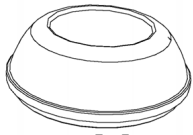


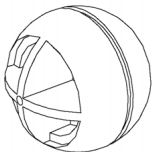
Interact with Parts in a 3D Model



Axis



Lid



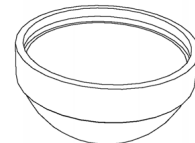
Ball



Ring



Belt




Base



Solid

Transparent1

Transparent2

Practice disassembling and familiarize yourself with part names: first place the pointer over the part (its rendering changes to outline and its name appears below), then drag it (no need to click/select the part).

To reset a part, place the pointer over it, then press the Shift key. To reset all parts, place the pointer over one of the parts and press the Ctrl key (or click the  button in the [Model Tree](#)).

Switch between pre-defined views   ; zoom in/out with the mouse scrolling wheel (or select the [zoom](#) tool). Toolbar is disabled for this model; default tool is [spin](#); you can also [rotate](#) or [pan](#).