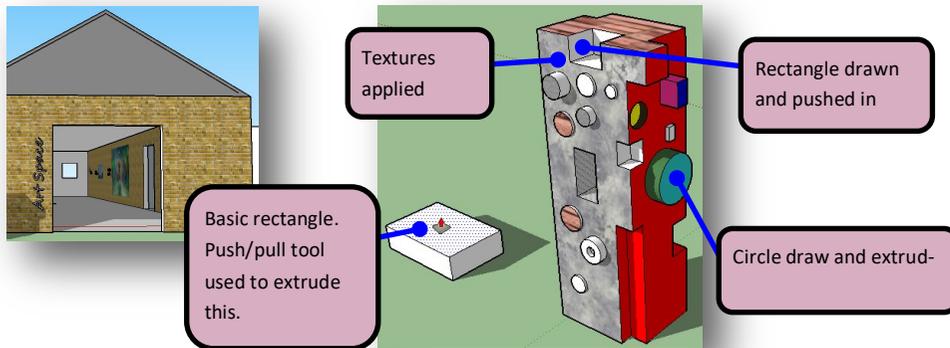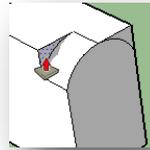# We are Architects

Things you already know:

- Be familiar with selecting and resizing objects.
- Know how to click and drag and have an understanding of using this in the context of a 3D environment.

Knowledge you will gain:

- To know how 3D environments are used to replicate real life and why these are important and useful.
- Know how to create structures in SketchUp using rectangles, circles and polygons.
- Know what a face is and how to create these on existing faces using the pencil or arc tools in order to remove or change a face.
- Know how to locate and place images found on the internet within a 3D environment. We will be using art work to create a virtual art gallery.

Textures applied

Rectangle drawn and pushed in

Basic rectangle. Push/pull tool used to extrude this.

Circle draw and extrud-

Vocabulary

Architect: A person who designs buildings and often oversees their construction.

Simulated environment: A virtual computer world that mimics the real world.

Extrude: To pull out or push in a face, typically making it 3D, for example pulling up the face of a square to make it a cube.

Face: A shape constructed of lines that meet. This can be a face within a face too. E.g. a complete diamond face is on this square face. Lines that do not join do not make a face.

Specific skills/understanding

Understanding of view tools such as pan, zoom and orbit. Understand that technically there are limits to what 3D modelling applications can do and that ideas sometimes need to be modified to work within the modelled environment.
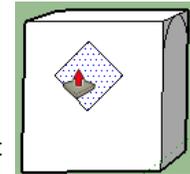
Ongoing skill set

Appropriate image searching including the advanced search tools such as image resolution. Downloading and importing of files into an application.