

Large Tool Set

Select (Spacebar)			Lasso
Paint Bucket (B)			Eraser (E)
Make Component			Tag
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
Flip			Field of View
Orbit (O)			Pan (H)
Zoom (Z)			Zoom Window
Zoom Extents			Previous
Position Camera			Walk
Look Around			Section Plane

Collaboration

Comment	
Hide/Show Cursors	
SketchUp AI	
AI Assistant	
Help	
Generate Object	
AI Render	
Gallery	
Credit Balance	

Procedures

Procedural Follow Me	
Procedural Solid Tools	
Union	
Subtract	
Intersect	
Procedural Copy Along	
Entire Path	
Each Segment	
On Corners	

Style

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

Solid Tools

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

Sandbox (Terrain)

From Contours	
Smooove	
Drape	
Flip Edge	
From Scratch	

Stamp 

Add Detail 

Standard Views

Iso	
Front	
Back	
Top	
Right	
Left	

Dynamic Components

Interact	
Configurator Tool	
Component Attributes	

Location

Add Location	
Toggle Terrain	

Warehouse

3D Warehouse	
Share Component	
Send to LayOut (Pro)	
Extension Warehouse	
Share Model	
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	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
3 Point Arc	Option '+' or '-'	use Option '+' or Option '-' to change the number of segments.
	Arrows	lock direction; up = blue, right = red, left = green, and down = parallel/perpendicular
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
Comment		select object to attach comment to
Eraser (E)	Option	soften/smooth (use on edges to make adjacent faces appear curved)
	Shift	hide
	Option+Shift	unsoften/unsmooth
Field of View		drag the mouse or manually enter a value using the Field of View box
Follow Me	Command	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
Flip		click the plane to control the direction of the flip operation
	Option	toggle between flip and copy
Lasso	Shift	add/subtract from selection
	Option	add to selection
	Shift+Option	subtract from selection
Line (L)	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
Look Around	Eye Height	specify eye height by typing a number and Enter
Move (M)	Option	toggle copy mode, allows multiple consecutive
	Shift	hold down to lock in current inference direction
	Command	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	X copies in a row: move first copy, type a number, the X key, and Enter
	Internal Copy Array	X copies in between: move first copy, type a number, the / key, and Enter
Offset (F)	Command	allow results to overlap
	Distance	specify an offset distance by typing a number and Enter
Orbit (O)	Option	hold down to disable "gravity-weighted" orbiting
	Shift	hold down to activate Pan tool
Paint Bucket (B)	Option	fill material – paint all matching adjacent faces
	Shift	replace material – paint all matching faces in the model
	Option+Shift	replace material on object – paint all matching faces on the same object
	Command	hold down to sample material
Protractor	Option	toggle guide creation
	Arrows	toggle lock rotation plane
Push/Pull (P)	Option	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)	Option	start drawing from center
	Dimensions	specify dimensions by typing length, width and Enter (<i>ie. 20,40</i>)
Rotated Rectangle	Shift	lock in current direction/plane

	Command	lock drawing plane for first edge (after first click)
	Dimensions, Angle	click to place first two corners, then type width, angle and Enter (<i>ie. 90,20</i>)
Rotate (Q)	Option	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 (<i>ie. 3:12</i>)
Scale (S)	Option	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 (<i>ie. 1.5 = 150%</i>)
	Length	specify a scale length by typing a number, a unit type, and Enter (<i>ie. 10m</i>)
Search (Shift+S)		search SketchUp command list for tools or commands
Select (Spacebar)	Option	add to selection
	Shift	add/subtract from selection
	Option+Shift	subtract from selection
Tape Measure (T)	Option	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
Zoom (Z)	Shift	hold down and click-drag mouse to change Field of View