Renderer controls

W, S, A, D –   Camera movement controls.

M   –   Toggle static camera on / off.

B   –   Toggle bounding boxes on / off.

L   –   Toggle usage if model's colour information on / off (disable when in a dark room).

N   –   Toggle vertex normals on / off.

P   –   Toggle between polygon mode and point mode.

F   –   Toggle wireframe mode on / off.

V   –   Toggle between flat and smooth shaders.

C   –   Toggle front-face of polygons (useful to see the "mould" of a room).