

Large Tool Set			Dynamic Components		
Select (Spacebar)		Make Component	Interact		Component Options
Paint Bucket (B)		Eraser (E)	Component Attributes		
Rectangle (R)		Line (L)	Sandbox (Terrain)		
Circle (C)		Arc (A)	From Contours		From Scratch
Polygon		Freehand	Smooove		Stamp
Move (M)		Push/Pull (P)	Drape		Add Detail
Rotate (Q)		Follow Me	Flip Edge		
Scale (S)		Offset (F)	Standard Views		
Tape Measure (T)		Dimensions	Iso		Top
Protractor		Text	Front		Right
Axes		3D Text	Back		Left
Orbit (O)		Pan (H)	Style		
Zoom (Z)		Zoom Extents	X-Ray		Back Edges
Previous		Next	Wireframe		Hidden Line
Position Camera		Look Around	Shaded		Shaded with Textures
Walk		Section Plane	Monochrome		
Solid Tools			Add Location...		Show Terrain
Outer Shell		Split	Photo Textures		Preview Model in Google Earth
Intersect		Union	Warehouse		
Subtract		Trim	Get Models...		Share Model...
Send to LayOut			Share Component...		Extension Warehouse...

Tool	Operation	Instructions
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
Circle (C)	Shift	lock in current plane
	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)	Ctrl	soften/smooth (use on edges to make adjacent faces appear curved)
	Shift	hide
	Ctrl+Shift	unsoften/unsmooth
Follow Me	Alt	use face perimeter as extrusion path
	Better Way	first Select path, then choose the Follow Me tool, then click on the face to extrude
Line (L)	Shift	lock in current inference direction
	Arrows	up or down arrow to lock in blue direction; right to lock in red; left to lock in green
	Length	specify length by typing a number and Enter
Look Around	Eye Height	specify eye height by typing a number and Enter
Move (M)	Ctrl	move a copy
	Shift	hold down to lock in current inference direction
	Alt	auto-fold (allow move even if it means adding extra edges and faces)
	Arrows	up or down arrow to lock in blue direction; right to lock in red; left to lock in green
	Distance	specify move distance by typing a number and Enter
	External Array	n copies in a row: move first copy, type a number, the X key, and Enter
	Internal Array	n copies in between: move first copy, type a number, the / key, and Enter
Offset (F)	Double-Click	apply last offset amount to this face
	Distance	specify an offset distance by typing a number and Enter
Orbit (O)	Ctrl	hold down to disable "gravity-weighted" orbiting
	Shift	hold down to activate Pan tool
Paint Bucket (B)	Ctrl	paint all matching adjacent faces
	Shift	paint all matching faces in the model
	Ctrl+Shift	paint all matching faces on the same object
	Alt	hold down to sample material
Push/Pull (P)	Ctrl	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)	Dimensions	specify dimensions by typing length, width and Enter ie. 20,40
Rotate (Q)	Ctrl	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 ie. 3:12
Scale (S)	Ctrl	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 ie. 1.5 = 150%
	Length	specify a scale length by typing a number, a unit type, and Enter ie. 10m
Select (Spacebar)	Ctrl	add to selection
	Shift	add/subtract from selection
	Ctrl+Shift	subtract from selection
Tape Measure (T)	Ctrl	create a new Guide
	Arrows	up or down arrow to lock in blue direction; right to lock in red; left to lock in green
	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

Middle Mouse Button (Wheel)

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

