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USER MANUAL

Mouse Controls:

- Holding down the RIGHT MOUSE BUTTON and moving the mouse will orbit the camera around the center of the environment.
- Scrolling will zoom the camera in and out.

Keyboard Controls:

- W: Moves the light forward in the Z-Direction
- S: Moves the light backward in the Z-Direction
- A: Moves the light forward in the X-Direction
- D: Moves the light backward in the X-Direction
- SPACE: Moves the light up in the Y-Direction
- X: Moves the light down in the Y-Direction
- ENTER: Momentarily minimizes the render window and begins prompting for user input on the console. Type: "-help" for list of commands to modify values in the renderer.