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Contextual Views

By default, the 3D Viewport only shows the scene from one viewpoint. By using Quad Views, you can see it from multiple viewpoints at the same time, which gives more context about the changes you’re making.

Quad View

Reference

Mode:
All modes

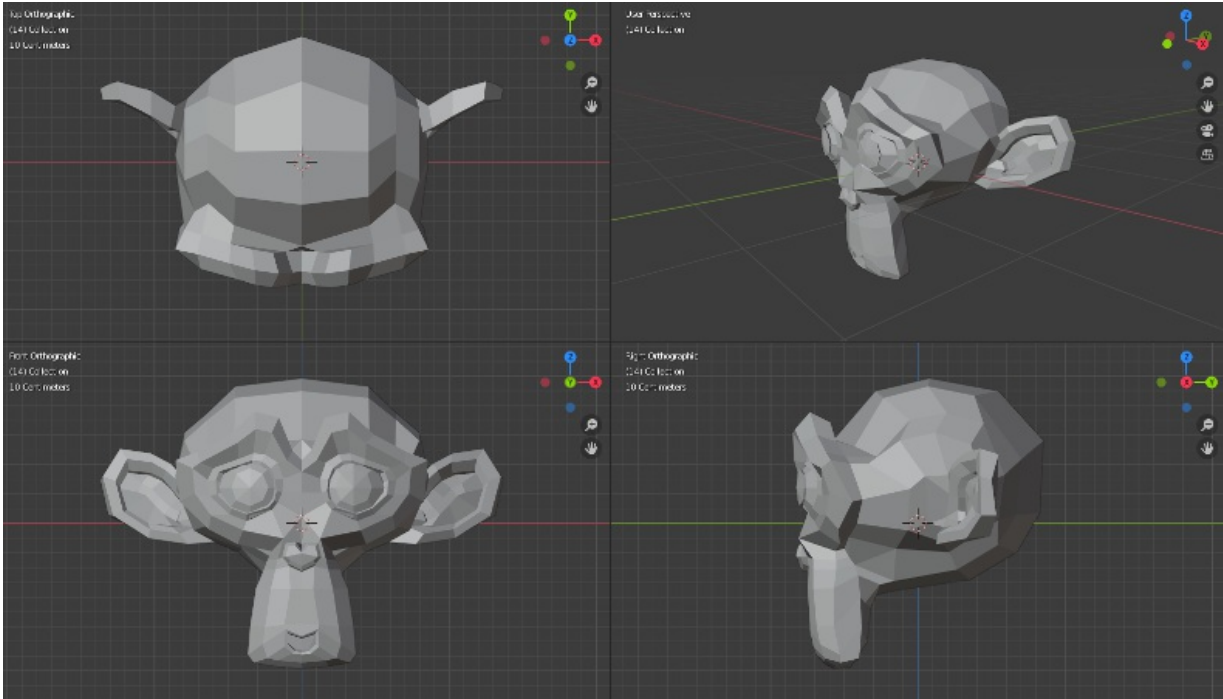
Menu:
View ▸ Area ▸ Toggle Quad View

Shortcut:
Ctrl - Alt - Q

Toggling Quad View will split the 3D Viewport into four views: three orthographic side views and one user perspective view.

Note

Quad View is different from [splitting the area](#) and aligning the views manually. In Quad View, the four views are still part of a single 3D Viewport, so that they share the same display options.



Quad View.

Options

Reference

Mode:
All modes

Menu:
Sidebar ▸ View ▸ Quad View

Lock Rotation

Prevent changes to the orientation and perspective of the 3D Viewport.

Sync Zoom/Pan

Syncs the view position between side views. (Requires *Lock Rotation* to be enabled.)

Clip Contents

Clip objects based on what is visible in the other side views.

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