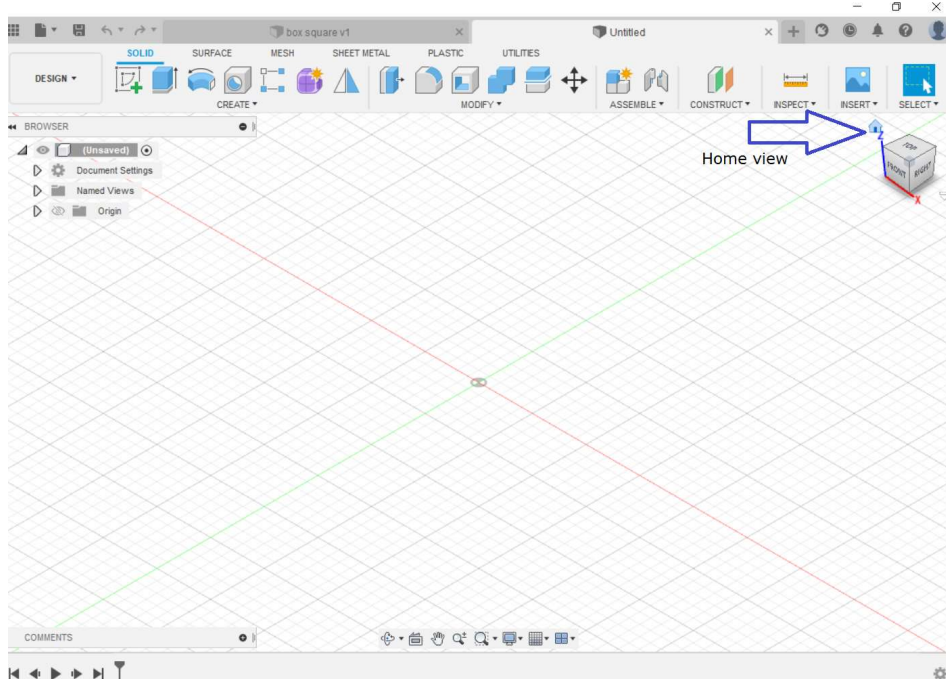


NAVIGATION TOOLS

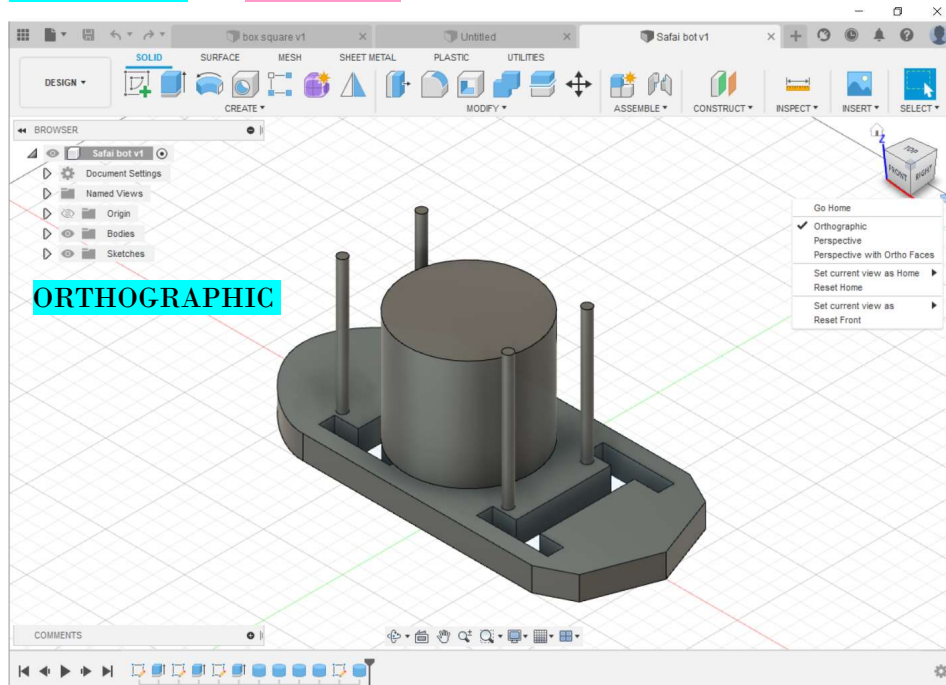
16 March 2022 11:41 AM

1. PRESS AND HOLD THE MIDDLE BUTTON OF MOUSE , THIS IS CALLED **PANNING**.
2. PRESS SHIFT + MIDDLE BUTTON OF MOUSE , THIS HELPS IN **ORBITING** IN DIFFERENT DIRECTION.
3. FOR ORBITING ONE CAN ALSO SIMPLY GRAB THE VIEW CUBE AND PRESS LEFT BUTTON OF MOUSE.



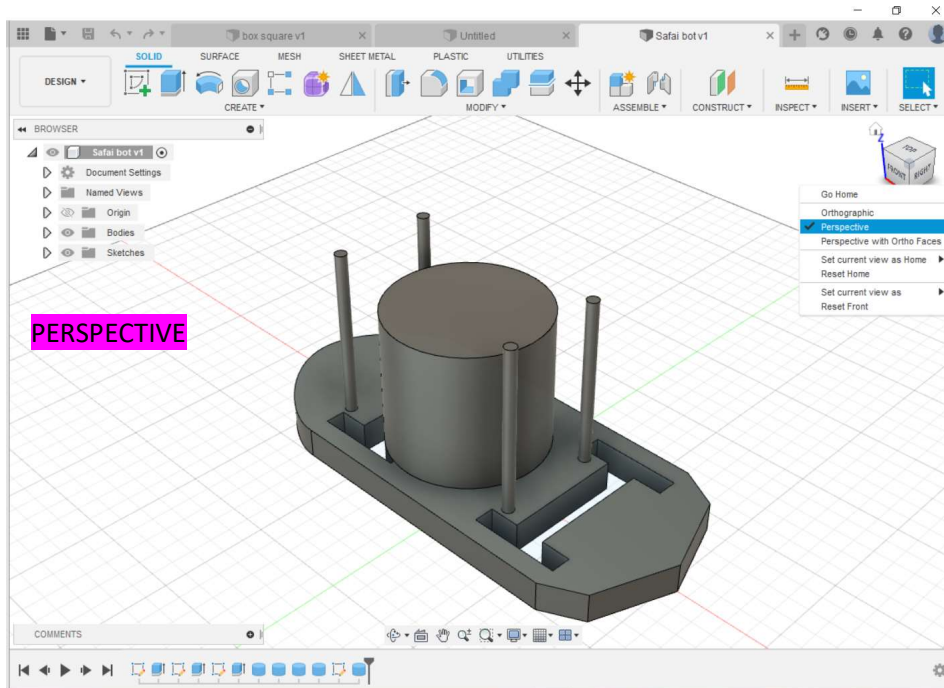
4.

5. HOME VIEW IS ALSO CALLED **ISOMETRIC VIEW**.
6. **ORTHOGRAPHIC** VS **PERSPECTIVE**



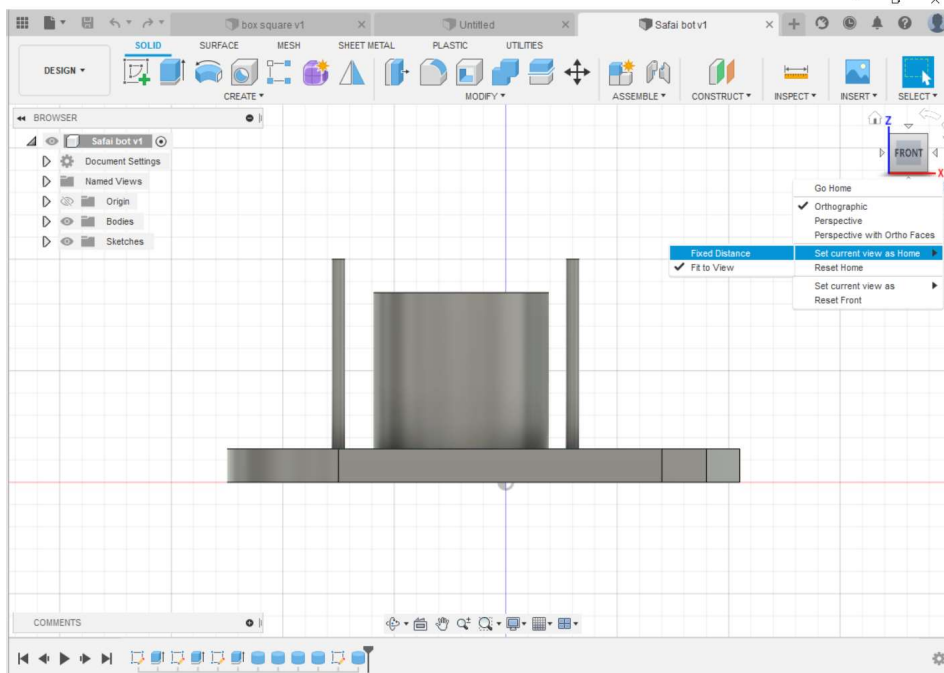
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8.



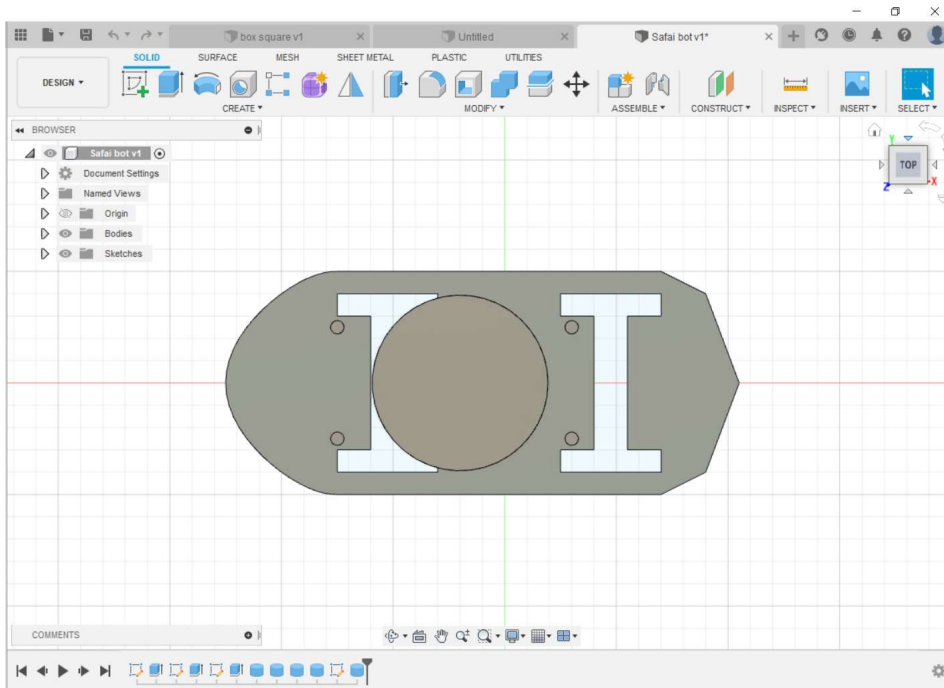
9. ORTHOGRAPHIC VIEW OR PROJECTION ARE USED TO SHOW AN OBJECT FROM EVERY ANGLE TO HELP MANUFACTURERS PLAN PRODUCTION.
10. PERSPECTIVE VIEW DISPLAYS OBJECT WITH REALISTIC DEPTH , MAKING CLOSER OBJECTS APPEAR LARGER , AND FARTHER AWAY OBJECTS APPEAR SMALLER. IT IS JUST LIKE LOOKING AT THE DRAWING IN REAL WORLD .
11. HOWEVER , WE ARE GOING TO USE THE ORTHOGRAPHIC VIEW , BUT WHY ? BECAUSE IN PERSPECTIVE VIEW PARALLEL LINES DON'T APPEAR PARALLEL THEY APPEAR TO BE MERGED.
12. ZOOM IN AND ZOOM OUT -> MOVE THE MIDDLE BUTTON OF MOUSE BACKWARD FOR ZOOM IN AND MOVE FORWARD FOR ZOOM OUT. REMEMBER : ZOOM IN AND ZOOM OUT DEPENDS UPON THE POSITION OF YOUR CURSOR.
13. NOW IF YOUR WANT TO CHANGE THE VIEW AND KEEP THAT AS HOME VIEW

14.

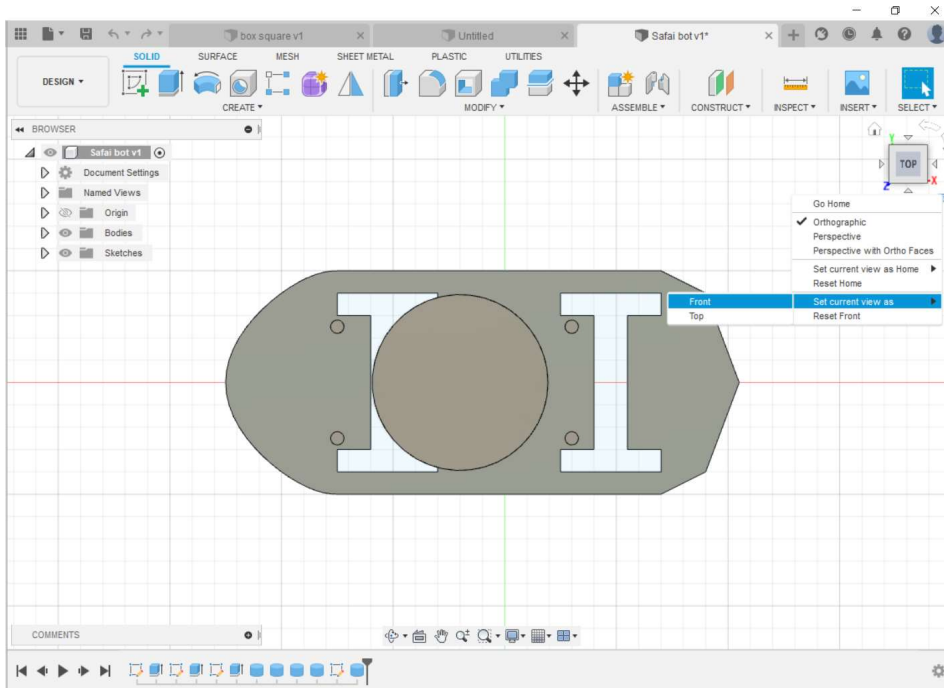


15. PERFORM ORBITING AND WHEN CLICK YOU AT HOME , YOUR MODIFIED HOME WILL BE AT YOUR SCREEN.
16. TO RESET THIS NEW HOME , CLICK ON RESET HOME AND THUS YOU WILL GET BACK TO NORMAL.
17. NOW IF YOU WANT TO SET YOUR TOP VIEW AS THE FRONT VIEW THEN DO THE FOLLOWING (DON'T WORRY YOU CAN GET BACK TO YOUR ORIGINAL VIEW).

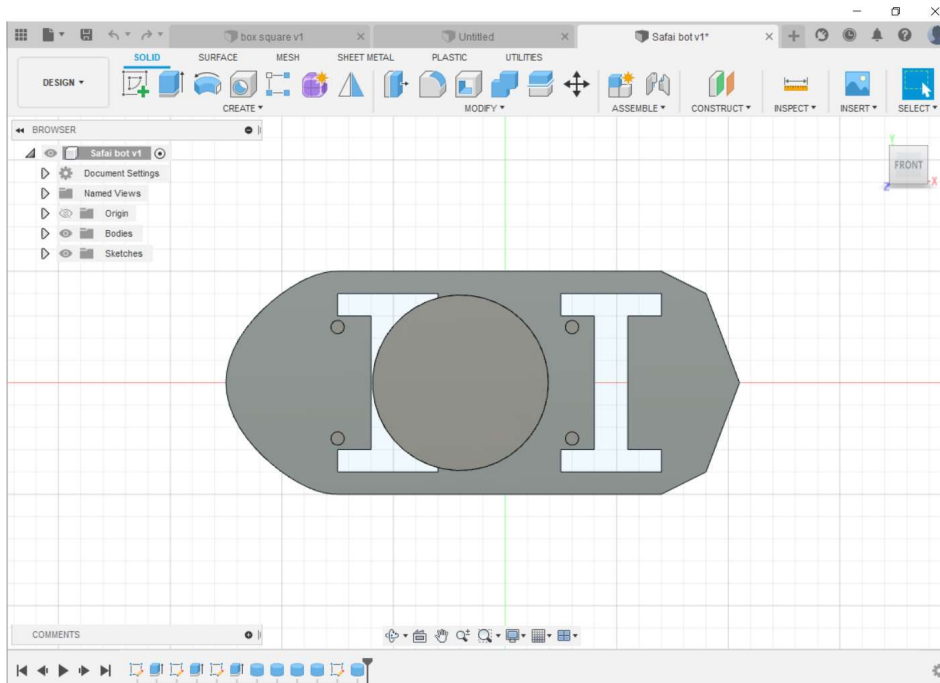
18.



19.



20.



21. NOW TO GET BACK TO PREVIOUS POSITION SIMPLY CLICK ON THE DROP DOWN BUTTON OF CUBE VIEW AND CLICK **RESET FRONT**.

NAVIGATION BAR

22.



ORBIT , LOOK AT , PAN , ZOOM IN OUT , ZOOM WINDOW , GRID AND SNAPS AND VIEWPORTS

23. IN ORBIT , FREE ORBIT IS LITTLE RESTRICTED THAN [SHIFT + WHEEL OF MOUSE] BUT GIVES BETTER CONTROL ON DRAWING.
24. LOOK AT -> TO MAKE ANY PLANE PARALLEL TO THE VIEW DIRECTION.
25. PAN TOOL -> SIMILAR TO PRESSING AND HOLDING THE WHEEL OF MOUSE
26. ZOOM IN AND ZOOM OUT
27. ZOOM WINDOW ALLOW USER TO SELECT PARTICULAR AREA AND THE SELECTED AREA IS THEN ZOOMED IN.
28. FIT (F6) -> FITS THE DRAWING IN THE DRAWING AREA, NO MATTER HOW SMALL OR BIG IT IS.

CREATED BY **MALAY THAKUR**