



**A. Geological Rule Menu**

Choose either:

Sketch

Remove Above Intersection – intersected curves above the new curve are removed

Remove Below Intersection – intersected curves below the new curve are removed

**B. New Sketch Session**

This button will clear the existing sketch and allow the user to begin a new sketching session within the existing boundary.

**C. New Boundary**

To create a new boundary select this button and click the upper left corner of the new boundary area, then drag the mouse to the lower right corner of the boundary. Once the mouse is released, a new boundary will be created.

**D. Screenshot**

Click this button to save a screenshot of the current Sketch session. The user will be prompted to provide a name and directory location to save the image file.

**E. Insert Curve**

Click this button when you have finished sketching a new curve to insert it into the sketch. If the curve is valid, it will be added to the scene and modify existing curves based on the sketch mode selected.

**F. Undo Curve**

To clear a curve that is drawn (partially or completely) before it is committed, click the Undo Curve button. Only the current curve will be removed.

#### G. **Undo**

Click this button to remove a curve after it has been committed. It can only be used on the curve that was inserted last.

#### H. **Redo**

Click this button to put a removed curve back into the model. It can only be used on the completed curve that was just removed (e.g. it can be used with the Undo button but not the Undo Curve button).

#### I. **Sketch Color**

Pick the desired line color and click **OK**. The selected color will be assigned to the next curve sketched; it will also be reflected in the 3D model.

### **Key and Mouse Commands**

To sketch, click and hold the **LEFT** mouse button and draw the desired curve.

To continue sketching an unfinished curve, or to edit a curve before it has been inserted, click and hold the **LEFT** mouse button and draw, keeping the start of the new line close to the line being continued or modified.

To insert a completed curve, press the “i” key, **RIGHT** click on the mouse or click the “Insert Curve” icon. Inserting a curve will automatically update the 3D model.

To clear the sketch and begin again, hit the **SPACE BAR** or click the “New” icon.

Use the mouse **WHEEL** to change the zoom of sketch or 3D scene. Alternatively, use “**CTRL +**” to zoom in and “**CTRL –**” to zoom out.

To use an image as a background during sketching, **DRAG** and **DROP** the desired image into the Sketch window. The user will be prompted to sketch a new boundary.

To hide the image, hit the “**F2**” key. To view a hidden image, hit the “**F3**” key.