

move forward

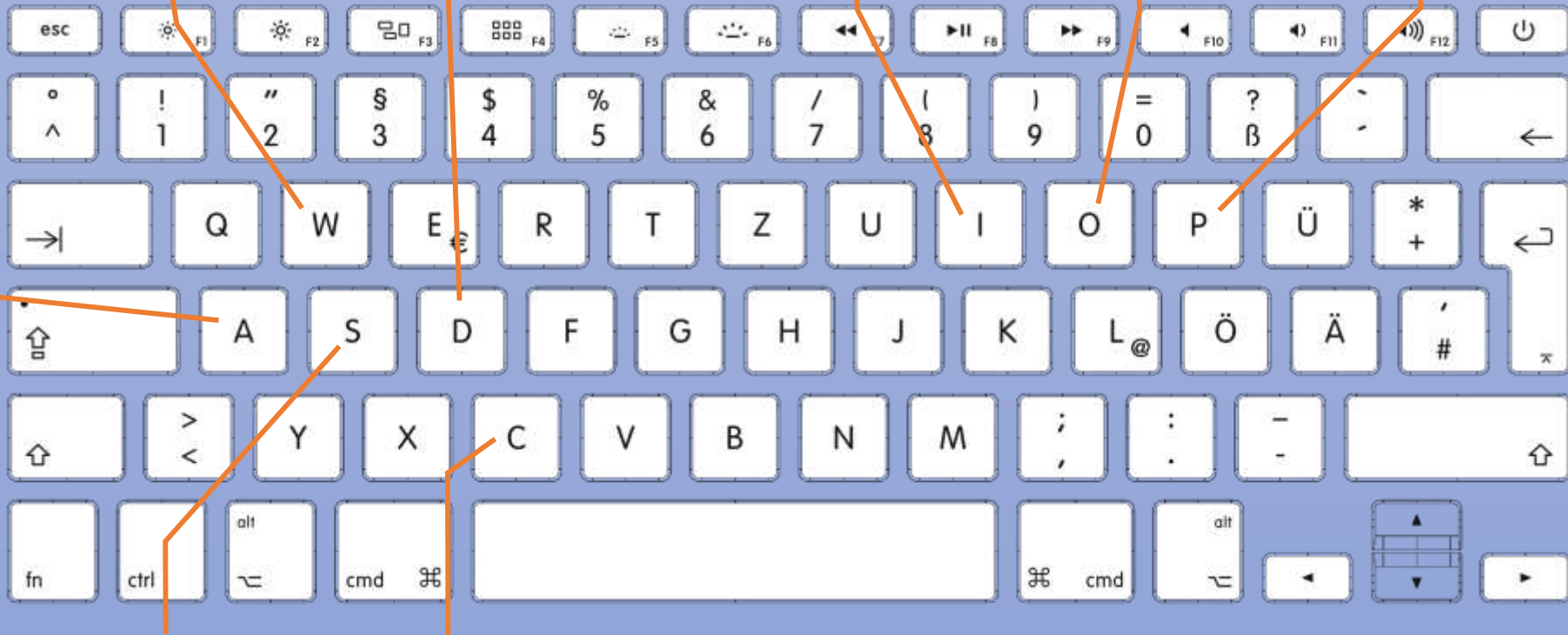
move right

change normal map

change object

change shader

move left



move back

toggle cursor

use the mouse to look around and the mouse wheel to zoom