

Large Tool Set			Dynamic Components		
Select (Spacebar)		Make Component		Interact	
Paint Bucket (B)		Eraser (E)	Sandbox (Terrain)		
Rectangle (R)		Line (L)	From Contours		
Circle (C)		Arc (A)	From Scratch		
Polygon		Freehand	Smooove		
Move (M)		Push/Pull (P)	Stamp		
Rotate (Q)		Follow Me	Drape		
Scale (S)		Offset (F)	Add Detail		
Tape Measure (T)		Dimensions	Flip Edge		
Protractor		Text	Style		
Axes		3D Text	X-Ray		
Orbit (O)		Pan (H)	Back Edge		
Zoom (Z)		Zoom Window	Wireframe		
Zoom Extents		Previous	Hidden Line		
Position Camera		Walk	Shaded		
Look Around		Section Plane	Shaded with Textures		
Solid Tools			Monochrome		
Outer Shell		Intersect (Pro)	Add Location...		
Union (Pro)		Subtract (Pro)	Toggle Terrain		
Trim (Pro)		Split (Pro)	Add New Building...		
			Photo Textures		
			Preview Model in Google Earth		
			Get Models...		
			Share Model...		
			Share Component...		
			Standard Views		
			Iso		
			Top		
			Front		
			Left		
			Right		
			Back		

To add other tools, right-click the toolbar (at the top of your document window) and choose "Customize Toolbar..."

Tool	Operation	Instructions
Arc (A)	Bulge Radius Segments	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
Circle (C)	Shift Radius Segments	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
Eraser (E)	Option Shift Option+Shift	soften/smooth (use on edges to make adjacent faces appear curved) hide unsoften/unsmooth
Follow Me	Command Better Way	use face perimeter as extrusion path first Select path, then choose the Follow Me tool, then click on the face to extrude
Line (L)	Shift Arrows Length	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
Look Around	Eye Height	specify eye height by typing a number and Enter
Move (M)	Option Shift Command Arrows Distance External Array Internal Array	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
Offset (F)	Double-Click Distance	apply last offset amount to this face specify an offset distance by typing a number and Enter
Orbit (O)	Option Shift	hold down to disable "gravity-weighted" orbiting hold down to activate Pan tool
Paint Bucket (B)	Option Shift Option+Shift Command	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 (P)	Option Double-Click Distance	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
Rectangle (R)	Dimensions	specify dimensions by typing length, width and Enter ie. 20,40
Rotate (Q)	Option Angle Slope	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
Scale (S)	Option Shift Amount Length	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
Select (Spacebar)	Option Shift Option+Shift	add to selection add/subtract from selection subtract from selection
Tape Measure (T)	Option Arrows Resize	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
Zoom (Z)	Shift	hold down and click-drag mouse to change Field of View



Middle Button (Wheel)	Scroll	Zoom
	Click-Drag	Orbit
	Shift+Click-Drag	Pan
	Double-Click	re-center view
Right Mouse Button	Click	show context menu