

Vectorworks Keyboard Shortcuts

MAC

MyArchitectAI

AI rendering for architects

164 default shortcuts for Mac · grouped by workflow

View & Navigation

15

Selection tool

X

The most-used Basic palette tool. Press X to drop any active tool and return to Selection.

Pan tool

H

Hold middle mouse to pan without invoking the tool.

Zoom tool

C

Then drag to zoom into a rectangle. Double-click the Zoom tool to zoom in 2x.

Flyover (orbit)

Shift + C

Vectorworks's 3D orbit tool. Press and hold Ctrl + middle-click for a temporary Flyover.

Move Page

Option + Z

Reposition the page boundary on the drawing area.

Zoom - Normal Scale

Cmd + 3

Return to 1:1.

Zoom - Fit to Page Area

Cmd + 4

Frame the entire printable page.

Zoom - Fit to Objects

Cmd + 6

Frame every visible object.

Increase zoom 2x

Cmd + 1

Or double-click the Zoom tool icon.

Decrease zoom 2x

Cmd + 2

Or Alt-double-click the Zoom tool.

Next View

Cmd + Shift + .

Cycle forward in view history. (Period key.)

Previous View

Cmd + Shift + ,

Cycle back in view history.

Set 3D View

Cmd + 0

Open the Set 3D View dialog for a precise camera angle.

Enable Multiple View Panes

M

Split the drawing area into multiple panes. Toggle.

Create Multiple Viewports

Cmd + Shift + M

Sheet layer command.

Selection

6

Select All

Cmd + A

Selects every visible object on active layers.

Eyedropper

Shift + E

Pick attributes from one object and apply to another.

Visibility tool

V

Show or hide individual objects without touching their class/layer.

X-ray Select Mode

B

Click through to objects hidden behind others. Toggle.

Coincident Selection

J

Cycle through stacked objects under the cursor.

Deselect All (chord)

XX

Press X twice in quick succession.

Rendering

8

One-click photoreal rendering

MyArchitectAI

Turn any Vectorworks model into a finished render in seconds — without leaving the browser.

Wireframe

Cmd + Shift + W

Fast working view with no surfaces.

Shaded

Cmd + Shift + G

OpenGL preview with surfaces.

Final Quality Renderworks

Cmd + Shift + F

The full Renderworks pass.

Hidden Line

Cmd + Shift + E

Vector hidden-line view for drawings.

Dashed Hidden Line

Cmd + Shift + D

Hidden lines shown as dashed.

Sketch Options

Cmd + Shift + Option + S

Open Sketch rendering settings.

Final Shaded Polygon

Cmd + Shift + P

The fastest Renderworks-quality output.

Drawing Tools 30

Line 2

The most-used drawing tool.

Double Line Option + 2

Two parallel lines with a configurable offset.

Rectangle 4

Click two corners or click and drag.

Rounded Rectangle Option + 4

Configure radius in the Tool bar.

Circle 6

Three modes: center-radius

Oval Option + 6

Click two corners of the bounding box.

Arc 3

Multiple modes — center/radius

Quarter Arc Option + 3

Constrained 90° arc.

Polyline 5

Single-segment or smoothed curve.

Freehand Option + 5

Draws a polyline by tracking the cursor.

2D Polygon 8

Closed multi-vertex shape with hatched fill.

Double-Line Polygon Option + 8

Two parallel polygons.

Regular Polygon Option + Shift + R

Equilateral shape — set number of sides in the Tool bar.

Spiral Option + Shift + S

Adjustable rotations and pitch.

Text tool 1

Single or multi-line text.

Callout Option + 1

Leader plus text balloon.

2D Locus 0

A reference point — invisible in printed output but visible while editing.

Symbol Insertion Option + 0

Drop a symbol from the Resource Manager at the cursor.

Reshape - (hyphen)

Edit individual vertices of polylines and polygons.

Rotate tool Option + =

Pivot around a clicked center point.

Mirror tool =

Mirror across a clicked axis.

Split tool L

Cut walls or lines at a clicked point.

Connect/Combine Option + L

One of the rare cases where Win and Mac shortcuts differ.

Trim Option + Shift + L

Clip an object against another. See also the Trim command below.

Fillet 7

Round a corner with a configurable radius.

Chamfer Option + 7

Bevel a corner.

Offset Shift + - (hyphen)

Create a parallel copy at a configurable distance.

Clip Option + C

Another Win/Mac divergence — keep this one in mind.

Move by Points Shift + M

Move objects between two clicked reference points.

Attribute Mapping Option + A

Map texture onto an object surface. Divergent shortcut.

3D Modeling Tools

26

Set Working Plane (tool) Pick a face or three points to define the active 3D plane.	Shift + 1
Align Plane Align the working plane to a clicked face.	Option + Shift + 1
Push/Pull Direct-edit 3D solids by pushing or pulling a face.	Shift + R
3D Locus A reference point in 3D space.	Shift + 0
NURBS Curve Smooth 3D spline curve.	Shift + 7
Sphere Center-radius or two-point.	Shift + 3
Hemisphere Half-sphere primitive.	Option + Shift + 3
Fillet Edge Round the edge of a 3D solid.	Shift + F
Chamfer Edge Bevel a 3D edge.	Shift + J
Shell Solid Hollow out a closed solid into a thin-walled shell.	Shift + G
Loft Surface Build a surface across a series of NURBS curves.	Shift + K
Extract Pull a face	Shift + L
Create Contours Generate horizontal section curves through a model.	Shift + H
Walkthrough Move the camera in first-person.	Shift + U
Translate View Slide the camera position.	Shift + V
Rotate View Rotate the camera around a point.	Shift + W
Light Place a Renderworks light source.	Shift + Z
Extrude Push a 2D shape into 3D depth.	Cmd + E
Multiple Extrude Extrude with varying section profiles along the path.	Cmd + Option + E
Extrude Along Path Sweep a profile along an arbitrary curve.	Cmd + Option + X
Tapered Extrude Extrude with a taper angle.	Cmd + Option + U
Sweep Rotate a 2D profile around an axis.	Cmd + Option + W
Add Solids Boolean union.	Cmd + Option + A
Subtract Solids Boolean difference.	Cmd + Option + S
Intersect Solids Boolean intersection (capital i).	Cmd + Option + I
Section Solids Cut a solid with a plane.	Cmd + Option + T

Building Shell

5

Wall tool Vectorworks's signature architecture tool.	9
Wall Join Tidy intersecting walls at a clicked corner.	Option + J
Component Join Join wall components across a corner.	Option + Shift + J
Door Insert a Door symbol into a wall.	Option + Shift + D
Window Another Win/Mac divergence — Mac uses a longer chord.	Option + Shift + W

Modify Commands

22

Move Move via dialog (precise distance and angle).	Cmd + M
Move 3D Move along X/Y/Z with numerical input.	Cmd + Option + M
Send to Front Reorder stacking on the current layer.	Cmd + F
Send Forward One step forward in the stack.	Cmd + Option + F
Send to Back Reorder to the bottom.	Cmd + B
Send Backward One step backward.	Cmd + Option + B
Align to Grid Snap objects to the active grid.	Cmd + - (hyphen)
Align/Distribute Align 2D objects via dialog.	Cmd + =
Align/Distribute 3D 3D version of the same dialog.	Cmd + Shift + =
Rotate Left 90° Rotate the selection counter-clockwise.	Cmd + L
Rotate Right 90° Rotate the selection clockwise.	Cmd + Shift + R
Flip Horizontal Mirror across the vertical axis.	Cmd + Shift + H
Flip Vertical Mirror across the horizontal axis.	Cmd + Shift + V
Trim command Trim selected objects against a clicked boundary.	Cmd + T
Join Merge two abutting linear objects.	Cmd + J
Convert to Group Wrap selection into a group object.	Cmd + K
Group Standard group command.	Cmd + G
Ungroup Break up an existing group.	Cmd + U
Edit (editing mode) Step into a group/symbol for in-place editing.	Cmd + [
Exit (editing mode) Step back out to the parent context.	Cmd +]
Convert to NURBS Promote a 2D or 3D object to NURBS for advanced editing.	Cmd + Option + N
Convert to Mesh For polygonal modeling workflows.	Cmd + Option + R

Dimensions & Annotation

8

Constrained Linear Dimension

N

Default dimension tool. Snaps to ortho axes.

Angular Dimension

. (period)

Three-click angle annotation.

Radial Dimension

, (comma)

Radius or diameter annotation.

Format Text

Cmd + Shift + T

Edit type

Object Info palette

Cmd + I

Quick toggle for the Object Info panel (capital i).

Attributes palette

Cmd + Shift + A

Open the Attributes palette.

Resource Manager

Cmd + R

Open the Resource Manager.

Navigation palette

Cmd + Shift + N

Show the Navigation palette (layers/classes/views).

Class & Layer Visibility

16

Switch Active Layer (up/down)

Cmd + Up/Down

Step through design layers without leaving the drawing.

Switch Active Class (left/right)

Cmd + Left/Right

Step through classes.

Class Options - Active Only

Cmd + Shift + Option + 3

Hide every class except the active one.

Class Options - Gray Others

Cmd + Shift + Option + 4

Show inactive classes in gray.

Class Options - Gray/Snap Others

Cmd + Shift + Option + 5

Gray inactive classes but allow snapping.

Class Options - Show Others

Cmd + Shift + Option + 6

Show inactive classes normally.

Class Options - Show/Snap Others

Cmd + Shift + Option + 7

Show and allow snapping to inactive classes.

Class Options - Show/Snap/Modify Others

Cmd + Shift + Option + 8

Full access to inactive classes.

Layer Options - Active Only

Cmd + Option + 3

Hide every layer except the active one.

Layer Options - Gray Others

Cmd + Option + 4

Gray out inactive layers.

Layer Options - Gray/Snap Others

Cmd + Option + 5

Gray inactive layers but allow snapping.

Layer Options - Show Others

Cmd + Option + 6

Show inactive layers normally.

Layer Options - Show/Snap Others

Cmd + Option + 7

Show and snap inactive layers.

Layer Options - Show/Snap/Modify Others

Cmd + Option + 9

Full access to inactive layers. Note the Mac shortcut differs.

Show Guides

Cmd + Option + G

Re-display guide objects.

Hide Guides

Cmd + Shift + Option + G

Suppress guides without deleting them.

Standard Views

12

Top/Plan or Rotated Top/Plan

Cmd + 5

The default plan view.

Top (3D)

5 (Num)

Numeric keypad only. Vectorworks distinguishes keypad numbers from the number row.

Front

2 (Num)

Numeric keypad. Useful for elevation work.

Back

8 (Num)

Numeric keypad.

Left

4 (Num)

Numeric keypad.

Right

6 (Num)

Numeric keypad.

Left Isometric

1 (Num)

Numeric keypad.

Right Isometric

3 (Num)

Numeric keypad.

Left Rear Isometric

7 (Num)

Numeric keypad.

Right Rear Isometric

9 (Num)

Numeric keypad.

Top/Plan (numpad)

0 (Num)

Equivalent to Ctrl+5.

Unrotate 3D Objects

Cmd + Shift + 0

Reset rotation of selected 3D objects.

File & Edit

16

New

Cmd + N

New blank document.

Open

Cmd + O

Open an existing .vwx file.

Save

Cmd + S

Standard save.

Save As

Cmd + Shift + S

Save a copy.

Print

Cmd + P

Open the print dialog.

Quit Vectorworks

Cmd + Q

Close the application.

Undo

Cmd + Z

Step backward through history.

Redo

Cmd + Y

Step forward.

Repeat last command

R

Re-run the most recent command.

Cut

Cmd + X

Standard cut.

Copy

Cmd + C

Standard copy.

Paste

Cmd + V

Standard paste.

Paste in Place

Cmd + Option + V

Paste at the source coordinates.

Duplicate

Cmd + D

Quick duplicate offset by a small amount.

Duplicate Array

Cmd + Shift + Option + D

Linear/polar/grid array dialog.

Edit Current Workspace

Cmd + Shift + Option + W

Opens the Workspace Editor where shortcuts live.