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