Bird's Eye View

To enable "bird's eye view" by right click mouse and select corresponding terms in the menu.

A green ball can move on the surface of the terrain

I. Ball movement control

      Using keyboard key to control the movement of the ball

      "i" going forward

      "k" going backward

      "j" going left

      "l" going right

II. Viewing control

1. viewing orientation (look at direction)

      Using mouse. Keep press left button down and drag mouse to control viewing orientation

2. zoom in/out and pan (look at direction)

      Using keyboard key to zoom in/out and pan.

      "w" zoom in

      "s" zoom out

      "a" pan left
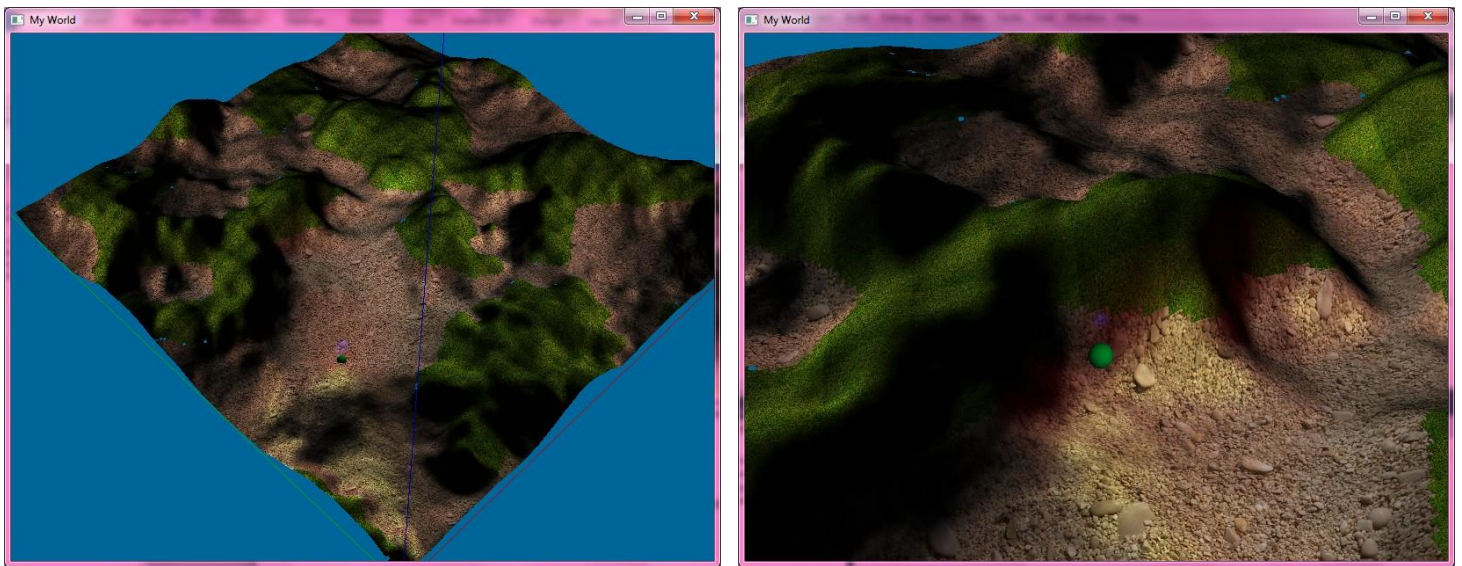
      "d" pan right

Fig. 1 Bird's eye view

First-Person View

To enable "First-person view" by right click mouse and select corresponding terms in the menu.

A camera is positioned above the ball.

I. Viewing control

Using mouse. Keep press left button down and drag mouse to control viewing orientation (look at direction)

II. Ball movement control
Movement direction is the same as current viewing orientation which is controlled by mouse. using keyboard key to control the movement of the ball
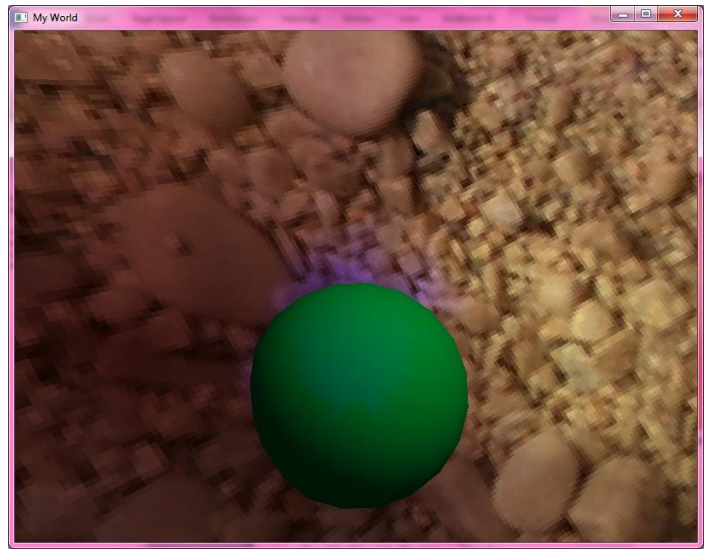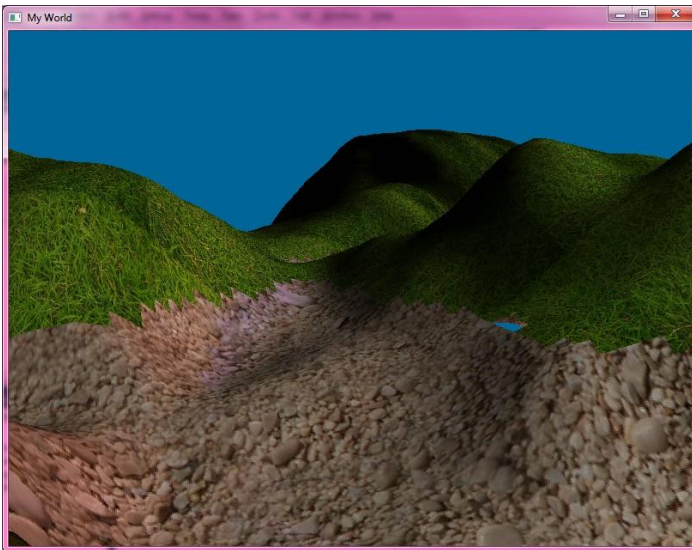"i" going forward
"k" going backward

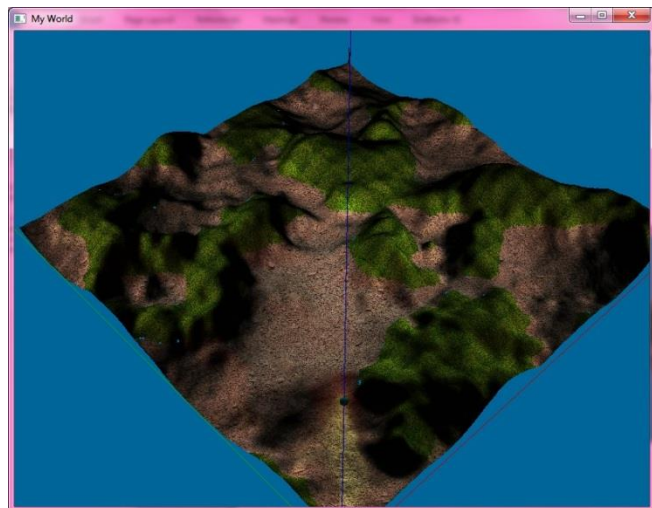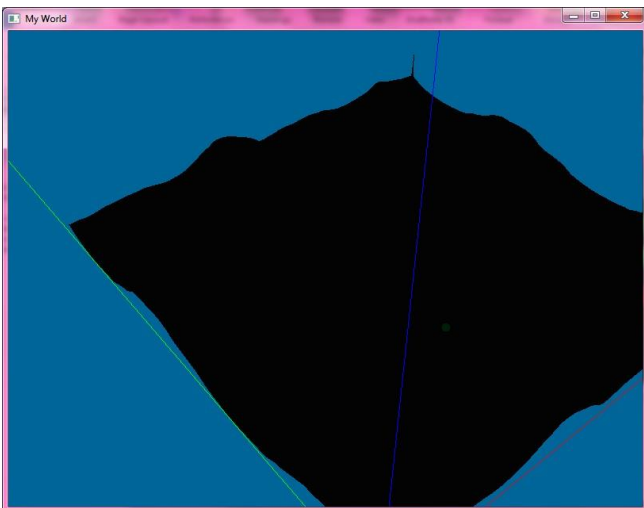

Fig.2 First-person view

Lighting
Control lighting by selecting corresponding terms in the menu.
Enable/Disable Global Light
Enable/Disable Positioned Light
Enable/Disable Spot Light
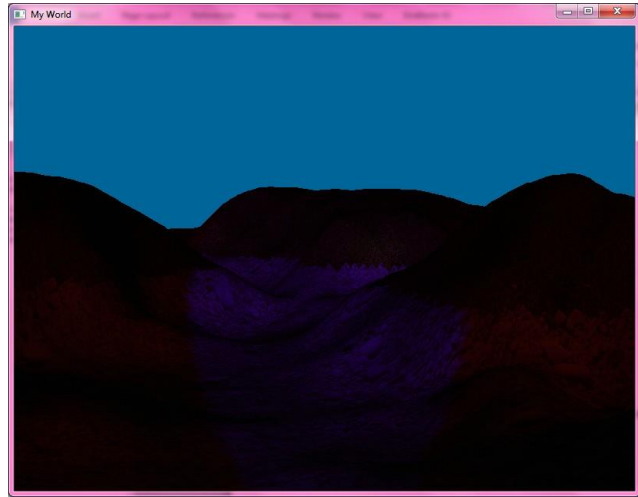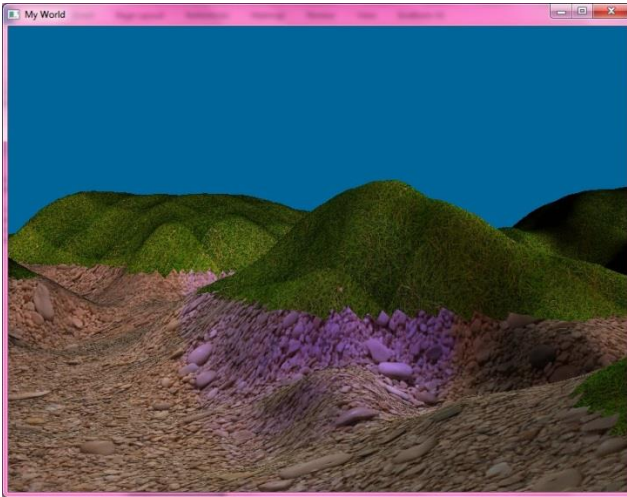("poisoned light" is positioned on the position of ball)

Fig.3 Lighting 1.all light off 2. only enable global light 4.only enable spot light