Working with a 3 dimensional modelling program
Part 2

1. Open Google Sketchup®.
2. Discuss with the rest of your class the models you could produce using this program.
3. Use the pictures below as a guide to produce a 3-D model of a simple house. The tools you need are pictured for each step.
4. Use the paint bucket tool to apply a surface and the orbit tool to fly around and through your house.

Challenges

See the next page for a moving version