How to Install SketchUp and the AB 3D Modeling Tool

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1. Go to **https://www.sketchup.com/download/all**
2. Download* and install the appropriate version of SketchUp.
   SketchUp Pro:
   Sketchup Pro is the professional version of SketchUp.
   If you will be using your SketchUp designs to make money,
   download and purchase this version.
   SketchUp Make 2017:
   SketchUp Make is the free hobbyist version of SketchUp. If you are only
   using your designs for non-profit purposes, download this version.
3. Open SketchUp and accept the user agreement.
4. On the top right, choose the template you would like to use.
5. Then click the Start Using SketchUp button on bottom right.
6. To load the AB 3D Modeling tool, go to the Window tab within SketchUp
   and select Extension Warehouse.
7. In the top right corner of the pop-up click Sign In and create a Trimble
   account or sign in with Google.
8. Search "Allan Block 3D Modeling Tool" in the search bar.
9. Click on the extension and click the Install button. Click Yes to trust the
   author to allow you to browse to open files.
10. To open, go to the Extensions tab within SketchUp and select the AB 3D
    Modeling Tool.

> To receive your .rb file, enter your project details using the
> AB Design and Estimating Apps or the AB Walls software.
> See allanblock.com for details.

Use the extension to:

Open the .rb file where you choose
which blocks and
colors to show on the project.

Search our library of our
AB Courtyard patio package mod-
els to add to your design.

Search our library of
favorite models to add design ele-
ments to your project.

View step-by-step instructions for
using the extension.

SketchUp Shortcuts

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For Windows & (Mac)

Ctrl (⌘) + a	Select All
Ctrl (⌥) + Move	Move a Copy
Ctrl (⌘) + Select	Add to Selection
Shift (Shift) + z	Zoom Extents
Arrow Keys	Lock Direction
Select + Delete	Delete Selection

Middle Button (Wheel)

Scroll	Zoom
Click-Drag	Orbit
Shift+Click-Drag	Pan
Double-Click	re-center view

Select (Spacebar)	Move(M)	Pan (H)
Paint Bucket (B)	Rotate (Q)	Zoom Window
Orbit (O)	Make Component	Push/Pull (P)
Zoom (Z)	Eraser (E)	Follow Me

Advanced Shortcuts

Eraser (E)	Ctrl	soften/smooth (use on edges to make adjacent faces appear curved)
	Shift	hide
	Ctrl+Shift	unsoften/unsmooth
Move (M)	Ctrl	move a copy
	Shift	hold down to lock in current inference direction
	Alt	auto-fold (allow move even if it means adding extra edges and faces)
	Arrows	lock direction; up = blue, right = red, left = green, and down = parallel/perpendicular
Orbit (O)	Ctrl	hold down to disable "gravity-weighted" orbiting
	Shift	hold down to activate Pan tool
Paint Bucket (B)	Ctrl	fill material – paint all matching adjacent faces
	Shift	replace material – paint all matching faces in the model
	Ctrl+Shift	replace material on object - paint all matching faces on the same object
	Alt	hold down to sample material
Push/Pull (P)	Ctrl	push/pull a copy of the face (leaving the original face in place)
	Double-Click	apply last push/pull amount to this face
	Distance	specify a push/pull amount by typing a number and Enter
Rotate (Q)	Ctrl	rotate a copy
	Angle	specify an angle by typing a number and Enter
	Slope	specify an angle as a slope by typing a rise, a colon (:), a run, and Enter ie. 3:12
Select (Spacebar)	Ctrl	add to selection
	Shift	add/subtract from selection
	Ctrl+Shift	subtract from selection
Zoom (Z)	Shift	hold down and click-drag mouse to change Field of View