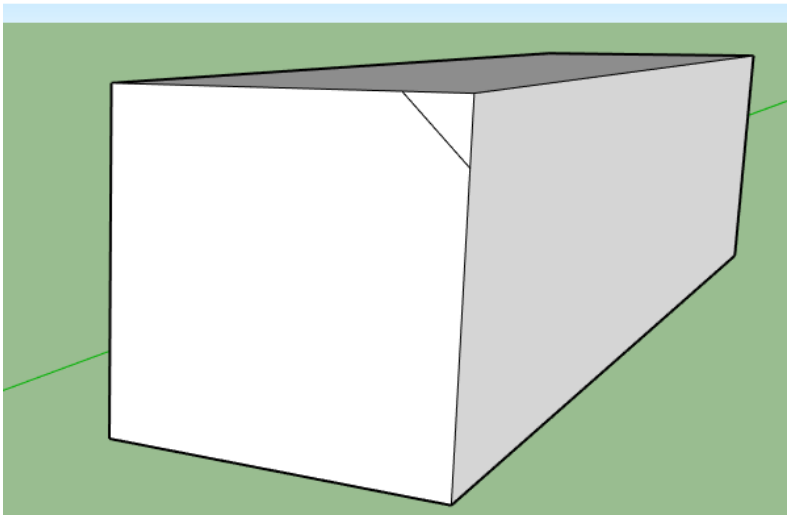
Using Follow me function in Sketchup

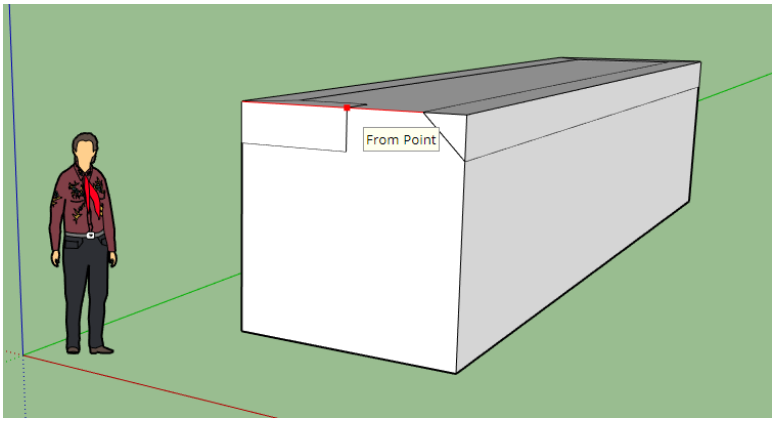
To use follow me to create a bevel.

Note: The follow me tool is selected using the same button as the push/pull (extrude) and offset tools. The seventh tool from the top!

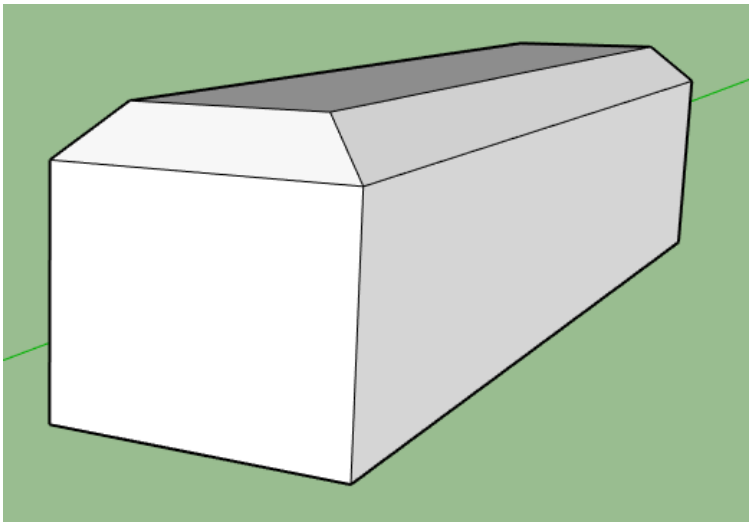
1. *Extrude a cuboid and draw a line across the corner*



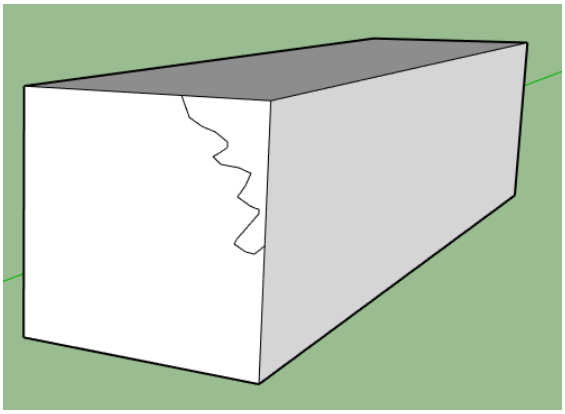
2. *Select the follow me tool. Click the triangle then draw all the way around the edges of the rectangular face on the top of the cuboid. The edges drawn will turn red. You must keep going until back to your starting point. It will say "endpoint" when you get there. This picture shows the process almost complete.*



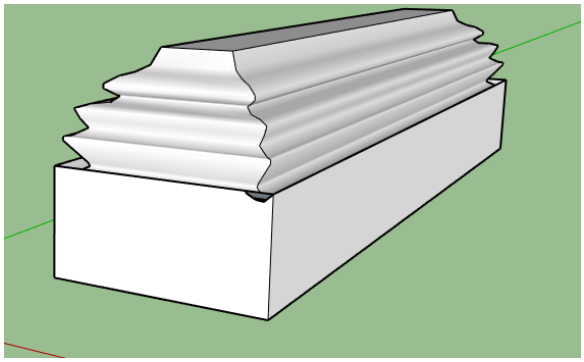
3. *The triangle will then have been cut off every edge*



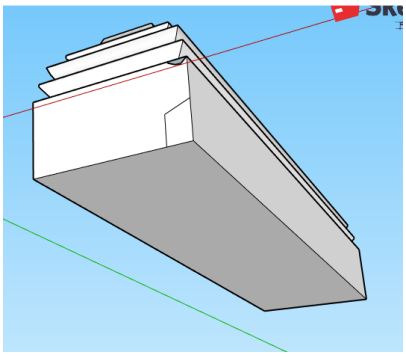
4. *Try the same using the free pen tool to get unusual shapes*



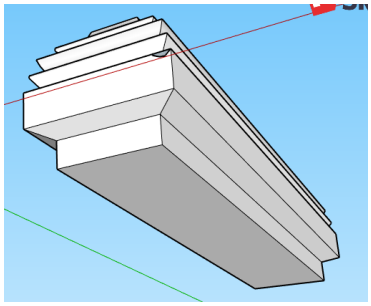
will make:

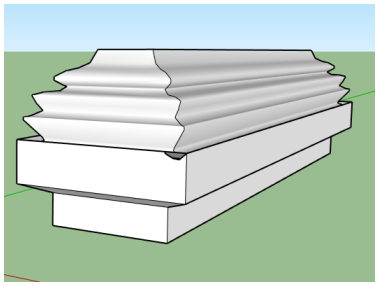


5. *Finally, do the same but on the surface that is on the ground. To do this, rotate view so that you can see the bottom face.*

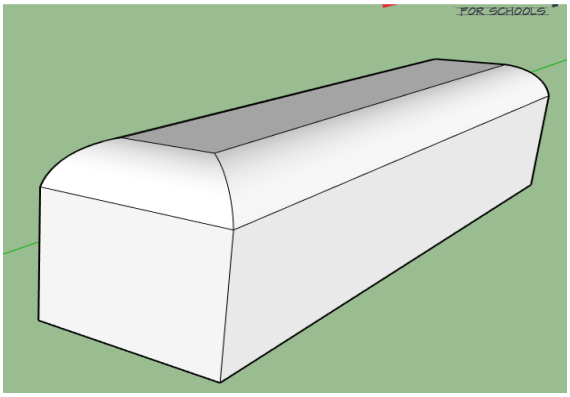


Using follow me:





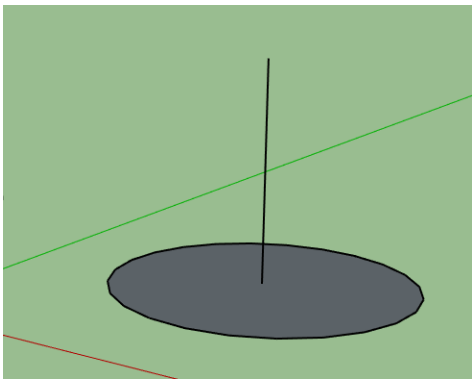
Practise using the tool. Common errors are using the offset tool in error (which looks very similar). Challenge yourself to round an edge like this.



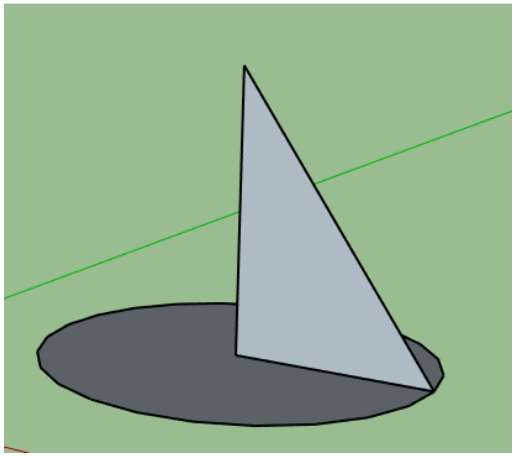
Using Follow me function in sketchup – more advanced:

If you can do the tasks above, use the follow me to create 'turned' shapes.

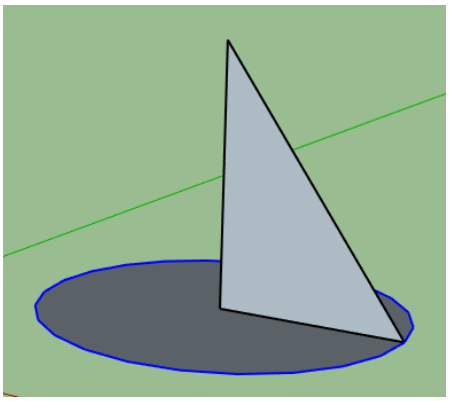
1. *Draw a circle on the ground and a perpendicular line in the centre. The line will turn blue when drawing to show it is parallel with the vertical axis and the centre point will be highlighted on the circle.*



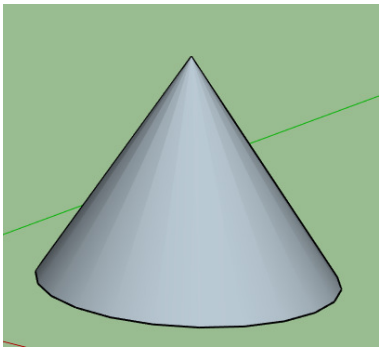
2. *Complete a triangle using the line tool.*



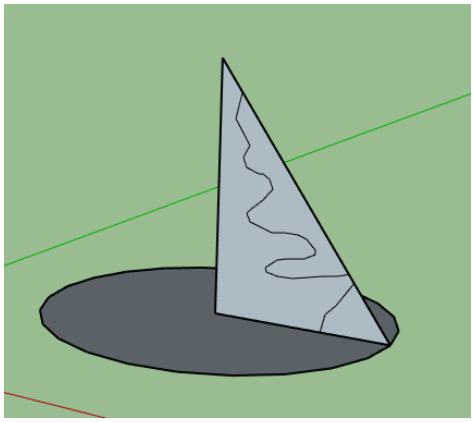
3. *The follow me tool is used in a slightly different order. First use the arrow to highlight the circle*



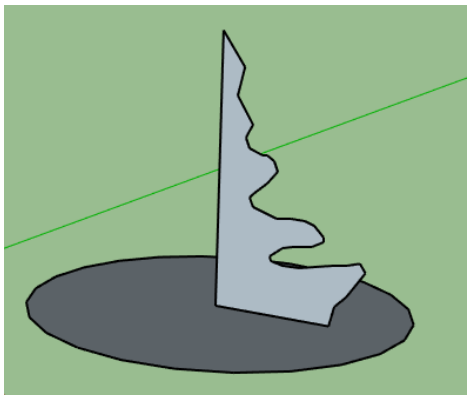
4. *Select the follow me tool and click on the triangle. The follow me tool will rotate the shape to create a cone.*



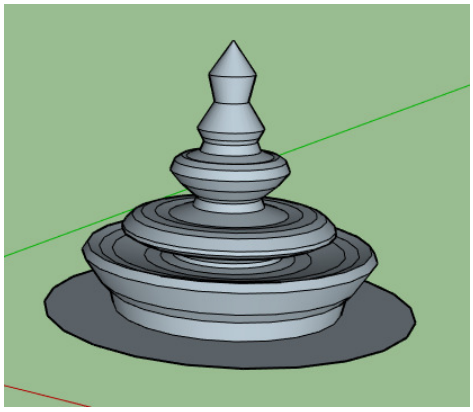
5. *By following the same method then drawing and erasing parts of the triangle, different shapes can be created.*
   Eg: I've drawn on the triangle



Erased the bits I don't want:



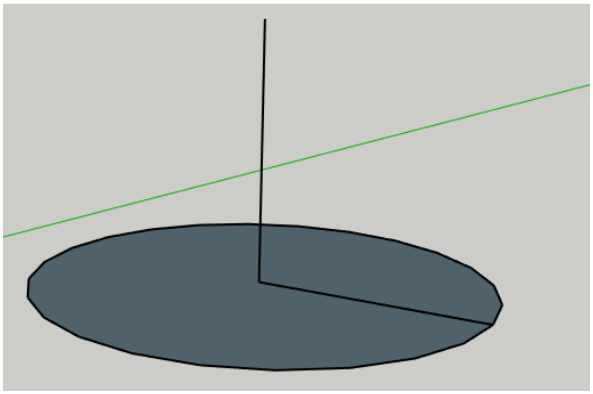
Clicked on the circle with the arrow tool, then clicked on my shape with the follow me tool:



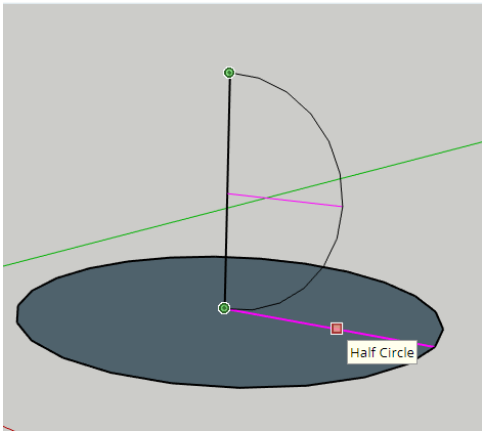
You need to experiment. If you want a challenge, a sphere can be created using the same process. Instructions are on the next page.

How to create a sphere:

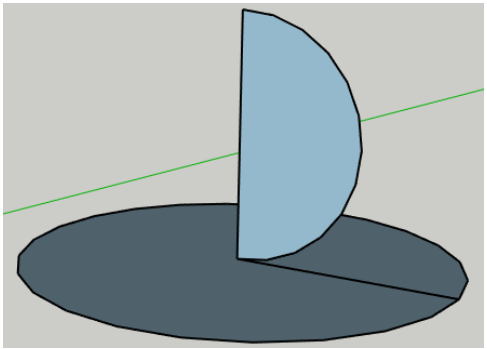
1) *Draw your circle as before. Draw your perpendicular line from the centre of the circle as before. Then draw a line from the edge of the circle to the centre.*



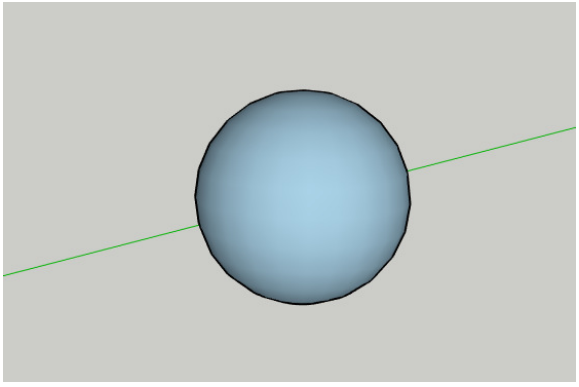
2) *Now create a 2 point arc on the line as below. As you pull the arc out, pull it along the other line. It will turn pink and pull it until a box shows that you have drawn a semi-circle.*



3) *Now use follow me as before.*



4) *Once you have created the sphere, delete the circle and lines.*

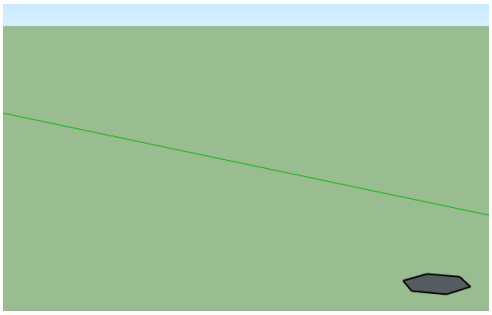
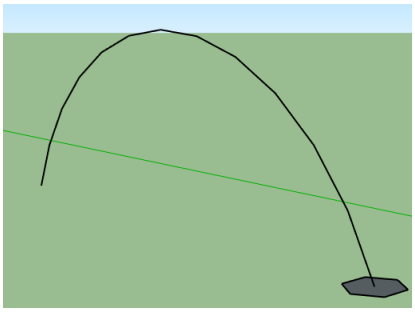
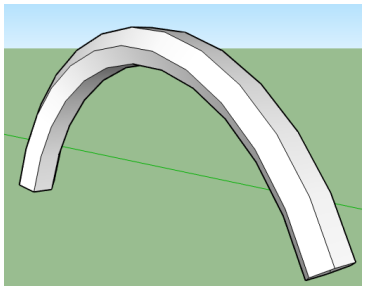


More challenges:

Follow me allows a shape to be extruded, or pulled, along any line or edge.

Here is an example of a polygon extruded along an arc using follow me.

The polygon is drawn, the arc drawn, the arc selected using the pointer and then follow me is selected and the polygon clicked. (The same routine as following the circle above)

Follow me can be used to follow any line or shape.

Experiment by

a) *Drawing a shape*
b) *Drawing a line or shape for it to follow – the line needs to start at the centre of the shape.*
c) *Use the pointer to click the line or shape to be followed. (If the trajectory or path is made of more than one line, hold shift to select all the parts)*
d) *Click the shape to pull using 'follow me'*

