

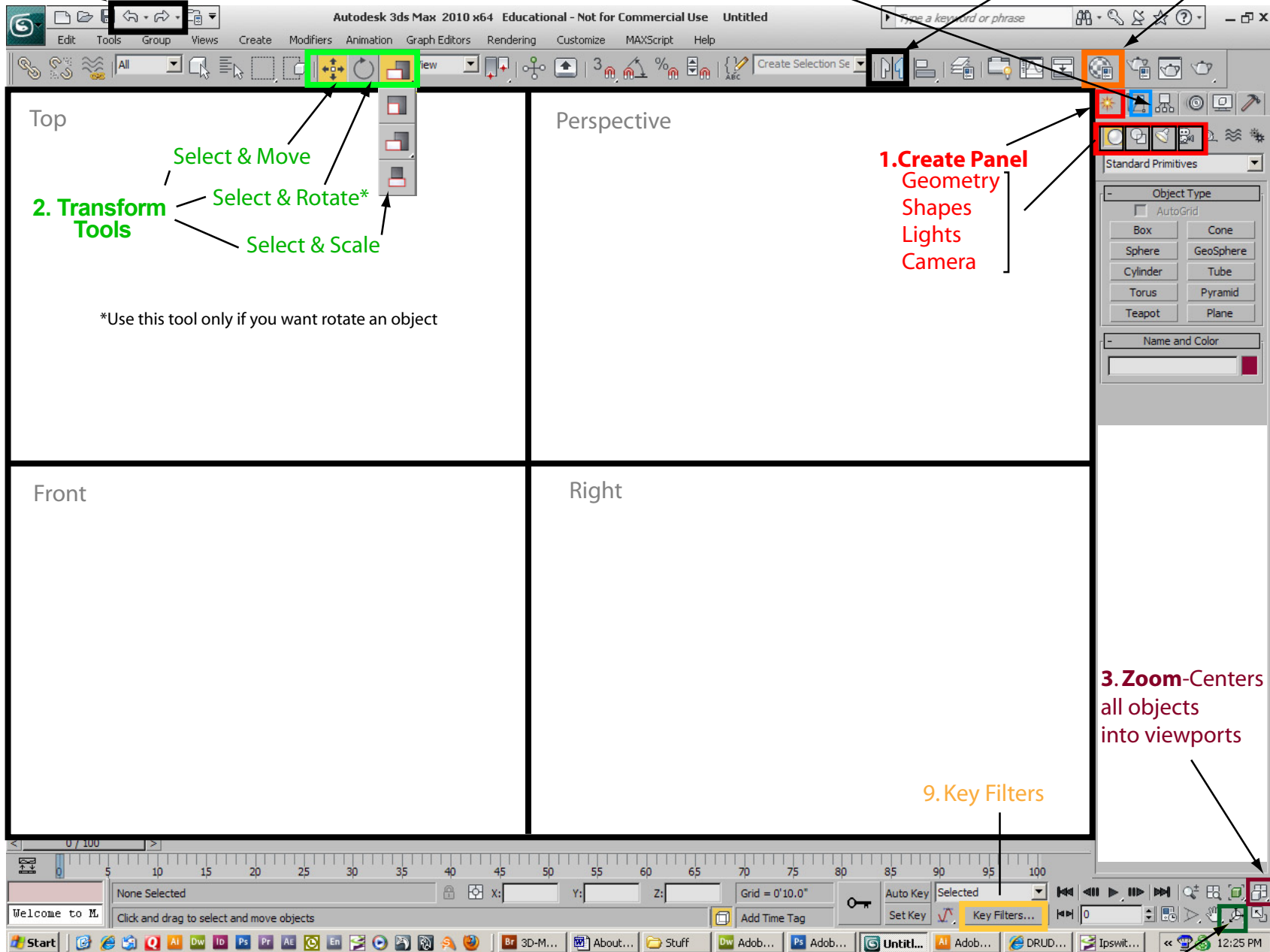
TEN COMMONLY USED COMMANDS, BUTTONS AND PROCEDURES.

7. Undo & Redo

4. Modify Panel (Click to modify an object & to see Modify List (Bend, MeshSmooth etc.))

8. Reflect Tool

5. Material Editor
add textures & colors



6. Arc Rotate - Spins viewer around object - Use this "only" in the perspective window.