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Was working on a project for over 6 hours when my program decided to say, "sorry you need to have a license." I was using Sketch up pro 2014 as Xp only allows up to that version. No free SketchUp make 2014 was listed and I can't seem to find it anywhere. I don't want upgrading my operating system as my only option, all i want is to either A:
Convert my files to SketchUp 2013 which I have on my laptop, or B: Find SketchUp Make 2014 so I can continue my progress without having to buy a license. Any help would be great. Here you go @fayant_n ... SketchUp Make 2014 so I can continue my progress without having to buy a license. Any help would be great. Here you go @fayant_n ... SketchUp Make 2014 so I can continue my progress without having to buy a license. Any help would be great. Here you go @fayant_n ... SketchUp Make 2014 so I can continue my progress without having to buy a license.
because they can't use SketchUp Make 2015 with their computer's older OS. Please see the hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and older versions of SketchUp Hardware and software requirements to run current and software requirements and software requirements and software requirements and software requirements are requirements.
make this available for a stint, so folks can download SketchUp Make 2014 until they can upgrade t... 3 Likes Thank you for the links, i got it solved earlier thanks to some speedy help. Let me begin by saying that I'm not very technically informed or computer literate! Here is my problem. Today I tried downloading SketchUp Make. Once it had
downloaded (which took ages, because i'm in a part of the world that has very slow internet!), and tried opening it, I got a message which said the 2016 version for Mac is for OS X 10.9 or later. My OS X is 10.8.2. I'm not in a position to upgrade my OS, so I looked for an older version of SketchUp Make, which I found here in this thread, and
downloaded (which took a-a-a-a-ges!), but when I tried opening it, I got this message: This is an unlicensed version of SketchUp Pro. You have 8.0 hours remaining in your evaluation. You can enter a new license, run in evaluation mode, or quit. I don't want SketchUp Pro! Its not what I downloaded [Mac SketchUp Make 2014] Please
could somebody give me some advice? Many thanks! it reverts to make after the 8hrs is up... john Thanks SO MUCH for letting me know, John! You're a STAR! Andrew Thank you! I almost had to resort to, pardon the pun, sketchy sites for this since my macbook is ancient...... Thank you Lisanne for this !!! I just have deleted my SU 2014 install file by
incident. Thank you for the link so the link does not just use the wayback machine The ultimate SketchUp Make Download Repository SketchUp Make 2017 (last version supporting 32-Bit Windows & option to disable OpenGL Hardware Acceleration for sub-par Graphics Adapters) • Make 2015 •
Make 2014 • SketchUp Help Center: Downloading older versions Hi there, I love using Sketchup to demonstrate how to create and design for 3D Printing. So I promote the heck out of it. However, a recent issue came up questioning whether or not SketchUp Make was 'freeware' and was rejected as 'shareware'. I argued that since it was not being
used for commercial use nor mass production, it should fall into the freeware category. But they would not budge and wanted me to go to TinkerCAD or 3D Builder. I'm not knocking those systems. But you can do so much more with SketchUp. I've been tutoring SketchUp to gamers and new modelers for years with their own downloads. However, the
question and come up and it needs to be settled once and for all. So, point blank question: Can we use SketchUp Make as freeware? Or is there a set of circumstances that we can use it as such? Thank you. Dante! Perhaps "they" should define freeware and shareware. Let's see what the difference is. 1 Like Example of freeware would be Skype and
Adobe Acrobat Reader. en.wikipedia.org Freeware is software, most often proprietary, that is distributed at no monetary cost to the end user. There is no agreed-upon set of rights, license, or EULA that defines freeware unambiguously; every publisher defines its own rules for the freeware it offers. For instance, modification, redistribution by third
parties, and reverse engineering are permitted by some publishers but prohibited by others. Unlike with free and open-source software, which are also often distributed free of ch The term... Well, clearly, Trimble would like people to buy the pro version of SketchUp but since there's no cost to downloading or using Make, that would make it free.
Right? 3 Likes That's what I thought. But that Pro Trial is an argument for shareware. As such, is it legal to circumvent the trial and just go straight to using the Make via modified .lic? (found elsewhere on these forums) (Point blank answer) SketchUp Make is licensed software for Non-Commercial Use ONLY. It is "plain as day" in section 2.2.1 of the
following terms: SketchUp SOFTWARE END USER LICENSE AGREEMENT (Trimble SketchUp) IMPORTANT, READ THIS AGREEMENT. YOU AGREE... 2
Likes drdantetv: As such, is it legal to circumvent the trial and just go straight to using the Make via modified .lic? (found elsewhere on these forums) That advice was posted by Trimble employees. The trial short-circuiting is often done in educational institutions. So
essentially, they were right. Effectively, it would be $15 per seat per year, so fine. I see where they were going with this. Thank you for pointing this out. But furthermore, you can't legally contribute to Google Earth, Thingiverse, or other spaces under Personal Projects based on this: "Trimble Navigation Limited and/or its affiliates ("Trimble") gives
you a personal, worldwide, royalty-free, non-assignable and non-exclusive license to use the executable version of the Software for non-commercial use only. Non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the output of the Software for non-commercial use means: you may not sell, rent, lease or lend the software for non-commercial use means: you may not sell the software for non-commercial use means: you may not sell the software for non-commercial use means: you may not sell the software for non-commercial use means: you may not sell the software for non-commercial use means: you may not sell the software for non-commercial use means: you may not sell the software for non-commercial use mean
Thingiverse would constitute a lend of output, would it not? -Dante! drdantetv: A contribution to Thingiverse should not convene 'non-Commercial' unless you are receiving renumeration in cash or kind... john 1 Like
Ah, but this is the legal under SketchUp Make portion for 'Personal Projects' regarding output. I'm only being a stickler as I want to make sure what I am telling others is accurate and within the licensing terms. I'm just fuzzy on what 'output' means. If we have to buy Pro licenses, so be it. I'm cool with that. But this would seem a new user could use
Make to create an object and print it for one's own personal use. But posting to Thingiverse, Youmagine, etc even as a free giveaway, would breach the license as you are lending output that is accessible to others. Best to teach correctly at the start rather than allow it to go long and cause hurt feelings. Thoughts? -Dante It would be a good idea to get
a real legal opinion from someone who is trained to give it. 3 Likes @DaveR Ah, thank you for as far as you have guided me. I really didn't give it much thought until it got knocked back to me for review. I honestly thought it was non-commercial free use before this. Well you know how these things can become a can of worms. Good luck with the
whole thing. I do agree with you that Sketchup has much more to offer. 1 Like The 3D Warehouse has an option to make models printer-ready, allowing people to share their models as .STL download. Some of those SUppers would like to make money using this program and may indeed be making money by their use of SU, but the files you get from
the Warehouse are free. And it is quite apparent that many of those free models are from Make users. And when you upload something to the Warehouse, you aren't quizzed on whether or not you are a pro-user. 1 Like An article introducing the printable service offered through the Warehouse last year. The Warehouse TOS seem to be a work in
progress, laying the groundwork to be able to sell models through the Warehouse at some date in the future. People with commercial accounts would have a SU Pro. What's of interest to many people is the General Model License which spells out how to use models we can freely download from the Warehouse - and gives some examples - like it's okay
to add 3rd-party models to your own model if most of the work in your own file is your own, original work. And it's a no-no to download a model, make a few minor changes and upload it as your own (especially if the modified model ends up being used commercially.) There's a passionate community over at the 3D Warehouse. People tend to recognize
- not appreciate - plagiarism, especially when it happens to them. Passionate people will rat out those who try to skirt around and violate the TOS. And it's quite likely that Trimble will increase their Warehouse staff to handle this. @catamountain That's excellent, thank you for that. I like the Warehouse and the Pro features. But I'm trying to get
confirmation for compliance for casual and first time users of the SketchUp software that might want to use 3D Hubs, Shapeways, or local services to print off their own personal creations outside of the Warehouse. Before looking into this, I thought John Q. Public could download SketchUp Make/Pro Trial at home, create a piece and subsequently
have it printed or upload to Thingiverse and still be within compliance to the license agreement. I realize now after reading things more closely, that appears to have been inaccurate. So I am looking to make sure that is the case when someone asks for what software would be best to design in, I can give complete and full disclosure. People just want
to create and generally just click through the EULA/TOS/AUS. So rather than have them blindly go forward with SketchUp and make legal mistakes, have them aware SketchUp and make legal mistakes, have them aware SketchUp is a paid software package, based on the definition of not sharing the output from the SketchUp Make in the license. This is where I am stuck
with compliance and disclosure. Given that, I couldn't recommend SketchUp Pro Trial as a free download so long as they only use the Warehouse. Does this
sound right? I know it's a lot of legal beans. But I want to keep SketchUp in my tutoring. So I have to run the marathon. Thank you. -Dante! Not use SU outside of the Warehouse environment? Pro use if you want to use the Warehouse is a service. That's overreacting, and the TOS and General Modeling License is being greatly
misinterpreted. Funny too that the fella who used to own Makerbot was the keynote speaker at SU Basecamp 4 years ago. And the greater maker movement has been greatly embraced by SU owners. Software is property. The models created by the software are the intellectual property of the person (or company) that created them. A big chunk of the
license agreement deals with the same old plagiarism issues that confront all intellectual property - which includes the right people who make models on other software, writers, artists, songwriters, etc. 1 Like Ah, but then this comes into question: 2.2.1. SketchUp Make Software is licensed only for non-commercial use for your
internal business purposes. Non-commercial use means that you may not sell, rent, lease or lend the output of the Software in that capacity, you are engaged in
commercial activity; therefore, in order to use the Software, you must purchase a SketchUp Pro license. So if Little Cindy Lou Who downloaded the SketchUp Make software, created a Grinch model from scratch and wanted to upload it to
Thingiverse, she would be in breach of the license, right? Is there a way to tell if Sketchup was used to create a 3d model once it's no longer a .skp
file? . 1 Like Yep, right at the top. For example, if you text edit a .STL, you will see (using SketchUp STL test-1 ¿$\hat{O}\hat{D}f\begin{e}EC\*\cup\cent{c}D\_\geff'\$\circ\D\EC\$\circ\D\EC\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFf'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\$\circ\D\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EFF'\Box\D\EF
extension. Not all file formats have the ability to capture metadata such as the originating app name, and some exporter may not bother to save it. But, as @drdantetv has plainly shown, some do! 1 Like If the license agreement was ever revised to show what acceptable is for non-employee or educational, that would be excellent. -Dante!
 would be in breach of the license, right? were do you perceive a breach, is she selling it on Thingyverse? do they insist on the right to sell her model? is she having it printed or leaving it there for other to 'print' without renumeration? it's all about income, not posting models on forums or sending to printers... john @john_drivenupthewall Yea, but it's
one thing to knowingly steal and another to not realize you are in breach of license when you think you are compliant. People new to 3D design and printing like the Disney effect of jump in and go, totally cool. But if they can clearly understand what they can and cannot do from the get go, it makes it easier versus down the road when they've invested
time into learning a package. But compliance is more than income. The license defines what is not acceptable is as non-commercial use, which includes licensing, renting, or lending the output of SketchUp Make. SketchUp is a fantastic program for beginners. But that's no excuse to simply click-and-ignore the license when you don't have to. Spend
your karma on something worth it. Copyright laws apply whether there's a formal, written agreement or not to private individuals, companies and corporations. The General Model License also is intended to protect the person/company that created the
internally with those that actually worked on the EULA but I'll be wearing my curmudgeon hat as I try to get someone to define what 'lends output' could possibly mean. Here's this JPG of my car, please give it back when you're done. The intention of the EULA is certainly that you can take it and print it and share it and do whatever you want. As soon
as you try to charge for your output then you should be upgrading to Pro. I'll check back in on the thread once there is something somewhat enlightening from the EULA but I'll be wearing my curmudgeon hat as I try to get someone to
define what 'lends output' could possibly mean. The use of the word "lends" is used in a legal sense. It may not not mean what the general populace thinks it means (as we use it in every day life.) Ie, "lend" is a synonym for "loan", which usually carries an implication of monetary gain through interest charged. 1 Like AWESOME! Thank you @jody and
@DanRathbun!!! If you could ask your legal folks for a section on what one can do with SketchUp Make clearly (as legal will allow), that will make it clearer for new folks to use. It's not that people want to intentionally steal or abuse the license. But is there some clear freedom for creation like TinkerCAD and others offer that they could do at home?
At the very least, I can continue to help others with their designs and to learn how the commands. SketchUp Pro licenses for educational workshops and free school lessons. But since the compliance officer got me right after
software and that new hire allows the company to use his license. These situations do happen. Some software companies allow licenses to be transferred to other companies forbid that. 1 Like Hmmm... Yea, that's why I'd love a separate/section agreement for
compliant, job done. If not, a non-legal translation or clarifications with examples would be excellent. -Dante! DanRathbun: SketchUp Make is licensed software for Non-Commercial Use ONLY. It is "plain as day" in section 2.2.1 of the following terms: Re. [quote="drdantetv, post:32, topic:23111"] Yea, that's why I'd love a separate/section agreement
for the Make version on it's own. [/quote] Hmmm,... if I click the License link in the 2015 PRO "About" dialog, I see this (instead of the above license.) So I think the letters refer to revisions. (rev. b, rev. c, etc.) The product editions used to have separate license documents (pre-rev. c,) but I think have been combined from revision c, onward. Someone
How are these terms unclear? drdantetv: upload with no charge to anywhere What/who charges? Sound a little odd... drdantetv: non-legal translation A non-legal translation A non-legal translation of a contract that would be legally binding? Hmm... cute. Lawyers only write the contract. Judges ultimately oversee and rule on the validity of things like contract terms
Sounds like people who find themselves running into problem' occur when they were informed their work was commercial work. And the 'problem' occur when they were informed their work was commercial work. And the 'problem' occur when they were informed their work was commercial? What are people doing that get them into trouble with 3D modeling and printing? This reminds me of when Sonny Bono was
elected to Congress. Reportedly that old pop singer stood before the chamber to request the talk to be more casual and friendly (maybe like how he ran Palm Springs as mayor). A fellow congressman reminded him that one of the jobs in Congress was to write and pass laws. This isn't to be hard-nosed, as the law helps to protect/oversee/govern the
average Joe as well as large corporations. 1 Like Heh, thanks for the memories @catamountain. Things were simpler then. But while the educational aspect applies to part of my case, it's what the mass media is saying to end users and new to 3D Printing that is the problem about SketchUp Make when you throw it against the Licensing Agreement
Let me cite a few examples: SketchUp.com presents SketchUp Make as: "Hobbyists, kids, and backyard spaceship builders all agree that SketchUp Make is the easiest, most fun, entirely free 3D drawing tool in the world. We think you will, too." Shapeways.com for example explains it as: "Drawing-based tool for architects, designers, builders, makers
and engineers who design for the physical world. SketchUp Pro is a paid version and SketchUp Pro is a free, easy-to-learn 3D-modeling program with a few simple tools to let you create 3D models of houses, sheds, decks, home
additions, woodworking projects, and even space ships. You can add details, textures, and glass to your models in Google Earth, share them with others by posting them to the 3D Warehouse, or print hard copies. Google SketchUp is a great way to discover if 3D modeling is
right for you." MatterHackers Looking for the best 3D modeling software? Look no further! This simple guide will solve your problem and get you moving in the right direction. Sketchup (Free basic version, $590 pro version - Mac, Windows) Originally made for architectural design, this software is easy to learn, but it will not provide all the tools that
you will find with other software. File robustness can be hit or miss when it comes to 3D Printing. MakerBot: Google Sketchup is a free surface modeling program with a gentle learning curve. While it does not export to STL's for 3D printing, users have created some plugins that give it this functionality. Thingiverse user br3ttb has made this process.
even simpler. After installing his hacked version of an existing plugin, an STL of your work is just a few clicks away! As a bonus, I've been collecting some of my favorite Sketchup plugins. You might find some interesting ones in that list. I sometimes have trouble getting a watertight STL out of Sketchup plugins. You might find some interesting ones in that list. I sometimes have trouble getting a watertight STL out of Sketchup plugins. You might find some interesting ones in that list. I sometimes have trouble getting a watertight STL out of Sketchup plugins. You might find some interesting ones in that list. I sometimes have trouble getting a watertight STL out of Sketchup plugins. You might find some interesting ones in that list. I sometimes have trouble getting a watertight STL out of Sketchup plugins. You might find some interesting ones in that list. I sometimes have trouble getting a watertight STL out of Sketchup plugins. You might find some interesting ones in that list. I sometimes have trouble getting a watertight STL out of Sketchup plugins. You might find some interesting ones in that list. I sometimes have trouble getting a watertight STL out of Sketchup plugins. You might find some interesting ones in that list. I sometimes have trouble getting a watertight of the sketchup plugins and the sketchup plugins are sketchup plugins. You might find some interesting ones in the sketchup plugins are sketchup plugins and the sketchup plugins are sketchup plugins. You might find some interesting ones in the sketchup plugins are sketchup plugins are sketchup plugins. You might find some interesting ones in the sketchup plugins are sketchup plugins are sketchup plugins. You might find some interesting ones in the sketchup plugins are sket
Thanks for the tip Chris! Makerspaces Search our world-wide directory and join us in the democratization of design, engineering, fabrication, and education For decades, computer-aided design (CAD) applications were expensive tools used only by a limited circle of designers and engineers. Now Google has offered CAD to the masses, with SketchUp
a free program that's intuitive to use. In this tutorial we'll be modeling a charging caddy: a box to house a power strip and chargers, with a compartment on top for your cellphone and other handhelds. I feel we have a responsibility to end users to clarify what the software is and how they are to use it instead of just saying Grab-n-Go especially if they
are brand new to 3D design and printing. I know we can do more than that with SketchUp. But for the most part, just creating simple models is the angle I am coming from. SketchUp Make is a great opportunity to teach end users how to be compliant. The license
agreement needs to be clearer for this part of the market. Or maybe a slimmed down license option for people who models are less than 100mm x 100mm x 100mm x 100mm x 100mm x 100mm x 100mm in size? Thank you. -Dante! As an aside, Ultimaker does not mention SketchUp as free: drdantetv: the problem about SketchUp Make when you throw it against the Licensing Agreement.
What is the problem? SU Make (the free version) is intended for non-commercial use, section 2.2.1. It's been slimmed down to a mere 5 sentences. What's so objectionable about the reviews from those other sites you cite other than being written by people with limited modeling experience in SU and understating what can be created? I've limited
information about other modelers to one line. drdantetv: models are less than 100mm x 
remind me of what happened with Microsoft Bob. 2 Likes @drdantetv, I don't see any problem with the wording on those sites... people freely use SU Make to design and built houses that get made and they live in... as well as trailers, doghouses, furniture, jewellery and a multitude of 3d printed objects... the licence allows for this if the users
intension, at time of usage, is to never gain renumeration for product derived from their use of SU Make ... SU Make is for making money... john @john drivenupthewall not just money - there's the possibility of barter and trade. For us laypeople, we can refer to it as
some sort of compensation that has some sort of monetary value. Or as the lawyer(s) succinctly condensed it "...sell, rent, lease or lend the output of the Software." That sentence is short and covers lot of territory about different forms of compensation. The free crowd uploading models get that-a-boy, feel-good, pats-on-the-pack. The joy of sharing
that "Google SketchUp Free" (versions 6,7 and 8,) was released under. By the transfer agreement those licenses could not be changed, even though v8 was re-branded at v8M2 as "Trimble SketchUp" and "Trimble 
because it was being abused, ie, used by companies for commercial work and profit. So, 50% of your ammunition is off the mark. Then also, the Download.com site (which should not be trusted anyway,) is just parroting old information from the old Google SketchUp webpages. Just saying... But yea, I think everyone would like some less legally jargon
terms to rely upon. 1 Like @catamountain - I had almost completely forgotten about Microsoft Bob and his love child, Clippy. But thank you regarding my references. So does that mean Google SketchUp 8 is perfectly fine to use for basic creation without fear of lending output? I realize it's rather rickety with popsicle sticks and a
prayer should you try to build anything complicated. Or did Trimble take possession of SketchUp 8 as well? I want to teach and help. But if I can get people to be aware and compliant, bonus points. Most people i bet want free, not to be freeloaders and would pay after trial versions expired if they realized it or had needs for the extra tools. As Make
pretty much covers what most hobby/first timers want to build with 3D Printing, most just keep going with it unaware that they are not compliant. -Dante! Page 3 drdantety: Or did Trimble take possession of SketchUp 8 as well? I refer the distinguished gentleman to the comments I made some moments ago. 1 Like @DanRathbun head against desk
Thank you, is it Friday yet? So if I wasn't able to get a budget, I could still do SketchUp 8. Though it would be like teaching someone how to drive a car in a '68 Judge when they own a 2016 Prius. -Dante! drdantetv: So if I wasn't able to get a budget, I could still do SketchUp 8. Perhaps. But you would likely need to leave out using the Extension
Warehouse out of the curriculum. (It never was integrated into v8. It came out for v2013.) You'd also need to fix the 3D Warehouse redirect issue. See: Heads-up, SketchUp 8 and SketchUp 8 and SketchUp 2013 users! The machines also need to have MS Internet Explorer 10 installed. (Some of the Google APIs used by native web-dialogs require it now.) everyone
seems highly knowledgable about all this .. I have no clue, I downloaded a what I thought was make 2016 32 bits as I have an old laptop to work with.. and it is a d-a-mn hassle to do can anyone tell me what to do to get from this pro free trial to a make version, I don't
need bells and whistles just something to draw my plan with for my architect and constructor to see and talk about what we are going to look over the program and needs to help me with this.. it is too difficult for me to find all this out.
can you help? can anyone help out? Just use this: sketchup.com Meet Sketchup.com Meet Sketchup Free: online 3D design software that lets you dive in and get creating without downloading a thing. The best part: it's free. will this do a plan of a house in 2d and 3d of basement ground floor second floor and attick with all details as to measurements etc? Picard2305:
will this do a plan of a house in 2d and 3d ... It won't do it for you but you can create a 3D model and generate 2D views of it. I gather you are doing this in a hobby capacity? If so, it should be adequate. Do you know how to use SketchUp? Maybe start with the free version and start here: Go through the basic tutorials for the web version, then you can
decide if it will work for your project. It's not magic, it would be magic... if I could master it in an hour besides that, I am bound to an old laptop windows 7 32 bits so anything newer then make 2016 is not even installable... Picard2305: if I
could master it in an hour Ha! Funny. Like any other tool, you have to learn to use it correctly to get them most out of it. As I wrote, since your use is as a hobbyist SketchUp 2016 Make should work fine for you if you can find a source for it that doesn't include malware. Picard2305: if I could master it in an hour You won't be able to master in an hour
but sketchup is on of the most intuitive softwares for 3D modeling, you could learn a lot in one hour just by watching some tutorials or the sketchup YouTube channel that shows you how to use every native tool of the program. Picard2305: will this do a plan of a house in 2d and 3d of basement ground floor second floor and attick with all details as to
measurements etc? You can do that with the free version but for 2D documentation it's better to use LayOut, which only is available with the pro or studio license. It will also take you longer to get to know how to use sketchup and layout together, there are no shortcuts, it'll depends on the time you'll be willing to invest on learning it. If you just want
to show to your architect your ideas, you don't need to make 2D plans of it, just model it and show him the 3D model, he has to do all the documentation with the proper dimensions after making a measurement of the site. Some items in your cart before
proceeding. Items Removed: undefined 3D modeling program "Sketchup" redirects here. For the television series, see Sketchup (TV series). This article contains promotional language and inappropriate external links, and by adding encyclopedic text written from a neutral point of view. (June 1) and the contains promotional content. Please help improve it by removing promotional language and inappropriate external links, and by adding encyclopedic text written from a neutral point of view.
2024) (Learn how and when to remove this message) SketchUpOriginal author(s)@Last Software, GoogleDeveloper(s)Trimble Inc.[1]Initial releaseAugust 2000; 24 years ago (2019-01-05)[2] Operating systemmacOS, Windows[3]Available in English, French,
Italian, German, Spanish, Korean, Japanese, Brazilian Portuguese, Chinese (Simplified and Traditional) Type3D computer graphicsLicense Proprietary 3D modeling software that is used to create and manipulate 3D models. It is used in architecture and interior design. SketchUp is
creation tool and was envisioned as a software program for design professionals.[3] The program won a Community Choice Award at its first tradeshow in 2000.[7] The first macOS release of SketchUp won a "Best of Show" at Macworld in 2002.[8] Lund + Slaatto project designed in SketchUp Many different 3D and 2D exporters are available in
SketchUp for uses such as rendering. This C-130 Hercules model was made in SketchUp and rendered with Kerkythea. Google Earth.[10][11][12] On January 9, 2007, Google announced Google SketchUp 6, a free downloadable version
of SketchUp, including integrated tools for uploading content to Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta version of Google SketchUp Pro 6 introduced a beta ver
November 17, 2008, SketchUp 7 was released with integration of SketchUp's Component Browser with Google 3D Warehouse, Lay Out 2, and dynamic components that respond to scaling.[3] On September 1, 2010, SketchUp 8 was released with model geolocation with Google Maps and Building Maker integration.[15] Geolocation information is
always stored in the .KMZ file.[16] The building designs themselves are saved in SKP. Trimble Inc.) acquired SketchUp from Google on June 1, 2013, SketchUp comes in the following subscription options:[18][19][20] Interior designed
in SketchUp. SketchUp Pro subscription includes the eponymous desktop 3D modeler, plus importers to common 2D and 3D formats, access to Extension Warehouse), access to Extension Warehouse, access to Extension W
custom edge styles for SketchUp Pro 2016 has native integration with Trimble Connect, treat 3D Warehouse models as references, a rebuilt Generate Report and now Layout offers web-friendly reference objects as well as a new Layout API.[23] SketchUp Pro licensing is dual-platform and works on Windows and Mac
machines. Daylight visualization using SketchUp's daylight analysis tool. Studio contains everything included in the Pro subscription, professional rendering via Chaos' V-Ray for SketchUp offering that includes the following: web and
mobile modelers, SketchUp for Web and SketchUp for iPad; Trimble Connect Business, a cloud collaboration tool for viewing, sharing, and access to SketchUp's model library, 3D Warehouse. SketchUp for iPad; Trimble Connect Business, a cloud collaboration tool for viewing, sharing, and accessing project information from anywhere; and accessing project information from anywhere information f
DIY designers. Users can model and mark up 3D models digitally using Apple Pencil and touch.[24] SketchUp Go does not include the desktop modeler, a downloadable application that can be used offline. Currently, only Pro and Studio plans feature this modeler. In November 2017, SketchUp Free was released as a web-based application which
replaces SketchUp Make.[25] Drawings can be saved to the cloud, saved locally as a native SKP file, or exported as an STL file. Compared to Make, SketchUp Free does not support extensions, creation, and editing of materials. The product is not for commercial use.[26] On June 4, 2020, Trimble announced that SketchUp would transition to a
subscription business model. After November 4, 2020, SketchUp no longer sells perpetual licenses and maintenance & support plans.[27][28] 3D Warehouse is an open library in which SketchUp users may upload and download 3D models to share.[29] The models can be downloaded right into the program without anything having to be saved onto
your computer's storage. File sizes of the models can be up to 50 MB. Anyone can make, modify and re-upload content to and from the 3D warehouse free of charge. [30] All the models in 3D Warehouse are free, so anyone can download files for use in SketchUp or even other software such as AutoCAD, Revit and Archi CAD - all of which have apps
 allowing the retrieval of models from 3D Warehouse. Since 2014 Trimble has launched a new version of 3D Warehouse where companies may have an official page with their own 3D catalog of products. Trimble is currently investing in creating 3D developer partners in order to have more professionally modeled products available in 3D Warehouse
According to the Trimble, 3D Warehouse is the most popular 3D content site on the web. SketchUp holds U.S. Patent 6,628,279, granted in September 2003, expired in 2021, on its "Push/Pull" technology.[31] SketchUp 4 and later support software extensions written in the Ruby programming language, which add specialized functionality. Many such
extensions are available to others on the Trimble Extension Warehouse[32] and many other 3rd party websites as well. SketchUp has a Ruby console, an environment which allows experimentation with Ruby.[33] Some extension plugins for SketchUp has a Ruby console, an environment which allows experimentation with Ruby.[33] Some extension plugins for SketchUp has a Ruby console, an environment which allows experimentation with Ruby.[33] Some extension plugins for SketchUp has a Ruby console, an environment which allows experimentation with Ruby.[33] Some extension plugins for SketchUp has a Ruby console, an environment which allows experimentation with Ruby.[33] Some extension plugins for SketchUp has a Ruby console, an environment which allows experimentation with Ruby.[33] Some extension plugins for SketchUp has a Ruby console, an environment which allows experimentation with Ruby.[33] Some extension plugins for SketchUp has a Ruby console, an environment which allows experimentation with Ruby.[33] Some extension plugins for SketchUp has a Ruby console, an environment which allows experimentation with Ruby.[33] Some extension plugins for SketchUp has a Ruby console, an environment which allows experimentation with Ruby.[33] Some extension plugins for SketchUp has a Ruby console plugins for SketchUp has a Ruby
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SketchUp. Official website SketchUp - Korea website Retrieved from "2This article has multiple issues. Please help improve it or discuss these issues on the talk page. (Learn how and when to remove these messages) This article needs additional citations for verification. Please help improve
this article by adding citations to reliable sources. Unsourced material may be challenged and removed. Find sources: "3D-Coat" - news · newspapers · books · scholar · JSTOR (April 2017) (Learn how and when to remove this message) This article relies excessively on references to primary sources. Please improve this article by adding secondary or
tertiary sources. Find sources: "3D-Coat" - news · newspapers · books · scholar · JSTOR (April 2017) (Learn how and when to remove this message) This article may have been created or edited in return for undisclosed payments, a violation of Wikipedia's terms of use. It may require cleanup to comply with Wikipedia's content policies, particularly
neutral point of view. (March 2023) (Learn how and when to remove this message) Digital sculpting program 3DCoat is a commercial digital
sculpting program from Pilgway designed to create free-form organic and hard surfaced 3D models, with tools which enable users to sculpt, add polygonal topology (automatically or manually), create UV maps (automatically or manually), texture the resulting models with natural painting tools, and render static images or animated "turntable"
movies. The program can also be used to modify imported 3D models from a number of commercial 3D software products by means of plugins called Applinks.[1] Imported models can be converted into voxel objects for further refinement and for adding high resolution detail, complete UV unwrapping and mapping, as well as adding PBR textures for
displacement, bump maps, specular and diffuse color maps. A live connection to a chosen external 3D application can be established through the Applink pipeline, allowing for the transfer of model and texture information. 3DCoat specializes in voxel sculpting and polygonal sculpting using dynamic patch tessellation[2] technology and polygonal
sculpting tools. It includes "auto-retopology", a proprietary skinning algorithm[3] which generates a polygonal mesh skin over any voxel sculpture, composed primarily of quadrangles. Applinks - 3DCoat.com Dynamic Patch Tessellation, Gamedev.net wiki Auto-retopology with accurate edgeloops, Youtube.com 3D-Coat website This graphics
software-related article is a stub. You can help Wikipedia by expanding it.vte Retrieved from 3 The following pages link to 3D-Coat External tools (link count transcluding these entries Showing 50 items. View (previous 50 | 100 | 250 | 500)Blender (software) (links | edit) Autodesk
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View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Retrieved from "WhatLinksHere/3D-Coat" 3D modeling program "Sketchup" redirects here. For the television series, see Sketchup (TV series). This article contains promotional language and inappropriate external links, and by adding
encyclopedic text written from a neutral point of view. (June 2024) (Learn how and when to remove this message) SketchUpOriginal author(s)@Last Software, GoogleDeveloper(s)Trimble Inc.[1]Initial releaseAugust 2000; 24 years ago (2000-08)Stable release(s)Windows, 64-bit22.0.1macOS22.0 January 5, 2019; 6 years ago (2019-01-05)[2] Operating
systemmacOS, Windows[3]Available in English, French, Italian, German, Spanish, Korean, Japanese, Brazilian Portuguese, Chinese (Simplified and Traditional) Type3D computer graphics License Proprietary Subscription Websitewww.sketchup.com SketchUp is a proprietary 3D modeling software that is used to create and manipulate 3D models. It is
used in architecture and interior design. SketchUp is owned by Trimble Inc. The software has a free web-based version, and three paid subscriptions to gain access to applications for Windows and macOS.[4] SketchUp was developed by startup company @Last Software of Boulder, Colorado, co-founded in 1999 by Brad Schell and Joe Esch.[5][6]
SketchUp was created in August 2000 as a 3D content creation tool and was envisioned as a software program for design professionals.[3] The program won a "Best of Show" at Macworld in 2002.[8] Lund + Slaatto project designed in SketchUp
Many different 3D and 2D exporters are available in SketchUp for uses such as rendering. This C-130 Hercules model was made in SketchUp and rendered with Kerkythea. Google Earth.[10][11][12] On January 9, 2007, Google
announced Google SketchUp 6, a free downloadable version of SketchUp, including integrated tools for uploading content to Google Earth and to the Google SketchUp Layout which includes 2D vector tools and page layout tools allowing presentations to be produced
without the need for a separate presentation program.[14] On November 17, 2008, SketchUp's Components that respond to scaling.[3] On September 1, 2010, SketchUp's Component Browser with Google Maps and
Building Maker integration.[15] Geolocation information is always stored in the .KMZ file.[16] The building designs themselves are saved in SKP. Trimble Inc.) acquired SketchUp from Google on June 1, 2012, for an undisclosed sum.[17] In 2013, SketchUp 2013 was released. A new site was provided. SketchUp comes in the
following subscription options:[18][19][20] Interior designed in SketchUp Pro subscription includes the eponymous desktop 3D modeler, plus importers and exporters to common 2D and 3D formats, access to SketchUp's repository of pre-built 3D models (3D Warehouse), access to its extension library (Extension Warehouse), access to
Layout (2D documentation software) and Style Builder (create custom edge styles for SketchUp Pro 2016 has native integration with Trimble Connect, treat 3D Warehouse models as references, a rebuilt Generate Report and now Layout offers web-friendly reference objects as well as a new Layout API.[23] SketchUp Pro 2016 has native integration with Trimble Connect, treat 3D Warehouse models as references, a rebuilt Generate Report and now Layout offers web-friendly reference objects as well as a new Layout API.[23] SketchUp Pro 2016 has native integration with Trimble Connect, treat 3D Warehouse models as references, a rebuilt Generate Report and now Layout offers web-friendly reference objects as well as a new Layout API.[23] SketchUp Pro 2016 has native integration with Trimble Connect, treat 3D Warehouse models as references, a rebuilt Generate Report and November 10 and 10
licensing is dual-platform and works on Windows and Mac machines. Daylight visualization using SketchUp's daylight analysis tool. Studio contains everything included in the Pro subscription, professional rendering via Chaos' V-Ray for SketchUp, point cloud import, and management via Trimble's Scan Essentials.[21] Go, formerly known as Shop, is a
SketchUp offering that includes the following: web and mobile modelers, SketchUp for Web and SketchUp for Web and SketchUp for iPad; Trimble Connect Business, a cloud collaboration tool for viewing, sharing, and accessing project information from anywhere; and access to SketchUp's model library, 3D Warehouse. SketchUp's iPad modeler on site. SketchUp Go is
aimed at design and construction professionals, as well as DIY designers. Users can model and mark up 3D models digitally using Apple Pencil and touch. [24] SketchUp Go does not include the desktop modeler, a downloadable application that can be used offline. Currently, only Pro and Studio plans feature this modeler. In November 2017, SketchUp
Free was released as a web-based application which replaces SketchUp Make. [25] Drawings can be saved to the cloud, saved locally as a native SKP file, or exported as an STL file. Compared to Make, SketchUp Free does not support extensions, creation, and editing of materials. The product is not for commercial use. [26] On June 4, 2020, Trimble
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program without anything having to be saved onto your computer's storage. File sizes of the models can be up to 50 MB. Anyone can make, modify and re-upload content to and from the 3D warehouse free of charge. [30] All the models in 3D Warehouse are free, so anyone can download files for use in SketchUp or even other software such as
AutoCAD, Revit and Archi CAD - all of which have apps allowing the retrieval of models from 3D Warehouse. Since 2014 Trimble has launched a new version of 3D Warehouse where companies may have an official page with their own 3D catalog of products. Trimble is currently investing in creating 3D developer partners in order to have more
professionally modeled products available in 3D Warehouse. According to the Trimble, 3D Warehouse is the most popular 3D content site on the web. SketchUp 4 and later support software extensions written in the Ruby
programming language, which add specialized functionality. Many such extensions are available to others on the Trimble Extension Warehouse [32] and many other 3rd party websites as well. Sketchup has a Ruby console, an environment which allows experimentation with Ruby. [33] Some extension plugins for Sketchup are Enscape, Modelur,
Sefaira, OpenStudio, V-Ray, Lumion. SketchUp Free, the web-based version, does not support extensions, which severely limits the functionality of the tool. SketchUp Free, the web-based version, does not support extension. [34] It supports the following 3D modeling
formats: .3DS, .DAE, .DEM, .DDF, .DXF, .DEM, .DDF, .DXF, .DWG, .DIF, [35].IFC (.IFCZIP), .KMZ, .STL, .PDF. SKP, 3DS, DAE, DWG, DXF, FBX, IFC, OBJ, KMZ, STL, WRL, XSI JPG, PNG, TIF, TIFF, RTF, TXT, DWG, DXF, CSV, TSV, XLSX.[34] Layout Export: PNG, JPG, PDF, DWG, DXF, V-Ray - 3D Rendering
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to comply with Wikipedia's content policies, particularly neutral point of view. (March 2023) (Learn how and when to remove this message) Digital sculpting program 3DCoatDeveloper(s)PilgwayStable release 2024.31 / November 29, 2024; 6 months ago (2024-11-29) Operating systemWindows, Mac OS X, LinuxType3D computer
graphicsLicenseTrialwareWebsite3dcoat.com 3DCoat is a commercial digital sculpting program from Pilgway designed to create free-form organic and hard surfaced 3D models, with tools which enable users to sculpt, add polygonal topology (automatically or manually), create UV maps (automatically or manually), texture the resulting models with
 natural painting tools, and render static images or animated "turntable" movies. The program can also be used to modify imported models from a number of commercial 3D software products by means of plugins called Applinks.[1] Imported models from a number of commercial 3D software products by means of plugins called Applinks.[1] Imported models from a number of commercial 3D software products by means of plugins called Applinks.[1] Imported models from a number of commercial 3D software products by means of plugins called Applinks.[1] Imported models from a number of commercial 3D software products by means of plugins called Applinks.[1] Imported models from a number of commercial 3D software products by means of plugins called Applinks.[1] Imported models from a number of commercial 3D software products by means of plugins called Applinks.[1] Imported models from a number of commercial 3D software products by means of plugins called Applinks.[1] Imported models from a number of commercial 3D software products by means of plugins called Applinks.[1] Imported models from a number of commercial 3D software products by means of plugins called Applinks.[1] Imported models from a number of commercial 3D software products by means of plugins called Applinks.[1] Imported models from a number of commercial 3D software products by means of plugins and plugins an
complete UV unwrapping and mapping, as well as adding PBR textures for displacement, bump maps, specular and diffuse color maps. A live connection to a chosen external 3D application can be established through the Applink pipeline, allowing for the transfer of model and texture information. 3DCoat specializes in voxel sculpting and polygonal
sculpting using dynamic patch tessellation[2] technology and polygonal sculpting tools. It includes "auto-retopology", a proprietary skinning algorithm[3] which generates a polygonal mesh skin over any voxel sculpture, composed primarily of quadrangles. ^ Applinks - 3DCoat.com ^ Dynamic Patch Tessellation, Gamedev.net wiki ^ Auto-retopology
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 Materials Library: The software includes a vast library of materials that can be applied to objects within the models: With the help of plugins, users can add animations to their models to bring them to life. System Requirements: Operating
System: Windows 7 or later, or Mac OS X 10.10 or later, Processor: 2+ GHz Intel processor. RAM: 8 GB RAM recommended. Hard Disk Space: 700 MB of available hard-disk space. Graphics Card: OpenGL 3.0 compatible graphics card. Note: SketchUp Make 2016 is no longer supported by Trimble, the company behind SketchUp. However, it is still processor.
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