

Google Sketchup Pro 8 Vray Portable V8 0 3117 X86



How to Use Google SketchUp Pro 8 VRay Portable for 3D Modeling and Rendering

Google SketchUp Pro 8 VRay is a 3D modeling and rendering application that enables users to create virtual 3D architectural models and scenes. It allows users to build and edit standard building and scene elements, such as walls, floors, roofs, windows, doors, furniture, lighting, materials, textures, and more. It also integrates with VRay, a powerful rendering engine that produces realistic images and animations with advanced features such as global illumination, depth of field, motion blur, and caustics. In this article, we will show you how to use Google SketchUp Pro 8 VRay Portable for 3D modeling and rendering. Portable means that you can run the application from a USB flash drive or any other removable media without installing it on your computer. This can be useful if you want to work on different computers or share your projects with others.

Step 1: Download and Extract Google SketchUp Pro 8 VRay Portable

The first step is to download Google SketchUp Pro 8 VRay Portable from the following link^[1]. The file size is about 72 MB and it contains both SketchUp Pro 8 and VRay 1.48.93 plugins. After downloading the file, you need to extract it using a program like WinRAR or 7-Zip. You will get a folder named "Google SketchUp Pro 8 + VRay - Portable 8.0 3117 x86" that contains all the necessary files and folders.

Step 2: Run Google SketchUp Pro 8 VRay Portable

The next step is to run Google SketchUp Pro 8 VRay Portable from the extracted folder. You can do this by double-clicking on the file named "SketchUp.exe". This will launch the application and you will see the welcome screen. You can choose your language, template, and units from the drop-down menus. You can also skip the welcome screen by checking the box "Always show on startup". Then click on "Start using SketchUp" to enter the main interface.

Step 3: Create and Edit Your 3D Model

Now you can start creating and editing your 3D model using the tools and commands available in SketchUp Pro 8. You can use the toolbar buttons, menu items, keyboard shortcuts, or mouse gestures to perform various actions. You can also access the help documentation by clicking on the "Help" menu or pressing F1. Some of the basic tools and commands are:

- **Select:** To select an entity or a group of entities, click on it or drag a selection box around it.
- **Move:** To move an entity or a group of entities, select it and then click and drag it to a new location.
- **Rotate:** To rotate an entity or a group of entities, select it and then click and drag the rotate handle.
- **Scale:** To scale an entity or a group of entities, select it and then click and drag the scale handle.
- **Push/Pull:** To extrude a face or a surface along its normal direction, select it and then click and drag it.
- **Offset:** To create a parallel copy of a face or a surface at a specified distance, select it and then click and drag it.

- Follow Me: To create a complex shape by extruding a profile along a path, select the profile and then click on the "Follow Me" tool. Then click on the path to extrude along.
- Paint Bucket: To apply a material or a texture to a face or a surface, select it and then click on the "Paint Bucket" tool. Then choose a material or a texture from the library or create your own.
- Components: To create a reusable object that can be inserted multiple times in your model, select the entities that make up the object and then right-click on them. Then choose "Make Component" from the context menu. You can also edit an existing component by double-clicking on it.
- Layers: To organize your model into different groups of entities that can be

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