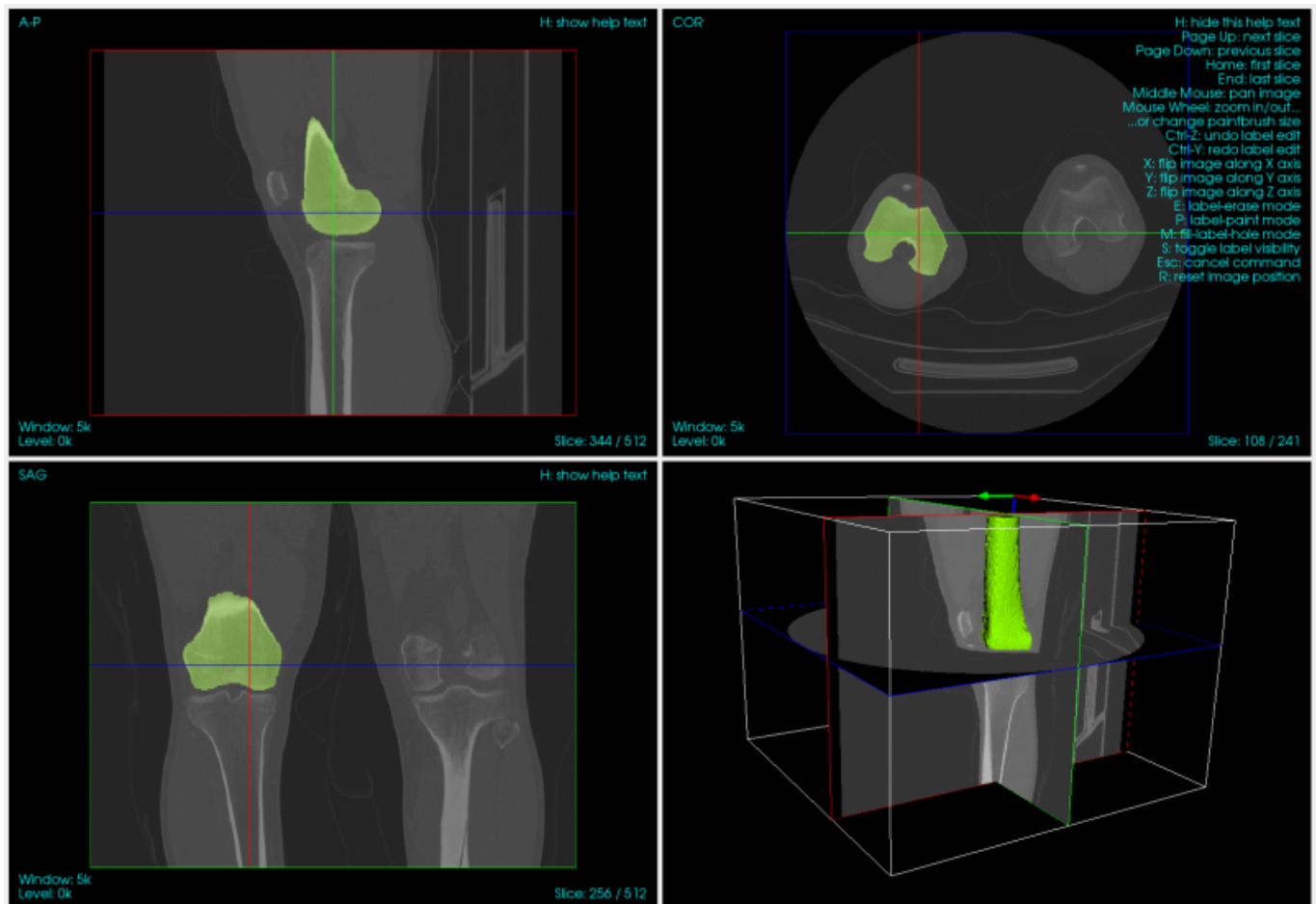


# Surface3D 3D View

Surface3D's 3D view in the lower-right shows the image slices from the [2D views](#) as well as the current object's surface model, if one exists. It also shows the reference frame of the image data, with its origin in the lower-left corner of the first image slice in the data file. When the mouse cursor hovers over the 3D view, its border turns yellow indicating the window has become active.



## Interactions

The following interaction is possible in an active 3D view:

- 3D rotation (virtual trackball) using the **left mouse button**,
- panning using the **middle mouse button**,
- zooming using the **mouse wheel** or **right mouse button**, and
- spinning (in-window-plane rotation) using the **left mouse button** while pressing the **Ctrl** key.

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