Exercise 20-1

1. Start a new drawing. Draw a planar surface and place various solid primitives on top of it.
2. Create at least two viewports and display a plan view in one of them.
3. Select the **CAMERA** command. Pick locations for the camera and target. Exit the command.
4. Select the camera. The **Camera Preview** window should be displayed. It shows the view through the camera.
5. Set a different visual style current in the **Camera Preview** window.
6. Change the location of the camera and target by editing the grips. Note the changes in the **Camera Preview** window.
7. Change the field of view by dragging the grips. Note how this affects the preview in the **Camera Preview** window.
8. Open the **Properties** palette. Turn on the front and back clipping planes.
9. Adjust the distances for the clipping planes. Note how these change their locations in the plan view in the viewport. Also, note how they affect the preview in the **Camera Preview** window.
10. Save the drawing as EX20-1.