









**Table 2-1: Viewport Navigation Controls**

<i>Toolbar Button</i>	<i>Name</i>	<i>Description</i>
	Zoom (Alt+Z or [ or ])	Moves closer to or farther from the objects in the active viewport by dragging the mouse or zooming by steps with the bracket keys.
	Zoom All	Zooms in to or out of all the viewports simultaneously by dragging the mouse.
	Zoom Extents (Ctrl+Alt+Z), Zoom Extents Selected	Zooms in on all objects or just the selected object until it fills the active viewport.
	Zoom Extents All (Ctrl+Shift+Z), Zoom Extents All Selected (Z)	Zooms in on all objects or just the selected object until it fills all the viewports.
	Field of View, Region Zoom (Ctrl+W)	The Field of View button (only available in the Perspective view) controls the width of the view. The Region Zoom button zooms in to the region selected by dragging the mouse.
	Pan (Ctrl+P or I), Walk Through	Moves the view to the left, to the right, up, or down by dragging the mouse or by moving the mouse while holding down the I key. The Walk Through feature moves through the scene using the arrow keys or a mouse like a first-person video game.
	Arc Rotate (Ctrl+R), Arc Rotate Selected, Arc Rotate SubObject	Rotates the view around the global axis, selected object, or subobject by dragging the mouse.
	Min/Max Toggle (Alt+W)	Makes the active viewport fill the screen replacing the four separate viewports. Clicking this button a second time shows all four viewports again.