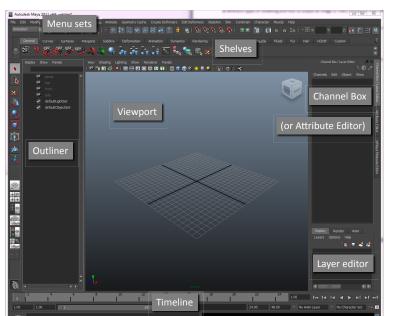
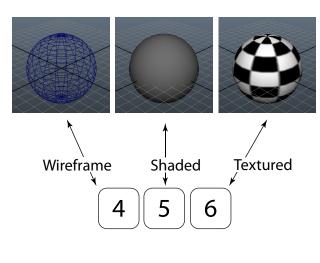
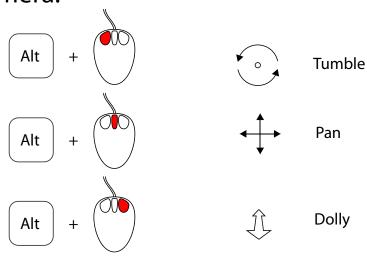
Interface:



Shading modes:



Moving the camera:



F Center and zoom in on currently selected object

Manipulating objects:

