











































SketchUp Pro Quick Reference Card | Windows




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 |  |
| Smooove |  | 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 |  | | |

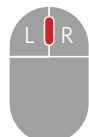
Location

| | | | |
|-----------------|---|----------------|---|
| Add Location... |  | Toggle Terrain |  |
|-----------------|---|----------------|---|

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) | 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 |
| | <i>Expert Tip!</i> | 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) | 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 | 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) | Alt | allow results to overlap |
| | 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 | fill material - paint all matching adjacent faces |
| | Shift | replace material - paint all matching faces in the model |
| | Ctrl+Shift | replace material on object - 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) | Ctrl | start drawing from center |
| | Dimensions | specify dimensions by typing length, width and Enter ie. 20, 40 |
| Rotated Rectangle | Shift | lock in current direction/plane |
| | Alt | lock drawing plane for first edge (after first click) |
| | Dimensions, Angle | click to place first two corners, then type width, angle and Enter ie. 90, 20 |
| 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 | 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 |