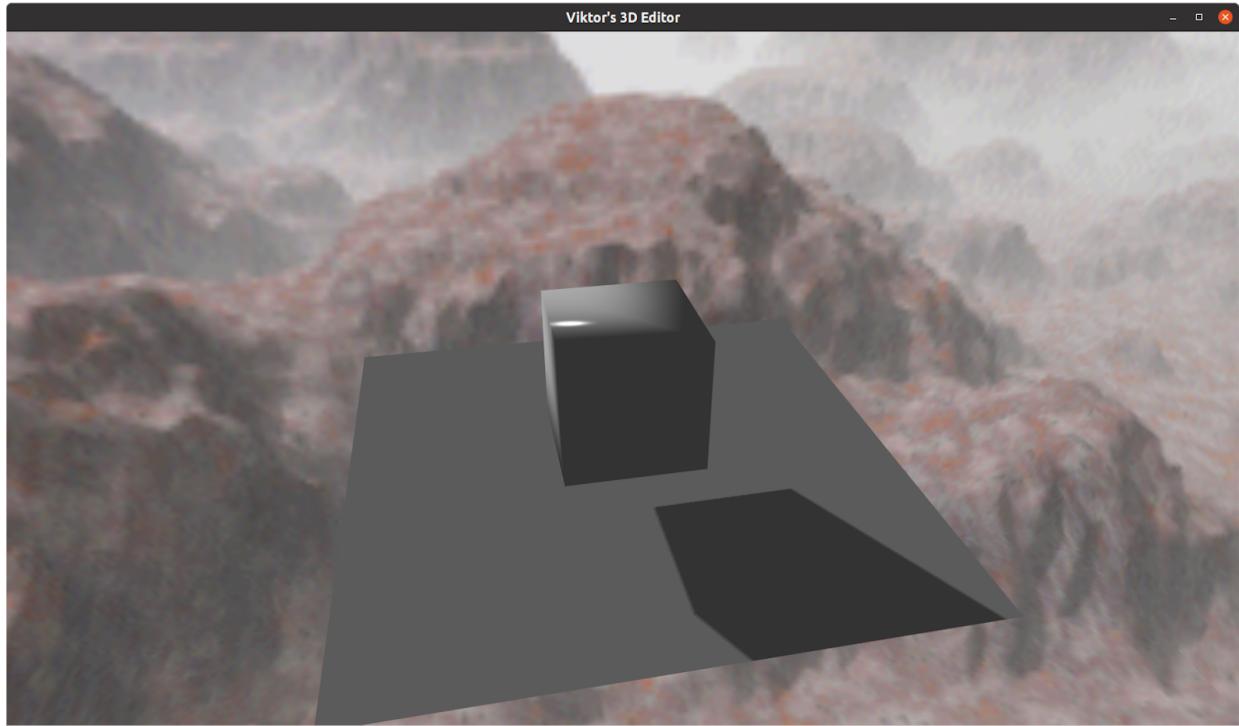
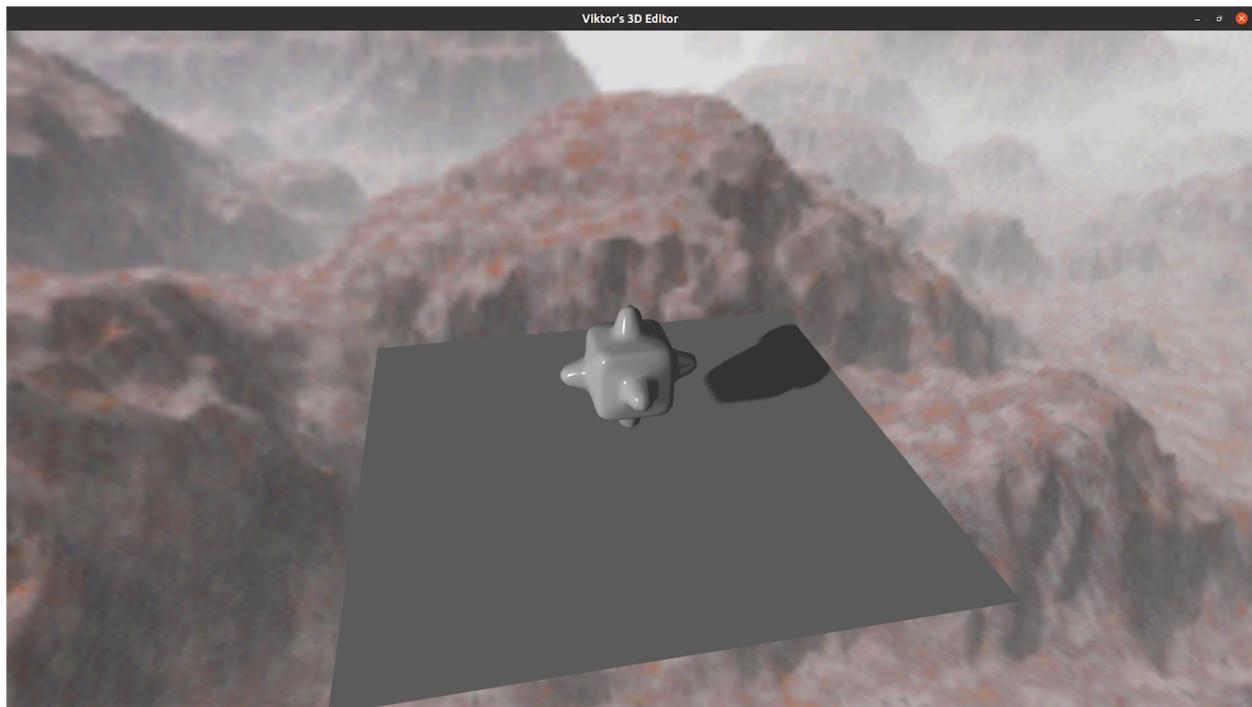


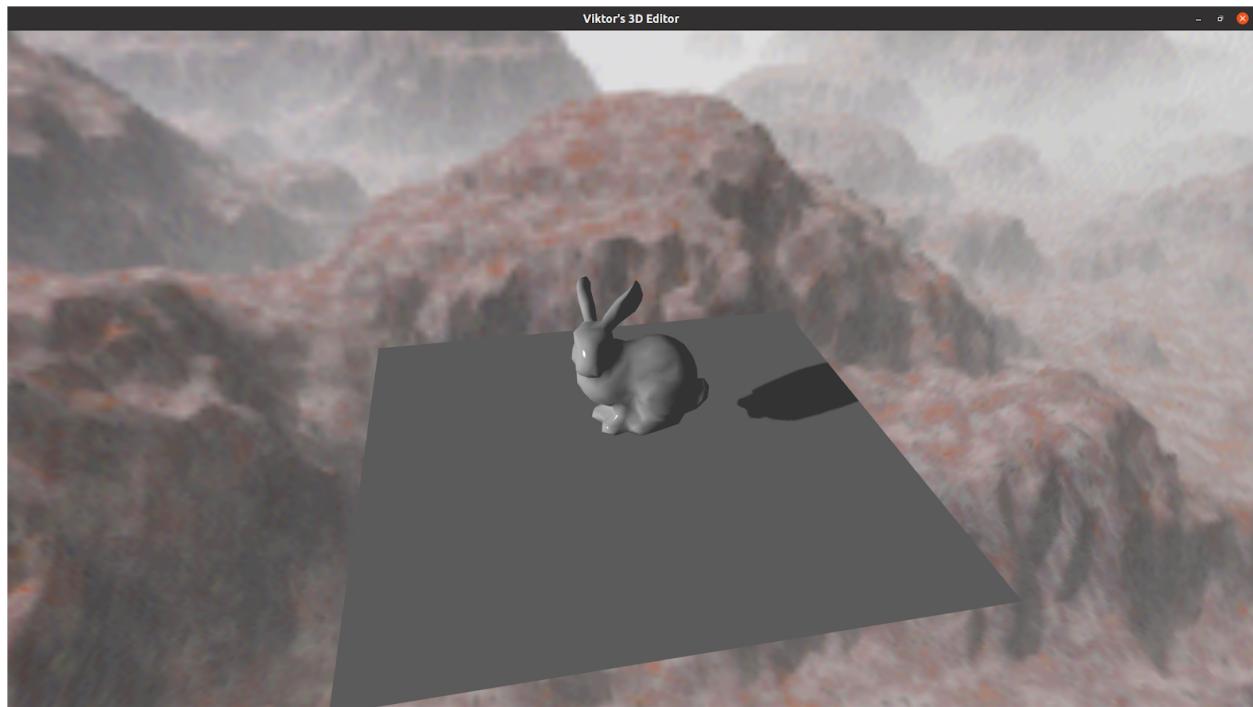
To insert a cube, press 1:



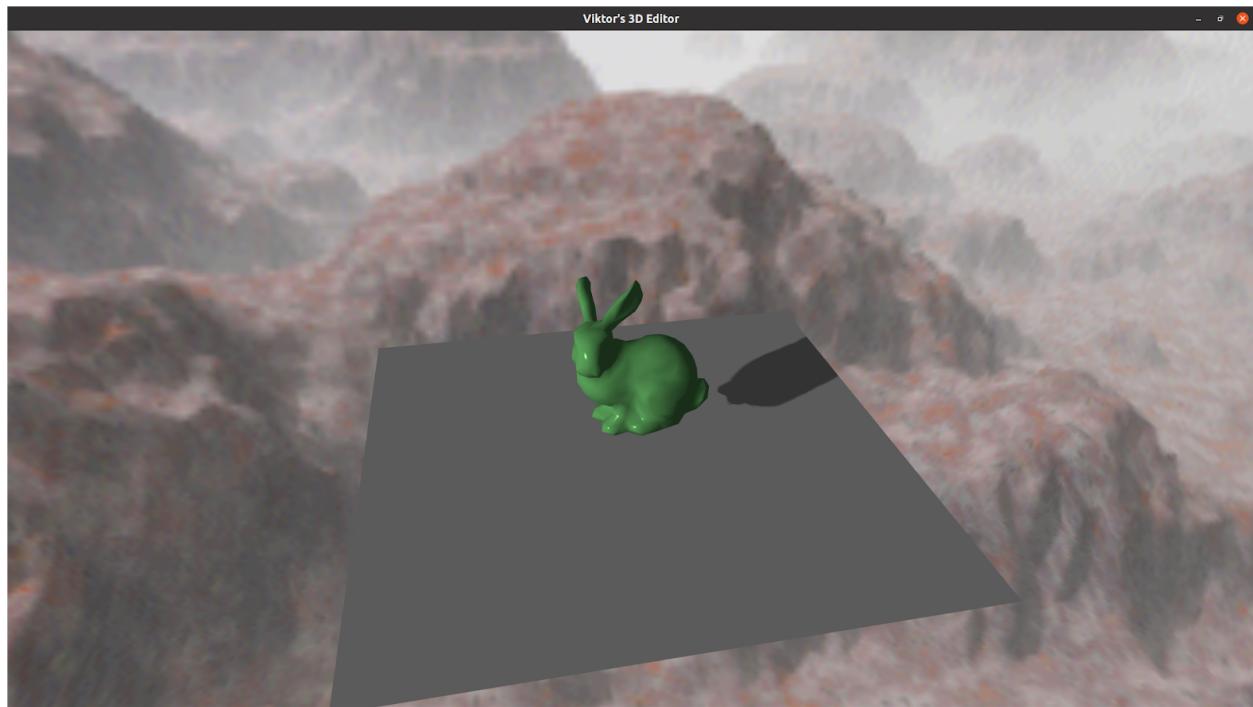
To insert a bumpy cube, press 2:



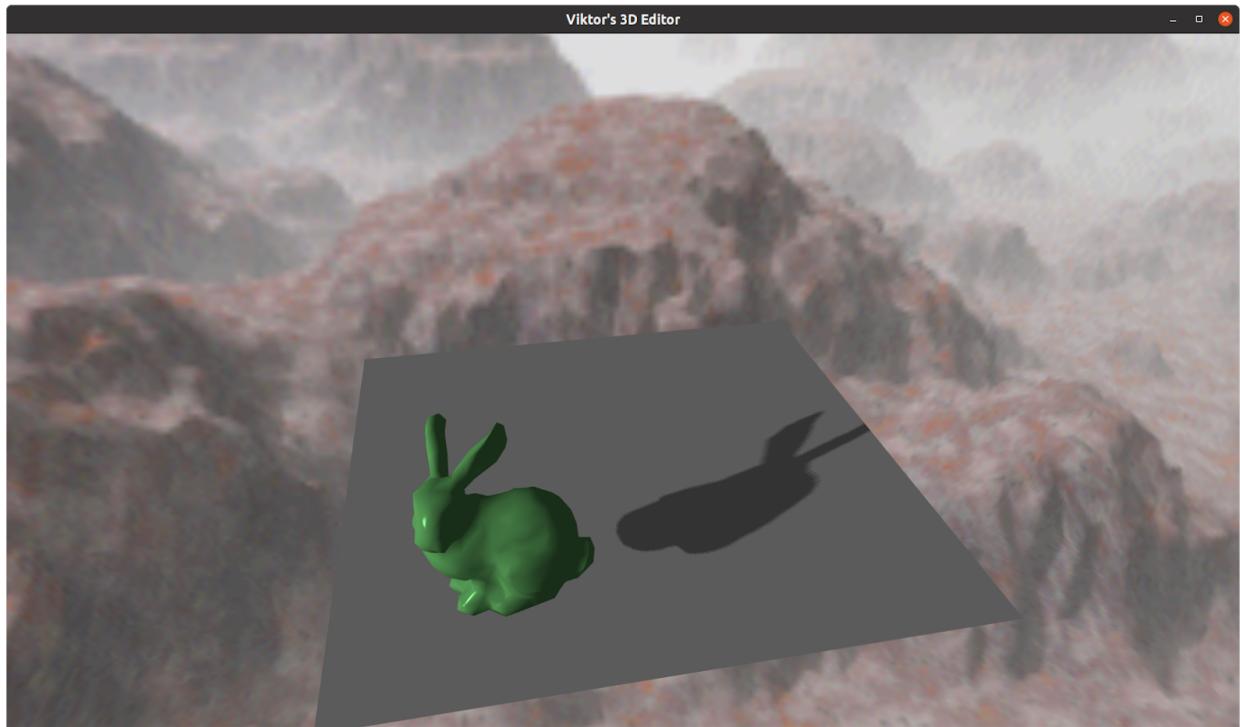
To insert a bunny, press 3:



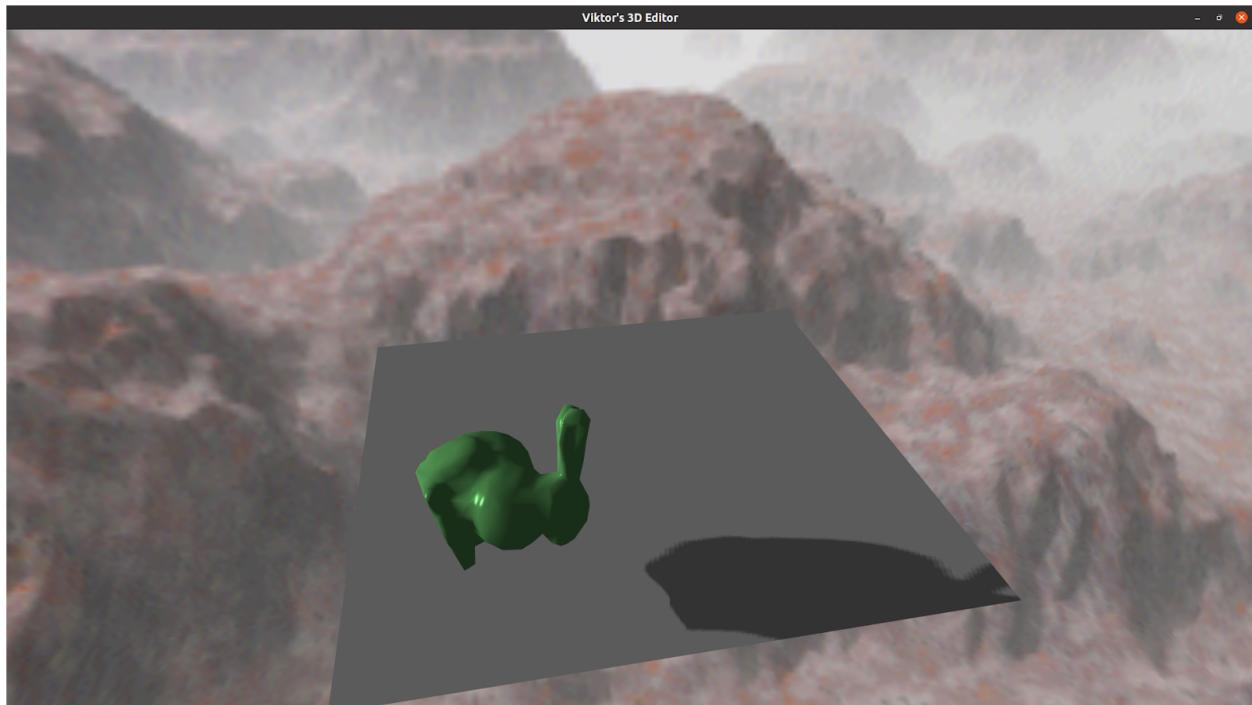
To select a 3D model, click on it. The selected model will turn green:



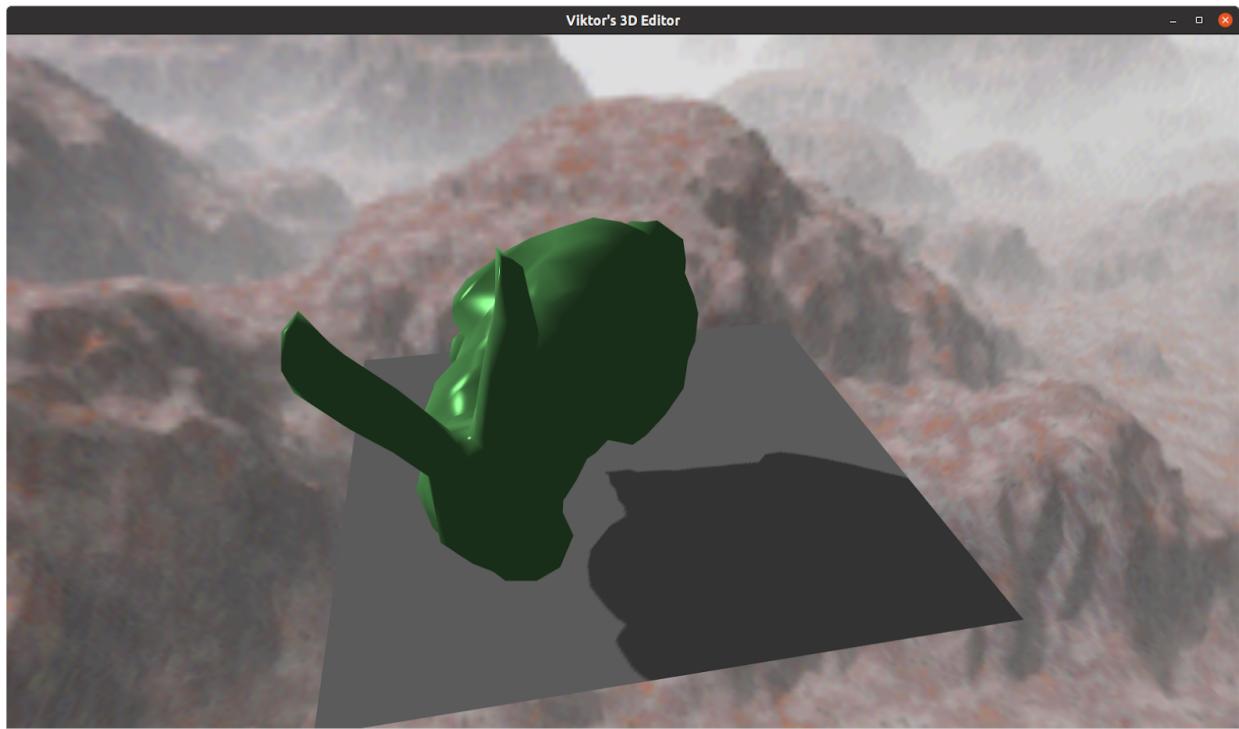
While a model is selected, press left/right/up/down arrows or minus or equal to move the model in the x, y, or z direction, respectively:



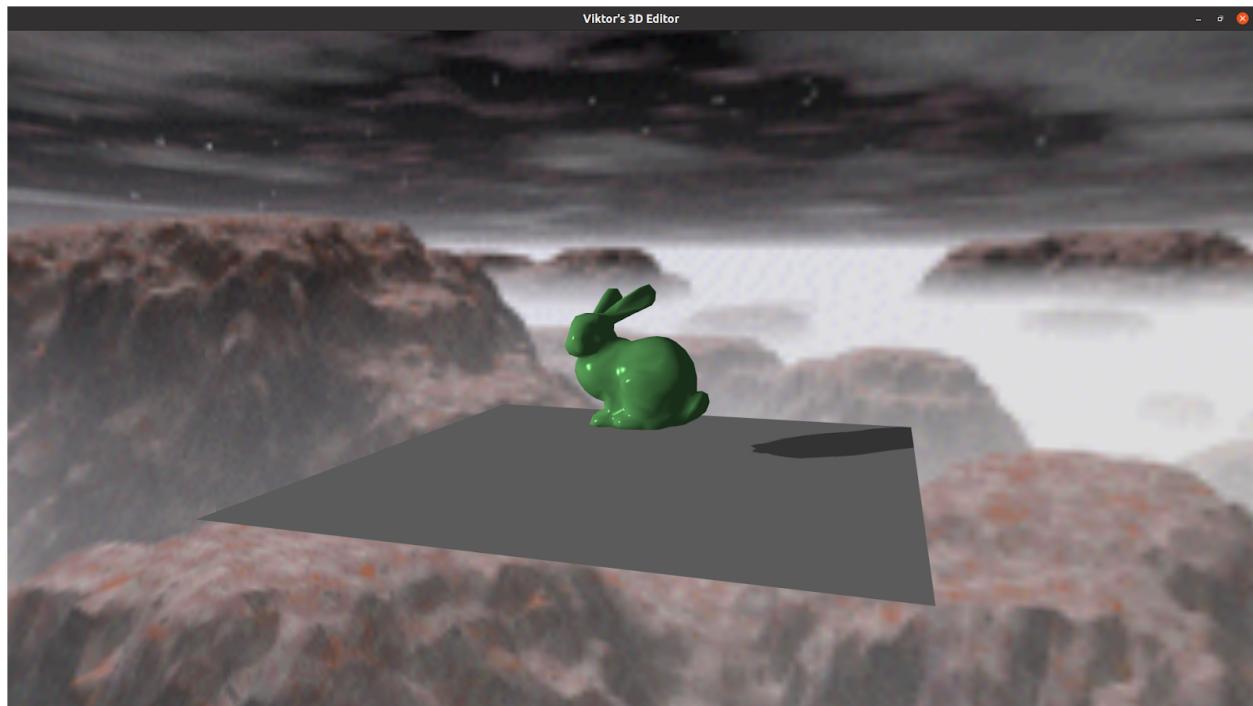
Press left bracket, right bracket, semicolon, apostrophe, period, or slash to rotate the selected model positively/negatively around the x/y/z axis, respectively:



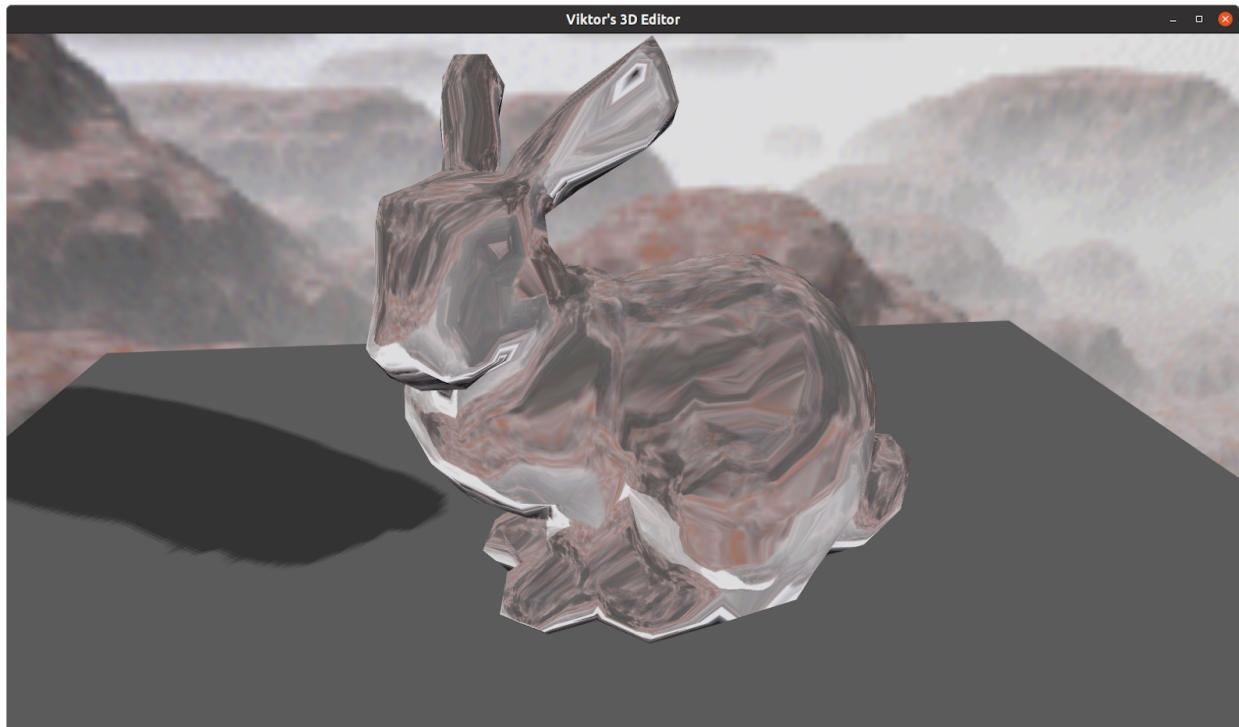
Press 9 or 0 to scale the selected model down/up, respectively.



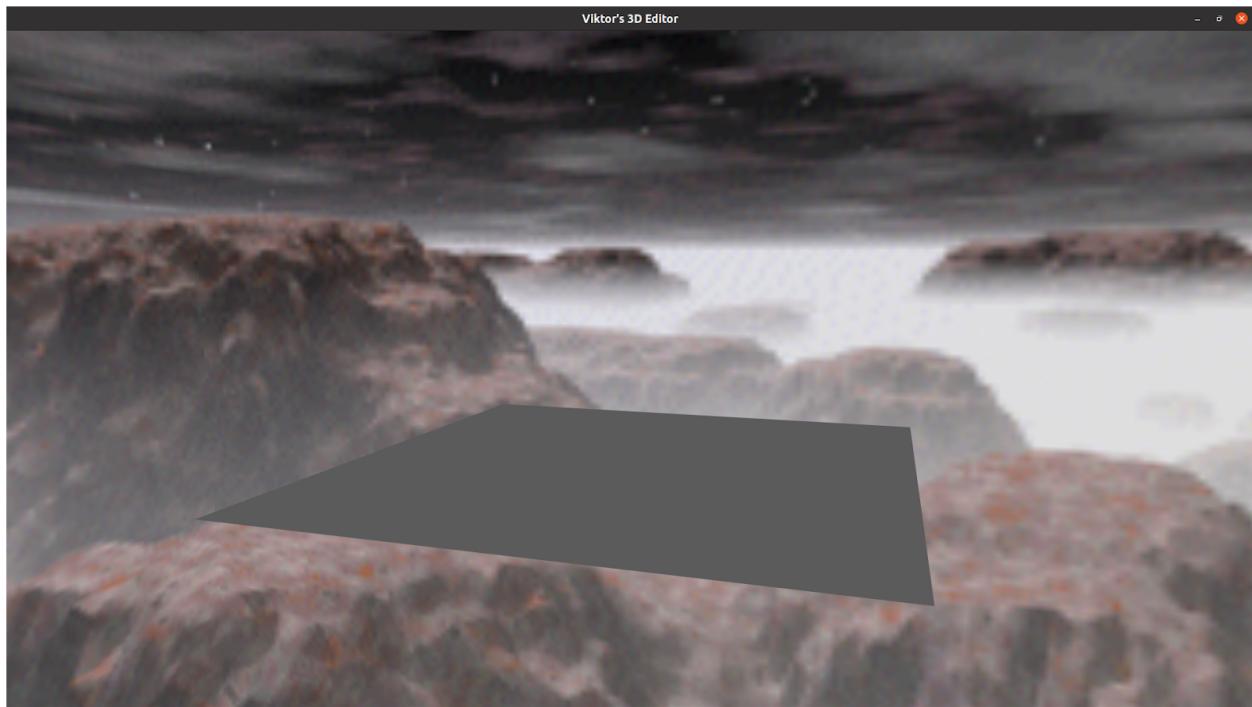
Press W, A, X, or D to pan the came up, left, down, or right, respectively. The camera will remain pointed at the origin:



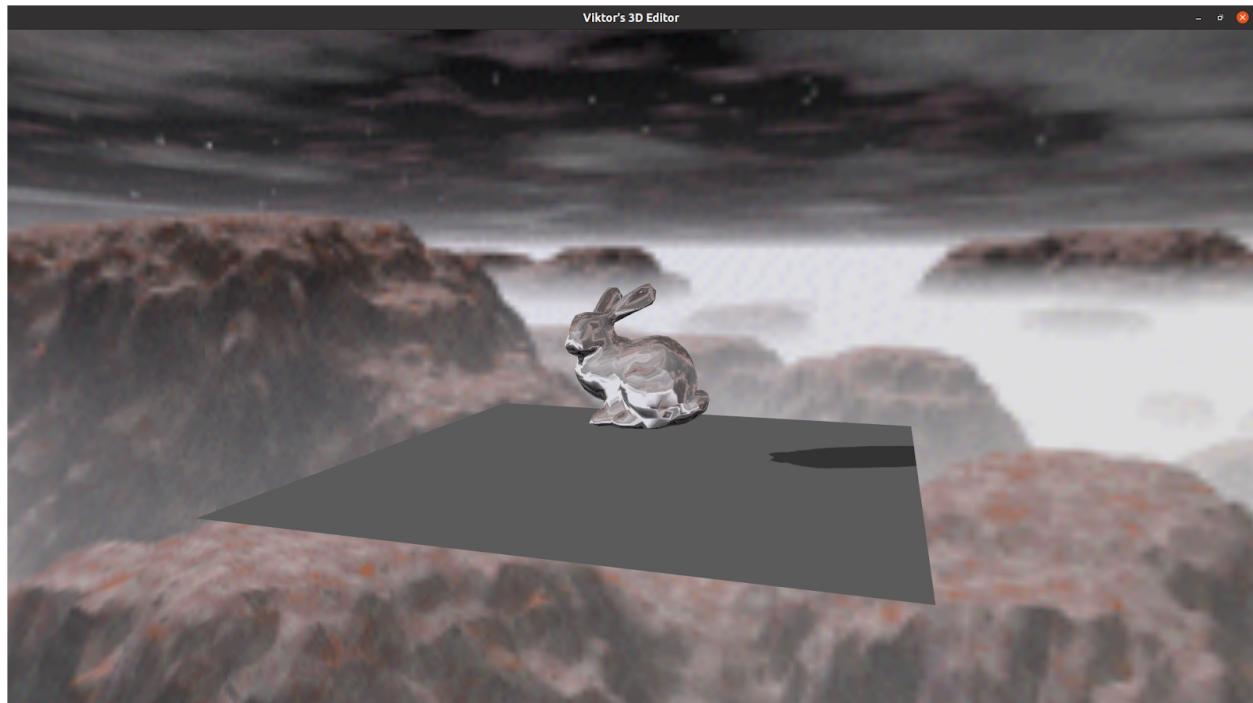
Press O or P to move the camera along the z axis. The camera will remain pointed at the origin.



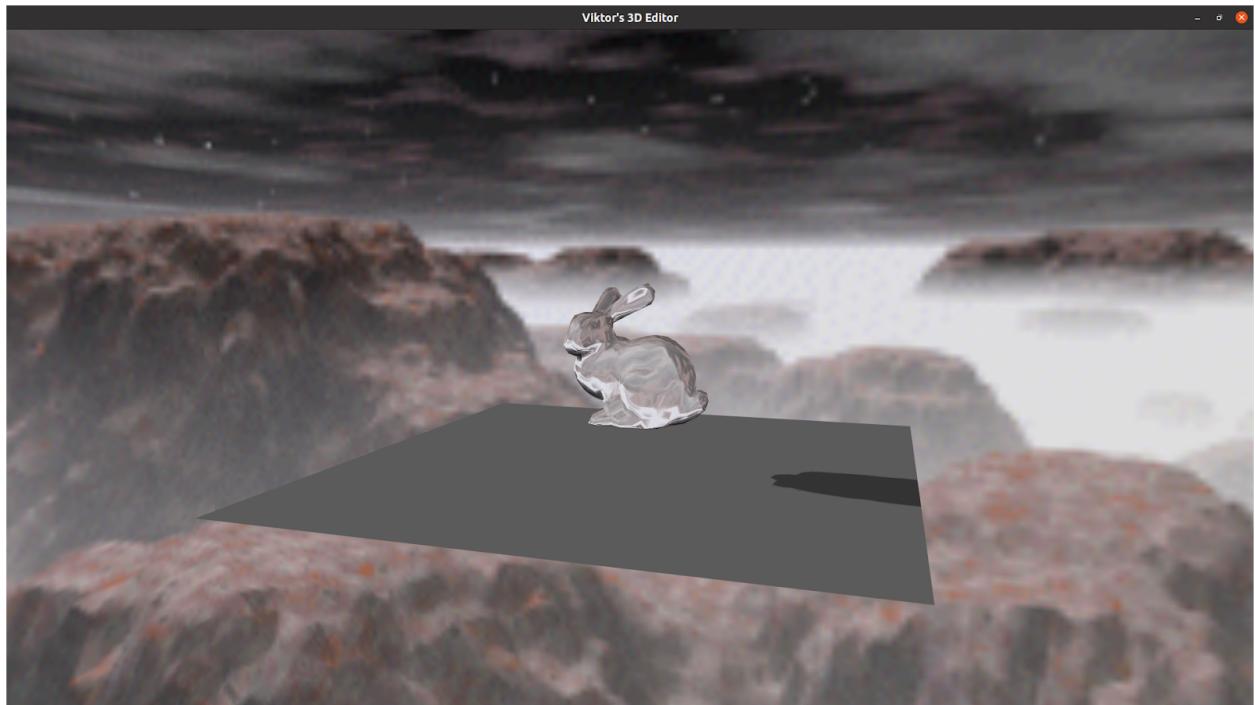
Press delete to delete the selected model:



While a model is selected, press V to toggle its environment mapping on or off. Note that the model will remain green while it is selected, so to see the environment mapping, deselect the model by clicking away from it.



Press page up and page down to change the index of refraction for all models that have environment mapping enabled.



Press S to change the color of shadows from black to red or vice versa.

