

Help Sheet

FLYINGSHAPES

Navigation

Teleport	Hold  + Move Controller
Move Scene	Hold  + Move Controller
Zoom Scene	Hold  +  Move both Controllers
Reset Scene	Hold  + Click 

Menu

Open Tool Menu	Click 
Open Wrist Menu	Rotate secondary Controller 
	Hover Curve + Click 

Modify

Undo / Redo	Flick  / Flick 
Grab Object	Hover Object > Hold  + Move
Move / Scale / Rotate	Select Object > use Gizmo
Adapt Prec. Movem.	Grab Object +  / 
Delete Object	Grab Object + Flick 
Duplicate Object	Grab Object + Click 

Selecting

Select Object	Hover Object + Click 
Select sev. Objects	Hold  + Touch several Objects
Deselect Objects	Double Click 

Sketching

Draw Curve	Click  sev. Times > Hold  to finish
Sketch	Hold  and Move

Adapt Curves

Add CVs to Curve	Hover Curve > Hold  + Click 
Snap CV to Object	Grab CV > Hold  > Release at Target
Cut Curves	Hover Curve > Hold  + Hold 
Split Curves	Hover Joint CV > Click  > Select 
Adapt Line Thickn.	Hover Curve > Hold  / 
Smart Movement	While moving End CV > Hold 

Visualize

Activate C3D	Press  on current Layer in Layer Menu
Assign Materials	Open  Tab in Wrist Menu
	Activate  in Material Tab
	Click  on Controller to assign Material
Environments	Open  Tab in Wrist Menu

File

Export	Click  in FS Desktop App
Import	Drag & Drop Files into FS Desktop App