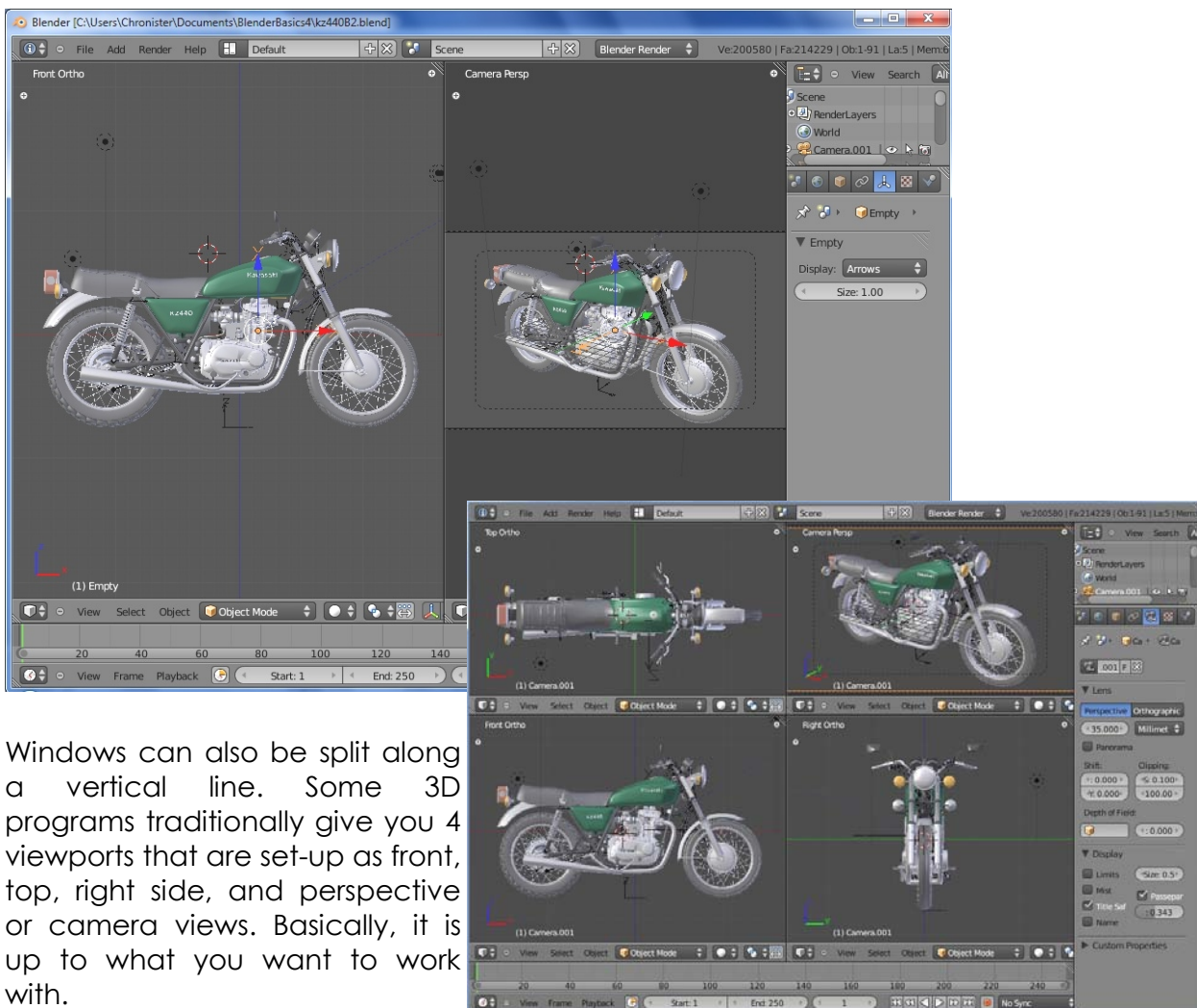


Chapter 2- Working with Viewports (windows)

Creating Viewports (also called windows)

Most times, you need more than one 3D window to work with since you're trying to locate objects in three dimensions. Most rendering and animations programs allow for multiple viewports along with graphical views of various data. Blender allows the same. Remember that Blender starts with 5 viewports, but only one 3D View window (discussed on pages 1-1 and 1-2). You can change the size of any of these windows by using the LMB and dragging on the line between the viewports. In order to split a viewport, move your cursor over the small triangle in the upper right corner of the 3D View Window. When the cursor turns into a "+", drag with your LMB to split your screen into 2 viewports. Joining viewports together works the same way. Click on the triangle and drag over the viewport you wish to remove. There's no limit to the number of times you can split your windows. I like to traditionally work with 2 views like the example shown below. I use the left view to flip between my principle views (top, front, side) and the right view for camera view and animation tracks (which we'll discuss later). In the view shown below, I've minimized the Tool Shelf and Transform Panel to maximize screen space.



Windows can also be split along a vertical line. Some 3D programs traditionally give you 4 viewports that are set-up as front, top, right side, and perspective or camera views. Basically, it is up to what you want to work with.