



USER MANUAL

Final Project Computer Graphics and Human-Computer Interaction



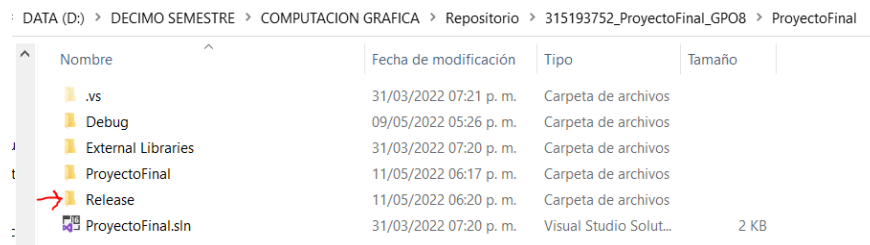
27 DE MAYO DE 2022

ACCOUNT NUMBER:
315193752

This document describes in a clear and detailed manner to the user the way in which it can interact with the project.

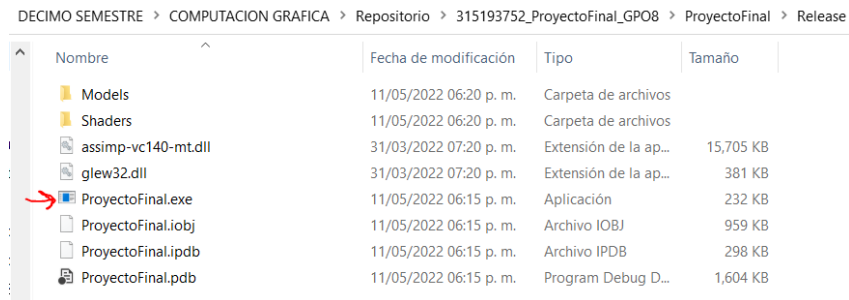
The project consists of modeling a house with two rooms which contains objects, where some of these objects have animations which are activated from the computer keyboard, and pressing certain keys will activate one or another animation.

To execute the project you will have to be located in the **Release** folder which is contained in the **Final Project** folder.



Nombre	Fecha de modificación	Tipo	Tamaño
.vs	31/03/2022 07:21 p. m.	Carpeta de archivos	
Debug	09/05/2022 05:26 p. m.	Carpeta de archivos	
External Libraries	31/03/2022 07:20 p. m.	Carpeta de archivos	
ProyectoFinal	11/05/2022 06:17 p. m.	Carpeta de archivos	
Release	11/05/2022 06:20 p. m.	Carpeta de archivos	
ProyectoFinal.sln	31/03/2022 07:20 p. m.	Visual Studio Solut...	2 KB

Once inside the Release folder, you'll have to double click on **FinalProject.exe**, which is the executable of our project.



Nombre	Fecha de modificación	Tipo	Tamaño
Models	11/05/2022 06:20 p. m.	Carpeta de archivos	
Shaders	11/05/2022 06:20 p. m.	Carpeta de archivos	
assimp-vc140-mt.dll	31/03/2022 07:20 p. m.	Extensión de la ap...	15,705 KB
glew32.dll	31/03/2022 07:20 p. m.	Extensión de la ap...	381 KB
ProyectoFinal.exe	11/05/2022 06:15 p. m.	Aplicación	232 KB
ProyectoFinal.iobj	11/05/2022 06:15 p. m.	Archivo IOBJ	959 KB
ProyectoFinal.ipdb	11/05/2022 06:15 p. m.	Archivo IPDB	298 KB
ProyectoFinal.pdb	11/05/2022 06:15 p. m.	Program Debug D...	1,604 KB









With this we'll have executed the project and the window will be similar to the following.



Once inside the project, the interaction will be carried out through the keyboard by pressing certain keys that will help us move around the environment and animate the objects.








Displacement


What the displacement does is move the camera through space and we can visualize the environment from the position we want. For this we will press the keys as follows:

Key	Action
	Go forward.
	Go back
	Go to the left
	Go to the right
	Go forward.
	Go back.
	Go to the left.
	Go to the right.

Animations

With the following keys, the user will be able to interact with the models and lighting, because by pressing them the objects will begin to perform some action (animation).

Key	Action
	Activates the rocking chair animation (starts rocking).
	Activate the “Courage” animation (starts running around the room).
	Activate the animation of the clock (the hands start to rotate).
	Activate the animation of the ghost (starts to fly around the room)
	Activate the door animation(can be opened and closed): If it is closed, pressing P opens it If it is open, pressing P closes it.
	Activate the animation of the desk lamp(can be turned on and off): If it's off, pressing L turns it on. If it's on, pressing L turns it off.
	Activate the animation of the floor lamp(can be turned on and off): If it's off, pressing space turns it on. If it's on, pressing space turns it off.

To exit the project you only have to press .