

i.materialise

World of houses SketchUp design challenge

Instructions for Mac

April 2010



Mac-users

This guide is intended for Mac-users who wants to participate in the World of houses SketchUp design challenge. If you have SketchUp for Windows installed, please follow the instructions on the [World of houses](#) page.

We strongly advise you to read the [manual](#) first. Especially the design tips at the end of the document provide you with very useful information.

Prepare your model

If SketchUp is installed on your Mac, you'll need to carefully follow these steps:

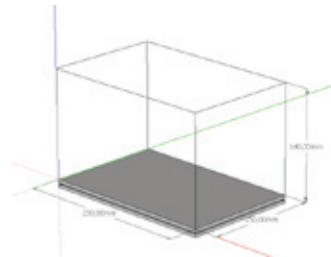
2

- 1 Download the zip file containing two templates: imperial and metric. Open the appropriate template: this is a SketchUp file, containing the bottom plate and the building volume.

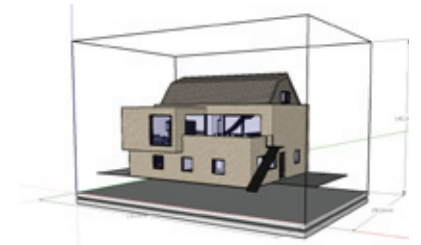
- **Download templates**

Do NOT modify the i.materialise layer or its contents.

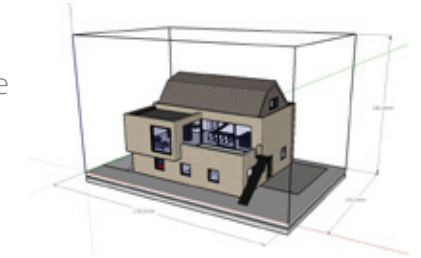
- 2 Go to **FILE > IMPORT** and import your design.



- 3 Use the SketchUp Scale Tool to scale your model until it fits in the building volume

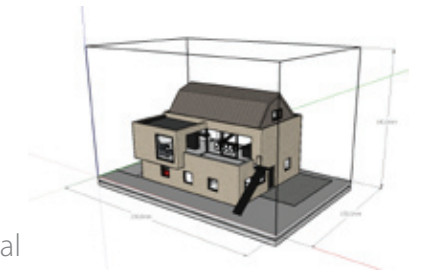


- 4 Use the SketchUp Move Tool to place your model on the bottom plate. Make sure everything is attached to the bottom plate.



- 5 Read the tips in the [manual](#) to make sure your model is ready for 3D Print, pay special attention to.

- Windows: if you want to look inside, remove the glass.
- Flat objects: replace flat trees with real 3D objects, you can find those in our collection on the [3D Warehouse](#).



- 6 Do a final check: is everything you want to be printed lying inside the building volume?
- 7 Go to **FILE > SAVE AS** and save your file locally.
- 8 Go to the [World of houses](#) challenge page and submit your file.

**SUBMIT
A DESIGN**

Have fun!