



Pylon View Target

formZ command plugin

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1 Introduction

Need to precisely align your viewpoint with an unusually positioned face? View Target is the solution. When a face of an object is selected and this command is invoked, the view center of interest (COI) will be placed at the center of the face, and the eye point will be positioned normal (precisely perpendicular) to the face. This allows you to easily set up 'head on' shots of building facades that are at arbitrary angles (e.g., not parallel with the YZ or ZX planes) by clicking on a window face, or to create 'head on' views of unusually situated features in a mechanical design.

Also, when you need to create a section at an unusual angle, View Target can help: Simply position the camera using View Target, then create your section with Live Section.

View Target has functions for aligning views with other object topologies, as well.

2 Getting Started

2.1 Finding View Target

The View Target command can be found in formZ's *Extensions* menu.

2.2 Setting up a key shortcut for View Target

It is possible to set up a key shortcut for View Target. In formZ, select *Help > Menus...* In the resulting dialog, double-click on the item *View Target* in the *Extensions* menu and create a new key shortcut.

3 Using the Help System

You can launch this manual from formZ by holding down the shift key and selecting *View Target* from formZ's *Extensions* menu.

4 Using View Target

To operate View Target, select a point, segment, face, or object, then invoke the View Target command via the Extensions menu or key shortcut. The view is adjusted according to the topologies selected:

One Point

The current view's center of interest (COI) is moved to coincide with the point.

Two Points

The COI is moved to the first point, and the viewpoint (eye) is moved to the second point.

Segment

The COI is moved to the segment endpoint closest to where the pick occurred. The viewpoint will be moved to the segment's other endpoint.

Face

The COI is moved to the center of the face, and the eye point is positioned normal (precisely perpendicular) to the face.

One Object

The current view's COI is moved to the center of the object.

Two Objects

The COI is moved to the center of the first object, and the eye point is moved to the center of the second object.

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