

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		Look Around
Walk		Section Plane

Solid Tools

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

Dynamic Components

Interact		Component Options
Component Attributes		
From Contours		From Scratch
Smoove		Stamp
Drape		Add Detail
Flip Edge		

Sandbox (Terrain)

Standard Views

Iso		Top
Front		Right
Back		Left

Style

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

Google

Add Location...		Show Terrain
Photo Textures		Preview Model in Google Earth

Warehouse

Get Models...		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 Radius Segments	specify bulge amount by typing a number and Enter specify radius by typing a number, the R key, and Enter specify number of segments by typing a number, the S key, and Enter
Circle (C)	Shift Radius Segments	lock in current plane specify radius by typing a number and Enter specify number of segments by typing a number, the S key, and Enter
Eraser (E)	Ctrl Shift Ctrl+Shift	soften/smooth (use on edges to make adjacent faces appear curved) hide unsoften/unsmooth
Follow Me	Alt Better Way	use face perimeter as extrusion path first Select path, then choose the Follow Me tool, then click on the face to extrude
Line (L)	Shift Arrows Length	lock in current inference direction up or down arrow to lock in blue direction; right to lock in red; left to lock in green specify length by typing a number and Enter
Look Around	Eye Height	specify eye height by typing a number and Enter
Move (M)	Ctrl Shift Alt Arrows Distance External Copy Array Internal Copy Array	move a copy hold down to lock in current inference direction auto-fold (allow move even if it means adding extra edges and faces) up or down arrow to lock in blue direction; right to lock in red; left to lock in green specify move distance by typing a number and Enter n copies in a row: move first copy, type a number, the X key, and Enter n copies in between: move first copy, type a number, the / key, and Enter
Offset (F)	Double-Click Distance	apply last offset amount to this face specify an offset distance by typing a number and Enter
Orbit (O)	Ctrl Shift	hold down to disable "gravity-weighted" orbiting hold down to activate Pan tool
Paint Bucket (B)	Ctrl Shift Ctrl+Shift Alt	paint all matching adjacent faces paint all matching faces in the model paint all matching faces on the same object hold down to sample material
Push/Pull (P)	Ctrl Double-Click Distance	push/pull a copy of the face (leaving the original face in place) apply last push/pull amount to this face 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 Alt Angle, Dimensions	lock in current direction/plane lock drawing plane for first edge (after first click) click to place first two corners, then type angle, width and Enter ie. 90,20
Rotate (Q)	Ctrl Angle Slope	rotate a copy specify an angle by typing a number and Enter specify an angle as a slope by typing a rise, a colon (:), a run, and Enter ie. 3:12
Scale (S)	Ctrl Shift Amount Length	hold down to scale about center hold down to scale uniformly (don't distort) specify a scale factor by typing a number and Enter ie. 1.5 = 150% specify a scale length by typing a number, a unit type, and Enter ie. 10m
Select (Spacebar)	Ctrl Shift Ctrl+Shift	add to selection add/subtract from selection subtract from selection
Tape Measure (T)	Ctrl Arrows Resize	create a new Guide up or down arrow to lock in blue direction; right to lock in red; left to lock in green resize model: measure a distance, type intended size, and Enter
Zoom (Z)	Shift	hold down and click-drag mouse to change Field of View