SketchUp Pro Quick Reference Card | Mac OS X

SketchUp Pro 2017

Large Tool Set

Select (Spacebar)		Make Component	
Paint Bucket (B)		Eraser (E)	
Line (L)		Freehand	
Rectangle (R)		Rotated Rectangle	
Circle (C)		Polygon	
Arc		2 Point Arc (A)	
3 Point Arc		Pie	
Move (M)		Push/Pull (P)	
Rotate (Q)		Follow Me	
Scale (S)		Offset (F)	
Tape Measure (T)		Dimensions	
Protractor		Text	
Axes		3D Text	
Orbit (O)		Pan (H)	
Zoom (Z)		Zoom Window	
Zoom Extents		Previous	
Position Camera		Walk	
Look Around		Section Plane	

Solid Tools

Outer Shell		Intersect (Pro)
Union (Pro)		Subtract (Pro)
Trim (Pro)		Split (Pro)

Dynamic Components

Interact		Component Options
Component Attributes		

Sandbox (Terrain)

From Contours		From Scratch
Smoove		Stamp
Drape		Add Detail
Flip Edge		

Standard Views

Iso		Top
Front		Right
Back		Left

Style

X-Ray		Back Edges
Wireframe		Hidden Line
Shaded		Shaded with Textures
Monochrome		

Location

Add Location...		Toggle Terrain
Photo Textures		

Warehouse

3D Warehouse...		Share Model...
Share Component...		Extension Warehouse...
Send to LayOut (Pro)		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
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
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
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	move a copy
	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	n copies in a row: move first copy, type a number, the X key, and Enter
	Internal Copy Array	n 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
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)	Dimensions	specify dimensions by typing length, width and Enter ie. `20,40`
Rotated Rectangle	Shift	lock in current direction/plane
	Command	lock drawing plane for first edge (after first click)
	Angle, Dimensions	click to place first two corners, then type angle, width and Enter ie. `90,20`
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 ie. `3:12`
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 ie. `1.5` = 150%
	Length	specify a scale length by typing a number, a unit type, and Enter ie. `10m`
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

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