

Project5 Computer Graphics

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Contents

1	Purpose	2
2	Used Function	2
2.1	setLight	2
2.2	dropHegihtMap	2
2.3	draw	2
3	User Guide	2
3.1	Screen	2
3.2	Selection	2
3.3	對於控制點的操作	2
3.4	控制煙火種類	3
3.5	Camera	3
4	Reference	3

1 Purpose

This is Third Project of OpenGL.

2 Used Function

2.1 setLight

set shader's light. generate a framebuffer for given fbo,vao.

2.2 dropHeightMap

when mouse left click, it will check the wave type and read pixel information.

2.3 draw

Most functionality is inside draw, draw vertex or using shader.

3 User Guide

3.1 Screen

- * Right Mouse = ArcBall (rotates world)
- * ALT-RightMouse = Pan (translate view)
- * double click Right Mouse = reset view
- * Mousewheel = Zoom In / Zoom Out

3.2 Selection

You can use left click on different wave type, Except for interactive wave, it is still not working!!!!.

3.3 對於控制點的操作

使用滑鼠左鍵選擇控制點後，按住拖曳。
使用滑鼠左鍵+ctrl+控制點，控制上下。

使用旁邊 $r+x, r-x, r+z, r-z$ 選轉控制點。

3.4 控制煙火種類

使用滑鼠左鍵拖曳介於0到3，去進行選擇。0為不顯示,1為散花,2為同心圓,3為HELLO!

3.5 Camera

利用右邊的Type去選擇目前視角

4 Reference

my HackMD https://hackmd.io/PS81_jPxRM2cGCA9bkuQHw