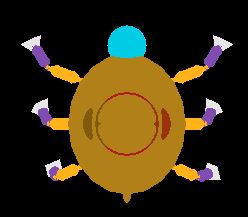
Commands to operate.

Joint Movement by user:   
Bu default this mode is selected and these controls can be manually controlled in any view mode except in walk mode.

* 1. Selection of leg: press keys from ‘1’ ‘2’ ‘3’ ‘4’ ‘5’ ‘6’  
     Select the number according to the correspondence provided in the picture



6

5

4

1

3

2

* 1. Part Selection
* Shoulder :
  + Press ‘s’ 🡪 anticlockwise rotation
  + Press S 🡪 clock wise rotation ( shift +s)
* Elbow :
  + Press e 🡪 anticlockwise rotation
  + Press E 🡪 clock wise rotation ( shift +e)
* Wrist :
  + Press w 🡪 anticlockwise rotation
  + Press W 🡪 clock wise rotation ( shift +w)
  1. Rotation Axis Selection
* X axis : 🡪 press ‘x'
* Y axis : 🡪 press ‘y’
* Z axis : 🡪 press ‘z’

The controls can be controlled one after the other in any order. The angle rotations are limited 70 degrees to create realistic behaviour

# View Change by user:

* Pan: moving the viewpoint and eyepoint from left to right or up and down

press - ‘p’ for this mode and mouse click at any position and move in x and y directions. Keep the mouse button clicked for observing the movement. The relative position difference from the mouse click left button down is used as the factor for the pan. Once button is released the view will stay intact.

* Object Centered rotation: moving the eyepoint around the object, but with same focal point.  
  press - ‘r’ for this rotation mode and mouse click at any position and move in x and y directions. Keep the mouse button clicked for observing the movement. The relative position difference from the mouse click left button down is used as the factor for the view change. Once button is released the current view will stay intact.
* Zooming: Zooming in on an object (from same position)

press - ‘m’ for this magnifying mode and mouse click at any position and move in x or y direction. Keep the mouse button clicked for observing the movement. The relative position difference from the mouse click left button down is used as the factor for the zoom change. If the object is too much zoomed in or zoomed out try to build incremental decrease or increase to zoom out or zoom in. As the key ’z’ is used z axis key ‘m’ is used for this magnification purpose.

* Driving: moving eypoint forward/backward

press - ‘d’ for this driving mode and mouse click at any position and move in x or y direction. Keep the mouse button clicked for observing the movement. The relative position difference from the mouse click left button down is used as the factor for the zoom change. If the object is too much zoomed in or zoomed out try to build incremental decrease or increase to zoom out or zoom in.

# AdditionalFeatures

I made an attempt make the insect crawl or walk in natural way

* press ‘q’ to convert to walking mode and click the mouse to see the insect move.  
  Or mouse middle click to see insect move. (Mouse with no middle click can use ‘q’ and left click).
* I have not used right clicks mainly because in right clicks are used to show display in many software’s and not intuitive to few people.
* To get back to reset mode to original settings or normal mode with all the parameters reset.  
  press key ‘o’. This will be useful to get out of walking mode.
* I am still working with additional features to increment in this mode and improve using goal setting and other features.