

# Updating Intel Graphics Card Drivers

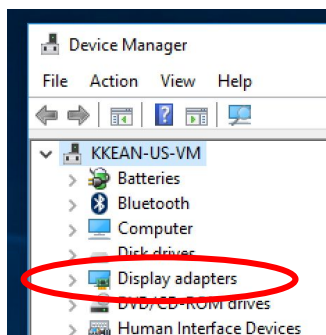
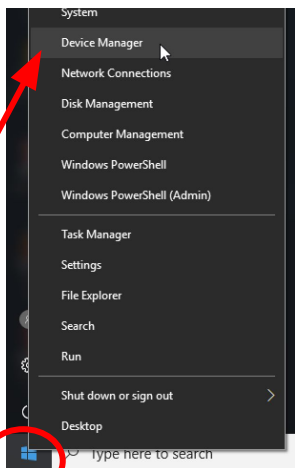
First, pull out this browser tab into a separate window, then make the window skinny so that you can still see the rest of your computer, and minimize pretty much everything else so you can see your computer desktop.

[Now go to the Next Slide to start!](#)

# Update Intel Graphics Card Driver Part 1:

## the super easy way

1. Right-click on the Windows button and select "Device manager."



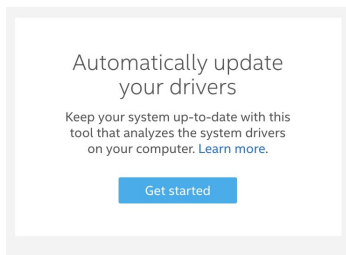
2. Find and toggle open "Display Adapters". Right-click on the Intel one, check for updates.

3. If it says there is an update, then great! Update away!

4. If it says you have the latest driver version, well... unfortunately that's probably not true, so go ahead to [step #2](#):

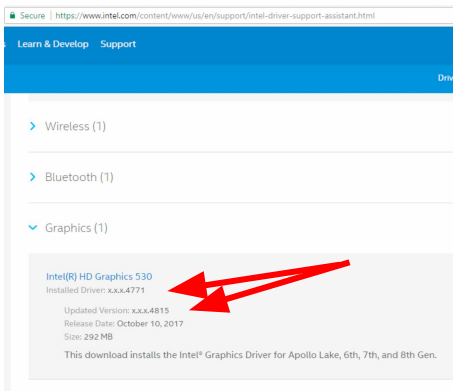
# Updating Your Intel Driver Part 2:

## The also-easy way



2. Go to <https://downloadcenter.intel.com/>

Download the driver tool shown above, install it, and click on the graphics card name to expand the info



If the Updated and Installed Driver numbers are the same, stop here. If not...

Unfortunately it will tell you that (0) updates are available even if they *are* available. Take a screenshot of your results and set it aside for now, and move on to [Part 3](#) to manually install the latest version.

# Updating Your Intel Driver Part 3:

## not as easy...

Go back to <https://downloadcenter.intel.com/> and search for your graphics card. Try to find the driver that is shown in the screenshot you saved to be the newer one. Make sure you have the 64-bit version if that's what your computer is.

Note: If you don't have 32-bit, the latest versions of SketchUp won't work and you'll have to use SketchUp Pro 2016 or earlier.

Once you select the driver, download the **.zip** file and follow the install instructions from [here](#). Note that after step 10, inside the Graphics folder, you should click on the file that starts with "ig" and then click on Open, then Okay on the next window, and then "Next."

Restart SketchUp and see how it goes!