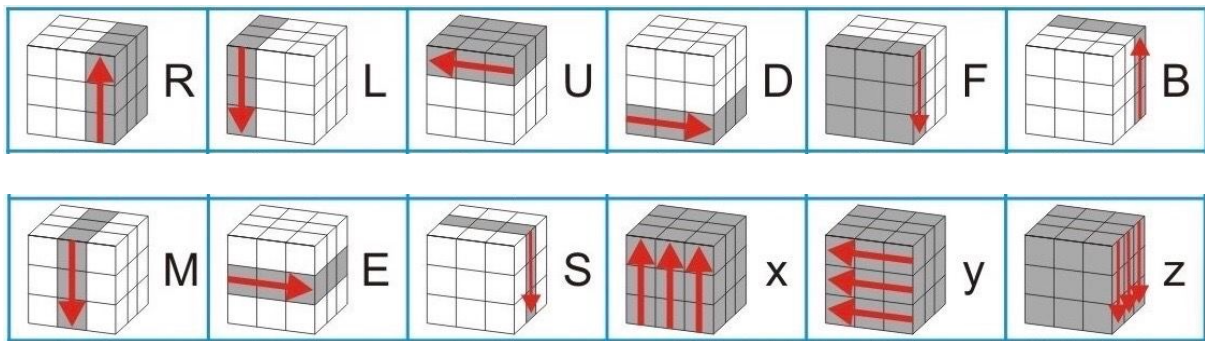
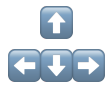


Change the world matrix



Shift → Reverse Rotation



→ Change the light position

Mouse → Change the view matrix