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## **Chapter 7**

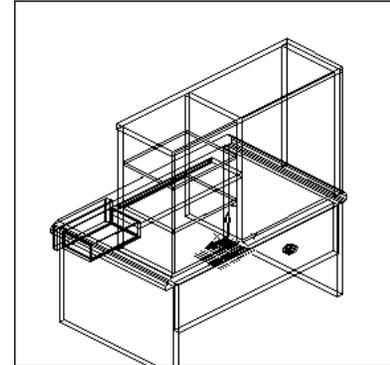
# **Dynamic View - Perspective**

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### DView Camera Option 7.1

1. **Choose** View, 3D Orbit  
or
2. **Type** DVIEW at the command prompt.  
Command: **dview**  
Select objects or <use DVIEWBLOCK>:  
**pick objects**  
Enter option  
[CAmera/TARget/Distance/POints/PAn/Zoom/TWist/  
CLip/Hide/Off/Undo]: **ca**  
Specify camera location, or enter angle from XY  
plane, or [Toggle (angle in)] <90.0000>: **30**  
Specify camera location, or enter angle in XY plane  
from X axis, or [Toggle (angle from)] <90.00000>: **45**  
Enter option  
[CAmera/TARget/Distance/POints/PAn/Zoom/TWist/  
CLip/Hide/Off/Undo]:  
Regenerating model.  
**Note:** You can also twist and pick a camera location.

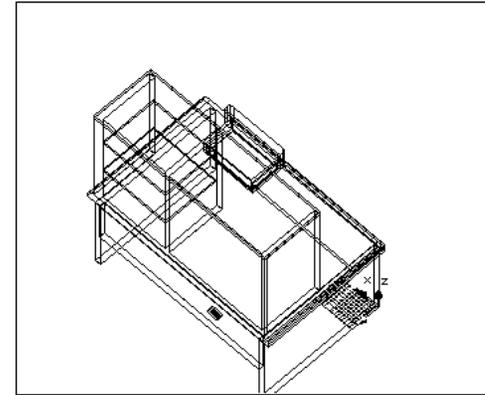
Setting a Camera Location



### DView Target Option 7.2

1. **Choose** View, 3D Orbit  
or
2. **Type** DVIEW at the command prompt.  
Command: **dview**  
Select objects or <use DVIEWBLOCK> **pick objects:**  
Select objects: **enter**  
Enter option  
[CAmera/TARget/Distance/POints/PAn/Zoom/TWist/  
CLip/Hide/Off/Undo]: **TA**  
Specify camera location, or enter angle from XY plane,  
or [Toggle (angle in)] <35.2644>: **pick a target loca  
tion**  
Enter option  
[CAmera/TARget/Distance/POints/PAn/Zoom/TWist/  
CLip/Hide/Off/Undo]: **enter**  
Regenerating model.  
**Note:** You can also type a target location.

Setting a Target Location



### Setting Camera Target with Points 7.3

Moves the camera in or out along the line of sight relative to the target. Once a perspective view is set, zooming is not allowed. Zoom functions must be done in the DVIEW command.

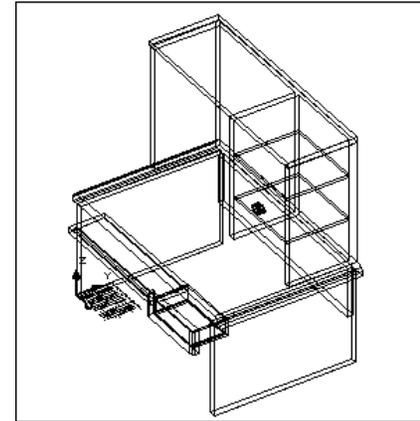
1. **Choose** View, 3D Dynamic View.  
or
2. **Type** DVIEW at the command prompt.

Command: **dview**

Select objects: **pick objects**

Select objects: **enter**

CAMERA/TARGET/DISTANCE/POINTS/PAN/ZOOM/  
TWIST/CLIP/HIDE/OFF/UNDO/<EXIT>: **PO**



### Setting Perspective Distance 7.4

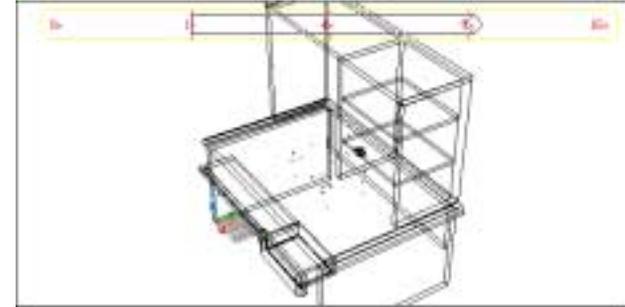
Moves the camera in or out along the line of sight relative to the target. Once a perspective view is set, zooming is not allowed. Zoom functions must be done in the DVIEW command.

1. **Choose** View, 3D Dynamic View.  
or
2. **Type** DVIEW at the command prompt.  
Command: **dview**  
Select objects: **pick objects**  
Select objects: **enter**  
CAmera/TARget/Distance/POints/PAn/Zoom/TWist/  
CLip/Hide/Off/Undo/<eXit>:**D**  
New camera/target distance <1.7321>: **pick**

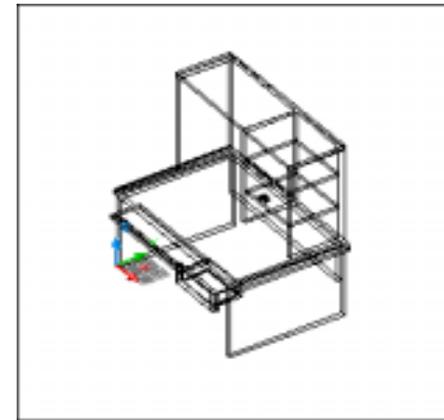
### Turning Perspective Off 7.5

1. **Choose** View, 3D Dynamic View.  
or
2. **Type** DVIEW at the command prompt.  
Command: **dview**  
Select objects: **pick objects**  
Select objects: **enter**  
CAmera/TARget/Distance/POints/PAn/Zoom/TWist/  
CLip/Hide/Off/Undo/<eXit>: **OFF**

Zoom to a Perspective



Resultant Perspective View



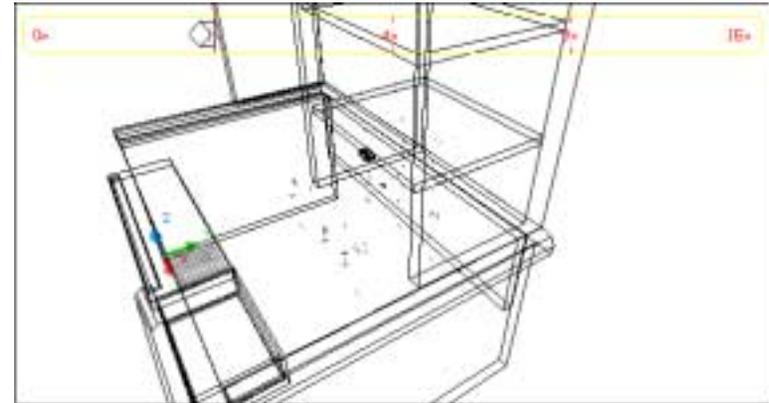
### Zooming in Dview 7.6

1. **Choose** View, 3D Dynamic View.  
or
2. **Type** DVIEW at the command prompt.  
Command: **dview**  
Select objects: **pick objects**  
Select objects: **enter**  
CAmera/TARget/Distance/POints/PAn/Zoom/TWist/  
CLip/Hide/Off/Undo/<eXit>: **Z**  
Adjust lens length <9.666mm>: **pick**

### Panning in Dview 7.7

1. **Choose** View, 3D Dynamic View.  
or
2. **Type** DVIEW at the command prompt.  
Command: **dview**  
Select objects: **pick objects**  
Select objects: **enter**  
CAmera/TARget/Distance/POints/PAn/Zoom/TWist/  
CLip/Hide/Off/Undo/<eXit>: **PA**  
Displacement base point: **pick**  
Second point: **pick**

*Resultant View of Zoomed and Panned*



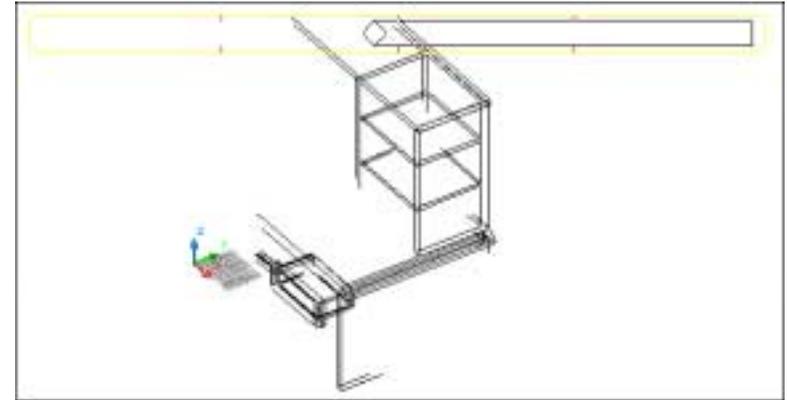
### Clipping Objects 7.8

1. **Choose** View, 3D Dynamic View.  
or
2. **Type** DVIEW at the command prompt.  
Command: **dview**  
Select objects: **pick objects**  
Select objects: **enter**  
CAmera/TARget/Distance/POints/PAn/Zoom/TWist/  
CLip/Hide/Off/Undo/<eXit>: **CL**  
Back/Front/<Off>: **F**  
Eye/<Distance from target> <4.4721>: **pick**

### Twisting Objects 7.9

1. **Choose** View, 3D Dynamic View.  
or
2. **Type** DVIEW at the command prompt.  
Command: **dview**  
Select objects: **pick objects**  
Select objects: **enter**  
CAmera/TARget/Distance/POints/PAn/Zoom/TWist/  
CLip/Hide/Off/Undo/<eXit>: **TW**  
New view twist <0.00>: **pick**

Resultant View of Clipped Objects



### Hidden Line Removal 7.10

1. **Choose** View, 3D Dynamic View.  
or
2. **Type** DVIEW at the command prompt.  
Command: **dview**  
Select objects: **pick objects**  
Select objects: **enter**  
CAmera/TARget/Distance/POints/PAn/Zoom/TWist/  
CLip/Hide/Off/Undo/<eXit>: **H**

