

Utils

When you select two shapes, you get a number of other functions. On the top right of the screen, from left to right is Commenting, Show All Objects, Group, Separate, Align, Mirror, and Cruise.



Group and separate turns two shapes into one and vice versa. If they are both solid or both holes they merge together. If one is solid and one is a hole, the hole cuts into the solid.

Align can be used to line up the shapes to either merge or position correctly.

Mirror just mirrors what you currently select

Cruise lets you move shapes into different planes that you can put down with the workplane tool.

Viewing

Scroll to zoom.

Hold right click and drag to spin view.

Hold shift+right click or hold down scroll wheel (middle click) to pan view (slide your camera around)

Tips

Before making any shape break it down in one of these three ways to figure out how you should make it:

- Combine a few shapes (Addition)
- Subtract shapes from each other (Subtraction)
- Deform another shape to make what you want (Modification)

Press D to send any shape from above or below the work-plane to rest on the work-plane!



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KEYBOARD SHORTCUTS

Legend: Ctrl Cmd Alt Option

MOVING OBJECT(S)

(Using keyboard)

Move along X/Y axis	/ / /
Move along Z axis	+ /
×10 Nudge along X/Y axis	+ / / /
×10 Nudge along Z axis	+ + /

KEYBOARD + MOUSE SHORTCUTS

(Press and hold the keys, then click and drag the mouse)

Duplicate dragged object(s)	+ Drag left mouse button
Select multiple object(s)	+ Left mouse button
45° rotation	(Hold while rotating)
Scale in one direction	+ Hold side handle
Scale in two directions	+ Hold corner handle
Uniform scale	+ Hold corner handle
Uniform scale in all directions	+ + Corner handle
Uniform scale in all directions	+ + Top handle

VIEWING DESIGNS

(With the help of a mouse or a mouse pad)

Orbit the view	Right mouse button
Orbit the view	+ Left mouse button
Pan the view	+ Right mouse button
Pan the view	+ + left button
Zoom the view in or out	Mouse scroll wheel
Zoom-in	
Zoom-out	
Fit selected object(s) into view	

OBJECT SETTINGS

Transparency toggle	
Turn object(s) into Holes	
Turn object(s) into Solids	
Lock or Unlock object(s)	+
Hide object(s)	+
Show all hidden object(s)	+ +

TOOLS AND COMMANDS

Copy object(s)	+
Paste object(s)	+
Duplicate object(s) in place.	+
Delete object(s)	
Undo action(s)	+
Redo action(s)	+
Redo action(s)	+ +
Group object(s)	+
Un-group object(s)	+ +
Align object(s)	
Flip/Mirror object(s)	
Select all object(s)	+
Place a Ruler	(toggle midpoint/center)
Place a Workplane	(press to flip direction)
Drop object(s) to workplane	



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Other tips can be found on the detailed Jam Instructions!