

To run project, .exe file can be found by going through x64 folder to the Release folder.

Instructions:

ImGui window shows the current volume of the terrain at the top. This will change based on deformations and user activity.

The first checkbox controls whether the demo mode is activated, this initiates the boots to walk through the terrain.

The Iterative Displacement Mode check box controls the displacement method for the deformations.

Reset checkbox resets the terrain.

The Height Threshold slider controls the value used for determining the height where a pixel/column is too high and needs to displace material to another pixel/column. This is only effective when in Iterative displacement mode.

Objects XYZ sliders provide a means for the User to move a teapot around the scene.

The GPU timings for the programme are also included at the bottom of the window.