The first 3D PDF in a minute

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Rotate
Turns 3D objects around relative to the screen. How the objects move depends on the starting view, where you start dragging, and the direction in which you drag

Pan
Moves the model vertically and horizontally only

Zoom
Moves you toward, or away from the objects in the scene

Walk
Pivots horizontally around the scene or moves forward or backward, it maintains a constant elevation level

Fly
Navigates through a model while maintaining the surface orientation

Views
Lists any views defined for the current 3D model

Default View
Returns to a preset zoom, pan, rotation, and projection mode of the 3D model

Toggle Cross Section
Shows and hides cross sections of the object

Add Comment
Enables you to add a sticky note to any part of the 3D model

3D Measurement Tool
Measures part sizes and distances in the 3D model

Model Tree
Hides, shows and changes the display mode of the individual parts of a 3D model

Click on the 3D model to activate it