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# Blender Beginner Series - Navigating Views

Created by Tomás Correa for Vivid Imaginations

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# Switching Views

**3D Gimbal** - In the top right of the viewport you'll see a *3D Gimbal*. The gimbal has three solid colored circles with either the letters X, Y, or Z representing the 3 axis of space. As you rotate your view the gimbal will rotate as well. Clicking on any of these circles will automatically rotate the view in line with that specific axis. Clicking on the **X** will change the view to either a left or right view. Clicking on the **Y** will change the view to either a Front or Back view. Clicking on the **Z** will change the view to either a Top or Bottom view.

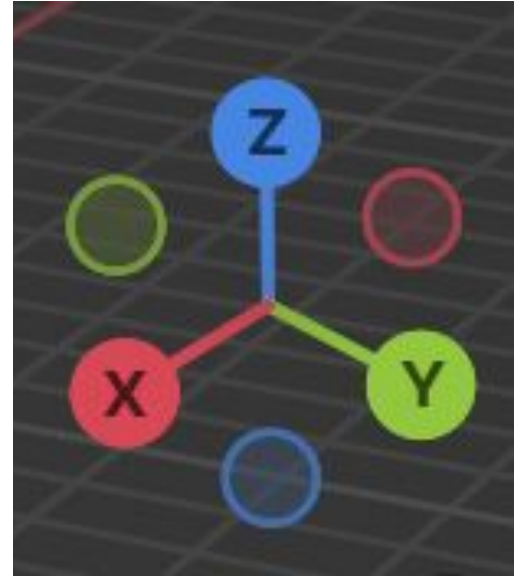
## Shortcuts

Numpad 1 = Front View / Ctrl + Numpad 1 = Back View

Numpad 3 = Right View / Ctrl + Numpad 3 = Left View

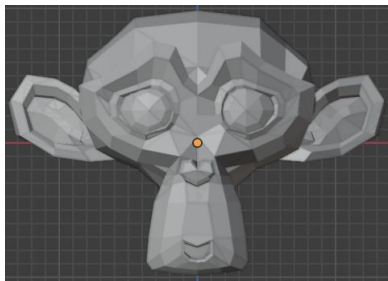
Numpad 7 = Top View / Ctrl + Numpad 7 = Bottom View

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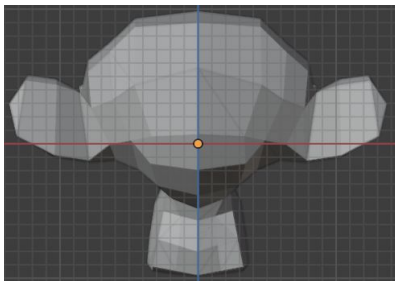


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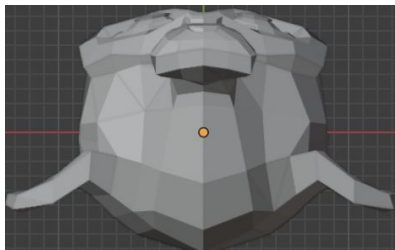
Front View



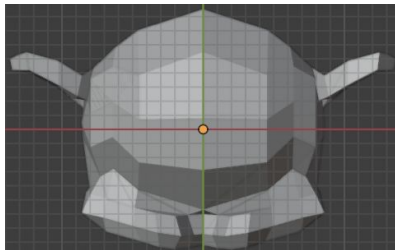
Back View



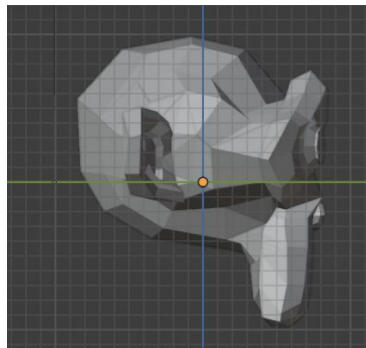
Bottom View



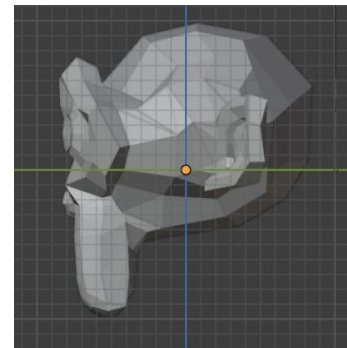
Top View



Left View



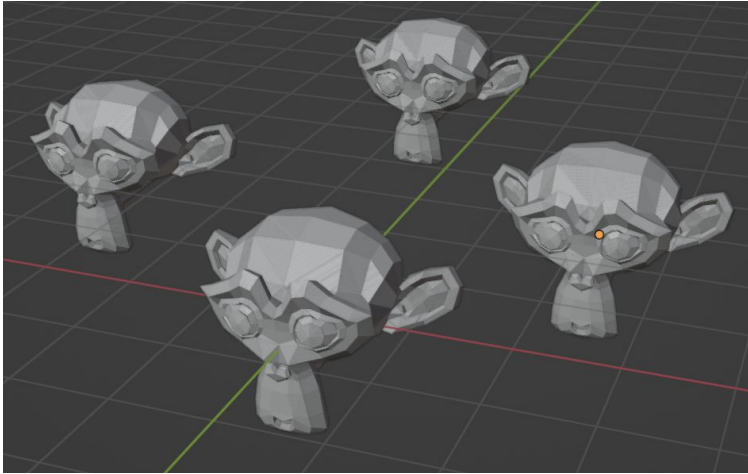
Right View



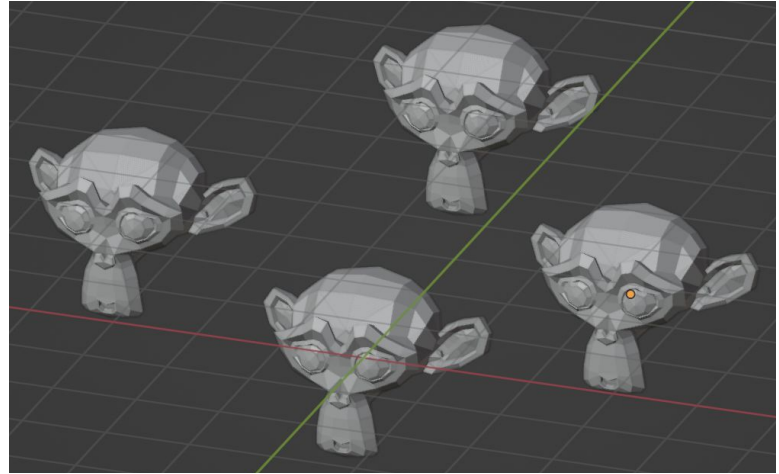
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# Perspective / Orthographic

The Viewport can also be switched between a *Perspective* or an *Orthographic* point of view. In perspective view objects will get smaller the further away they are from the camera. In Orthographic view all objects will appear at the same scale. Pressing **Numpad 5** will allow you to toggle between perspective and orthographic views.



Perspective View



Orthographic View

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