SketchUp Pro Quick Reference Card | Windows

SketchUp Pro 2014

Large Tool Set

Select (Spacebar)		Make Component	
Paint Bucket (B)		Eraser (E)	
Rectangle (R)		Line (L)	
Circle (C)		Freehand	
Polygon		2 Point Arc (A)	
Pie		Arc	
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 Extents	
Previous		Next	
Position Camera		Look Around	
Walk		Section Plane	

SOLID TOOLS

OUTER SHELL		SPLIT	
INTERSECT		UNION	
SUBTRACT		TRIM	

Dynamic Components

Interact		Component Options	
Component Attributes			

Sandbox (Terrain)

From Contours		From Scratch	
Smoove		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			

Google

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

Warehouse

Get Models...		Share Model...	
Share Component...		Extension Warehouse...	

Middle Button (Wheel)

Scroll	Zoom
Click-Drag	Orbit
Shift+Click-Drag	Pan
Double-Click	re-center view

Tool Reference

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
	Better Way	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	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
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	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 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)	Double-Click	apply last offset amount to this face
	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	paint all matching adjacent faces
	Shift	paint all matching faces in the model
	Ctrl+Shift	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)	Dimensions	specify dimensions by typing length, width and Enter ie. 20,40
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	create a new Guide
	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
Zoom (Z)	Shift	hold down and click-drag mouse to change Field of View