



UNIVERSIDAD AUTÓNOMA DE MÉXICO

FACULTAD DE INGENIERÍA



FINAL PROJECT .

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COMPUTACIÓN GRÁFICA E INTERACCIÓN HUMANO-COMPUTADORA

User Manual

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GROUP 01

We present the development of a virtual tour of a zoo, where visitors can appreciate the different habitats of the species. It will have a three-dimensional environment to simulate the virtual environment as realistically as possible, using tools such as Visual Studio, 3ds Max, and Blender. These software will be useful for the development of the virtual tour, where we implemented elements and techniques of geometric modeling, hierarchical modeling, and texturing to construct the elements based on primitives.

Configuration of environment in Visual Studio

The file should be extracted/unzipped in the working folder.

You should go to the project properties, where:

1. You must enter the menu of C/C++ → General and navigate to the Additional Include Directories section to add **"include;glm;"**

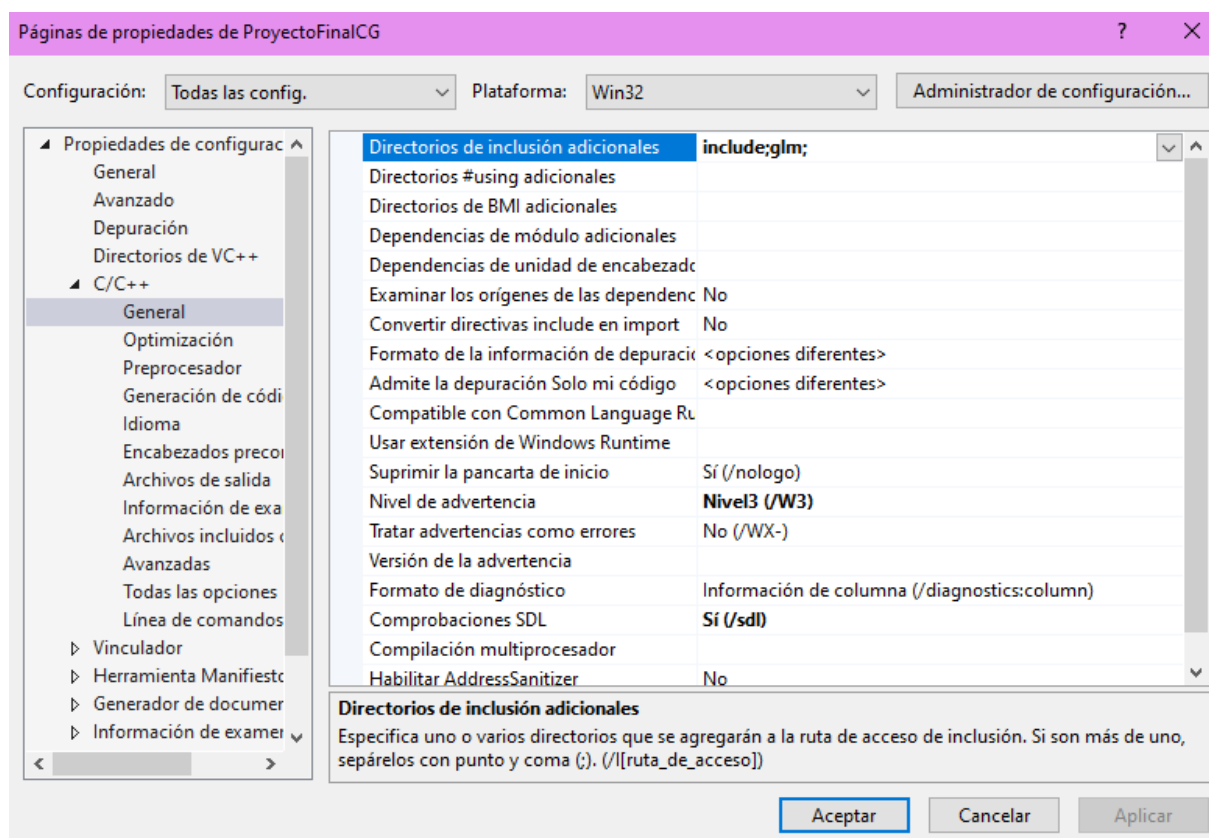


Figure 1. General Configuration for C/C++

2. To access the menu of Linker → General and navigate to the Additional Library Directories section to add “lib”

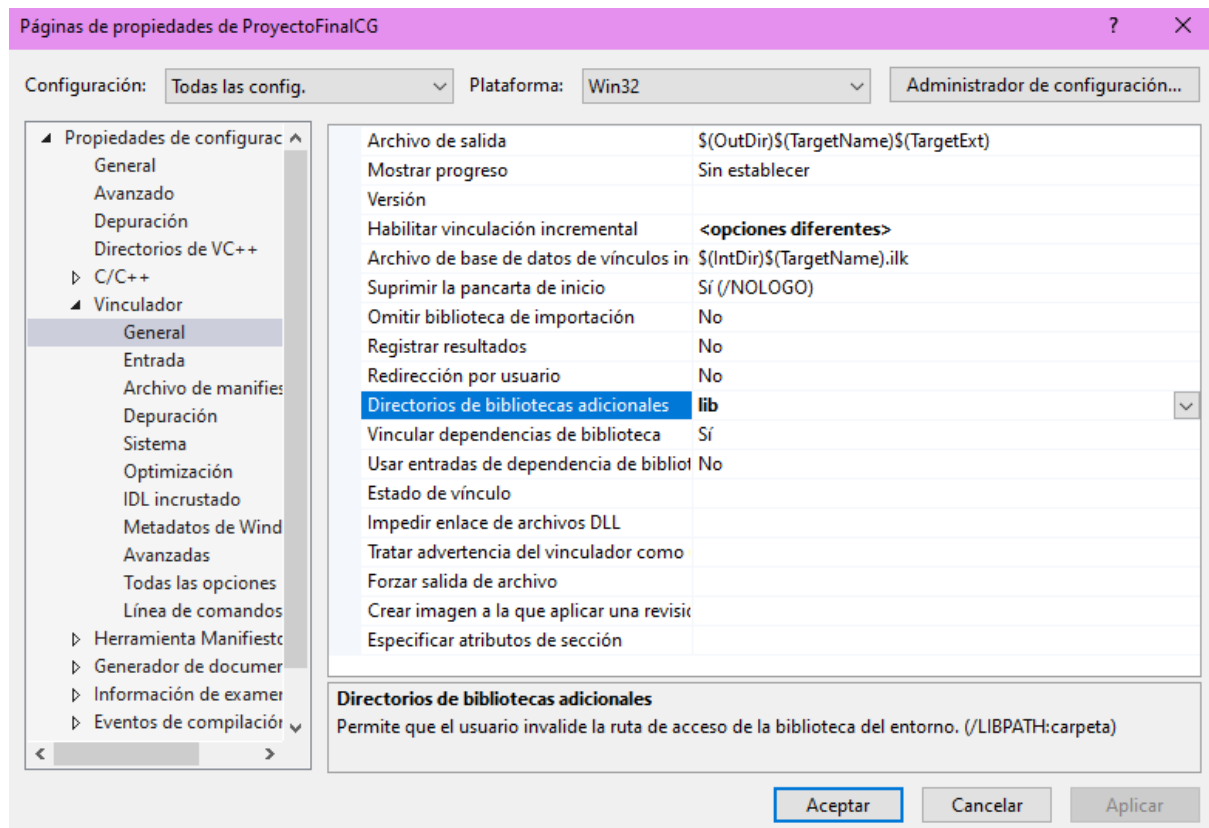


Figure 2. General Configuration for Linker

3. Enter the Linker menu → Input, go to the Additional Dependencies section, and it should be left as (respecting what is already there):

irrKlang.lib;SDL2.lib;SDL2main.lib;assimp-vc141-mtd.lib;opengl32.lib;glfw3.lib;

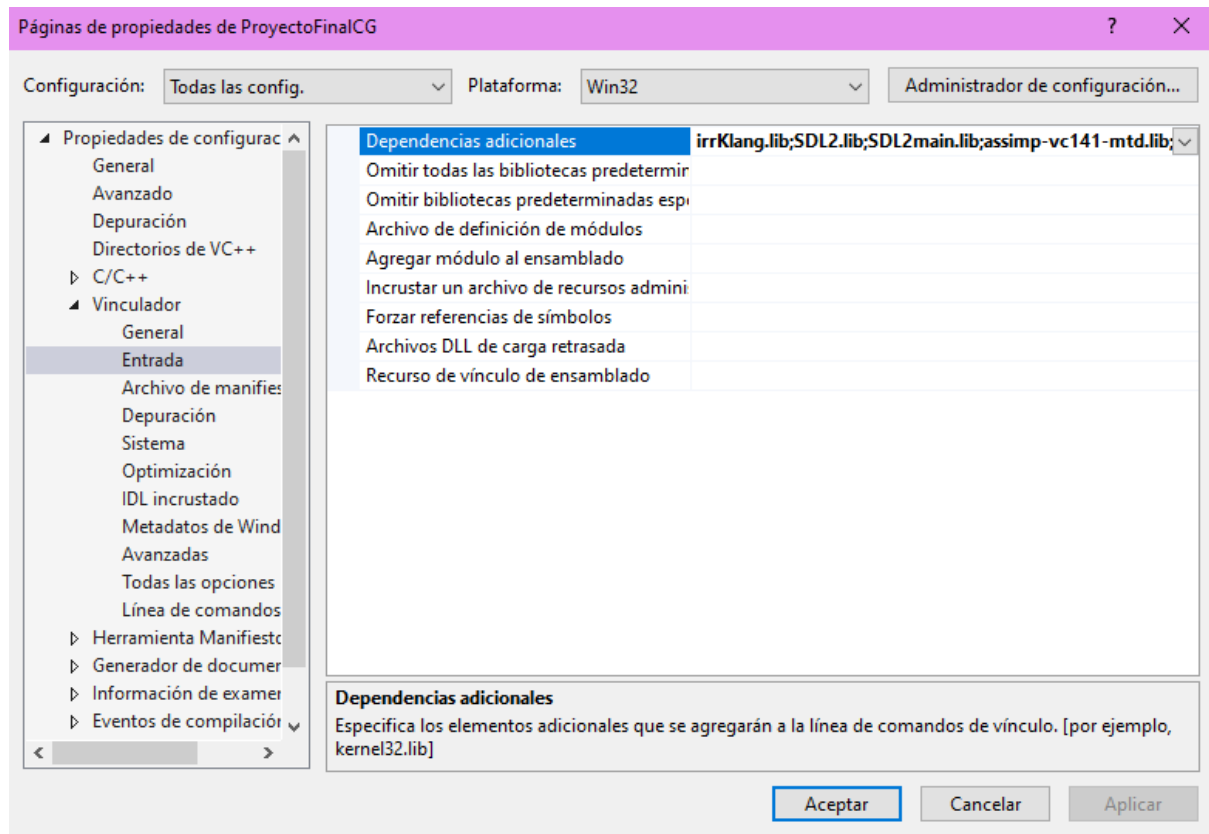


Figure 3. Input Configuration for Linker

4. Set the solution configuration to Debug mode and the solution platform to x86 for the program to compile correctly.

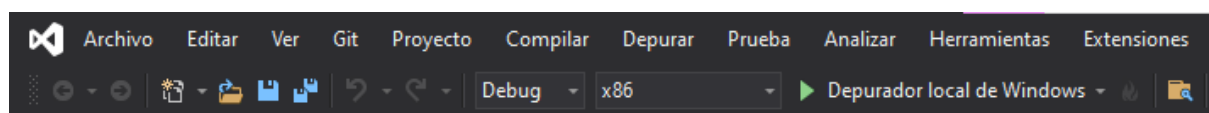
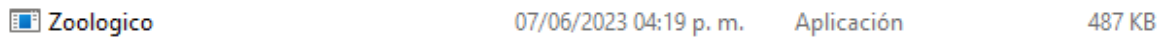


Figure 4. Debug Configuration

Once the configuration is set correctly, you can compile the program.

To open executable file

Within the downloaded folder 'Proyecto_CGIH_01,' there is a file named 'Zoologico.exe.' When executed, it will open the same window as when compiling the program directly from the Visual Studio software, as shown in Figure 5



When loaded, it will first start playing the ambient sound of the zoo, and you will see a pop-up window as shown below:

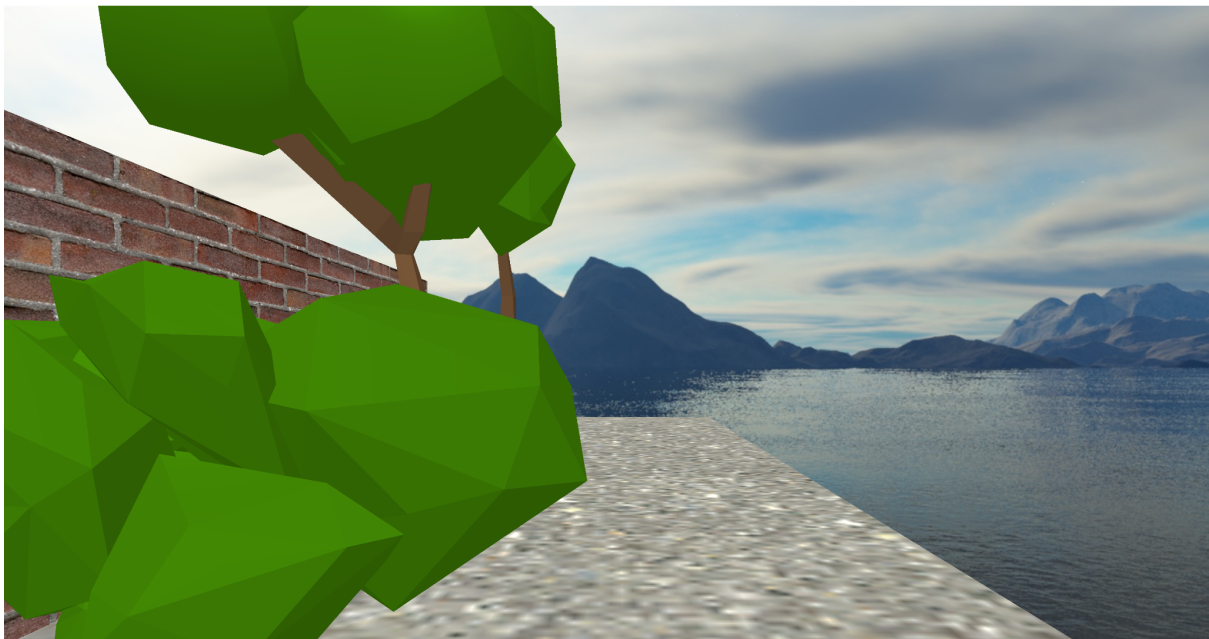


Figure 5. Initial view of the simulator

You can use your mouse and/or touchpad on your computer to move the cursor, which represents the camera focus in the space.

To navigate through the space, use the following keys: 'W' to move forward, 'S' to move backward, 'A' to move left, and 'D' to move right.

To view the animations of the lion and the bird, press the 'P' key.

We hope you like it, have fun....