Movement:

* Right arrow -Set rotation direction to positive X-axis
* Left arrow -Set rotation direction to negative X-axis
* Up arrow -Set rotation direction to positive Y-axis
* Down arrow -Set rotation direction to negative Y-axis
* A -Set rotation direction to positive Z-axis
* S -Set rotation direction to negative Z-axis

Scaling:

* Hold space-increase size.
* Release space-decrease size.
* If scale is greater then maximum limit-reset scale to 1.