

SketchUp: Room Edition

In this next project you will be making a 3D model of a room in your house. You will see how to **measure**, **convert** and input **detailed** measurements to make sure that the room you design on SketchUp is as **accurate** and **life-like** as possible. We will also make some of the furniture and use the **SketchUp Warehouse** to import some objects.

For this project I will be designing my office (excuse the mess!). You can choose any room you like. If you can, take some photos of the room. When you've finished the project you can compare how accurate your room on SketchUp is compared to the actual room.



Task 1 (Week 7): Measuring

For this task you will need to find a tape measure. If you can't find one you will need to use a ruler (it will take a lot longer!)

Measure the size of all the walls in your chosen room. You need to measure in centimetres (cm)

