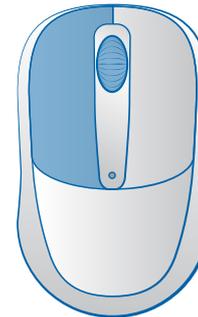


Keyboard Shortcuts

- Spacebar:** Hold down **spacebar** and click to move the camera in the direction the mouse is moved.
- W, S, A, and D keys:** Use to pan the camera in the selected direction (up, down, left, and right).
- ←→ arrow keys:** Use to rotate the camera in the selected direction.
- /=:** Hold down the **dash** key to zoom out or hold down the **equals** key to zoom towards the model.
- Shift:** Hold down and click to select multiple objects.
- H:** Pressing the **'H'** key cycles between the solid and hidden states of selected objects.
- V:** Pressing the **'V'** key cycles between the solid and transparent states of selected objects.
- O:** Pressing the **'O'** key hides all unselected objects and shows and solidifies all selected objects.
- P:** Hold down and click to select the object's parent.
- T:** Hold down and click to select through transparent objects.
- X or Y:** Hold down and click on the model to rotate only in the x or y-axis.
- Home:** Press the **Home** key to reset the camera view to it's original position.
- End:** Press the **End** key to unhide all hidden objects.
- 1-6:** Pressing each of these keys sets the camera to a predefined view. The views are: **1:** Anterior, **2:** Posterior, **3:** Right, **4:** Left, **5:** Superior, **6:** Inferior
- 7-0:** Holding the **Ctrl** key and pressing keys **7-0** will store your current view. Press this numeric key again (without holding **Ctrl**) to return to the stored view at a later time.

Mouse Buttons

- Click** on the 3D model to select an object. The object will turn blue and its name and location will appear in the status bar above the model.
- Click** on the 3D model and drag your mouse to rotate.
- Double-click** on the 3D model to zoom in on that object.
- Use the **mouse-wheel** to adjust the zoom level of the camera.
- Hold down the **mouse-wheel** button to pan.



Mobile Device Gestures

- Tap** on the 3D model to select an object.
- Double-tap** on the 3D model to zoom in on the object.
- Three finger drag** to pan in the selected direction.
- Pinch open and closed** to adjust the zoom level.
- Drag** to rotate.