SketchUp "Must Have Plugins"

Just a <u>few</u> great plugins for SketchUp that improve productivity and model creation

General

<u>Selection Toys</u> - Provides a wide range of selection modifiers, filter out all edges, faces etc. Let you quickly select entities with similar properties such as material, layer orientation etc.

<u>CleanUp</u> - Cleans up and optimizes your SketchUp model.

<u>Weld</u> - Join edges and curves into "polylines"

<u>Layers Panel</u> - Designed to be very similar to Photoshop's layers panel. It adds the ability to group layers, sort them, lock them, hide/collapse groups, etc.

<u>DropGC</u> - rop groups/components to face below

<u>Q JS Align Toolbar</u> - Aligns objects along the 3 main axis

Working with CAD Imports & Making Volumes

<u>Edge Tools</u> - Suite of tools to simplify edges, close gaps, cleanups and more

<u>StrayLines</u> - Label, Select, Delete or Show all the open-ended line segments in a drawing.

<u>Solid Inspector</u> - Inspects and highlight problems with solids.

<u>Fredo Tools</u> - Collection of various inspection and simple manipulation tools. In particular, Edge Inspector is a handy tool for inspecting edge connections.

Rendering Prep & Working with Textures

<u>V-Ray Tools</u> - has a tool to set the camera aspect ratio so one can get the same scene aspect ratio from different computers… otherwise the different monitor size or number of toolbars would affect the output image.

<u>Material Tools</u> - has tool that lists all materials in the model ordered by their texture size. That way one could pin-point textures that are large.

Working with Terrain & Advanced Modeling

TopoShaper - Generates Terrains from iso-contours, that is, contours which have a constant or quasi-constant altitude.

Artisan - Subdivision, sculpting, and soft selection tools for artists, designers and landscape architects

FredoScale - Interactively apply a number of geometric transformations, such as Scaling, Tapering, Stretching, Plane Shear, Twisting, Bending and Rotation.

Joint Push Pull Interactive - performs push pull on multiple faces in one operation. JPP can maintain the continuity of the offset surfaces (mode joint push pull). This is useful to thicken non-planar surfaces.

Extrude Tools - A varied toolset for Extruding Edges into meshes etc

CurviLoft - Dedicated to Loft and Skinning

SketchUp Plugin Resources & Websites

SketchUp Extension Warehouse
SketchUcation Plugin Store
Smustard
RubyLibrary Depot

Installation of Plugins
SketchUp API - If you want to develop your own plugin