Your brush can be given different 3D appearances:

- 3D Wireframe view – show the edges of the brush only.
- 3D Polygonal view – displays the sides as a solid colour.
- 3D textured view – displays the brush in the chosen texture.

a. Click on each of the icons shown below to see the different 3D views of your block
There are two methods of changing your point of view in the 3d window

1. Select the camera tool. In the Top view, place the mouse pointer outside the block. Hold the 'Shift' key down and drag the pointer with the mouse. You can create multiple cameras, to change to a different camera view use the 'Page Up' & 'Page Down' keys.

   ![Camera](image)

   The blue dot shows the position of the camera, and the red line shows the direction in which it is pointing.

   The 3D window shows the view of the block through the camera.

   ![3D Window](image)

   You can move camera around in any of the 2D views by clicking and dragging the blue dot. You can also drag the red directional line to a new position.

   NOTE: The camera contains bugs. Occasionally it disappears completely.

2. You may prefer to change the view in the 3d window with the mouse and keyboard. This may be difficult at first, but with a bit of practise it is usually the quickest method to move around your map.

   - Position your mouse pointer over the 3d window. Hold the left button down and move your mouse around. Your position will stay the same as you look around in any direction (horizontal and vertical).
   - Try holding the right button down whilst moving your mouse. You can now move left, right, up & down.
   - To move forward or back, press the shift key & right mouse button then move your mouse forward & back.

   With a little practise you will be zipping around your map with ease.

To change the scale in the 2d windows.

Use the magnify tool over one of the 2d windows, use left mouse button to zoom in and the right mouse button to zoom out.