Universidad Nacional Autónoma de México

Facultad de Ingeniería

Lab. Computación Gráfica e Interacción Humano Computadora

Proyecto Final – Manual de usuario INGLES

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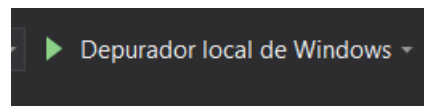
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User Manual

The program used to execute the software is Visual Studio.

Once you have the application, open the folder where the program is located, which includes all the models, shaders, textures, etc.

Now that everything is loaded, let's move on to the next part of the application.

Click on it and wait for the compilation to finish. Depending on your computer, it may take between 30 seconds to 1 minute.

Once the compilation is complete, we will use the mouse.

The mouse will be very helpful because it allows us to move the camera within our program in the direction we want.

To navigate within our environment, we will use different keys.

To move forward, use the "W" key.

The "A" key is used to move to the left.

To move backward, use the "S" key.

Finally, to move to the right, use the "D" key.

Within the environment, there are various animations that we can activate or deactivate using the following keys.

The front door of the house has an animation that opens and closes to simulate the user opening the door on their own.

To activate this animation, press the letter "O".

Inside the house, we can see different objects, one of which is Pedro Picapiedra, who has an animation.

To make him greet us, press the letter "L".

The next animation is for the telephone located on the left side. If we enter the house facing it, we will see it on top of a table. The animation is that the receiver part lifts up as if it were making or answering a call.

To activate this animation, press the letter "K".

The other objects do not have animations, but we can observe them in detail by navigating throughout the environment using the keys mentioned earlier.
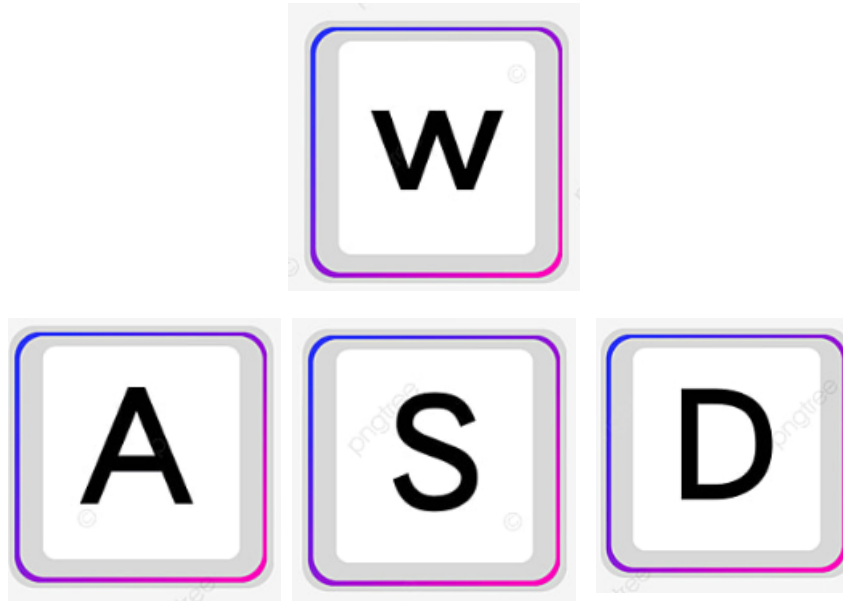
To exit the environment, press the "ESC" key.

And with this, we conclude the tour of the entire house and the animations within it.