

SketchUp Quick Reference Card

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Select Tool (Spacebar)
 Ctrl = Add to selection set
 Shift = Toggle in/out of selection set
 Shift+Ctrl = Subtract from selection set
 Ctrl+A = Select all



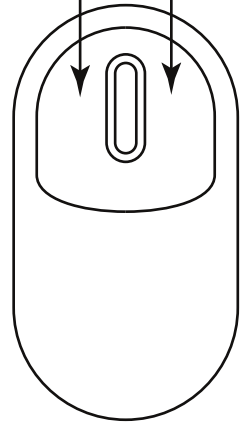
Paint Bucket Tool (B)
 Ctrl = Adjacent fill
 Shift = Replace
 Shift+Ctrl = Adjacent replace
 Alt = Sample material



Middle Button (Wheel):
 Click-Drag = Orbit
 Shift-Click-Drag = Pan
 Double-Click = Re-Center View
 Scroll = Zoom

Left Button:
 Click = Tool Operation

Right Button:
 Click = Context Menu



Eraser Tool (E)
 Shift = Hide
 Ctrl = Soften/Smooth
 Shift+Ctrl = Unsoften/Unsmooth



Rectangle Tool (R)
 VCB: Length, Width



Line Tool (L)
 Shift = Lock to current axis
 Arrow keys = Toggle axis lock
 VCB: Number = Length



Circle Tool (C)
 Shift = Lock to current orientation
 VCB: Number+s = Segments
 VCB: Number = Radius



Arc Tool (A)
 VCB: Number = Bulge
 VCB: Number+s = Segments
 VCB: Number+r = Radius



Polygon Tool
 Shift = Lock to current orientation
 VCB: Number+s = Segments
 VCB: Number = Radius



Freehand Tool
 Shift = Draw 3D Polyline



Move Tool (M)
 Shift = Lock to current axis
 Arrow keys = Toggle axis lock
 Ctrl = Toggle copy
 Alt = Toggle auto-fold
 VCB: Number = Distance



Push/Pull Tool (P)
 Ctrl = Toggle new starting face
 Double-Click = Repeat
 VCB: Number = Distance



Rotate Tool (Q)
 Ctrl = Toggle copy
 VCB: Number = Angle
 VCB: Rise:Run = Slope



Follow Me Tool
 Alt = Use parameter of surface as path



Scale Tool (S)
 Shift = Scale uniformly
 Ctrl = Scale about center
 VCB: Number = Scale factor
 VCB: Number w/ units = Length



Offset Tool (F)
 Double-Click: Repeat
 VCB: Number = Length



Tape Measure Tool (T)
 Ctrl = Toggle create construction geom
 Arrow keys = Toggle axis lock
 VCB: Number = Resize model



Dimension Tool



Protractor Tool
 Ctrl = Toggle create construction lines



Text Tool



Axes Tool



Section Tool



Orbit Tool (O)
 Shift = Pan
 Ctrl = Free



Pan Tool (H)



Zoom Tool (Z)
 Shift = Change field of view



Zoom Window Tool



Zoom Extents Tool (Shift+Z)



Previous



Position Camera Tool































Walk Tool
 Shift = Move vertically
 Ctrl = Run
 Alt = Walk through entities
 VCB: Number = Eye height



Look Around Tool
 VCB: Number = Eye height



-  **New (Ctrl+N)**
-  **Open (Ctrl+O)**
-  **Save (Ctrl+S)**
-  **Make Component**
-  **Cut (Ctrl+X)**
-  **Copy (Ctrl+C)**
-  **Paste (Ctrl+V)**
-  **Erase (Delete)**
-  **Undo (Alt+Backspace)**
-  **Redo (Ctrl+Y)**
-  **Print (Ctrl+P)**
-  **Model Info**

-  **Get Current View**
 -  **Toggle Terrain**
 -  **Place Model**
 -  **Get Models**
 -  **Share Model**
 -  **Wireframe**
 -  **Hidden Line**
 -  **Shaded**
 -  **Shaded With Textures**
 -  **X-Ray**
-  **Iso**
 -  **Top**
 -  **Front**
 -  **Right**
 -  **Back**
 -  **Left**