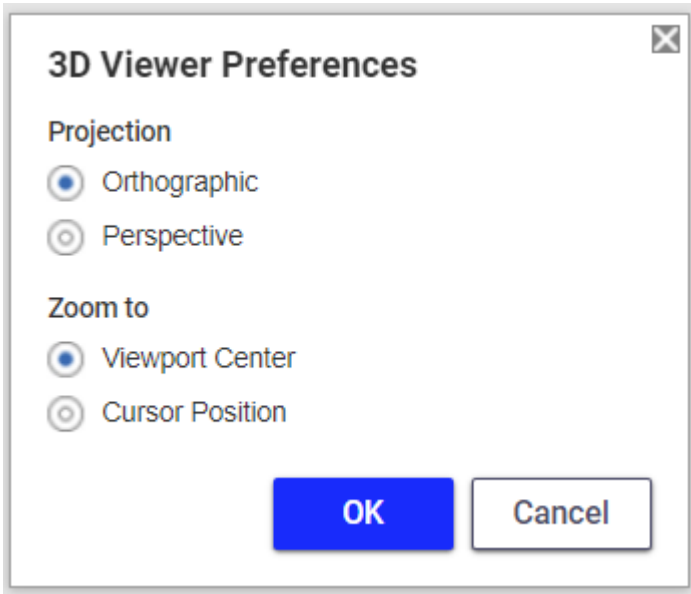


3D Viewer Preferences

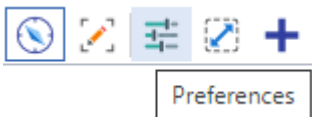
With the **3D Viewer Preferences** dialog, an end user can configure the following preferences for viewing:

- **Projection:** a 3D model projection mode.
- **Zoom to:** an alignment points for zooming with a wheel mouse button.



These configurations are persistent for a given Viewer and logged-in user. An end user can have different configurations for the Monolithic and Dynamic/Streaming Viewers.

The **Preferences button** on the **Standard Viewing** toolbar provides access to the **3D Viewer Preferences** dialog.

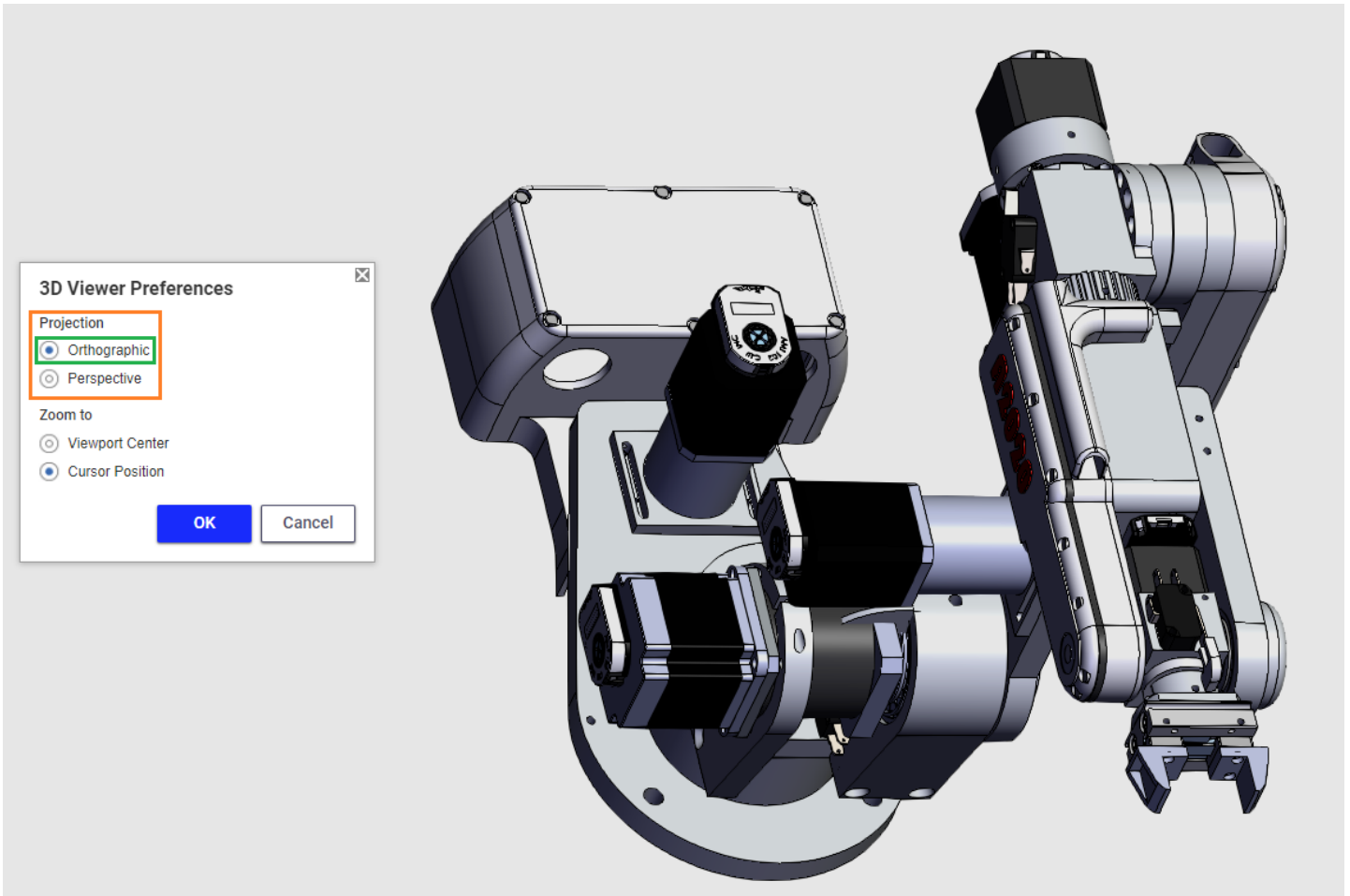


Projection Preferences

The **Projection** preference in the **3D Viewer Preferences** dialog offers the following options for projecting a 3D model on a scene:



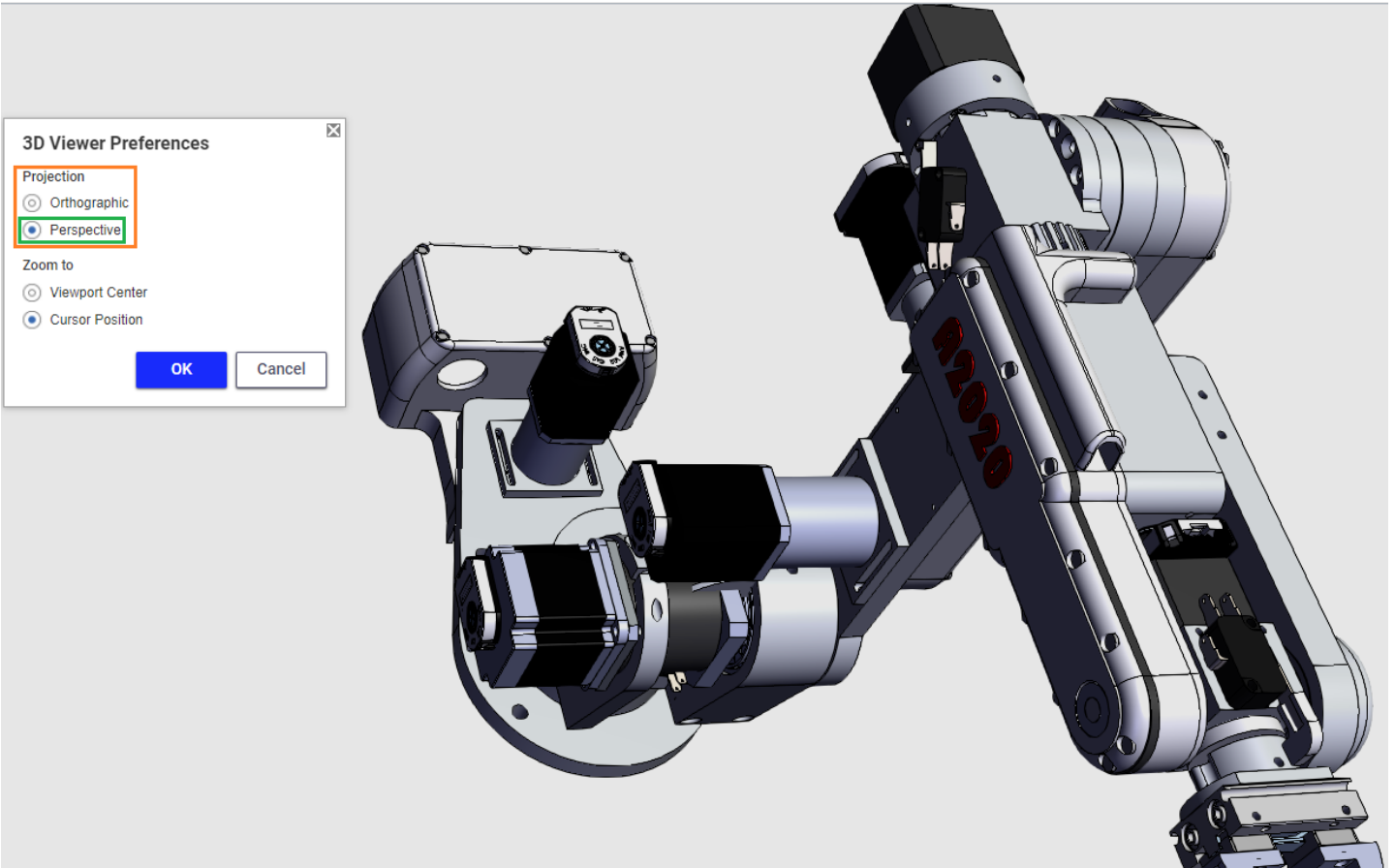
Orthographic: to show all objects on a 3D scene at the same scale regardless of their distance to a user. The farthest and nearest objects have the same size. This setting is default and reflects the legacy orthographic view projection behavior.



Perspective to show the following:

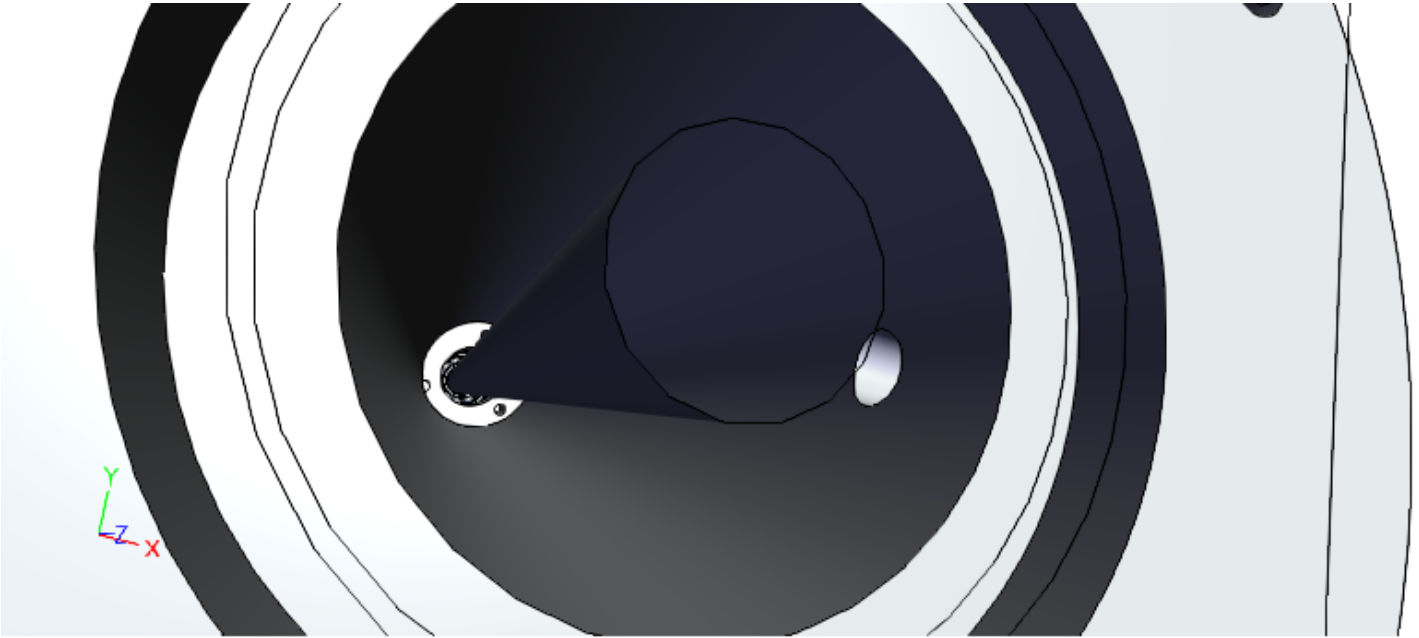
- To show all objects on a 3D scene at different scales correspondingly to their distance to a user. The farther objects have smaller sizes than the nearer ones.





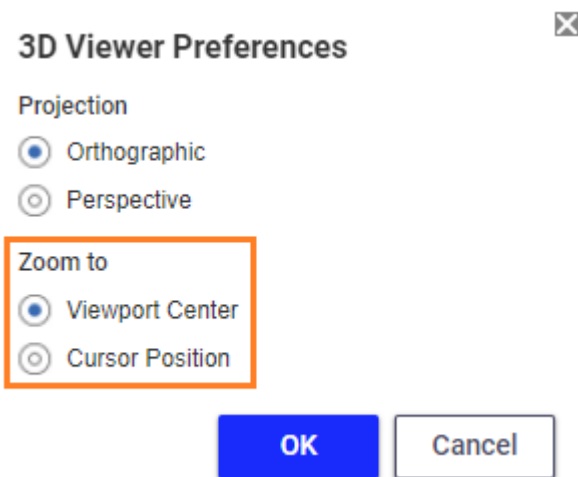
- To zoom through a model. A user can view the model from the inside.





Zoom Preferences

The **Zoom** preference in the **3D Viewer Preferences** dialog offers the following options for zooming with a wheel mouse button:



- **Viewport Center:** to zoom in and out along the 3D scene viewpoint center regardless of the current cursor position. This setting is the default and reflects the legacy zooming behavior.
- **Cursor Position:** to zoom in and out along the current cursor position.

These settings do not change the behavior of the **Zoom Up** and **Zoom Down** buttons on the **Basic Viewing** and **Standard Viewing** toolbars to zoom in and out along the 3D scene viewpoint center.

