Advanced Graphics and Realtime Rendering

First Semester Report

A picture containing sign, outdoor, light, lit

Description automatically generated

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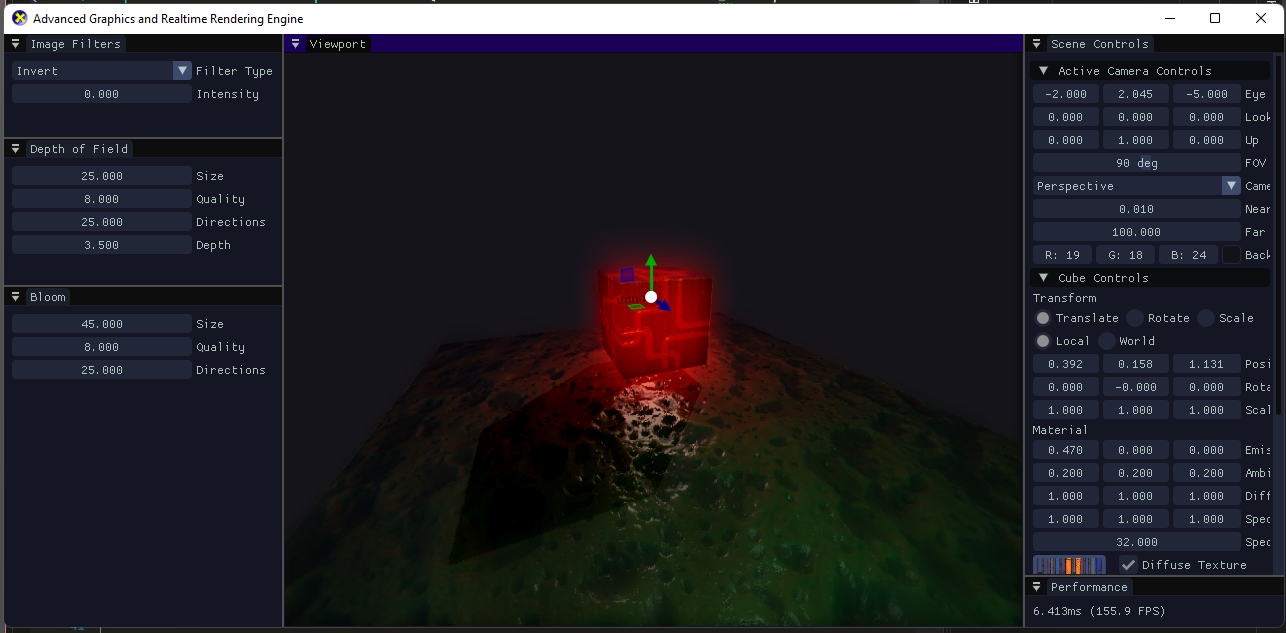
# User Guide

## Start-up

To begin the application, open the *‘Advanced Graphics and Realtime Rendering Engine.sln’* file with Visual Studio 2022. Click *‘Local Windows Debugger’* at the top of the window. The application should compile and start. If Visual Studio 2022 is not installed, instead, open with Visual Studio 2019. The project’s *Platform Toolset* version may need changing if the application will not compile. To do this, right click each project in the solution, then click *‘Properties’* Under *‘Configuration Properties -> General’* there should be an entry labelled *‘Platform Toolset’*, change this to version 142. This will need to be done for both projects within the solution

## Controls

The scene can be controlled via the GUI. If there are no GUI windows, or the windows appear very small, click-and-drag each window to dock it to the main window. Subsequent start-ups should not have this problem. There should be six windows in total: Viewport, Scene Controls, Performance, Image Filters, Depth of Field, and Bloom.



The control gizmo seen in the above image will appear when an object is expanded within the *‘Scene Controls’* window.