Customizing Your Viewport Layout

When you start DAZ Studio for the first time, you see your scene through one camera. This is called the Single View. The camera you view your scene from is selected from the View Selector menu, located at the upper-left corner of the viewport screen.

**TIP!** The size of the panes on the left and right of your viewport affects the amount of space that is available for your viewports. If you prefer to work with multiple viewports, reduce the width of the panes, or use floating panes instead. If you use multiple monitors, you can also move your panes to a second monitor so that the viewports use the maximum amount of screen real estate.

However, as we have mentioned, you can also configure DAZ Studio to look through more than one camera at a time. When you make changes in one viewport, the changes are automatically updated in the other viewports that you display.

To view your scene through more than one viewport, choose View > Viewport Layout and choose the layout arrangement that you want to use from the options shown below.

- **Single View**: Displays the currently selected view in the entire Viewport screen. This is the view that DAZ Studio starts out with in the default interface layout.
- **Side by Side**: Divides the viewport area into two vertical panels. By default, the Perspective view appears in the left panel, and the Front view appears in the right panel.
- **Top and Bottom**: Divides the viewport area into two horizontal panels. The Perspective view appears in the top panel, and the Front View appears in the bottom panel by default.
- **Four Views**: Divides the viewport area into four equally sized panels, two on top and two on the bottom. Perspective and Front views appear on the top, and Left and Top views appear on the bottom.
- **2 Right, 1 Left**: Divides your viewport into three sections. The left half contains the Perspective view by default. The right half displays the Front and Left views in half-sized windows.
- **2 Top, 1 Bottom**: Divides your viewport into three sections. The top half displays the Perspective and Front views in half-sized windows. The bottom half displays the Left view.
- **2 Left, 1 Right**: Divides your viewport into three sections. The Perspective and Front views are arranged in half-sized windows on the left, and the Left View appears on the right.
- **2 Bottom, 1 Top**: Divides your viewport into three sections. The Perspective view appears at the top, and the Front and Left views appear in half-sized windows on the bottom.
- **3 Right, 1 Left**: Divides your viewport into four sections. The left side displays the Perspective view. The right side displays the Front, Left, and Top views.
- **3 Top, 1 Bottom**: Divides your viewport into four sections. The top section displays the Perspective, Front, and Left views. The bottom section displays the Top view.
- **3 Left, 1 Right**: Divides your viewport into four sections. The left section displays the Perspective, Front, and Left views. The right section displays the Top view.
3 Bottom, 1 Top: Divides your viewport into four sections. The top section displays the Perspective view, and the bottom portion displays the Front, Left, and Top view.

The figure below shows examples of the viewport options while displaying a simple scene.