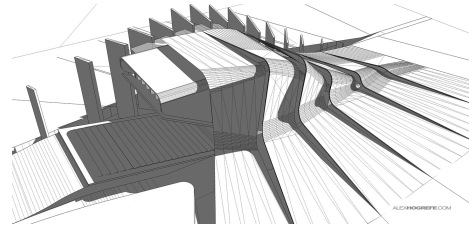


ARCHITECTURE DESIGN 1
SKETCHUP: Geometry Zoo



Assignment 1

Your project is to make in Sketchup the 8 Primary Solids which are the building blocks of 3d modeling in Architecture. This assignment is to explore Sketchup. You will need to be competent with the basic commands of drawing circles, square, rectangles in 2d. You will need to be able to extrude with push pull, follow me tools, and lastly manipulating an object in 3 dimensions.

The objects to create:

- Cube
- Sphere
- Pyramid
- Triangular Prism
- Tetrahedron
- Cone
- Torus (doughnut)
- Cylinder.

Instructions / Steps:

1. Draw the 8 shapes listed.
2. Use the paint bucket command and explore the textures, colors and materials that are available.
 - a. Each face of each solid object must be a different color and texture.
3. Use 3d text on each object indicating what the shape is called.
4. Create a slideshow (called animation in Sketchup, though not a true animation).
 - a. You will need to have at least 8 slides and be able to see each object in two different views.

How to turn in: (Portfolio work)

Create an assignment page called “**Geometry Zoo**”

Create a 1 paragraph statement about the purpose of this project and a bulleted list of the shapes you have created within your SketchUp file. Mention that you have attached your *.skp file to the page for download at the bottom.

Be sure to attach your *.skp file to your page using the “Add Files” link located at the bottom of your page when you are editing.