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Erasor Tool (E) Shift = Hide Ctrl = Soften/Smooth Shift+Ctrl = Unsoften/Unsmooth		Make Component (G) 	
Rectangle Tool (R) MTB: Length, Width		Line Tool (L) Shift = Lock to current axis Arrow keys = Toggle axis lock MTB: Number = Length	
Circle Tool (C) Shift = Lock to current orientation MTB: Number = Segments MTB: Number = Radius		Arc Tool (A) MTB: Number = Bulge MTB: Number = Segments MTB: Number = Radius	
Polygon Tool Shift = Lock to current orientation MTB: Number = Segments MTB: Number = Radius		Freehand Tool Shift = Draw 3D Polyline	
Move Tool (M) Shift = Lock to current axis Arrow keys = Toggle axis lock Ctrl = Toggle copy Alt = Toggle auto-fold MTB: Number = Distance		Push/Pull Tool (F) Ctrl = Toggle new starting face Double-Click = Repeat MTB: Number = Distance	
Rotate Tool (Q) Ctrl = Toggle copy MTB: Number = Angle MTB: Rise/Fall = Slope		Follow Me Tool Alt = Use perimeter of surface as path	
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Type Measure Tool (T) Ctrl = Toggle create construction geom Arrow keys = Toggle axis lock MTB: Number = Resize model		Dimension Tool 	
Protractor Tool Ctrl = Toggle create construction lines		Text Tool 	
Axes Tool 		3D Text Tool 	
Orbit Tool (O) Shift = Pan Ctrl = Free		Pan Tool (H) 	
Zoom Tool (Z) Shift = Change field of view		Zoom Extents Tool (Shift+Z) 	
Previous 		Next 	
Position Camera Tool 		Look Around Tool MTB: Number = Eye height	
Walk Tool 		Section Tool 	

Dynamic Components Toolbar



Interact Tool

Component Options

Component Attributes

Google Toolbar



Get Current View

Toggle Terrain

Place Model

Get Models

Share Model

Face Style Toolbar



X-Ray

Wireframe

Hidden Line

Shaded

Shaded With Textures

Monochrome

Shadows Toolbar



Display Shadows

Shadow Settings

Sandbox Toolbar



From Contours Tool

From Scratch Tool

Smooth Tool

Stamp Tool

Drape Tool

Add Detail Tool

Flip Edge Tool

Views Toolbar



Isometric

Top

Front

Right

Back

Left

Sections Toolbar



Display Section Cuts

Display Section Planes

Middle Button (Wheel):
Click-Drag = Orbit
Shift-Click-Drag = Pan
Double-Click = Fit-Center View
Scroll = Zoom

Left Buttons:
Click = Tool Operation

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Google Sketchup Reference Guide

David Planchard



Google Sketchup Reference Guide:

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Serdar Hakan DÜZGÖREN, Getting started with Fusion 360 Learn how Autodesk Fusion 360 can help you bring your designs to life What is Fusion 360 Fusion 360 is a cloud based CAD CAM CAE tool for collaborative product development Fusion 360 combines fast and easy organic modeling with precise solid modeling to help you create manufacturable designs Watch this short video to learn about what you can achieve with Fusion 360 Where your Fusion 360 data is stored All Fusion 360 design data is stored in the cloud You can securely access your Fusion 360 data from anywhere You can also use group projects to control who else can access your design data and collaborate with you Tip If you do not have internet access you can still use Fusion 360 in offline mode Learn how to work in offline mode Learn more about design data management in Fusion 360 Design strategies Where Fusion 360 fits in the design process Fusion 360 connects your

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October 2017 ,2017-10-12 INTRODUCTION This Chart User s Guide is an introduction to the Federal Aviation Administration s FAA aeronautical charts and publications It is useful to new pilots as a learning aid and to experienced pilots as a quick reference guide The FAA is the source for all data and information utilized in the publishing of aeronautical charts through authorized publishers for each stage of Visual Flight Rules VFR and Instrument Flight Rules IFR air navigation including training planning and departures enroute for low and high altitudes approaches and taxiing charts

Sketch Book ,1904 *Wonderpedia of NeoPopRealism Journal, Today's Featured Articles, 2010-2013* Nadia Russ,2015-08-10 NeoPopRealism Journal and Wonderpedia founded by Nadia Russ in 2007 N J and 2008 W Wonderpedia is dedicated to books published all over the globe after year 2000 offering the books reviews *Exploring Autodesk Revit 2021 for Architecture, 17th Edition* Prof. Sham Tickoo,2020-08-09 Exploring Autodesk Revit 2021 for Architecture is a comprehensive book written to cater to the needs of the students and the professionals who are involved in Building Information Modeling BIM Profession Revit 2021 book is a gateway to power skill and competence in the field of architecture and interior presentations drawings and documentations In this book the author has emphasized on the concept of designing creating families massing documentation rendering orthographic and perspective views of building usage of other advanced tools In addition Revit 2021 for Architecture book covers the description of various stages involved in rendering the model in Enscape plug in In this book the chapters have been punctuated with tips and notes that provide additional information on the concept The highlight of Revit 2021 book is that each concept introduced in it is explained with the help of suitable examples for better understanding The simple and lucid language used in Revit 2021 book makes it a ready reference for both beginners and intermediate users Also the book covers enhancements and new features in Revit 2020 This book is also an ideal guide for students who are appearing for Autodesk Revit Certified Professional and Revit Certified User Exams especially for Architecture This book can also be used as a guide for students and professionals who are planning to make their career in BIM industry through learning of Revit Salient Features Detailed explanation of architectural tools of Autodesk Revit Heavily illustrated text Introduction to Enscape Rendering Real world structural projects given as tutorials Tips and Notes throughout the book Self Evaluation Tests Review Questions and Exercises at the end of the Chapters Student

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