

Top 3 Ways to Turbocharge SketchUp

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Here are three techniques for improving specific areas of SketchUp that affect nearly every large-scale architectural project: *interactivity*, *output time* and *file size*.

Interactivity – Use 2D instead of 3D trees or people whenever possible

This simple change will actually affect all three areas – on older computers and laptops especially.

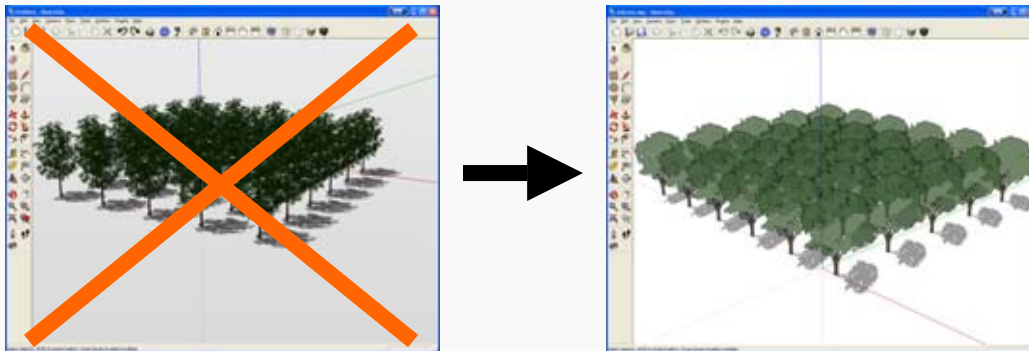
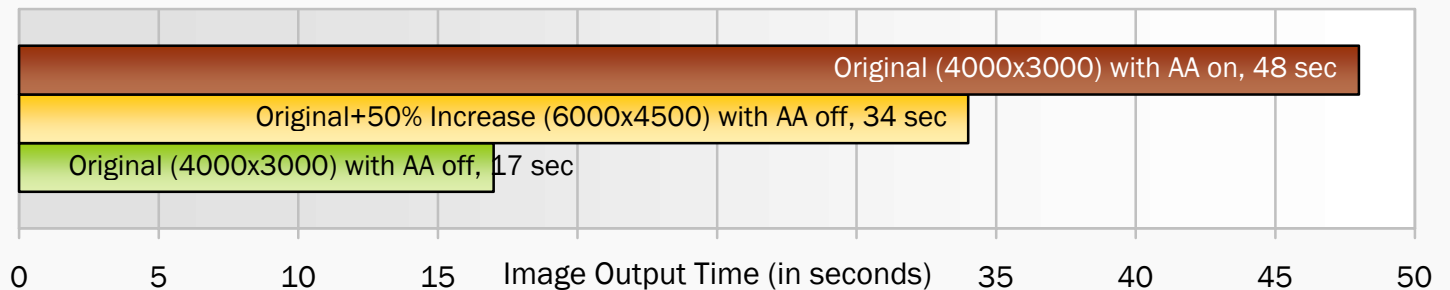


Image Output Time – Disable “anti-aliasing” when exporting 2D images

To compensate increase your output height and width by 50%. You’ll reduce output time and get nearly identical image quality. Example, instead of outputting as 4000x3000 w/AA; use 6000x4500 w/o AA.



Large SketchUp File Size – Use resized JPG files as textures or reference imagery

Don’t just import a 3000x2000 pixel TIF from the scanner. SketchUp ignores all texture data above 1024x1024, so resize your texture in Photoshop first, save as a JPG file then bring into SketchUp.

