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Viewpoint

The menu View ▸ Viewpoint lets you align the viewing direction to a specific axis. This can also be done using the [Navigation Gizmo](#) or the following hotkeys:

Top:

Numpad7

Front:

Numpad1

Right:

Numpad3

Bottom:

Ctrl – Numpad7

Back:

Ctrl – Numpad1

Left:

Ctrl – Numpad3

The above hotkeys align the view to a global (world) axis. You can also align to a local axis of the selected item by additionally holding `Shift`. This way, you can for example view any mesh face head-on, no matter how it's oriented. (To get out of this local viewpoint, simply align to a global axis again

The view can also be aligned by holding `Alt – MMB` and dragging the mouse in a certain direction.

[Previous](#)
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