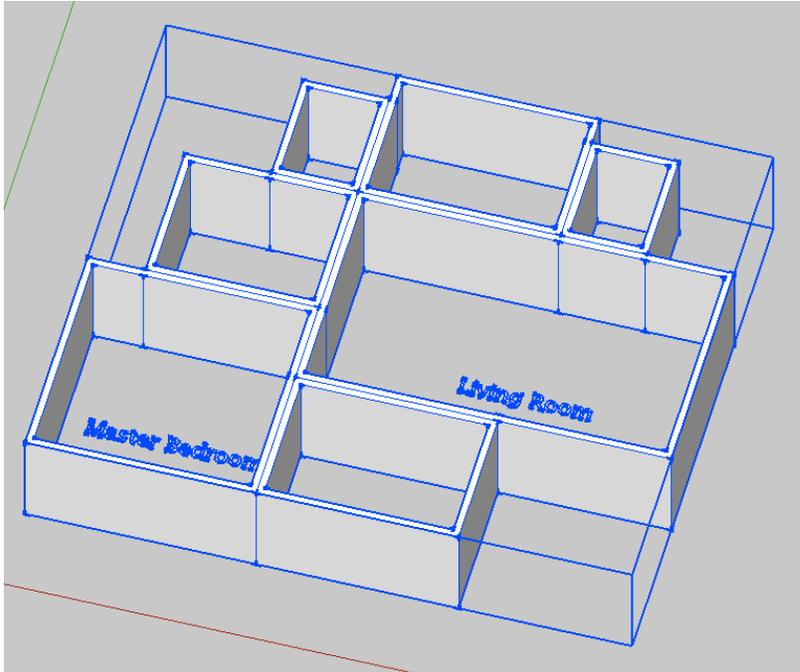Drawing Floor Plans in SketchUp part 2

Moving on from the last step, we want to add a floor slab and ceiling to the house, and then create the roof and add a few details to get a general idea of what this house could look like.

1. Open your floor plan file which should look something like this, and select the entire structure to turn into a GROUP.


2. Next, we need to create a single shape that covers the entire structure. You can do this a number of ways. The easiest would be to trace lines around the outside of everything. You may need to hide and unhide the main structure every once in a while to see if you are missing any lines, because until the shape is completely closed (no breaks or gaps) it will not turn into a face that you can manipulate with push/pull. This may take some time to accomplish. In the images below I have orbited around to the bottom to do this. You will still see the outline of the walls because the new face is in the exact same plane as those edges of the walls. But once the shape is totally closed and becomes a face, you will be able to pull it down 1' to create a floor slab. (if you decided to trace the outline on the top, simply pull UP 1' to create a ceiling). **Triple click that and turn it into a group.**
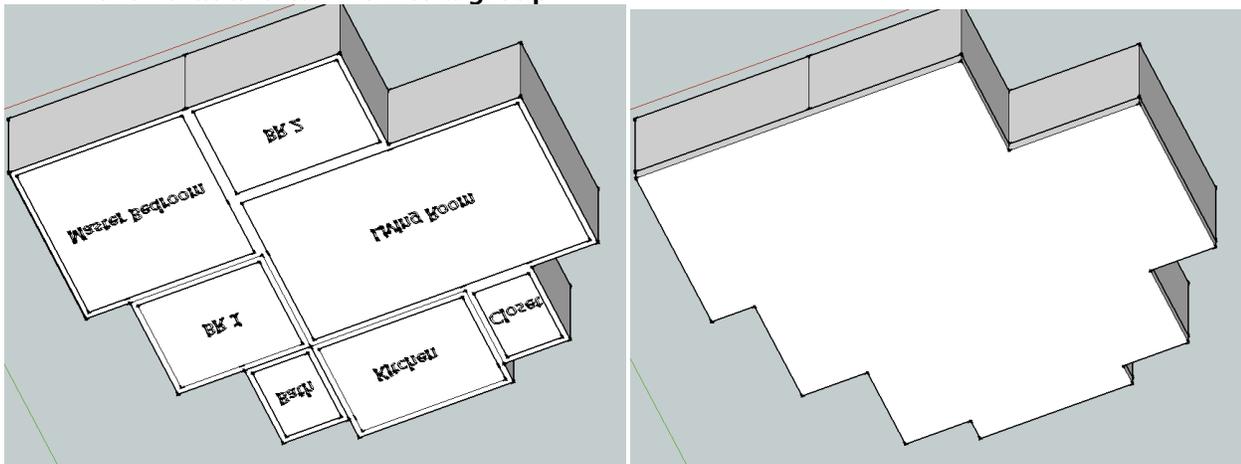
3. Next we want to copy that group to the other side of the structure, so either from the floor to the ceiling or vice versa depending on where you started. Either way, you should have two copies of this slab, one on top and one on bottom of your walls.
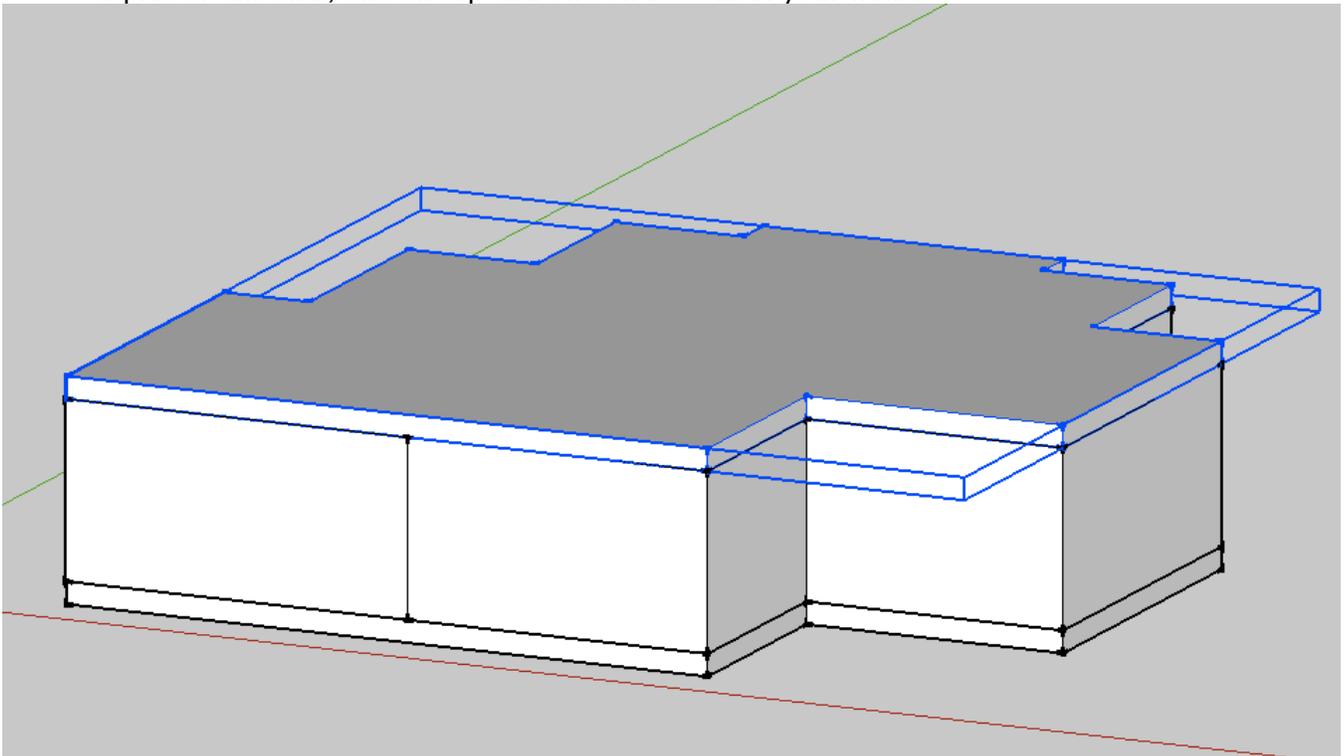

4. Now we need to create roof objects. The process will be straightforward enough and you might end up creating some very interesting shapes. Basically we need to draw some triangles at the ends of parts of the building and then push/pull them to create roof ridges. See the images below. In this image I used a height of 6' for the middle of the triangle, which was drawn vertically from the midpoint of that edge. Then I erased that middle line, orbited around to the other side, and pulled the triangle across the entire building.
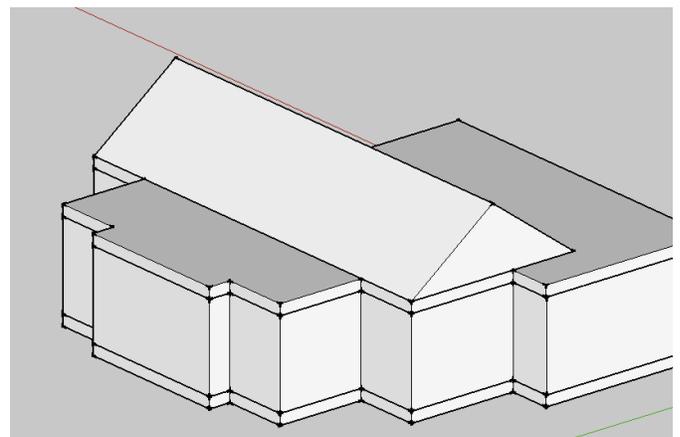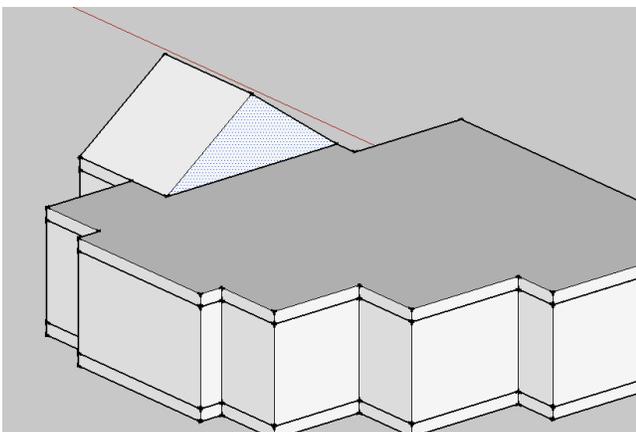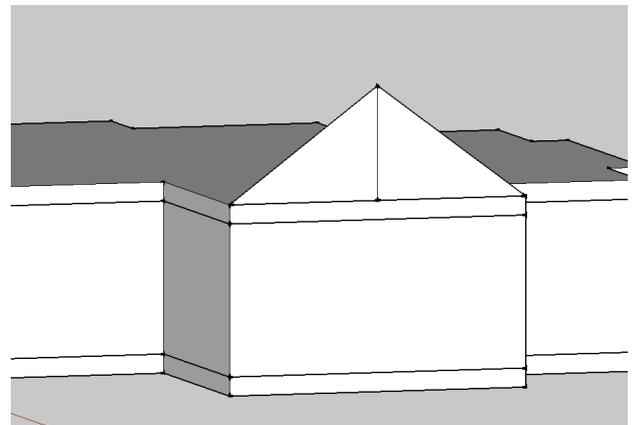
5. Repeat this for each part of your building. You may want to do some perpendicular to others. Experiment with creating something that looks good to you. You can always try something and then undo to try a different approach.
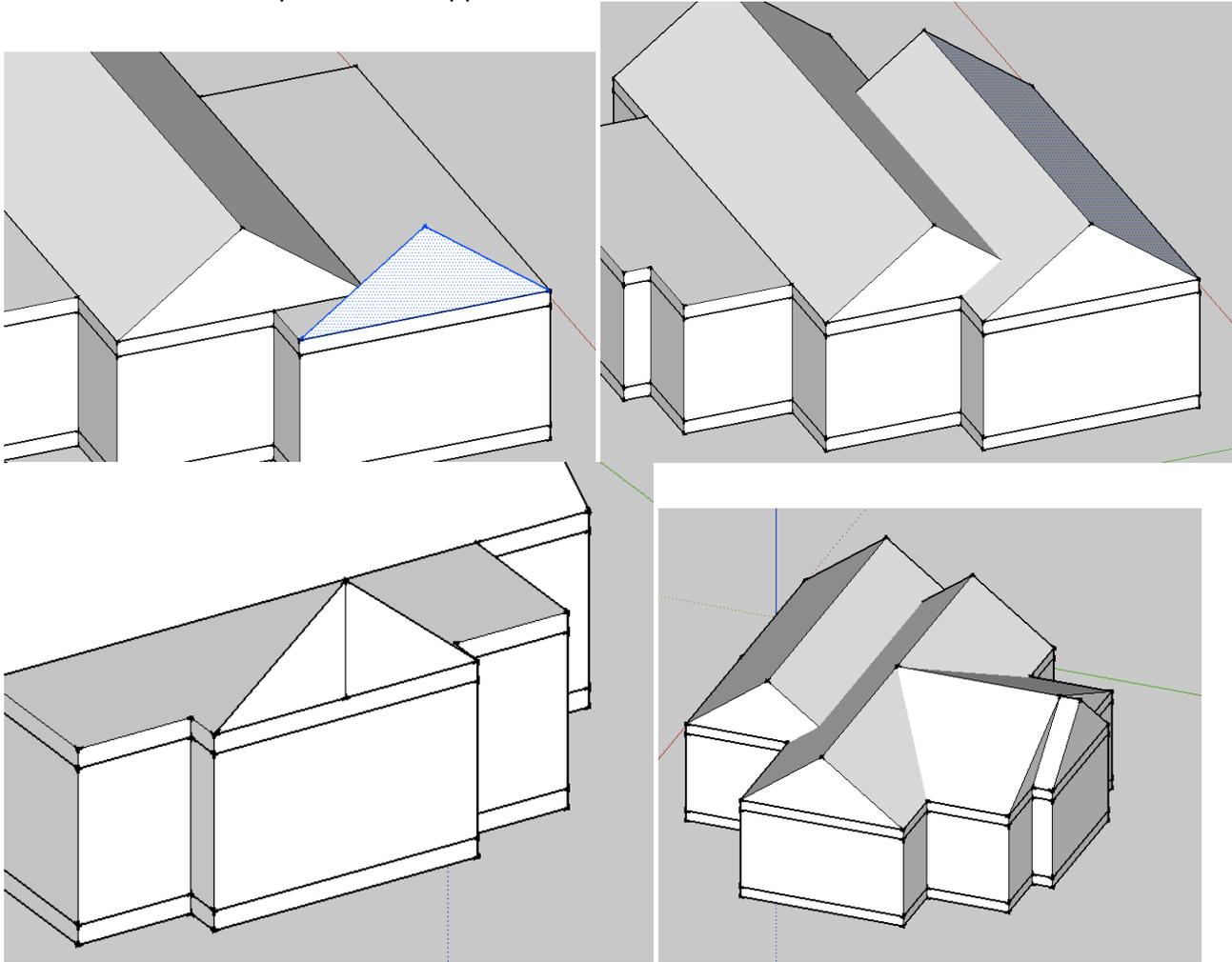
6. After you are satisfied with your roof you can triple click to select it all and turn it into a group.
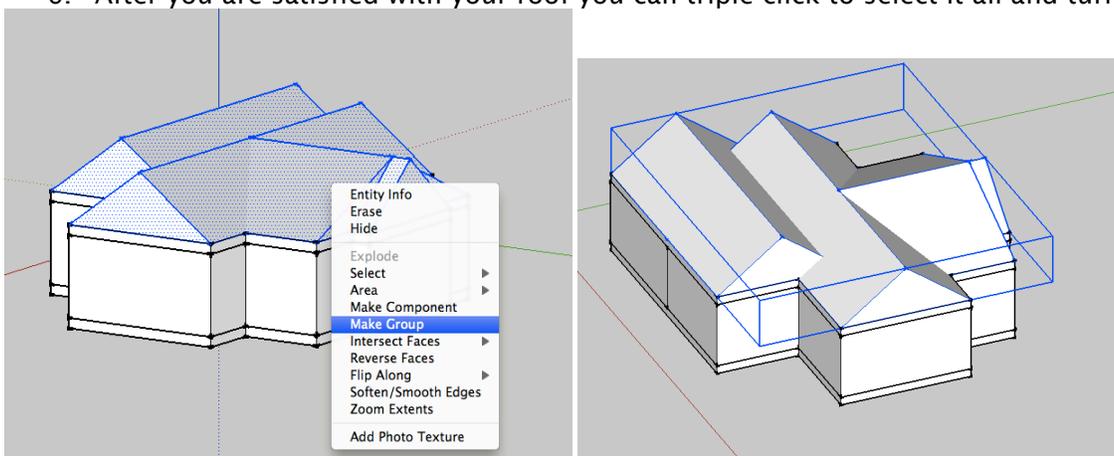
7. The last step for now will be to go around and add some details and paint your structure. Remember that you have to double click into a group to modify individual faces. You may want to hide your Roof and Ceiling objects so you can see the walls more clearly and can paint them individually.
8. You can also go to the Window menu > Components box, and search for Windows and Doors to add to your house. Just search for "window" and "door" and look through the list for ones that you like. Simply click the image and drag into your model, it will download the component, and you can place it. Please try to avoid importing TOO many components as your file will get quite large.

9. Here is an example of what you could be looking at when you are at this step, a very simple house.