Camera Documentation

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Controls for Top left quadrant (XY plane)	Controls for Top right quadrant (Perspective view)
Look From: This can be changed by clicking and dragging the connection between look from and look up. Dragging the look at point will allow the camera to be dragged on the x y plane. **Look at:** Dragging the look at point will allow the camera to be dragged on the x y plane. **Look up:** This can be changed by dragging the top of the look up camera control.	**Look From:** Left mouse clicking and dragging down will move the camera up and dragging up will have the opposite effect. Dragging left will cause the camera to shift left and dragging right will cause the opposite effect. This also requires that the mouse stay within the boundaries. Right click and drag will result in the camera moving back and forth. **Look at:** This cannot be changed within this quadrant. **Look up:** This cannot be changed within this quadrant. **FOV:** This can be changed by scrolling with the scroll wheel. Scrolling back will cause the FOV to increase and scrolling up will have the opposite effect. This feature is not available on Safari.
Controls for Bottom left quadrant (XZ plane)	Controls for Bottom right quadrant (YZ plane)
Look From: This can be changed by clicking and dragging the connection between look from and look up. Dragging the look at point will allow the camera to be dragged on the x z plane. **Look at:** Dragging the look at point will allow the camera to be dragged on the x z plane. **Look up:** This cannot be changed within this quadrant.	**Look From:** This can be changed by clicking and dragging the connection between look from and look up. Dragging the look at point will allow the camera to be dragged on the z y plane. **Look at:** Dragging the look at point will allow the camera to be dragged on the z y plane. **Look up:** This can be changed by dragging the top of the look up camera control.