

USER MANUAL

HOUSE Phineas and Ferb



Índice

Introduction	2
System Requirements	2
User Interface.....	2
Screen Elements	2
Camera Control	5
Camera Movement	6
Mouse Usage	6
Animación en la casa	6
Common Issues and Solutions	7

Introduction

This manual describes the use and functionality of the program that recreates the facade of the house from Phineas and Ferb. Throughout the document, interaction controls, camera handling, attractions, and other visual aspects of the scene are detailed, providing a clear guide to optimize the user experience within this house.

System Requirements

The program is distributed as an executable file, available in the folder provided on GitHub. This file has been prepared for direct execution, with no need for access to the source code or additional compilation.

User Interface

When the program is run, a three-dimensional representation of our house will appear on the screen, with various objects inside to provide a more visual experience.





Screen Elements

House Facade:

The main structure in the interface is the facade of Phineas and Ferb's house, faithfully reproduced in three dimensions to match the cartoon.


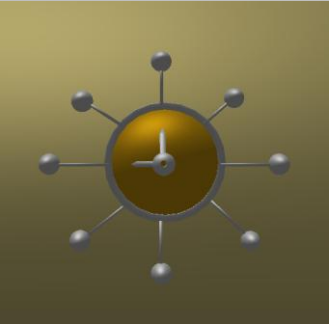

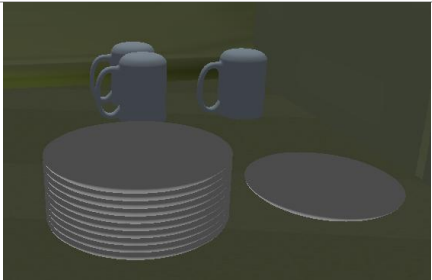



Room Objects - Living Room 1

Object	Image
Camel Lamp	
Cabinet with TV and DVD Player	
Armchair with Cushions and Stuffed Animals	
Dice Table	

Room Objects - Kitchen 1

Objeto	Imagen
Stools	

<p>Plate with Cookies and Milk</p>	
<p>Wall Clock</p>	
<p>Pot with Tulip</p>	
<p>Plates and Glasses</p>	
<p>Ceiling Lamp</p>	

Refrigerator with Cabinet	
Toaster	
Television	

Camera Control

The following keys allow you to switch between cameras and move them in the desired directions, making it easier to navigate the environment.

Switch Between Cameras

Action	Key
Third-person camera	1
Top-down camera	3

Camera Movement

Action	Key
Move camera forward	W
Move camera to the right	D
Move camera to the left	A
Move camera backward	S

Mouse Usage

The mouse allows you to adjust the direction of the cameras in the environment. Horizontal and vertical mouse movements change the viewing angle to explore the scenes.

Action	Direction
Move the mouse left or right	Left or Right
Move the mouse up or down	Up or Down

Animación en la casa

General house animation

Animation	Imagen
Smoke animation from the chimney	
Day cycle	
Night cycle	

Common Issues and Solutions

- Problem: Model does not load

Make sure all .obj files are in the correct folder.

- Problem: Texture not found

Make sure all .png or .jpg files are in the correct folder and that they exist.