



**Universidad Nacional  
Autónoma de México**

**Facultad de Ingeniería**



# **Computer Graphics and Human-Computer Interaction Laboratory**

## **User manual**

<b>Name</b>	<b>Theory Class</b>
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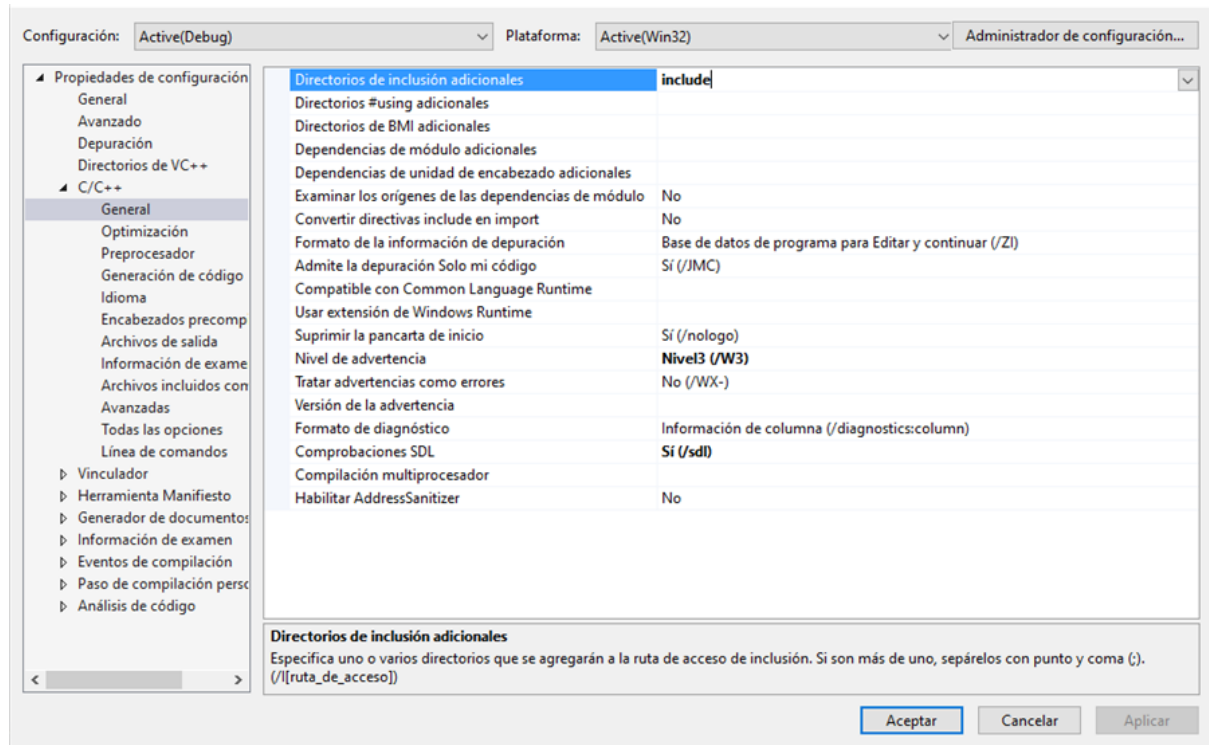
**Deadline :** 12/May/22

**Semester:** 2022-2

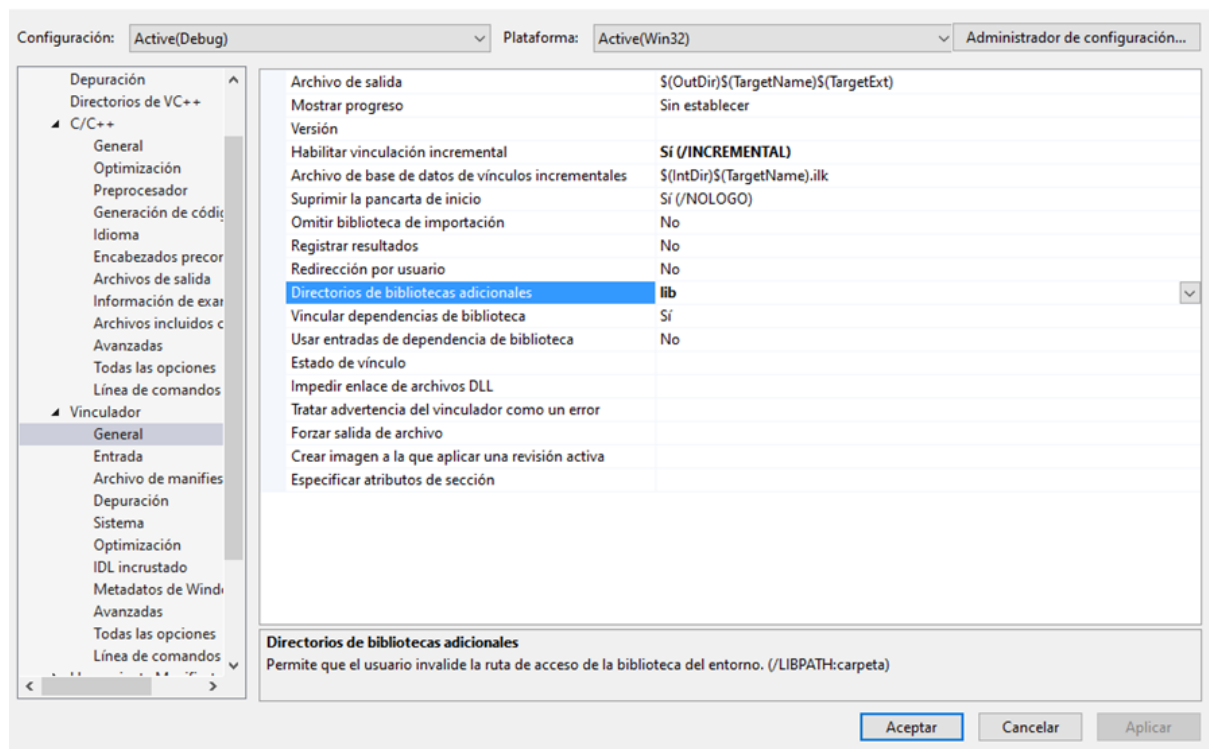
# Initial setup on Visual Studio

Open the Project Properties window.

1. In the C/C++ > General > Additional include directories section, write **include**.

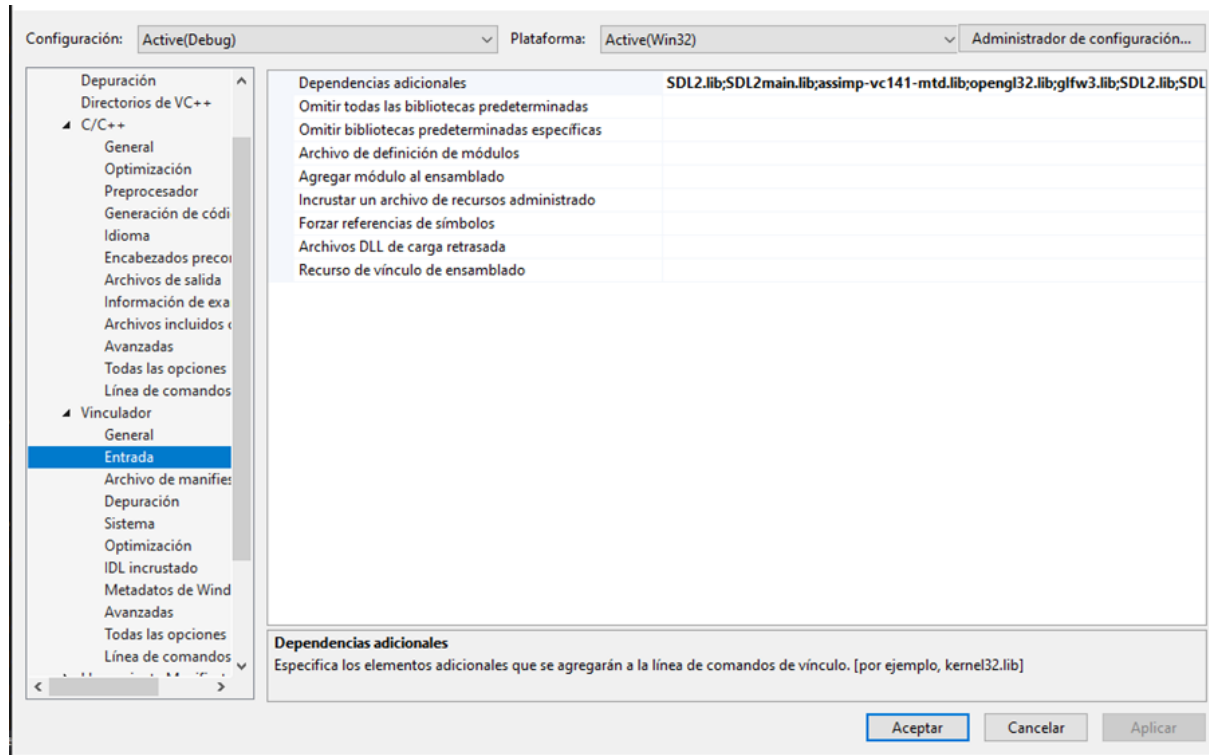


2. Section Linker > General > Additional Library Directories, write **lib**.



3. In the Linker > Input > Additional dependencies section, copy and paste the next line (at the beginning of the placeholder ):

**SDL2.lib;SDL2main.lib;assimp-vc141-mtd.lib;opengl32.lib;glfw3.lib;**



## Camera controls

The camera movement is defined by the orientation of the mouse movement, and the WASD keys:

- "W" to move to the right
- "A" to move left
- "S" to move backwards
- "D" to move to the right.
- Mouse Scroll: to zoom.

Note: The mouse must be in the center of the screen before starting the program execution.

## Play animations:

There are 5 animations, these are placed on the F1,F2,F3 and F4 keys.

- Press F1 to execute the fish animation.
- Press F2 to execute the car animation.
- Press F3 to run the dinosaur animation.
- Press F4 to run the Helicopter animation.