



7.1.4 Editors - 3D Viewport - Header - Navigation Menu

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All Modes - Navigation Menu

The Navigation menu provides you with all tools around viewport navigation. It is available in all modes.

Orbit Down

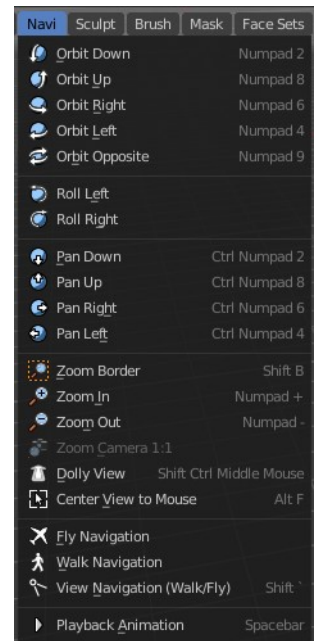
Orbits downwards.

Orbit Up

Orbits upwards.

Orbit Right

Orbits to the right.



Orbit Left

Orbits to the left.

Orbit Opposite

Rotates the view by 180 degree.

Roll Left

Rolls the viewport counter clockwise.

Roll Right

Rolls the viewport clockwise.

Pan Down

Pans the viewpoint downwards. The scene moves up.

Pan Up

Pans the viewpoint upwards. The scene moves down.

Pan Right

Pans the viewpoint to the right. The scene moves to the left.

Pan Left

Pans the viewpoint to the left. The scene moves to the right.

Zoom Region

Draws a rectangle and zooms then to fit the size of this rectangle.

Zooming in is done with drawing the rectangle with left mouse button. Zooming out is done with drawing the rectangle with middle mouse button.

Zoom In

Zooms into the viewport. Works also in camera view.

Zoom Out

Zooms out of the viewport. Works also in camera view.

Zoom Camera 1:1

Zooms the camera fitting to match the render output size by factor 1:1

Dolly View

Dolly View is a special zoom mode.

Be careful with this navigation method, you can easily trap yourself to not zoom able anymore!

Center View to Mouse

Centers the view to the current mouse position.

Fly Navigation

Switches to Fly navigation. In this view mode the camera acts like an air plane. Right click leaves the fly mode.

Walk Navigation

Switches to Walk Navigation. In this view mode the camera acts like a player in a first person shooter. Gravity will pull you down, The ground grid is the ground. And you can move around with WASD keys. Right click leaves the walk mode.

View Navigation

Switches to View Navigation Mode. In this view mode the view gets rotated moved and scaled from the Camera view point. Right Click leaves the view mode.

Playback Animation

Plays back an existing animation.