Making a Pitch-Roofed Building 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 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. To create a building base, click on the **Rectangle** tool at the top, then mouse over the intersection of the lines*, and a small yellow square will appear. Click on the square and drag the mouse outward to create a rectangle. Make sure to line it up with the red and green axes to ensure that the rectangle is flat on the ground.
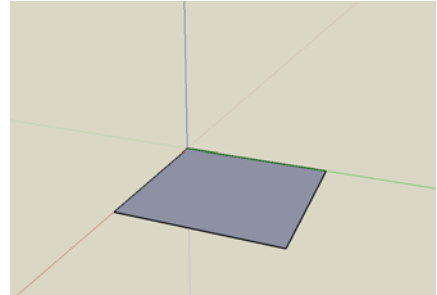
3. The dimensions appear in the bottom-right corner of the window; you can type in specific measurements and hit Enter/Return on your keyboard.

   Dimensions 4' 10 3/4", 5' 7 1/2"

4. Click the **Select** tool and then double click in the center of the rectangle in order to highlight the center of the square and all four of its sides in blue.
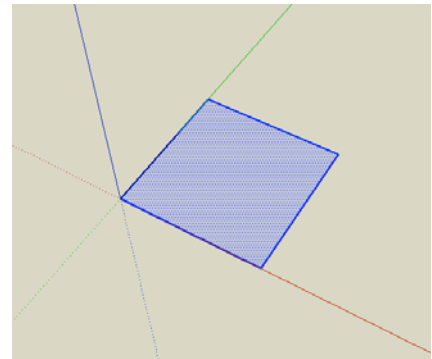
5. Scroll *Edit → Make Component* to make this rectangle a component. (We highly recommend making everything a component in SketchUp, which helps with duplication and revision in the long run.) Give it an appropriate name it something that you will remember. Click **Create**.
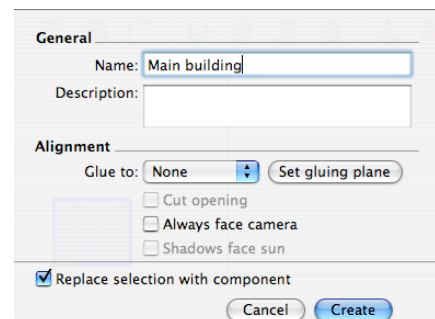
6. After the rectangle is made into a component, it will have a blue box around it.
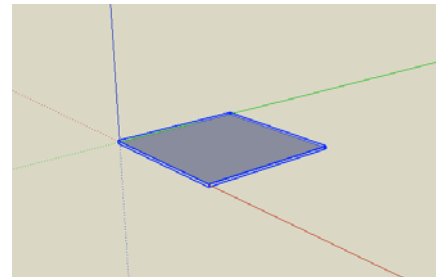
7. Double click on the component to make it editable. When it is editable, black dotted lines will appear around the rectangle.
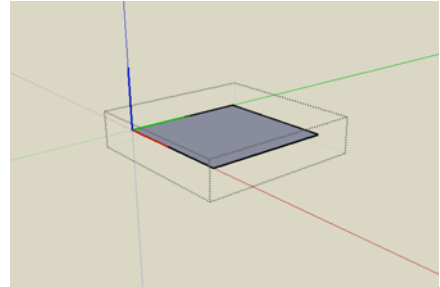
8. Click on the **Push/Pull** tool to raise the rectangle upwards on the blue axis. Pay attention to the dimensions in the bottom-right corner of the window. You now have a rectangular prism.
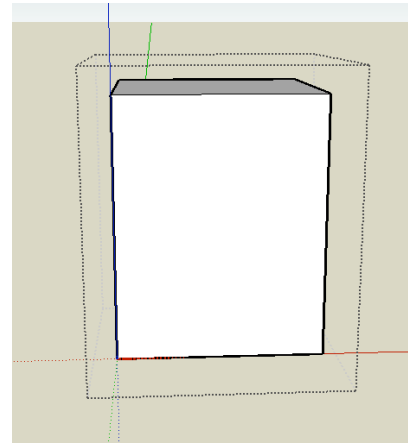
9. Rotate the canvas using the **Orbit** tool, so that you are looking at the building from the top.
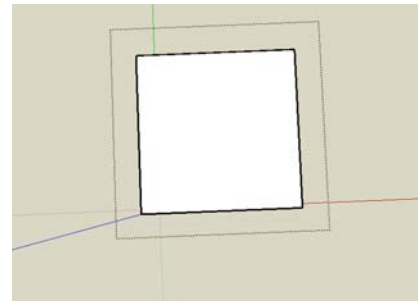
10. Click on the **Line** tool and decide which line will intersect the pitched roof. Mouse over the line to find the midpoint. A light blue square will appear when the mouse runs over the midpoint. Click on the midpoint and draw a line from one side to the other side's midpoint.
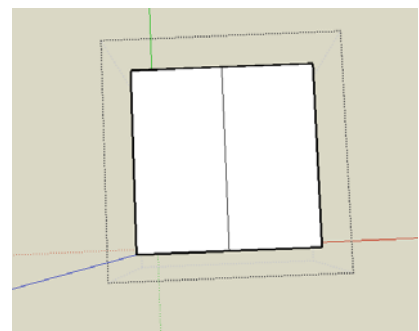
11. Use the **Orbit** tool to move the building to one side and the top. Click on the **Select** tool and then click on the line on the top to highlight it.
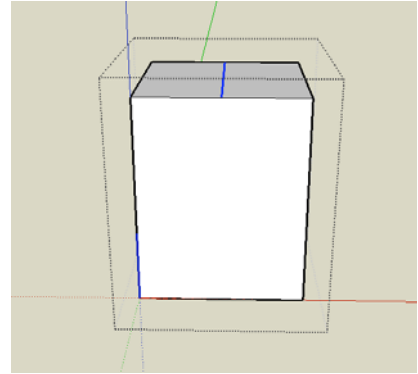
12. Click on the move tool and then the highlighted blue line. Do not move the cursor after clicking and tap the up arrow key on the keyboard once. The line is now locked into the blue axis. Begin raising the line with the move tool and then type in the desired height in the bottom-right corner of the window.
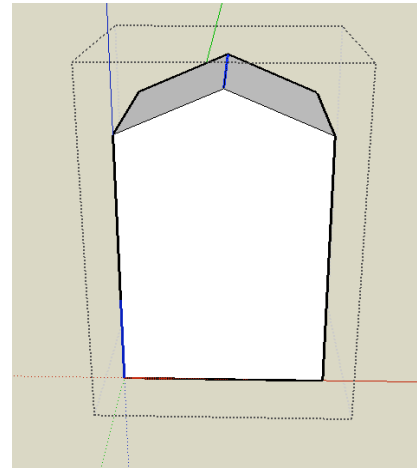
13. To create a gable, click on the **Line** tool and draw a line from the two corners of the roof on each side.
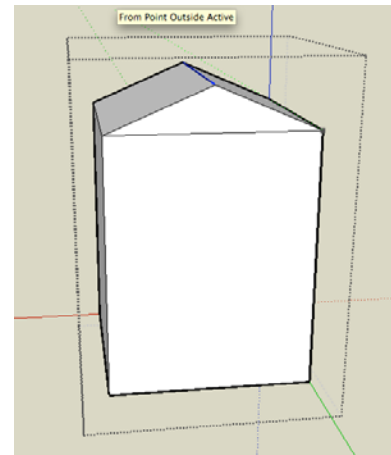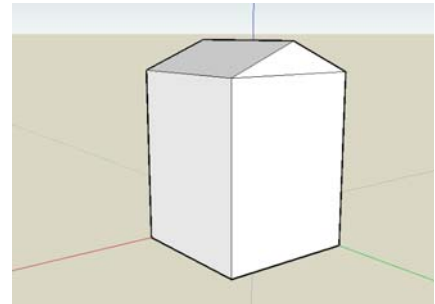
14. Click on the **Select** tool and then click anywhere outside the box to leave the component edit mode.
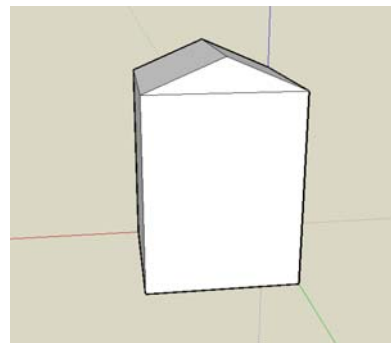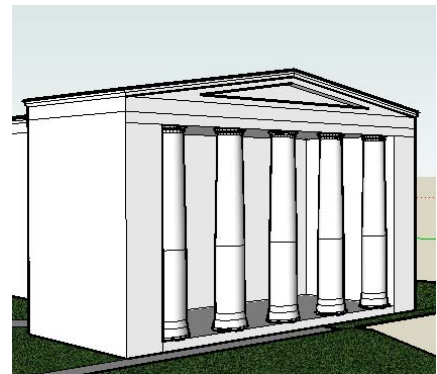
15. Scroll *Window→ Components* to open the "Components" window, and in that window scroll *In Model* to see the new component that can be repeated or edited in your model at anytime.
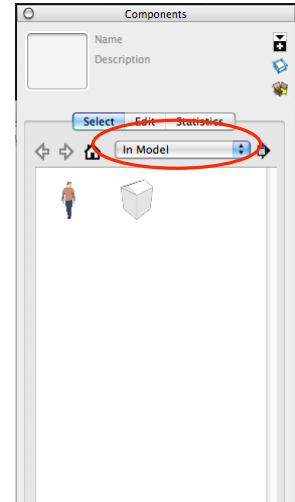
16. You then have a finished pitch-roofed building!

17. You can now create a building with a roof like this one.

*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.