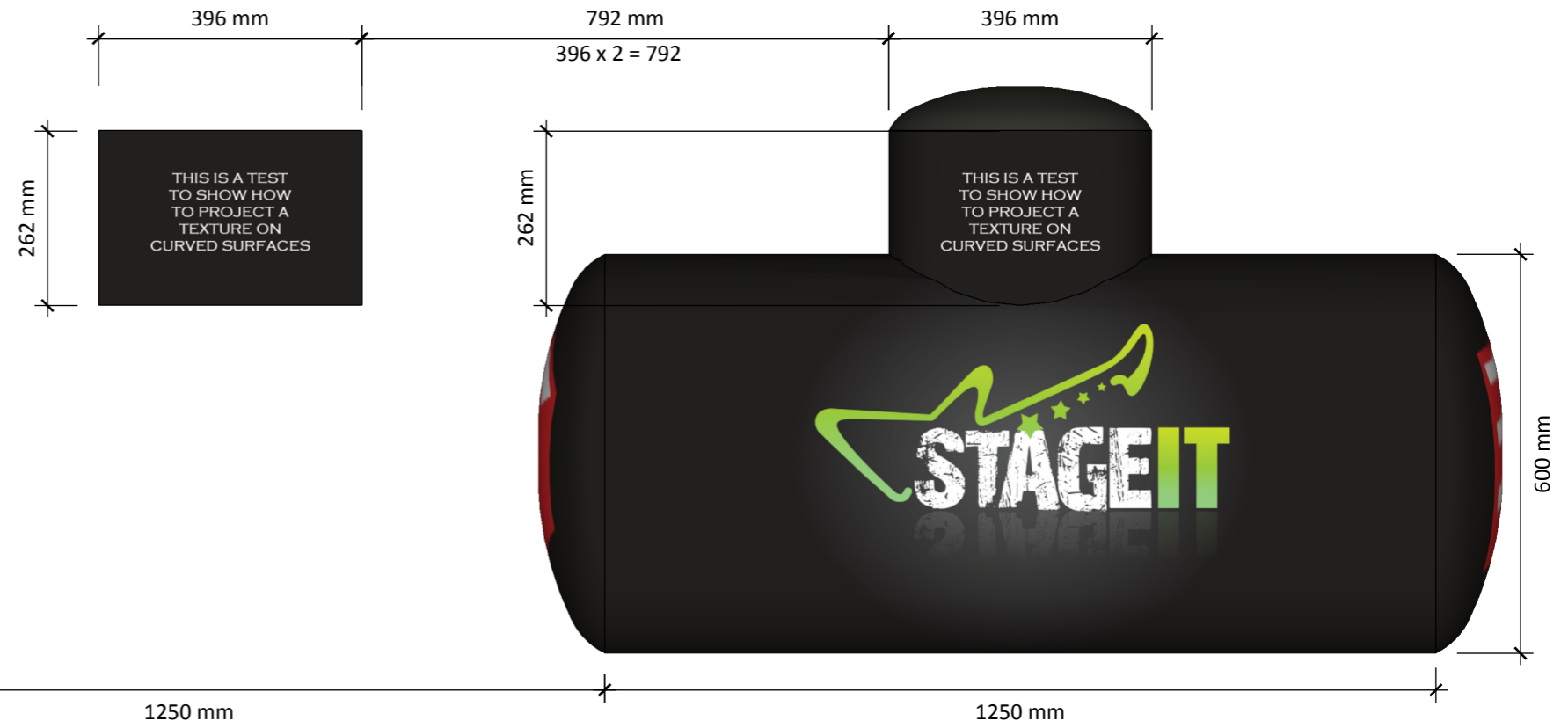


Front view parallel

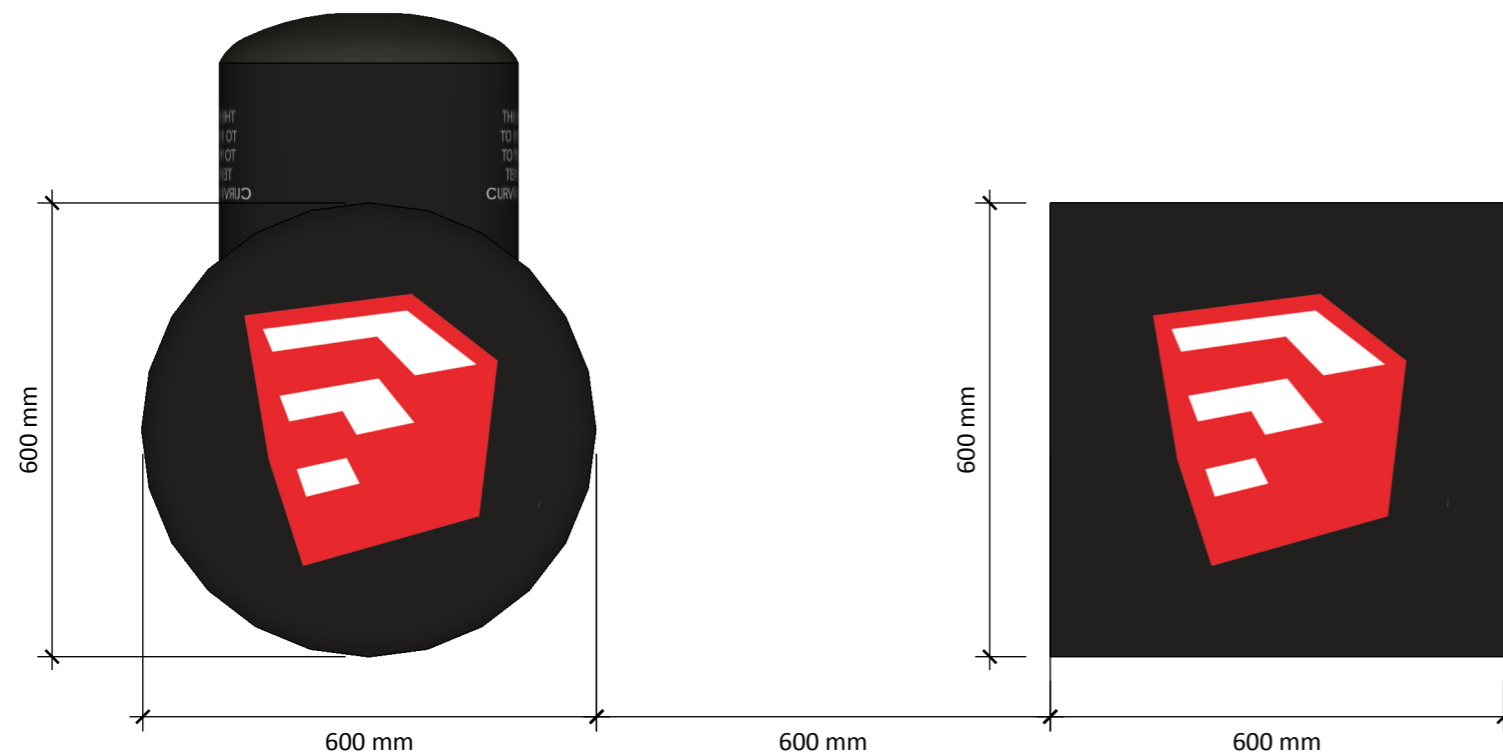


1. Make a plane in the same size as the model
2. Place the plane in the same height as the model
3. To place the texture precisely on the model you have three options:
  - a) either place it in front of the model
  - b) place it next to the model
  - c) place it with 1x length (or 2x) distance
4. Make a bitmap texture (i.e. .jpg or .png) in eg. Photoshop or another application using the same size and import it to SketchUp as a texture

5. Place the texture on the mesh you've created
6. Right-click and select "Texture" and click "Projected" from the submenu.
7. Open the Materials window and select the eye drop tool
8. Click the texture and click on the model to "paint" the material on the model.

Voila - you've projected a texture on the cylinder shape  
Now repeat as necessary on other parts of the model.

Left view parallel



ISO view

