



Universidad Nacional Autónoma de México

Facultad de Ingeniería



Computer Graphics and
Human Computer Interaction Laboratory

User Manual

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Objective

The following document is expected to provide the necessary support to the users of the final project of the subject "Computer Graphics and Human Computer Interaction" as professor Carlos Aldair Roman Balbuena so that the software created as a requirement to accredit the subject can be used as expected.

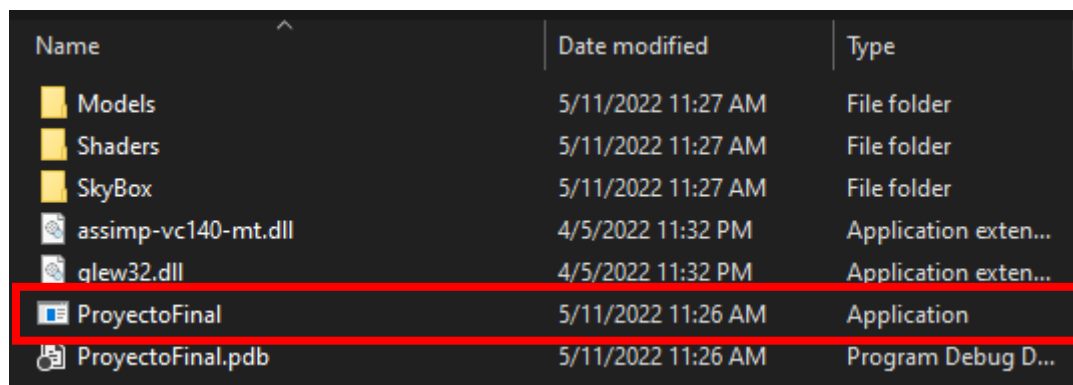
Requirements

The computer on which the software was built has the following requirements, which are considered as minimum requirements to be able to run the final project:

- Intel Core i5
- Intel integrated graphics
- 6GB RAM memory
- Minimum resolution 800 x 600 pixels
- Visual Studio 2022

Installation

For a successful installation of the project you just need to unzip the Zip file (which already has this function in Windows natively in operating systems version 10 and later), and run the .EXE with which it is included.



Name	Date modified	Type
Models	5/11/2022 11:27 AM	File folder
Shaders	5/11/2022 11:27 AM	File folder
SkyBox	5/11/2022 11:27 AM	File folder
assimp-vc140-mt.dll	4/5/2022 11:32 PM	Application exten...
glew32.dll	4/5/2022 11:32 PM	Application exten...
ProjectoFinal	5/11/2022 11:26 AM	Application
ProjectoFinal.pdb	5/11/2022 11:26 AM	Program Debug D...

Functions

Camera Movement

The camera movements to move around the stage can be controlled with the W (to move forward), A (to move left), S (to move backward) and D (to move right) keys and the mouse movement to control the direction to move forward.

TV Animation

In order to see the animation of the television, the M key must be pressed only once to rotate it, to return the television to its original position, the M key must be pressed again.

Sign Animation

To see the animation of the circular sign, press the O key once to display it, to stop its movement, press the O key again.

Pokeballs Animation

To see the animation of the opening of the pokeballs, press the P key once to display it, to close them again, press the P key again.

Bubbles Animation

To see the animation of the bubble movement, press the K key only once to view it and wait until the bubbles are no longer visible, indicating that the animation is finished.

First Aid Kit Animation

To view the animation of the first aid kit, just press the L key once and wait for it to finish, to view it again, press the key again.

For the user's convenience, a sign has been left at the entrance of the structure showing the keys that can be pressed to activate the notifications with the following instructions:

Animaciones



Letrero



Televisión



Burbujas



Pokebolas



Botiquín