User Manual

Scenegraph

[G] Save scenegraph to a file (including transformations done to scene objects).

[H] Reset scenegraph to original (hardcoded) configuration.

Camera

[C] Enter **Mode::CAMERA ->** drag mouse with left mouse button pressed to rotate camera.

Object Manipulation

[P] Enter **Mode::PICK ->** click left mouse button to select an object (selecting the background deselects current object).

[only available with object selected]

[R] Enter **Mode::ROTATE ->** drag mouse with left mouse button pressed to rotate selected object.

[S] Enter **Mode::SCALE ->** scroll to scale object. holding **[X]/[Y]/[Z]** limits scale to selected axis (object coordinates).

[R] Enter **Mode::TRANSLATE ->** drag mouse with left mouse button pressed to move object in the view plane. holding **[X]/[Y]/[Z]** makes the translation exclusively on the selected axis.

General

[ESC] Exit current **Mode**.