## **SketchUp Pro** Quick Reference Card | Windows







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
	Expert Tip!	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/perpendicula
	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/perpendicula
	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
Offset (F)	Internal Copy Array	n copies in between: move first copy, type a number, the / key, and Enter
	Alt	allow results to overlap
Orbit (O)	Distance Ctrl	specify an offset distance by typing a number and Enter
	Shift	hold down to disable "gravity-weighted" orbiting 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 in the model 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/perpendicula
	Arrows	lock direction, up – blue, fight – red, left – green, and down – parallely perpendicula: