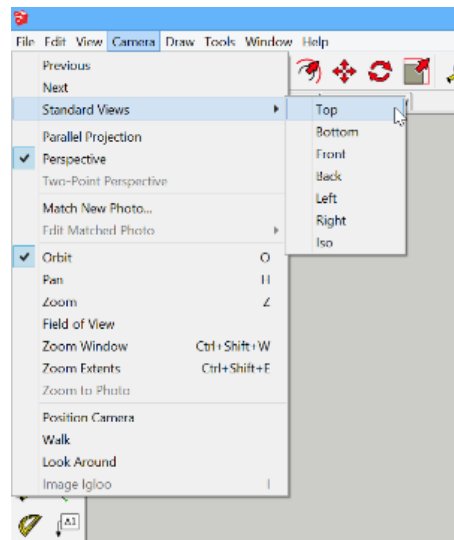
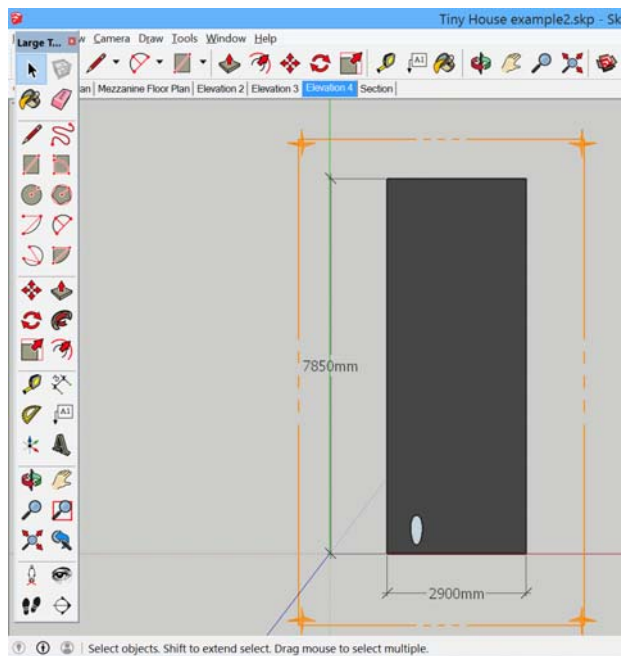
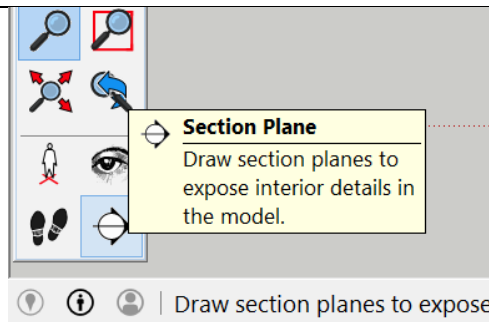


## HOW TO SET UP VIEWS IN SKETCH UP FOR AN ANIMATION

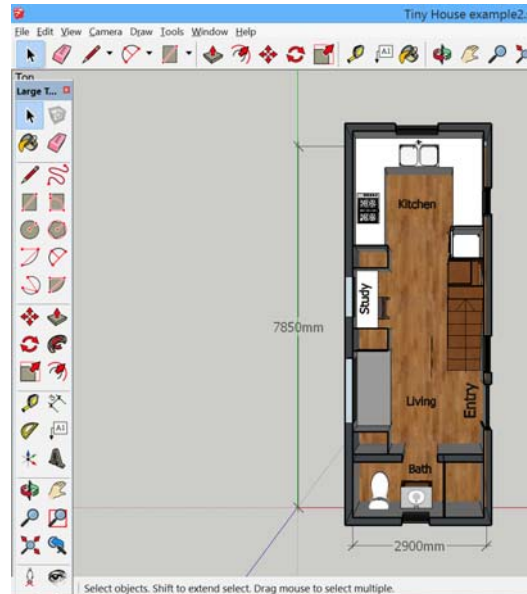
1. Select **Camera, standard views, top view**



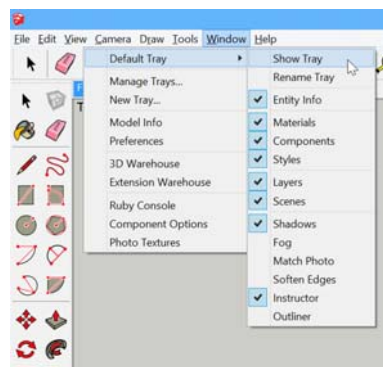
2. Select **Section Plane tool**
3. Click next to your building until you see an orange rectangle around your building



4. **Orbit** around to see a side view then select the **move tool**
5. Click on the orange rectangle and drag it upwards until you see just your ground floor.
6. Select **Camera, standard views, top view**

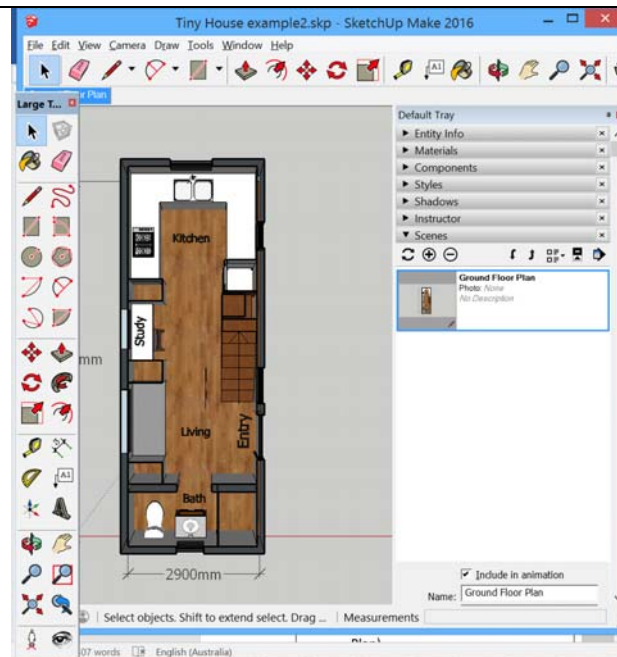


7. Select **window, default tray, show tray**

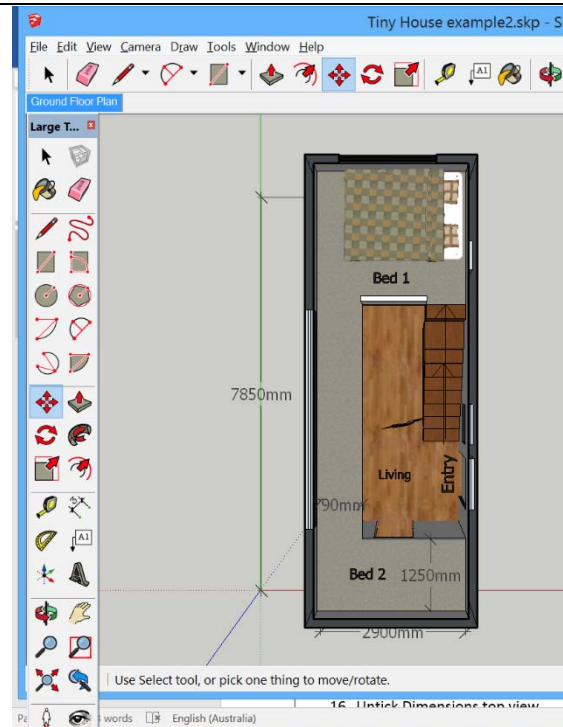


8. Select the **Scenes** tab
9. Click on **Add Scene**.
10. Name the scene Ground Floor Plan

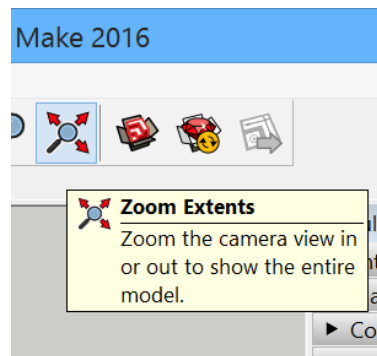
(This view is now saved)



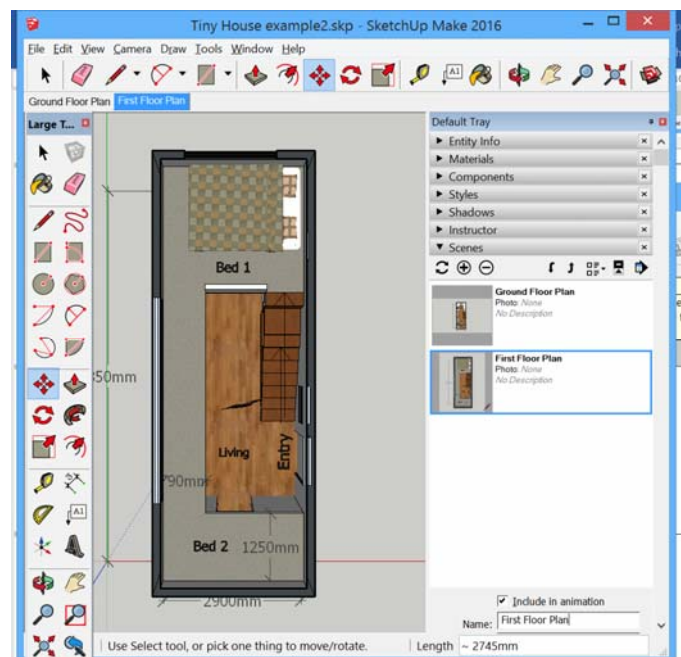
11. Repeat steps **2 - 4**
12. Click on the orange rectangle and drag it upwards until you see just your first floor.



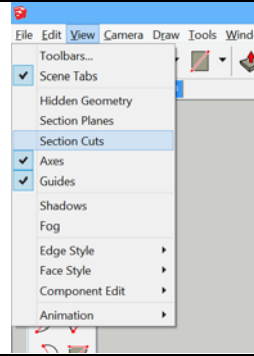
13. Select the **Zoom Extends** tool



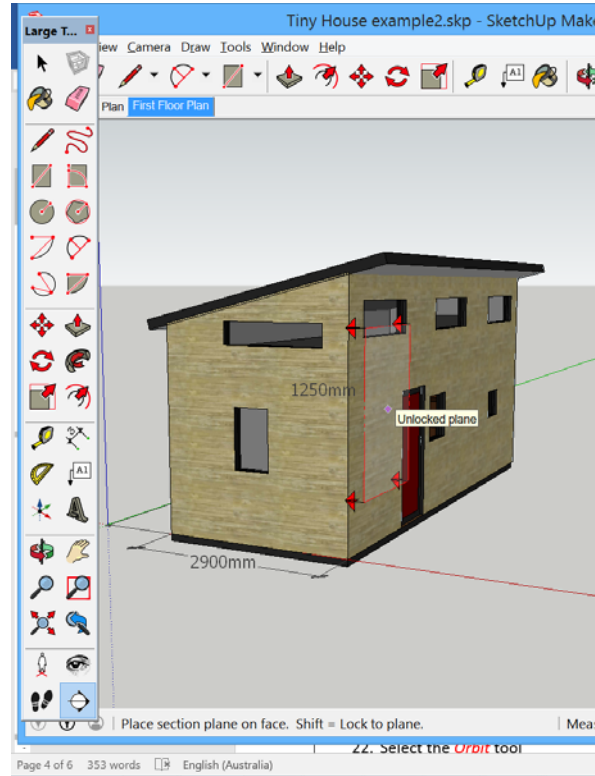
14. Select the **Scenes** tab
15. Click on **Add Scene**.
16. Name the scene First Floor Plan (This view is now saved)
17. After you have created a roof for your building, repeat the steps to create a saved view of your roof.



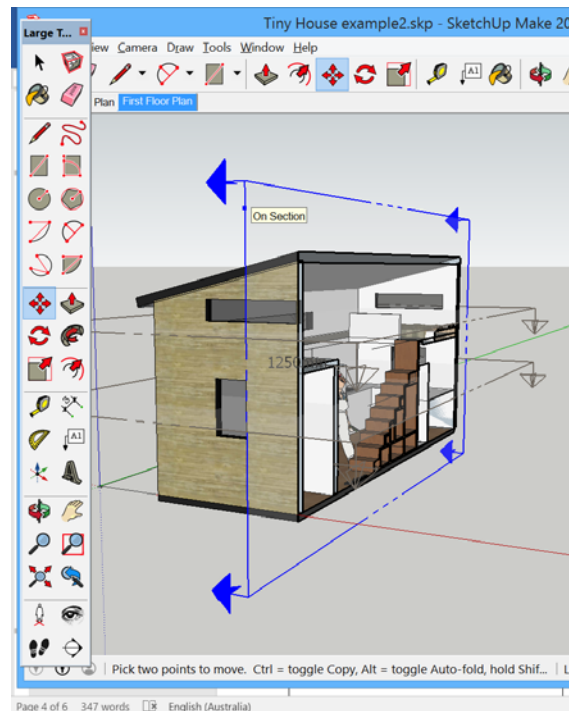
18. Select **View** then untick **Section Cuts**



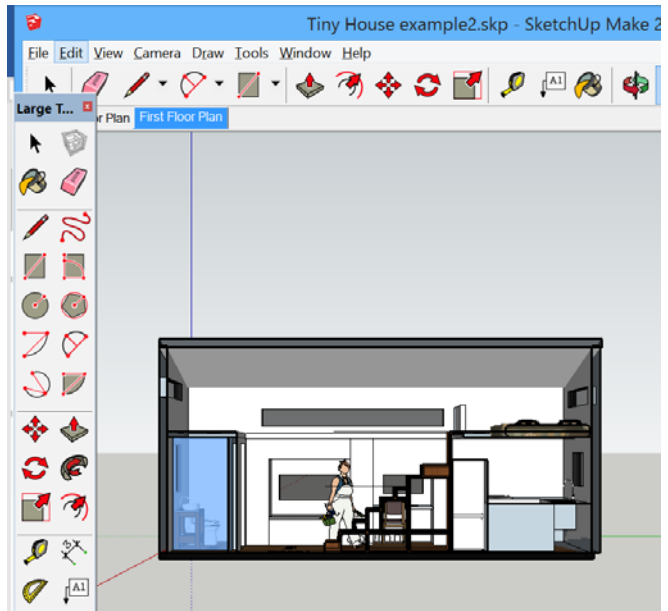
19. Use the orbit tool to move your model around to see a side view
20. Select the **Section Plane** tool and place the cursor onto the side of your tiny house.
21. Click the mouse and you should see an orange rectangle around the house



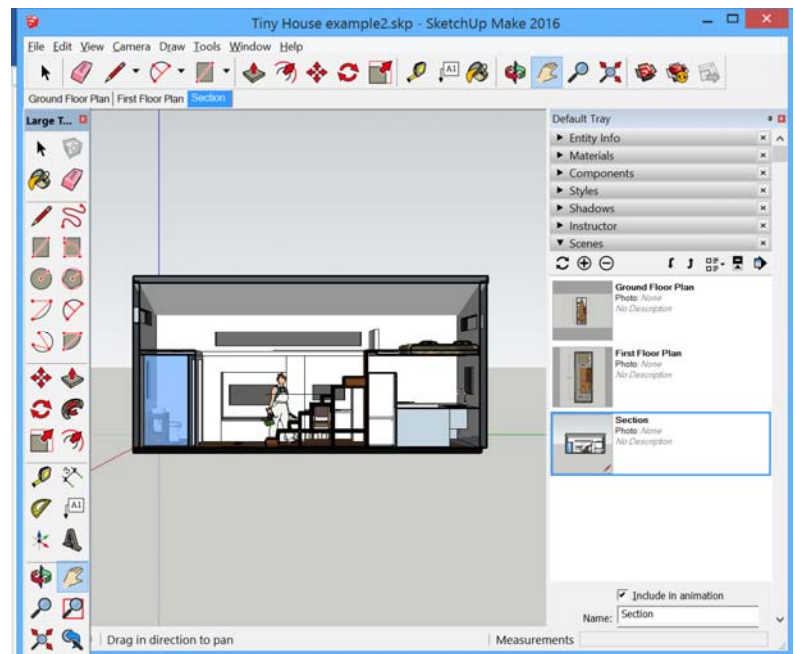
22. Select the **Move** tool and move the orange rectangle until you can see inside of your house



23. Select **Camera, Standard Views, Right OR Left**



24. Select the **Scenes** tab  
25. Click on **Add Scene**.  
26. Name the scene **Section View**



27. You may set up as many scenes as you like now to include in your animation