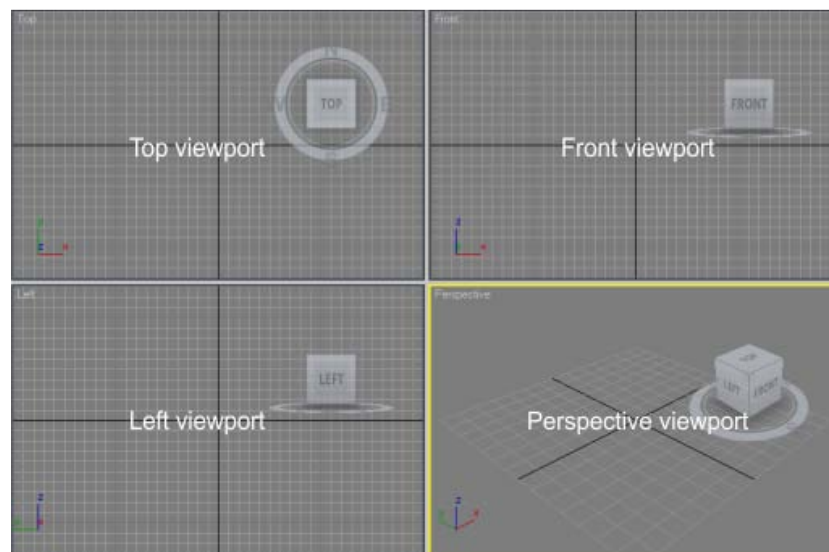


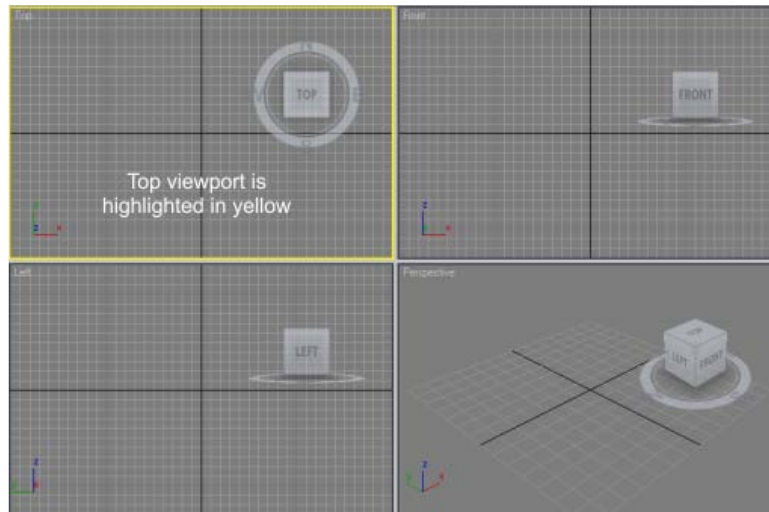
## Understanding your working Layout

In every software package, it is recommended to fully understand your layout so as to be able to have full control on what appears in your scene. In Autodesk 3dsmax, there is a default setting for the scene and it been referred to as viewports. The default settings come with the Top, Front, Left and Perspective viewport. The Top viewport is located at the top-left side of the scene, Front view port is located at the top-right side of the scene, Left viewport is located at the bottom-left side of the scene and Perspective viewport is located at the bottom-right side of the viewport. The below image shows the four default viewport of Autodesk 3dsmax;



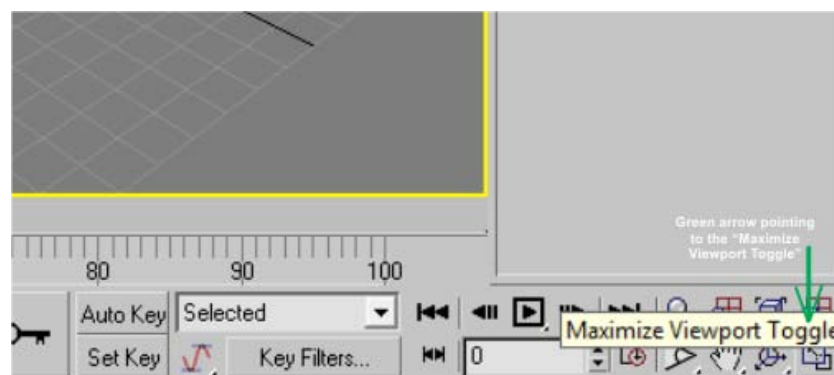
### Making an active viewport:

Making an active viewport simply means, activating a particular viewport to be rendered at a particular time. Before doing so, you have to click on any area of that particular viewport you want to render. To know when a particular viewport is ready for rendering, the viewport will be highlighted in yellow. Take a close look at the image above, you will notice that the Perspective viewport is highlighted in yellow. Lets see another example, in the image below, you will see that the Top viewport is the active viewport because is highlighted in yellow;



### Using one viewport at a time :

In Autodesk 3dsmax, you could wish to work on a particular viewport at a time but don't know how to go about that, it is simple. All you need to do is to Click on the “Maximize Viewport Toggle” which is the last tool icon, located at the bottom-right of the Autodesk 3dsmax screen. The below image shows the “Maximize Viewport Toggle”;



After you click on the Maximize Viewport Toggle for a particular viewport, you will observe that only the scene of that particular viewport will be on display. The below image shows the example of what we are talking about;

