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.