



07:00

**BREAKFAST**

09:15

**1 Plans and Elevations 2.0**

This workshop will look at standard architectural drawings (such as site plans, elevations), and explore how to enhance the graphic reading of these illustrations. With SketchUp and Photoshop, simple techniques of dealing with shadow and light, and textures, participants will learn to generate compelling images in a short amount of time (with no rendering engine required). Photoshop files will be provided and the entire workflow discussed from start to finish for each image.

Tuesday, June 14th  
9:15 am - 12:15 am  
| Alex Hogrefe  
(Hands-on Workshop)



**4 Deploying 3D Environments for Education, Virtual Reality, Gaming and More**

Join Dr. Matthew Nichols for a tour of his model of ancient Rome, and a talk about the process of researching, creating, and using a city-scale ancient world model in SketchUp (and other tools). This sort of work can help bring history alive for audiences in many different contexts and formats. For example, his model is being used to make a Massive Open Online Course (MOOC) about Rome, for release in the fall. It's also generating real time immersive VR in Unity, developed as part of a MMORPG development based on the model, and is useful on field trips. By pairing SketchUp content with all sorts of other tools and devices, such as apps like Kubity and Homido, Google Cardboard, smartphone 360 panoramas, and even the Oculus Rift, 3D modeling can now let you step into the past far more easily than ever before.

Tuesday, June 14th  
9:15 am - 10:30 am  
| Dr. Matthew Nicholls



**10 Proposals to Projects: A SketchUp Interior Design Workflow**

Interior design is a trade that encompasses a breadth of responsibilities: space planning, color, light, cabinetry, furniture, fabric, carpet, window treatments... and the list goes on. On top of that, designers often play the role of carpenter, furniture maker, general contractor and amateur psychologist. To keep all of these responsibilities in order, a great documentation process is needed. In this class Eric Schimelpfenig will show you how to create everything in SketchUp from a carpet to a whole space plan using SketchUp. Eric's real world techniques will prepare you to use SketchUp in all aspects of design quickly and accurately from concept proposal to finished project.

Tuesday, June 14th  
9:15 am - 10:30 am  
| Eric Schimelpfenig



**13 Spreading SketchUp Through an Organization**

Mike Kanoza leveraged SketchUp throughout the confines of the largest office furniture manufacturer in the world (Steelcase). Legitimizing 3D drawing and its potential has been a challenge and passion of Mike's since SketchUp 6. In this presentation, he will take you on SketchUp's journey at Steelcase, showcasing the results and the 'aha's' along the way that have culminated in over 500 active, licensed SketchUp users within the Steelcase global enterprise.

Tuesday, June 14th 9:15 am - 10:30 am  
| Mike Kanoza



10:45

**8 Smart Modeling for Complex Construction Documents**

Intimidated by the idea of using SketchUp and LayOut to design and document a complex, custom home? Overwhelmed by the endless number of extensions available? Learn how to manage a complex project using multiple model references, minimal extensions, and then define a level of detail that enables fast design changes throughout the life of your project. Use templates and scrapbooks in ways in which you've never thought of before. Produce beautiful section cuts, floor plans, and details of your SketchUp models that look great and communicate clearly from schematic design, all the way through construction documentation.

Tuesday, June 14th  
10:45 am - 12:15 pm  
| Matt Donley & Nick Sonder



**9 Dream Up: Planning, Designing, and Building Amazing Attractions in SketchUp**

Join three SketchUp all-stars -- Dave Cooperstein (PGAV Destinations), Neal Emery (Disney Imagineering), and Steven Gross (Universal Orlando) -- for an exploration of the planning and design process behind some of the world's most exciting theme parks and destination attractions. This session will take a close look at SketchUp's role in master planning, concept design, schematic design, design development, and construction in the context of several large scale theme park projects and world-class destinations.

Tuesday, June 14th  
10:45 am - 12:15 pm  
| Dave Cooperstein, Neal Emery, Steven Gross



**23 Empirical Sketching for As-Built Modeling**

Model it right; build it right. Whether you're designing for custom casework, CNC projects, construction assemblies, or set designs, modeling something the way it will be built helps you better understand design problems and set yourself up for success in documentation and fabrication. In this presentation, Dave Richards will examine modeling processes that ensure accuracy while you're drawing on the fly, great model organization (for managing future changes), and accurate documentation and take-offs.

Tuesday, June 14th  
10:45 am - 12:00 pm  
| Dave Richards



12:00

**LUNCH**

13:15

**2 Context is King: Creating Context Models from Concept to Render**

Join Daniel Tal and Jon Altschuld as they demonstrate an innovative and never-before-presented modeling process. The concept-to-render method focuses on speed and scores of powerful SketchUp extensions to create a complete architecture, infrastructure and site project model. This LIVE modeling exercise starts with a simple low-resolution imported aerial imagery and terrain, and progresses towards a fully detailed model: buildings, bridges, roadways, vegetation, grading, street stripes, and entourage -- anything you need to get the project sold, designed, and built. Free online resources are included for attendees to utilize the method for their own modeling work.

Tuesday, June 14th 1:00 pm - 3:00 pm  
| Daniel Tal & Jon Altschuld



**19 SketchUp in the K-12 Classroom**

Join the winners of the EDU Ascent Competition for a survey of 3D-powered K-12 lesson plans. In this session, we'll look at five approaches to using SketchUp in the classroom to engage young minds and bring subject matter to life. This session will be a great opportunity to meet other K-12 educators at 3D Basecamp and to ask questions about different approaches to teaching and curriculum development with emerging technologies.

Tuesday, June 14th 1:15 pm - 2:45 pm  
| Mike Hathorn



**22 Building Beautiful Drawings: The SketchUp Arch-Viz Platform**

There are many roads that lead from SketchUp to beautiful architectural visualizations. In this workshop, Jeremy and Patrick from StudioJDK will walk through their process crafting stunning compositions, covering layer management and exporting for Photoshop, developing compositions using only Photoshop digital painting techniques, deploying Vray base renders to add photo-realism, and using Lumion with SketchUp.

Tuesday, June 14th 1:15 pm - 4:15 pm  
| Jeremy Kay and Patrick Westfeldt  
(Hands-on Workshop)



15:15

**12 Integrating Structural Engineering with SketchUp**

Can SketchUp be used for structural engineering? In this presentation, we'll see how Nick Sonder and David Zachary (a licensed engineer who uses SketchUp almost exclusively) collaborate throughout projects, and take a closer look at how David has adopted techniques specific to structural engineering to produce highly coordinated, beautiful drawings that complement a complete set of construction documents.

Tuesday, June 14th 3:15 pm - 4:45 pm | Nick Sonder, David Zachary



**14 Live Design with SketchUp**

We all know it's a great 3D modeling tool, but have you ever considered skipping the 2D exports and presenting your work straight outta SketchUp? Live design sessions are a powerful way to facilitate collaboration, test ideas, earn buy-in, and generate excitement. Joshua Cohen of Fat Pencil Studio will demonstrate how he uses SketchUp for real-time 3D modeling "performances" in client and stakeholder meetings, and discuss five critical skills needed to feel confident modeling in front of an audience.

Tuesday, June 14th 3:30 pm - 4:45 pm | Joshua Cohen



18:00

**BIRDS OF A FEATHER DINNER**

Tuesday, June 14th

