

SHREK'S SWAMP

PROYECT

USER MANUAL

This is a recreation of the legendary scene of animated cinema, of that film to be the first winner of the academy awards in the animation category, although the latter have lost their prestige in recent years, no one doubts the impact of the green ogre in popular culture, since his phrases, teachings and dialogues are part of the collective consciousness.

IMAGE MADE WITH VECTORS IN THE THEORY CLASS (Not included in the project)



PROGRAM PLAYBACK

1.- Download the following repository, either from a github terminal. Running the following command.

```
git clone https://github.com/BaudolinoII/315104271\_PROYECTOFINAL2023-1\_Grupo07.git
```

PROGRAM PLAYBACK

Or by copying this last link using Git Desktop or simply click on the link and download the content of this repository.

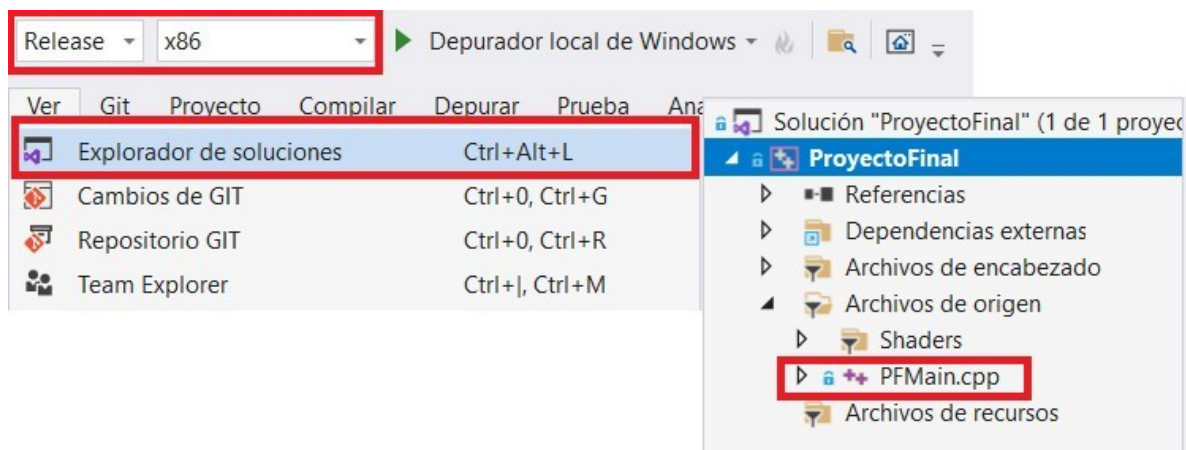
To run the virtual environment, just go to the folder called executable and double click on the file called ProyectoFinal.exe

Audio	04/12/2022 12:17 p. m.	Carpeta de archivos	
Models	04/12/2022 12:17 p. m.	Carpeta de archivos	
Shaders	04/12/2022 12:17 p. m.	Carpeta de archivos	
SkyBox	04/12/2022 12:17 p. m.	Carpeta de archivos	
assimp-vc140-mt.dll	16/11/2022 03:46 p. m.	Extensión de la ap...	15,705 KB
glew32.dll	16/11/2022 03:46 p. m.	Extensión de la ap...	381 KB
ProyectoFinal.exe	05/12/2022 10:25 a. m.	Aplicación	238 KB
ProyectoFinal.pdb	05/12/2022 10:25 a. m.	Program Debug D...	2,044 KB

On the other hand, if you want to open the code in the VisualStudio environment, Open the folder called ProyectoFinal and double click on the file called ProyectoFinal.sln

Debug	01/12/2022 05:29 p. m.	Carpeta de archivos	
External Libraries	16/11/2022 03:46 p. m.	Carpeta de archivos	
ProyectoFinal	05/12/2022 10:45 a. m.	Carpeta de archivos	
Release	04/12/2022 09:38 a. m.	Carpeta de archivos	
ProyectoFinal.sln	16/11/2022 03:46 p. m.	Visual Studio Solut...	

It is recommended to have the Visual Studio 2019 environment already installed.



The following steps can be executed in no specific order. Be sure to change the system from x64 to x86.

Press the ctrl + alt + L combination to open the explorer and scroll through the folders until you find the file PFMMain.cpp

So you can review the code.

SCENE AND ANIMATION

For this Scene you have complex animations on the same avatar one after another. These are, Kick the bathroom door, Walk and Move the coffin.

The simple animations are:

The Bathroom Door being fired above the house. And the coffin thrown against the wall.





TO ACTIVATE THE ANIMATION PRESS THE [F] KEY

The playback will begin with the dismissal of the bathroom door, in a curved trajectory until landing behind the main building, at the same time it will start playing the All_Stars theme from the band Smash for the 10 seconds that the walk lasts, as well as the Gradual start of darkening of the map to give way to night.

The walk descends from the terrain until entering through the door and running into Princess SnowWhite's glass coffin on the table, for which the popular line "AH NO NO, they take the old dead woman off the table" will be reproduced, proceeding to perform a flying blow so that the coffin is thrown towards the wall and rests on the floor, having knocked over the chair on the opposite side, concluding with the dark hearth but illuminated by a spotlight that pretends to be a warm fire.

TO RESTART THE SCENE PRESS THE [R] KEY

motion controls

[W] Moves the camera to the front of the view

[S] Moves the camera away from the view

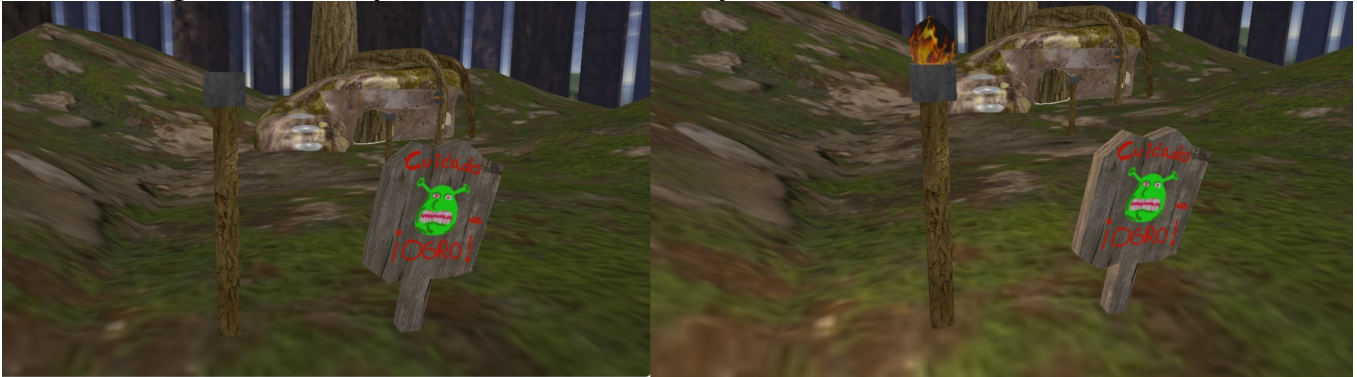
[A] Moves the camera to the left of the view

[D] Moves the camera to the right of the view

Mouse Controls the view according to the movement of the mouse.

Now the experience will be more complete with our Dynamic Lighting.

We have a light controlled by the user. Press the [G] key to turn it on and [H] to turn it off.



We have 4 different cameras.

The Free camera (Default) is activated with the [1] of the alphabetic keyboard.

Fixed camera #1 with [2].

Fixed camera #2 with [3].

Shrek's 3rd person camera [4].



To Activate the day cycle function. Press [T] key to disable use [Y] key, by default this function is disabled.

