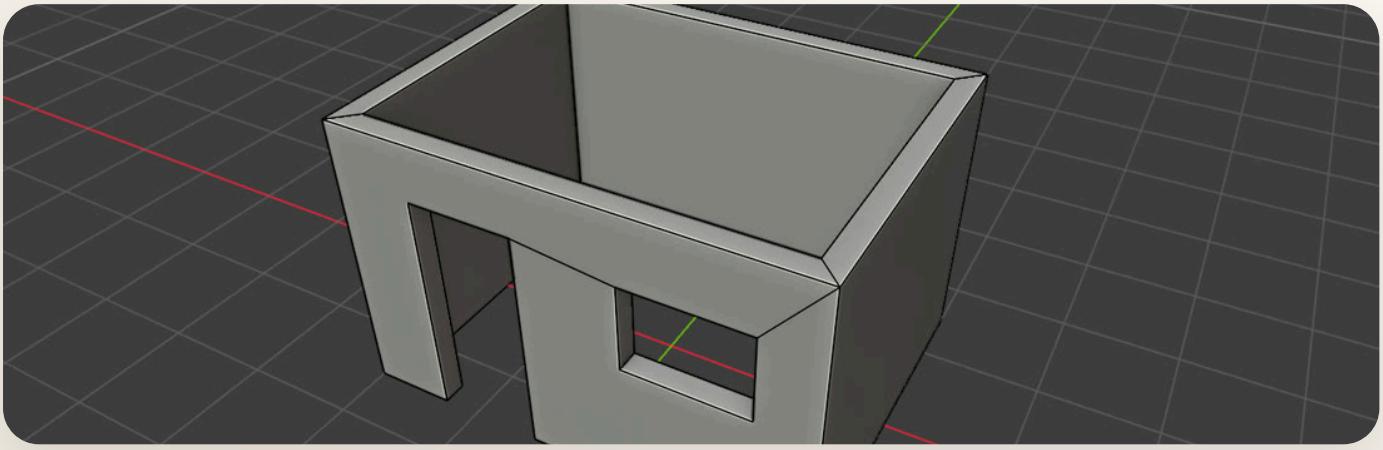
Quick guide

Sketch on your mesh the way you draw.

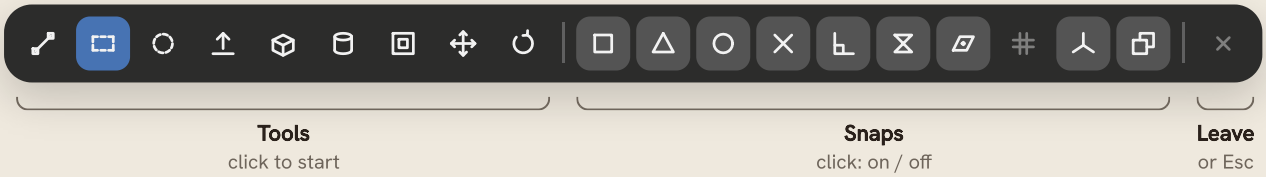


1 Install

1. Drag the .zip onto Blender → 2. Confirm → 3. Select a mesh, press Tab

Or: Edit › Preferences › Add-ons › ⌄ › Install from Disk. Blender 4.2 or later. Have Lite? Install Full next to it.

2 The bar



Tools
click to start

Snaps
click: on / off

Leave
or Esc

Always at the bottom of the viewport in Edit Mode.

3 Every tool, the same way

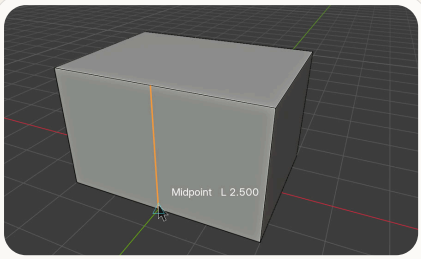
Click → Move → Click

...or type the size and press Enter:

2 ↵	0.9,1.1 ↵	0.5 ↵	-0.5 ↵
4,3 ↵ 2.5 ↵	0.06 ↵	0.5,0.25,0.1 ↵	30 ↵

The number shows next to the pointer. Sizes are in the scene's units (metres).

Tools



Line

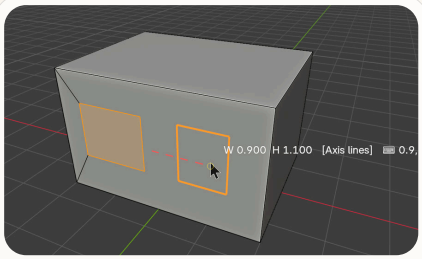
`Alt` + `L`

Click point to point. Ends on the outline split the face.

`2` ↵ length

⌫ undo point

↵ finish



Rectangle

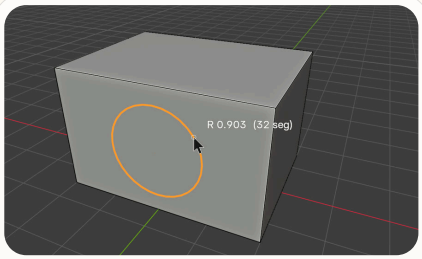
`Alt` + `K`

Two corners.

`0.9,1.1` ↵ exact size

`Shift` square

`Tab` circle



Circle

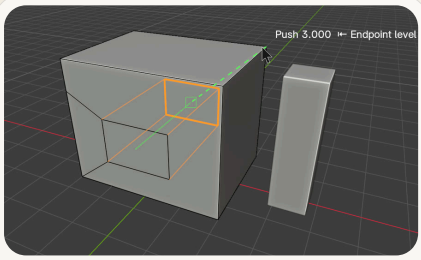
`Alt` + `K` `Tab`

Centre, then radius.

`0.5` ↵ radius

`[` `]` segments

`Tab` rectangle



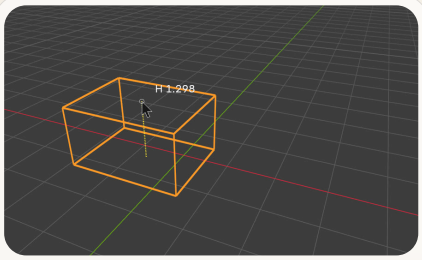
Push/Pull FULL

`Alt` + `P`

Click a face, move, click. Point at a corner to match its level.

`-0.5` ↵ distance

`T` cut through



Box FULL

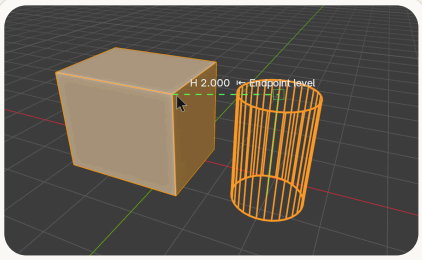
`Alt` + `U`

Two corners on the ground, then the height.

`4,3` ↵ base

`2.5` ↵ height

`Shift` square



Cylinder FULL

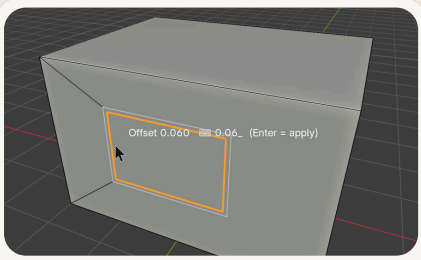
`Alt` + `C`

Centre, radius, height.

`0.5` ↵ radius

`[` `]` segments

`Tab` box



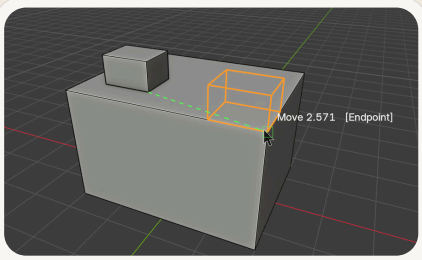
Offset FULL

`Alt` + `T`

Click a face, move inward.

`0.06` ↵ width

`Tab` each face



Move FULL

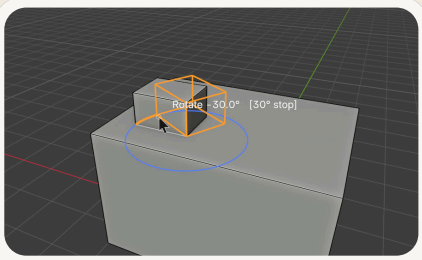
`Alt` + `G`

Grab a point, drop it on a point.

`Ctrl` copy

`X` `Y` `Z` lock axis

`0.75` ↵ distance



Rotate FULL

`Alt` + `R`

Pivot, start, end. Stops every 15°.

`30` ↵ angle

`Alt` free angle

`Ctrl` copy

Snaps

Hold the letter to use only that snap.

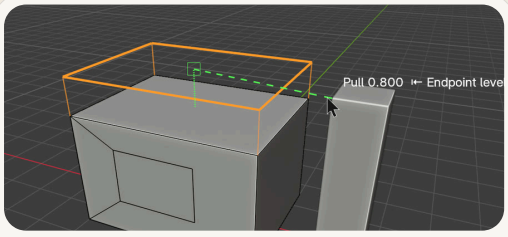
Endpoint E	Midpoint M	Center C	Intersection I	Perpendicular P
Nearest N	On face F	Grid G	Axis lines	Other objects

Keys that work in every tool

Esc	drop the shape
Esc Esc	leave the tool
Cmd + Z	undo, keep drawing
Alt	hold: no snap
Ctrl	hold: grid steps (Move, Rotate: copy)
Alt + L	switch tool (Alt + its letter)
Tab	when idle: leave the tool and Edit Mode
↵	apply what you typed

Windows / Linux: Ctrl+Z.

Good to know



Point at any corner, even on another object: the distance takes its level.

Other objects: snap to objects that are not in Edit Mode.

Alt + Z X-Ray on: the cut goes through the whole mesh. FULL

Settings

N N panel › Edit tab › Axonobox

Keep Tool Active · Bar in Edit Mode · Snap radius · Grid step