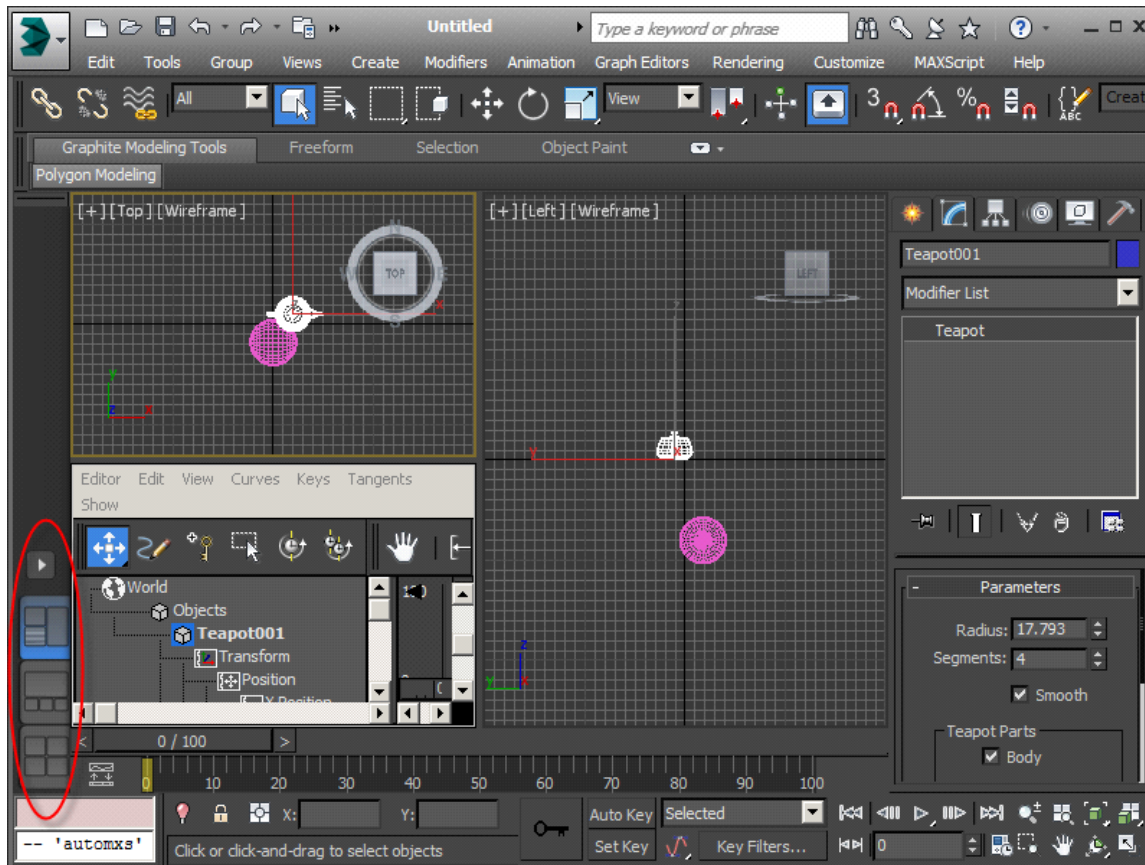


Viewport Layouts tab bar (on left side of viewports)

Customize Display Right-Click Menu > Viewport Layout Tabs



The Viewport Layouts tab bar is open by default when you first start 3ds Max, oriented vertically on the left side of the viewports. The single tab at the bottom of the bar bears an icon that depicts the startup layout. You can add tabs to access additional layouts by choosing them from the Presets menu, which opens when you click the arrow button on the tab bar. After loading additional layouts onto the bar from the presets, you can switch to any layout by clicking its icon.

The Viewport Layouts feature comprises two basic tools:

Viewport Layout tabs You add these from the Presets (arrow) menu on the tab bar. You can customize any layout by navigating the viewports, changing point-of-view and rendering

modes, and moving viewport boundaries. You can also set any viewport in any layout to Track View, Scene Explorer, or any other Extended Viewport option.

You can have as many different layouts in a scene as memory permits. Tabs you add in a session are saved and loaded with the scene. Saved data includes all pertinent aspects of each layout including viewport navigation settings and rendering modes.

Layout Presets (Standard and Custom) Open the Presets menu by clicking the arrow button on the tab bar. By default, this menu contains 12 of the standard viewport layouts (see Layout Panel). To open a new layout, choose any preset by clicking it. This also adds a tab for the layout to the tab bar.

You can add a custom preset based on any existing tab by right-clicking the tab and choosing Save Configuration As Preset. The custom preset remembers the layout (number and arrangement of viewports) and the viewport points of view, and when the Nitrous display driver display driver is active, it also remembers the viewport rendering modes. The custom preset does not store view transforms (pan/orbit/zoom). Custom presets persist between sessions, and can be renamed and deleted.

Managing the Viewport Layouts Tab Bar

The Viewport Layouts tab bar is, in effect, a toolbar. You can manage it the same way as any toolbar in 3ds Max:

To float the tab bar, drag it by the top end.

To dock the floating tab bar, drag it to the left side of the interface, or right-click the top and choose Dock Left. (The tab bar docks to the left side only.)

To access the toolbars menu, right-click the top end of the tab bar.

To toggle the tab bar, right-click near the top or left end of any toolbar to open the Customize Display Right-Click menu and click the Viewport Layout Tabs item. Also, if the tab bar is floating, you can close it by clicking the X button on the title bar.

Procedures

Example: To use Viewport Layouts:

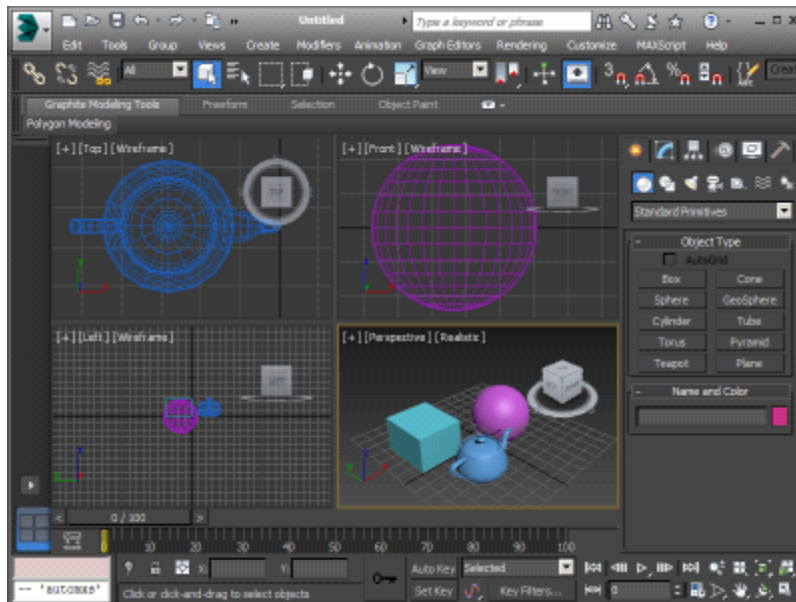
The Viewport Layouts feature can facilitate any number of different workflows in 3ds Max. This procedure illustrates one that enables multiple views of a scene plus an extended viewport.

1. Start 3ds Max. If the default layout isn't the standard 2 x 2 viewports, use the Layout panel to set it.

2. Add a few different objects in the Perspective viewport, such as a teapot, a sphere, and a box.

All three objects appear in all four viewports.

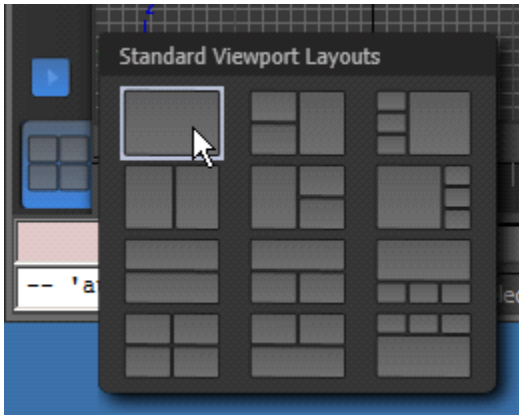
3. Use Zoom and Pan to fill the Top viewport with the teapot and the Front viewport with the sphere.



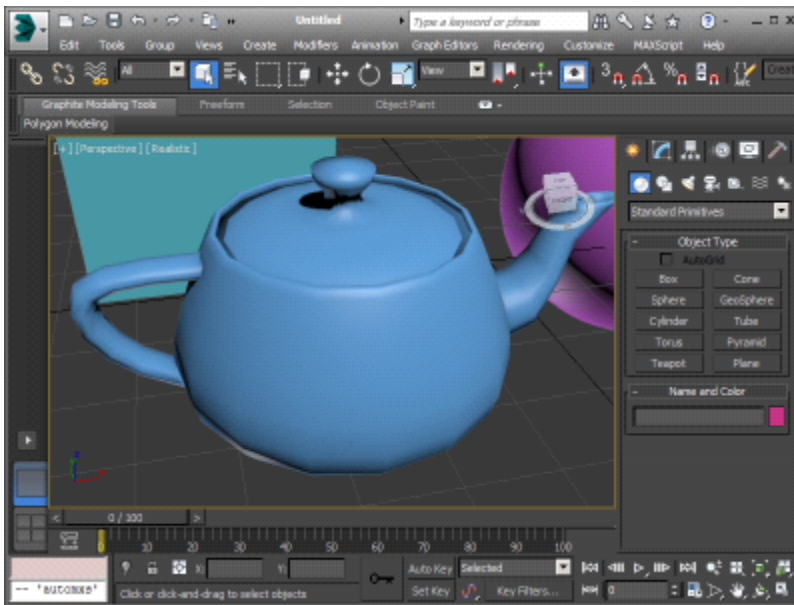
4. Note the Viewport Layouts tab bar, the vertical bar to the left of the viewports. The bar contains a single tab, which represents the current layout. You'll add a layout by loading it from the available presets. Start by clicking the arrow button above the tab on the tab bar.

The Viewport Layouts Presets menu opens. Because you haven't saved any custom presets, it contains only the standard viewport layouts. Each item is represented by a thumbnail icon that depicts its layout.

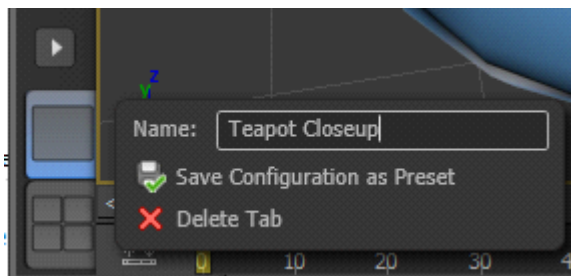
5. On the Presets menu, click the icon for the first layout; it resembles a single, undivided rectangle.



6. Press the P key to switch it to a Perspective viewport and F3 to switch to a shaded view, then pan, zoom, and rotate the view so you're zoomed in on the teapot.



7. Right-click the tab to open the context menu, then click in the Name field and change the name to Teapot Closeup.



8. Repeat steps 4-6 to create another closeup view for the sphere and name it Sphere Closeup.

9. Click the arrow button again and this time choose the first preset in the third row.

This creates a new, fourth tab with two horizontal viewports. Its name is Row 1, Row 1.

10. In the top-left corner of the upper viewport, click the Top menu header (the one between the other two menu headers), then choose Extended Viewports Track View New.