

| Large Tool Set                                                                                                   |  |                 | Systems Components |                      |  |
|------------------------------------------------------------------------------------------------------------------|--|-----------------|--------------------|----------------------|--|
| Select (Qwselect)                                                                                                |  | Make Component  |                    | Interact             |  |
| Point Bucket (B)                                                                                                 |  | Erase (E)       |                    | Component Options    |  |
| Rectangle (R)                                                                                                    |  | Line (L)        |                    | Component Attributes |  |
| Circle (C)                                                                                                       |  | Arc (A)         |                    |                      |  |
| Polygon                                                                                                          |  | Freehand        |                    |                      |  |
| Move (M)                                                                                                         |  | Push/Pull (P)   |                    | Style                |  |
| Rotate (E)                                                                                                       |  | Follow Me       |                    | 4 Way                |  |
| Scale (S)                                                                                                        |  | Offset (F)      |                    | Back Edge            |  |
| Trim Measure (T)                                                                                                 |  | Dimensions      |                    | Midpoints            |  |
| Protractor                                                                                                       |  | Text            |                    | Shaded               |  |
| Join                                                                                                             |  | 3D Text         |                    | Shaded with Textures |  |
| Orbit (O)                                                                                                        |  | Fit (H)         |                    | Monochrome           |  |
| Zoom (Z)                                                                                                         |  | Zoom Window     |                    |                      |  |
| Zoom Extents                                                                                                     |  | Previous        |                    |                      |  |
| Position Camera                                                                                                  |  | Walk            |                    |                      |  |
| Look Around                                                                                                      |  | Section Plane   |                    |                      |  |
| Solid Tools                                                                                                      |  |                 | Standard Views     |                      |  |
| Outer Shell                                                                                                      |  | Intersect (Ird) |                    | Is                   |  |
| Union (Ird)                                                                                                      |  | Subtract (Ird)  |                    | Isr                  |  |
| Isr (Ird)                                                                                                        |  | Split (Ird)     |                    | Front                |  |
|                                                                                                                  |  |                 |                    | Left                 |  |
|                                                                                                                  |  |                 |                    | Right                |  |
|                                                                                                                  |  |                 |                    | Back                 |  |
| To use other tools, right-click the toolbar (at the top of your document window) and choose "Customize Tools..." |  |                 |                    |                      |  |



Mouse Button (Wheel)

Scroll - Zoom  
Click/Press - Push

| Tool              | Operation      | Instructions                                                                            |
|-------------------|----------------|-----------------------------------------------------------------------------------------|
| Am (A)            | Edge           | specify large 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                     |
|                   |                |                                                                                         |
| Look Around       | Eye Height     | specify eye height by typing a number and Enter                                         |
| Move (M)          | Option         | move a copy                                                                             |
|                   | Shift          | hold down to lock in current inference direction                                        |
|                   | Command        | auto-hold/allow move even if it means adding extra edges and faces                      |
|                   | Arrow          | 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 R key, and Enter                 |
|                   | Internal Array | n copies in between; move first copy, type a number, the F key, and Enter               |
| Offset (F)        | Double-Click   | apply last offset amount to the face                                                    |
|                   | Distance       | specify an offset distance by typing a number and Enter                                 |
| Orbit (O)         | Option         | hold down to double "grassy weighted" orbiting                                          |
|                   | Shift          | hold down to activate Fit tool                                                          |
| Point Bucket (B)  | Option         | point at matching adjacent faces                                                        |
|                   | Shift          | point at matching faces in the model                                                    |
|                   | Option-Shift   | point at matching faces on the same object                                              |
|                   | Command        | hold down to sample material                                                            |
| Push/Pull (P)     | Option         | 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 or W/L                             |
| Rotate (E)        | Option         | rotate a copy                                                                           |
|                   | Angle          | specify an angle by typing a number and Enter                                           |
|                   | Block          | specify an angle as a slope by typing a rise, a run (L), a run, and Enter or R/L        |
| Scale (S)         | Option         | 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 or 15 = 150%                        |
|                   | Length         | specify a scale length by typing a number, a unit type, and Enter or 10m                |
| Select (Qwselect) | Option         | add to selection                                                                        |
|                   | Shift          | subtract from selection                                                                 |
|                   | Option-Shift   | add/subtract from selection                                                             |
|                   | Alt            | add to selection                                                                        |

# Sketchup 2013 Keyboard Shortcuts

**Daniel Tal**



## **Sketchup 2013 Keyboard Shortcuts:**

**SketchUp Pro 2013 step by step** João Gaspar, 2017-09-01 Created to provide an experience closer to drawing and modeling with real objects SketchUp has won over a host of loyal users year after year SketchUp stands out for its speed and ease when creating volumetric objects and studies being used to produce from simple to highly complex designs The unique presentation quality that strays from the usual and the ability to exchange information between various programs in the CAD industry are also important distinctions This book aims to provide a high quality learning experience All the described procedures are illustrated At the end of each chapter there is a summary of the main topics addressed and exercises to be downloaded from the website The SketchUp Book *SketchUp 2013 for Interior Designers* Daniel John Stine, 2013 Trimble SketchUp formerly Google SketchUp is an all purpose 3D modeling tool The program is primarily developed around architectural design but it can be used to model just about anything It is an easy way to quickly communicate your design ideas to clients or prospective employers Not only can you create great still images SketchUp also is able to produce walkthrough videos The tutorials will introduce you to using SketchUp to create 3D models for interior design Several pieces of furniture are modeled The process is broken down into the fundamental concepts of 2D line work 3D extraction applying materials and printing For a little inspiration this book has several real world SketchUp project images throughout Also a real world project is provided to explore and it is employed in the book to develop a walkthrough animation Rather than covering any one feature or workflow in excruciating detail this book aims to highlight many topics typically encountered in practice Many of the tutorials build upon each other so you have a better understanding of how everything works and you finish with a greater sense of confidence In addition to pure SketchUp tutorials which comprises most of the text you will also enjoy these extended topics Introduction to LayOut an application which comes with SketchUp Pro Manufacturer specific paint colors and wallcoverings Manufacturer specific furniture Manufacture specific flooring Photorealistic rendering using V-Ray for SketchUp Working with AutoCAD DWG files Working with Revit including how to bring SketchUp models into Revit This book has been written with the assumption that you have no prior experience using Trimble SketchUp With this book you will be able to describe and apply many of the fundamental principles needed to develop compelling SketchUp models Although the book is primarily written with a classroom setting in mind most individuals will be able to work through it on their own and benefit from the tips and tricks presented **SketchUp for Interior Design** Lydia Sloan Cline, 2014-02-12 A practical guide to SketchUp addressing the specific needs of interior designers Already a common and popular tool for architects and landscape architects SketchUp is increasingly finding a place in the professional workflow of interior designers SketchUp for Interior Design is a practical introduction for interior designers and students who want to learn to use the software for their unique needs The book covers the basics of creating 3D models before showing how to create space plans model furniture cabinetry and accessories experiment with colors and materials incorporate manufacturers

models into project plans and create final presentations and animated walk throughs for clients Each chapter includes clear explanations and helpful illustrations to make this an ideal introduction to the topic Includes downloadable sample models and 39 tutorial videos Features sample questions and activities for instructors and additional online resources for students and self learners Provides instruction on using SketchUp in both PC and Mac formats

**The SketchUp Workflow for Architecture** Michael Brightman, 2013-03-19 Incorporate SketchUp into every phase of your design If you want to go beyond the basics and start using SketchUp 3D modeling software in all phases of your design The SketchUp Workflow for Architecture is the perfect place to start From preliminary schematics to construction documentation and everything in between the book sketches out a workflow that is flexible enough to use from start to finish You ll discover helpful techniques smart tips and best practices that will make your design process easier as well as helping you easily export your models into BIM programs The book includes in depth coverage of the lightly documented LayOut toolset and video tutorials on more advanced methods Goes beyond the basics into intermediate and advanced techniques for architects designers and engineers who want to use SketchUp in all stages of design Guides you from basic schematics through design development to construction documentation Includes best practices for organizing projects and workflows and helpful tips Provides special coverage of the LayOut toolset an often underused component of SketchUp Pro The SketchUp Workflow for Architecture is a valuable addition to your design toolkit

SketchUp 8 for Interior Designers Daniel John Stine, 2013-02-18 SketchUp is an all purpose 3D modeling tool The program is primarily developed around architectural design but it can be used to model just about anything It is an easy way to quickly communicate your design ideas to clients or prospective employers Not only can you create great still images SketchUp also is able to produce walk through videos This book has been written with the assumption that you have no prior experience using Trimble SketchUp With this book you will be able to describe and apply many of the fundamental principles needed to develop compelling SketchUp models The book uses a series of tutorial style exercises in order to introduce you to SketchUp Several pieces of furniture are modeled throughout the book The process is broken down into the fundamental concepts of 2D line work 3D extraction applying materials and printing Although the book is primarily written with a classroom setting in mind most individuals will be able to work through it on their own and benefit from the tips and tricks presented For a little inspiration this book has several real world SketchUp project images throughout

Autodesk Revit Architecture 2013 Essentials James Vandezande, Eddy Krygiel, Phil Read, 2012-04-11 Get quickly up to speed on Revit Architecture s core features and functions This unique new Autodesk Official Training Guide thoroughly covers the fundamentals of Revit Architecture The fast focused guide teaches you everything you need to become quickly productive with the software including how to best use the interface create floor plans add content prepare documentation annotate and more Each chapter features compelling full color screenshots to illustrate tutorial steps and concludes with a related and more open ended project to further reinforce the lessons Beginners can start anywhere in the

book and compare their results with the pros using downloadable datasets Contains an introduction to Revit s architectural interface and powerful tools Includes a wealth of hands on exercises that help to hone your Revit skills Features detailed information on how to visualize present and document your design Provides hands on instruction for working with families groups and phasing Includes information to help users prepare for the Revit Associate and Professional Exams The book uses a workflow based approach that mirrors how projects progress in the real world and features tips and tricks drawn from the authors extensive professional experience      CAD Fundamentals for Architecture Elys John,2013-10-15 Computer aided design CAD is the dominant design and drawing tool used in architecture and all students need to acquire basic skills in using it This book explains the key CAD skills required to create plans 3D models and perspectives Detailed text and hundreds of screengrabs and visuals are used to demonstrate the various techniques and processes 2D skills are shown using AutoCAD SketchUp and Vectorworks while 3D modelling and presentation techniques also include 3ds Max Maya Form Z and Photoshop The reader will learn how to simplify the software interface and tools in order to focus on the most common and useful tasks This is an invaluable guide for all students of architecture      **Rendering in SketchUp** Daniel Tal,2013-03-25 The sure way for design professionals to learn SketchUp modeling and rendering techniques Rendering In SketchUp provides instructions for creating 3D photoreal graphics for SketchUp models using integrated rendering programs The book serves as a beginner rendering manual and reference guide to further develop rendering skills With an emphasis on step by step process SketchUp users learn a universal approach to rendering varied SketchUp projects including architecture interiors and site design models The book focuses on tasks and principles at the core of photorealistic rendering including Rendering process Learn a step by step process focused on workflow within SketchUp s familiar workspace Universal method Understand how the process can be used to work with a variety of different integrated rendering programs including Shaderlight SU Podium and Twilight Render These programs are easy to learn and function in SketchUp Textures and materials Discover how to obtain apply and edit texture images representing surfaces Component details Learn how to acquire and organize model details to allow for rich expressive settings while maintaining computer and SketchUp performance Exterior and simulated lighting Learn to set exterior lighting with the SketchUp s Shadow menu or illuminate a scene with simulated lights lamps and bulbs Render settings Use specific settings for various rendering programs to quickly set texture character image quality and graphic output Computer specifications Find out how computers produce renders and the type of computer hardware required to streamline the process Photoshop post processing Learn how to further refine rendered images in Photoshop Free online chapters The book reviews specific settings for SketchUp and the rendering plug in Shaderlight Given the ever changing nature of technology free online accompanying chapters detail settings for additional integrated rendering programs including SU Podium Twilight Render and more      **Design for Software** Erik Klimczak,2013-03-07 A unique resource to help software developers create a desirable user experience Today

top flight software must feature a desirable user experience This one of a kind book creates a design process specifically for software making it easy for developers who lack design background to create that compelling user experience Appealing to both tech savvy designers and creative minded technologists it establishes a hybrid discipline that will produce first rate software Illustrated in full color it shows how to plan and visualize the design to create software that works on every level Today s software demands attention to the quality of the user experience this book guides you through a practical design process to achieve that goal Approaches the mechanics of design with a process inspired by art and science Avoids the abstract and moves step by step through techniques you can put to use immediately Covers planning your design tested methods how to visualize like a designer psychology of design and how to create software that developers will appreciate Explores such elements as choosing the right typeface and managing interactivity Design for Software A Playbook for Developers brings the art of good design together with the science of software development to create programs with pizzazz

Mastering Autodesk Revit MEP 2014 Don Bokmiller, Simon Whitbread, Plamen Hristov, 2013-05-30 The ultimate reference and tutorial to harness the power of Revit MEP This Autodesk Official Press book will help you develop your expertise with Revit MEP s core concepts and functionality Based on the authors years of real world experience this comprehensive reference and tutorial has been updated to cover all of the new features of Revit MEP and includes best practices techniques tips tricks and real world exercises to help you hone your skills Shows how to use the interface effectively explains how to create and use project templates and details ways you can improve efficiency with worksharing and collaboration Addresses generating schedules that show quantities materials design dependencies and more Looks at creating logical air water and fire protection systems evaluating building loads and placing air and water distribution equipment Covers lighting power receptacles and equipment communication outlets and systems and circuiting and panels Zeroes in on creating water systems plumbing fixtures and their connectors water piping and more Featuring real world scenarios and hands on tutorials this Autodesk Official Press book features downloadable before and after tutorial files so that you can compare your finished work to that of the professionals It s the perfect resource for becoming a Revit MEP expert     **Digital Sketching** John Bacus, 2020-12-08 Learn to apply new digital design technologies at your own firm with this practical and insightful resource Digital Sketching Computer Aided Conceptual Design delivers a comprehensive and insightful examination of how architects and other design professionals can best use digital design technology to become better designers Celebrated professional professor and author John Bacus provides readers with practical and timely information on emerging digital design technologies and their effect on professional practice By focusing on the big picture this rigorous survey of conceptual design technology offers professionals realistic strategies for reclaiming time for design in the ever increasing speed of project delivery This book helps architects and others like them learn to use digital sketching techniques to be better designers right from the project s very first sketch As part of the groundbreaking Practical Revolutions series of books Digital Sketching

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Vandezande,Eddy Krygiel,Phil Read,2013-05-15 Learn Revit Architecture with expert instruction from this Autodesk Official Press guide The new edition of this bestselling Revit book is the most useful and approachable Mastering Revit Architecture yet Thoroughly revised and updated this comprehensive guide to Autodesk s industry leading building information modeling BIM software features in depth explanations real world examples and practical tutorials help you grasp crucial tools techniques and concepts so you can quickly start doing real work in Revit You will learn core BIM concepts and best practices for everything from putting together impressive building designs to producing solid documentation creating visualizations that impress clients and more Hands on exercises with downloadable before and after files provide plenty of opportunities to practice the real world scenarios and hone all the crucial Revit skills Explains the user interface general concepts best practices and new features of Revit 2014 Teaches modeling massing and visualization with Revit Helps users develop extended modeling skills for walls stairs floors and more Features detailed documentation and presentation techniques Provides detailed instruction step by step tutorials and numerous examples Includes downloadable starting and ending files and additional advanced content Offers information to help readers prepare for Autodesk s certification exams This detailed reference and tutorial is the perfect resource for becoming an expert with Autodesk s powerful BIM software

**Rock Characterisation, Modelling and Engineering Design Methods** Xia-Ting Feng,John A. Hudson,Fei Tan,2013-05-17 Rock Characterisation Modelling and Engineering Design Methods contains the contributions presented at the 3rd ISRM SINOROCK Symposium Shanghai China 1820 June 2013 The papers contribute to the further development of the overall rock engineering design process through the sequential linkage of the three themes of rock characterisation model *Thematic Cartography and Geovisualization* Terry A. Slocum,Robert B. McMaster,Fritz C. Kessler,Hugh H. Howard,2022-08-18 This comprehensive and well established cartography textbook covers the theory and the practical applications of map design and the appropriate use of map elements It explains the basic methods for visualizing and analyzing spatial data and introduces the latest cutting edge data visualization techniques The fourth edition responds to the

extensive developments in cartography and GIS in the last decade including the continued evolution of the Internet and Web 2.0 the need to analyze and visualize large data sets commonly referred to as Big Data the changes in computer hardware e.g. the evolution of hardware for virtual environments and augmented reality and novel applications of technology

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*Photoshop® for Interior Designers* Suining Ding, 2013-10-31 Provides step by step demonstrations that integrate Adobe Photoshop AutoCAD Google Sketchup freehand drawings and Adobe InDesign to create visual presentations

[Exploring RISA-3D 14.0](#) Prof. Sham Tickoo, 2017-02-16 RISA 3D Rapid Interactive Structural Analysis is used for structural analysis and design The tools in RISA 3D are primarily used in structural engineering and they help users to design structural models using both parametric 3D modeling and 2D drafting elements The RISA 3D model comprise of a physical representation of a structure The structural modeling in RISA 3D can be used for structural designing and analysis application The Exploring RISA 3D 14.0 book explains the concepts and principles of RISA 3D through practical examples tutorials and exercises This enables the users to harness the power of structural designing with RISA 3D for their specific use In this book the author emphasizes on physical modeling structural designing creating load cases specifying boundary conditions preparation of project report This book covers the various stages involved in analyzing This book is specially meant for professionals and students in structural engineering civil engineering and allied fields in the building industry

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**Make: Ultimate Guide to 3D Printing 2014** Mark Frauenfelder, 2013-11-13 It's 3D Printing The Next Generation The technology's improving prices are dropping new models are hitting the market and 3D printers are appearing on desktops workbenches

lab shelves and kitchen tables all over the world Not only are we seeing better faster and cheaper 3D printers we re also seeing new printing materials easier to use design software powerful scanning technology and the rise of an entire ecosystem of 3D peripherals and services that support 3D printing technology Make s second annual 3D Printing Guide is once again your go to resource for discovering the latest information in this fast changing field of printers software projects and accessories Inside you ll find up to date reviews on the latest in 3D printing technology feature and model comparisons tutorials and stories about 3d printing and some of the coolest 3d printed objects out there     [Synthetic Worlds](#) Andreas Hebbel-Seeger,Torsten Reiners,Dennis Schäffer,2013-08-13 Synthetic Worlds Virtual Worlds and Alternate Realities are all terms used to describe the phenomenon of computer based simulated environments in which users inhabit and interact via avatars The best known commercial applications are in the form of electronic gaming and particularly in massively multiplayer online role playing games like World of Warcraft or Second Life Less known but possibly more important is the rapid adoption of platforms in education and business where Serious Games are being used for training purposes and even Second Life is being used in many situations that formerly required travel The editors of this book captures the state of research in the field intended to reflect the rapidly growing yet relatively young market in education and business The general focus is set on the scientific community but integrates the practical applications for businesses with papers on information systems business models and economics In six parts international authors all experts in their field discuss the current state of the art of virtual worlds alternate realities and how the field will develop over the next years Chapters discuss the influences and impacts in and around virtual worlds Part four is about education with a focus on learning environments and experiences pedagogical models and the effects on the different roles in the educational sector The book looks at business models and how companies can participate in virtual worlds while receiving a return on investment and includes cases and scenarios of integration from design implementation to application     [Autodesk Revit Architecture 2014 Essentials](#) Ryan Duell,Tobias Hathorn,Tessa Reist Hathorn,2013-04-10 Quickly learn essential Revit Architecture tools and techniques Autodesk Revit Architecture is the powerful sophisticated building information modeling BIM software that has transformed the architectural design industry This Autodesk Official Press guide is the perfect introduction to the powerful software for architects designers and students Three Revit experts provide concise explanations real world examples and plenty of hands on exercises and tutorials You ll soon master the basics and then find yourself using the software confidently productively and effectively Beginners will get comfortable with Revit s core features and functions Current users will have a valuable reference to refresh and hone their skills And everyone can use this practical book to help prepare for the Revit Architecture certification exams Gets readers up and running on Autodesk Revit Architecture 2014 Autodesk s industry leading building information modeling software Explains core Revit tools features functionality real world workflows and BIM concepts Covers schematic design modeling families views creating drawing sets and more Features best practices rendering

and visualization worksharing documentation and annotation Provides downloadable starting and ending files so readers can compare their work to that of the pros Autodesk Revit Architecture 2014 Essentials is your perfect introduction to the powerful industry leading BIM software

*The SAGE Handbook of Curriculum, Pedagogy and Assessment* Dominic Wyse, Louise Hayward, Jessica Pandya, 2015-12-03 The research and debates surrounding curriculum pedagogy and assessment are ever growing and are of constant importance around the globe With two volumes containing chapters from highly respected researchers whose work has been critical to understanding and building expertise in the field The SAGE Handbook of Curriculum Pedagogy and Assessment focuses on examining how curriculum is treated and developed and its impact on pedagogy and assessment worldwide The Handbook is organised into five thematic sections considering The epistemology and methodology of curriculum Curriculum and pedagogy Curriculum subjects Areas of the curriculum Assessment and the curriculum The curriculum and educational policy The SAGE Handbook of Curriculum Pedagogy and Assessment's breadth and rigour will make it essential reading for researchers and postgraduate students around the world

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