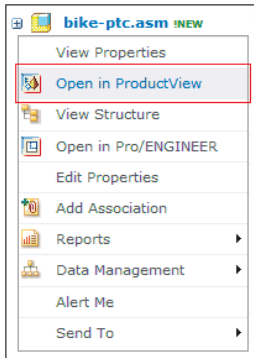


Once installed, **ProductView** can be used to look at numerous file types, including a variety of **3D** model and **2D** drawing source formats. Its primary tools include the ability to make annotations, take measurements, and create section views.

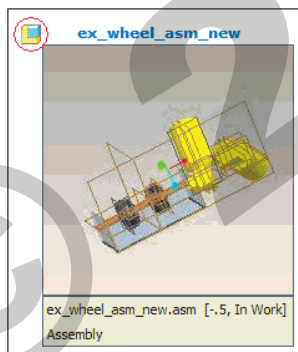
## HOW TO LAUNCH

ProductView can be launched from the following two main areas:

1. Select "Open in ProductView" from an object's drop-down menu.

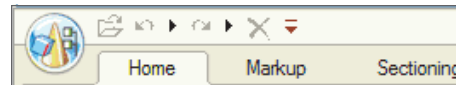


2. Click on an object's **thumbnail**, which can be found by hovering over the object type icon (circled in red below) or in the "Image" column.



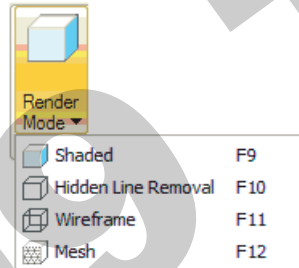
## FUNCTIONALITY

ProductView is a simple tool that is easy to pick up and use. The left mouse button is used to select objects, the middle mouse button is used to zoom in and out, and the right mouse button is used to spin a model around (if applicable). To use ProductView's advanced functionality access one of the three tabs featured below.

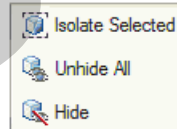


### 1. Home tab

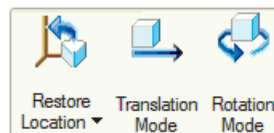
- Change the render mode between Shaded, Hidden Line Removal, Wireframe, and Mesh.



- Isolate or hide one or more selected objects.

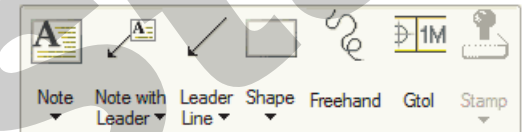


- Rotate a selected part or drag parts to create an exploded view.

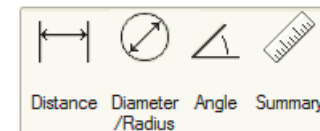


### 2. Markup tab

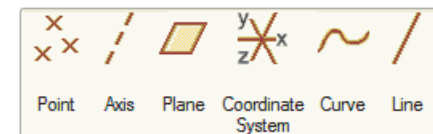
- Create notes, attach leader lines to the notes, and highlight certain areas in a model or drawing.



- Take distance, diameter/radius, angle, and summary measurements. The summary tool will display information such as name, area, volume, centroid, and envelope.



- Create various datum features, such as points, planes, and curves.



- These measurements and markups can be saved with the ProductView file. Therefore, others that view the object in ProductView can also see the redlines or measurements that were previously created.

### 3. Sectioning tab

- Display a section view of a model and look at a two-dimensional view of that section.

