![AUTODESK logo]

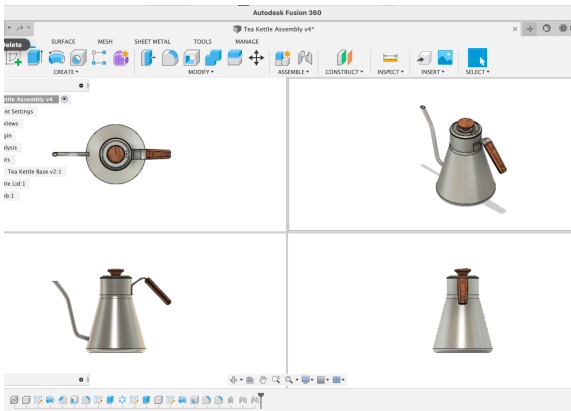# Navigation and display settings

Learn how to use the navigation tools in Fusion 360 so that you can move around your designs with ease.

- o Navigation and display settings

Learning objectives:

- Use Mouse shortcuts.
- Use Trackpad gestures.
- Orient the ViewCube.
- Identify the Named Views.
- Locate the Navigation commands.
- View Display settings.

- Enable Multiple Views.

Multiple Views in Fusion 360

1. Use **Mouse shortcuts** to zoom in and out, pan, and orbit the view of the model. **Zoom In and Out**: Scroll the mouse wheel forward and backward. **Pan**: Left-click and hold, then drag. **Orbit**: Hold the Shift key, click and hold the middle mouse button, then drag. **Zoom Extents**: Double-click the middle mouse button. Note: Change Orbit type and navigation settings in your Preferences. Select your profile photo > Preferences > General (tab).	 *Figure 1. Set Pan, Zoom, Orbit, and additional navigation settings in your Preferences.*

2. If you have a computer with a touchpad or an Apple Magic Mouse, you can use multi-touch **gestures** to navigate the view.

Zoom In and Out: Use the 2-finger spread and 2-finger pinch.

Pan: Use the 2-finger drag.

Orbit: Hold Shift and use the 2-finger drag.

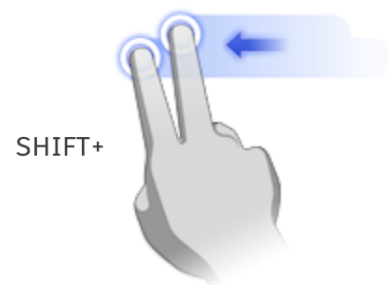

Figure 2a. Zoom In and Out gestures

Figure 2b. Pan gesture

Figure 2c. Orbit gesture

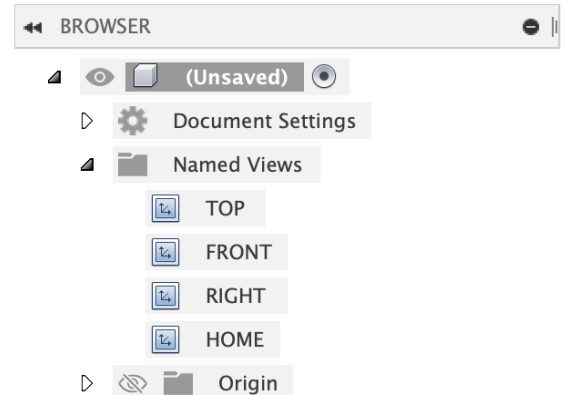|	
3. The **ViewCube** controls the camera view. **Orbit**: Click and drag on the ViewCube to orbit the viewpoint of design in the canvas. **Isometric views**: Click the corners of the ViewCube to rotate the camera to predefined isometric views. **Orthographic views**: Click the named faces of the ViewCube to rotate the camera to predefined orthographic views (e.g. Front, Top, Right). **Home view**: Click the Home icon to return to the home view.	 *Figure 3. The ViewCube is located in the top-right corner of Fusion 360*
4. Named Views, which appear in the Fusion 360 Browser, map to the ViewCube views with the same name: Top, Front, Right, and Home. Each design file will include these four orthographic named views by default. Create custom Named Views to help you navigate your design. Orient the model in the Canvas to a view that you desire, right-click the Named Views folder in the Browser and select New Named View.	 *Figure 4. The Fusion 360 Browser includes Named Views*

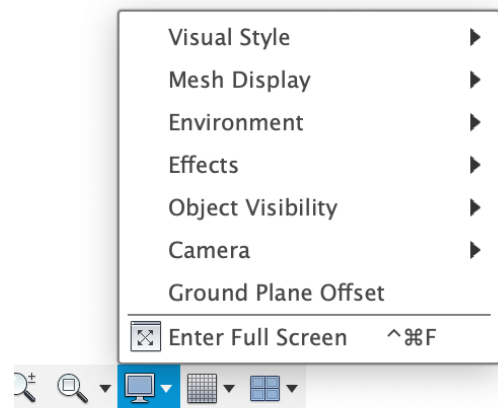|	
5. The **Navigation Bar** is positioned at the bottom of the Canvas of the current model. It contains the Navigation Commands from left to right: **Orbit**: Rotates the current view around the center mark (constrained orbit) or around the X and Y axes (free orbit). **Look At**: Zooms and rotates the model to display selected elements planar to the screen or a selected edge or line horizontal to the screen. **Pan**: Drags the view in the canvas. **Zoom**: Increases or decreases the magnification of the current view. You can zoom while other commands are active. **Window**: Defines a frame for the view. The elements within the frame zoom to fill the canvas. **Fit**: Positions the entire model within the canvas.	*Figure 5. Navigation Commands and Display Settings at the bottom of the Canvas*
6. **Display Settings** let you specify visual style, mesh display, environment, effects, object visibility, camera settings, and ground plane offset. You can also enter full-screen mode.	*Figure 6. Change Display Settings at the bottom of the Fusion 360 Canvas*

7. Enable **Multiple Views** to display four viewports in the Canvas to see changes you make to your model from multiple camera positions simultaneously.

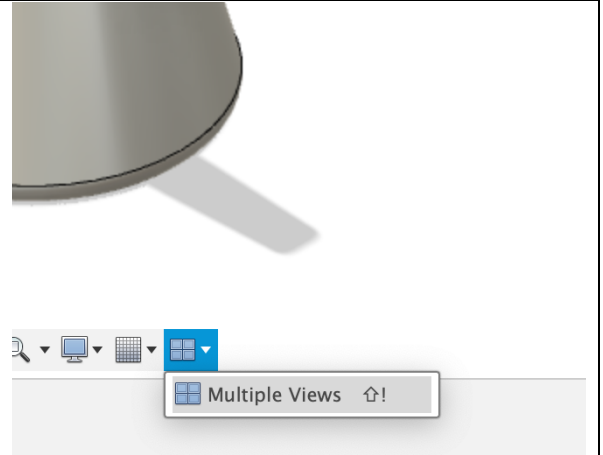Tip: **Shift + !** will enable/disable Multiple Views.

Figure 7. Enable Multiple Views in the display settings at the bottom of the Canvas.