NATIONAL AUTONOMOUS UNIVERSITY OF

MEXICO

FACULTY OF ENGINEERING

ELECTRICAL ENGINEERING DIVISION

COMPUTER ENGINEERING

COMPUTER GRAPHICS and HUMAN COMPUTER INTERACTION

Final project: Diorama de la Vida Cotidiana (Lucario y Frijolito)

USER MANUAL

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User Manual

Objective

The objective of this manual is provide the user with a guide on the different actions that can be carried out within the present virtual environment, emphasizing the actions that the user can control through the keyboard and mouse, as well as the actions that occur in the virtual environment. environment automatically.

Start

Cameras

The program contains two types of cameras that the user can toggle between with the following keys:

C = Isometric camera.

I = Camera linked to the XZ plane.

When you start the program, it will look as follows, it is an isometric view that allows you to appreciate the complete scenario, you can use the keys to move the view:

W = Bring near

S = Ward off

D = Right movement

A = Left movement

Si se decide cambiar la vista del programa se tendrá la siguiente vista, donde es posible recorrer el escenario haciendo uso de las teclas A, S, W, D, donde cada una de las teclas tiene la siguiente función.

W= Move forward

S= Move backward

A= Move left

D= Move right

It is also possible to move the camera to the sides using the mouse.

When executing the program, the environment will be shown at night, however, after a while (60 seconds) the landscape will automatically change to a daytime one, the lights will turn off without having to do anything.

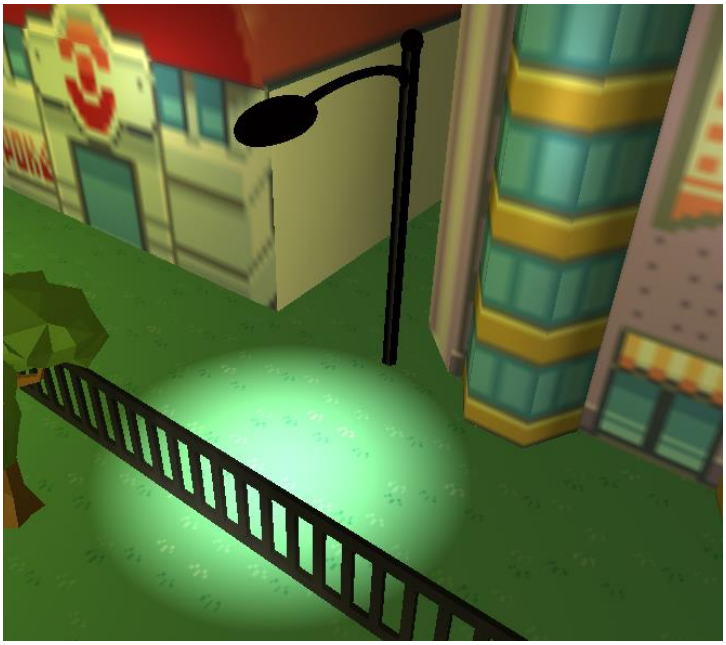
Below is a picture of the landscape view during the day.

Lights

We can control some stage lights, for this we use the X and Z keys.

X = Turn on

Z = Turn off



Animations

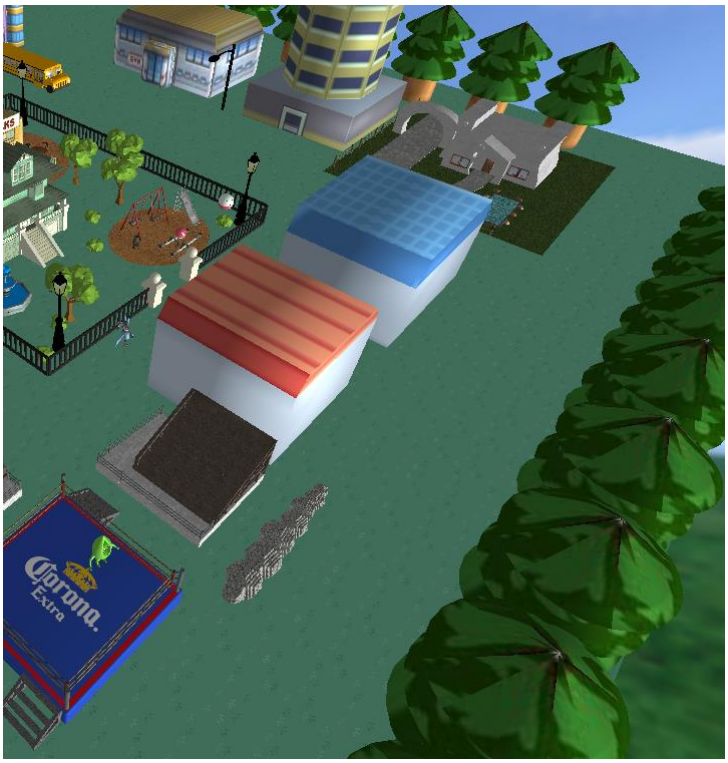
Initially, there is an automatic animation in the pond of the house:

Everything else in the environment will be static, however, when you press the O key, some environment elements and some characters will start doing some animations. These animations can be turned off at any time by pressing the P key and turned back on again by pressing the O key.

The animations resume at the same point where they left off.

The character Lucario will start walking around the central park:

The onix will move on a path from the patio of the house to the ring and back.



Pressing the T key will start a movement sequence in the laboratory antenna, to stop it, just press the Y key followed by the T key.

The N key starts the movement of the bus along a defined route, M key stops the movement and can be started again with N.

If the K key is pressed, the movement of the bean on the ring begins, accompanied by its audio, with the L key you can stop the movement.

That's all about the control of the environment, the only thing left is to explore each of the corners of the stage, we hope you like it!