# FMX Modelling

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# Controls

The idea behind controlling the nodes is that we've a different color for the currently selected node of the model which we can change using some keys. We can rotate the currently selected node only in the direction in which it has dof. The controls are as follows:

## Camera Movements

### Translation

- W for movement along -ve z-axis
- S for movement along +ve z-axis
- A for movement along -ve x-axis
- D for movement along +ve x-axis
- PAGE_UP for movement along +ve y-axis
- PAGE_DOWN for movement along -ve y-axis

### Scene Rotation

- UP_ARROW for clockwise along x-axis
- DOWN_ARROW for counter-clockwise along x-axis
- LEFT_ARROW for counter-clockwise along y-axis
- RIGHT_ARROW for clockwise along y-axis
- LEFT_BRACKET for counter-clockwise along z-axis
- RIGHT_BRACKET for clockwise along z-axis

## Global Model Controls

Movements and rotations are w.r.t to the axis of the model

### Translation

- T for movement along -ve z-axis
- G for movement along +ve z-axis
- F for movement along -ve x-axis
- H for movement along +ve x-axis
- R for movement along +ve y-axis
- Y for movement along -ve y-axis

### Rotation

This is just rotating the root of the tree which is the first selected node.

## Local Model Controls

### Switching Models

- 1 for previous model
- 2 for next model

### Switching between parts of a model

- q for prev part
- e for next part

### Rotation

- K for clockwise along x-axis
- I for counter-clockwise along x-axis
- U for counter-clockwise along y-axis
- O for clockwise along y-axis
- J for counter-clockwise along z-axis
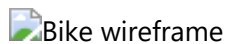- L for clockwise along z-axis

# Tree hierarchies

## Bike

Bike Tree

## Rider

Rider Tree

# Screenshots

## Bike wireframe

Bike wireframe

## Bike colored

Bike

## Rider wireframe

Rider wireframe

## Rider colored

Rider

# Rider & Bike on Track

Track