




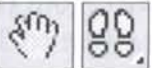




Camera Navigation Control Buttons

Control Button	Name	Description
	Dolly Camera, Dolly Target, Dolly Camera + Target	Moves the camera, its target, or both the camera and its target closer to or farther away from the scene in the direction it is pointing.
	Perspective	Increases or decreases the viewport's perspective by dollying the camera and altering its field of view.
	Roll Camera	Spins the camera about its local Z-axis.
	Zoom Extents All, Zoom Extents All Selected	Zooms in on all objects or the selected objects by reducing the field of view until the objects fill the viewport.
	Field of View	Changes the width of the view, similar to changing the camera lens or zooming without moving the camera.
	Truck Camera, Walk Through	The Truck Camera button moves the camera perpendicular to the line of sight, and the Walk Through button enables a mode in which you can control the camera using the arrow keys and the mouse.
	Orbit, Pan Camera	The Orbit button rotates the camera around the target, and the Pan button rotates the target around the camera.
	Min/Max Toggle	Makes the current viewport fill the screen. Clicking this button a second time returns the display to several viewports.

Note: If a Free Camera is selected, then the Dolly Target and Dolly Camera + Target buttons are not available.