Getting Started

To start using SketchUp for Web, you need the following:



A Trimble ID or Google Account for signing in: SketchUp for Web is a web-based SaaS product (software as a service) that needs to know who you are so that you can create 3D models in a personalized work environment.

Tip: Signing in also gives you access to Trimble Connect, a service that enables you to collaborate and share and view 3D models. When you sign in to SketchUp for Web with a Trimble or Google ID, Trimble Connect gives you 10GB of free online storage. Trimble Connect also helps you keep work up to date across our desktop, web, mobile, and XR software.



An internet connection: Because SketchUp for Web is web-based, you must be online to use it. We recommend a reliable internet connection with at least 10 Mbps download and upload speeds.



A recommended web browser: SketchUp for Web depends on WebAssembly, a new technology that requires cutting-edge browser support. For the best experience, we recommend Chrome 59+ or Firefox 52+. Although SketchUp for Web will work in Safari and Edge, we cannot confidently recommend these browsers as of this writing.

A computer or Chromebook: SketchUp for Web works best on devices that have an accelerated video card, plenty of system memory, and a strong processor that can handle complex models with lots of geometry. Because SketchUp for Web is web-based, you can use it with a recommended browser on a Linux computer or Chromebook.

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Touring the SketchUp for Web interface



Open/Model Preferences icon: When you click this icon in the upper-left, a sidebar opens where you find an About SketchUp section, your account info, templates for creating new models, your saved in Trimble Connect, a geolocation tool, the Model Info panel, and a link to upload your model to 3D Warehouse



Model name: Click Untitled to save your model to Trimble Connect.



File Operations icon: Click this icon to download the open a new or existing model or save your model as a new file. You also find options for inserting .skp, .jpg, or .png files or downloading your model as an .skp or .stl file.

Toolbar: This toolbar contains the tools you need to create 3D models. For the most part, these tools work just like their counterparts in the desktop version of SketchUp. In SketchUp for Web, some tools have a flyout menu that holds additional tools



Status bar: From left to right, you find the Undo/Redo buttons, a link to the Help Center, a language menu, a link to the SketchUp Forums, tips and options for the selected tool, and the Measurements box for modeling accurately.

Panels: Click these icons to access panels for entity info, the Instructor, components, materials, styles, layers, views, and display.

Tip: If you're not certain what a tool is, hover over the tool and a ScreenTip appears. When you select a tool, a brief note about what it does or the options available for that tool appear in the status bar. You can also find help by opening the Instructor panel.