Sketch-Up 8 Quick Reference Card

Select (Spacebar)

Paint Bucket (B)

Rectangle (R)

Circle (C)

Polygon

Move (M)

Rotate (Q)

Scale (S)

Tape Measure (T)

Protractor

Axes

Orbit (O)

Zoom (Z)

Previous

Position Camera

Walk

Outer Shell

Intersect (Pro)

Subtract (Pro)

Tool Set

Solid Tools

Make Component

Eraser (E)

Line (L)

Arc (A)

Freehand

Push/Pull (P)

Follow Me

O set (F )

Dimensions

Text

3D Text

Pan (H)

Zoom Extents

Next

Look Around

Section Plane

Split (Pro)

Union (Pro)

Trim (Pro)

Interact

C o m p o n e nt

Attributes

From Contours

Smoove

Drape

Flip Edge

Iso

Front

Back

X-Ray

Wireframe

Shaded

Monochrome

Add New Building…

Show Terrain

Preview Model in

Google Earth

Get Models…

Dynamic Components

Component Options

Sandbox (Terrain)

From Scratch

Stamp

Add Detail

Standard Views

Top

Right

Left

FaceV

Back Edges

Hidden Line

Shaded

with Textures

Google

Add Location

Photo Textures

Share Component…

Share Model…

Tool

Arc (A)

Circle (C)

Eraser (E)

Follow Me

Line (L)

Look Around

Move (M)

O set (F )

Orbit (O)

Paint Bucket (B)

Push/Pull (P)

Rectangle (R)

Rotate (Q)

Scale (S)

Operation

Bulge

Radius

Segments

Shift

Radius

Segments

Ctrl

Shift

Ctrl+Shift

Alt

Better Way

Shift

Arrows Length

Eye Height

Ctrl

Shift

Alt

Arrows

Distance

External Array Internal Array Double-Click

Distance

Ctrl

Shift

Ctrl

Shift

Ctrl+Shift

Alt

Ctrl

Double-Click

Distance

Dimensions

Ctrl

Angle Slope

Ctrl

Shift

Amount

Length

Instructions

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

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 soften/smooth (use on edges to make adjacent faces appear curved)

hide

unsoften/unsmooth

use face perimeter as extrusion path

first Select path, then choose the Follow Me tool, then click on the face to extrude

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

specify eye height by typing a number and Enter

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

apply last o set amount to this face

specify an o set distance by typing a number and Enter

hold down to disable "gravity-weighted" orbiting

hold down to activate Pan tool

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 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

specify dimensions by typing length, width and Enter ie. 20,40

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

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

Display additional toolbars by choosing View > Toolbars from the menu bar.

Select (Spacebar) Ctrl add to selection

Shift add/subtract from selection

LR

L R

Middle Button (Wheel)

Right Mouse Button

Scroll

Click-Drag

Shift+Click-Drag

Double-Click

Click

Zoom

Orbit Pan

re-center view

show context menu

Tape Measure (T)

Zoom (Z)

Ctrl+Shift

Ctrl

Arrows Resize

Shift

subtract from selection

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

hold down and click-drag mouse to change Field of View

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