



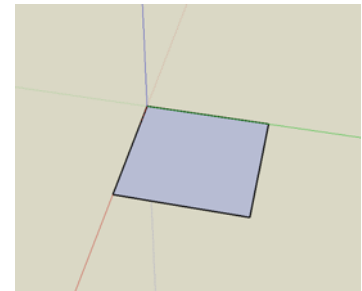


Making Columns in Google SketchUp

Click on the **Orbit** tool  at the top to change your view of a model, use the **Zoom** tool  to move closer to or farther from the model, the **Pan** tool  to move a model.


1. Open SketchUp and click on the **Orbit** tool to move within the program, so that the blue axis (solid line) is up and the green and red are ground level.

2. Click on the **Rectangle** tool  to draw base of the column. Mouse over the intersection of lines*, and a little yellow square will appear. Click down and drag away from the intersection to draw a square 8' by 8'.



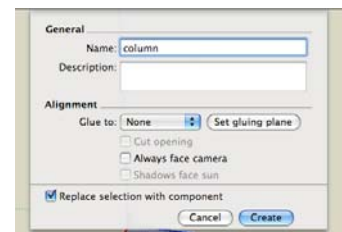
3. The dimensions appear in the bottom-right corner of the window; you can type in specific measurements and hit Enter/Return on your keyboard.

Dimensions 8', 8'

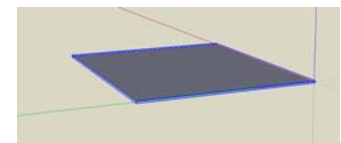
4. Click on the **Select** Tool  and then double click on the center of the square to highlight the whole square in blue.



5. Scroll *Edit* → *Make Component* to make your square a component part. (We highly recommend making everything a component in SketchUp, which helps with duplication and revision in the long run.) Name it "column" or a similar appropriate name. Then click **Create**.




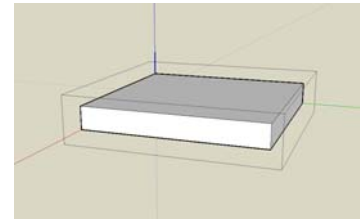
6. After the square is made into a component, it will have a blue box surrounding it.




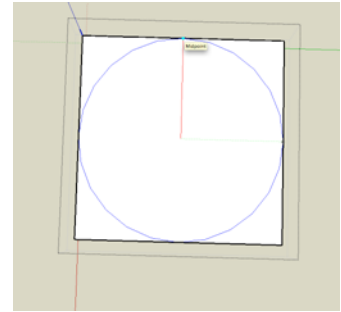
7. Click on the **Select** tool and double click on the component to make it editable. When it is editable, black dotted lines will appear around the square.



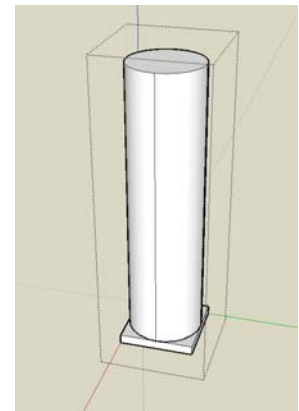
8. Click on the **Push/Pull** tool  and then click on the square and drag to raise it to make a 3-D base for the column. The distance measurement appears in the bottom-right corner of the window; you can type in specific measurements and hit Enter/Return on your keyboard. This square is raised one foot.



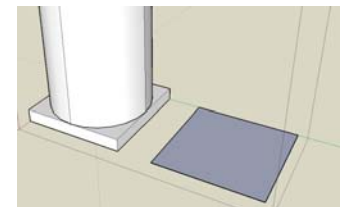
9. Click on the **Orbit** tool to move the base around, so you can see the top. Click on the **Circle** tool  to draw a circle on the face of the base. To find the square's center, mouse over one of the square's lines to find its midpoint and do the same to a connecting line. Use those two midpoints to guide you to the center. Mousing over the center will result in a red dotted line and a green dotted line intersecting in the center. Click on the square's center and drag out towards the square's sides to draw a circle touching the square's sides.



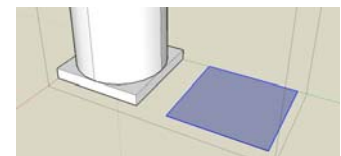
10. Rotate the model, click on the **Push/Pull** tool, and then click on the circle to raise it to a desired column height; you can type in specific measurements in the bottom-right of the window and hit Enter/Return on your keyboard. Be sure to place the cursor on the circle and not the square when pulling up.



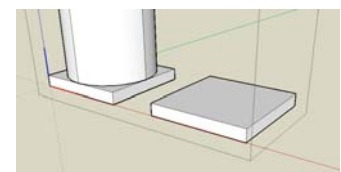
11. Click on the rectangle tool to draw another square that is the same size as the first square along the axis.



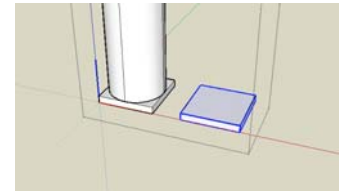
12. Click on the **Select** tool and then double click on the center of the square to highlight it.




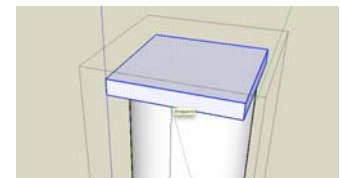
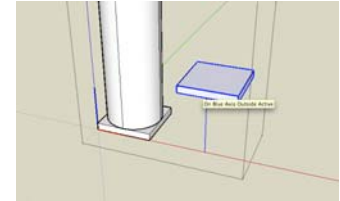
13. Click on the **Push/Pull** tool to raise the square to a one-foot height.



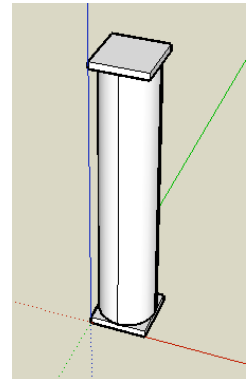
14. Click on the **Select** tool. Click outside the square and drag, so that you drag over the entire square but not at all over the column nor the base. The raised square will be highlighted in blue.



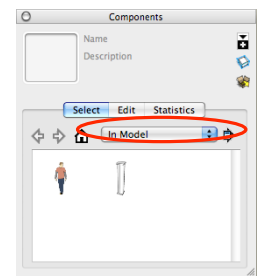
15. Click on the **Move** tool , and then click on the raised square to move it along the blue axis and place it on the cylinder's top face.



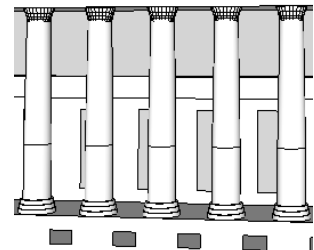
16. You now have three parts to your column component. With the **Select** tool, click anywhere outside the editable area. The black dotted lines will disappear.



17. Scroll *Window*→ *Components* to open the “Components” window, and in that window scroll *In Model* to see the new component that can be repeated or edited in your model at anytime.



18. You can now create columns like those in this front entryway.



*Please note that you do not have to use the intersection of the lines as your starting point if you are adding to a building structure already begun.