Chapter 1
Controlling Views

Viewports 1.1

-Vports Command

1. **Type** -VPORTS at the command prompt.

   Command: **-vports**

   Enter an option [Save/Restore/Delete/Join/SIngle/?/2/3/4] <3>: **enter**

   Enter a configuration option [Horizontal/Vertical/Above/Below/Left/Right] <Right>: **enter**

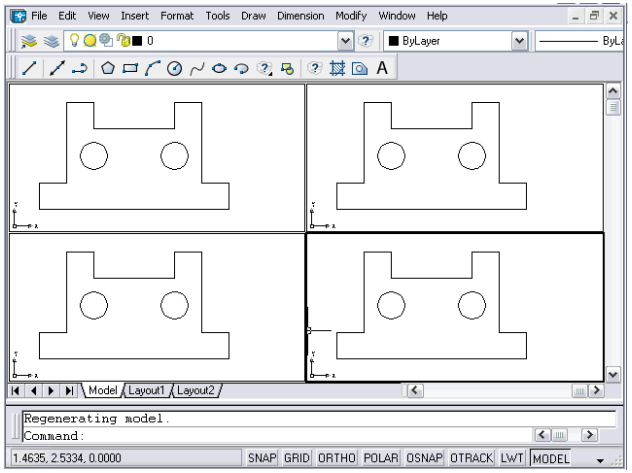
   Regenerating model.

2. **Click** once in each vport to make it active.

3. **Type** a ZOOM option in each viewport.

   NOTE: AutoCAD plots only the current vport.

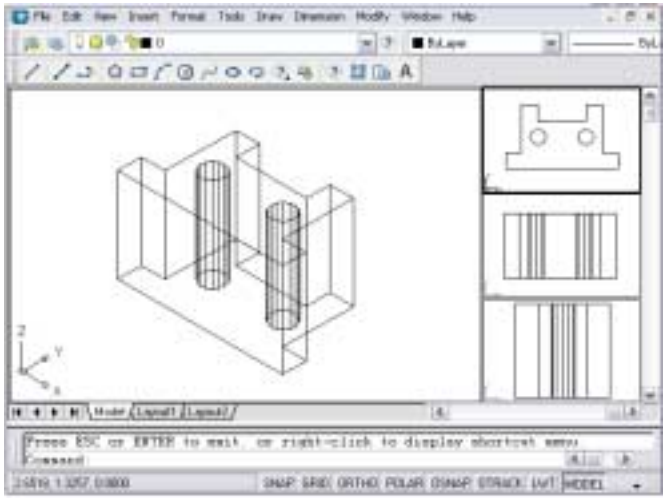
Screen divided into three tiled viewports



3D Viewports 1.2

1. **Choose** View, Viewports, New Viewports
2. **Click** the dropdown option for Setup and click 3D.
3. **Click** OK.

New Viewports tab of the Viewports dialog



Preset Views 1.3

1. **Choose** View, Named Views
2. **Click** **Orthographic & Isometric Views** tab of the View dialog.
3. **Click** One of the following view options:

   Top

   Bottom

   Front

   Back

   Left

   Right

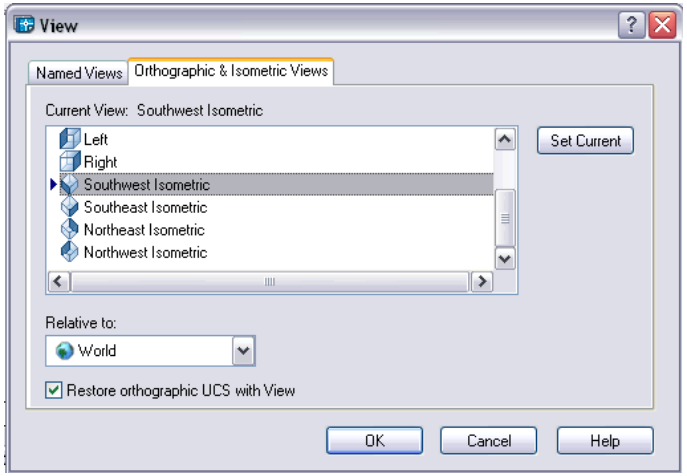
   Southwest Isometric

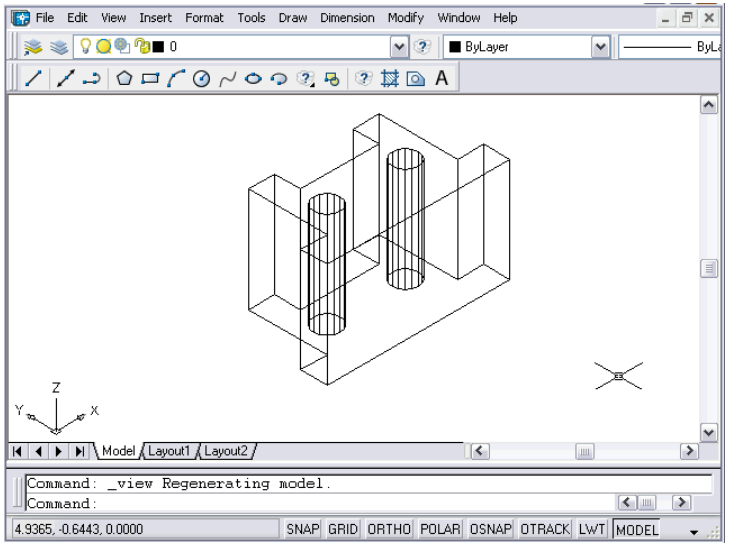
   Southeast Isometric

   Northeast Isometric

   Northwest Isometric

4. **Click** the **Set Current** button
5. **Click** the **OK** button





Vpoint Command (Tripod) 1.4

Displays a compass and tripod for defining a view rotation. The compass represents a two dimensional globe.

1. **Choose** View, 3D Views, Vpoint

   or

2. **Type** VPOINT at the command prompt.

   Command: **vpoint**

   Rotate/<View point> <-0.614,-0.614,0.500>: **(enter)**

3. **Click** a point on the compass to define the viewing angle.

Vpoint Command (Rotate) 1.5

Enters a rotation angle at the viewpoint prompt.

1. **Choose** View, 3D Views, Vpoint

   or

2. **Type** VPOINT at the command prompt.

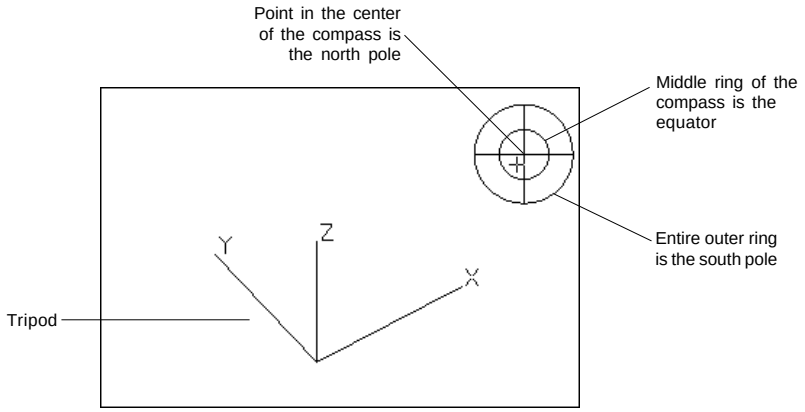
   Command: **vpoint**

   Rotate/<View point> <-0.614,-0.614,0.500>: **R (enter)**

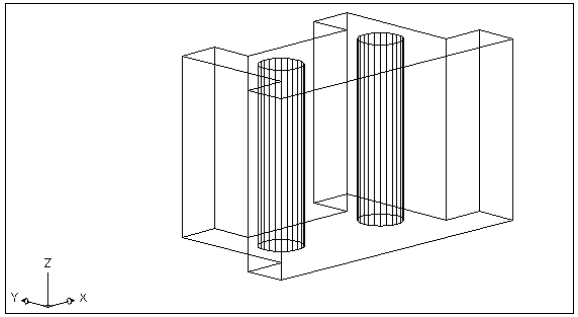
   Enter angle in XY plane from X axis <225>: **225 (enter)**

   Enter angle from XY plane <30>: **15 (enter)**

   Regenerating drawing.



Resultant viewport with new 3D view



DDVpoint Command 1.6

1. **Choose** View, 3D Views, Viewpoint Preset

   or

2. **Type** DDVPOINT at the command prompt.

   Command: **ddvpoint**

3. **Set** a viewing angle by typing the From X axis and XY Plane angle.

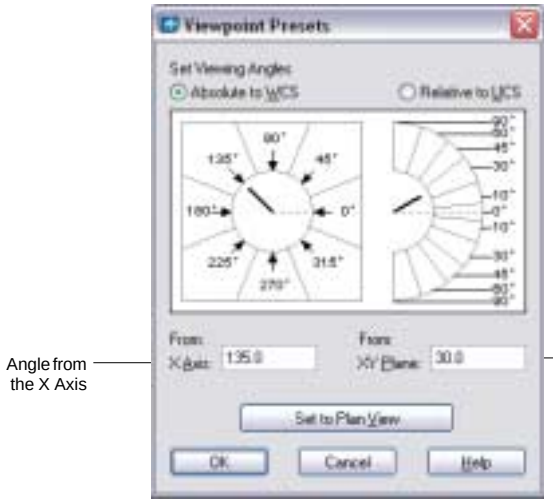
   or

4. **Pick** a viewing angle in the 2 graphics

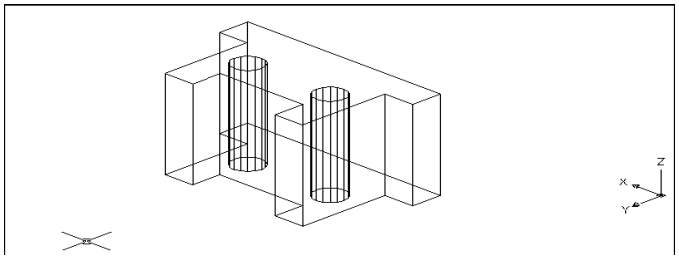
   Left graphic = From X Axis

   Right graphic = In XY Plane

5. **Click** OK.



Resultant viewport with new 3D view



Vpoint Command (Vector Option) 1.7

Enters coordinates at the viewpoint prompt.

1. **Choose** View, 3D Views, Vpoint

   or

2. **Type** VPOINT at the command prompt.

   Command: **vpoint**

   Rotate/<View point> <-1.690,-1.981,2.995>: **-1,-1,1**

   Regenerating drawing.

Other Preset Viewpoints 1.8

1. **Choose** View, 3D Views, and one of the following viewpoint options:

   Top, Bottom,

   Left, Right,

   Front, Back

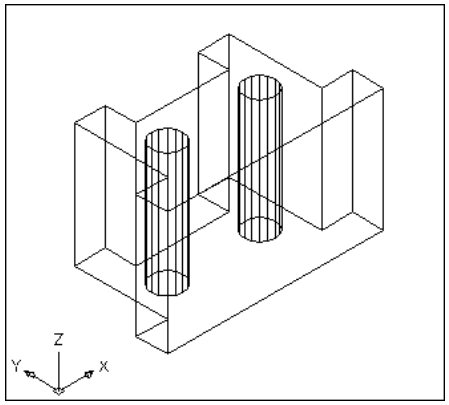
   SW Isometric

   SE Isometric

   NW Isometric

   NE Isometric

Resultant viewport with entered coordinates -1,-1,1



Plan View 1.9

1. **Choose** View, 3D Views, Plan View the one of the following:

   Current UCS, World UCS, Named UCS

   or

2. **Type** PLAN at the command prompt.

   Command: **plan**

   Enter an option [Current ucs/Ucs/World] <Current>:

   Regenerating model.

Current ucs	Goes to the plan view of the current UCS.
Ucs	At the command line type in a name of a previously named Coordinate System.
World	Goes to the plan view of the World Coordinate System.