### Keyboard Shortcuts

<table>
<thead>
<tr>
<th>Action</th>
<th>Shortcut</th>
</tr>
</thead>
<tbody>
<tr>
<td>Moving object(s)</td>
<td><code>1</code> / <code>←</code> / <code>→</code> / <code>2</code></td>
</tr>
<tr>
<td>Move object(s) along X/Y</td>
<td><code>ctrl + 1</code> / <code>1</code></td>
</tr>
<tr>
<td>Move object(s) along Z</td>
<td><code>Shift + 1</code> / <code>←</code> / <code>→</code> / <code>1</code></td>
</tr>
<tr>
<td>x10 Nudge along X/Y</td>
<td><code>ctrl + Shift + 1</code> / <code>1</code></td>
</tr>
<tr>
<td>x10 Nudge along Z</td>
<td></td>
</tr>
</tbody>
</table>

#### Keyboard + mouse shortcuts (press and hold kbd btn, then move mouse)

- `Alt` + left mouse button     | Duplicate object(s) |
- `Shift` + left mouse button   | Select multiple object(s) |
- `Shift` + hold while rotating | 45° rotation |
- `Alt` + hold side handle      | Scale (1D) |
- `Alt` + hold corner handle    | Scale (2D) |
- `Shift` + hold corner handle  | Scale (3D) |
- `Shift` + `Alt` + hold corner handle | Scale (3D) |
- `Shift` + hold top handle     | Scale (3D) |
- `Shift` + right mouse button  | Pan view |

#### General shortcuts

- `ctrl + C`                     | Copy object(s) |
- `ctrl + V`                     | Paste object(s) |
- `ctrl + Z`                     | Undo action(s) |
- `ctrl + Shift + Z`             | Re-do action(s) |
- `ctrl + G`                     | Group object(s) |
- `ctrl + shift + G`             | Un-group object(s) |
- `ctrl + D`                     | Duplicate in-place |
- `ctrl + L`                     | Lock object(s) |
- `ctrl + A`                     | Select all object(s) |
- `Del`                          | Delete object(s) |
- `W`                            | Workplane toggle |
- `R`                            | Ruler toggle |
- `F`                            | Fit view to selected object(s) |
- `D`                            | Drops object(s) to work plane |

### Basic Information

#### Shapes:
- Drag shapes onto the workplane to build your designs. This includes holes, letters, and numbers.

#### Holes:
- Use holes to detail your basic shapes.

#### Cube:
- Click and move the cube to change the view of your design.

#### Zoom:
- Use the + and - to zoom in and out to see all angles.

#### Home:
- Recenter your workplane on the object.

### Moving Objects

#### Right/Left/around:
- Use the mouse.

#### Up/Down:
- Use the black arrow above the selected object and it will go up the y axis.

#### Rotating objects:
- There are three curved arrows available which let you rotate the object on the x, y, and z axis.

#### Group:
- Use this function to group objects together. ‘Group’ activates holes.

#### Align:
- make your objects align themselves with this tool.

#### Flip:
- Create a mirrored/flipped object with this option.

### Other Software Available

- Autodesk 3DS Max
- Rhinoceros
- Blender

### Questions?

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