

Roblox Creator Cheat Sheet — Shortcuts (Onshape Edition)

ONSHAPE — ESSENTIALS

S	Sketch
L	Line tool
C	Circle tool
D	Dimension tool
E	Extrude
Q	Fillet
Ctrl+Z	Undo
Ctrl+Shift+Z	Redo
Esc	Cancel / deselect
F	Zoom to fit

ONSHAPE — NAVIGATION

Right-Click+Drag	Orbit view
Mid Mouse+Drag	Pan view
Scroll Wheel	Zoom
View Cube click	Snap to face
Double-Click face	Look at face

ONSHAPE — SKETCH TOOLS

Circle	Centre + radius
Rectangle	2-corner or centre
Polygon	Triangle, hex, etc.
Dimension	Set exact sizes
Trim	Cut unwanted lines
Mirror	Mirror across line
Circ. Pattern	Repeat around centre

GIMP — ESSENTIALS

Ctrl+N	New image
Ctrl+Shift+E	Export as PNG
Ctrl+Z	Undo
B	Paintbrush
E	Eraser
U	Magic wand
Shift+O	Bucket fill
M	Move tool

ROBLOX STUDIO

Ctrl+S	Save
Ctrl+Z	Undo
F5	Play test
Shift+F5	Stop test
F	Focus selected
Ctrl+D	Duplicate
Delete	Delete selected
R	Rotate tool
T	Scale tool

SIZES & FORMATS

T-Shirt	128 x 128 px
Shirt/Pants	585 x 559 px
Texture	256 or 512 px
Mesh limit	< 10,000 tris
Onshape Export	OBJ (Fine)
Decal	1024 px max rec

Roblox Creator Cheat Sheet — Step-by-Step (Onshape Edition)

T-SHIRT (EASIEST)

- 1 GIMP/Pixlr → New → 128x128 px
- 2 Draw bold, simple design
- 3 Export as .PNG (transparent bg)
- 4 Roblox → Avatar → T-Shirts → Upload

SHIRT / PANTS

- 1 Download template (585x559 px)
- 2 Open in GIMP — template on bottom layer
- 3 Paint each body section on layer above
- 4 Match seam colours at edges
- 5 Add shading for realism
- 6 Hide template → Flatten → Export PNG
- 7 Upload to Roblox (needs Premium)
- 8 Test from all angles on avatar

3D CROWN IN ONSHAPE

- 1 onshape.com → Create → New Document
- 2 Click Top Plane → Sketch tool
- 3 Draw 2 circles: outer 60mm, inner 50mm
- 4 Confirm sketch → Select → Extrude 25mm
- 5 Click top face → New Sketch
- 6 Draw triangle → Circular Pattern x5
- 7 Confirm → Select triangles → Extrude 20mm
- 8 Optional: Fillet edges (1-2mm)
- 9 Right-click part → Export → OBJ (Fine)
- 10 Studio → Accessory Fitting Tool → Import
- 11 Set type → Position on head → Test (F5)

EXPORT SETTINGS

- 1 Format: OBJ (Onshape default)
- 2 Tessellation: Fine (for smooth model)
- 3 Alternative: STL → convert to FBX online