NATIONAL AUTONOMOUS UNIVERSITY OF MEXICO

FACULTY OF ENGINEERING

ELECTRICAL ENGINEERING DIVISION

COMPUTER ENGINEERING

COMPUTER GRAPHICS AND HUMAN-COMPUTER INTERACTION

USER MANUAL

"FAIR"

319094479

LABORATORY GROUP: 03

THEORY GROUP: 05

SEMESTER 2025-2

SUBMITION DEADLINE: May 20th , 2025

GRADE: _____

Controls

| Action	Key/Mouse
Principal avatar movement	W, A, S, D + mouse
Cameras	
Aerial camera	1
Third person camera	2
Games camera	3
Games camera, lights on, lights off	
Axe throwing	B
Batting cage	X
Dice throwing	V
Dart throwing	C
Whack-a-mole	N
Bowling	M
Activate animation	
Axe throwing	T
Batting cage	Y
Dice throwing	U
Dart throwing	I
Bowling	O
Whack-a-mole	P

Scene exploration

User starts in the fair with the aerial camera.

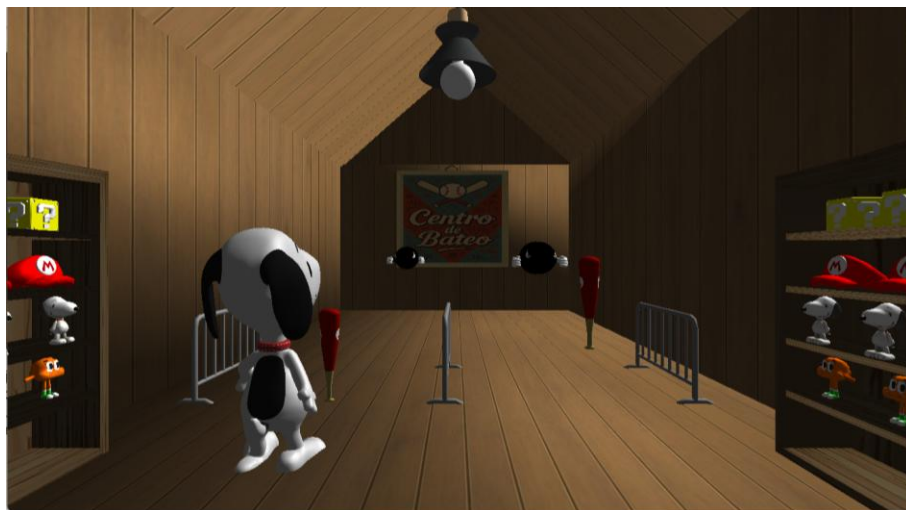You can change between any implemented camera at any time:

- Aerial camera (1): General view from above.

- Third person camera (2): View with the avatar for the fair exploring.
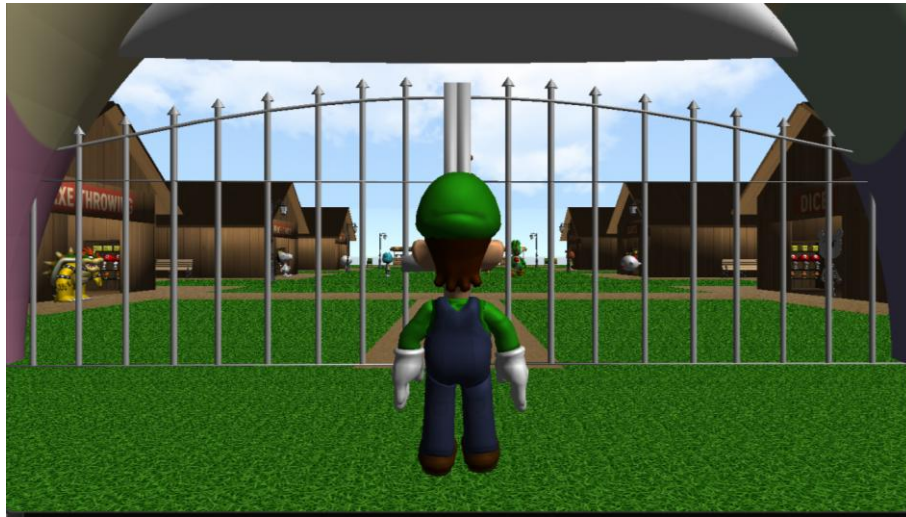
- Game focused camera (3): The camera centers with a wide view un each game stand between which you can change.

Game interaction:

1. Position yourself at desired game.
2. Press the corresponding game key to activate the animation.
3. Once the animation ends and objects come back to their original place, you can play again.

Specific game interaction:

- Axe throwing: The axe spins until it reaches the target and stays stuck at it.

- Batting cage: The bullet moves towards the batting area, the bat hits it and the bullet returns to its initial position.

- Dice throwing: A pair of dice are thrown upwards while they are spinning.

- Dart throwing: The dart is thrown towards the board with balloons while it is spinning, and when it reaches the balloon, it explodes.

- Bowling: The bowling ball heads towards the pins while spinning on its axis; when it reaches them, it knocks them down.

- Whack-a-mole: The carnivorous plants emerge from the pipe while they are spinning and then hide again.