

User Manual

The camera's perspective is set to third-person (attached to a ship) by default and will switch AND STAY on first-person if rotational commands are input.

TL:DR if you are having fun moving the ship around the scene, do not rotate.

Basic Controls:

W/S: Ped up/down

A/D: Strafe up/down

Z/X: Dolly in/out

R/F: Zoom in/out

Rotation Controls:

I/K: Pitch (inverse)

J/L: Yaw

U/O: Roll