

Exercise 20-2

1. Start a new drawing. Draw a planar object and place various solid primitives on top of it.
2. Start the **3DWALK** command.
3. In the **Position Locator** palette, move the camera position.
4. Move the target position.
5. Pick the green triangle or its bisecting line to move the camera and target at the same time.
6. Try to create a good starting view for the walkthrough. Then, exit the command and save the view.
7. Save the drawing as EX20-2.