Instruction

Press 1 to set multiple certain camera position

Press 2 to auto move the camera

Press 3 to auto rotate the camera

Press 7 to return to normal rendering

Press 8 to rendering a blurred scene

Press 9 to rendering a deffered rendering scene with multiple lights

Press L to draw water lines to see truely waved vertices

// Modified HightMap class a lot! And a new waterMesh class, truely waved grass and water

// Grass generated and waved by geometry shade

Low poly style scene