

## NOTES ON NAVIGATION

- ▶ *Navigation commands are transparent; you can use them in the middle of other commands.*
- ▶ *To work precisely, you need to see precise points.*
- ▶ *Don't hesitate to Zoom, Orbit and Pan to take a close look at what you're trying to do.*
- ▶ *Hit the Escape key to end a navigation command without disabling the active tool.*
- ▶ *All the navigation tools are centered on the cursor location.*

## ZOOM



- ▶ The Zoom function is centered on the cursor location. To zoom in on a specific point in the model, place the cursor over that point before you zoom.
- ▶ Zoom slows dramatically if the cursor is over empty space in the model.

The cursor must be over an object to function at normal speed. (This may not be evident until there are several objects in the model.)

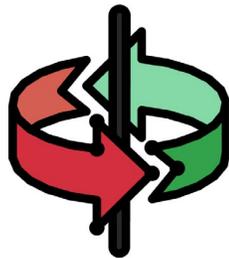
- ▶ **The easiest way to Zoom is with the scroll wheel on the mouse.**
  - ▶ Roll the wheel UP to ZOOM IN
  - ▶ Roll the wheel DOWN to ZOOM OUT
- ▶ Alternate ways to Zoom
  - ▶ Tap the keyboard shortcut “Z”.
  - ▶ Select the icon on the Toolbar.

## ORBIT

▶ Orbit changes the position of the camera (your point of view) and lets you look under, over, around or behind objects in your model.

▶ **The easiest way to orbit is to hold down the scroll wheel on the mouse.**

- ▶ Drag the mouse in different directions while you hold down the scroll wheel.
- ▶ Place the cursor over an object in the model to control the orbit.
- ▶ Alternate ways to Orbit
  - ▶ Tap the keyboard shortcut “O”.
  - ▶ Select the icon on the Toolbar.



## PAN

▶ Pan moves the point of view camera up and down or side to side. Pan is centered on the cursor location, keep the cursor over an object in the model.

▶ **The easiest way to pan is to hold down the Shift key while in the Orbit command.**

- ▶ Alternate ways to Pan
  - ▶ Tap the keyboard shortcut “H”.
  - ▶ Select the icon on the Toolbar.



## ZOOM WINDOW



- ▶ Click the icon on the Camera Toolbar.
- ▶ Right-click while another navigation command is active and select from menu.
- ▶ Zoom Window will quickly bring you in to examine a detail.

## ZOOM EXTENTS

▶ Zoom Extents backs up the camera until the entire model is visible.

- ▶ Good way to get your bearings if you find yourself lost in a model.
- ▶ Good way to find geometry that disappears while moving or copying objects.



## ZOOM SELECTION

- ▶ Right-click over an object and select “Zoom Selection” from the pop-up menu.
- ▶ Zooms to fill the screen with selected object.
- ▶ Extremely fast method to zoom in on a detail in a large model.

## ZOOM PREVIOUS

- ▶ Zoom Previous returns the camera to previous locations. It serves as “undo” for the navigation commands.
- ▶ Select the icon from the Camera Toolbar.



## THREE CAMERA TOOLS YOU LIKELY WON'T EVER NEED

- ▶ Useful for navigating through large and complex architectural models.
  - ▶ Look Around
  - ▶ Walk
  - ▶ Position Camera

## STANDARD VIEWS ON THE VIEW TOOLBAR OR THE CAMERA MENU

- ▶ Little houses display an isometric view and standard two-dimensional drawing views.



Left to right: Isometric, top, front, left, back, right.

- ▶ The location of the chimney indicates the point of view of each of the standard views.

If you get disoriented in a model, follow these steps:

- ▶ Select Zoom Extents from Toolbar
- ▶ Click on the roof (top view).
- ▶ Then Click on the Isometric view.
- ▶ When selecting one of the standard views to print, select “Parallel Projection” from the Camera menu. This allows printing to a specific scale.
  - ▶ “Parallel Projection” disables perspective in the model. In any the standard views, the model will display as it would be seen in a mechanical drawing from that point of view.

