



Navigation & Viewing

Basic Camera Controls

Orbit	Shortcut: O or Middle Mouse Button Rotates the camera around the model.
Pan	Shortcut: Shift + Middle Mouse Button Moves the camera view parallel to the screen.
Zoom	Shortcut: Mouse Wheel (Scroll) Zooms the camera in and out.
Zoom Extents	Shortcut: Shift + Z Zooms to show the entire model.
Zoom Window	Shortcut: Ctrl + Shift + W Zooms to a selected area.
Previous View	Shortcut: Alt + Left Arrow Returns to the previous camera position.
Next View	Shortcut: Alt + Right Arrow Navigates to the next camera position.

Standard Views

Top View	Shortcut: Shift + 1 Displays the top view of the model.
Front View	Shortcut: Shift + 2 Displays the front view of the model.
Right View	Shortcut: Shift + 3 Displays the right view of the model.
Back View	Shortcut: Shift + 4 Displays the back view of the model.
Left View	Shortcut: Shift + 5 Displays the left view of the model.
Iso View	Shortcut: Shift + 6 Displays the isometric view of the model.

Drawing & Editing

Basic Tools

Line	Shortcut: L Draws straight lines.
Rectangle	Shortcut: R Draws rectangles.
Circle	Shortcut: C Draws circles.
Arc	Shortcut: A Draws arcs.
Polygon	Shortcut: Shift + P Draws polygons.
Freehand	Shortcut: F Draws freehand lines.

Modification Tools

Push/Pull	Shortcut: P Extrudes faces to create 3D forms.
Move	Shortcut: M Moves entities.
Rotate	Shortcut: Q Rotates entities.
Scale	Shortcut: S Scales entities.
Offset	Shortcut: F Creates offset copies of lines and faces.
Follow Me	Extrudes a face along a path.

Selection Tools

Select	Shortcut: Spacebar Selects entities.
Eraser	Shortcut: E Erases entities.

Components & Groups

Groups

Create Group: Select entities, then right-click and choose 'Make Group'. Groups isolate geometry.
Edit Group: Double-click on the group to enter edit mode. Any changes made within the group will not affect geometry outside the group.
Explode Group: Right-click on the group and choose 'Explode' to dissolve the group, merging its geometry with the surrounding geometry.

Components

Create Component: Select entities, then right-click and choose 'Make Component'. Components are instances of a master definition.
Edit Component: Double-click a component to edit it. Any changes made to one instance of a component will automatically update all other instances of that component.
Replace Component: You can replace all instances of one component with another using the Component Browser.
Component Browser: Access pre-made and custom components through 'Window > Components'.
Detach component Right-click on the component and choose 'Detach'.

Key Differences

Groups vs. Components: Groups are for isolating geometry. Components are for creating reusable and linked instances of geometry.

Materials & Textures

Applying Materials

Paint Bucket Tool: Activate the Paint Bucket tool (), then select a material from the Materials Browser and click on a face to apply the material.

Materials Browser: Access the Materials Browser through 'Window > Materials'. Here you can select from pre-loaded libraries or create your own materials.

Editing Materials

Edit Material: In the Materials Browser, select the 'Edit' tab to modify the properties of a selected material, such as color, texture, opacity, and size.

Texture Positioning: Right-click on a face with a texture and choose 'Texture > Position' to adjust the texture's placement, scale, and rotation.

Match Color in Model: Use the 'Match Color in Model' eyedropper tool to sample a color from your model and apply it to other faces.

Tips & Tricks

Seamless Textures: Use seamless textures to avoid visible edges when tiling materials.

Purge Unused Materials: Periodically purge unused materials ('Window > Model Info > Statistics > Purge Unused') to reduce file size.