





























Blender 2.80.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Physics Part Sculpting Animation Compositing Scripting

Object Mode View Select Add Object Global

User Perspective (1) Collection | Cube

Blender Preferences

- Interface
- Themes
- Viewport
- Lights
- Editing
- Animation
- Add-ons
- Input
- Navigation**
- Keymap
- System
- Save & Load
- File Paths

Orbit & Pan

Orbit Method: Turntable (selected) | Trackball

Orbit Around Selection: ☐

Auto Perspective: ☒

Auto Depth: ☐

Smooth View: 200

Rotation Angle: 15.000

Zoom

Zoom Method: Cont (selected) | Doll | Scal

Invert Wheel Zoom Direction: ☐ (circled in red)

Zoom Axis: Vert (selected) | Horiz

Zoom To Mouse Position: ☒ (circled in red)

Invert Mouse Zoom Direction: ☐

Fly & Walk

View Navigation: Walk (selected) | Fly

Camera Parent Lock: ☒

Walk

Gravity: ☐

Save Preferences

ROTATE 3D VIEW

Shift + MOVE 3D VIEW

ZOOM 3D VIEW

Scene Collection

- Collection
- Camera
- Cube
- Light

Cube

Transform

Location X: 0.000

Y: 0.000

Z: 1.000

Rotation Mode: XYZ Euler

Delta Transform

Relations

Collections

Instancing

Motion Paths

Visibility

Viewport Display

Custom Properties

Playback Keying View Motion

1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

Select New Select Rotate View Object Context Menu

Collection | Cube | Vert: 0 | Loc: 0.000 | Rot: 0.000 | Obj: 12 | Objects: 0/3 | Items: 0/5 MB | v2.80.1