SketchUp 8 Quick Reference Card

Windows

Large Tool Set

Select (Spacebar)	Make Component
Paint Bucket (B)	Eraser (E)
Rectangle (R)	Line (L)
Circle (C)	Arc (A)
Polygon	Freehand
Move (M)	Push/Pull (P)
Rotate (Q)	Follow Me
Scale (S)	Offset (F)
Tape Measure (T)	Dimensions
Protractor	Text
Axes	3D Text
Orbit (O)	Pan (H)
Zoom (Z)	Zoom Extents
Previous	Next
Position Camera	Look Around
Walk	Section Plane

Solid Tools

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

Dynamic Components

Interact	Component Options
Component Attributes	

Sandbox (Terrain)

From Contours	From Scratch
Smoove	Stamp
Drape	Add Detail
Flip Edge	

Standard Views

Iso	Top
Front	Right
Back	Left

Style

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

Google

Add New Building...	Add Location
Show Terrain	Photo Textures
Preview Model in Google Earth	Share Component...
Get Models...	Share Model...

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

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

Tool	Operation	Instructions
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
Circle (C)	Shift	lock in current plane
	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
	Ctrl+Shift	unsoften/unsmooth
Follow Me	Alt	use face perimeter as extrusion path
	Better Way	first Select path, then choose the Follow Me tool, then click on the face to extrude
Line (L)	Shift	lock in current inference direction
	Arrows	up or down arrow to lock in blue direction; right to lock in red; left to lock in green
	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	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	up or down arrow to lock in blue direction; right to lock in red; left to lock in green
	Distance	specify move distance by typing a number and Enter
	External Array	n copies in a row: move first copy, type a number, the X key, and Enter
	Internal Array	n copies in between: move first copy, type a number, the / key, and Enter
Offset (F)	Double-Click	apply last offset amount to this face
	Distance	specify an offset distance by typing a number and Enter
Orbit (O)	Ctrl	hold down to disable "gravity-weighted" orbiting
	Shift	hold down to activate Pan tool
Paint Bucket (B)	Ctrl	paint all matching adjacent faces
	Shift	paint all matching faces in the model
	Ctrl+Shift	paint all matching faces on the same object
	Alt	hold down to sample material
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)	Dimensions	specify dimensions by typing length, width and Enter ie. 20,40
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
Select (Spacebar)	Ctrl	add to selection
	Shift	add/subtract from selection
	Ctrl+Shift	subtract from selection
Tape Measure (T)	Ctrl	create a new Guide
	Arrows	up or down arrow to lock in blue direction; right to lock in red; left to lock in green
	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

Google SketchUp