

SEEIT3D FEATURE GUIDE

What's New in SketchUp 2027.0



Now Released

SketchUp 2027

- | Procedural Tools
- | Section Hatching
- | Solid Tools



Software | Training | Workflow Support

New features. Clear explanations. Official imagery.

A downloadable reference to the new features and improvements in SketchUp Desktop, LayOut and specialist workflows.

Release: 21 October 2026

Desktop build: 27.0.264 - Windows and Mac

Edition: 26 October 2026

SEEIT3D | Software, training and workflow support
Independent guide based on official Trimble release documentation.

AT A GLANCE

Feature directory

01 A shared workspace across platforms	3
02 Multiple models, one application	3
03 Floating model windows	4
04 Faster hidden-line rendering	4
05 Apple Silicon required on Mac	5
06 CAD imports: curved geometry	5
07 CAD annotations: choose what survives	6
08 CAD metadata and export meshes	6
09 IFC and TrimBIM coordination	7
10 USD: viewing or round trip?	7
11 Procedures: editable modeling inputs	8
12 Copy Along: repeat along a path	8
13 Follow Me: editable extrusions	9
14 Solid Tools: preserve model structure	9
15 Section hatches: make cuts readable	10
16 Section hatches: assignment and overrides	10
17 AutoFit Live Components	11
18 Outliner sorting by tags	11
19 Touchpad navigation	12
20 Coordinate Reference Systems	12
21 LayOut image adjustments	13
22 LayOut paperless drawing	13
23 Scan Essentials: files and projects	14
24 Scan Essentials: classification and clipping	14
25 Extensions and developer changes	15
26 Maintenance: SketchUp	15
27 Maintenance: LayOut	16
28 Maintenance: exchange formats and APIs	16

Scope: 2027.0 features and grouped maintenance highlights. Later patches are outside this edition.

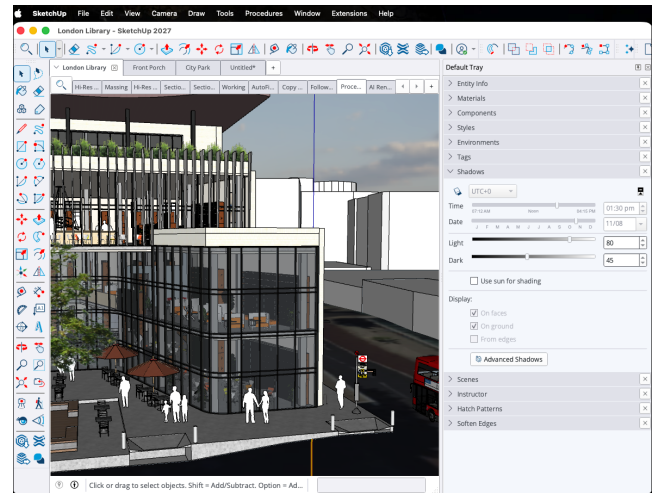
SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

01 - 02 / Feature overview

SKETCHUP + LAYOUT

A shared workspace across platforms

Windows and macOS now share a workspace approach. Mac users gain dockable toolbars and trays plus a revised Materials interface and library. Both platforms have refreshed toolbar styling and a dockable Ruby Console. Consistent workspace concepts make cross-platform training and collaboration easier.



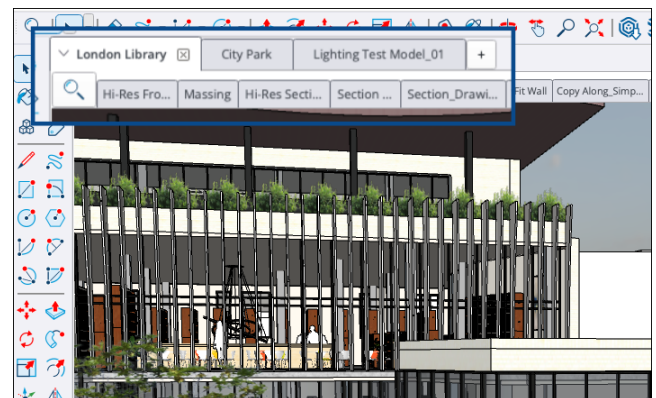
Official Trimble image

SKETCHUP + LAYOUT

Multiple models, one application

Each model or LayOut document now opens in a tab. File > Open and File > New create tabs; SketchUp also has a plus button. Tabs can be reordered and show hover previews. SketchUp model tabs sit above scene tabs. Closing every tab leaves the application running, with access to new or recent files.

Model tabs also offer a dropdown to show or hide scene tabs. Scene tabs gain a new-scene button and hover previews. Switching models stops an in-progress action but retains the chosen tool for its original model.



Official Trimble image

Source: official SketchUp Desktop 2027.0 release notes

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

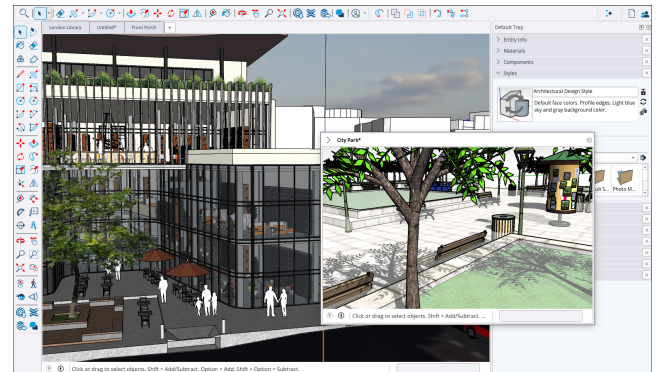
03 - 04 / Feature overview

SKETCHUP + LAYOUT

Floating model windows

A model or document can float outside the tab dock, including on a second screen. Toolbars and panels stay in the primary workspace and can edit the floating document. This provides a useful side-by-side review arrangement within one application instance.

Dragging a tab off the dock or double-clicking it creates a floating window. Dragging it back or double-clicking its name restores its docked state.



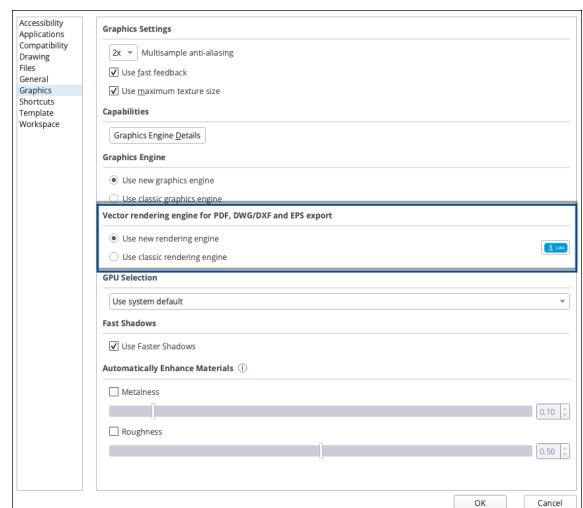
Official Trimble image

SKETCHUP + LAYOUT

Faster hidden-line rendering

The new Hidden Line Rendering engine accelerates vector linework generation for complex models. It benefits LayOut documentation and graphics-intensive SketchUp import workflows. This Public Labs feature is enabled by default. The notes describe a substantial improvement but do not give a universal speed multiplier.

Engine preferences are located under Graphics in SketchUp and Performance in LayOut. The classic engine remains available as an alternative.



Official Trimble image

Source: official SketchUp Desktop 2027.0 release notes

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

05 - 06 / Feature overview

COMPATIBILITY

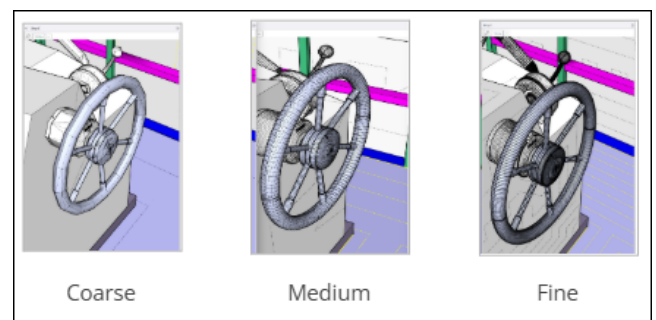
Apple Silicon required on Mac

SketchUp 2027.0 requires Apple Silicon and ends support for Intel-based Macs. This is a hardware requirement, not a preference that can be enabled on an Intel machine. This affects Mac hardware eligibility for the 2027 release.

DWG / DXF

CAD imports: curved geometry

Tessellation Quality governs the mesh generated from CAD surfaces. Angular Deviation controls curvature approximation; Chordal Tolerance limits the gap between mesh and CAD surface; Max Edge Length caps triangle-edge length. Smaller values generally increase geometry detail and processing cost. Presets provide a starting point.



Official Trimble image

Source: [official SketchUp Desktop 2027.0 release notes](#)

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

07 - 08 / Feature overview

DWG / DXF

CAD annotations: choose what survives

Annotation controls separate text, dimensions and hatches. Text can import as contours, filled meshes, native SketchUp text or be omitted. Dimensions can become contours or native dimensions. Hatches can import as linework or be excluded. Choose geometric fidelity or editable annotation according to the next task.



Official Trimble image

DWG / DXF

CAD metadata and export meshes

Import Metadata packages imported elements as components and carries CAD block attributes in CAD_Metadata. Annotation metadata uses IFC4 IfcAnnotation classification; standard geometry retains its standard IFC classification. On 3D export, Geometry offers Smooth (SubD) or Flat-faceted (Polyface) mesh output.

SubD output requires an AutoCAD version after 2010. Metadata retention supports downstream BIM and CAD workflows.

Source: [official SketchUp Desktop 2027.0 release notes](#)

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

09 - 10 / Feature overview

BIM INTEROPERABILITY

IFC and TrimBIM coordination

IFC imports add SweptDiskSolid reinforcement geometry; exports add IfcLamp and IfcOutlet. Import Tags can use IFC classes, IFC layers or no tags. TrimBIM tools gain parity with IFC capabilities. CRS-geolocated IFC exports carry IfcProjectedCRS and IfcMapConversion data for positioning.

Further changes include IfcSite metadata round trips and component tracking in SU_Interoperability. IFC positioning metadata supports coordination without manual repositioning.

VISUALIZATION INTEROPERABILITY

USD: viewing or round trip?

Support expands beyond USDZ to USD, USDA and USDC. Feature Level offers Normal for viewing/rendering or Round Trip for return to SketchUp, with greater size and export time. Texture Level offers Normal or Baked; baking material effects can improve appearance at a size/time cost.

Import controls include Up Axis (Auto, Y or Z), Units and Edge visibility. USD export also offers Apply Active Scene.

Source: [official SketchUp Desktop 2027.0 release notes](#)

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

11 - 12 / Feature overview

SKETCHUP MODELING

Procedures: editable modeling inputs

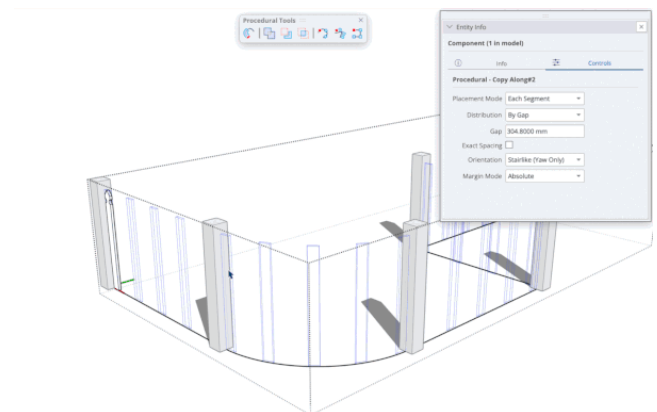
Procedural Components preserve their inputs so design edits can regenerate results. They can be nested and reused like other components. Copy Along, upgraded Follow Me and selected Solid Tools use this workflow. Entity Info exposes controls; Explode to Inputs removes the procedural wrapper while retaining geometry in the model.

Procedures are available through the Procedures menu and the Procedural Tools toolbar. Their non-destructive structure supports input changes after the initial operation.

SKETCHUP PROCEDURES

Copy Along: repeat along a path

Copy Along repeats groups or components along a path with adjustable spacing, retaining the path, source geometry and parameters as interactive inputs. Typical uses include rows of posts, railing elements and landscape objects.



Official Trimble image (animation still)

Source: official SketchUp Desktop 2027.0 release notes

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

13 - 14 / Feature overview

SKETCHUP PROCEDURES

Follow Me: editable extrusions

The upgraded procedural Follow Me supports multiple extrusion profiles within groups or components and retains existing materials and attributes. Preserved inputs support later profile revisions.



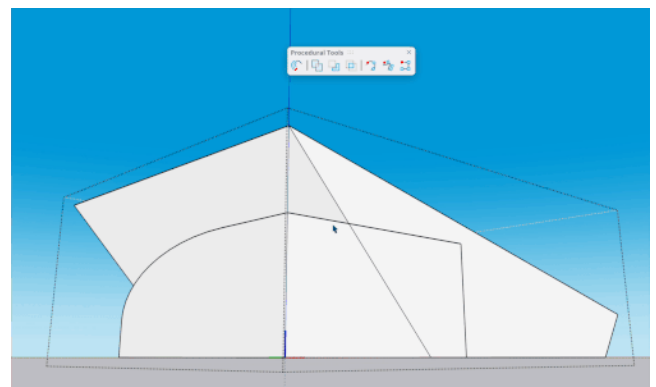
Official Trimble image (animation still)

SKETCHUP PROCEDURES

Solid Tools: preserve model structure

Selected Solid Tools integrate with Procedural Components and support Solid Collections: normal groups or components containing only nested solids. The workflow can preserve target hierarchy and retain tags, classifications and metadata where possible.

Attribute preservation is described as applying wherever possible; the exact result depends on the operation and geometry.



Official Trimble image (animation still)

Source: [official SketchUp Desktop 2027.0 release notes](#)

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

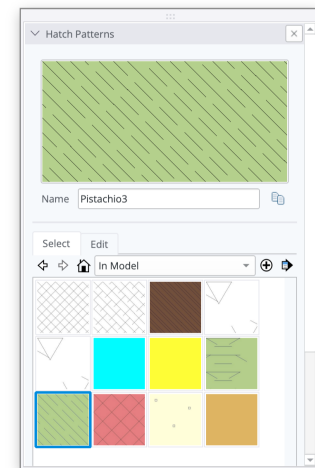
15 - 16 / Feature overview

SKETCHUP DOCUMENTATION

Section hatches: make cuts readable

Section fills can contain vector hatch lines with background color or a tileable raster image. Hatch Patterns manages the library. You can import .skh patterns, images or .PAT files. Only one pattern imports per .PAT file; separate a multi-pattern file before importing its patterns individually.

Hatches represent the inside of a solid cut by a section plane. Native library patterns and imported patterns support diagrammatic material distinction.



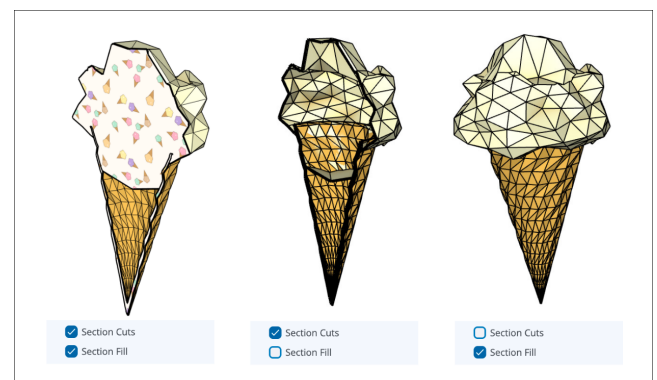
Official Trimble image

SKETCHUP DOCUMENTATION

Section hatches: assignment and overrides

Materials can carry a Section Fill hatch for solid groups/components painted with that material. An independent Entity Info object fill overrides its material-linked hatch. Styles can enforce one uniform fill or permit specific fills. Disabling Section Fill hides fills and vector patterns.

Default face materials with whole-group/component painting provide predictable assignment. Face painting does not set the section fill. The style fill is the fallback when no hatch is assigned.



Official Trimble image

Source: [official SketchUp Desktop 2027.0 release notes](#)

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

17 - 18 / Feature overview

SKETCHUP MODELING

AutoFit Live Components

AutoFit-enabled Live Components adapt to a flat face when dropped onto it. The face can be inside a group or component without opening or exploding that container. Hover feedback previews placement; origin and alignment can be adjusted to orient the generated geometry.

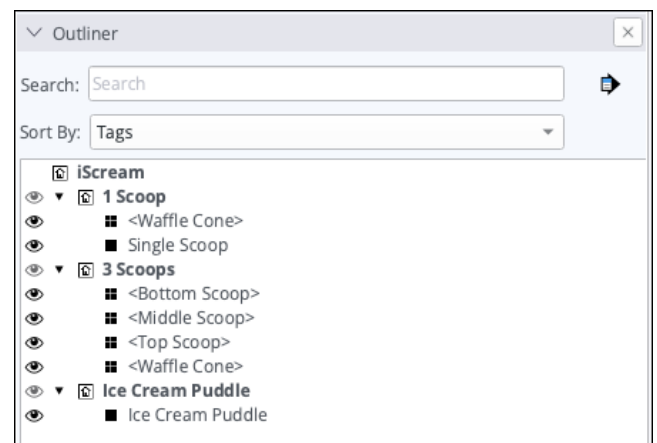
AutoFit applies to compatible Live Components, rather than every ordinary component. Interactive placement also supports origin and alignment adjustments.

SKETCHUP ORGANIZATION

Outliner sorting by tags

Outliner adds Sort By with Hierarchy as the default and Tags as an alternative. Tag sorting groups component instances by assigned tags. IFC-classified components remain organized under definitions, with unassigned objects shown in Untagged or Unclassified categories.

The tag sort provides an alternative inspection view alongside the existing model hierarchy.



Official Trimble image

Source: [official SketchUp Desktop 2027.0 release notes](#)

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

19 - 20 / Feature overview

SKETCHUP NAVIGATION

Touchpad navigation

Windows gains touchpad navigation comparable to the existing Mac workflow, with modifier improvements on both platforms. The notes describe one-finger movement with keyboard modifiers for orbit and pan. Keyboard modifiers provide access to orbit and pan.

Windows: Ctrl+Alt plus one-finger movement orbits; adding Shift pans. The release notes use ambiguous Cmd shorthand for Mac modifiers, so the complete Mac combination is not specified here.

ADD LOCATION

Coordinate Reference Systems

Add Location can load a CRS or calibration file and accept Easting/Northing for a project base point. It calculates elevation, permits manual base-point altitude adjustment and accounts for True North. Geometry can remain near the internal origin while retaining real-world geographic context.

CRS-aware IFC exports include the coordinate-system definition and map conversion. Positioning depends on the project CRS, units and base-point information.

Define CRS & Project Base Point

Coordinate Reference System (1) [Use Calibration file](#)

EPSG:2828 (New York East 3101 | United States/NAD83(HARN))

Project Base Point

Easting (m) Northing (m)

0 0

Elevation (m)

☒ Set Automatically ?

-0.5

Cancel Update

Official Trimble image

Source: official SketchUp Desktop 2027.0 release notes

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

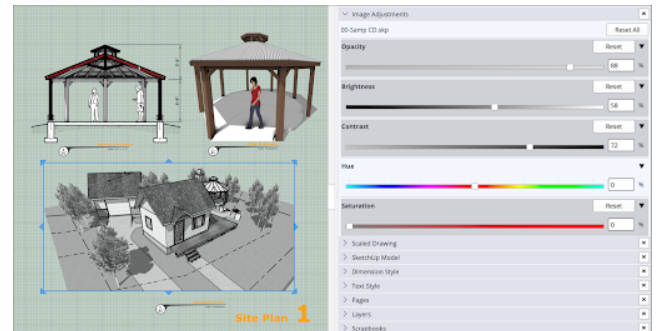
21 - 22 / Feature overview

LAYOUT PRESENTATION

LayOut image adjustments

Image Adjustments provides non-destructive opacity, brightness, contrast, hue and saturation controls for images and raster/hybrid SketchUp viewports. Individual resets and Reset All recover the original appearance. This can soften references or create desaturated presentation views.

The controls apply to images and raster/hybrid viewports. Pure vector linework is outside the documented image-adjustment scope.



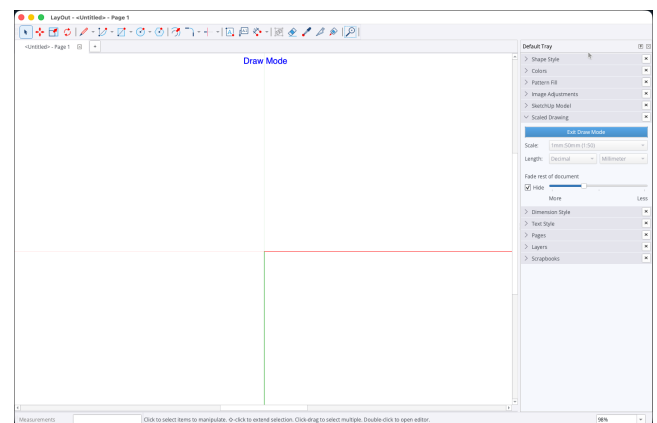
Official Trimble image

LAYOUT SCALED DRAWINGS

LayOut paperless drawing

Enter Draw Mode in Scaled Drawing opens a paperless canvas with red/green axes at 0,0. Draw at full-size 1:1 coordinates, then Exit Draw Mode to create a scaled group. Defaults are 1/4 inch = 1 foot for Imperial and 1:50 for Metric; scale can change before or after drawing.

Hide and Fade are available in Scaled Drawing. A selected SketchUp viewport can pre-populate the drawing context scale.



Official Trimble image

Source: [official SketchUp Desktop 2027.0 release notes](#)

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

23 - 24 / Feature overview

SPECIALIST WORKFLOWS

Scan Essentials: files and projects

Editable SDB databases replace read-only RWP projects, enabling non-destructive edits, classification, station management and scan additions. Legacy RWP converts automatically. Native import adds RCP, TDX and Gaussian Splatting PLY; linked SDB paths can recover after SKP files move or reopen.

The release also supports the multi-document interface, Ruby 3.4 and LayOut viewport clipping integration.

SPECIALIST WORKFLOWS

Scan Essentials: classification and clipping

Indoor/outdoor automatic classification and rectangular/polyline segmentation support cleanup. Point Cloud Manager adds multi-select, inline rename and deletion. Move to Station and Create Scene per Station simplify review; Cloud Color distinguishes cloud objects. Clipping boxes can be scene-specific and rotated.

Additional scan changes include dual-sided plane texturing, star-pattern surface meshes and Ruby point-cloud controls, plus loading and transformation stability improvements.

Source: [official SketchUp Desktop 2027.0 release notes](#)

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

25 - 26 / Feature overview

CAD MANAGERS + DEVELOPERS

Extensions and developer changes

Ruby changes from 3.2.2 to 3.4.9; native C extensions must be rebuilt for Ruby 3.4. Mac interface code transitions from Cocoa to Qt, so platform workarounds need retesting. OpenSSL changes to 3.5.6 and CEF to 149. These changes matter to extension maintainers and custom tool users.

API additions cover Procedures, Hatch Patterns, CRS, import filtering and tag assignment, component tracking, entity copy/bounds and LayOut table sizing. Observer and toolbar deprecations accompany dialog callback and multi-model notification changes.

FIXES AND ADDITIONAL IMPROVEMENTS

Maintenance: SketchUp

Application fixes cover active tools during model switching, browser shortcuts, subscription messages, Add Location update hangs, corrupt-model/KMZ security issues, repeated erase after undo, Ruby geometry validity, Connect navigation shifts and Mac value-entry completion. Display fixes cover dark scrollbars, scene search, guide stippling, section state and Windows material tint.

On Edge Resize is added. Other corrections cover numeric names, copy-mode flipping, scale errors, text attachment, Dynamic Component handles, Push/Pull duplicate-edge crashes, square-inference faces, snap-point movement and slow PDF export.

Source: [official SketchUp Desktop 2027.0 release notes](#)

SKETCHUP 2027.0 | FEATURES AND IMPROVEMENTS

27 - 28 / Feature overview

FIXES AND ADDITIONAL IMPROVEMENTS

Maintenance: LayOut

Performance work improves Scrapbook opening and bulk scaled-drawing deletion. Stability fixes cover render/undo/shutdown and 2pt Arc. Other corrections address tab arrangement/selection, tray sizing, Styles resizing, Windows resize cursors and Mac inspector selection, shortcuts, window placement and tray naming.

Further fixes cover clipped groups, style sampling, Draw Mode coordinates and auto-join, Mac editor bounds and curve points, color/tag behavior, missing text-format icons, spreadsheet table corruption, PDF image rotation and multi-monitor snap tips.

FIXES AND ADDITIONAL IMPROVEMENTS

Maintenance: exchange formats and APIs

IFC/TRB corrections cover non-Latin text, failure reporting, custom defaults, reinforcement, proxy types, storey attributes, textures and material names. DWG/DXF fixes address origins, missing geometry, non-ASCII names, dimensions, flattened annotations, rotated axes, layers, arcs, large files and active-view 2D export.

USD corrects PBR texture scaling; STL compatibility and Mac crashes are addressed. FBX preserves instances and respects units; COLLADA import and texture-export fixes are included. The installer includes Revit Importer 1.2026.1.9.

Source: [official SketchUp Desktop 2027.0 release notes](#)

REFERENCE

Sources, image credits and disclaimer

Release source

[SketchUp Desktop 2027.0 - official release notes](#)

<https://help.sketchup.com/en/release-notes/sketchup-desktop-20270>

Release: 21 October 2026 | Windows and Mac build 27.0.264.

Further official reading

[SketchUp Procedures](#)

[Live Components](#)

[SketchUp interface](#)

[Graphics settings](#)

[LayOut performance](#)

[LayOut scaled drawings](#)

Images and branding

Official screenshots and demonstration stills are sourced from the linked release notes; copyright remains with Trimble Inc. They are attributed instructional excerpts, not represented as openly licensed images. SEEIT3D and SketchUp logos and the cover banner use the existing workspace assets.

Editorial scope

Documentation accessed 26 October 2026. This edition summarizes the 2027.0 feature set and groups maintenance changes; the full release notes provide individual fixes and developer identifiers. It excludes later patches.

Independent publication

This is an independent SEEIT3D reference, not an official Trimble manual or endorsement. SketchUp, LayOut and Trimble names and marks belong to their respective owners. Feature availability may depend on platform, subscription and installed components. Official documentation and current system requirements take precedence.