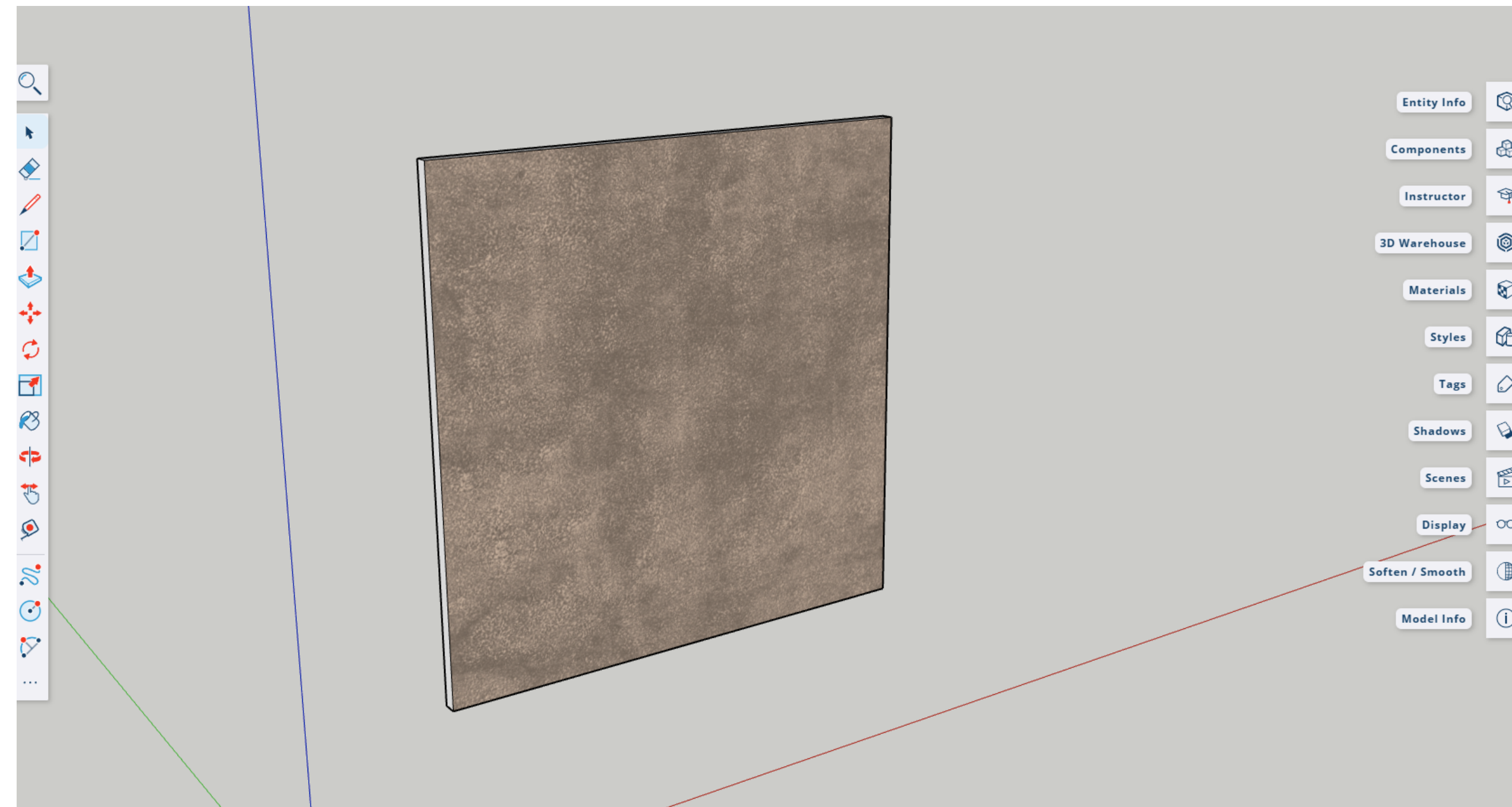




# BirlaOpus Texture Library SketchUp Guide

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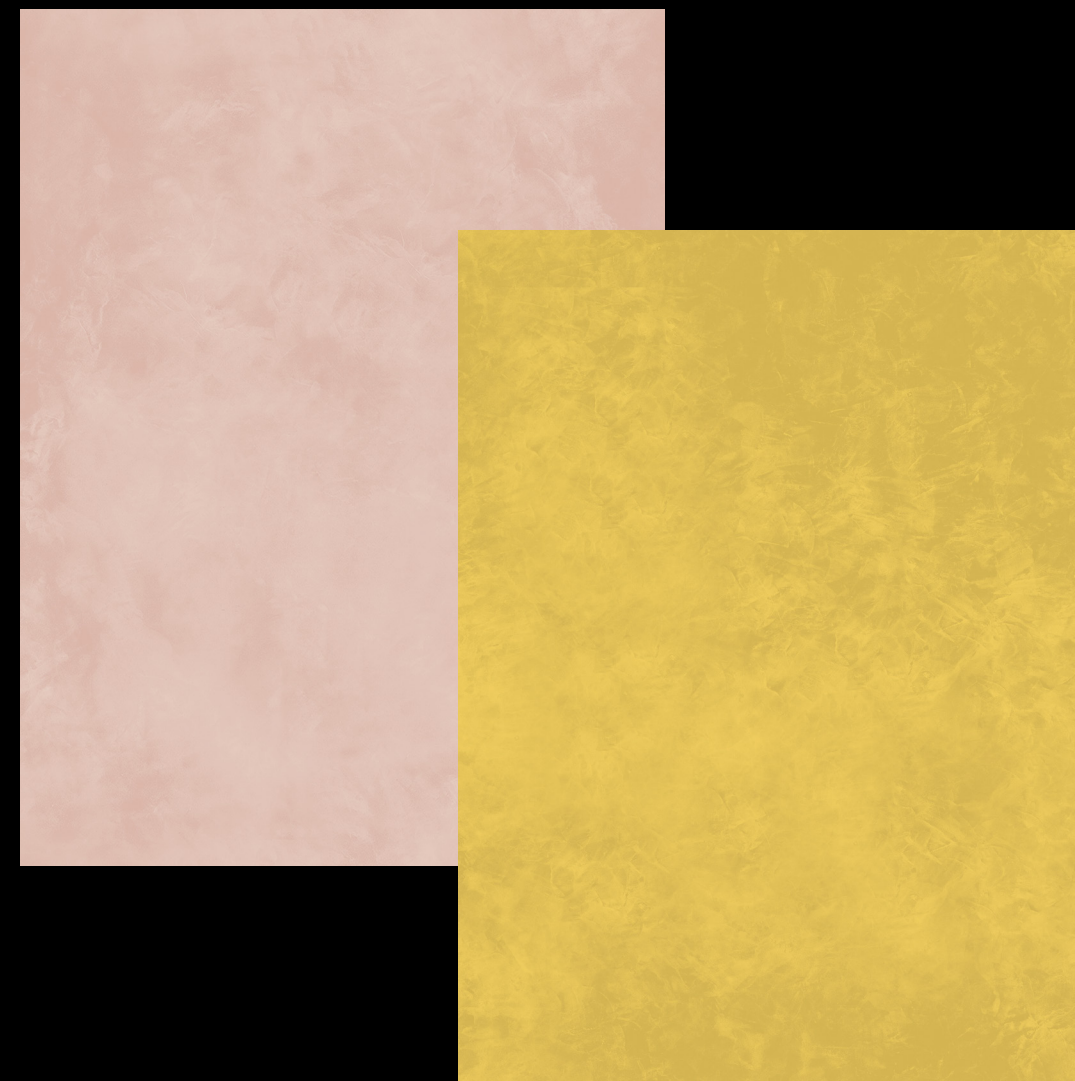
The downloaded folder can be used in SketchUp, as shown above.

# What you will find in the texture folder:

## ① 2D Texture Folder

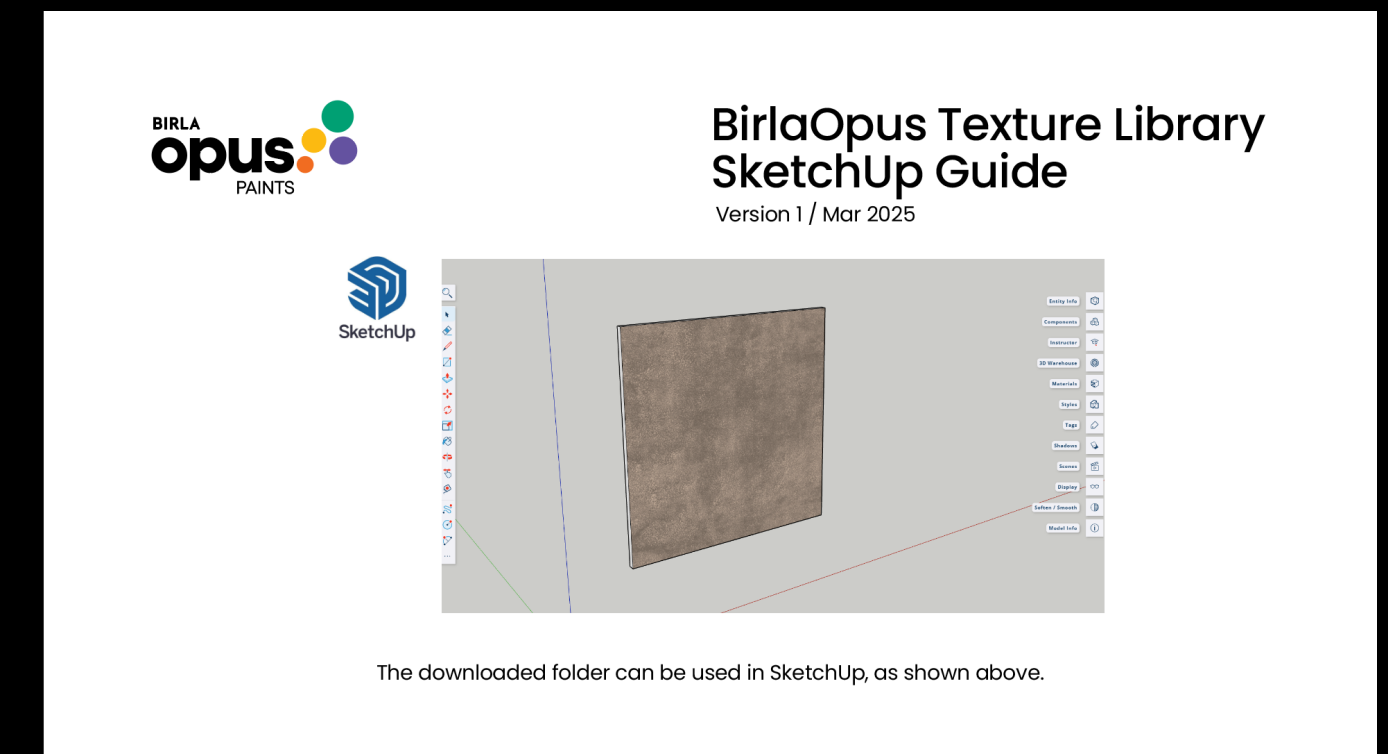
These are 2D diffuse images for various textures that can be used for your scene in Sketchup.

*Note: All texture maps are equivalent to a surface area of 8ft x 10ft in scale.*



## ② Software Guide

This is a step-by-step guide on how to use these texture maps in the respective software.



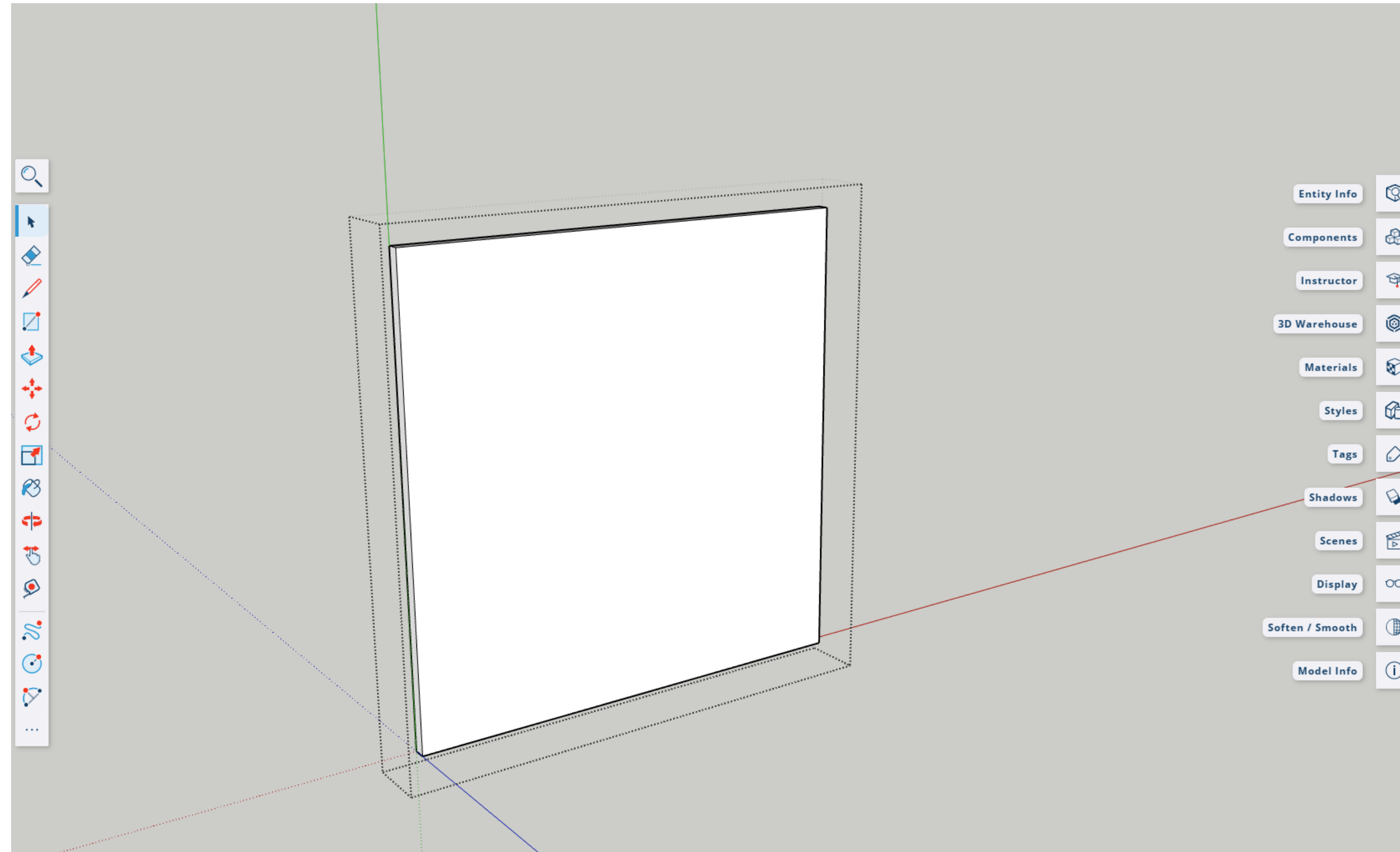
*Disclaimer: Images and/or files shown in the folder and guide are for representation purposes and actual appearance may differ. Please get in touch with Birla Opus for physical samples of textures*

### 1 Open SketchUp

Run the Sketch Up program.

### 2 Select the Wall

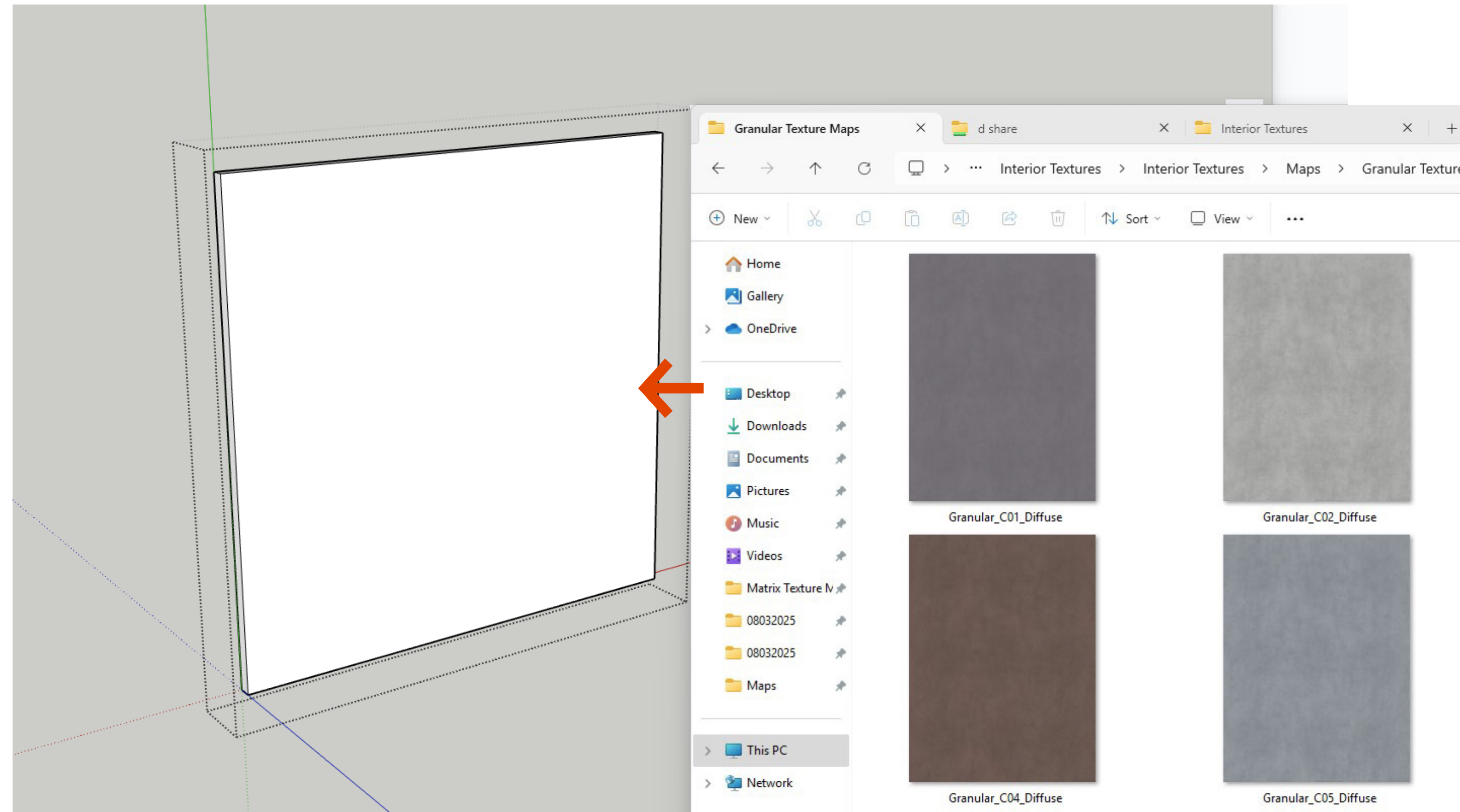
Double click and select the surface you want to apply the texture on.





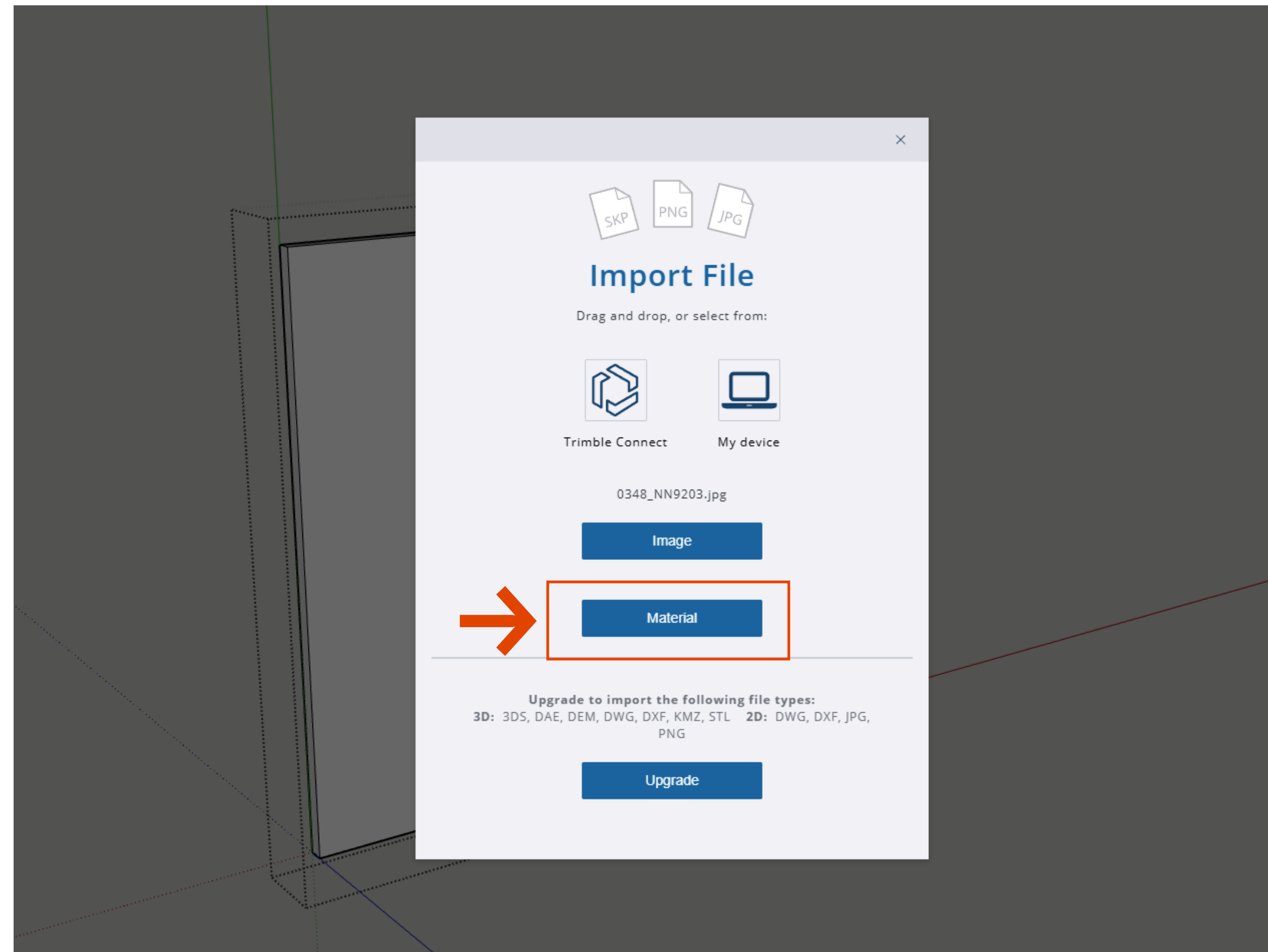
### ③ Locate the 2D Maps

Go to the **2D Texture Folder**.  
Pick up your desired colour  
texture diffuse map.



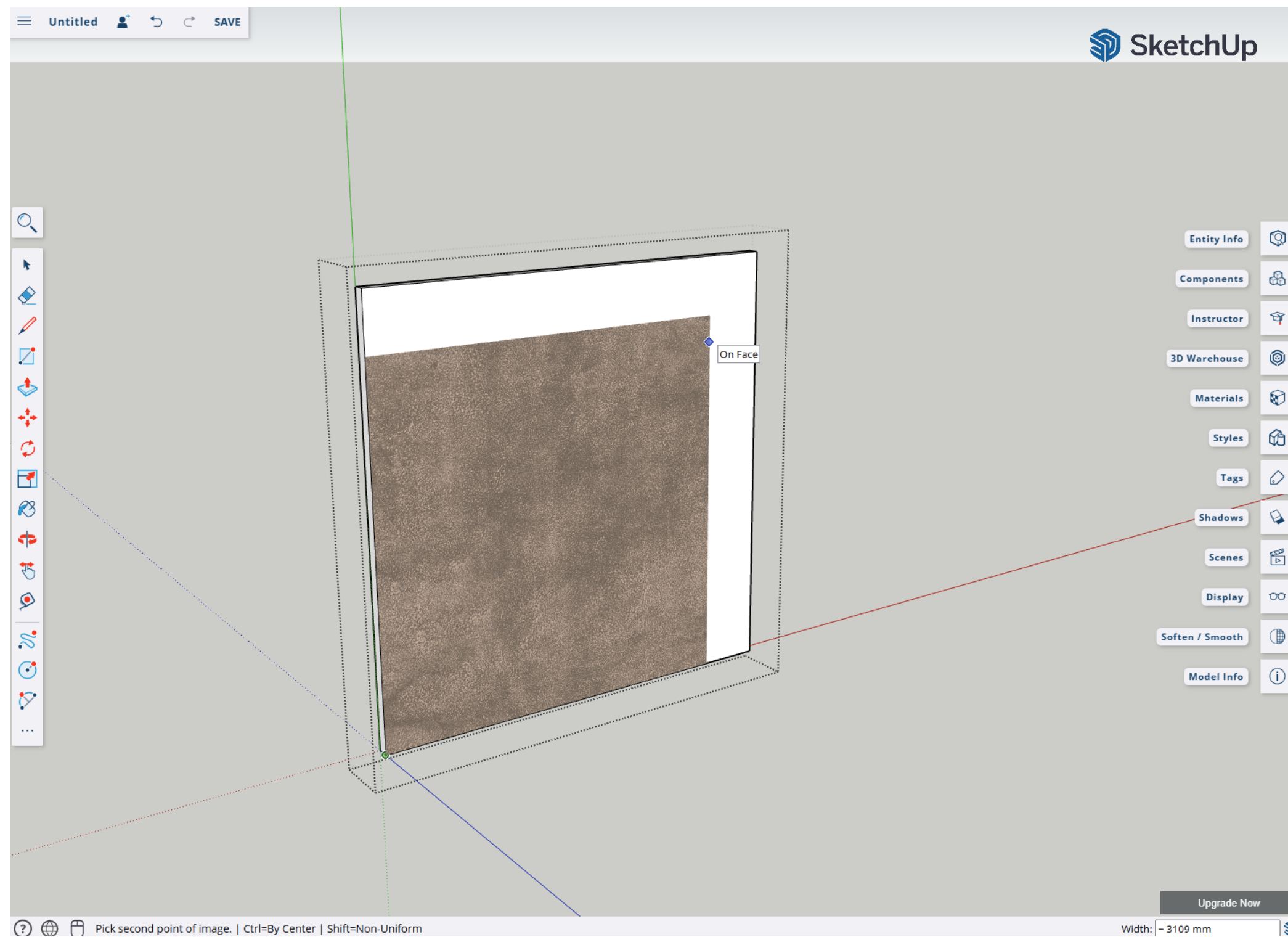
### ④ Import the Map

Drag the 2D image file into SketchUp and place it over the surface. Select the **Import as Material** option.



### ⑤ Place and Scale

Place the texture file on the surface and drag to scale it to the surface.



### ⑥ Ready for Presentation

Once placed, the texture is applied on the desired surface and can be used for presentation/conceptual representation.

