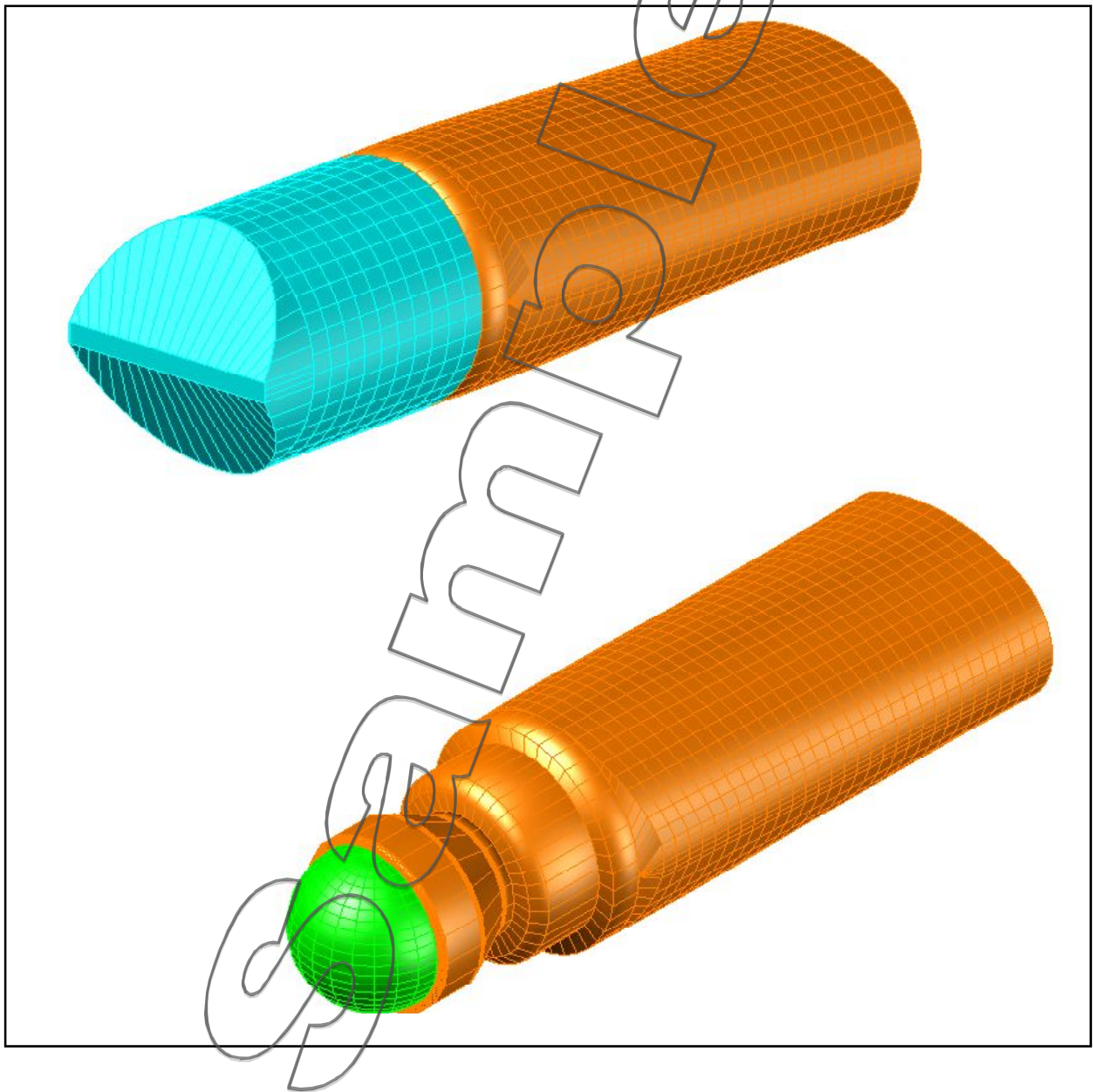


6.3 Explain reasons for creating multiple views of an object

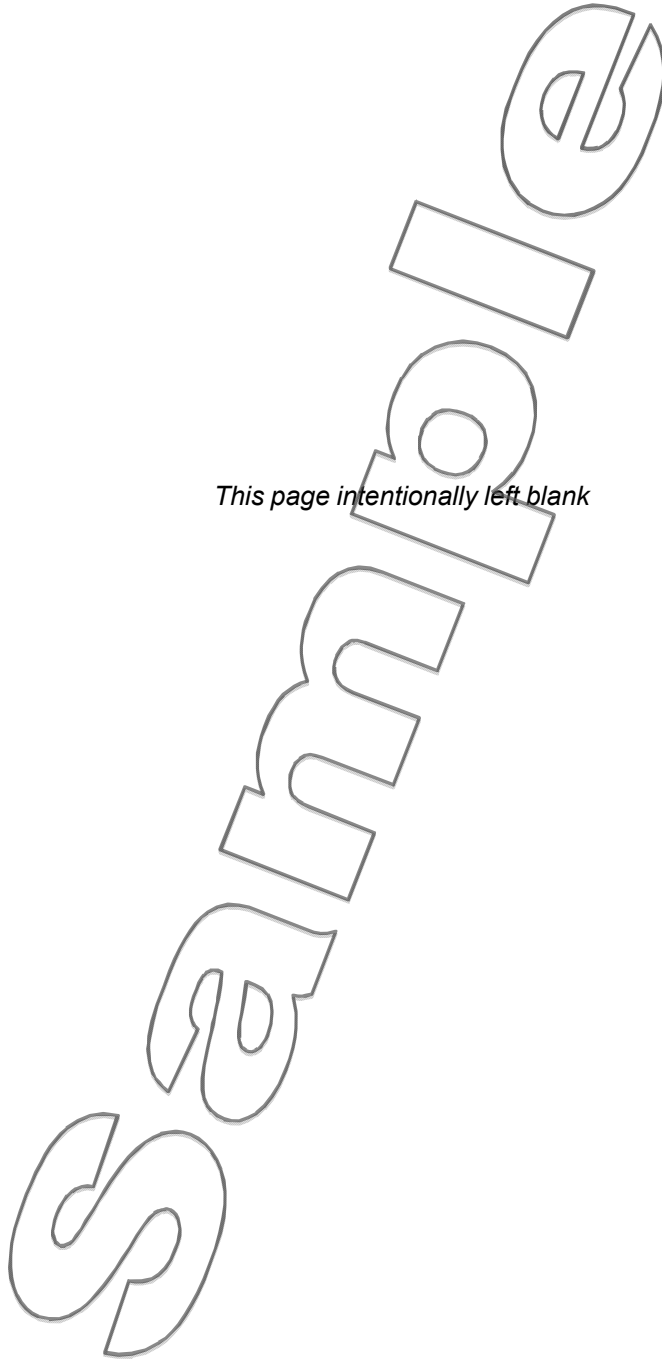
6.4 Explain the benefits of saving named views

Views and Multiple Viewports

TARGET DRAWING



Required Drawing: **3-ROLLON**



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Views and Multiple Viewports

In the following exercise you will visualise and layout a model of a **Deoderant Rollon**, from various points in 3D space as shown in the Target Drawing. The model was produced in Surface Modelling.



- 1 **Open** an existing drawing file called **3-ROLLON**.

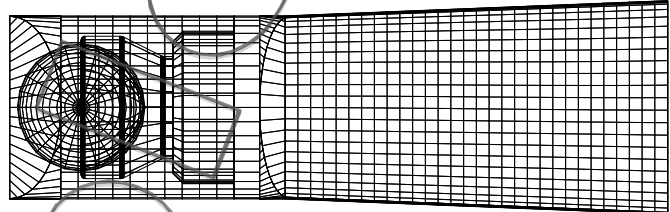
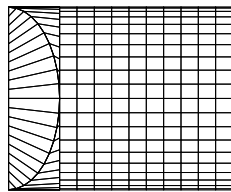


Figure 01 3-ROLLON

- 2 Ensure the **7689 3D Workspace** is loaded and **Freeze** the layer **Capmesh-Off**.



- 3 Click the constrained **Orbit** button from the **Orbit** drop-down menu on the **Navigation Bar**, and create a 3D-view similar to that shown in Figure 02, then **Exit Orbit**.

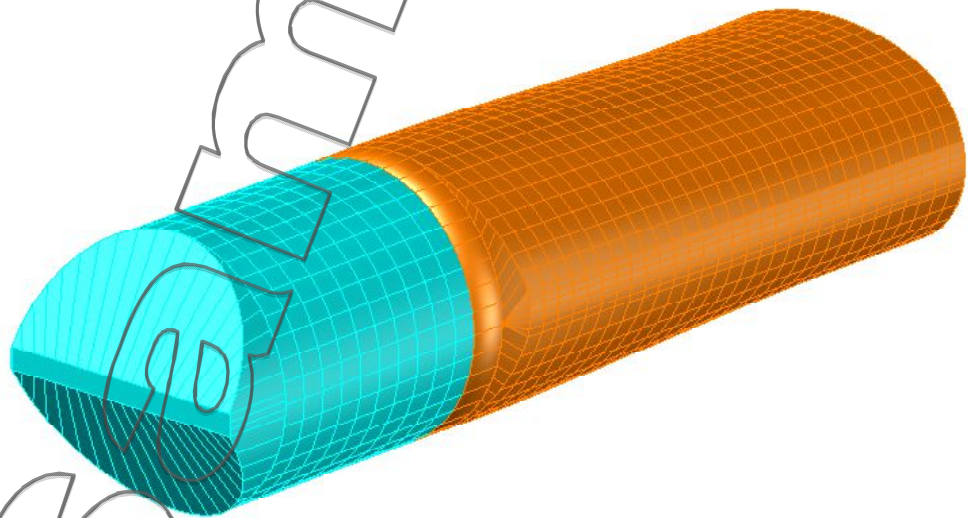
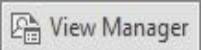
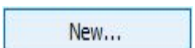


Figure 02 VIEW1 (Realistic Visual Mode)



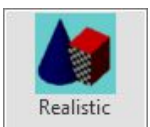
- 4 Click the **View Manager** button on the **Named Views** panel of the **Visualize** tab, to display the "**View Manager**" dialog box.



Click the **New...** button to display the "**New View / Shot Properties**" dialog box and enter **VIEW1** in the **View name:** text box, then click **OK** to accept the defaults.

Click **OK** to close the "**View Manager**" dialog box.

Click **Realistic** from the visual styles list on the **Visual Styles** panel.





- 5 Click on the **Orbit** button from the **Navigation Bar** and create a 3D-view similar to that shown in Figure 03, then **Exit Orbit**.

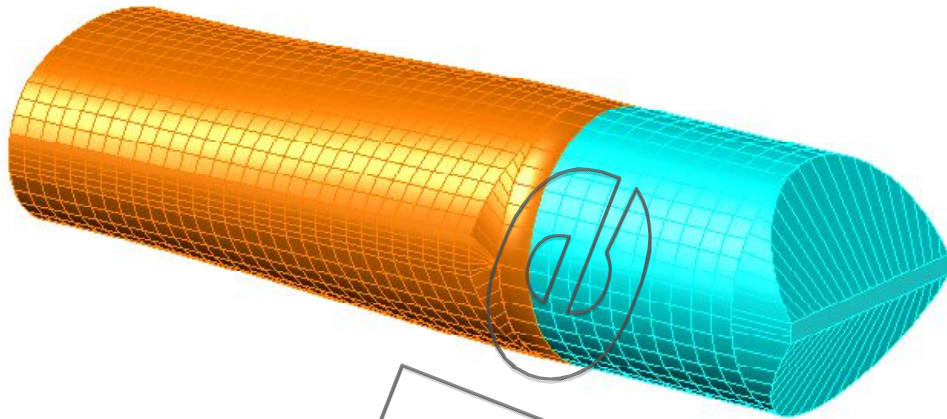
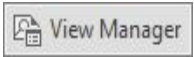
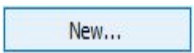


Figure 03 VIEW2 and VIEW3 (Realistic Visual Mode)



- 6 Click the **View Manager** button on the **Named Views** panel of the **Visualize** tab, to display the **"View Manager"** dialog box.



Click the **New...** button to display the **"New View / Shot Properties"** dialog box and enter **VIEW2** in the **View name:** text box, then click **OK**.



Click the **New...** button again to display the **"New View / Shot Properties"** dialog box and enter **VIEW3** in the **View name:** text box, then click **OK**.

Click **OK** to close the **"View Manager"** dialog box.



- 7 Click the **Named** button on the **Model Viewports** panel of the **Visualize** tab, to display the **"Viewports"** dialog box.

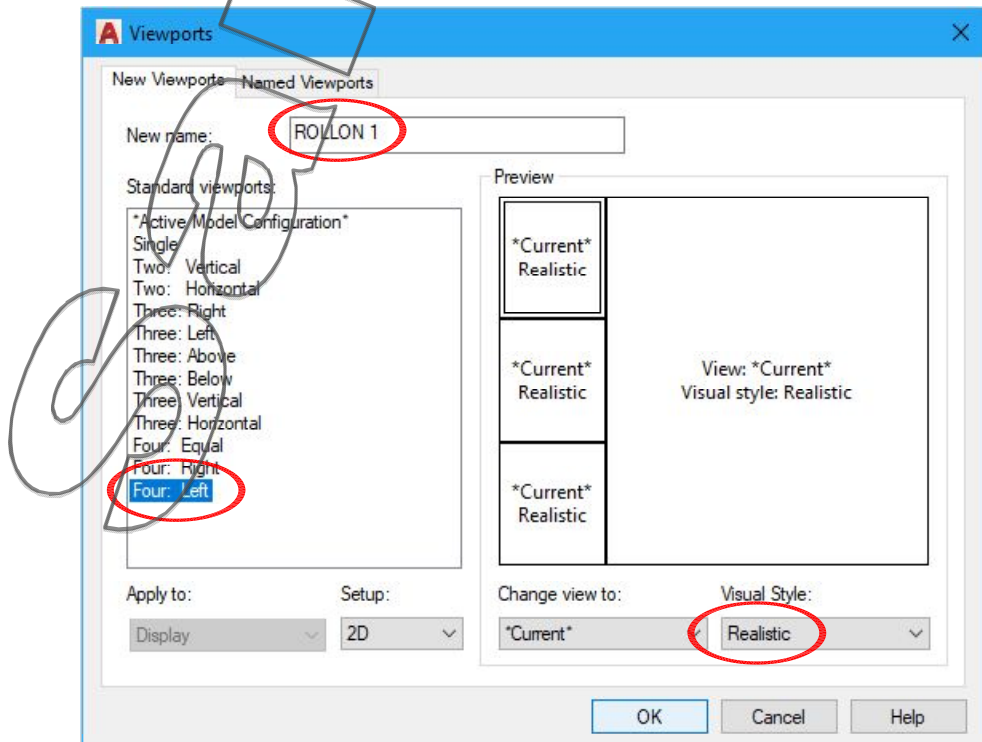


Figure 04 Viewports - ROLLON 1

Complete the **2D** setup in the dialog box as shown in Figure 04 and click **OK**.

Note: The three **Named Views** could have been pre-selected and allocated to each viewport in the dialog box, but on this occasion you'll setup each viewport separately in the drawing window.

- 8 Make the top left-hand viewport active by clicking in it.



Click on **VIEW1** on the **View** panel on the **Home** tab.

Pan and **Zoom** to position it centrally if necessary.

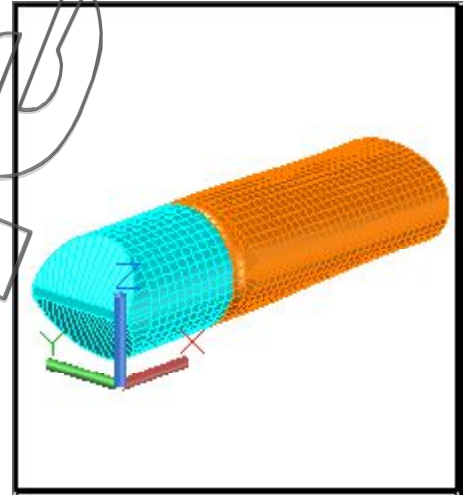


Figure 05 VIEW1 - Realistic

- 9 Make the middle left-hand viewport active by clicking in it.



Click on **VIEW2** on the **View** panel on the **Home** tab.

Pan and **Zoom** to position it centrally if necessary.

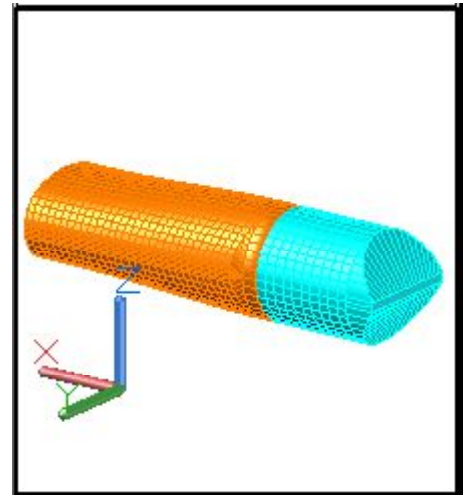


Figure 06 VIEW2 - Realistic

- 10 Make the bottom left-hand viewport active by clicking in it.



Click on **VIEW3** on the **View** panel on the **Home** tab.

Click **Conceptual** from the drop-down **Visual Styles** options on the **View** panel on the **Home** tab of the **Ribbon**.

Pan and **Zoom** to position it centrally if necessary.

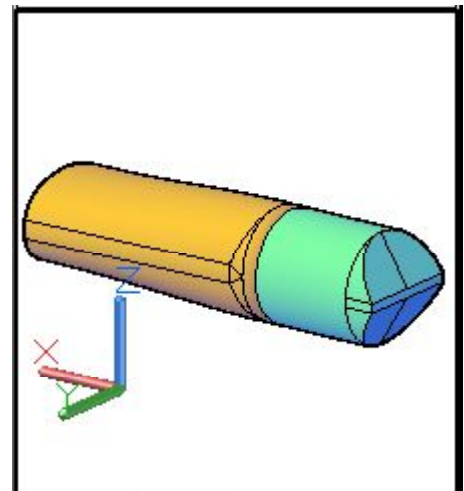


Figure 07 VIEW3 - Conceptual

- 11 Make the large right-hand viewport active by clicking in it.



Click on **VIEW1** on the **View** panel on the **Home** tab.



Pan and **Zoom** to position it centrally if necessary.

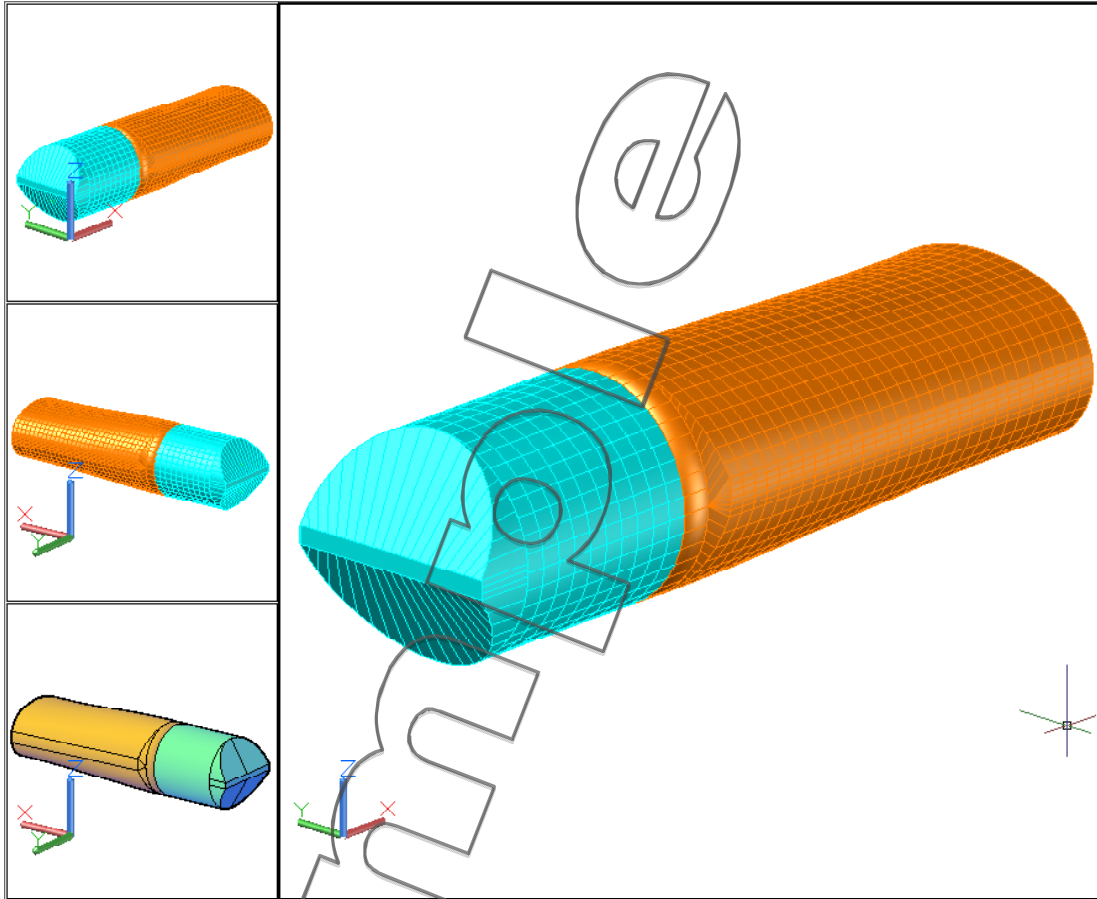


Figure 08 Viewport Configuration - ROLLON 1

Using a **3D** viewport configuration setup, the views in each viewport can be pre-selected to reflect the model both in 3D and orthographic views.



- 12 Click on the **Named** button on the **Model Viewports** panel of the **Visualize** tab, to display the **"Viewports"** dialog box.

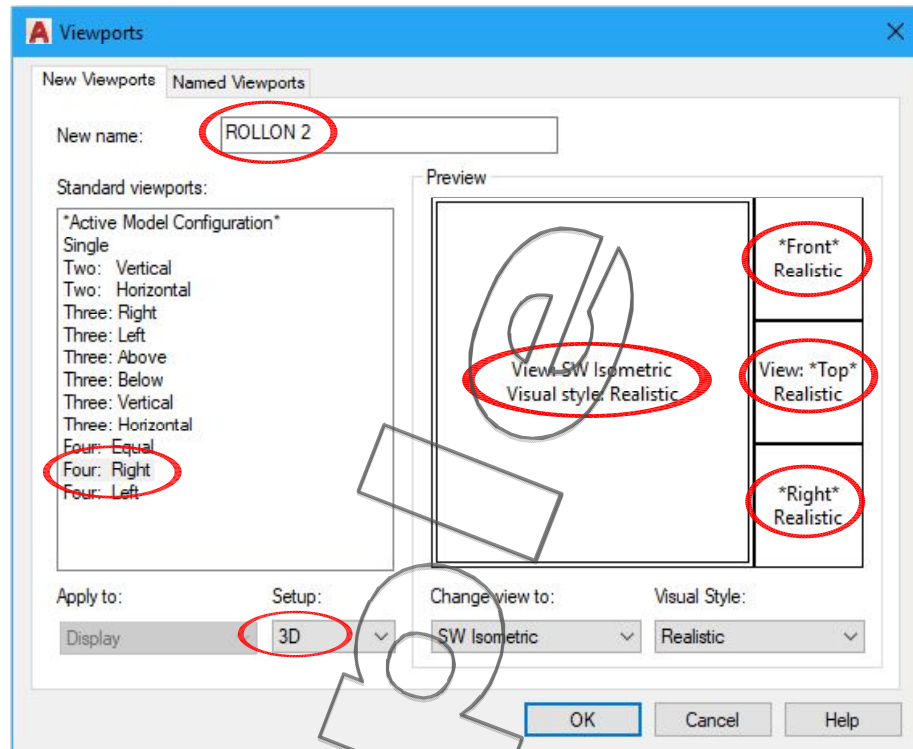


Figure 09 Viewports - ROLLON 2

- 13 **Complete** the dialog box as shown above and click **OK**.
- 14 Click **Realistic** from the visual styles list on the **View** panel.
- 15 **Freeze** layer **Capmesh-On**.

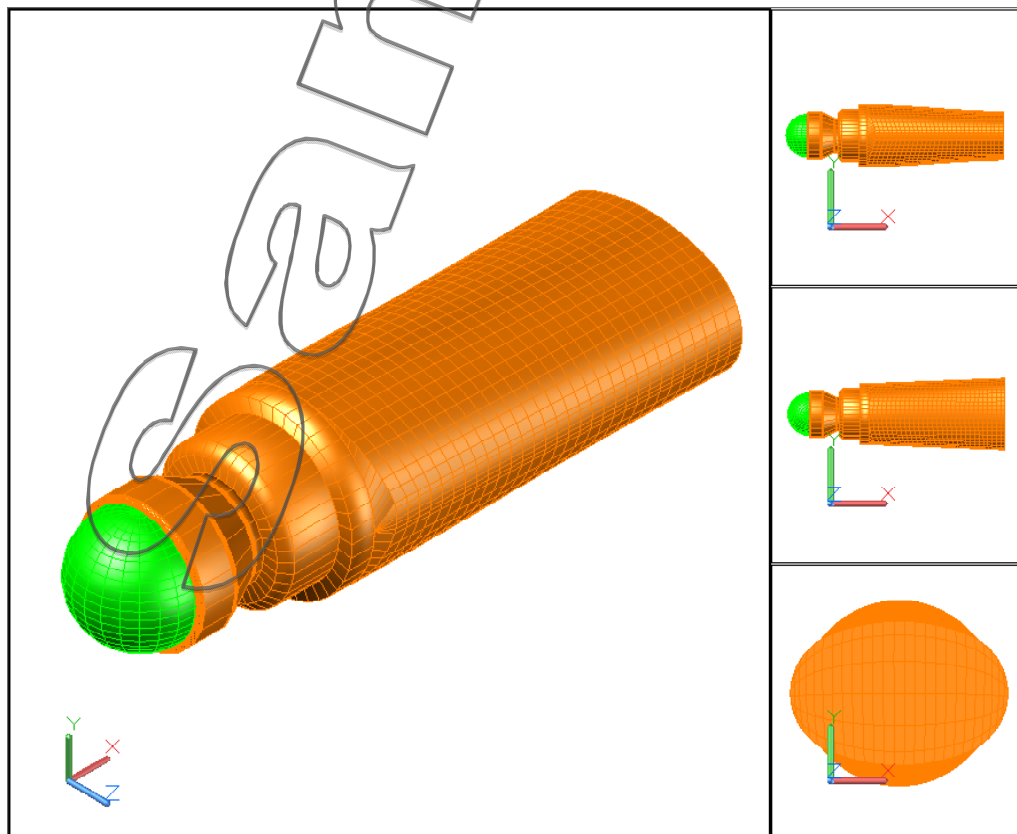
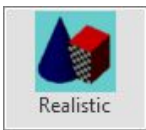


Figure 10 Viewport Configuration - ROLLON 2



- 16 Both viewport configurations have been saved and can be accessed by clicking on the **Named** button on the **Model Viewports** panel of the **Visualize** tab, to display the "**Viewports**" dialog box - **Named Viewports** tab (Figure 11).

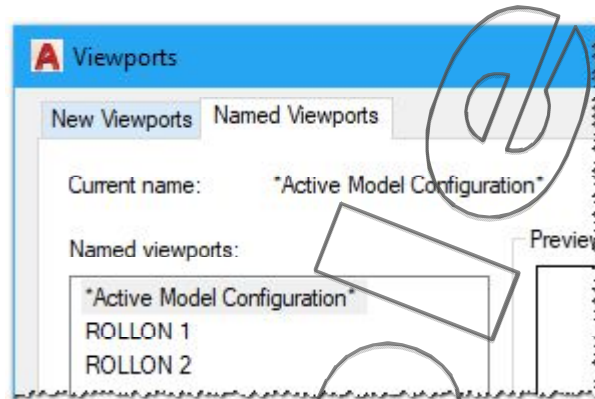


Figure 11 Named Viewports Tab



- 17 **Save As...** the drawing as **ROLLON**.

Note: The drawing has been created in **Model Space** and as such, the multi-viewport layouts are called "**tiled**" viewports, as apposed to "**floating**" viewports which exist in **Paper Space Layout**.