

<b>Select Tool (Spacebar)</b> Ctrl = Add to selection set Shift = Toggle in/out of selection set Shift+Ctrl = Subtract from selection set Ctrl+A = Select all		<b>Paint Bucket Tool (B)</b> Ctrl = Adjacent fill Shift = Replace Shift+Ctrl = Adjacent replace Alt = Sample material	
<b>Eraser Tool (E)</b> Shift = Hide Ctrl = Soften/Smooth Shift+Ctrl = Unsoften/Unsmooth		<b>Make Component (G)</b> 	
<b>Rectangle Tool (R)</b> MTB: Length, Width		<b>Line Tool (L)</b> Shift = Lock to current axis Arrow keys = Toggle axis lock MTB: Number = Length	
<b>Circle Tool (C)</b> Shift = Lock to current orientation MTB: Number = Segments MTB: Number = Radius		<b>Arc Tool (A)</b> MTB: Number = Bulge MTB: Number = Segments MTB: Number = Radius	
<b>Polygon Tool</b> Shift = Lock to current orientation MTB: Number = Segments MTB: Number = Radius		<b>Freehand Tool</b> Shift = Draw 3D Polyline	
<b>Move Tool (M)</b> Shift = Lock to current axis Arrow keys = Toggle axis lock Ctrl = Toggle copy Alt = Toggle auto-fold MTB: Number = Distance		<b>Push/Pull Tool (F)</b> Ctrl = Toggle new starting face Double-Click = Repeat MTB: Number = Distance	
<b>Rotate Tool (Q)</b> Ctrl = Toggle copy MTB: Number = Angle MTB: Rise/Fall = Slope		<b>Follow Me Tool</b> Alt = Use perimeter of surface as path	
<b>Scale Tool (S)</b> Shift = Scale uniformly Ctrl = Scale about center MTB: Number = Scale factor MTB: Number of units = Length		<b>Offset Tool (F)</b> Double-Click = Repeat MTB: Number = Length	
<b>Type Measure Tool (T)</b> Ctrl = Toggle create construction geom Arrow keys = Toggle axis lock MTB: Number = Resize model		<b>Dimension Tool</b> 	
<b>Protractor Tool</b> Ctrl = Toggle create construction lines		<b>Text Tool</b> 	
<b>Axes Tool</b> 		<b>3D Text Tool</b> 	
<b>Orbit Tool (O)</b> Shift = Pan Ctrl = Free		<b>Pan Tool (H)</b> 	
<b>Zoom Tool (Z)</b> Shift = Change field of view		<b>Zoom Extents Tool (Shift+Z)</b> 	
<b>Previous</b> 		<b>Next</b> 	
<b>Position Camera Tool</b> 		<b>Look Around Tool</b> MTB: Number = Eye height	
<b>Walk Tool</b> 		<b>Section Tool</b> 	

## 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

Smeare Tool

Stamp Tool

Drape Tool

Add Detail Tool

Flip Edge Tool

## Views Toolbar



Isometric

Top

Front

Right

Back

Left

## Sections Toolbar



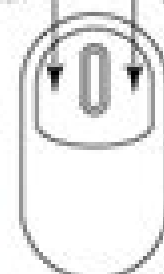
Display Section Cuts

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

Right Buttons:  
 Click = Context Menu



## Layers Toolbar



Layer Manager

# Google Sketchup Reference Guide

**AW Chickering**



## **Google Sketchup Reference Guide:**

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[SOLIDWORKS 2018 Reference Guide](#) David Planchard, 2018-01-29 The SOLIDWORKS 2018 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2018 SOLIDWORKS is an immense software package and no one book can cover all topics for all users This book provides a centralized reference location to address many of the tools features and techniques of SOLIDWORKS 2018 This book covers the following System and Document properties FeatureManagers PropertyManagers ConfigurationManagers RenderManagers 2D and 3D Sketch tools Sketch entities 3D Feature tools Motion Study Sheet Metal Motion Study SOLIDWORKS Simulation PhotoView 360 Pack and Go 3D PDFs Intelligent Modeling techniques 3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2018 software If you are completely new to SOLIDWORKS you should read Chapter 1 in detail and complete Lesson 1 Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials If you are familiar with an earlier release of SOLIDWORKS you still might want to skim Chapter 1 to become acquainted with some of the commands menus and features that you have not used or you can simply jump to any section in any chapter Each chapter provides detailed PropertyManager information on key topics with individual stand alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or feature The book provides access to over 250 models their solutions and additional support materials Learn by doing not just by reading Formulate the skills to create modify and edit sketches and solid features Learn the techniques to reuse features parts and assemblies through symmetry patterns copied components design tables configurations and more The book is designed to complement the Online Tutorials and

Online Help contained in SOLIDWORKS 2018 The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs The author developed the tutorials by combining his own industry experience with the knowledge of engineers department managers professors vendors and manufacturers He is directly involved with

SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model **SolidWorks 2016**

**Reference Guide** David Planchard,2015-12-16 The SOLIDWORKS 2016 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2016 SOLIDWORKS is an immense software package and no one book can cover all topics for all users This book provides a centralized reference location to address many of the tools features and techniques of SOLIDWORKS 2016 This book covers the following System and Document propertiesFeatureManagersPropertyManagersConfigurationManagersRenderManagers2D and 3D Sketch toolsSketch entities3D Feature toolsMotion StudySheet MetalMotion StudySolidWorks SimulationPhotoView 360Pack and Go3D PDFsIntelligent Modeling techniques3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2016 software If you are completely new to SOLIDWORKS you should read Chapter 1 in detail and complete Lesson 1 Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials If you are familiar with an earlier release of SOLIDWORKS you still might want to skim Chapter 1 to become acquainted with some of the commands menus and features that you have not used or you can simply jump to any section in any chapter Each chapter provides detailed PropertyManager information on key topics with individual stand alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or feature The book provides access to over 240 models their solutions and additional support materials Learn by doing not just by reading Formulate the skills to create modify and edit sketches and solid features Learn the techniques to reuse features parts and assemblies through symmetry patterns copied components design tables configurations and more The book is designed to compliment the Online Tutorials and Online Help contained in SOLIDWORKS 2016 The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs The author developed the tutorials by combining his own industry experience with the knowledge of engineers department managers professors vendors and manufacturers He is directly involved with

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contained in SolidWorks 2015 The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs The author developed the tutorials by combining his own industry experience with the knowledge of engineers department managers professors vendors and manufacturers He is directly involved with SolidWorks every day and his responsibilities go far beyond the creation of just a 3D model      *SolidWorks 2014 Reference Guide* David Planchard,2014 The SolidWorks 2014 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SolidWorks 2014 SolidWorks is an immense software package and no one book can cover all topics for all users This book provides a centralized reference location to address many of the tools features and techniques of SolidWorks 2014 Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SolidWorks 2014 software If you are completely new to SolidWorks you should read Chapter 1 in detail and complete Lesson 1 Lesson 2 and Lesson 3 in the SolidWorks Tutorials Videos are provided to introduce the new user to the basics of using SolidWorks 3D CAD software If you are familiar with an earlier release of SolidWorks you still might want to skim Chapter 1 to become acquainted with some of the commands menus and features that you have not used or you can simply jump to any section in any chapter Each chapter 18 total provides detailed PropertyManager information on key topics with individual standalone short tutorials to reinforce and demonstrate the functionality and ease of the SolidWorks tool or feature All models for the 240 plus tutorials are located on the enclosed book CD with their solution initial and final Learn by doing not just by reading Formulate the skills to create modify and edit sketches and solid features Learn the techniques to reuse features parts and assemblies through symmetry patterns copied components design tables configurations and more The book is designed to compliment the Online Tutorials and Online Help contained in SolidWorks 2014 The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs The author developed the tutorials by combining his own industry experience with the knowledge of engineers department managers professors vendors and manufacturers He is directly involved with SolidWorks every day and his responsibilities go far beyond the creation of just a 3D model      **Mastering the Art of 3D Construction Modeling** Dennis Fukai,2011-02-13      *Autodesk Fusion 360 User Guide* 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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**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 [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



Project for practice Table of Contents Chapter 1 Introduction to Autodesk Revit 2021 for Architecture Chapter 2 Starting an Architectural Project Chapter 3 Creating Walls Chapter 4 Using Basic Building Components I Chapter 5 Using the Editing Tools Chapter 6 Working with Datum Plane and Creating Standard Views Chapter 7 Using Basic Building Components II Chapter 8 Using Basic Building Components III Chapter 9 Adding Site Features Chapter 10 Using Massing Tools Chapter 11 Adding Annotations and Dimensions Chapter 12 Creating Project Details and Schedules Chapter 13 Creating and Plotting Drawing Sheets Chapter 14 Creating 3D Views Chapter 15 Rendering Views and Creating Walkthroughs Chapter 16 Using Advanced Features Student Project Index For Free Download      *The Sketch Book* Washington Irving,1906      **Learning from Animations in Science Education** Len Unsworth,2020-11-10 This book examines educational semiotics and the representation of knowledge in school science It discusses the strategic integration of animation in science education It explores how learning through the creation of science animations takes place as well as how animation can be used in assessing student s science learning Science education animations are ubiquitous in a variety of different online sites including perhaps the most popularly accessed YouTube site and are also routinely included as digital augmentations to science textbooks They are popular with students and teachers and are a prominent feature of contemporary science teaching The proliferation of various kinds of science animations and the ready accessibility of sophisticated resources for creating them have emphasized the importance of research into various areas the nature of the semiotic construction of knowledge in the animation design the development of critical interpretation of available animations the strategic selection and use of animations to optimize student learning student creation of science animations and using animation in assessing student science learning This book brings together new developments in these research agendas to further multidisciplinary perspectives on research to enhance the design and pedagogic use of animation in school science education Chapter 1 is available open access under a Creative Commons Attribution 4 0 International License via link [springer.com](https://www.springer.com)      *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 Salient Features Comprehensive coverage of NX concepts and techniques Tutorial approach to explain the concepts and tools of NX Detailed explanation of all commands and tools Hundreds of illustrations for easy understanding of concepts Step by step instructions to guide the users through the learning process More than 40 real world mechanical engineering designs as tutorials 35 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 Table of Contents Chapter 1 Introduction to NX 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 Coordinate 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      **Field Artillery Manual** Arthur Riehl Wilson, 1928

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