

# Camera

The "**Camera**" tab in the 3D Studio allows you to select different view modes to gain better understanding and control over your project. Three types of cameras are available: **Standard**, **Top View**, and **Isometric**.



## Standard Camera

The Standard Camera provides a first-person perspective, enabling you to navigate the project environment as if you were physically present. This intuitive view is ideal for exploring the scene and offers:

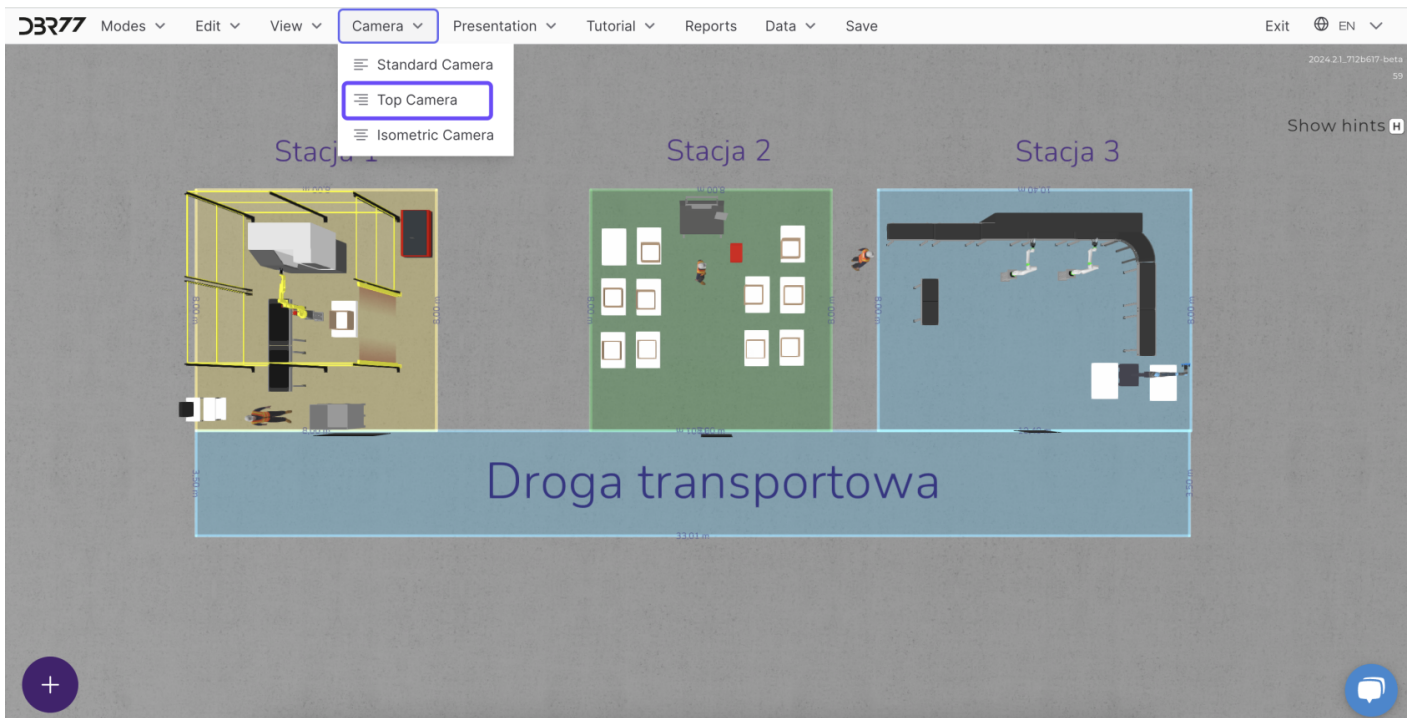
- **Navigation:** Free movement within the space using the keyboard and mouse.
- **Interaction:** Easy selection and editing of objects in the 3D environment.



# Top View Camera

The Top View Camera offers a bird's-eye perspective of the entire project. This mode is particularly useful for layout planning and managing large areas, as it allows:

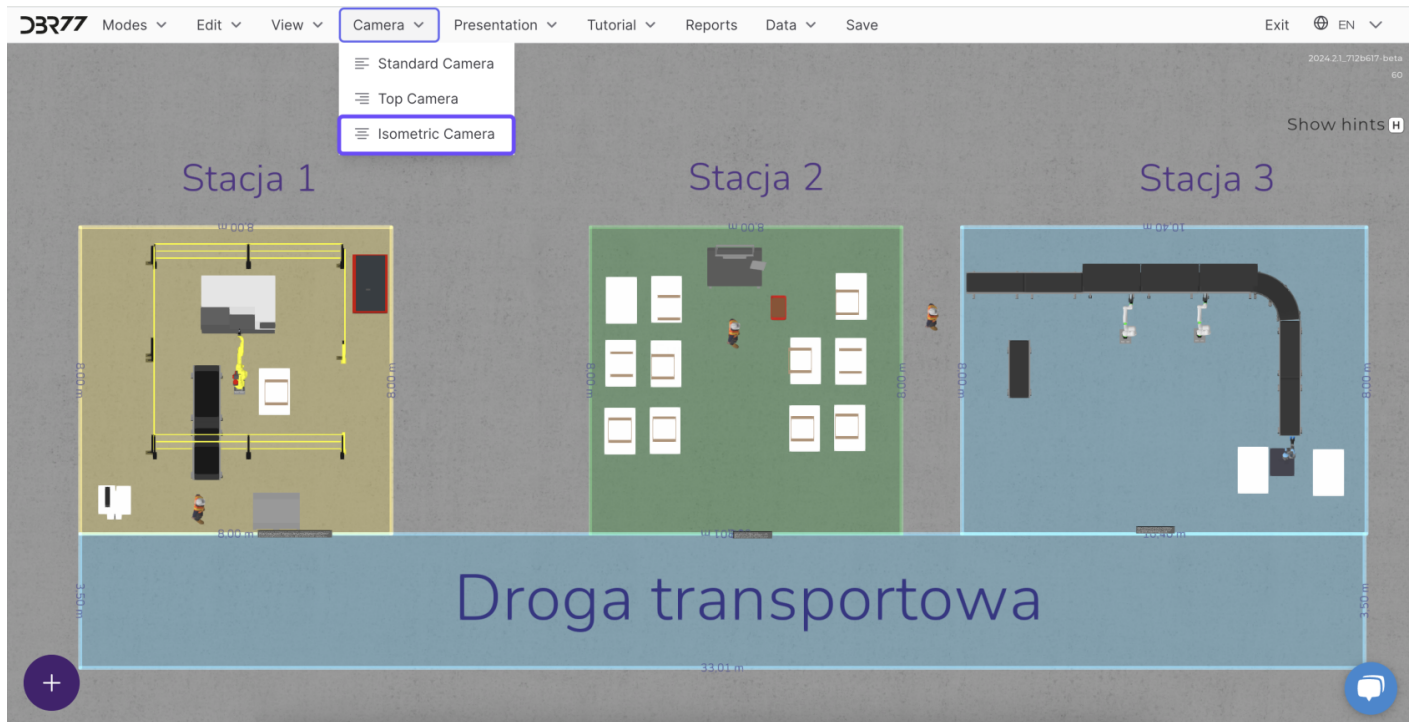
- **Comprehensive Overview:** Quickly and easily grasp the entire space layout.
- **Precise Placement:** Accurately position objects and elements within the production area.



# Isometric Camera

The Isometric Camera provides a fixed-angle view, ensuring that object proportions remain undistorted. This mode is especially suited for technical and design tasks, as it enables:

- **Fixed Angle:** Objects retain their proportions regardless of their distance from the camera.
- **Layout Clarity:** Ideal for analyzing structure and relationships between objects.



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