
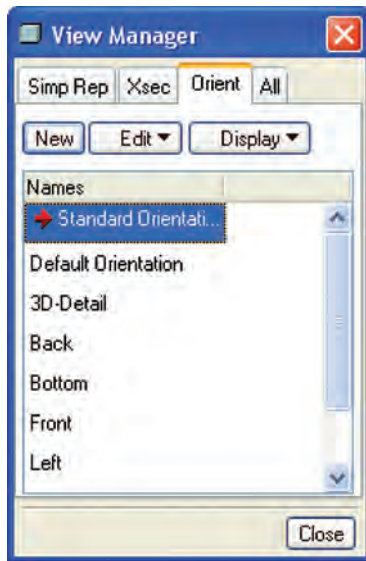


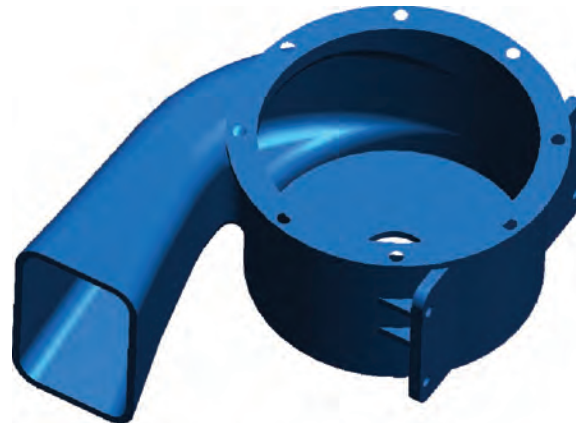
By using the **View Manager** inside Pro/ENGINEER, you can save any specific orientations that you may need. These can then be used in drawings, as well as in the models.

 The View Manager is located in the VIEW > VIEW MANAGER menu, or you can select the View Manager icon from the main toolbar.

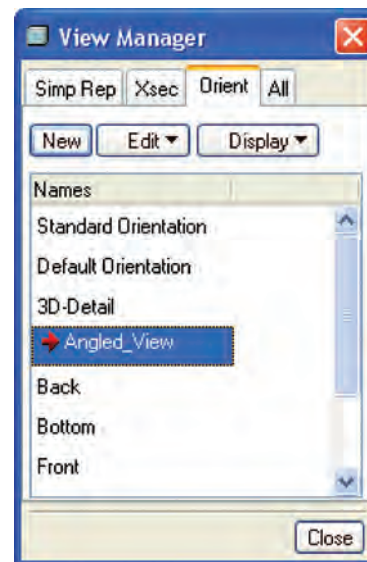


Select the Orient tab from the top, and you can see all the saved views in the model. Most standard start parts will have some views predefined. Here you can see the Back, Bottom, Front, Left, Right, and Top views already set up. The two views at the top, Standard Orientation and Default Orientation, both orient the model into the default Isometric or trimetric viewing orientation. The default orientation also returns the model to an unexploded state.

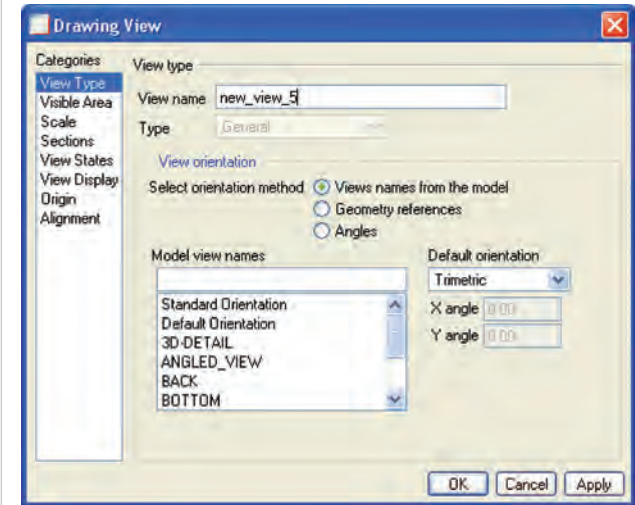
To create a new view, you can simply rotate the model into whatever view you want, then open the view manager, select New, and enter a name for the view. Here you see a typical view that you might need for the drawing.



After orienting the model this way, you can open the View Manager, save the view, and use it later on. Here you have added it to the View Manager as Angled_View.



Now, when you create the drawing, the saved view will be available for the use.



You can also zoom in on an area, and Pro/ENGINEER will remember that level of zoom the next time you select the view. While it will only remember orientation of the drawing, this zoom technique works very well for indicating areas that need more attention by other designers, engineers, or vendors.

