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CSC 406
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FINAL

Software Manual:

Camera controls are similar to that of Autodesk Maya.

Controls:

ALT+LMB	:	Tumble Camera
ALT+MMB	:	Pan Camera
ALT+RMB	:	Smooth Zoom Camera
Scroll	:	Zoom Camera

Shape Creation:

O	:	Create a plane	
P	:	Create a cube	
(While Shape is *selected*)			
X	:	Delete shape	
W	:	Translate	
E	:	Rotate	(*MISSING*)
R	:	Scale	(Positively only)

Rendering Modes:

1	:	Wireframe
2	:	Shaded
3	:	Textured
4	:	Lighting