## Default Keyboard Shortcuts

<table>
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<tr>
<th>Shortcut / Command</th>
<th>Description</th>
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| **2 Point Arc (A)** | Use Arc tool.  
  ● You can specify the amount of the arc's bulge by typing a number and then pressing Enter.  
  ● You can specify the radius of the Arc by typing the dimension, pressing R, and hitting Enter.  
  ● You can specify the number of segments of the Arc (more segments mean smoother-looking Arcs) by typing the number of segments, pressing S, and hitting Enter. |
| **Axis Lock (Arrow Keys)** | Lock Axis when generating or moving an element.  
  ● Up Arrow for the Blue Axis.  
  ● Left Arrow for the Green Axis.  
  ● Right Arrow for the Red Axis.  
  ● Down Arrow for Parallel or Perpendicular Axes. |
| **Circle (C)** | Use Circle tool.  
  ● You can lock the program’s current inferences (i.e. Axis, Plane, and Perpendicularity of generated element) by pressing Shift.  
  ● You can specify the Radius of the Circle by typing the dimension and pressing Enter.  
  ● You can specify the number of segments of the Circle (more segments mean smoother-looking Circles) by typing the number of segments, pressing S, and hitting Enter. |
| **Eraser (E)** | Use the Eraser tool.  
  ● You can soften/smooth surfaces by using the Eraser to take away the edges but retain the surface adjacent to them. Do this by holding Ctrl (Win) or Option (Mac).  
  ● You can unsoften/unsmooth surfaces by holding down Ctrl (Win) or Option (Mac) and Shift.  
  ● You can use the Eraser shortcut to Hide elements instead by holding down the Shift key. |
| **Line (L)** | Use the Line tool.  
  ● You can lock the program’s current inferences (i.e. Axis, Plane, and Perpendicularity of generated element) by pressing Shift.  
  ● You can specify the length of the line by typing in the dimension and pressing Enter. |
| **Move (M)** | Move the selected element.  
- You can make a copy without displacing the original element by holding down Ctrl (Win) or Option (Mac).  
- You can copy an element and create an External Copy Array in a row by moving the first copy, typing the number of copies in the array, pressing X and then Enter.  
- You can copy an element and create an Internal Copy Array in between by moving the first copy, typing the number of copies in the array, pressing X and then Enter.  
- You can lock the program’s current inferences (i.e. Axis, Plane, and Perpendicularity of generated element) by pressing Shift.  
- You can move otherwise unmovable elements due to face or edge constraints by enabling auto-fold. Hold down Alt (Win) or Command (Mac).  
- You can specify the distance you’re moving an element to by typing in the distance and pressing Enter. |
| **Offset (F)** | Offset line or perimeter objects.  
- You can allow resulting offsets to overlap by holding down Alt (Win) or Command (Mac).  
- You can specify the distance of the offset by typing in the distance and pressing Enter. |
| **Orbit (O)** | Orbit the view of the model.  
- You can also Orbit by pressing the mouse’s middle scroll button.  
- You can disable “gravity-weighted” orbiting by holding down Ctrl (Win) or Option (Mac).  
- You can activate the Pan View tool by holding Shift. You can also do this by pressing the mouse’s middle scroll button while holding Shift. |
| **Paint Bucket (B)** | Use the Paint Bucket tool to change or copy the Materials on Face elements.  
- You can fill a face and all adjacent faces with the same material by holding Ctrl (Win) or Option (Mac).  
- You can replace all matching material faces in the model with your currently selected material by holding Shift.  
- You can replace all matching material faces in the selected object with your currently selected material by holding Shift and Ctrl (Win) or Option (Mac).  
- You can sample a Material by holding down Alt (Win) or Command (Mac). |
| **Push/Pull (P)** | Push or Pull a selected face on an object.  
- You can utilize the Push/Pull and create a copy of the original face and leave the original face in place by holding down Ctrl (Win) or Option (Mac).  
- Apply the same amount of Push/Pull as the previous face by double-clicking.  
- You can specify the distance you’re moving an element to by typing in the distance and pressing Enter. |

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| **Rectangle (R)** | Generate a rectangle.  
- You can start drawing the rectangle from its center by pressing Ctrl (Win) or Option (Mac).  
- Specify the dimensions of the rectangle by typing in the length, a comma, and then the width, and then press Enter. |
| **Rotate (Q)** | Rotate a selected element.  
- You can rotate a copy and keep the original element in place by pressing Ctrl (Win) or Option (Mac).  
- You can specify the angle of rotation by typing in the angle and pressing Enter. You can indicate this as a slope by typing the value for the rise, a colon (:), and then a value for the run, and then pressing Enter. |
| **Scale (S)** | You can scale the size of an element up or down.  
- Hold down Ctrl (Win) or Option (Mac) to scale about the element’s center.  
- To scale the object uniformly, you can hold down Shift. You can specify the scale factor by typing in the number and pressing Enter.  
- You can specify the factor in length units by typing in the units after the number. |
| **Select (Spacebar)** | Select elements with this tool.  
- You can add to the current selection by holding Ctrl (Win) or Option (Mac).  
- You can add/subtract to/from the current selection by holding Shift.  
- You can subtract from the current selection by holding Shift and Ctrl (Win) or Option (Mac). |
| **Tape Measure (T)** | Make use of the Tape Measure tool to create guides or measure lengths.  
- You can resize the model by measure a distance, typing the intended size, and pressing Enter. |
| **Zoom (Z)** | Zoom in and out of the view of the model.  
- You can use this to change the Field of View of the model by holding down Shift and click-dragging the mouse. |

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