HOW TO MAKE YOUR VIEW PERPENDICULAR TO YOUR SKETCH

Let's say you accidentally misaligned your view of the model while in a sketch and you want to go back normal to the sketching plane. An example of this situation is provided below.

The solution to this problem is very short. By default, there is a view (heads up) toolbar at the top of the modeling environment. In this toolbar, there is an icon that is, if hovered over, labeled view orientation. Clicking on it provides you with a drop down menu with several options. We want the “normal to” option located in the lower right hand corner of the drop down menu. Details of its function are shown in the picture below.