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	

Solid Tools

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

Sandbox (Terrain)

From Contours		From Scratch	
Smoove		Stamp	
Drape		Add Detail	
Flip Edge			

Standard Views

Iso	
Front	
Back	
Top	
Right	
Left	

Style

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

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	Alt +	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
Eraser (E)	Ctrl	soften/smooth (use on edges to make adjacent faces appear curved)
	Shift	hide
	Alt	unsoften/unsmooth
Field of View		drag the mouse or manually enter a value using the Field of View box
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

Flip		click the plane to control the direction of the flip operation
	Ctrl	toggle between flip and copy
Lasso	Shift	add/subtract from selection
	Alt	add to selection
	Shift+Alt	subtract from selection
Line (L)	Alt	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)	Ctrl	toggle copy mode, allows multiple consecutive
	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	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)	Alt	allow results to overlap
	Distance	specify an offset distance by typing a number and Enter
Orbit (O)	Alt	hold down to disable "gravity-weighted" orbiting
	Shift	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 on the same object
	Alt	hold down to sample material
Protractor	Ctrl	toggle guide creation
	Arrows	toggle lock rotation plane
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)	Alt	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)*
Search (Shift+S)		search SketchUp command list for tools or commands
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/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