1. Inspect→cameras→orthographic to view the plot in orthogonal (rather than perspective) projection.

2. Zoom/translate/rotate for a global view of the solution boxes.

3. Maintain “World” selected To zoom/translate/rotate the whole world.

4. Inspect→Appearance→edges to view the box edges. [Cf] and [Ce] change the face and edge colors.

5. Inspect→Material→transparent to make the boxes translucent (Alpha sets amount of transparency).

Try to obtain similar views to these ones. Select “BBoxes” in Appearance panel to display the bounding boxes.