Artisan Quick Reference

Menu=Tools->Artisan

	Tool / Feature	Function	Useage	Numeric (0-9)	Shift	Control / Option	Alt / Command	Enter / Return	TAB	Left / Right Arrow	Up / Down Arrow	Esc	Context Menu	Comments
	Subdivide and Smooth	Performs Catmull-Clark and Loop subdivision and smoothing	Pre-select faces, group or component	Set Iterations (1-4)				Commit and create geometry						Set various flags in 'Settings'. Performing on a group will initiate 'proxy mode'. Use creasing to create hard edges
	Subdivide Selection	Subdivides selected faces to add detail	Pre-select faces											One iteration of subdivision. Faces adjacent to the selected faces will also be subdivided
	Smooth Selection	Performs a vertex averaging pass of the selected geometry	Pre-select faces											
	Crease tool	Marks edges or vertices to crease for Subdivide and Smooth – locks vertices for sculpting	Click on face, edge, or vertex to crease		Hold while clicking to uncrease									Creased edges or vertices will remain 'hard' after performing 'Subdivide and Smooth'
	Crease Selection	Marks edges or vertices to crease for Subdivide and Smooth – locks vertices for sculpting	Pre-select faces or edges											
	Extrude	Pulls out faces and creates an edge loop	Similar to Push/Pull	Set distance to extrude										
	Knife Subdivide	Slices through geometry for creating edge loops	Draw a cut-line through the faces											Most useful when view is set to parallel projection.
	Sculpt Brush	Deforms a mesh with various sculpt modes	Click-drag over mesh	Set radius or strength	Constrains in certain sculpt modes				Cycle sculpt modes	Increment /Decrement radius	Increment / Decrement Strength	Cancel Mask	Change mode or tool	Hold arrow keys and drag mouse to adjust radius. Press up+down to reverse displacement vector.
	Select Brush	Paints a selection of faces	Click-drag over mesh		Hold while dragging to de-select							Clear Selection	Change mode or tool	Useful for creating sculpt and paint brush masks
	Paint Brush	Paints materials on faces	Select material in Paint Bucket, click-drag over mesh				Hold-click to sample from face					Cancel Mask		
	Set Active Plane	Sets the plane that will be used for brush symmetry or planar locking	Click to set plane position		Hold to lock plane orientation									To use the plane, you must set the appropriate flags in 'Settings'
	Vertex Select	Selects vertices using normal or soft select mode	Similar to Select tool	Set radius	Hold to toggle select	Hold to add to selection			toggle soft and hard mode	Increment / Decrement radius		Clear Selection	Change mode or tool	Hold arrow keys and drag mouse to adjust radius. Set falloff mode in 'Settings'
	Vertex Move	Moves vertices using normal or soft mode	Similar to Move Tool	Set radius or move distance	Hold to move along average normal	Hold to move along camera projection			toggle soft and hard mode	Increment / Decrement radius		Clear Selection	Change mode or tool	Hold arrow keys and drag mouse to adjust radius. Set falloff mode in 'Settings'. Use arrow keys to constrain
	Vertex Rotate	Rotates vertices using normal or soft mode	Similar to Rotate Tool	Set radius	Hold to lock protractor orientation	Hold to lock protractor orientation			toggle soft and hard mode	Increment / Decrement radius		Clear Selection	Change mode or tool	Set falloff mode in 'Settings'
	Vertex Scale	Scales vertices using normal or soft mode	Select vertices and click points to define scale	Set radius		Hold to scale about center			toggle soft and hard mode	Increment / Decrement radius		Clear Selection	Change mode or tool	Set falloff mode in 'Settings'
	Make Planar	Fits the selected vertices to a plane	Pre-select faces, edges, or vertices											Can be used with a SketchUp selection or vertex selection (hard or soft)
	Triangulate	Divides selected faces into triangles	Pre-select faces											
	Reduce Polygons	Optimizes geometry	Pre-select faces											Geometry will be automatically triangulated prior to performing the reduction
	Settings	Adjusts various settings												

Installation and Removal

1. If you use the installer, Artisan should automatically be installed in the correct location on your system.
2. Artisan must be installed in your SketchUp plugins folder. For Windows systems, this folder is C:\Program Files\Google\Google SketchUp 8\Plugins. On Mac, this folder is /Library/Applications Support/Google SketchUp 8/SketchUp/Plugins
3. In your plugins folder, there must be a file named 'artisan_loader.rb' and a folder named 'artisan'
4. To remove Artisan from your system, delete both the file 'artisan_loader.rb' and the folder named 'artisan'