

Graphic Skills Portal

Technique Handouts

3

DESIGNING



Choosing a perspective image from a SketchUp model and export into Photoshop

URBAN
GRAPHICS
SKILLS

Choose a perspective image from your SketchUp model and export into Photoshop



Once you already have your 3D model in SketchUp:

1. Choose a perspective image from your SketchUp model and export into Photoshop
2. Develop a masterplan with Photoshop (adding colour and trees and effects etc.)
3. Develop a perspective vision with Photoshop

If you already have a 3D model in SketchUp (or SketchUp for Web), you can set the scene you may want to post-produce (adding texture, people, trees, etc.) in Adobe Photoshop. To do this, you need understand which kind of view you need among bird's eye view, human perspective, masterplan, etc.

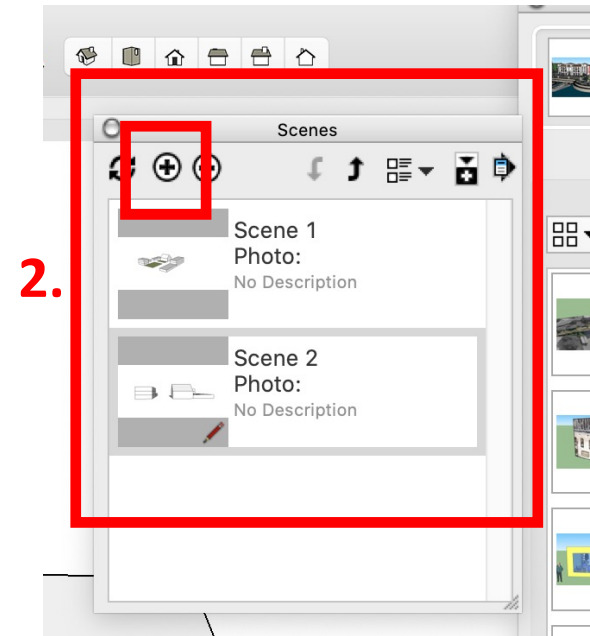
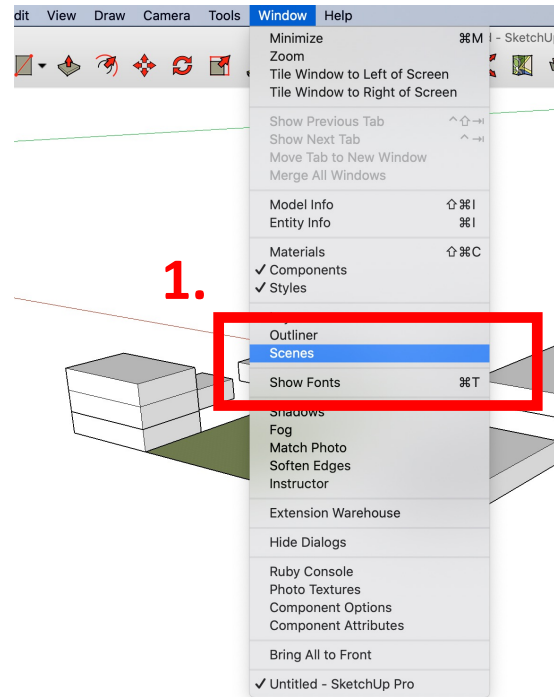
Let's start!



Choose a perspective image from your SketchUp model and export it into Photoshop

Choose a perspective image from your SketchUp model and export it into Photoshop:

1. Once your SketchUp model is ready, open 'SCENE'
2. Add different SCENES by clicking +

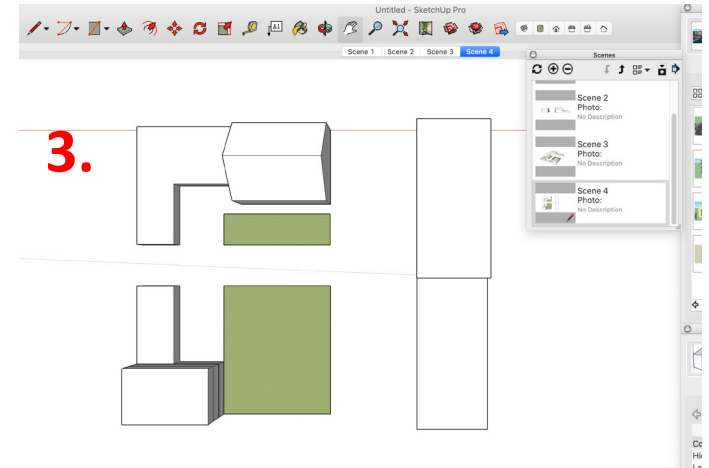
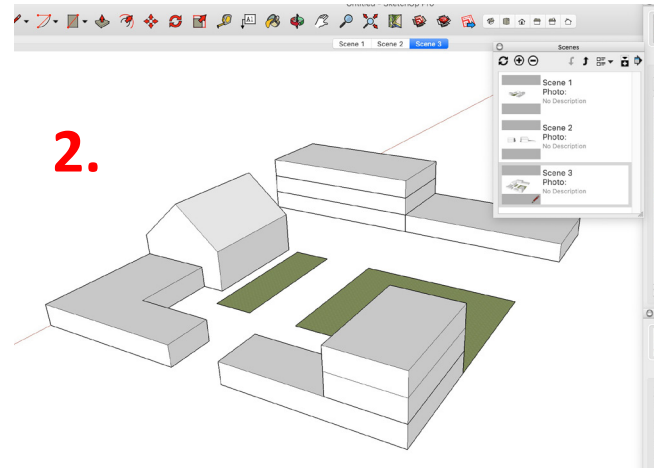
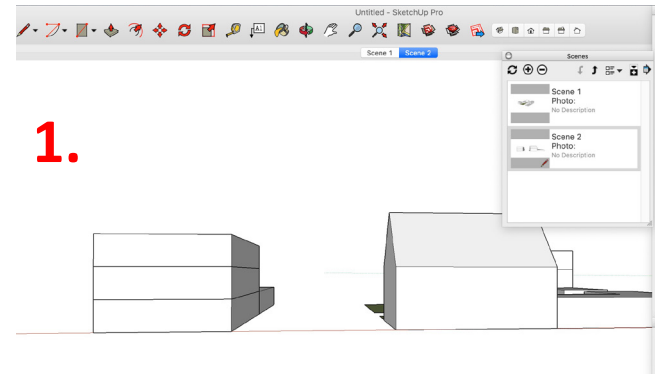




Choose a perspective image from your SketchUp model and export it into Photoshop

Choose SCENES from different angles, such as:

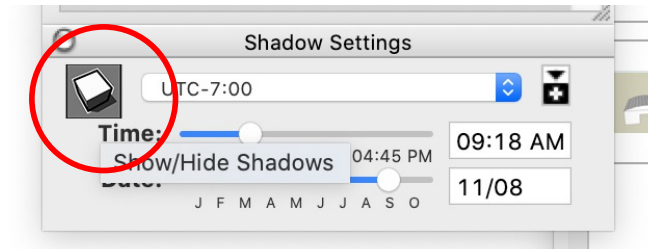
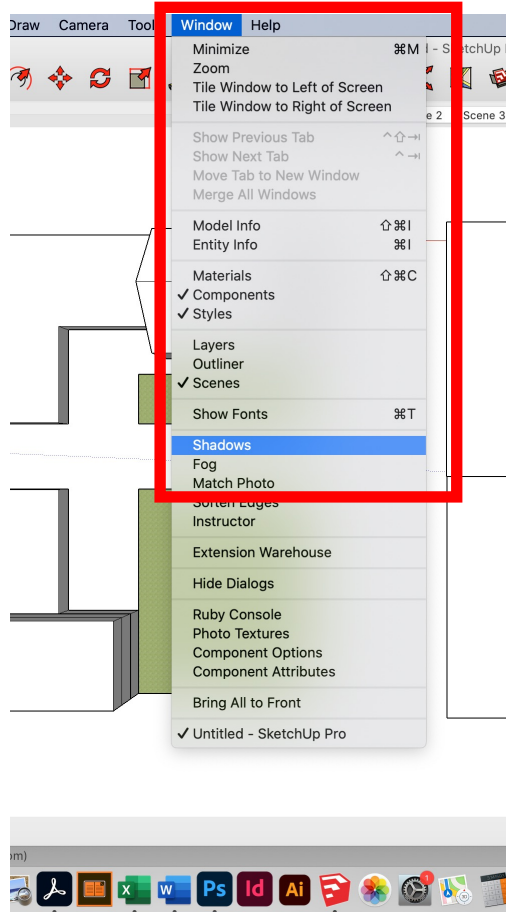
1. HUMAN PERSPECTIVE
2. BIRD'S EYE VIEW
3. PLAN VIEW





Choose a perspective image from your SketchUp model and export it into Photoshop

Switch on shadows: Windows > Shadows > click on the cube icon on the left > set the region, time and day

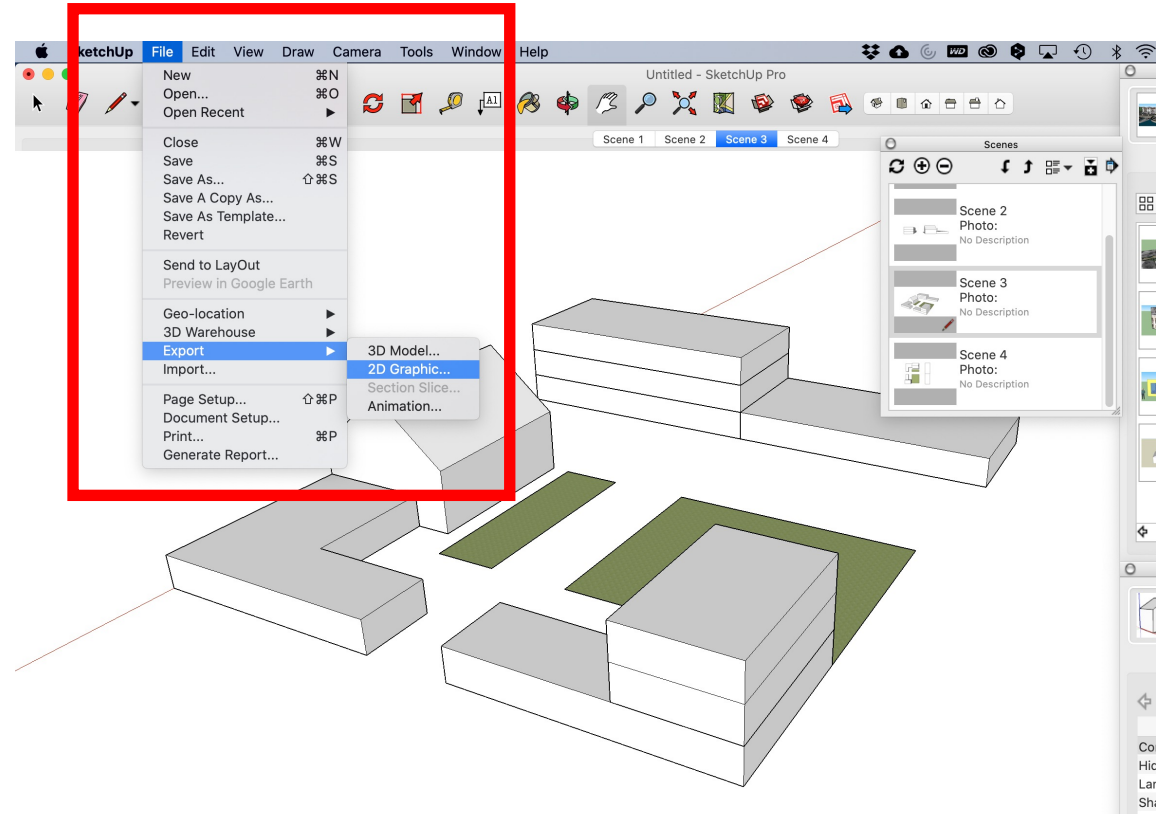




Choose a perspective image from your SketchUp model and export it into Photoshop

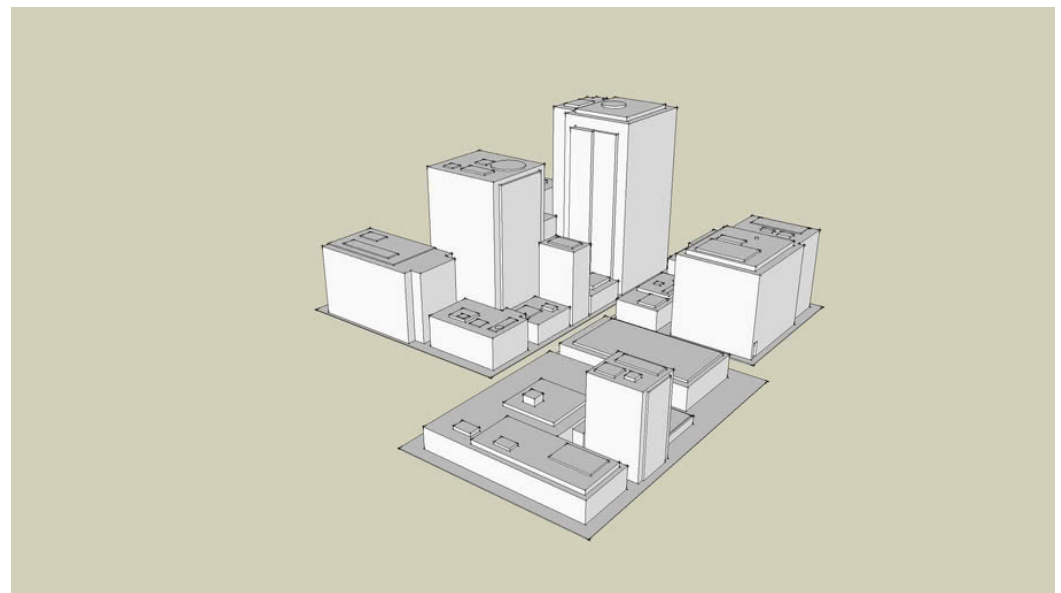
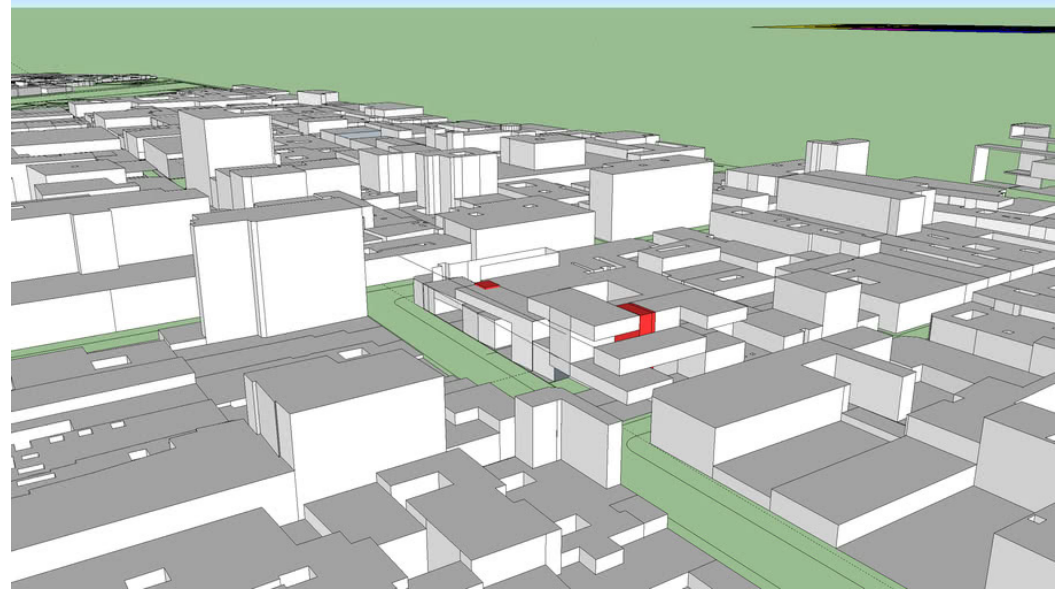
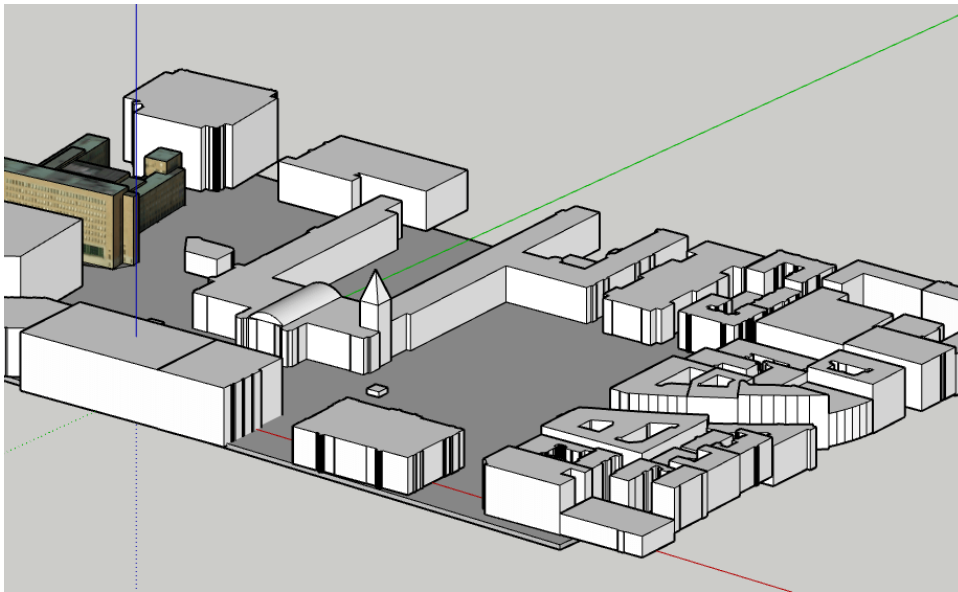
Export it: Move from one saved image to another > File > Export > 2D Graphic

NOTE: It is suggested to do NOT add material in SketchUp, but instead exporting just simple drawing (with surfaces+black lines), and post-producing them using Adobe Photoshop or Illustrator.





Some examples:





THE BARTLETT