**Model**

The model location is backwards (3 sec) and left (1 sec)

**Camera Controls:**

WASD = Forward/Left/Backward/Right

R/F = Up/Down

Right Click (long press) = Change camera direction to the mouse pointer

**Canvas:**

* Update viewport when the browser window is resized:

function resizeViewport(renderer);

**Lighting:**

Point Light is being used to provide more light to objects next to it. Same functionality as a Light Bulb, provides light from a specific point, with its intensity weakening the further an object is.