



# SPOT for SketchUp

## *What is SPOT?*

SPOT stands for Single Point of Truth, and it's designed to help builders, remodelers, interior designers, architects, etc. track and estimate all products, materials, and labor involved in building projects.

SPOT organizes everything by Levels and Spaces, or Rooms, and each room becomes a data container.

With SPOT's traffic light dashboard, you can easily see the status of every selection in the project, from selected to ordered, received, and installed. A typical home build could have hundreds of selections that must be selected, ordered, received and installed, tracking each step of the way!

Here's a quick overview of how SPOT works:

- You can add information directly to a SketchUp component or create virtual items that aren't modeled.
- Easily add all the items a room requires by checking from a customizable Category List .
- Each item displays a thumbnail image, which can be views of the SketchUp component, material, or an embedded link or screenshot from the manufacturer's website.
- You can copy and paste brand names, descriptions, cost codes, and prices, etc.
- SPOT lets you generate quick quantity takeoffs using our Picker Tool for length, area or volume and even add unit labor costs.
- Add URLs and other important details to complete your specs.
- Auto-generate Storyboards for each room!

Interior designers will love SPOT's auto-generated storyboards for each room, which can be created with just one click!

You can switch from Room View to Category View to see all your specs and estimates, sorted by your own cost codes.

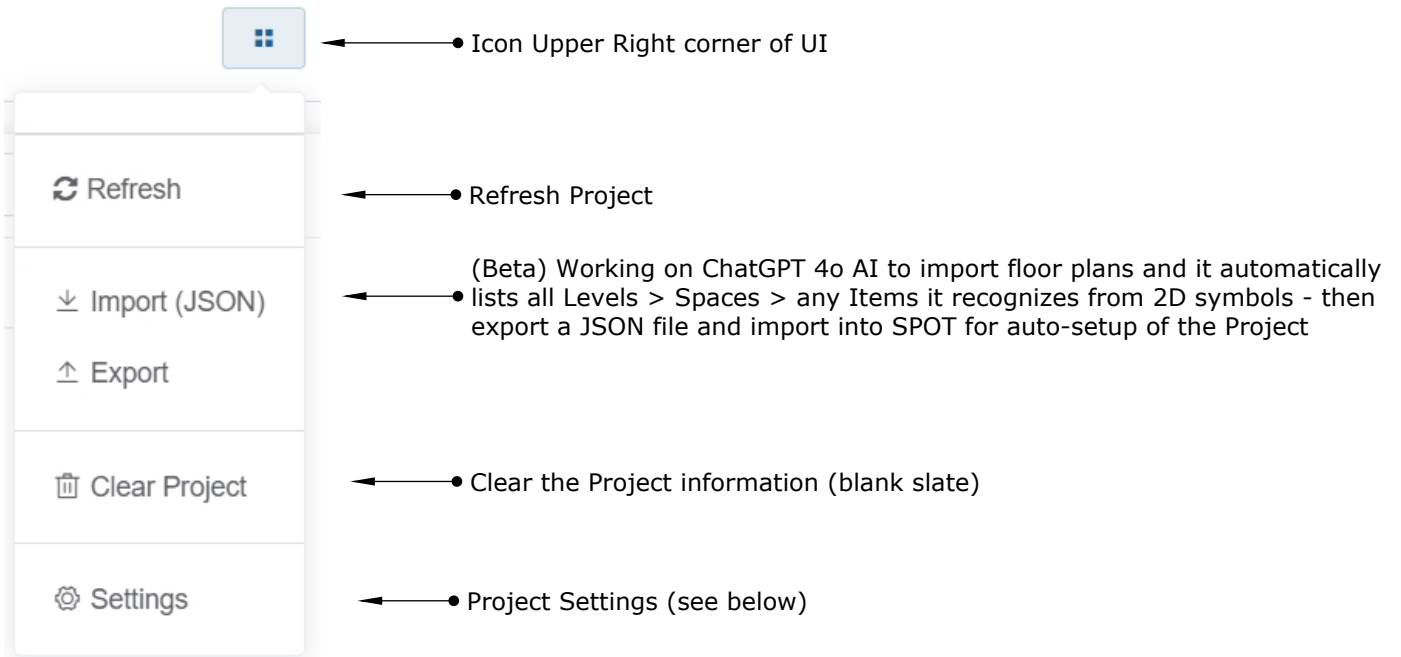
This document will go into detail to explain all of the features in the above overview.

# The User Interface:

The screenshot shows the SPOT for SketchUp (beta-1.0.14) interface. The top bar includes the project name 'SPOT Demo', a search bar, and a 'Settings' button. The left sidebar shows a hierarchical tree of spaces, with 'Bathroom 2' selected. The main area displays a dashboard with status counts: All Items (14), Need Selection (8), Selected (2), Ordered (4), Received (0), and Installed (0). Below the dashboard, three items are listed: Undermount Sink, Bath Faucet, and Toilet. Each item has a thumbnail image and a detailed information panel on the right, including status, description, cost code, item code, quantity, cost rate, tax, and total cost. At the bottom, there are buttons for '+ Level', '+ Space', '+ Selection Item', '+ Cost Item', and '+ Tag Item'. A 'Room View' dropdown menu is also visible.

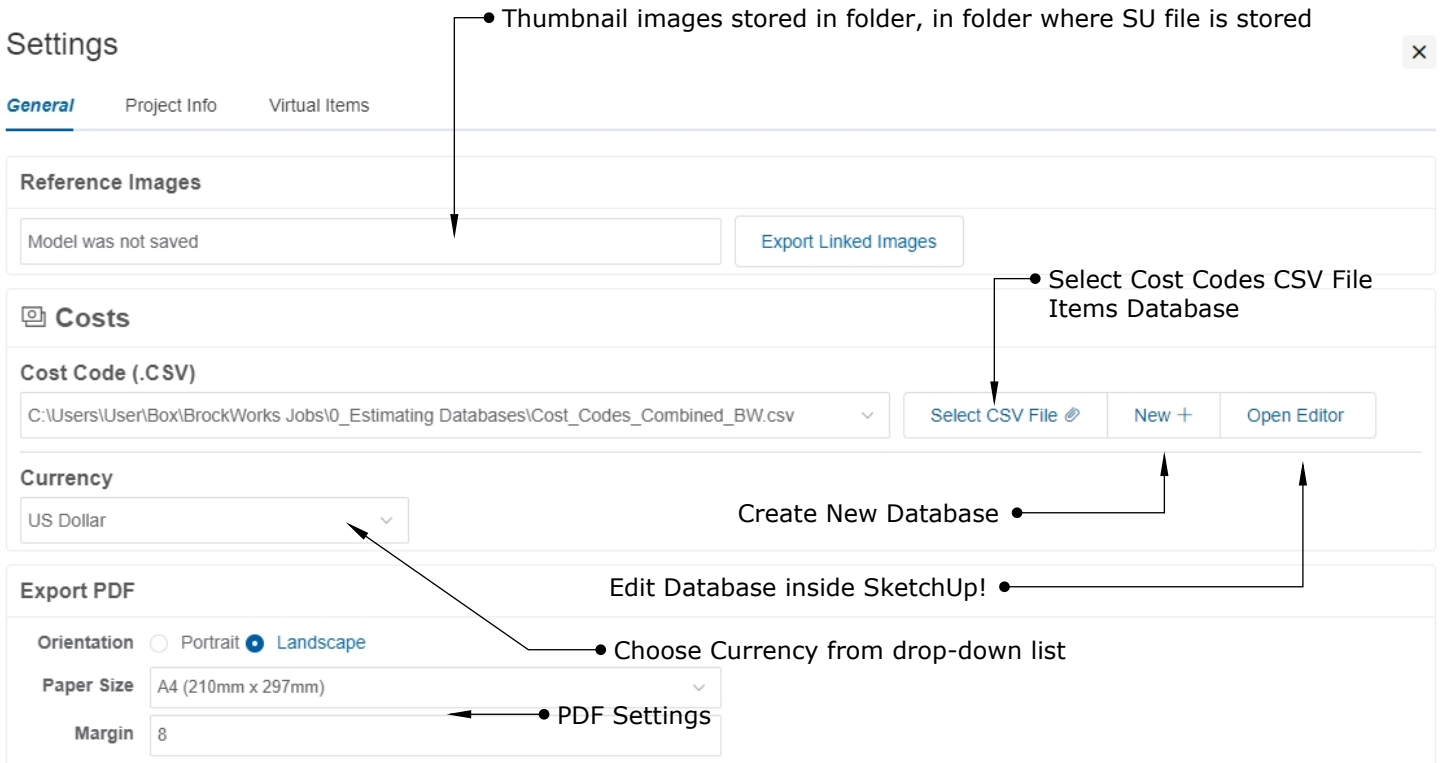
- Project Name - Double-Click to Edit
- Click to view entire Project
- Level
- Space # (optional) and Name
- Search for Spaces
- Current Selected Space/Level
- Dashboard (displays # of items in each status)
- Search for Items
- Generate Storyboard
- Switch from Room View to Category View
- Click to Add Space
- Click to Add Level
- Displays Room Area and Perimeter (if traced)
- Add Item based on Tag Geometry
- Add Cost Item (for items not modeled, like LABOR)
- Add Selection Item (either SketchUp Component or Items From List)
- Items listed by Cost Code or Alphabetically if no Cost Code. Add Item Information, thumbnail image, files, cost codes and cost, URL, update Status, etc.

## Settings:



- Icon Upper Right corner of UI
- Refresh Project
- (Beta) Working on ChatGPT 4o AI to import floor plans and it automatically lists all Levels > Spaces > any Items it recognizes from 2D symbols - then export a JSON file and import into SPOT for auto-setup of the Project
- Clear the Project information (blank slate)
- Project Settings (see below)

## General Settings:



Settings

General | Project Info | Virtual Items

Reference Images

Model was not saved | Export Linked Images

Thumbnail images stored in folder, in folder where SU file is stored

Costs

Cost Code (.CSV)

C:\Users\User\Box\BrockWorks Jobs\0\_Estimating Databases\Cost\_Codes\_Combined\_BW.csv | Select CSV File | New + | Open Editor

Select Cost Codes CSV File Items Database

Currency

US Dollar

Create New Database

Edit Database inside SketchUp!

Export PDF

Orientation  Portrait  Landscape

Paper Size A4 (210mm x 297mm)

Margin 8

Choose Currency from drop-down list

PDF Settings

# Project Info:

## Settings

General **Project Info** Virtual Items

**Project Information**

Project Name: SPOT Demo

Project ID: 10c4c52c-5d0e-4309-a9bf-54d13d955ae9

Prepared by: John Doe

Client: Client

Address: 123 Main St, City, State, Zip

Save

## Virtual Items List:

We developed a way to quickly add various commonly used items to each room, by simply checking boxes for desired Items to add to a Space. This list is completely customizable to suit you, the user. The process is to develop your desired list of Categories > Items AND link them to Items in your Database (optional).

Once you have your desired Categories and Items, you can export this list as a JSON file (you can edit it at any time), and Import it into new projects.

## Settings

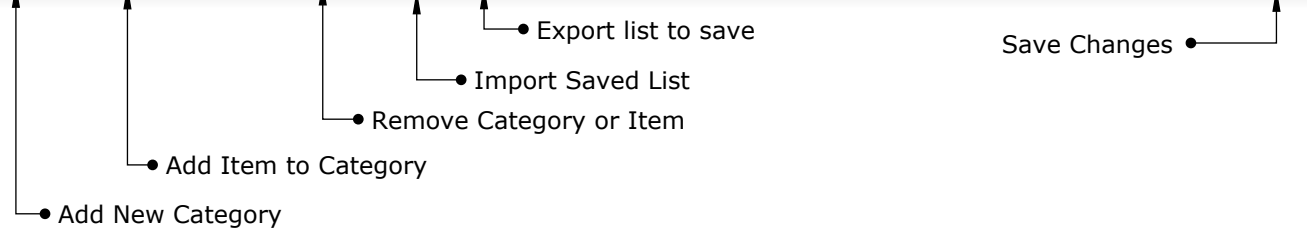
General **Virtual Items**

**Custom Virtual Items**

Item	Cost Code	Item Code
Flooring		
Hardwoods	840 - HARDWOOD FLOORING	840-05 - Hardwood Flooring - per SF
Tile	835 - TILE - MATERIALS	835-05 - Tile_Floor
LVP	841 - LVP FLOORING	841-05 - LVP - per SF
Carpet	845 - CARPET	845-05 - Carpet per SY
Shower Floor	835 - TILE - MATERIALS	835-15 - Tile_Shower Floor/Deco
Shower Drain	835 - TILE - MATERIALS	
Wall Finish		
Paint Color	825 - INTERIOR PAINT	
Wood Wall	815 - INTERIOR TRIM/DOORS - MATERIAL	

Add Category Add Item De-select Remove Import Export

Cancel OK Save

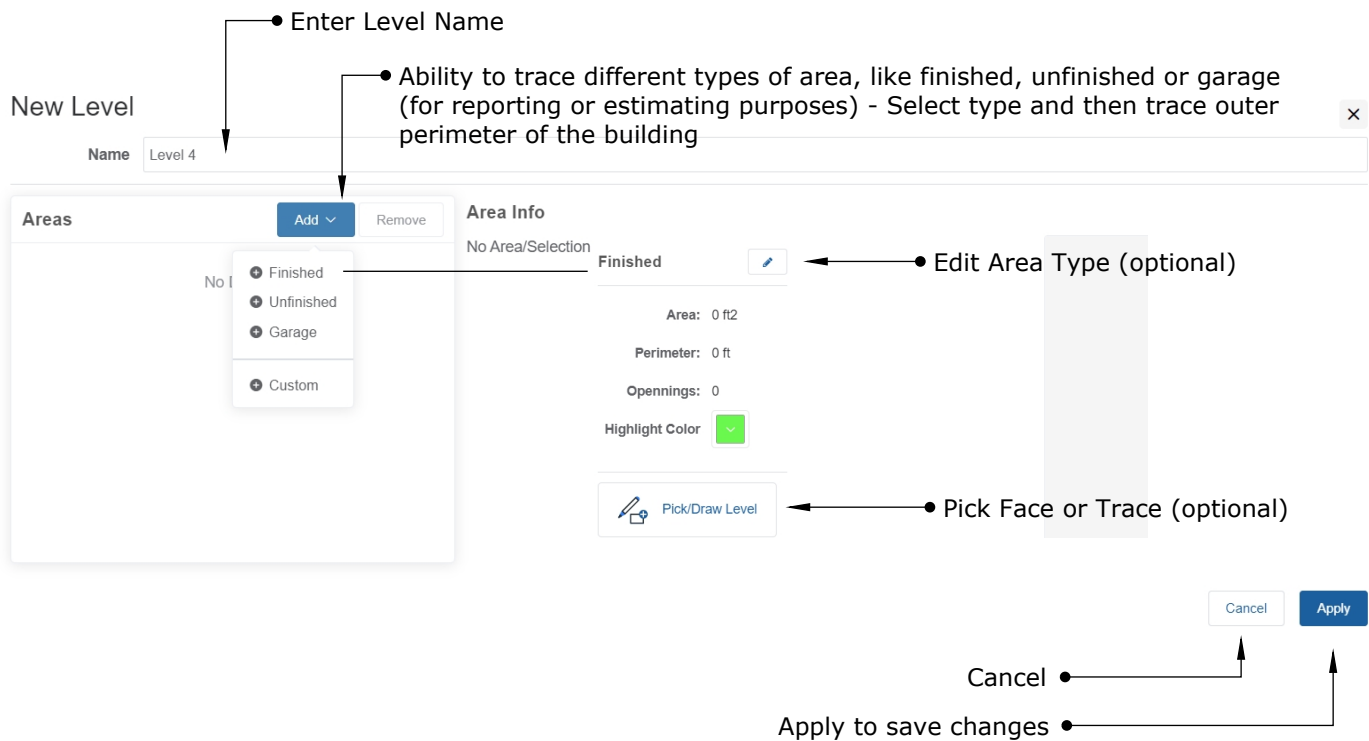


## Project Setup:



## Add Levels:

Now... This is where I need input from early adopters. The original concept (and still could happen) was for users to trace LEVELS, then add SPACES and the result would be auto-generate walls in 3D. Also by tracing levels and spaces, you get AREA information for reporting and estimating. We realize some users may not wish to do this step, or need this information, so please let us know your thoughts on this. The other benefit of tracing the rooms, is that adding Items to a space, like a component in a room, is quickly done using right-click context menu.



## Add Spaces:

**New Space** ✕

Space Number

Name

*NOTE: Tracing Spaces is Optional - see previous page*

**Area:** ← • After Tracing or Picking Face - Area of Space is displayed

**Perimeter:** ← • After tracing or picking face - Perimeter of Space is displayed



Pick/Draw Space

← • Either Pick a face OR trace perimeter of Space

Outline of Space will display here

Clear Space

Clear

Cancel

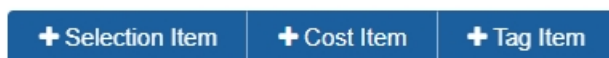
Apply

Cancel Entry

Apply to Save Changes

## Add Items:

Now that we have named our Project and set up Levels and Spaces, it is time to add ITEMS! There are several ways that you can add Items. First of all, Items may be 1) products simulated by 3D objects in your model, or 2) Virtual Items that you do not have modeled but need included and tracked in SPOT, or 3) Cost Items. Cost Items are used to strictly add costs for intangible items (not products). This may be LABOR, EXCAVATION or RENTAL or some other general condition costs. We especially look forward to beta tester feedback regarding these Item types and use cases.



- Add Selection Item - Note, if you select an object in the model first, the thumbnail image and description of the item will appear automatically
- Add Cost Item for Quotes, Labor, etc.
- Add Tag Item (still in beta!) this would use an object's geometry attributes (length, area, volume) for any items on that Tag

## Add Selection Items:

+ Selection Item   + Cost Item   + Tag Item

• Displays Level > Space Selected  
 Main Level > Add Selection Item

• Enter Item Name and Description (paste/copy from product website?)  
 • Assigned Space - can be added to multiple Spaces OR duplicated in other Spaces  
 • Copy/Paste Product URL  
 • Add P.O.  
 • FUTURE link to Phases4D  
 • Select Status  
 • Date of Status Update  
 • Upload product images (specs, etc.)

Name  
 Description  
 Space(s) [Main Level] x  
 URL  
 Purchase Order  
 Phases4D [Select]

Status [Need Selection] x  
 Date [Select date and time]  
 Images [+]  
 Add Thumbnail Image

Cost Code/Category [Select Cost Code] ← Assign Cost Code  
 Item Code [Item Code] ← Assign Item Code  
 Measurement [Default] ← Measurement type

Quantity [1] [Round up] [Calculator]  
 Attribute [Attribute] Units [Units]  
 Multiplier [1] Waste [0]  
 Cost Rate [0] Tax(%) [0]  
 Total cost \$0.00  
 • Select Attribute  
 • Enter conversion multiplier  
 • Enter unit cost

IF Items Database is used, AND Item Code has been assigned, this data will auto-populate from Items Database

+ Add   + Add from List   Cancel  
 • Click to Add Items from List (see next page)  
 • Click to Add Item after entering information

## Add Items from List:

Adding Items from List is a quick way to add multiple items to a room or space, without having to add one 3D object at a time. The list is customizable to suit your needs and workflow. For example, in a kitchen I could add a dozen items (appliances, plumbing fixtures, lighting, cabinetry, flooring, paint color, tile) in seconds. You can later go back and ASSIGN an object in the model to an Item.

We look forward to beta tester feedback on this feature!  
See page 4 for more details

### Add Items from List: Great Room

Cost Codes and Item Codes Assigned in Set Up

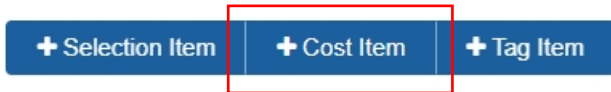
Virtual Items

- Flooring
 

- Hardwoods
- Tile ← Check desired Items
- LVP
- Carpet
- Shower Floor
- Shower Drain

840 - HARDWOOD FLOORING 840-05 - Hardwood Flooring - per SF  
 835 - TILE - MATERIALS 835-05 - Tile\_Floor  
 841 - LVP FLOORING 841-05 - LVP - per SF  
 845 - CARPET 845-05 - Carpet per SY  
 835 - TILE - MATERIALS 835-15 - Tile\_Shower Floor/Deco  
 835 - TILE - MATERIALS 835-35 - Shower Drain

## *Add Selection Items:*



Add Cost Items is used when you want to add costs for Quotes, Labor, Excavation, MEP quotes, etc. Costs that you need to build your estimate but do not model. The + Cost Item is a great way to add costs to complete your estimate!

You may or may not need this feature and your feedback would be greatly appreciated!



Add Tag Item is still in beta, but the idea is that you can use any geometry attributes for objects assigned to a TAG for quantity takeoffs.

## *Thumbnail Images:*

Note about Thumbnail Images. When you select an object in your model and click on + Selected Item, the SketchUp thumbnail image will automatically be used as your thumbnail image choice. It will display the thumbnail in the current SketchUp view (note, the axes of the object govern how it will appear, so you may have to change the axes of the object to make it align correctly).

When you use the Picker Tool to select faces of tile, for example, to collect area information for takeoffs, the SketchUp material will automatically be used as your thumbnail image.

Thumbnail images can be changed at any time as the project progresses. For example, you may have a generic faucet in your model and later, after the real faucet is selected, swap out the thumbnail image of the SketchUp object for the screenshot or embed link of the actual product to be used from the manufacturer's website.

## *Edit Thumbnail Images:*

As mentioned above, there are many ways to display a thumbnail image.

1. Object Thumbnail - using SketchUp 3D views
  - Current View
  - 2D Top
  - 2D Front
  - Iso Parallel Projection
2. Material - Select SketchUp material to use
3. Add local file - upload image from your computer (screenshot from manufacturer's site?)
4. Embed Link - copy and paste embed link from URL

# Thumbnail

Object Thumbnail Material Add Local File Embed Link

• View Options for SU object



Current View  2D Top  2D Front  Iso Parallel Projection

Generate Object Thumbnail

Cancel

# Thumbnail

Object Thumbnail

Material Add Local File Embed Link



Object's Material

Materials in model

Select Material



Refresh

Apply

• Choose material in model and Apply

Cancel

# Thumbnail

Object Thumbnail

Material

Add Local File Embed Link



## Select a local image to set thumbnail

C:/Users/john/Box/SPOT Software/SketchUp/Sample Models/SPOT-Reference-Images/Kohler\_Devonshire\_Toilet\_34385939.png?17240089589;

Add Local File

• Add image file from your computer

Cancel

# Thumbnail

Object Thumbnail

Material

Add Local File

Embed Link



## Enter a link to set thumbnail

C:/Users/john/Box/SPOT Software/SketchUp/Sample Models/SPOT-Reference-Images/Kohler\_Devonshire\_Toilet\_34385939.png?17240089;

Embed Link

• Copy image URL to use as thumbnail image

Cancel

## Unlink From Database:

There will be times when you need to edit the price or other information, customized for a certain project, but you do not want to update your database. For example, you may have a generic faucet in your database for \$200. When the client makes a selection for the chosen faucet, you will want to enter the correct price, description, etc. You can now UNLINK the item from your Items Database.

Another example is floor tile. You may have a generic Floor Tile allowance of \$10/sf in your database. When the client chooses a \$15/sf tile, you can UNLINK the item and update the price. This way, when you update your items database and refresh in SketchUp, the price will NOT revert back the \$10/sf rate.

←	1 / 1	→	+	🗑️
<b>Cost Code/Category</b>	506 - PLUMBING FIXTURES			
<b>Item Code</b>	506-10 - Toilet			
<b>Measurement</b>	Default			
<b>Quantity</b>	1			🧮
<b>Attribute</b>	Quantity	<b>Units</b>	EA	🔗
<b>Multiplier</b>	*1	<b>Waste</b>	Waste	
<b>Cost Rate</b>	500	<b>Tax(%)</b>	5.3	
<input checked="" type="checkbox"/> Round up				
<b>Total cost</b>	\$526.50			

• Click to UNLINK

• This information is greyed out (cannot edit), unless you UNLINK, then you can edit

## Duplicate Items:

There will be times when you have multiple instances of the same product (like the same toilet in each bathroom OR two identical pendant lights in the same room) OR the same product used in multiple rooms (like the same wood flooring continuing in multiple rooms. We have ways to handle duplicates, depending upon the circumstances described above. You should only have to enter the product information once, but need to duplicate the item to other rooms, or multiple in the same room.

### Same Unique Item - Different Room

In the example of the same toilet in multiple rooms, you add the information and assign it to the first room, then click on the Duplicate Items button and choose the additional rooms from the drop-down. When you go to these other rooms, the item will now be there.

**Name** Kohler Devonshire Toilet

**Description** Toilet TBD

**Space(s)** Master Bathroom

**URL**

**Purchase Order**

**Phases4D** Final Plumbing

Click here to add to multiple available spaces

### Same Item - Continuing in Different Rooms

In the example of the same wood flooring continuing in multiple rooms, you simply add each room to the Spaces field

Bedroom 3 > Add Selection Item

**Name** Wood Flooring

**Description**

**Space(s)** Bedroom 3

**URL**

**Purchase Order**

**Phases4D**

**Status** Need Selection

**Date** Select date and time

**Images**

**Quantity** 643

**Attribute** Feet2 **Units** SF

**Multiplier** \*1 **Waste** 0

**Cost Rate** 8 **Tax(%)** 0

Round up

**Total cost** \$5144.00

Add to as many rooms as required

+ Add + Add from List Cancel

## Duplicate Items:

### Same Unique Item - Same Room

In the example of two pendant lights in the same room, you can handle this two different ways. First, if it is a SketchUp object, you can select the item, add information to create it, then click on the second light (component) and the information from the first entry will auto-populate. You simply click add and you will see two line items for the same product. You can group these to show total quantity in a single line item.

Toggle Group Similar Items

View Config

Collapse All

Expand All

---

Items

Group Similar Items

---

Table columns




- Name
- Description
- Cost Code
- Cost Type
- URL
- PO
- Item Code
- Qty
- Attribute
- Multiplier
- Unit Cost
- Units
- Waste
- Tax(%)
- Phases 4D
- Subtotal

Second, you may have added Virtual Items, those not modeled, and you need to add multiple similar items to the same room, you can simply edit the QUANTITY field

## Phases4D Integration:

We currently have a one-way linkage to our Phases4D extension. If you have Phases4D and have a project schedule built, you can assign an item to a Phase, like this faucet assigned to Final Plumbing Phase. The goal is to link both, so Phases4D phase cost will be pulled from SPOT data. In the works!

### Selection Item Info

Name	Bath Faucet
Description	Delta Trinsic Widespread Bathroom Faucet with Metal Drain Assembly - Includes Lifetime Warranty Model: 3559-SSMPU-DST
Space(s)	Bathroom 2 
URL	<a href="https://www.build.com/delta-3559-mpu/s799260?uid=24">https://www.build.com/delta-3559-mpu/s799260?uid=24</a> 
Purchase Order	
Phases4D	Final Plumbing 

Drop-down to choose from available Phase in Phases4D

## Storyboards:

Storyboard

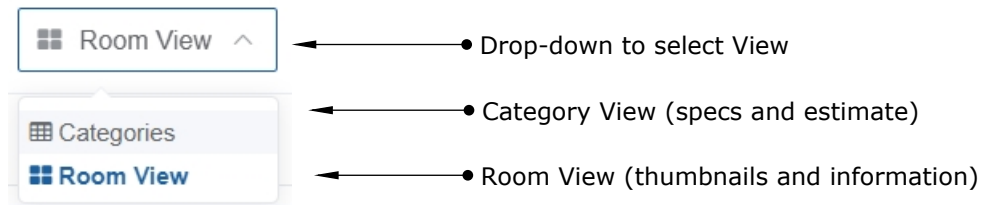
Storyboards can be automatically generated for each Space/Room in the Project. Simply select the Space and click on Storyboard. You will be prompted to name and save the PDF to your desired folder. SPOT automatically generates a PDF with thumbnail images and pertinent information.

We look forward to beta tester feedback to improve and enhance this awesome auto-generated feature of SPOT!

## Room View vs Category View:

The UI allows you to toggle between Room View and Category View. Room View displays all of the item thumbnails and information, organized by cost codes or alphabetically.

Category View displays the Specifications and Items listed with cost information and organized by Cost Codes. This effectively can become your specs and estimate spreadsheet for the project.



Note: The intention is to create a button for viewing, printing, exporting the budget/estimate. This will be added soon.