

Default view

Adopts a standard viewing position. **IF YOU LOSE CONTROL CLICK THIS.**

Rotate

Turns the viewing angle around the object in the opposite direction to which you click and drag the mouse, as if you were rotating the object around in space.

Spin

Rotates the object about the y-axis in space.

Pan

Translates the model in directions parallel to the plane of viewing.

Zoom

By dragging up or down you can move the view towards or away from the object. The same effect can be achieved with the Hand tool by holding shift whilst dragging.

Toggle model tree

To open or close the model tree. Once open click on elements to remove i.e. roof to look inside.

Section.

Cut through object either vertically or horizontally, including sloping sections.

Model render mode menu

Customize the appearance of the object.

Enable extra lighting menu

Choose between different lighting settings.

Background colour swatch

Choose the ambient colour of the 3D object's environment.