

# Define a Parallel Projection

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**To specify a point or angle in a model space, you can**

- Choose a preset 3D view from the View toolbar.
- Enter a coordinate or angles that represent your viewing location in 3D.
- Change to a view of the XY plane of the current [UCS](#) , a saved UCS, or the WCS.
- Change the 3D view dynamically with your pointing device.
- Set front and back clipping planes to limit the objects being displayed.

Viewing in 3D is only available in model space. You cannot use 3D viewing commands like [VPOINT](#) , [DVIEW](#) or [PLAN](#) when you are working in paper space, the view in paper space is always a plan view

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