

Using Sketchup

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Things I wish I'd known when I started using Sketchup

Use Standard Windows shortcuts

These apply to Sketchup objects when in Sketchup

Ctrl+A – Select All (in context)

Ctrl+C – Copy

Ctrl+X – Cut

Ctrl+V – Insert/Paste from clipboard

Ctrl+Shift+V – Insert in place from clipboard (* my custom assignment)

Ctrl+Z – Undo last action. (Sketchup has a large undo stack – you can typically undo all the way back to last save)

Ctrl+Y – Redo last action (can repeat as for Undo)

Ctrl+S - Save file

Ctrl+P – open Print dialogue

Del – Delete selected object(s)

Use Sketchup built-in shortcuts

and add your own shortcuts (ones I have custom assigned shown with *)

Draw:

L – Line

Shift+L – Construction Line* (needs plugin)

A – Arc – endpoints and bulge

Shift+A – centre and two points* (SU 2014 onwards only without plugin)

C – Circle

D – Dimension*

Shift+P – construction Point* (needs plugin)

R – Rectangle

Shift+R – Rotated Rectangle* (needs plugin)

Edit/choose tool:

Spacebar – Select

Ctrl+A – Select All (in context)

Ctrl+T – deselect all (in context)

B - paint Bucket (to add colour or material)

E – Eraser: click on object to erase it)

Del – Erase pre-selected object(s)

F - oFFset

G – make component (was originally make Group)

Ctrl+G – make Group*

M – Move/Copy (Shift key toggles Copy on/off)

Shift+ M – Mirror* (needs plugin)

P - PushPull

Q – Rotate

S – Scale tool. Hold down Ctrl key to scale about centre. Type in scale factor, or snap to inference point

T – Tape measure; Ctrl to toggle guide points on or off

View:

Mouse wheel – Zoom in/out

H- (Hand icon) – Pan

K – view back edges (toggle)

O – Orbit

Shift+O – Pan

Shift+X –Xray view (toggle)*

Ctrl+Shift+W – zoom Window

Z – Zoom (or use mouse wheel)

Shift+Z or **Ctrl+Shift+E** – Zoom Extents

Workflow

Turn on AutoSave – set for every few minutes

Get used quickly to the Large Tool Set toolbar

Save explicitly after each significant successful drawing increment. Use Save a Copy As to assist versioning – give yourself something to go back to if you make a mess of things or get a bug splat (drawing crash)

Choose Select tool (Spacebar) then click on element or object to Select; then if wanted, Shift to toggle add/subtract from selection

Select all connected (recently) drawn elements by triple click, then make components (or groups for unique objects) as you go (use G shortcut to make component)

Double click on it to open a component or group for editing

Reuse components wherever possible. For example, I've drawn Steeldeck Rostra in common sizes, and a plugin to draw generic flats and rostra, curtains and legs

Useful Plugins

Construction line – draws finite length construction line

Construction point (you can also less conveniently use the Tape Measure tool to do this)

Mirror (mirrors selected objects about a selected plane)

Rotated Rectangle – draws rectangle on arbitrary axis, not just orthogonal to current coordinate system

Weld – join together distinct or separately drawn contiguous line/arc segments

Scenery (JWM) to draw Flats, Rostra, Legs and Curtain

Xref Manager – to include components from external files, but allow them to be updated if the external component changes