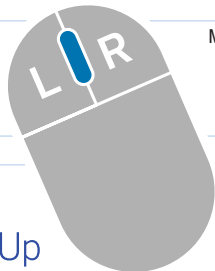


Large Tool Set			Dynamic Components		
Select (Spacebar)		Make Component	Interact		Component Options
Paint Bucket (B)		Eraser (E)	Component Attributes		
Rectangle (R)		Line (L)	Sandbox (Terrain)		
Circle (C)		Arc (A)	From Contours		From Scratch
Polygon		Freehand	Smoove		Stamp
Move (M)		Push/Pull (P)	Drape		Add Detail
Rotate (Q)		Follow Me	Flip Edge		
Scale (S)		Offset (F)	Google		
Tape Measure (T)		Dimensions	Get Current View		Toggle Terrain
Protractor		Text	Place Model		
Axes		3D Text	Get Models		Share Model
Orbit (O)		Pan (H)	Face Style		
Zoom (Z)		Zoom Extents	Wireframe		Hidden Line
Previous		Next	Shaded		Shaded with Textures
Position Camera		Look Around	Monochrome		X-Ray
Walk		Section Plane	Standard Views		
			Iso		Top
			Front		Right
			Back		Left

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
Left Mouse Button	Click	pick

Tool	Shortcut	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)	Ctrl Shift Ctrl+Shift	soften/smooth (use on edges to make adjacent faces appear curved) hide unsoften/unsmooth
Follow Me	Alt 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)	Ctrl Shift Alt 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)	Ctrl Shift	hold down to disable "gravity-weighted" orbiting hold down to activate Pan tool
Paint Bucket (B)	Ctrl Shift Ctrl+Shift Alt	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)	Ctrl 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)	Ctrl 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)	Ctrl 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)	Ctrl Shift Ctrl+Shift	add to selection add/subtract from selection subtract from selection
Tape Measure (T)	Ctrl 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