Universidad Nacional Autónoma de México

Facultad de Ingeniería

Ingeniería en Computación

Semestre 2022 – 2

Laboratorio de Computación Gráfica e Interacción Humano-Computadora

Proyecto Final

User's manual

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Grupo teoría: 2

Grupo laboratorio: 9

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Contents

Instalation:

Download the ZIP file from the following link:

https://github.com/RCordobaG/316118299_Proyecto_GPO09/releases/download/Release/Version.1.0.zip

VisualC++ Redistributable 2019, which can be downloaded directly from Microsoft, can be downloaded from: https://aka.ms/vs/17/release/vc_redist.x86.exe

Run the executable file:

Name	Type	Compressed size	Password ...	Size	Ratio	Date modified
Models	File folder					5/10/2022 22:06
Shaders	File folder					5/10/2022 22:06
SkyBox	File folder					5/10/2022 22:06
assimp-vc140-mt.dll	Application extension	4,109 KB	No	15,705 KB	74%	4/4/2022 23:09
glew32.dll	Application extension	110 KB	No	381 KB	72%	4/4/2022 23:09
ProyectoFinal.exe	Application	108 KB	No	254 KB	58%	5/10/2022 18:27

Controls

Movement

The main camera uses free movement, that means that the user can move around freely without being restricted by gravity and can also pass through walls.

Camera

W – Moves the viewpoint forward, where the camera is facing

S – Moves the viewpoint in the opposite direction to the camera

A – Moves camera to the left
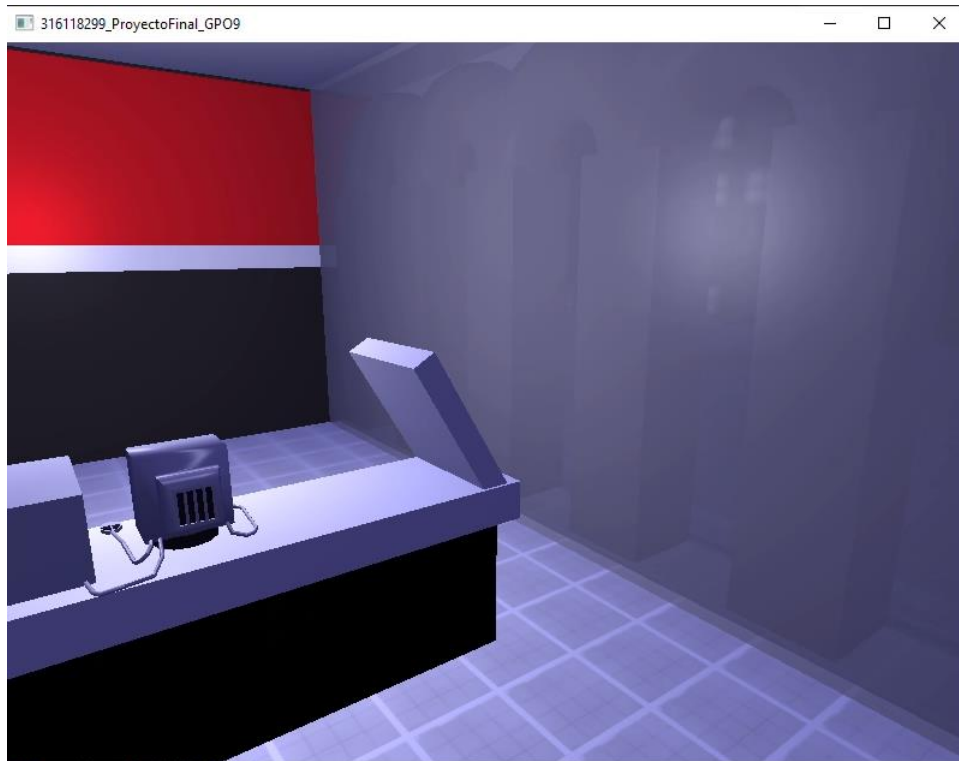
D – Moves camera to the right

Animations

Some objects from the environment can be interacted with when the user presses certain keys.

Ground floor

P – Opens and closes the main doors

R – Opens and closes the reception door

First floor

C – Moves one chair from the central table

B – Runs the animation for the bowling game on the central lane

Lights

The central bowling lane light can be turned on and off

BARRA ESPACIADORA – Turns the light on and off