



1. Viewing Area

2. Select Camera - The viewer will open with the default camera view selected. To select another camera view, press the buttons.

Camera Controls - These buttons control the current selected camera.

3. Home Button - When pressed, this button will return the selected camera to its default or starting position.

4. Dolly Camera Button - When pressed, this will allow the user to dolly the camera in and out towards or away from the object. Place the mouse in the viewing area and click-and-hold to control dolly actions. The camera will dolly slower if click-and-hold is close to center or faster if click-and-hold is farther away from the center.

5. Rotate Camera Button - When pressed, this will allow the user to rotate the camera about the object or world axis. Place the mouse in the viewing area and click-and-hold to control rotation actions. The camera will rotate slower if click-and-hold is close to center or faster if click-and-hold is farther away from the center.

6. Camera Pan Button - When pressed, this will allow the user to pan the camera left and right or up and down. Place the mouse in the viewing area and click-and-hold to control camera pan actions. The camera will pan slower if click-and-hold is close to center or faster if click-and-hold is farther away from the center.

Rotate Model Controls - These buttons will allow the user to rotate the model about its axis.

7. Rotate Clockwise (cw) and Counter-Clockwise (ccw) Buttons - When pressed, the model will rotate 10 degrees about its y-axis. The new rotation value will be viewed in all selected cameras.

8. Reset Button - When pressed, the model will return to its default position.