

Here is what I do:

After I have my view set up I save out 3 images from SketchUp!

1st Image is colors/textures only with Shadows (NO EDGES) Change your Background color so you can replace with a sky later



THIS WILL BE YOUR COLOR FILE...

2nd Image is Edges only no shadows (NO COLORS OR TEXTURES) this is where it will be fun using SU6 because of the new styles so be creative here! I used endpoints and jitter only in SU5.



THIS WILL BE YOUR LINES FILE...

3rd Image is Edge and Shadows. (NO COLORS OR TEXTURES) In SU5 I used jitter and extension. Again in SU 6 be creative here and try other techniques.



THIS WILL BE YOUR ERASE FILE...

After you save each image out open them into Photoshop.

1. Start with your color layer and Duplicate the Background layer and rename the layer to Color.
2. Delete the original background layer.
3. Select the sky color with magic wand or color selector and delete it.
4. Now use a watercolor filter on the Color layer (Settings vary with image)
5. Add a sky behind the Color layer and use the same watercolor filter. (you should now have a sky layer and the color layer only)
6. Now go to your Line file and add the layer to your Color file. Name the Layer Lines
7. Now do the same for the Erase File and add it into the Color file. Name it Erase.
8. Now go back into your Color file and turn off the erase layer.
9. Go to the line layer and set it to Multiply (It should start to look like a typical SU model with the lines.
10. Turn the Erase layer back on and begin your rendering...

Now that you have the layers setup you can start erasing from your erase layer. I would start erasing at 25% or lower and see how that works for you. Try different brush styles and types and find one that will work for you. I usually work with a stylus when I use this technique and it makes it a lot more responsive and I can be creative with the opacity and brush strokes however the mouse can be used too.

Once I have my image close to what I want I usually add a layer above the erase layer and fill it with white and do the whole erase process again. This will add the vignette around the image and create a softer looking image.



Other thoughts:

Use layer masks on the layer so you can always go back if you take too much of the image away or too much of the white away.

Create brushes that change and splatter so you don't get long strokes from your mouse or stylus making it much more freehand looking.

Try different filters and techniques this is only one way that I've learned to do it and I'm sure there are hundreds more...

Thanks,

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