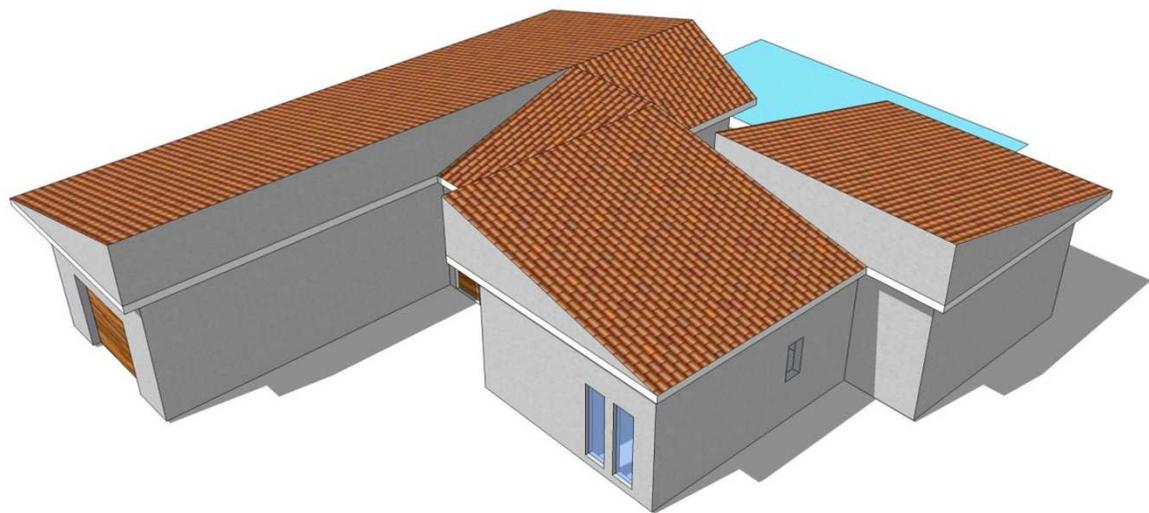
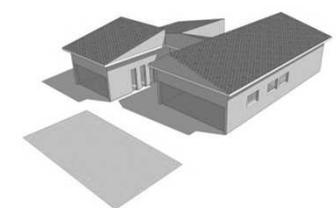
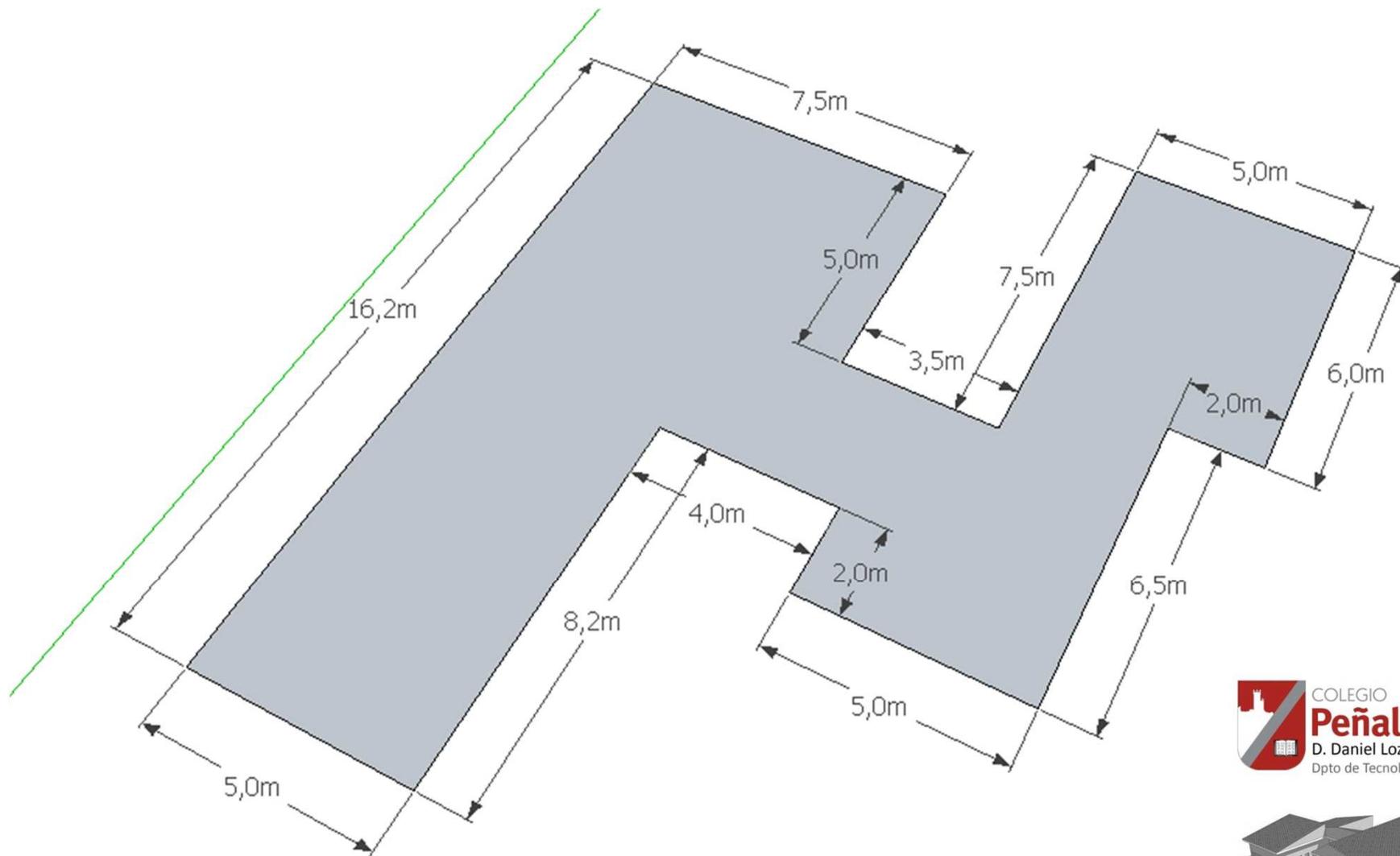


CASA DEL ARTISTA

Proyecto de SkechUp

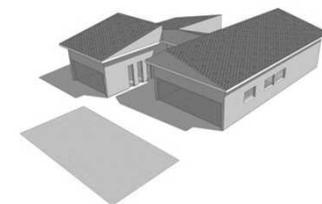
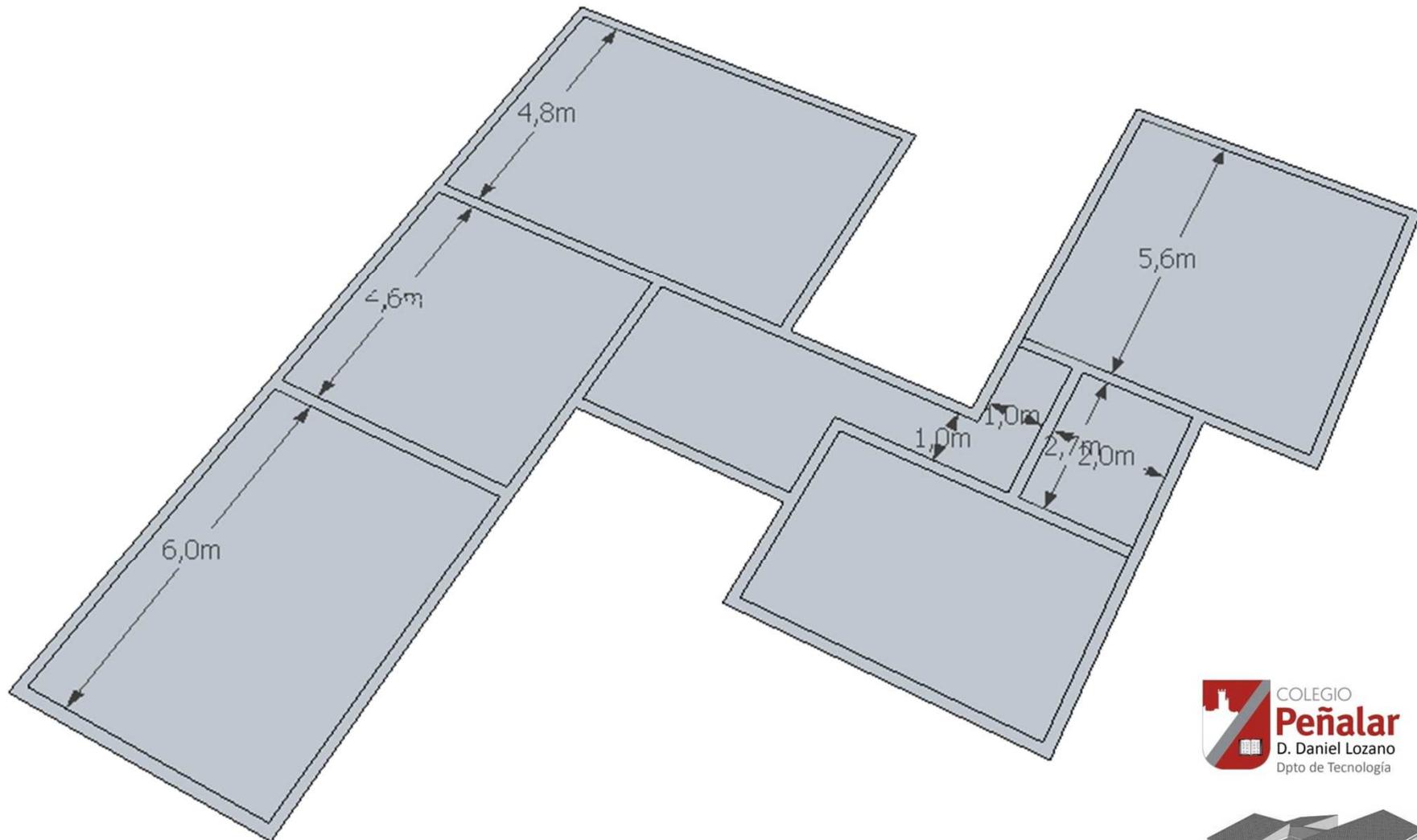


PASO 1. Replanteo de la superficie /



_CASA DEL ARTISTA/ SketchUp

PASO 2. Divisiones interiores/

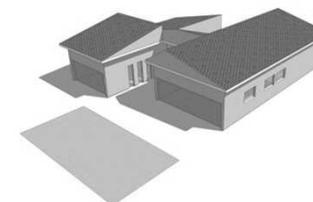
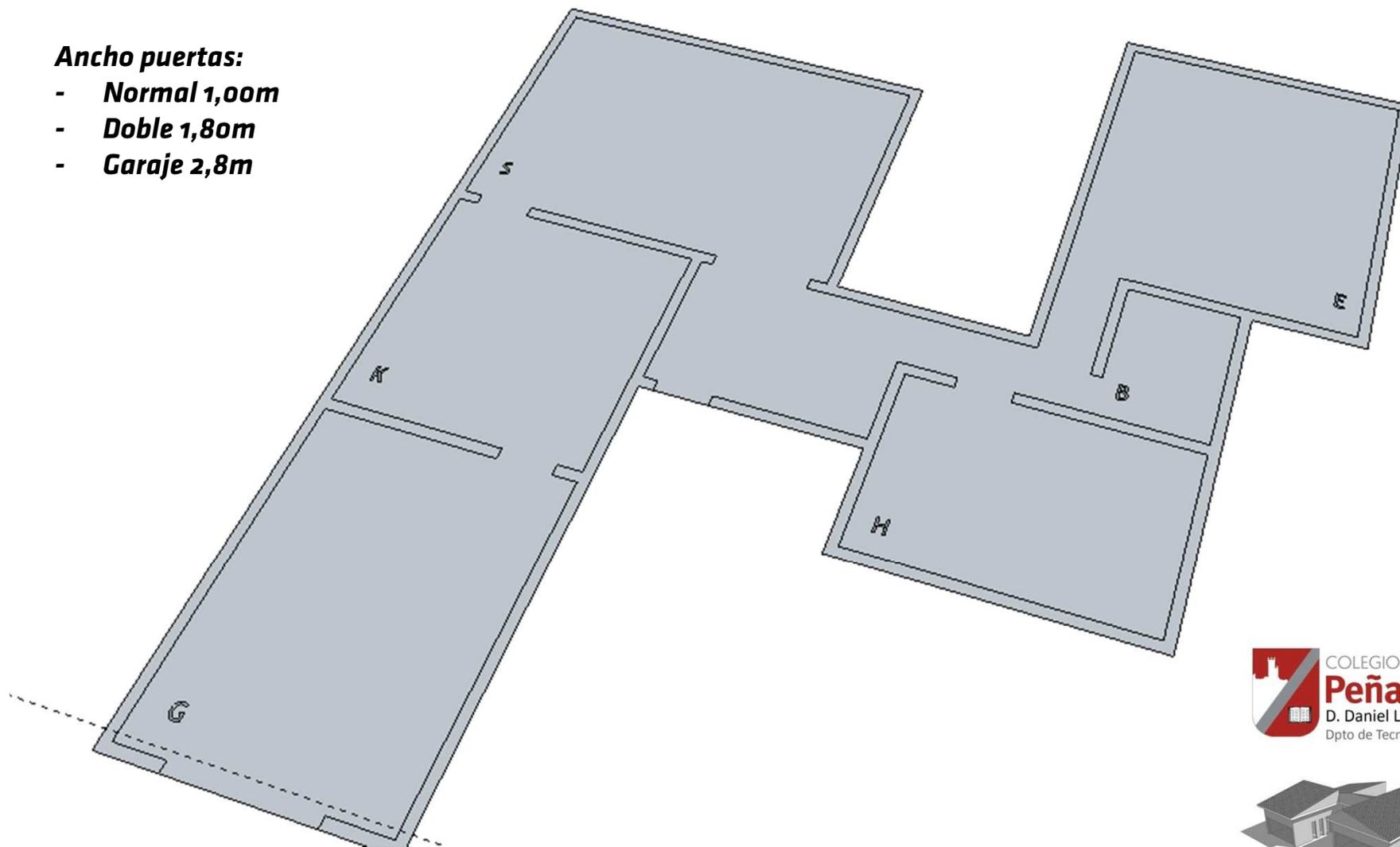


_CASA DEL ARTISTA/ SketchUp

PASO 3. Huecos interiores/

Ancho puertas:

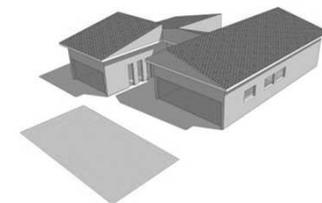
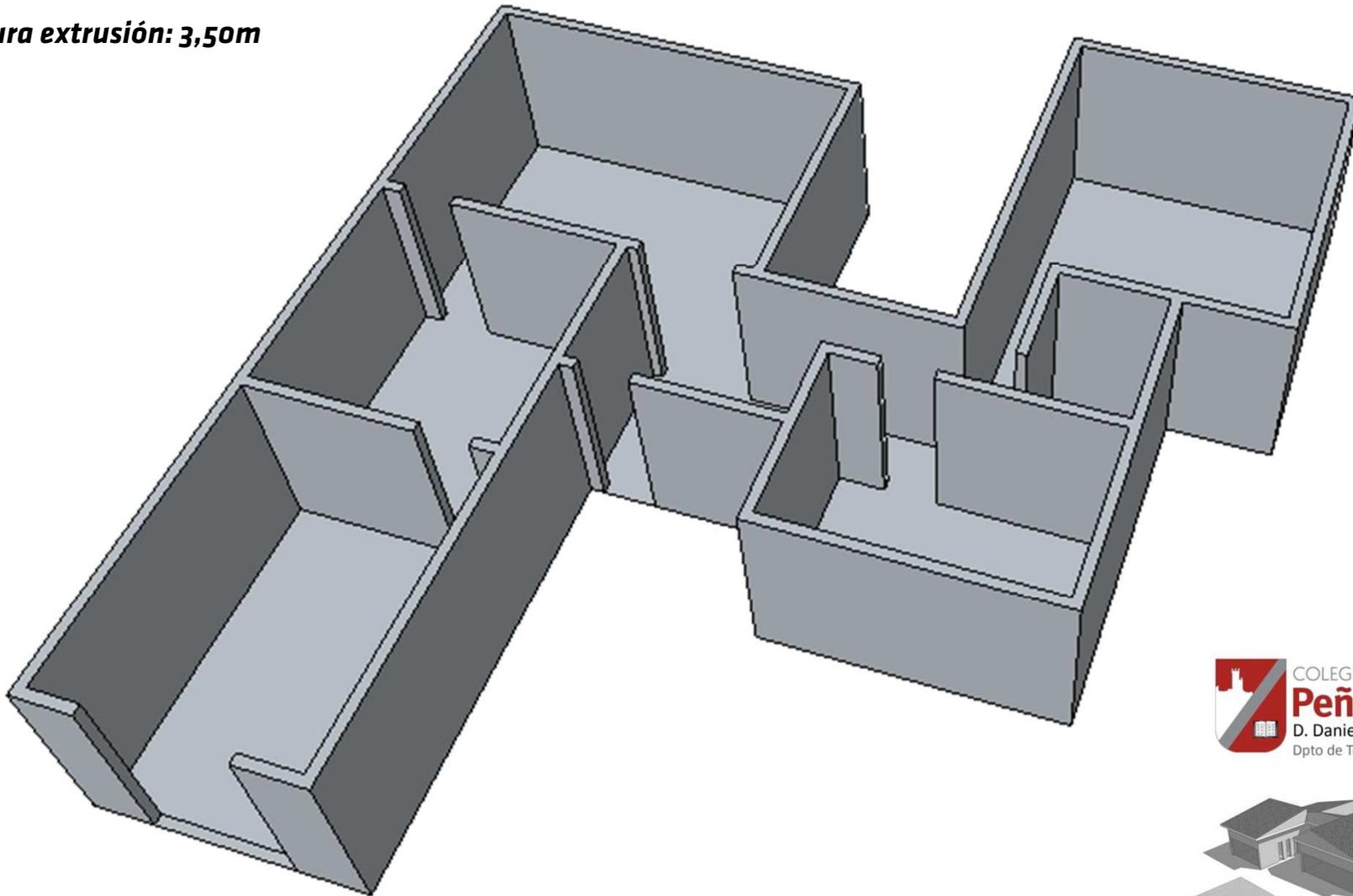
- Normal 1,00m
- Doble 1,80m
- Garaje 2,8m



_CASA DEL ARTISTA/ SketchUp

PASO 4. Extrusión muros/

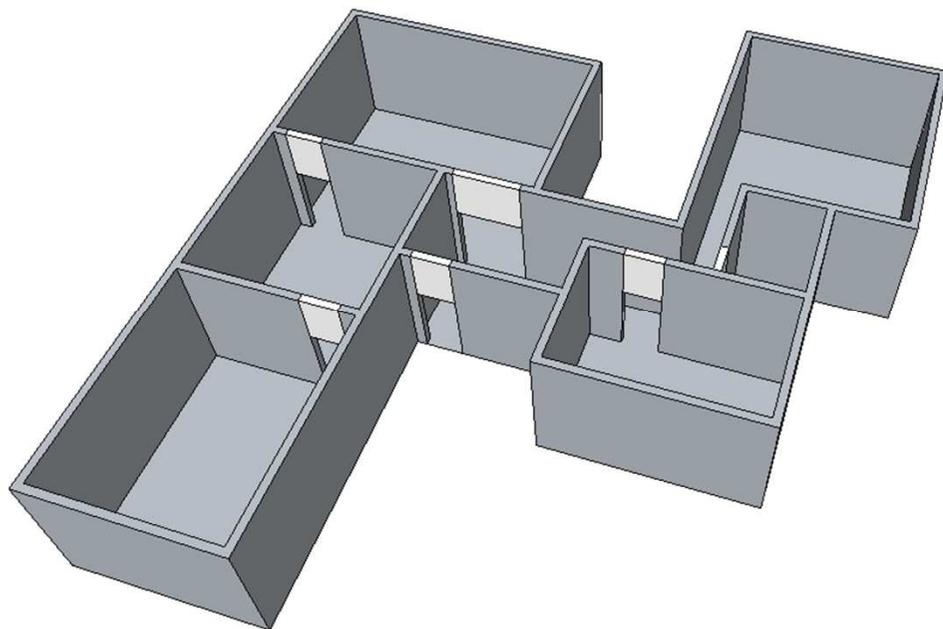
Altura extrusión: 3,50m



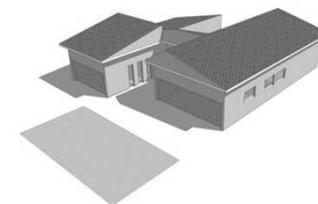
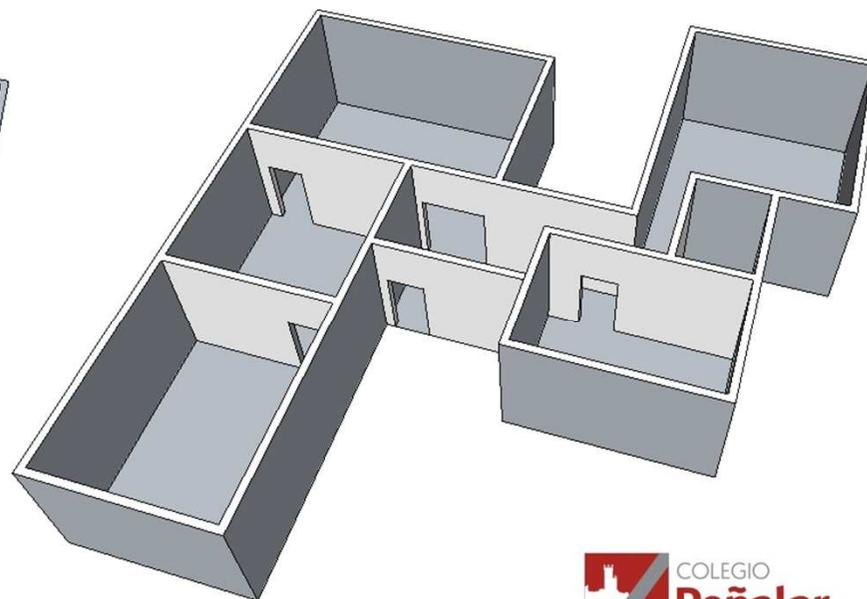
_CASA DEL ARTISTA/ SketchUp

PASO 5. Dinteles puertas/

Paso 5.1. Extrusión dinteles



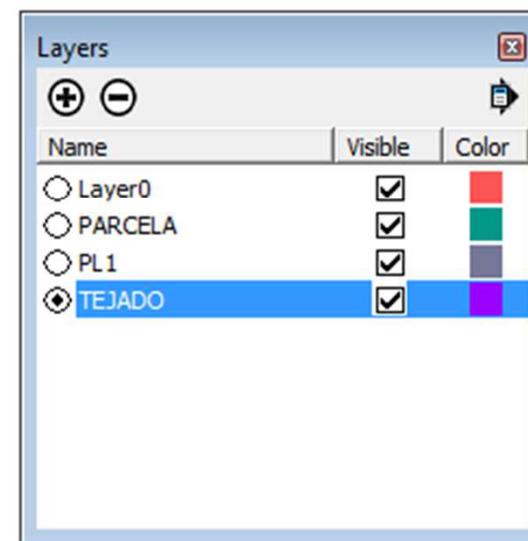
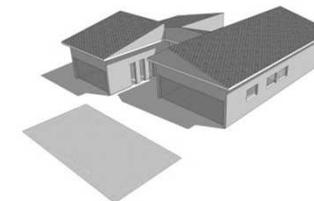
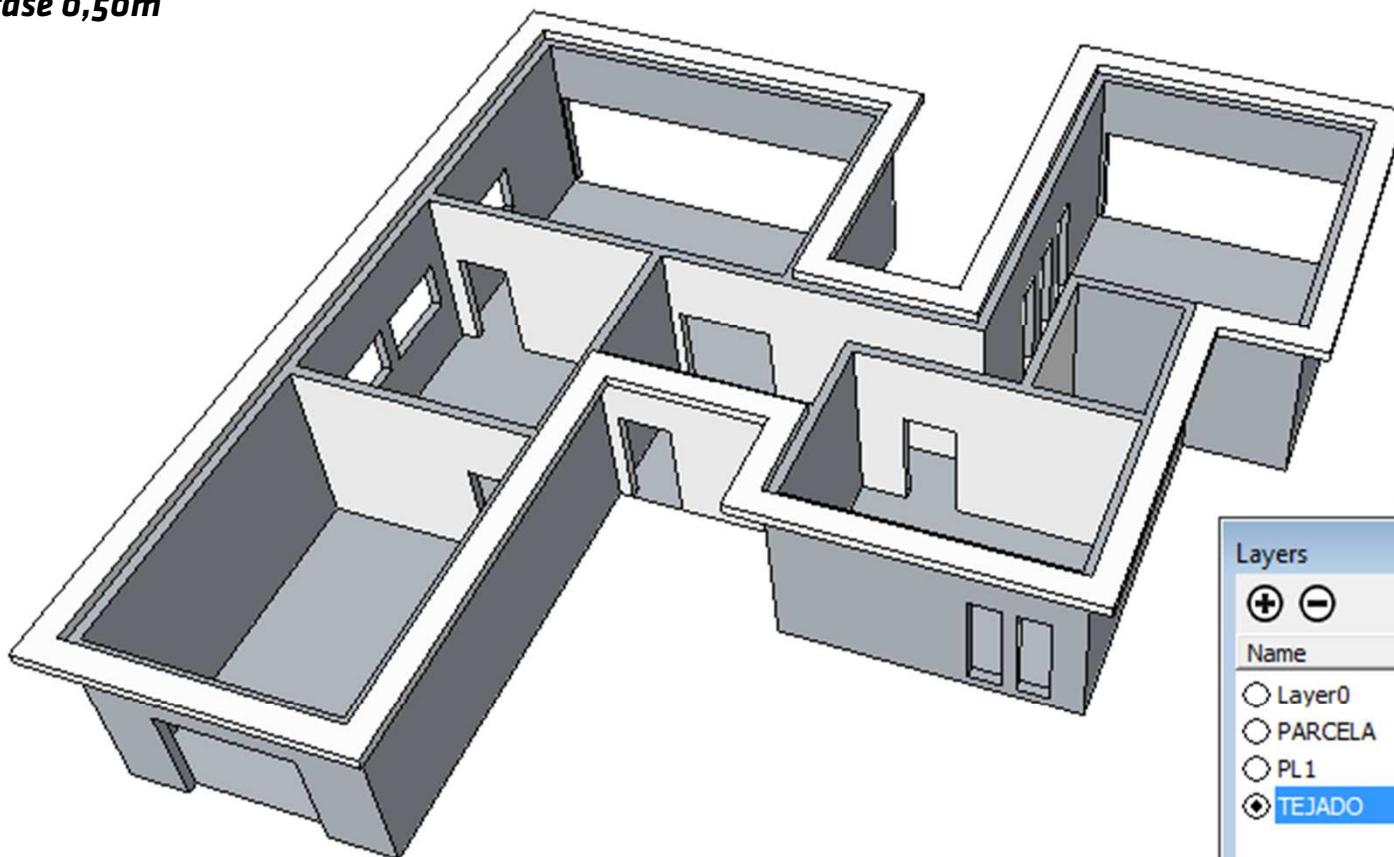
Paso 5.2. Borrar restos



_CASA DEL ARTISTA/ SketchUp

_PASO 6. Desfase cornisa/

Desfase 0,50m

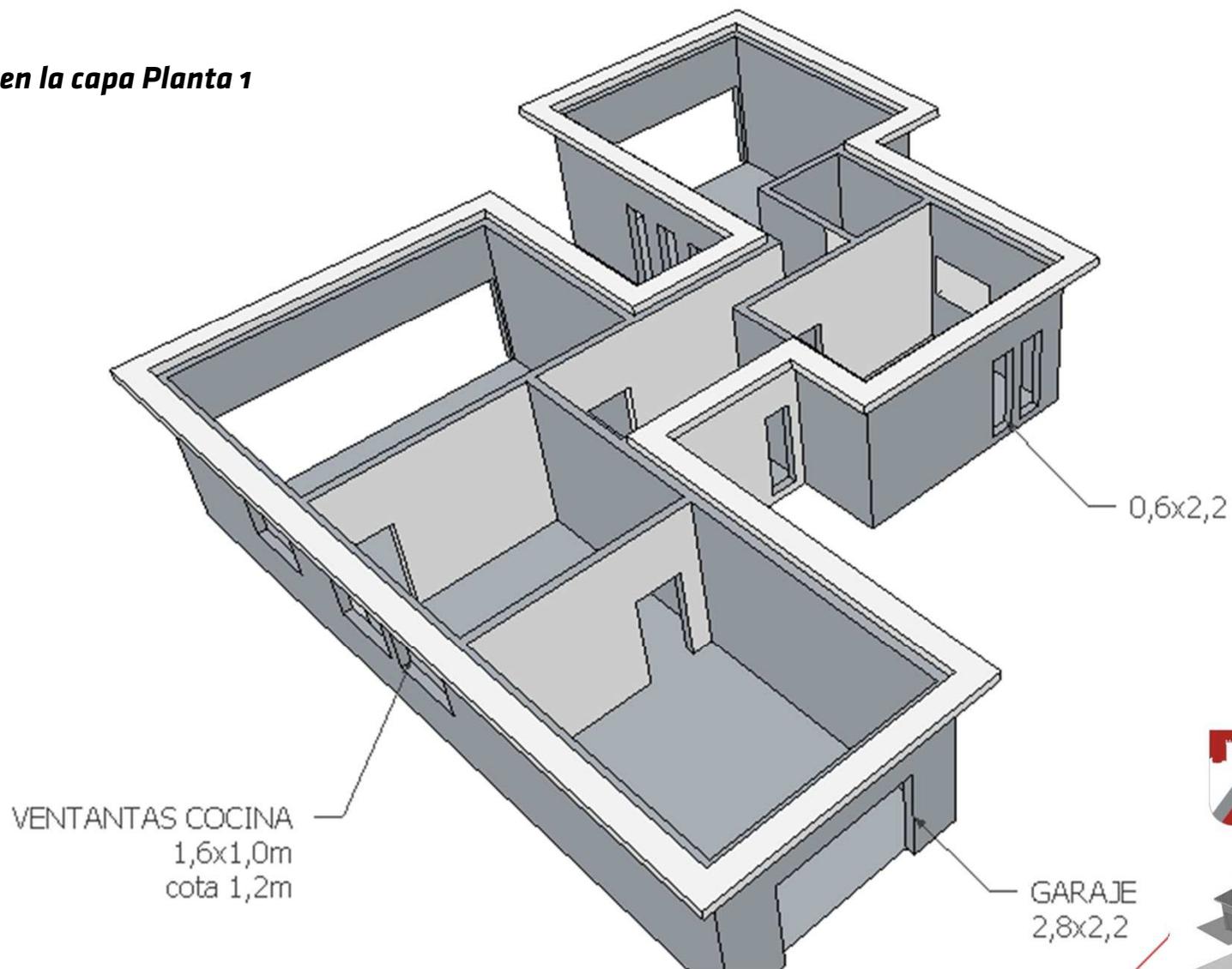


***Recuerda trabajar en la capa
"Tejado" después de crear un
componente con toda la planta 1***

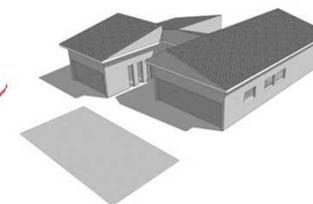
~~_CASA DEL ARTISTA/ SketchUp~~

PASO 7.1 Huecos exteriores parte delantera/

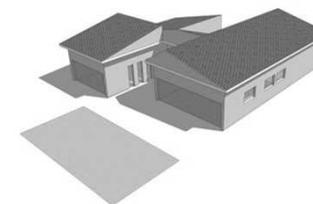
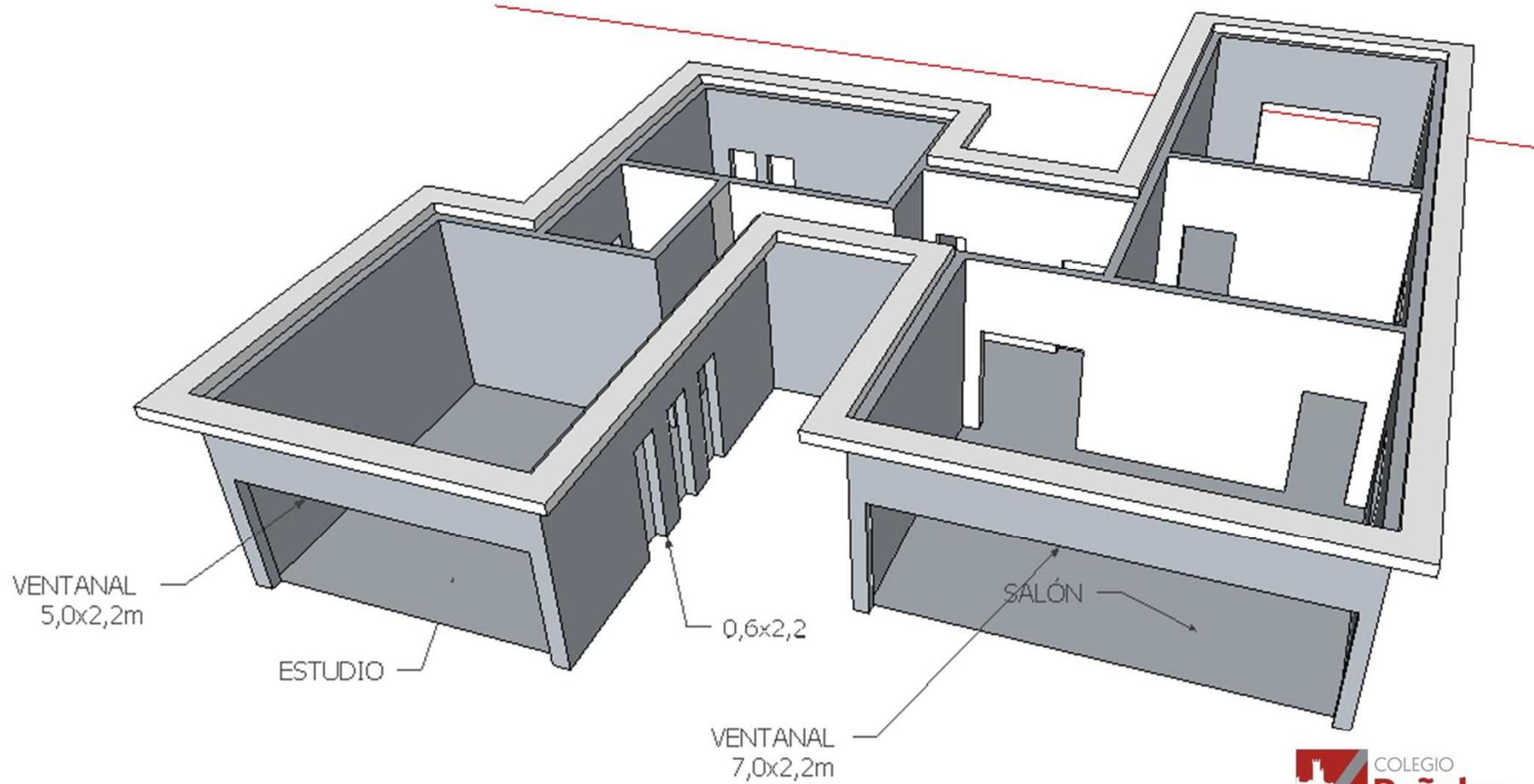
Sigue en la capa Planta 1



_CASA DEL ARTISTA/ SketchUp



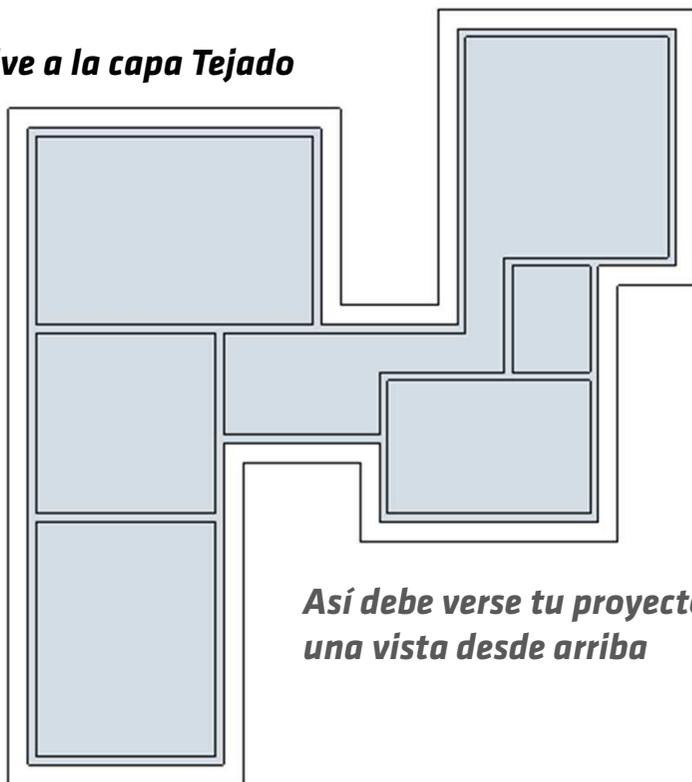
PASO 7.2 Huecos exteriores parte trasera/



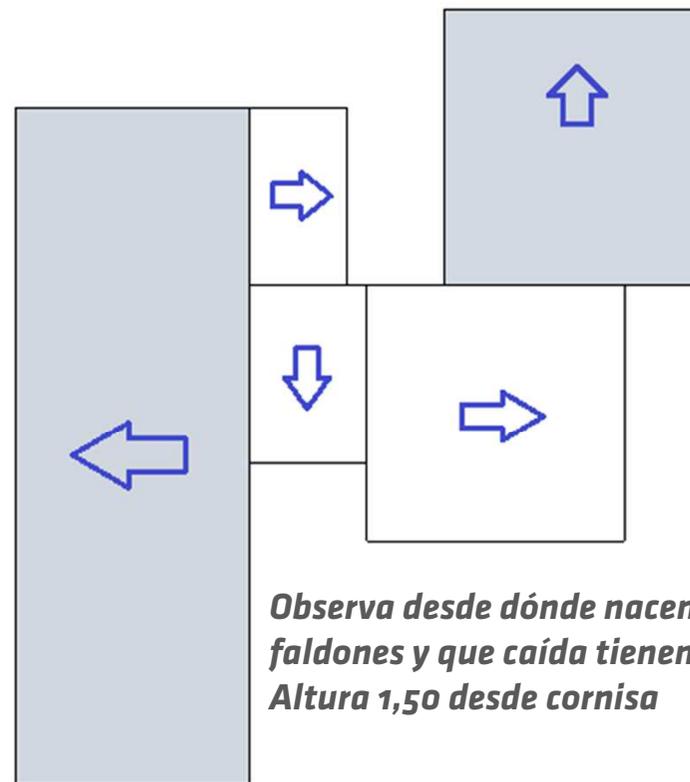
_CASA DEL ARTISTA/ SketchUp

PASO 9. Tejados/

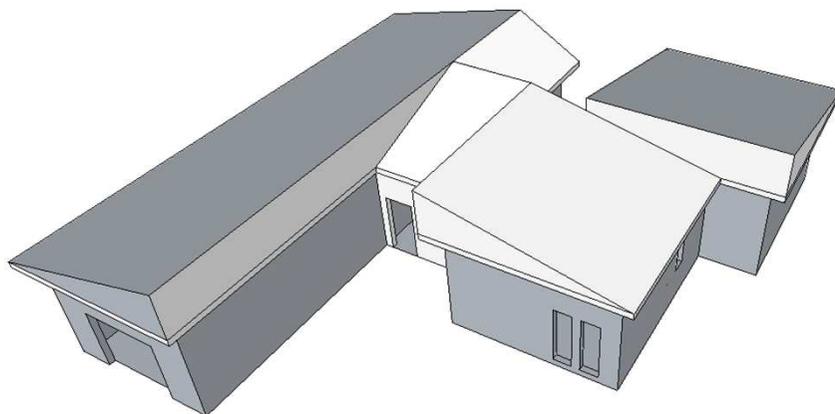
Vuelve a la capa Tejado



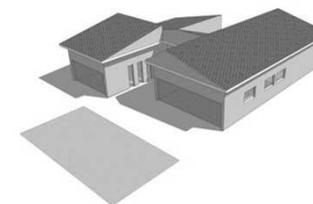
Así debe verse tu proyecto desde una vista desde arriba



Observa desde dónde nacen los faldones y que caída tienen. Altura 1,50 desde cornisa

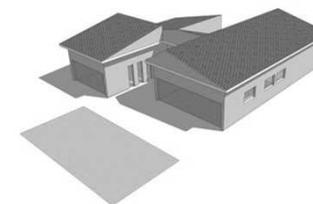
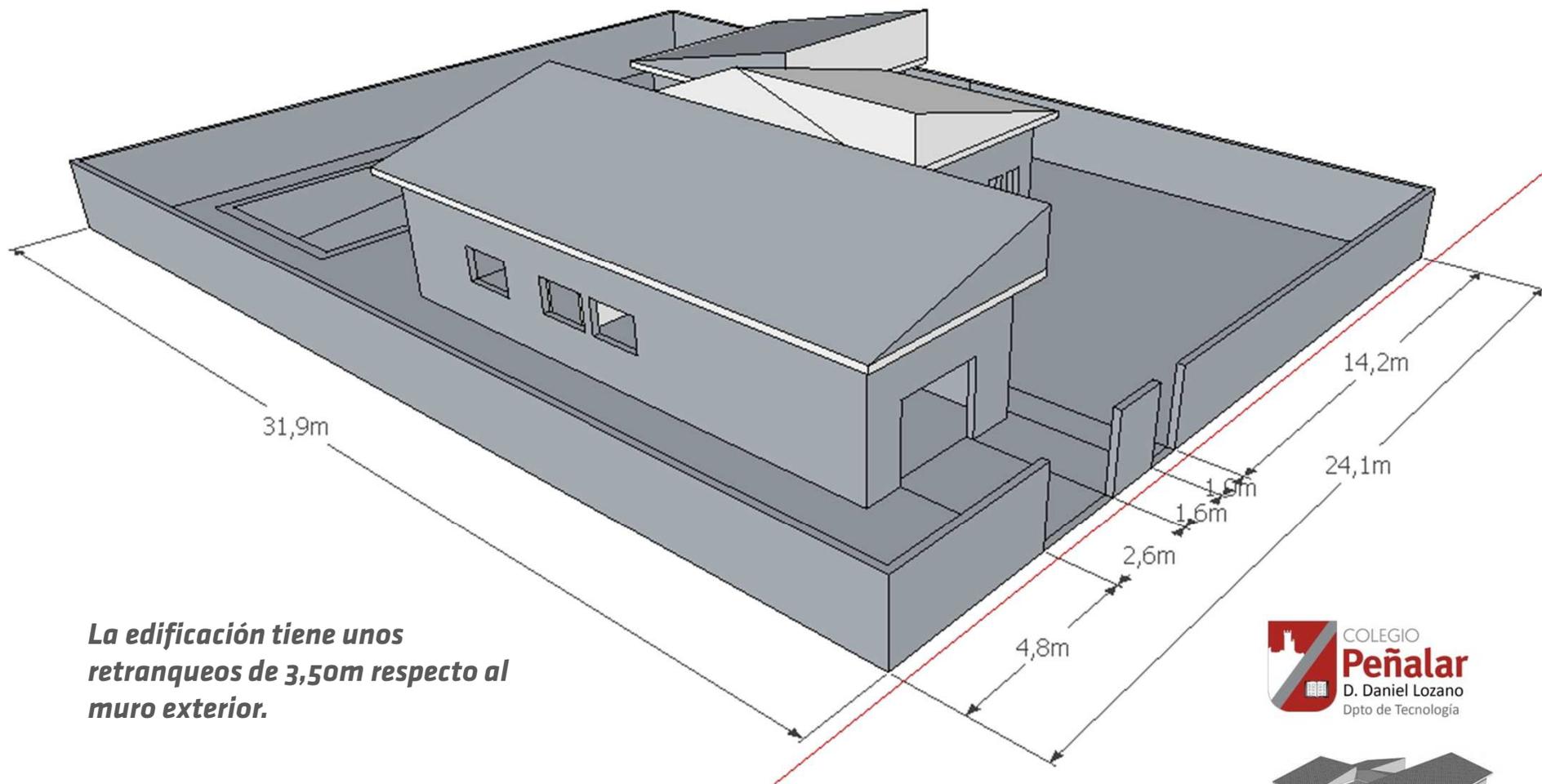


CASA DEL ARTISTA/ SketchUp



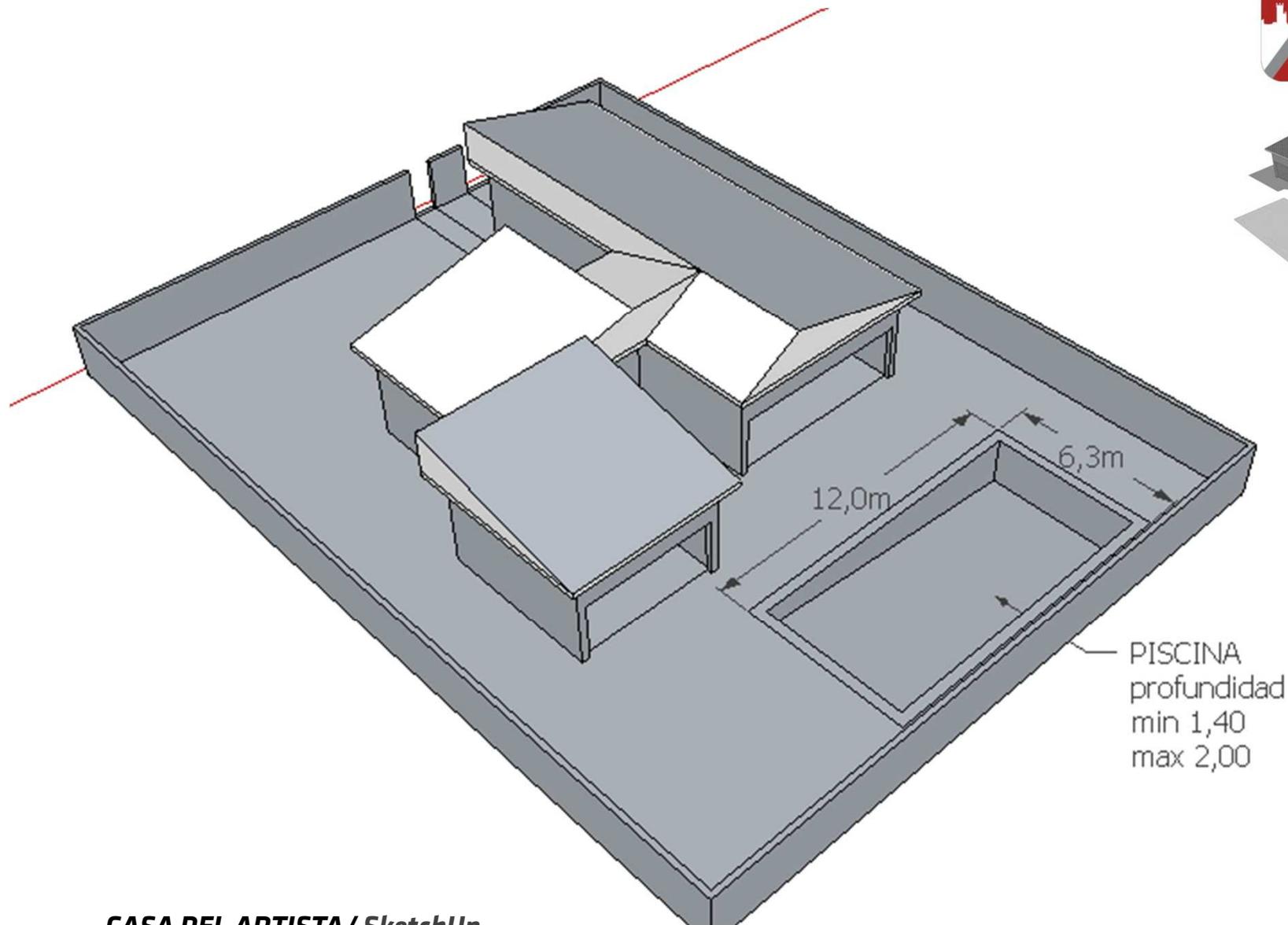
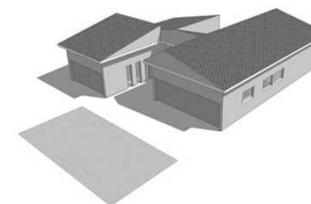
_PASO 9. Parcela/

Ve a la capa Parcela



_CASA DEL ARTISTA/ SketchUp

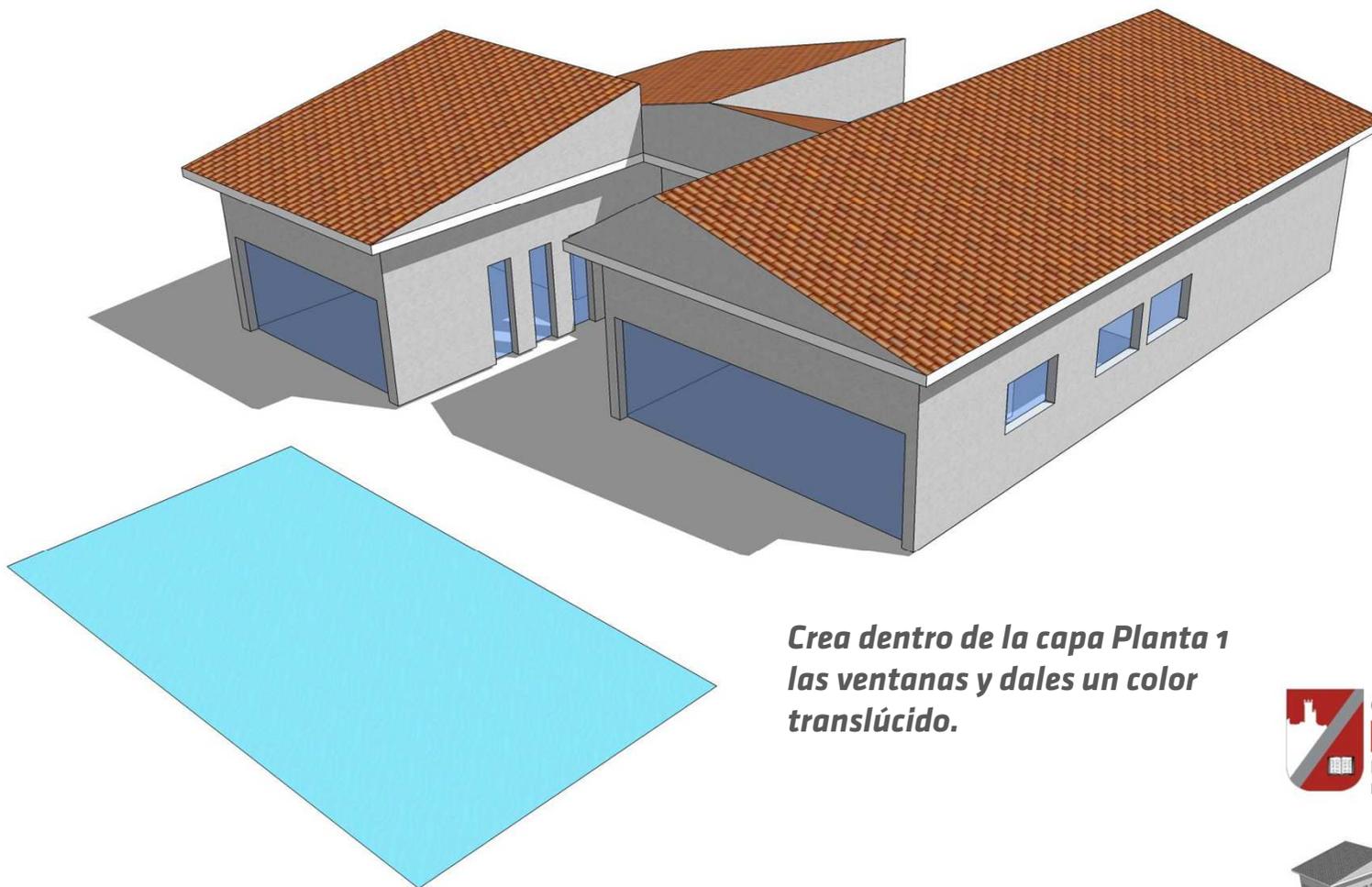
PASO 10. Piscina/



CASA DEL ARTISTA/ SketchUp

_PASO 11. Texturas/

Dale textura a los componentes



***Crea dentro de la capa Planta 1
las ventanas y dales un color
translúcido.***



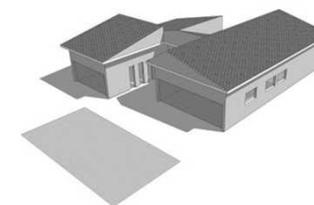
_CASA DEL ARTISTA/ SketchUp

PASO 12. Personalizar/

Añade terminaciones, texturas y acabados



Diseña elementos singulares propios



_CASA DEL ARTISTA/ SketchUp