

<b>Large Tool Set</b>		<b>Dynamic Components</b>	
Select (Spacebar)	Make Component	Interact	Component Options
Paint Bucket (B)	Eraser (E)	Component Attributes	
Line (L)	Freehand	<b>Sandbox (Terrain)</b>	
Rectangle (R)	Rotated Rectangle	From Contours	From Scratch
Circle (C)	Polygon	Smoove	Stamp
Arc	2 Point Arc (A)	Drape	Add Detail
3 Point Arc	Pie	Flip Edge	
Move (M)	Push/Pull (P)	<b>Standard Views</b>	
Rotate (Q)	Follow Me	Iso	Top
Scale (S)	Offset (F)	Front	Right
Tape Measure (T)	Dimensions	Back	Left
Protractor	Text	<b>Style</b>	
Axes	3D Text	X-Ray	Back Edges
Orbit (O)	Pan (H)	Wireframe	Hidden Line
Zoom (Z)	Zoom Window	Shaded	Shaded with Textures
Zoom Extents	Previous	Monochrome	
Position Camera	Walk	<b>Location</b>	
Look Around	Section Plane	Add Location...	Toggle Terrain
		Photo Textures	
		<b>Warehouse</b>	
Outer Shell	Intersect (Pro)	3D Warehouse...	Share Model...
Union (Pro)	Subtract (Pro)	Share Component...	Extension Warehouse...
Trim (Pro)	Split (Pro)	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
<b>2 Point Arc (A)</b>	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
<b>Circle (C)</b>	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
<b>Eraser (E)</b>	Ctrl	soften/smooth (use on edges to make adjacent faces appear curved)
	Shift	hide
	Ctrl+Shift	unsoften/unsmooth
<b>Follow Me</b>	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
<b>Line (L)</b>	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
<b>Look Around</b>	Eye Height	specify eye height by typing a number and Enter
<b>Move (M)</b>	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
<b>Offset (F)</b>	Double-Click	apply last offset amount to selection
	Distance	specify an offset distance by typing a number and Enter
<b>Orbit (O)</b>	Ctrl	hold down to disable "gravity-weighted" orbiting
	Shift	hold down to activate Pan tool
<b>Paint Bucket (B)</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
<b>Push/Pull (P)</b>	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
<b>Rectangle (R)</b>	Dimensions	specify dimensions by typing length, width and Enter ie. <b>20, 40</b>
<b>Rotated Rectangle</b>	Shift	lock in current direction/plane
	Alt	lock drawing plane for first edge (after first click)
	Angle, Dimensions	click to place first two corners, then type angle, width and Enter ie. <b>90, 20</b>
<b>Rotate (Q)</b>	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. <b>3 : 12</b>
<b>Scale (S)</b>	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. <b>1.5</b> = 150%
	Length	specify a scale length by typing a number, a unit type, and Enter ie. <b>10m</b>
<b>Select (Spacebar)</b>	Ctrl	add to selection
	Shift	add/subtract from selection
	Ctrl+Shift	subtract from selection
<b>Tape Measure (T)</b>	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
<b>Zoom (Z)</b>	Shift	hold down and click-drag mouse to change Field of View