Universidad Nacional Autónoma de México

Facultad de Ingeniería

Computación Gráfica e Interacción Humano-Computadora --- Laboratory

Final Proyect

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User Manual

Final Proyect

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Objetive

The purpose of this manual is to indicate the interactions that the user can perform when running the program. In this way, the user is guided to use all the features programmed to appreciate the models.

Program Installing

First you must download the zip file containing the files and the executable. Once you unzip the files just double click on the executable to start the program. It may take a few seconds.
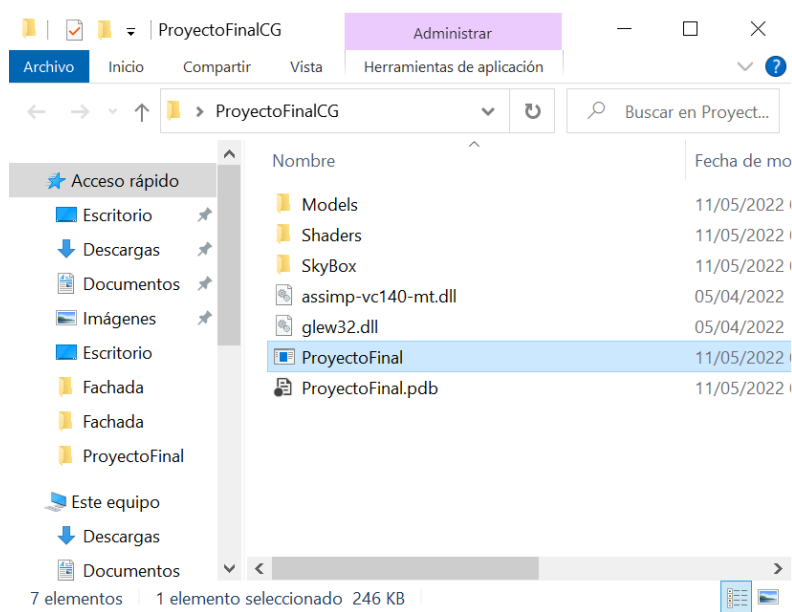
You must make sure that all the files that come with the archive are in the folder at the time of execution; if this condition is not met, the program will not run correctly.

Camera Handling

To move the camera direction, use the mouse:

- To move the camera up, move the mouse in a vertical direction, the same to look down.
- To move the camera sideways, move the mouse in a horizontal direction, either to the right or left.

To move the spatial location of the camera you can use one of the following options

- You can use the WASD
    - W moves the camera in the direction you are pointing.
    - A shifts the camera to the left with respect to the perspective.
    - S shifts the camera to the opposite direction the camera is pointing.
    - D shifts the camera to the Right with respect to the perspective.
- You can use the arrow keys
    - The up arrow moves the camera to the direction it is pointing.
    - The left arrow moves the camera to the left with respect to the perspective.
    - The down arrow moves the camera to the direction opposite to the direction the camera is pointing.
    - The right arrow shifts the camera to the right with respect to the perspective.
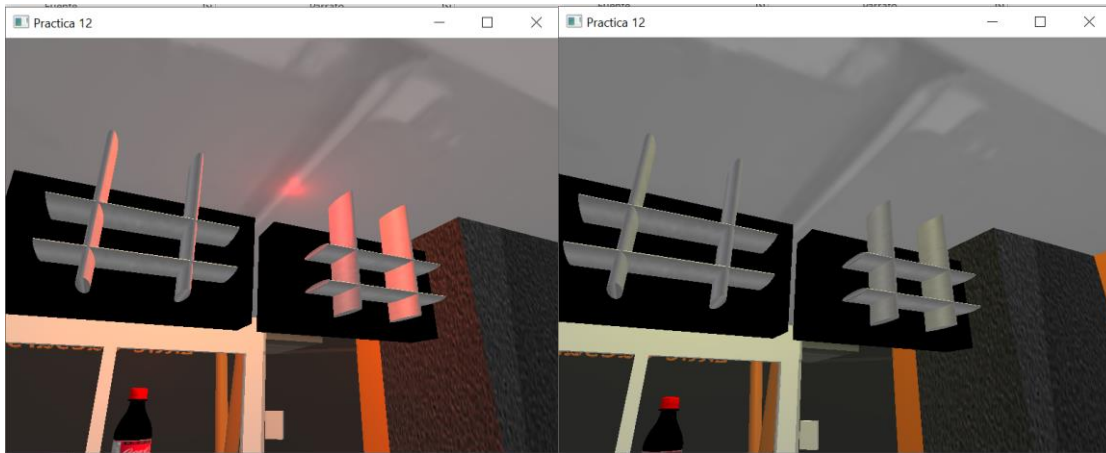
To observe the program model, you must turn around with the camera.

On the left is the view obtained after running the program. On the right is the view of the model after rotating the camera 180° horizontally.

Interaction with the Enviroment (**Animations**)

To turn on the red light on the kitchen and counter, you must press the space key. Pressing it again turns it off.

To move a chair on the upstairs balcony, press the I key.
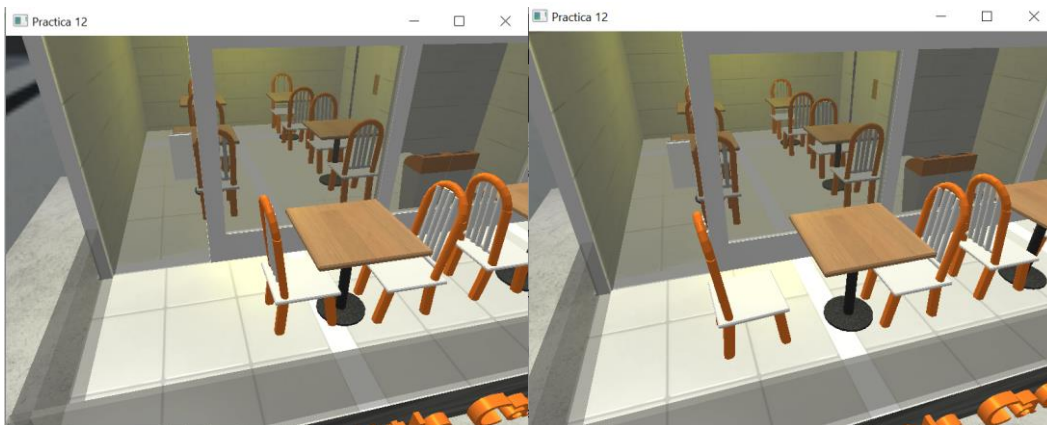
To move the lid of the pizza box located in the kitchen you must press the U key.

To open or close doors you must press the Y key.

To cut a pizza slice with the cutter, press the L key. To remove the pizza slice obtained with the cutter, press the O key. This animation can only be executed after executing the previous cutting animation.

Program Termination

To close the program you can choose to press the ESC key or use ALT + TAB to close the window directly.