

Chapter 2- Working with Viewports (windows)

Typical Views and Buttons:

Here are some typical views used to model in 3D and the buttons on the **number pad** to go along with them. In order to make them work, you need to have the “Num Lock” button pressed. Get use to working with the principle views (top, front, side) in orthographic mode when locating the 3D cursor. You will usually need to check the location of the cursor in at least 2 views when placing objects. New to Blender 2.6 is that the name of the view is displayed in the upper left corner of the viewport.

