



Dynamic Symbols

Dynamic Symbols - SketchUp Plugin for Instant Symbol Animation

Developer: Nam NH - FebHouse

Compatibility: SketchUp 2020+ (MacOS & Windows)

More info: Scan QR or search **Dynamic Symbols** on Extension Warehouse / Google



1. One-Click Symbol Change — Keep Position, Size & Rotation (Feature 1)

Dynamic Symbols lets you instantly switch between different symbol shapes with just one click — while keeping the symbol's position, size, and rotation unchanged.



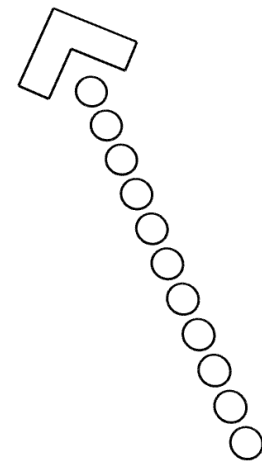
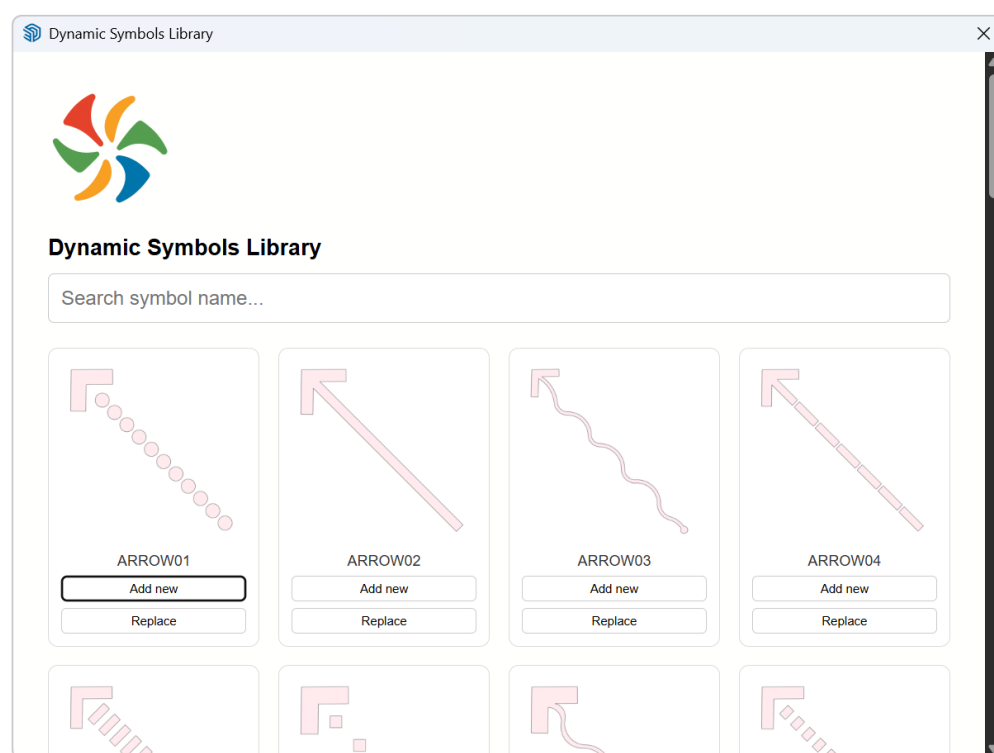
How it Works:

1. Add New Symbol

Click “**Add new**” on a symbol. Click in the model to place.

Done!

The symbol is placed.

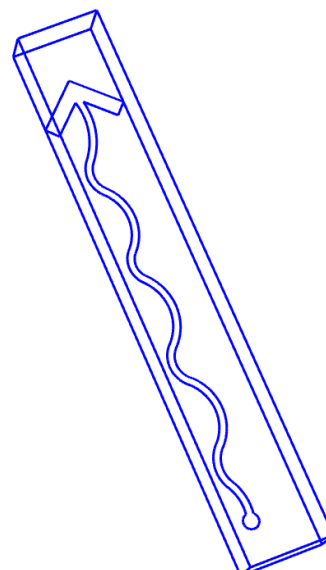
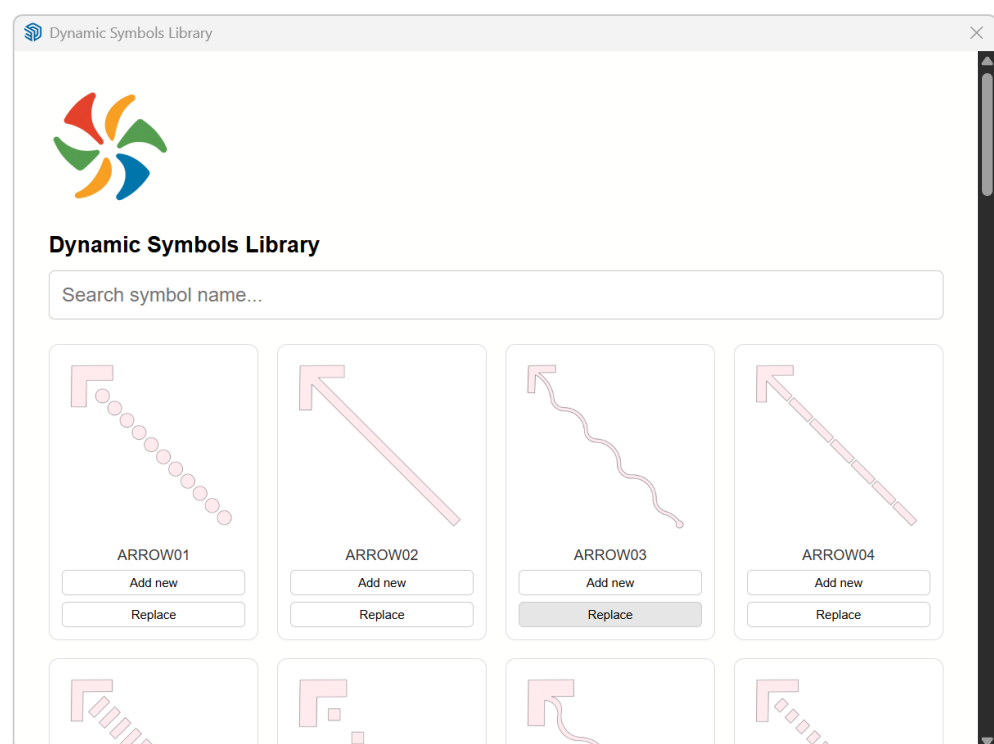


2. Replace Symbol Shape

- Select a Dynamic Symbol object in your model.
- Open Library. Click “**Replace**” on the desired new shape.

Done!

The object updates, retaining its position & orientation





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2. One-Click Color Change (Feature 2)

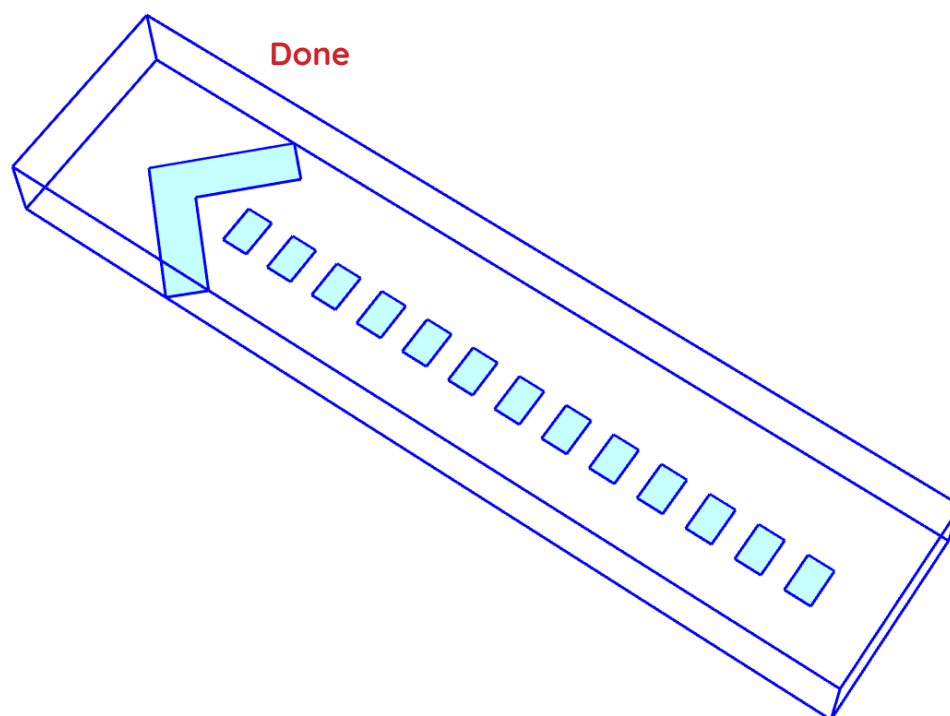
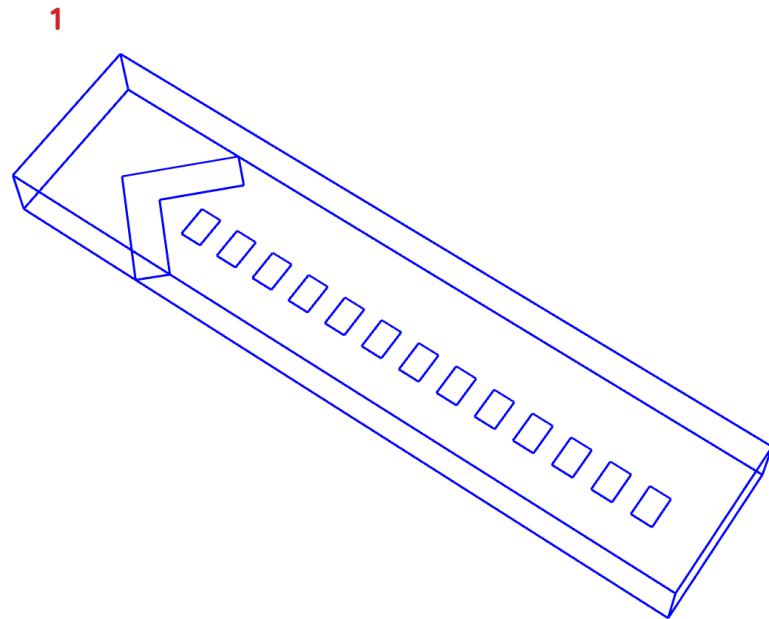
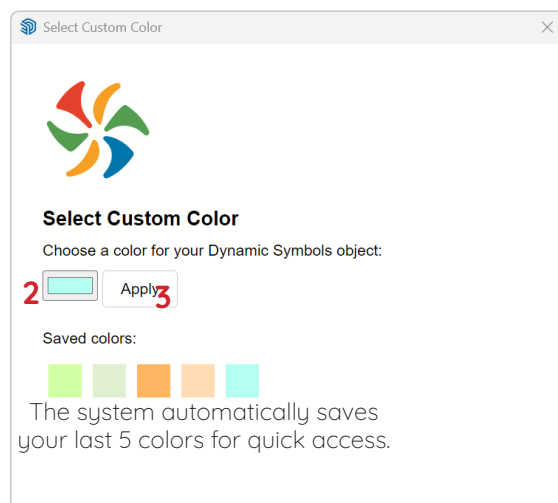
Change the color of your symbols instantly with one click — no need to open complex menus or edit materials manually.



How it Works:

Step 1: Select the Symbol

Step 2: In the Dynamic Symbols UI, click the **Color Button**.
Pick a color =>Done! The symbol updates instantly.





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3. Create Animation (Feature 3)

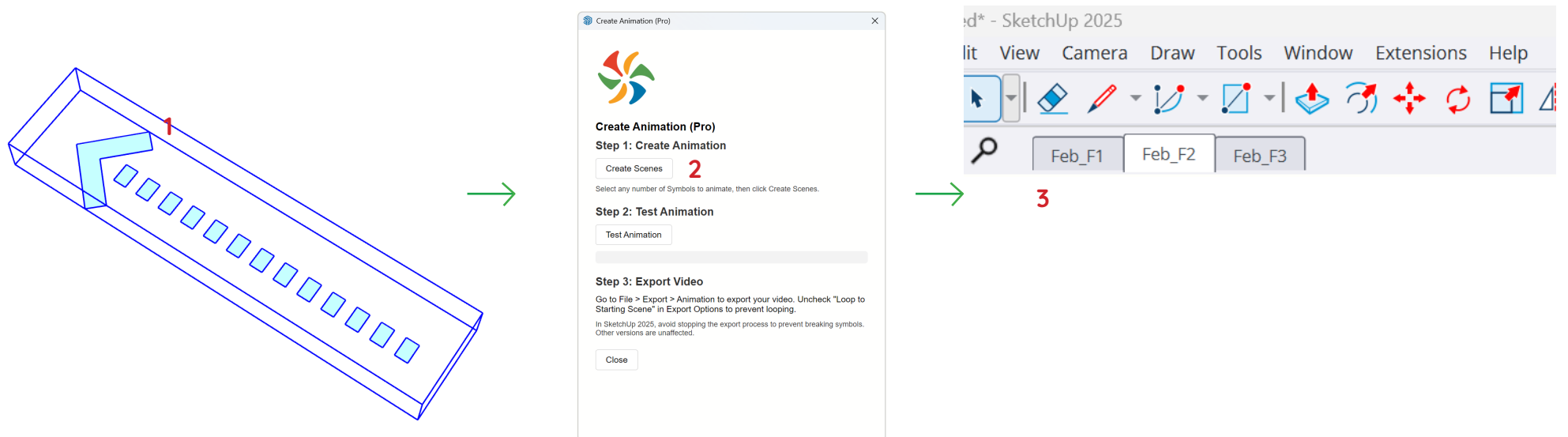
Automatically generate animated scenes that bring your symbols to life — ideal for diagrams, flowcharts, or architectural storytelling.



How it works:

Step 1: Select the Dynamic Symbols you want to animate.

Step 2: Click **Create Animation**. The plugin generates 3 scenes: Feb_F1, Feb_F2, Feb_F3. These scenes form the animation sequence.

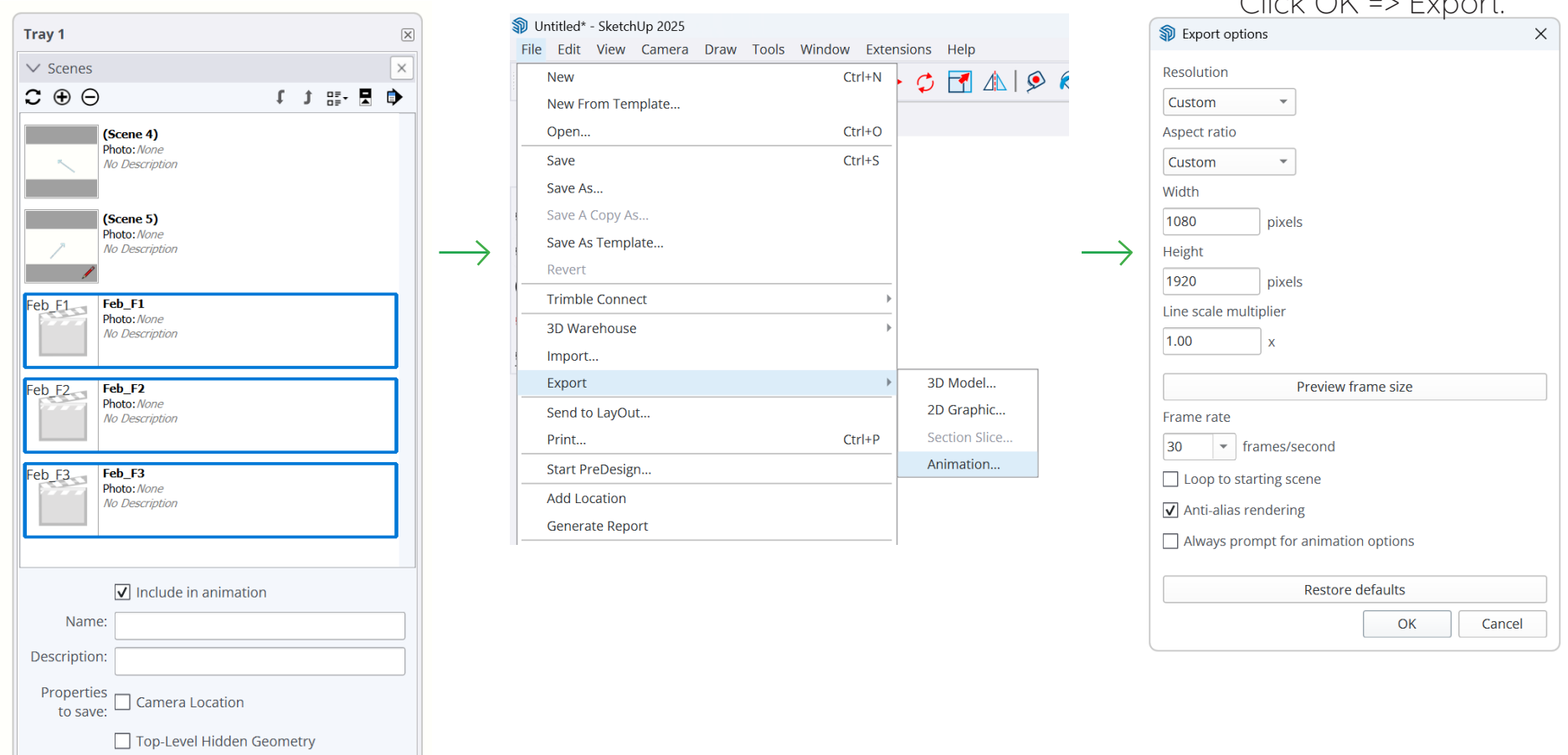


Step 3: Export the video:

1. Keep only **Feb_F1**, **Feb_F2**, **Feb_F3** checked for animation. Uncheck all other scenes.

2. Go to File => Export => Animation.

3. In Export Options, select your desired quality and uncheck **Loop to starting scene**. Click OK => Export.



After exporting, you can use video editing software to:

- Smoothen or extend the loop.
- Duplicate clips for continuous looping animations.