

Move around in the 4D model

For PC computers- there are two basic ways to navigate in the model. One is with the avatar (first person) and the other is Camera mode.

Avatar

PgUp or E to fly up and Pg Dn or C for down
Arrows or WASD to move in different directions.

You may also adjust the distance of the camera to your avatar by scrolling forward on the mousewheel or pressing M. You will end up in mouse-look view and can control eye movement with your mouse.

Camera

Hold down the ALT-key and you'll get a symbol with a plus sign. Click on an object in the model, either ground or building and move the mouse.

Hold down ALT and CTRL at the same time and you'll get this symbol 
Hold down the left mouse button and move the mouse.

Go to the top menu →View and choose Camera Controls. Click the arrows in the window to move the camera.

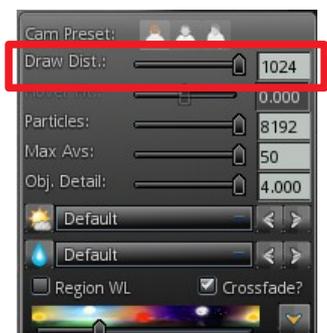
Click ESC to leave camera mode and get back to you avatar.

Training tutorial found on Youtube:

BASICS: Looking around with camera controls
<https://www.youtube.com/watch?v=1gDD13njjCE>

Adjust Draw Distance

if your having trouble seeing the whole model or just see a few meters around you- click the arrow to the very right in the bottom menu. and adjust the bar for Draw Distance found at the top.

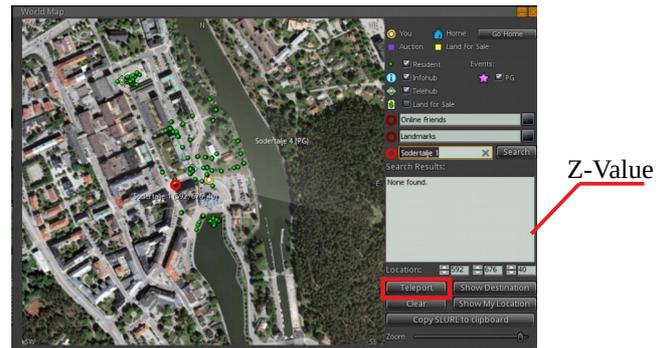


Map

You can orient and teleport with the help of map. Click on Map.



Double click in the map or click Teleport to be transported to the chosen area. Location gives coordinates. Changing the z value may come in handy in case you find yourself stuck under ground or inside a building.

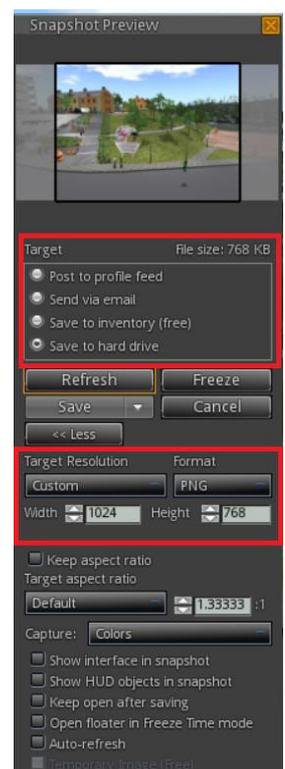


Snapshots

Click Snapshot at the bottom menu. Adjust the screen to match the preferred picture

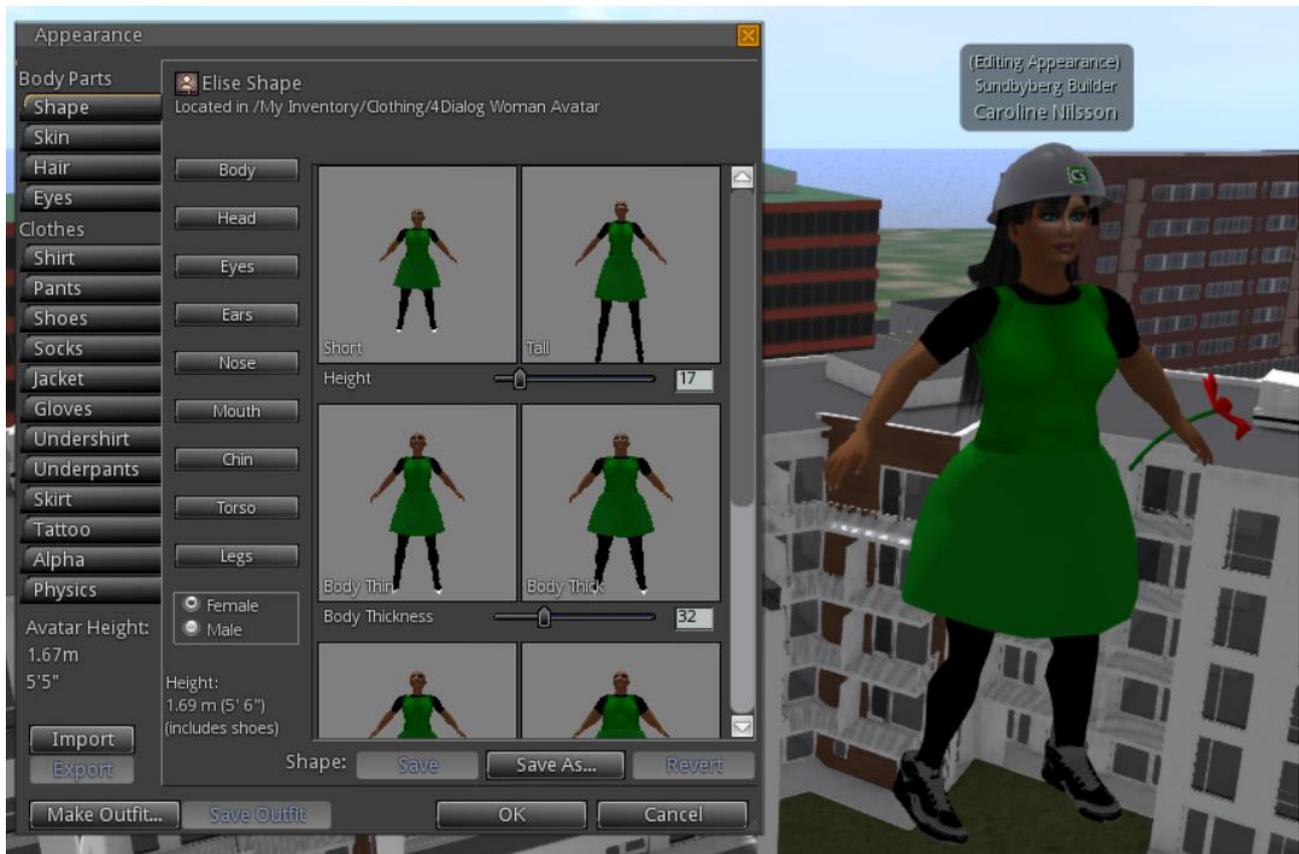


Refresh for new snapshot.
Target resolution lets you choose size and format.
Save>Save as to save the snapshot on your computer.



Avatar Appearance

Right click on your avatar, choose Appearance.
Here you can change the look of your avatar. Try it out.



Shortkeys when modelling

http://wiki.secondlife.com/wiki/All_keyboard_shortcut_key