

# Introduction

**Views** in VoxelSpace are pre-configured visual compositions of multiple spatial datasets. They provide a fast, effective way for teams to explore, analyze, and share complex geospatial information.

A View can function as a **carefully curated scene**, set up by one team member for others to review and interact with. Alternatively, Views can be used as **temporary workspaces**—perfect for quick experimentation by combining different datasets on the fly.

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## Accessing Views in a Project

Each project contains a list of Views that are accessible via the **“Views”** tab in the Project Page.

image.png

From this section, users can:

- Click on a **View card** to open an existing View
- Click the **“Add View”** button to create a new one

*(See the [Creating a View](#) section for detailed instructions.)*

When a View is opened, it loads in VoxelSpace’s native **OpenGL viewer**, allowing full 3D interaction with the visualized data.

image.png

## Viewer Controls

Use the following mouse controls to interact with the 3D scene:

Control	Action
<b>Left Mouse Button</b>	Rotate the camera around the focus point
<b>Right Mouse Button</b>	Pan the camera across the horizontal plane
<b>Mouse Wheel</b>	Zoom in and out

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