

Large Tool Set			Dynamic Components		
Select (Spacebar)		Make Component	Interact		Component Options
Paint Bucket (B)		Eraser (E)	Component Attributes		
Rectangle (R)		Line (L)	Sandbox (Terrain)		
Circle (C)		Arc (A)	From Contours		From Scratch
Polygon		Freehand	Smooove		Stamp
Move (M)		Push/Pull (P)	Drape		Add Detail
Rotate (Q)		Follow Me	Flip Edge		
Scale (S)		Offset (F)	Standard Views		
Tape Measure (T)		Dimensions	Iso		Top
Protractor		Text	Front		Right
Axes		3D Text	Back		Left
Orbit (O)		Pan (H)	Style		
Zoom (Z)		Zoom Extents	X-Ray		Back Edges
Previous		Next	Wireframe		Hidden Line
Position Camera		Look Around	Shaded		Shaded with Textures
Walk		Section Plane	Monochrome		
Solid Tools			Google		
Outer Shell		Split (Pro)	Add New Building...		Add Location
Intersect (Pro)		Union (Pro)	Show Terrain		Photo Textures
Subtract (Pro)		Trim (Pro)	Preview Model in Google Earth		Share Component...
			Get Models...		Share Model...

Display additional toolbars by choosing View > Toolbars from the menu bar.



Middle Button (Wheel)	Scroll	Zoom
	Click-Drag	Orbit
	Shift+Click-Drag	Pan
	Double-Click	re-center view
Right Mouse Button	Click	show context menu

Tool	Operation	Instructions
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 in current plane
	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
Line (L)	Better Way	first Select path, then choose the Follow Me tool, then click on the face to extrude
	Shift	lock in current inference direction
Look Around	Arrows	up or down arrow to lock in blue direction; right to lock in red; left to lock in green
	Length	specify length by typing a number and Enter
	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	up or down arrow to lock in blue direction; right to lock in red; left to lock in green
	Distance	specify move distance by typing a number and Enter
	External Array	n copies in a row: move first copy, type a number, the X key, and Enter
Offset (F)	Internal Array	n copies in between: move first copy, type a number, the / key, and Enter
	Double-Click	apply last offset amount to this face
Orbit (O)	Distance	specify an offset distance by typing a number and Enter
	Ctrl	hold down to disable "gravity-weighted" orbiting
	Shift	hold down to activate Pan tool
Paint Bucket (B)	Ctrl	paint all matching adjacent faces
	Shift	paint all matching faces in the model
	Ctrl+Shift	paint all matching faces on the same object
Push/Pull (P)	Alt	hold down to sample material
	Ctrl	push/pull a copy of the face (leaving the original face in place)
	Double-Click	apply last push/pull amount to this face
Rectangle (R)	Distance	specify a push/pull amount by typing a number and Enter
	Dimensions	specify dimensions by typing length, width and Enter ie. 20,40
	Ctrl	rotate a copy
Rotate (Q)	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
	Ctrl	hold down to scale about center
Scale (S)	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
	Ctrl	add to selection
Select (Spacebar)	Shift	add/subtract from selection
	Ctrl+Shift	subtract from selection
	Ctrl	create a new Guide
Tape Measure (T)	Arrows	up or down arrow to lock in blue direction; right to lock in red; left to lock in green
	Resize	resize model: measure a distance, type intended size, and Enter
	Shift	hold down and click-drag mouse to change Field of View