How do I draw a cone?

In SketchUp, there are often multiple ways to draw the same thing. Here are two ways to draw a cone.

Cylinder Method

1. Use the Circle tool to draw a circle on the ground plane. The first time you do this, you'll find it easiest if you start your circle at the origin point (the point where the red, green, and blue axes intersect). Then use the Push/Pull tool to pull up the circle and create a cylinder.



Note: You don't actually draw curves in SketchUp; rather, you draw a curved-looking line that is made up of segments. By default, the Circle tool draws a 24-segment line. When you pull up the cylinder, you'll see that the face of the cylinder looks pretty smooth. SketchUp smoothes curved surfaces made up of rectangles or triangles in order to make them look more like a real curved surface. You can actually see the rectangles that make up a cylinder by turning on the hidden geometry: open the "View" menu, and then click "Hidden Geometry."

2. Select the Move/Copy tool and point it at a point along the edge at the top of the cylinder that corresponds with the red or green axis, and then click that point and pull it into the center of the circle to make a cone.



Note: As you move around the perimeter of the circle, you'll see a green inference point labeled "Endpoint" at each intersection of two segments. Four of those endpoints are special: they are the cardinal points that are aligned with the red and green axes. When you point at any other point along the edge of the circle, including the other endpoints, the whole circle is highlighted, indicating that it is selected. But when you point at one of the cardinal points, the circle is not highlighted, indicating that the circle is not selected. Instead, the cardinal points act as resize handles, so you can click one and drag it to the middle of the circle to create a cone.

Follow Me Method

The Follow Me tool grabs the shape you click and follows the edges of a selected face that the shape is perpendicular to.

1. Use the Circle tool to draw a circle on the ground plane. The first time you do this, you'll find it easiest if you start your circle at the origin point, the point where the red, green, and blue axes intersect. Then use the Line tool to draw a triangle from the origin point to the edge of the circle, up to a point on the blue axis, and then back down to the origin point. Once the lines of the triangle are connected, a face should fill in the triangle.



2. Use the Select tool to select the face of the circle. Then select the Follow Me tool (on the "Tools" menu, click "Follow Me") and click the face of the triangle.



3. A cone should result.



Note: When you use the Follow Me tool to create a cone, the bottom face of the cone is eliminated. It's easy to re-create it: select the Line tool, and then draw a line from endpoint to endpoint of any segment along the circumference of the cone's base. This "heals" the entire bottom face.