3D PUPPETRY MOUSE AND KEYBOARD CONTROLS

Camera controls:
  Pan: right-click mouse and drag
  Rotate: left-click mouse and drag
  Zoom: scroll wheel

Activate lighting controls: L (shift-l)
  Increase/decrease ambient term: F1 / F2
  Increase/decrease diffuse term: F3 / F4
  Toggle shadows: d
  Light position:
    Translate in x and y: arrow keys
    Move along z axis: pg-up / pg-down

Activate background controls: B (shift-b)
  Move background up/down (along z-axis): pg-up / pg-down
  Translate background in x and y: arrow keys
  Iterate through sets: b

SIFT-scanning commands:
  Colorization:
    Splat colors from Kinect cloud onto model: k
    Spread captured colors across model: K (shift-k)
    Save colorized model: l
  Saving SIFT templates:
    Grab SIFT template image, pose, and depth map: s

Animation Controls:
  Record first animation layer: r
  Record second animation layer: R (shift-r)
  Playback animation: p
  Clear all animations: _ ( shift-(-) )
  Save animation to disk: w
  Export movie: e

Other:
  Reset puppet tracking: x
  Change visualization of tracking volume: t
  Exit program (saves current animation data): esc