

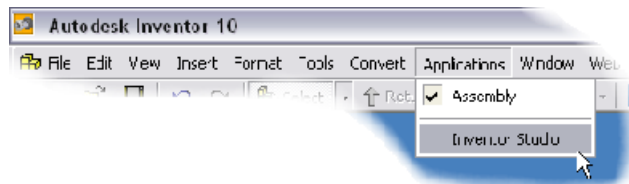
# Autodesk® Inventor® Tips



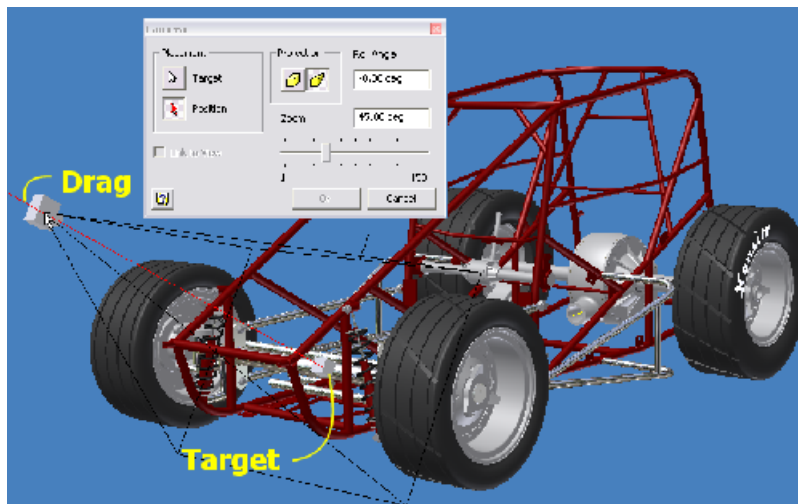
## Setting up your camera – it's almost as easy as *Point and Click...*

By now you may have at least played with Inventor Studio. If you've tried setting up a camera, you know it isn't that hard. Perhaps you didn't know, it can be easier yet. One of the tools that is really handy is the little checkbox **Link to view** on the camera dialog. So, let's go through this step-by-step, just to see how cool this is.

1. Open an Assembly model.
2. Change to the Studio Environment.

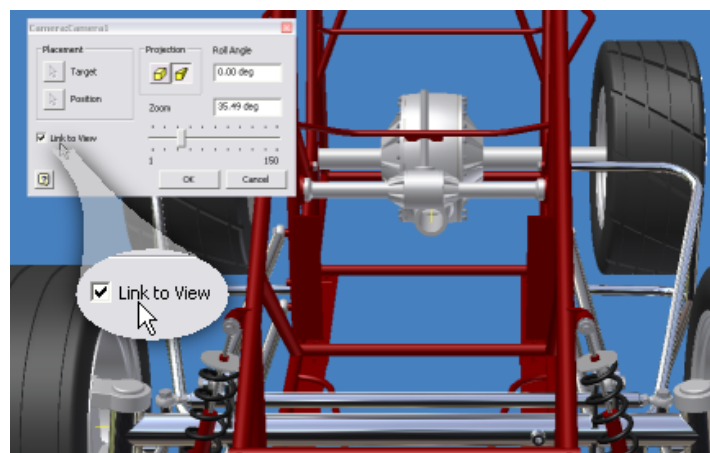


3. Activate the Create Camera command in the tool panel.
4. Specify a target in the scene and drag the camera along the guideline.



You could just stop here and hope you get it right. However, there is a better way.

5. In the dialog box, click to place the camera. When you do so, the checkbox **Link to view** is enabled. Check the box.



Doing so gives you the camera view.

6. At this point, you can use the Inventor view commands to set the view to what you want and click OK to finish the job. It's almost as easy as **Point and click**.