
Subject: 3ds max camera focus

Posted by [Slave](#) on Tue, 28 Apr 2009 17:04:31 GMT

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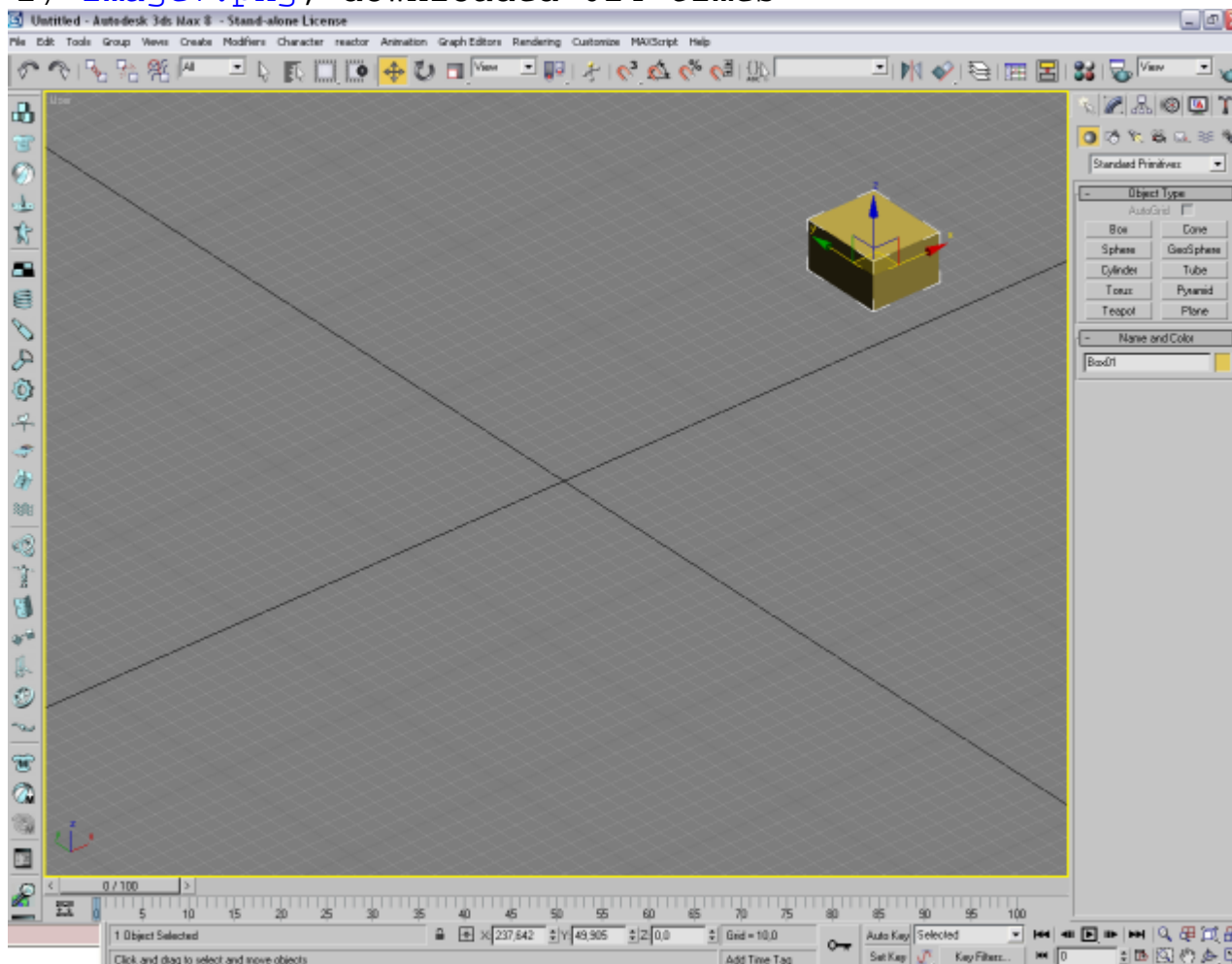
Rephrase time: In Max, when I zoom in, I always zoom in on the center of the scene, not the object I am working with. Same with rotating the camera around.

In Gmax the camera is free, and zooms in on the object I have selected, or the location I have my mouse pointed.

I want Max to do just that, but I don't know how.

File Attachments

1) [Image7.png](#), downloaded 614 times



Subject: Re: 3ds max camera focus

Posted by [Fabian](#) on Sat, 02 May 2009 15:31:12 GMT

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.
