



2 Point Arc (Press A)

- **Bulge**

Type a bulge amount (any number) and then Enter

- **Radius**

Type a radius (any number), then R and then Enter

- **Segments**

Type the number of segments (any number), then S, then Enter

Circle (Press C)

- **Shift**

Lock current inferences

- **Radius**

Type a radius (any number) and then Enter

- **Segments**

Type the number of segments (any number), then S, then Enter

Erase (Press E)

- **Ctrl (Mac: Option)**

Soften or smooth

- **Shift**

Hide

- **Ctrl+Shift (Mac: Option+Shift)**

Unsoften or unsmooth

Follow Me

- **Alt (Mac: Command)**

Use face perimeter as extrusion path



Line (Press L)

- **Shift**

Lock in current inference direction

- **Arrows**

Lock direction: up = blue, right = red, left = green, down = parallel/perpendicular

- **Length**

Type the length (any number) and then Enter

Look Around

- **Eye Height**

Type the eye height (any number) and then Enter

Move (Press M)

- **Ctrl (Mac: Option)**

Move a copy

- **Shift**

Hold down to lock in current inference direction

- **Alt (Mac: Command)**

Auto-fold

- **Arrows**

Lock direction: up = blue, right = red, left = green, down = parallel/perpendicular

- **Distance**

Type the distance (any number) and then Enter

- **External Copy Array**

Move the first copy, type a number, then X and then Enter



- **Internal Copy Array**

Move the first copy, type a number, then / and then Enter

Offset (Press F)

- **Alt (Mac: Command)**

Allow results to overlap

- **Distance**

Type an offset distance (any number) and then Enter

Orbit (Press O)

- **Ctrl (Mac: Option)**

Hold down to disable "gravity-weighted" orbiting

- **Shift**

Hold down to active the Pan tool

Paint Bucket (Press B)

- **Ctrl (Mac: Option)**

Fill material

- **Shift**

Replace material

- Ctrl+Shift (Mac: Option+Shift)**

Replace material on object

- Alt (Mac: Command)**

Hold down to sample material

Push/Pull (Press P)

- **Ctrl (Mac: Option)**

Push/pull a copy of the face



- **Double-click**

Apply last push/pull amount to the clicked face

Distance

Type a push/pull amount (any number) and then Enter

Rectangle (Press R)

- **Dimensions**

Type the length (any number), then a comma, then the width (any number) and then Enter

Rotated Rectangle

- **Shift**

Lock in current direction/plane

- **Alt (Mac: Command)**

Lock drawing plane for first edge (after first click)

Angle and Width

Click to place the first two corners. Then type the angle (any number), then a comma, then the width (any number) and then Enter

Rotate (Press Q)

- **Ctrl (Mac: Option)**

Rotate a copy

- **Angle**

Type an angle (any number) and then Enter

Slope

Type a rise (any number), then a colon (:), then a run and then Enter

Scale (Press S)

- **Ctrl (Mac: Option)**



Hold down to scale about center

- **Shift**

Hold down to scale uniformly

- Scale Factor**

Type a scale factor (any number) and then Enter

- Scale Length**

Type a scale length (any number), a unit type (example - "m") and then Enter

Select (Press spacebar)

- **Ctrl (Mac: Option)**

Add to the selection

- **Shift**

Add/subtract from the selection

- Ctrl+Shift (Mac: Option+Shift)**

Subtract from the selection

Tape Measure (Press T)

- **Ctrl (Mac: Option)**

Toggle the create guide or measure only

- **Arrow**

Lock direction: up = blue, right = red, left = green, down = parallel/perpendicular

- Resize**

Measure a distance, type the intended size (any number) and then Enter

Zoom (Z)

- **Shift**



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Training

Hold down and click-drag the mouse to change the field of view