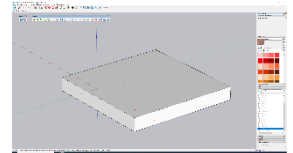
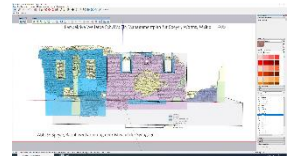


## Workflow in SketchUp

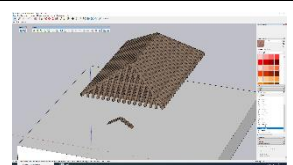
Added ground plane.



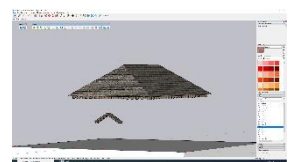
Added arch. report and modelled walls using SketchUps scene option to line up photos/pictures. Openings for the windows and the door were cut right away into the model using the line tool.



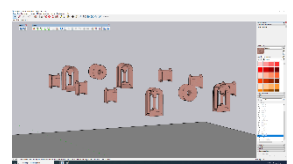
Modelled the beams next. Took very long to make. Every single beam had to be modelled. Maybe there is a plugin that could have made it a lot easier?



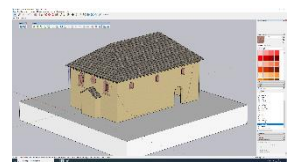
Added roof on top of the beams. Went very quick.



Added windows. Made similar windows into components so I could reuse them.



The walls were split into different uncertainty groups. Went very fast. Used the line tool to just trace the separation line.



Added doorway with columns using the scene option to line up the picture.



Added Aaron Hakodesh and floor.



Finished model.

The components were then grouped together, defined by the hierarchy (i.e. all the windows of the same type were grouped). Then, using CityGML, these groups were given attributes: Their name, id and the uncertainty level was added as well.

