Subject: Re: 3ds max camera focus
Posted by Fabian on Sat, 02 May 2009 15:31:12 GMT
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You should not be looking at your scene in an orthographic projection unless you are looking at the top/front/side view. In the upper left hand corner of your viewport, right click "User", go to Views, and then click Perspective. In the lower right hand corner you can use the orbit tool. Left click the button but hold left click and select the yellow orbit tool. Now the camera will orbit around whatever object or sub-object you have selected.