

KEYBINDS FOR GPR5300.1_RENDER_PIPELINE

ESC: Close the program.

W-A-S-D: Move Camera.

1: Matte scenario.

2: Rough scenario.

3: Glossy scenario.

4: Desert scenario.

5: Factory scenario.

6: Biochemical lab scenario.

0: Reset all parameters to default.

Z: Enable/disable skybox.

X: Enable/disable lights roaming.

E: Increase object shininess. D: Decrease object shininess.

F1: Rotate cubes. F2: Stop cube rotation.

F3: Increase light intensity. F4: Decrease light intensity.

R: Disable specular component. T: Reset specular parameters.

F: Decrease diffuse value. G: Increase diffuse value.

KEYPAD 1-2: Select which light to move.

KEYPAD 4-5-6-8: Move selected light.

KEYPAD 7: Reset all light positions.