

BIND TO WARP SPACE
UNLINK SELECTION
SELECT AND LINK

KEYBOARD SHORTCUT
OVERRIDE TOGGLE
SELECT AND MANIPULATE
USE PIVOT POINT CENTER
REFERENCE COORDINATE
SYSTEM

SNAPS TOGGLE
ANGLE SNAP TOGGLE
PERCENT SNAP TOGGLE
SPINNER SNAP TOGGLE
EDIT NAMED SELECTION SETS
NAMED SELECTION SETS

*MATERIAL EDITOR
*RENDER SETUP
*RENDERED FRAME WINDOW
*RENDER PRODUCTION

*CREATE
*MODIFY
HIERARCHY

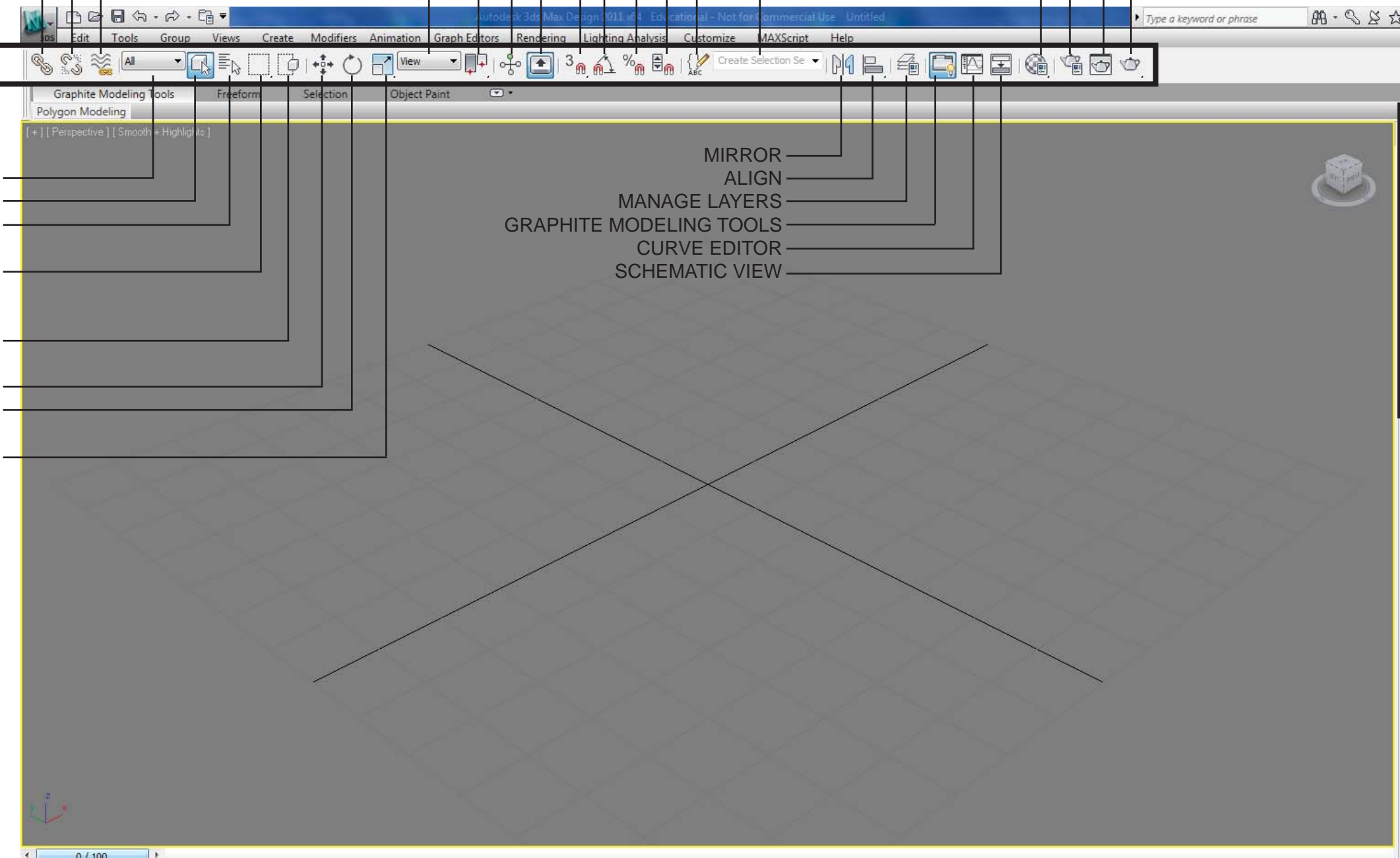
MOTION
DISPLAY
UTILITIES

A: Main Toolbar

B: Command Panel

SELECTION FILTERS
*SELECT OBJECT
*SELECT BY NAME
RECTANGULAR
SELECTION REGION
*WINDOW / CROSSING
*SELECT AND MOVE
SELECT AND ROTATE
SELECT AND UNIFORM
SCALE

MIRROR
ALIGN
MANAGE LAYERS
GRAPHITE MODELING TOOLS
CURVE EDITOR
SCHEMATIC VIEW



C: Status Bar

D: Animation Tools

E: Viewport Navigation

SELECTION LOCK TOGGLE
*ABSOLUTE / OFFSET TRANSFORM TYPE-IN

ZOOM
ZOOM ALL
ZOOM EXTENTS
ZOOM EXTENTS ALL

*MIN / MAX TOGGLE
*ORBIT
PAN VIEW
FIELD OF VIEW