

Large Tool Set

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Paint Bucket (B)

Line (L)

Rectangle (R)

Circle (C)

Arc

3 Point Arc

Move (M)

Rotate (Q)

Scale (S)

Tape Measure (T)

Protractor

Axes

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Zoom (Z)

Zoom Extents

Position Camera

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Interact

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From Contours

Smoove

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3D Warehouse...

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Make Component

Eraser (E)

Freehand

Rotated Rectangle

Polygon

2 Point Arc (A)

Pie

Push/Pull (P)

Follow Me

Offset (F)

Dimensions

Text

3D Text

Pan (H)

Zoom Window

Previous

Walk

Section Plane

Intersect (Pro)

Subtract (Pro)

Split (Pro)

Share Model...

Extension Warehouse...

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 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 current inferences 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 <i>Expert Tip!</i>	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 lock direction; up = blue, right = red, left = green, and down = parallel/perpendicular 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 Copy Array Internal Copy 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) lock direction; up = blue, right = red, left = green, and down = parallel/perpendicular 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)	Command Distance	allow results to overlap 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	fill material - paint all matching adjacent faces replace material - paint all matching faces in the model replace material on object - 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
Rotated Rectangle	Shift Command Angle, Dimensions	lock in current direction/plane lock drawing plane for first edge (after first click) click to place first two corners, then type angle, width and Enter ie. 90, 20
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	toggle create guide or measure only lock direction; up = blue, right = red, left = green, and down = parallel/perpendicular resize model: measure a distance, type intended size, and Enter
Zoom (Z)	Shift	hold down and click-drag mouse to change Field of View