

Large Tool Set

Select (Spacebar)

Paint Bucket (B)

Make Component

Line (L)

Rectangle (R)

Circle (C)

Arc

3 Point Arc

Move (M)

Rotate (Q)

Scale (S)

Tape Measure (T)

Protractor

Axes

Lasso

Eraser (E)

Tag

Freehand

Rotated Rectangle

Polygon

2 Point Arc (A)

Pie

Push/Pull (P)

Follow Me

Offset (F)

Dimensions

Text

3D Text

Flip

Orbit (O)

Zoom (Z)

Zoom Extents

Position Camera

Look Around

Field of View

Pan (H)

Zoom Window

Previous

Walk

Section Plane

Solid Tools

Outer Shell

Union (Pro)

Trim (Pro)

Intersect (Pro)

Subtract (Pro)

Split (Pro)

Sandbox (Terrain)

From Contours

Smoove

Drape

Flip Edge

From Scratch

Stamp

Add Detail

Standard Views

Iso

Front

Back

Top

Right

Left

Style

X-Ray

Wireframe

Shaded

Monochrome

Back Edges

Hidden Line

Shaded with Textures

Photoreal Materials

Dynamic Components

Interact

Configurator Tool

Component Attributes

Location

Add Location

Toggle Terrain

Warehouse

3D Warehouse

Share Component

Send to LayOut (Pro)

Extension Warehouse

Share Model

Classifier (Pro)

Middle Button (Wheel)



Scroll	Zoom
Click-Drag	Orbit
Shift+Click-Drag	Pan
Double-Click	Re-center view

Tool	Operation	Instructions
2 Point Arc (A)	Bulge	specify bulge amount by typing a number and Enter
	Radius	specify radius by typing a number, the R key, and Enter
	Segments	specify number of segments by typing a number, the S key, and Enter
3 Point Arc	Option '+' or '-'	use Option '+' or Option '-' to change the number of segments.
	Arrows	lock direction; up = blue, right = red, left = green, and down = parallel/perpendicular
Circle (C)	Shift	lock current inferences
	Radius	specify radius by typing a number and Enter
	Segments	specify number of segments by typing a number, the S key, and Enter
Eraser (E)	Option	soften/smooth (use on edges to make adjacent faces appear curved)
	Shift	hide
	Option+Shift	unsoften/unsmooth
Field of View		drag the mouse or manually enter a value using the Field of View box
Follow Me	Command	use face perimeter as extrusion path
	Expert Tip!	first Select path, then choose the Follow Me tool, then click on the face to extrude

Flip		click the plane to control the direction of the flip operation
	Option	toggle between flip and copy
Lasso	Shift	add/subtract from selection
	Option	add to selection
	Shift+Option	subtract from selection
Line (L)	Shift	lock in current inference direction
	Arrows	lock direction; up = blue, right = red, left = green, and down = parallel/perpendicular
	Length	specify length by typing a number and Enter
Look Around	Eye Height	specify eye height by typing a number and Enter
Move (M)	Option	toggle copy mode, allows multiple consecutive
	Shift	hold down to lock in current inference direction
	Command	auto-fold (allow move even if it means adding extra edges and faces)
	Arrows	lock direction; up = blue, right = red, left = green, and down = parallel/perpendicular
	Distance	specify move distance by typing a number and Enter
	External Copy Array	X copies in a row: move first copy, type a number, the X key, and Enter
	Internal Copy Array	X copies in between: move first copy, type a number, the / key, and Enter
Offset (F)	Command	allow results to overlap
	Distance	specify an offset distance by typing a number and Enter
Orbit (O)	Option	hold down to disable “gravity-weighted” orbiting
	Shift	hold down to activate Pan tool
Paint Bucket (B)	Option	fill material – paint all matching adjacent faces
	Shift	replace material – paint all matching faces in the model
	Option+Shift	replace material on object – paint all matching faces on the same object
	Command	hold down to sample material
Protractor	Option	toggle guide creation
	Arrows	toggle lock rotation plane
Push/Pull (P)	Option	push/pull a copy of the face (leaving the original face in place)
	Double-Click	apply last push/pull amount to this face
	Distance	specify a push/pull amount by typing a number and Enter
Rectangle (R)	Option	start drawing from center
	Dimensions	specify dimensions by typing length, width and Enter (<i>ie. 20,40</i>)
Rotated Rectangle	Shift	lock in current direction/plane
	Command	lock drawing plane for first edge (after first click)
	Dimensions, Angle	click to place first two corners, then type width, angle and Enter (<i>ie. 90,20</i>)
Rotate (Q)	Option	rotate a copy
	Angle	specify an angle by typing a number and Enter
	Slope	specify an angle as a slope by typing a rise, a colon (:), a run, and Enter (<i>ie. 3:12</i>)
Scale (S)	Option	hold down to scale about center
	Shift	hold down to scale uniformly (don’t distort)
	Amount	specify a scale factor by typing a number and Enter (<i>ie. 1.5 = 150%</i>)
	Length	specify a scale length by typing a number, a unit type, and Enter (<i>ie. 10m</i>)
Search (Shift+S)		search SketchUp command list for tools or commands
Select (Spacebar)	Option	add to selection
	Shift	add/subtract from selection
	Option+Shift	subtract from selection
Tape Measure (T)	Option	toggle create guide or measure only
	Arrows	lock direction; up = blue, right = red, left = green, and down = parallel/perpendicular
	Resize	resize model: measure a distance, type intended size, and Enter
Zoom (Z)	Shift	hold down and click-drag mouse to change Field of View