# Graphics I: Implementation of a Mini Solar System

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## 1 Implementation Environment

Our project has been implemented using OpenGL v3.3 in Linux environment. In order to find the libraries used, navigate to lib directory.

## 2 Implementation Details

### 2.1 Rotation of Camera

- Up key: Rotates camera up.
- Down key: Rotates camera down.
- D key: Rotates camera left.
- A key: Rotates camera right.
- W key: Zooms out.
- S key: Zooms in.

### 2.2 Start - Pause

- P key: Pauses motion.
- C key: Starts motion.

## 3 Compilation and Running

### 3.1 Makefile configuration

Run CMake (preferably CMake-gui). Set source directory (mini-solar-system) and specify the build directory as mini-solar-system/build. Select libraries' paths (libraries exist in lib diractory). Hit configure and specify your compiler files (Unix Makefiles are recommended), resolve any missing directories or libraries,and then hit generate.

### 3.2 Compilation

Navigate to the build directory (cd /build) and type make in terminal.

### 3.3 Running

Navigate to bin/1.model_loading directory and run ‘./1.model_loading__mini_solar_system.

### 3.4 Termination

To close the window press ESC.