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| Select Tool (Spacebar) Ctrl = Add to selection set Shift = Toggle in/out of selection set Shift+Ctrl = Subtract from selection set Ctrl+A = Select all |  | Paint Bucket Tool (B) Ctrl = Adjacent fill Shift = Replace Shift+Ctrl = Adjacent replace Alt = Sample material |  |
| Eraser 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 |  |
| Scale Tool (S) Shift = Scale uniformly Ctrl = Scale about center MTB: Number = Scale factor MTB: Number of units = Length |  | Offset Tool (F) Double-Click = Repeat MTB: Number = Length |  |
| 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**
-  **Smease Tool**
-  **Stamp Tool**
-  **Drape Tool**
-  **Add Detail Tool**
-  **Flip Edge Tool**

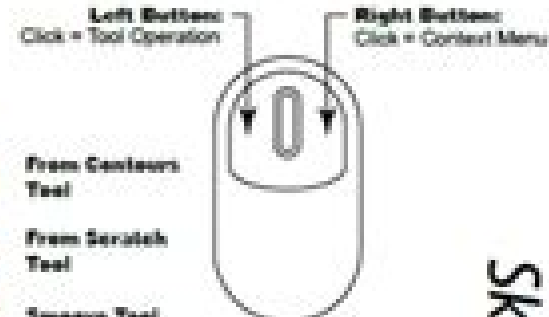
Views Toolbar

-  **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



Layers Toolbar

-  **Isometric**
-  **Top**
-  **Front**
-  **Right**
-  **Back**
-  **Left**

Google Sketchup Reference Guide

Prof. Sham Tickoo



Google Sketchup Reference Guide:

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Real World Google

SketchUp 7 Mike Tadros,2010 A guide to using Google SketchUp for creating three dimensional models covers such topics as creating custom templates importing CAD files creating components mastering scenes and exporting graphics

FAA

Aeronautical Chart User's Guide - Effective 12 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

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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

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Siemens NX 12.0 for Designers, 11th Edition Prof. Sham Tickoo,2018 Siemens NX 12 0 for Designers is a comprehensive book that introduces the users to feature based 3D parametric solid modeling using the NX 12 0 software The book covers all major environments of NX with a thorough explanation of all tools options and their applications to create real world products In this book about 39 mechanical engineering industry examples are used as tutorials and an additional 34 as exercises to ensure that the users can relate their knowledge and understand the design techniques used in the industry to design a product After reading the book the user will be able to create parts assemblies drawing views with bill of materials and learn the editing techniques that are essential to make a successful design Also in this book the author emphasizes on the solid modeling techniques that improve the productivity and efficiency of the user Salient Features Consists of 16 chapters that are organized in a pedagogical sequence Comprehensive coverage of NX 12 0 concepts and techniques Tutorial approach to explain the concepts of NX 12 0 Hundreds of illustrations for easy understanding of concepts

More than 39 real world mechanical engineering designs as tutorials 34 as exercises and projects with step by step explanation Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge Technical support by contacting techsupport cadcim com Additional learning resources at allaboutcadcam.blogspot com Table of Contents Chapter 1 Introduction to NX 12 0 Chapter 2 Drawing Sketches for Solid Models Chapter 3 Adding Geometric and Dimensional Constraints to Sketches Chapter 4 Editing Extruding and Revolving Sketches Chapter 5 Working with Datum Planes Coordinates Systems and Datum Axes Chapter 6 Advanced Modeling Tools I Chapter 7 Advanced Modeling Tools II Chapter 8 Assembly Modeling I Chapter 9 Assembly Modeling II Chapter 10 Surface Modeling Chapter 11 Advanced Surface Modeling Chapter 12 Generating Editing and Dimensioning the Drawing Views Chapter 13 Synchronous Modeling Chapter 14 Sheet Metal Design Chapter 15 Introduction to Injection Mold Design For Free Download Chapter 16 Concepts of Geometric Dimensioning and Tolerancing For Free Download Index

Manual of Military Training James Alfred Moss, John Walton Lang, 1921 Siemens NX 2019 for Designers, 12th Edition Prof. Sham Tickoo, 2019 Siemens NX 2019 for Designers is a comprehensive book that introduces the users to feature based 3D parametric solid modeling using the NX software The book covers all major environments of NX with a thorough explanation of all tools options and their applications to create real world products In this book about 40 mechanical engineering industry examples are used as tutorials and an additional 35 as exercises to ensure that the users can relate their knowledge and understand the design techniques used in the industry to design a product After reading the book the user will be able to create parts assemblies drawing views with bill of materials and learn the editing techniques that are essential to make a successful design Also in this book the author emphasizes on the solid modeling techniques that improve the productivity and efficiency of the user Keeping in mind the requirements of the users the book at first introduces sketching and part modeling in NX and then gradually progresses to cover assembly surfacing and drafting To make the users understand the concepts of Mold Design a chapter on mold designing of the plastic components is available in the book In addition a new chapter on basic concepts of GD T has also been added in this book Both these chapters are available for free download Written with the tutorial point of view and the learn by doing theme the book caters to the needs of both novice and advanced users of NX and is ideally suited for learning at your convenience and pace

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