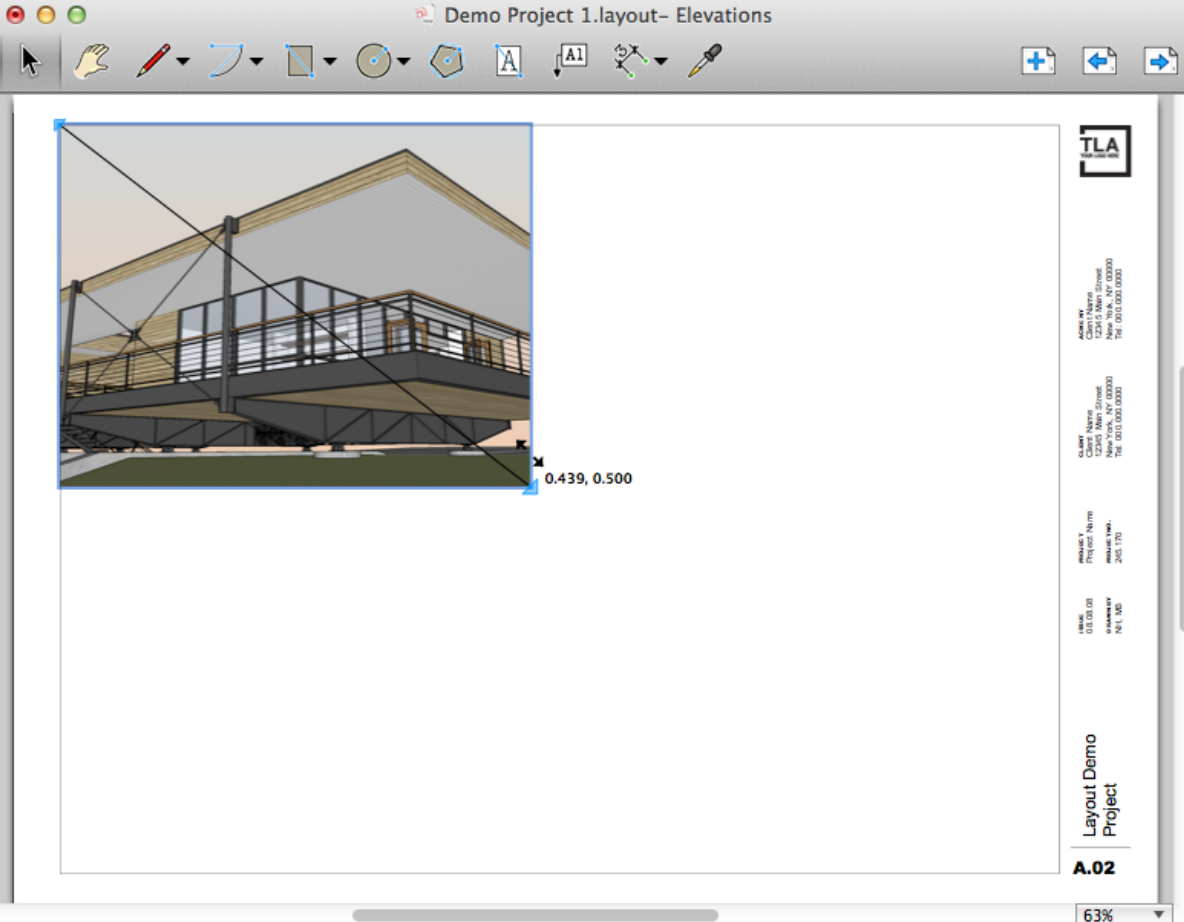
Shape Style

Dimension Style

Scrapbook

Pattern Fill

Demo Project 1.layout- Elevations



0.439, 0.500

TLA

Address: 12345 Main Street, New York, NY 10000, Tel: 001 000 0000

Client: 12345 Main Street, New York, NY 10000, Tel: 001 000 0000

Project Name: 12345 Main Street, New York, NY 10000, Tel: 001 000 0000

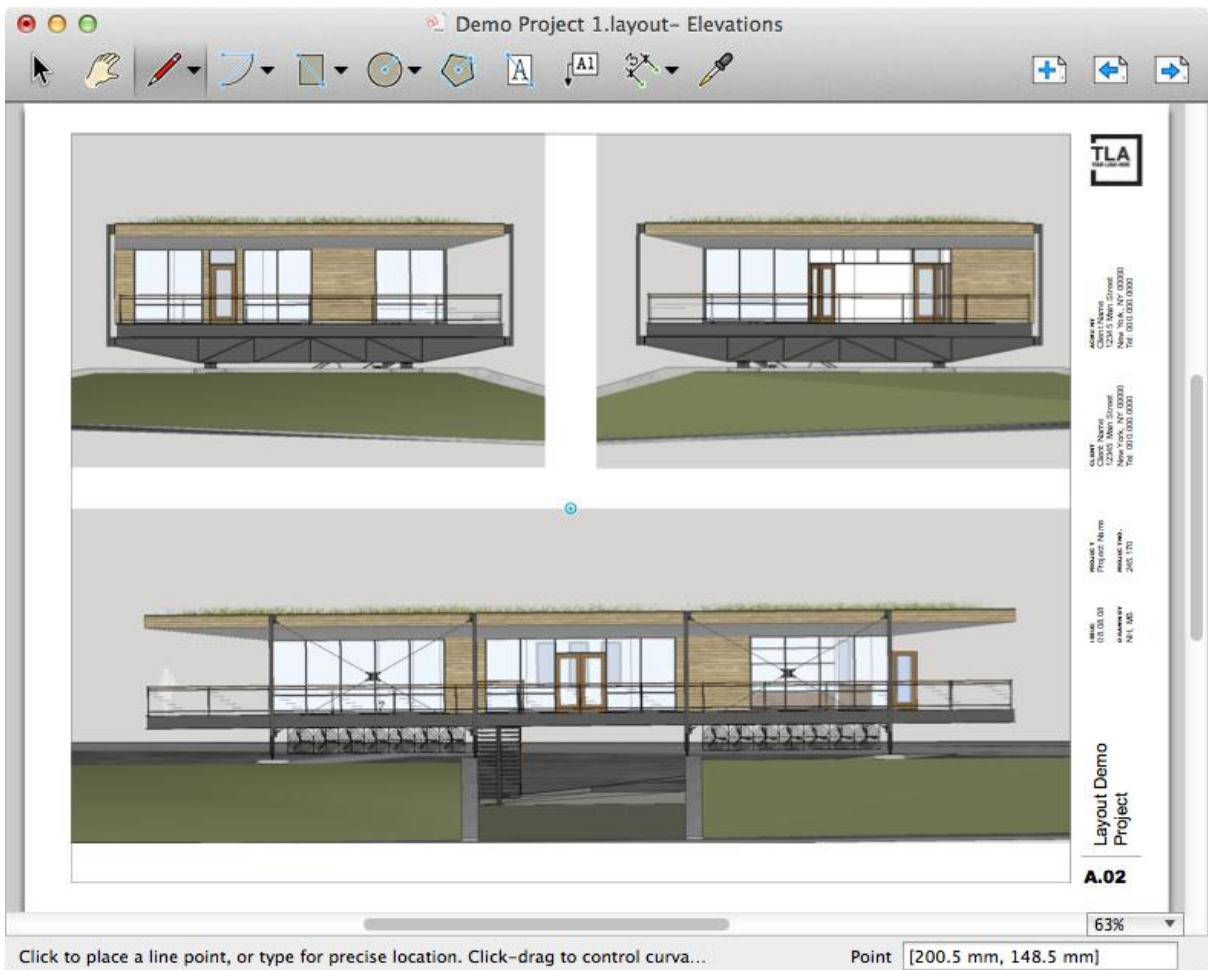
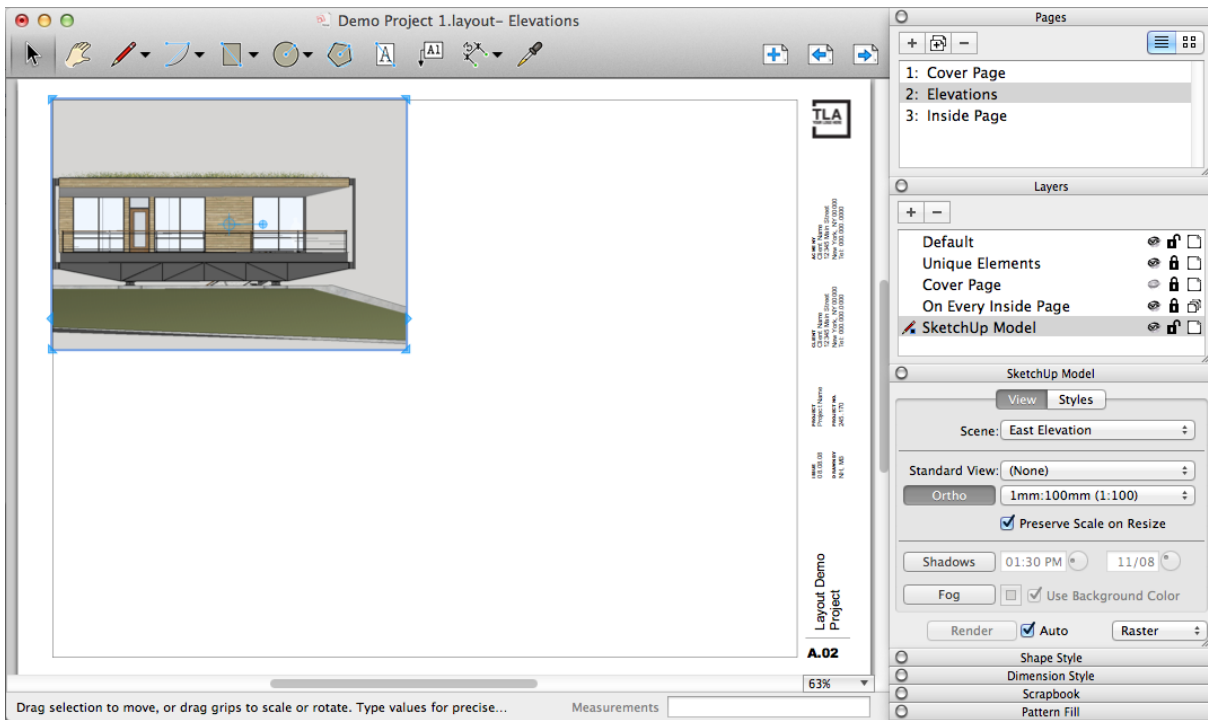
Project: 12345 Main Street, New York, NY 10000, Tel: 001 000 0000

Layout Demo Project

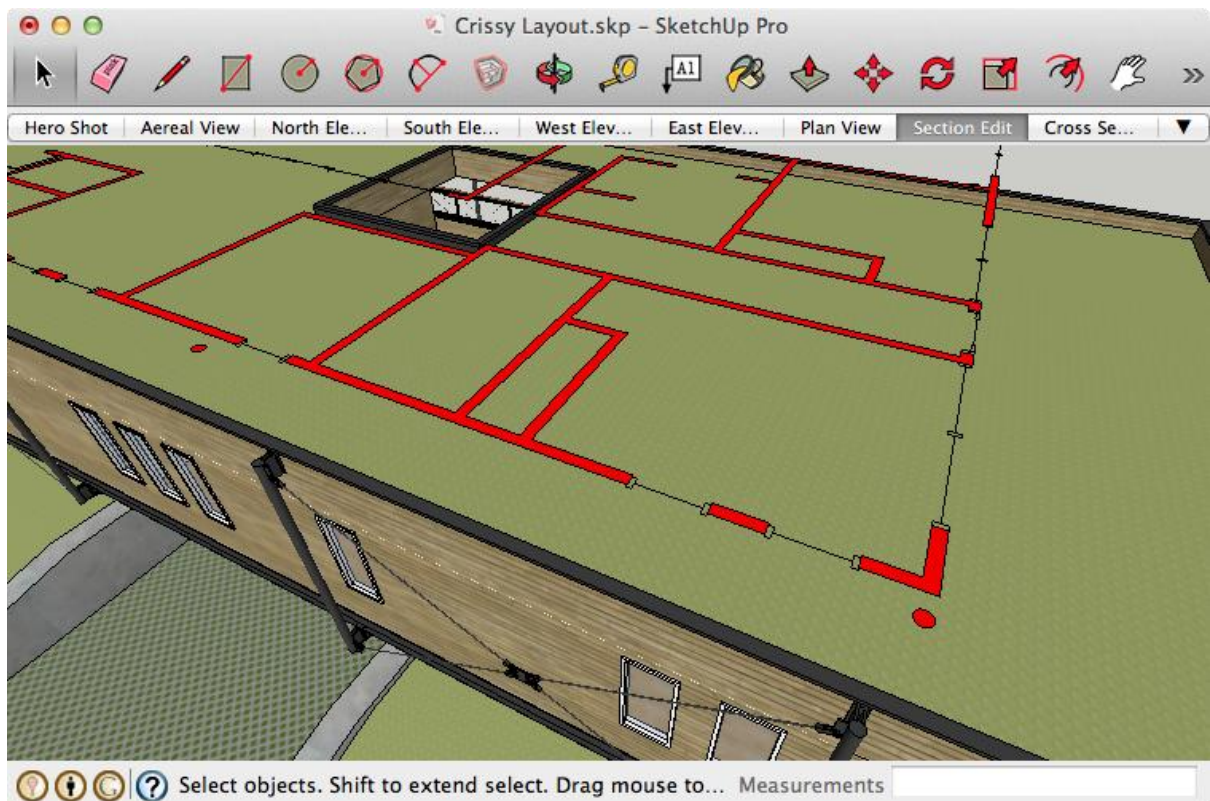
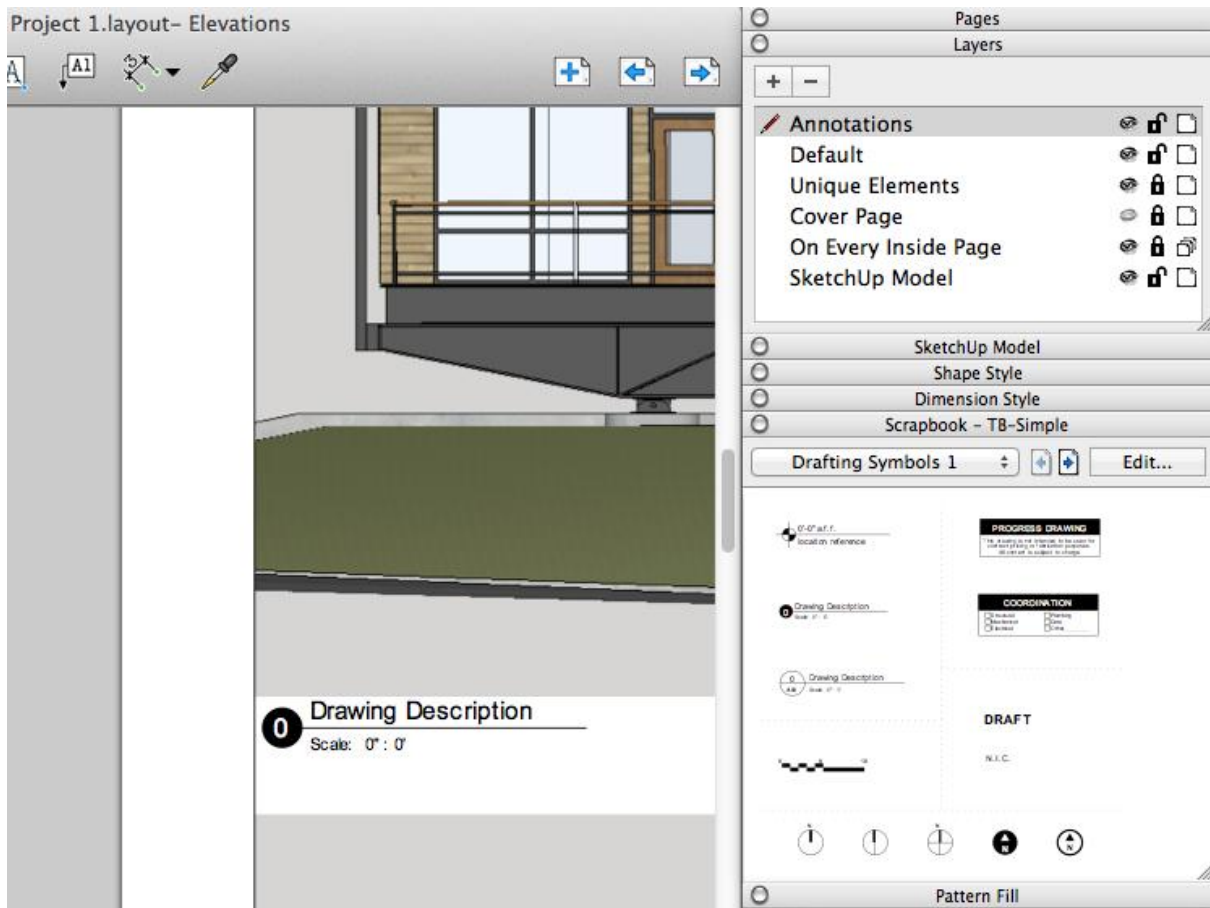
A.02

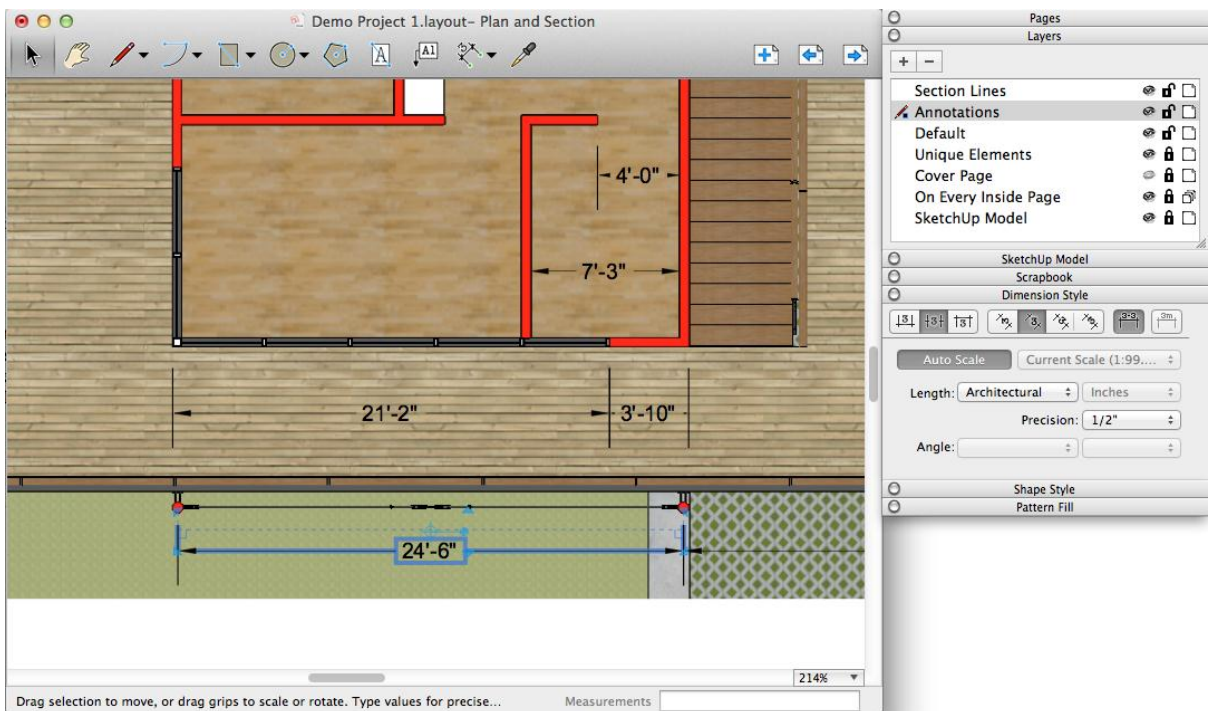
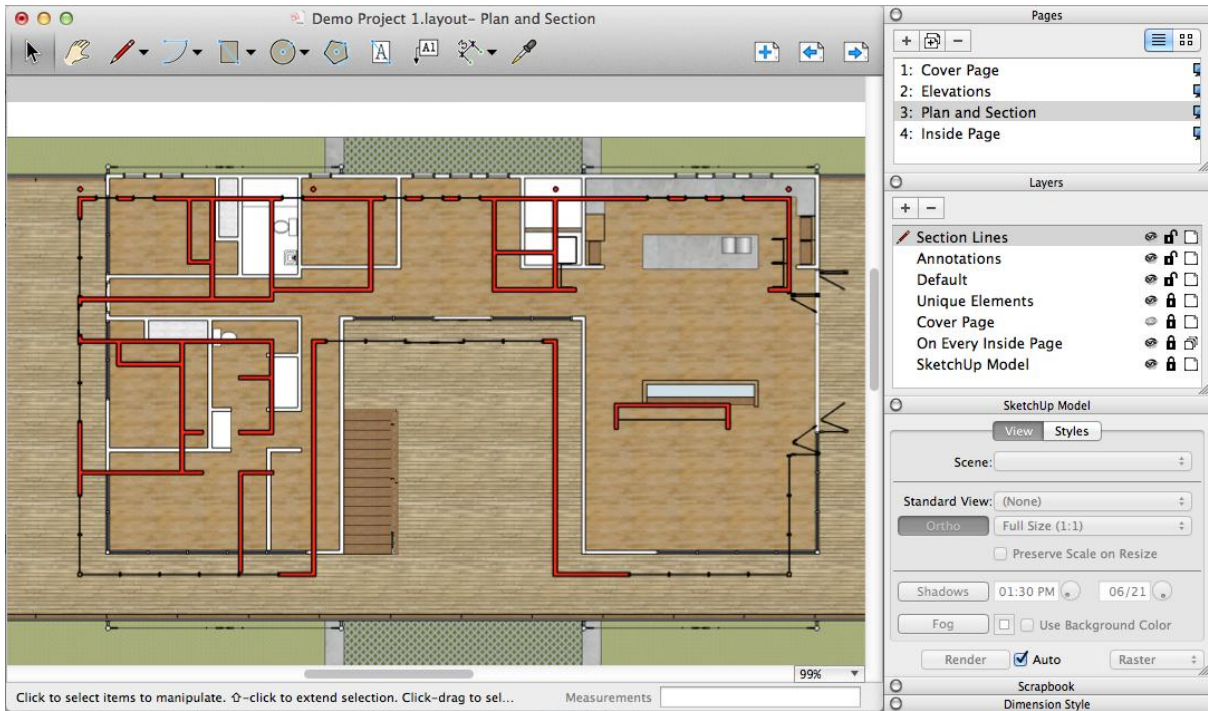
63%

Drag selection to move, or drag grips to scale or rotate. Type values for precise... Scale 0.439, 0.500











**AN EXCITING NEW MIXED USE DEVELOPMENT**

# Chapter 12: Interactive Visualization

