



UNIVERSIDAD NACIONAL AUTÓNOMA DE MÉXICO FACULTAD DE INGENIERÍA

User Manual

MADE BY
Gómez Luna, Alejandro
316034946

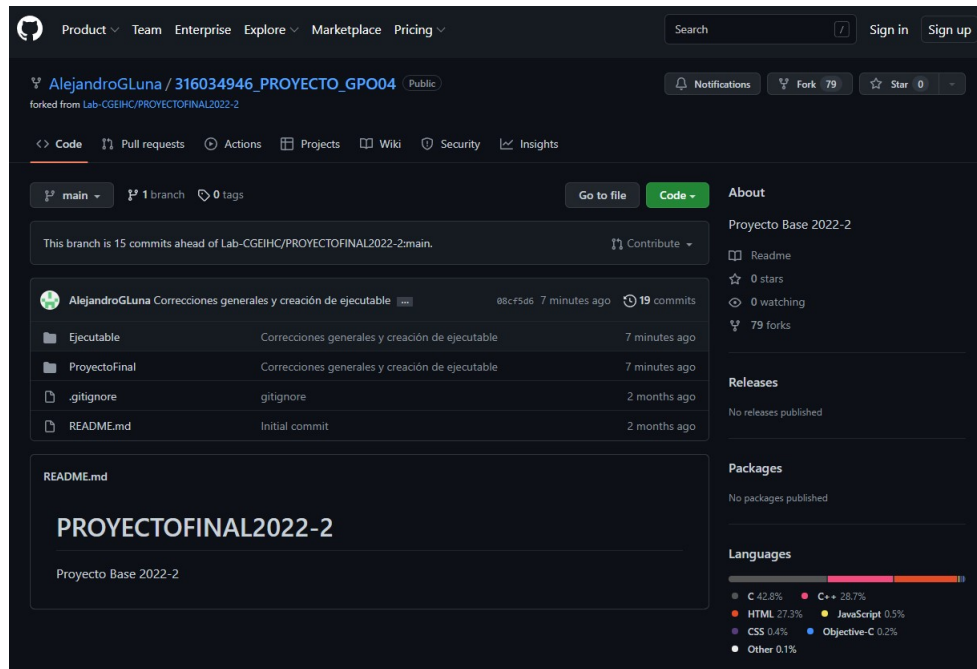
PROFESSOR
ING. CARLOS ALDAIR ROMAN BALBUENA

SUBJECT
Laboratorio de Computación Gráfica

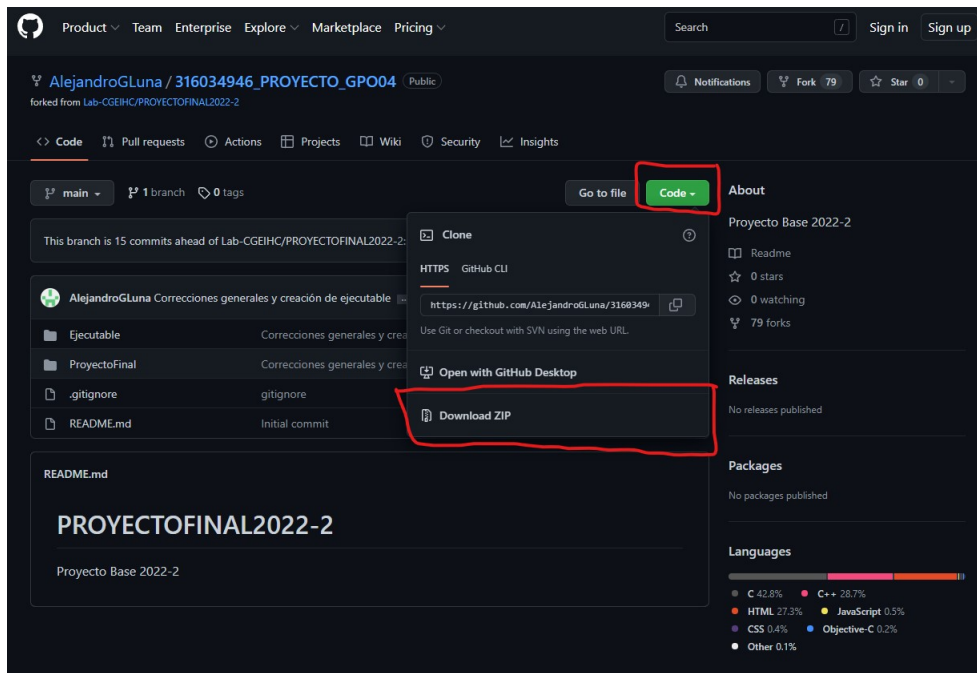
THEORY GROUP **No. 04**
LABORATORY GROUP **No. 04**

DEADLINE
11/Mayo/2022

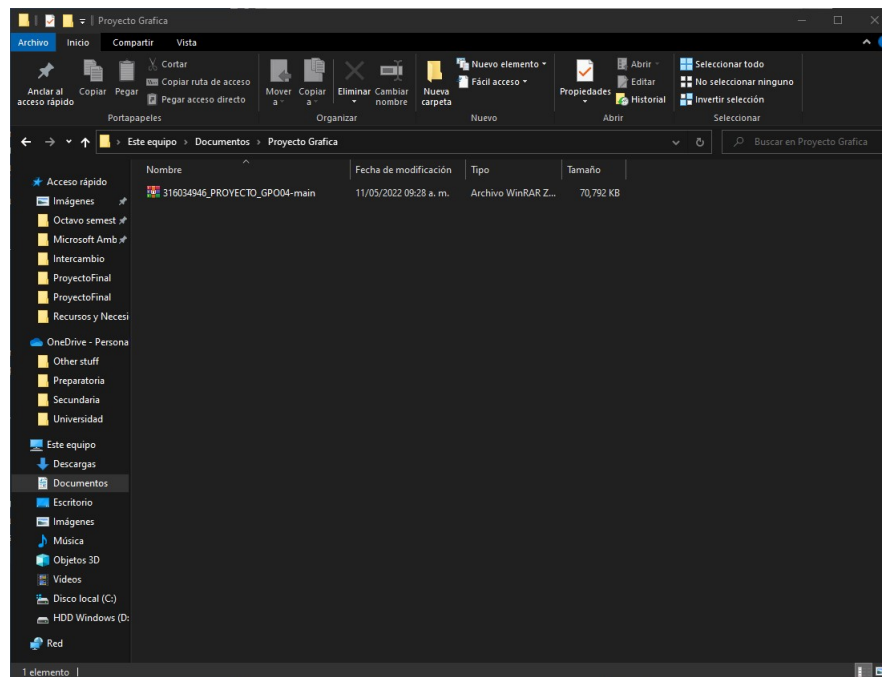
1. First we need to access the following website on a computer
https://github.com/AlejandroGLuna/316034946_PROYECTO_GPO04, in which an interface similar to the following will be shown



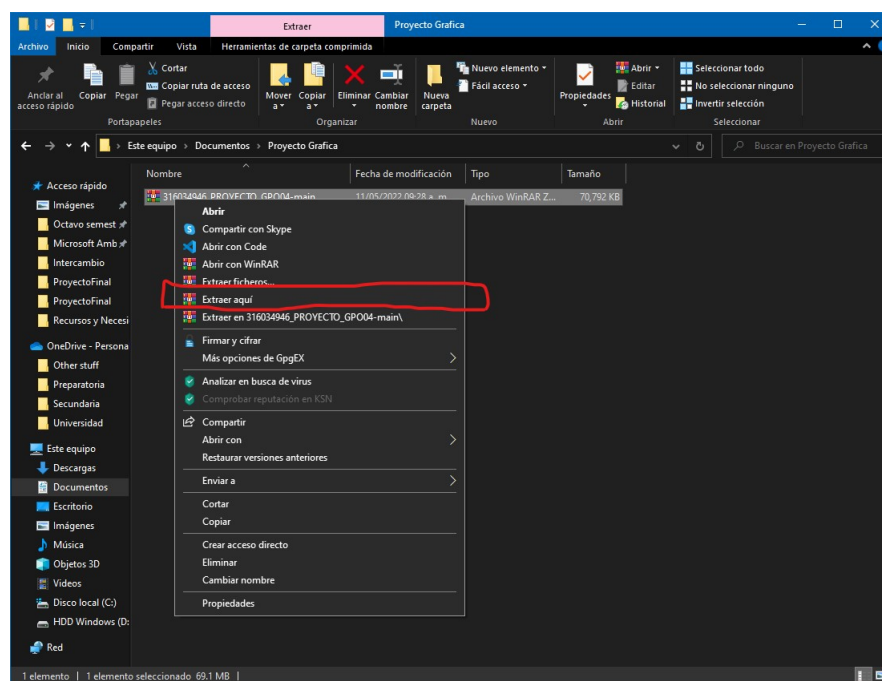
2. Once we observe this interface then we click on the green button that says Code, which will display a menu, in which we must click the Download ZIP option



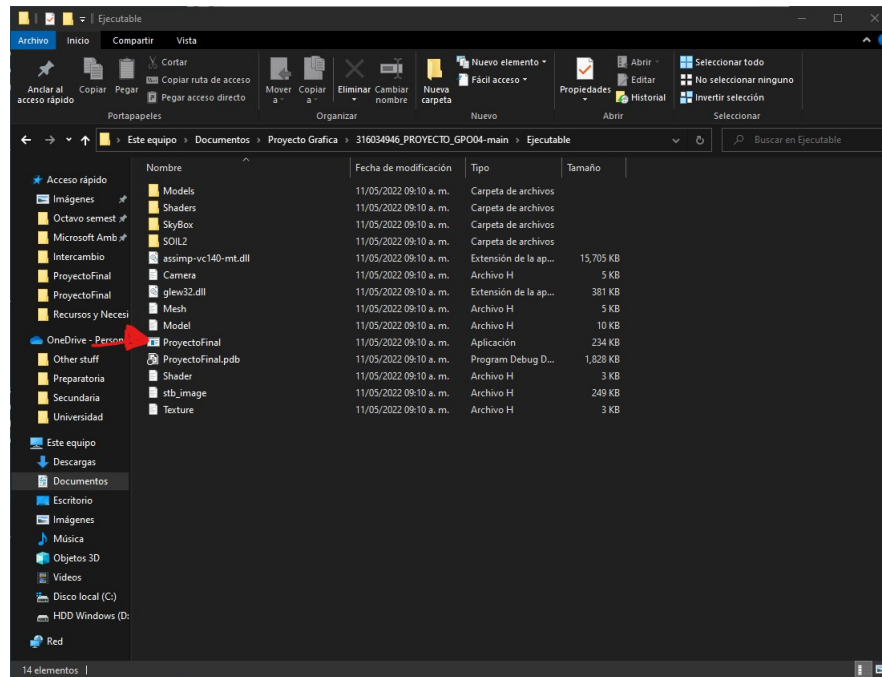
3. We wait until the download of the file finished, to subsequently locate the path where it is in our computer. We must move the file to a location where we want to save it



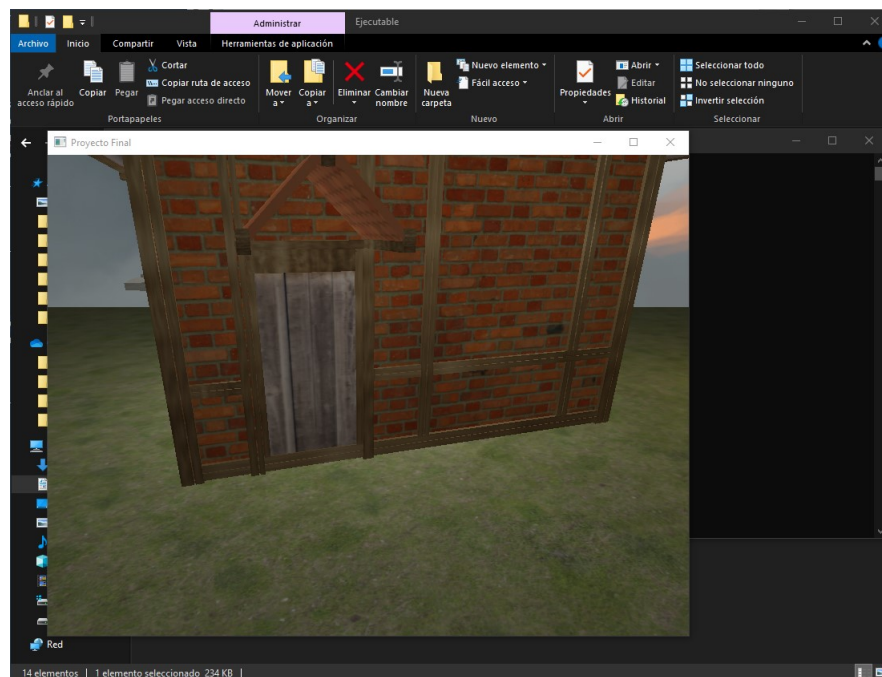
4. In this location we proceed to decompress the file, right clicking over this and choosing the option Extract here



5. After the file is decompressed we access the directory with the name 316034946_PROYECTO_GPO04-main. Inside this we locate the directory that says Ejecutable. In here we must see the executable file, that is called Proyecto Final and has a .exe extension



6. We must double click this file to execute it and beging to see all of our virtual environment



7. Inside our virtual environment we move the camera with the W, A, S and D keys. With W the camera moves forward, with A the camera moves to the left, with S the camera moves backwards, and with D the camera moves to the right

With the C key we enable the animation of the main door of the facade.



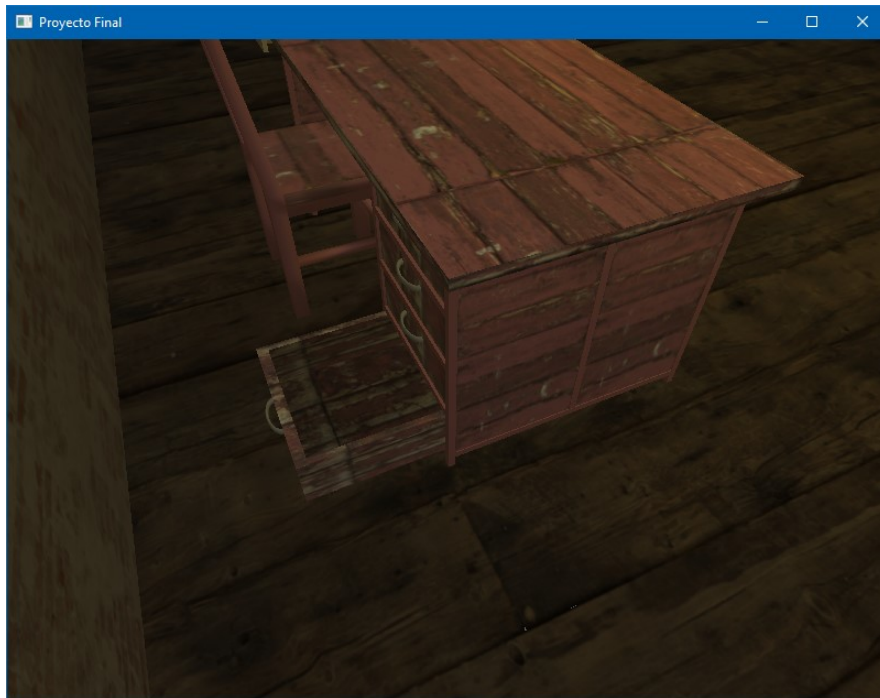
With the V key we enable the animation of the hallway door towards the basement



With the B key we enable the animation of the basement door



With the N key we enable the animation of the drawers of the desk in the basement



With the M key we enable the animation of the hanging lamp in the ceiling of the basement



With the L key we enable the animation of the cup over the desk in the basement



All of the animations can be paused pressing the same key again, and resumed pressing again the same key.

For the case of the camera, this can trespass all the objects inside the virtual environment.