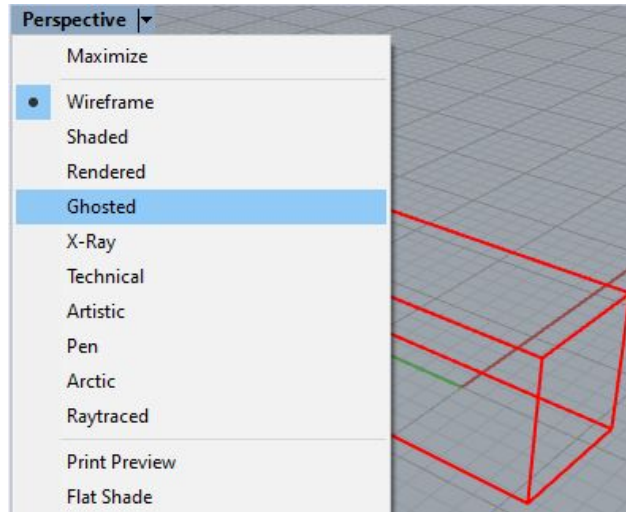


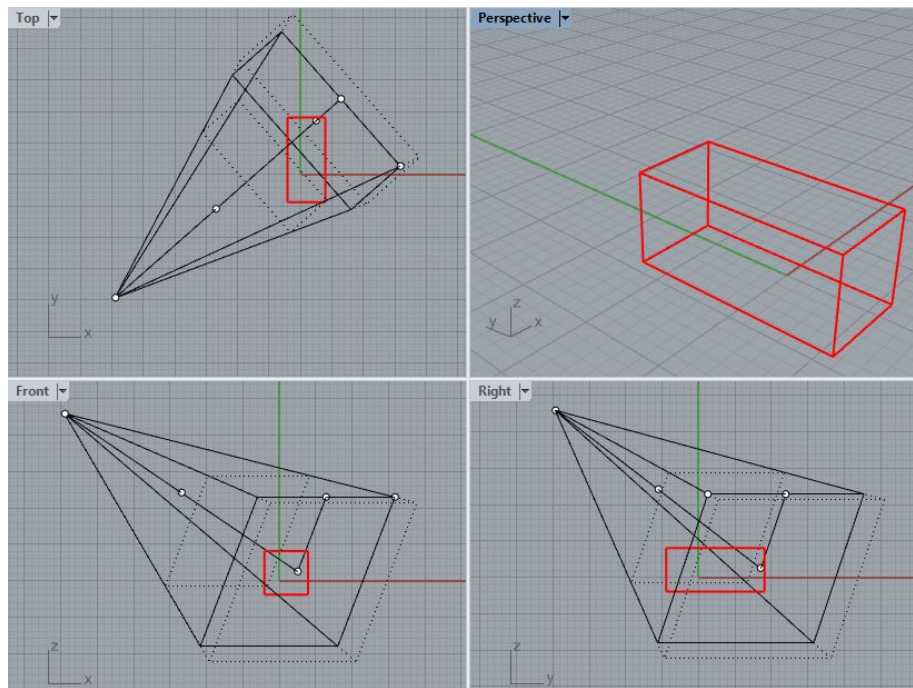
1.2.3 Viewport navigation tutorial

Change the wireframe view to Ghosted mode, then zoom so that the target of the camera is located at the center of the selected object, then orbit around the selected object.

Change to Ghost view using the viewport drop down menu

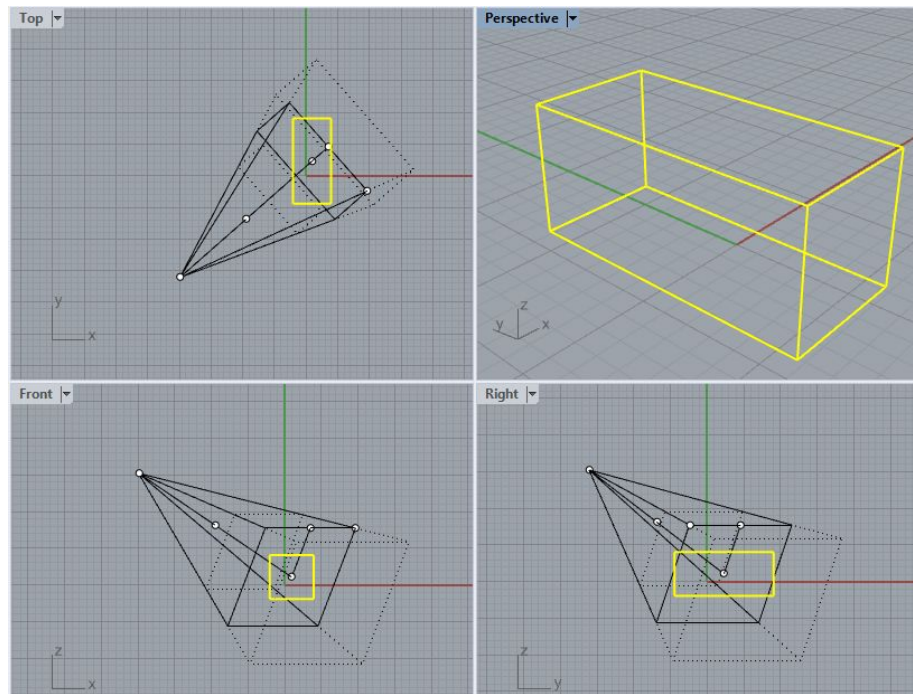


Use the **Camera** command to show the perspective view camera location and target.



Select the box, then use the **Zoom** command with **Selected** option to center the camera target to the box center (**ZS** as keyboard shortcut).

Observe how the camera location changes



Use right-mouse-down then move the mouse to orbit and observe how the camera changes location without changing the target.

You can also click on the camera points to change location, target and tilt of the perspective view.

Run the **Camera** command again to hide.

