



**UNIVERSIDAD
NACIONAL
AUTÓNOMA DE MÉXICO**
FACULTAD DE INGENIERÍA



COMPUTACIÓN GRÁFICA E INTERACCIÓN
HUMANO-COMPUTADORA

FINAL PROJECT - USER MANUAL

Team 10

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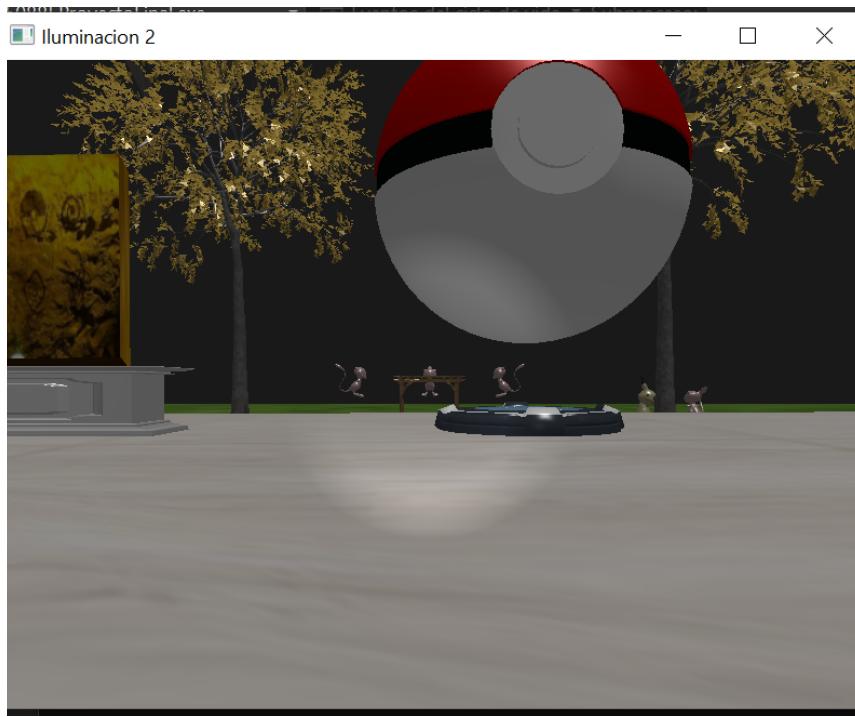
Delivery: Wednesday, 22 / November / 2023

Group: 1

Semester: 2024-1



When debugging the provided code, it will start at the center of the museum and move using the arrow keys - up, down, left, and right; or if you prefer, you can use the keys A, S, D, and W.



If you move enough, you will be able to observe it like this (Remember that this will depend on how you moved or the angle you prefer to observe).



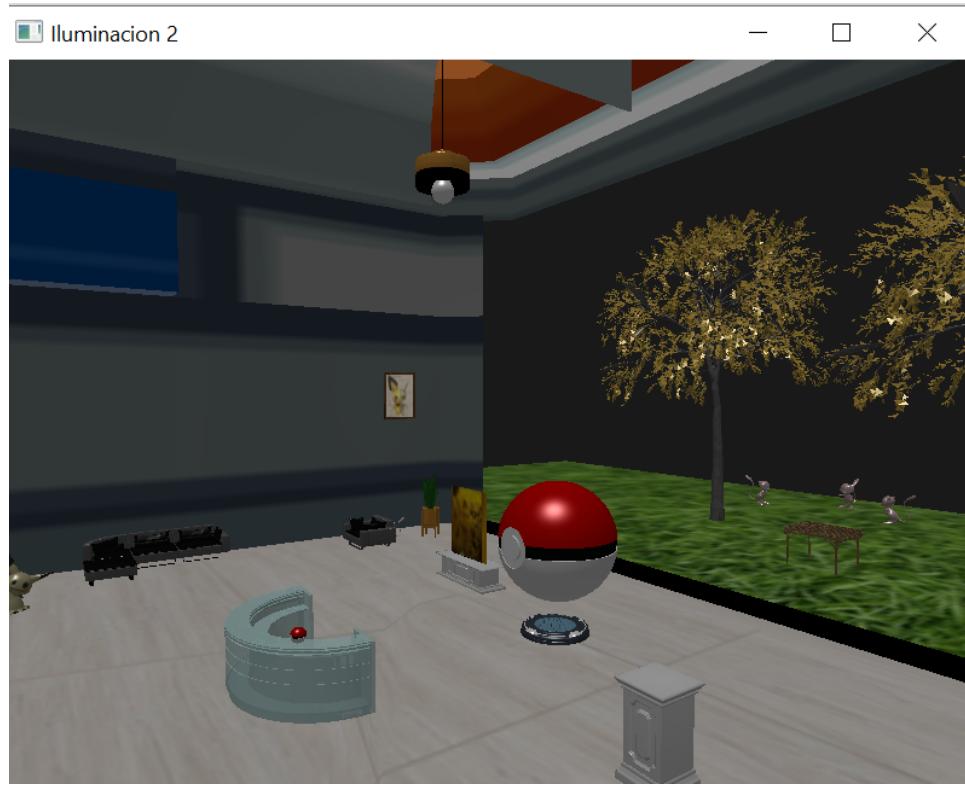
Now inside



You can observe what would be the reception of a museum, which includes:

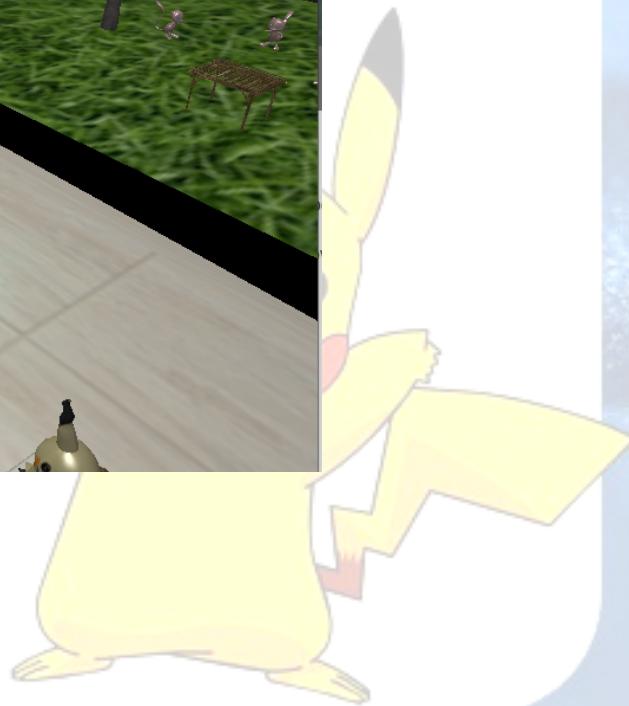
- Reception desk
- Pokéball
- Pokémon world hieroglyph
- A sofa
- A painting
- A kind of Pokémon, in this case, Mimikyu
- A hidden Mew
- Respective pedestals
- Some Pokémon in the museum courtyard
- A couple of trees



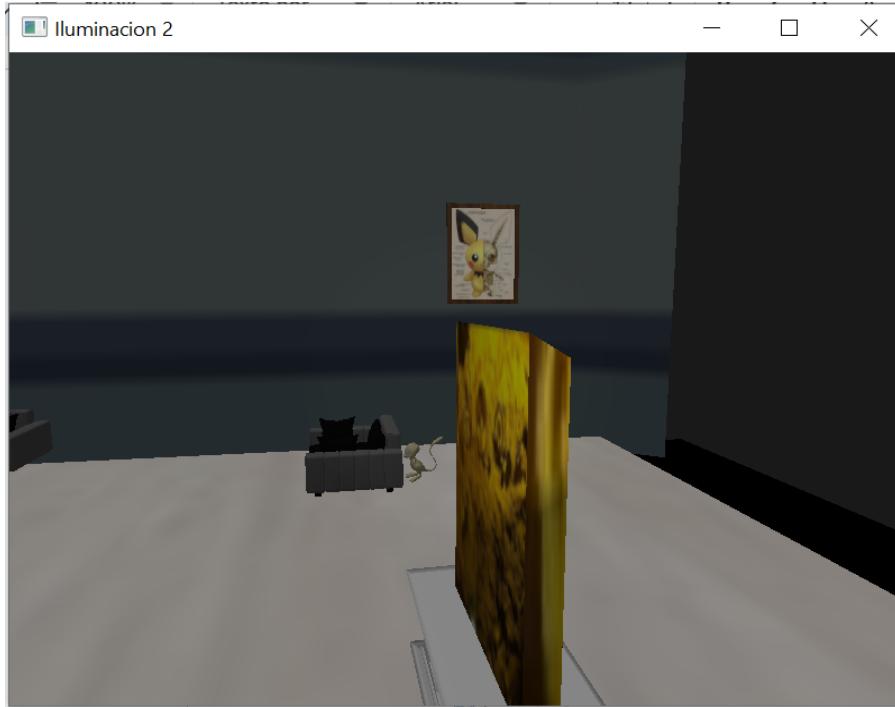


Simple animations:

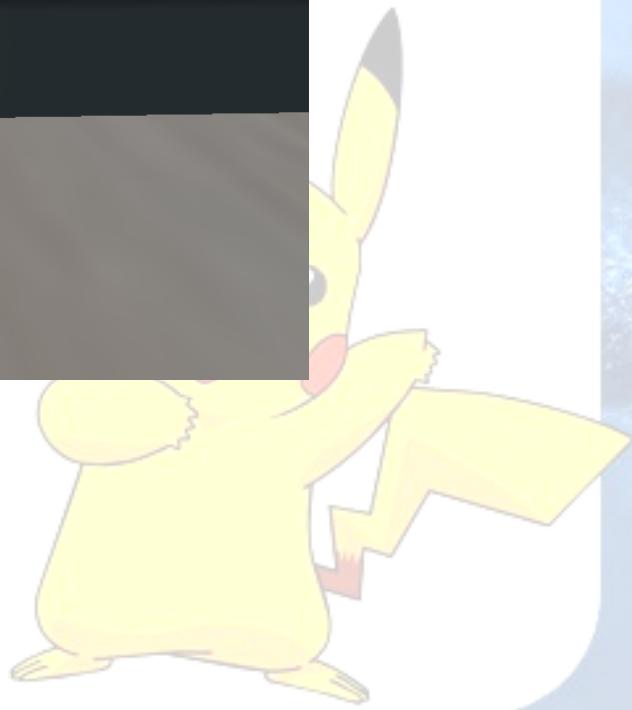
- Pressing the Z key makes the giant Pokéball rotate on Y.



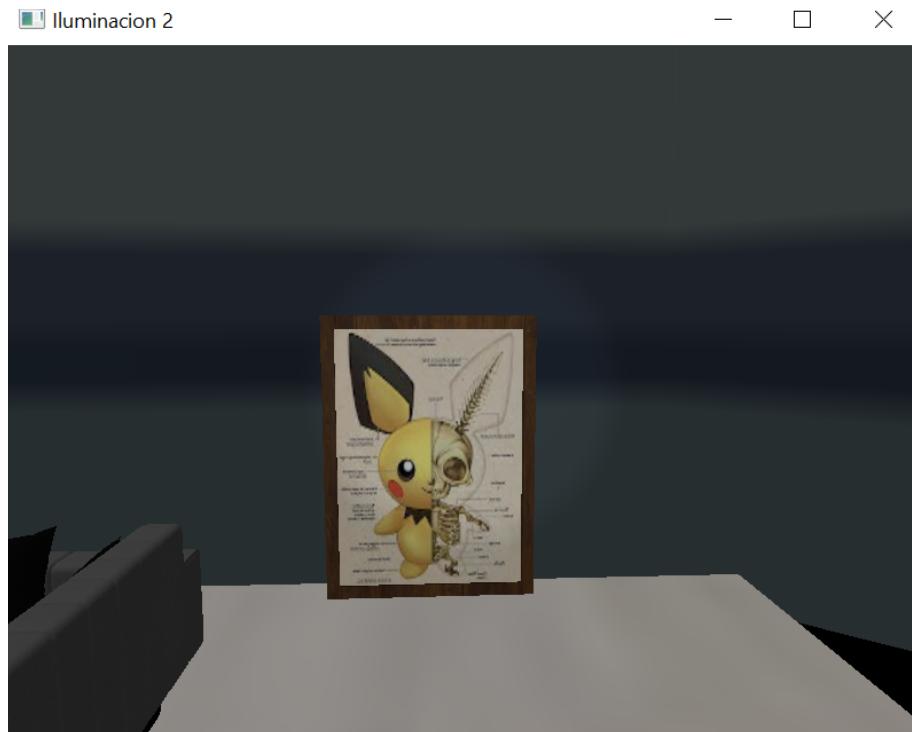
- Pressing the 1 key makes Mew move the sofa on the negative Z.



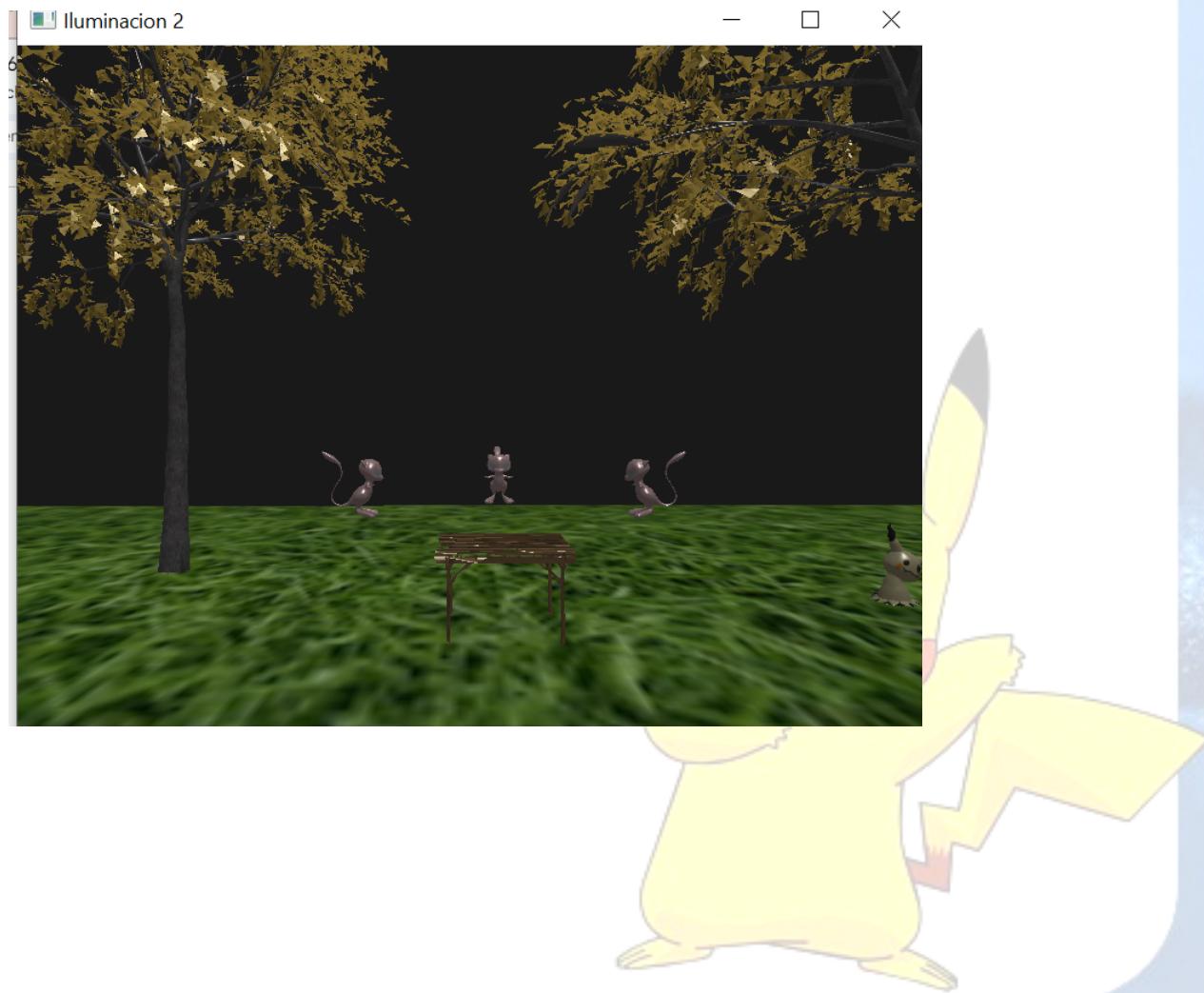
- Pressing the 2 key makes Mew move the sofa on the positive Z.



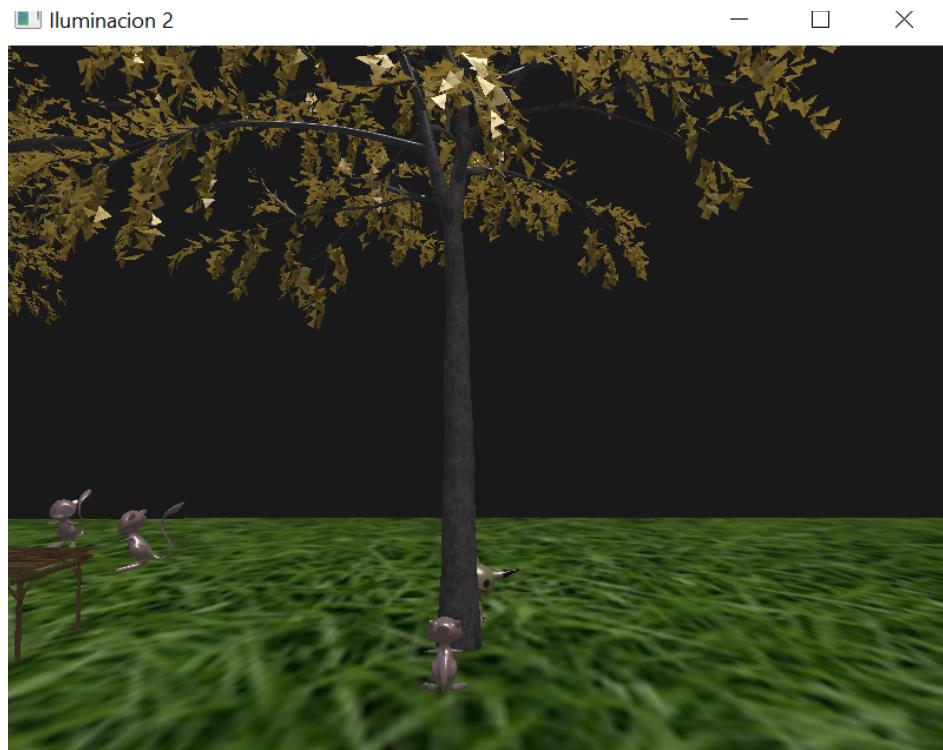
- Pressing the 8 key makes the painting fall.



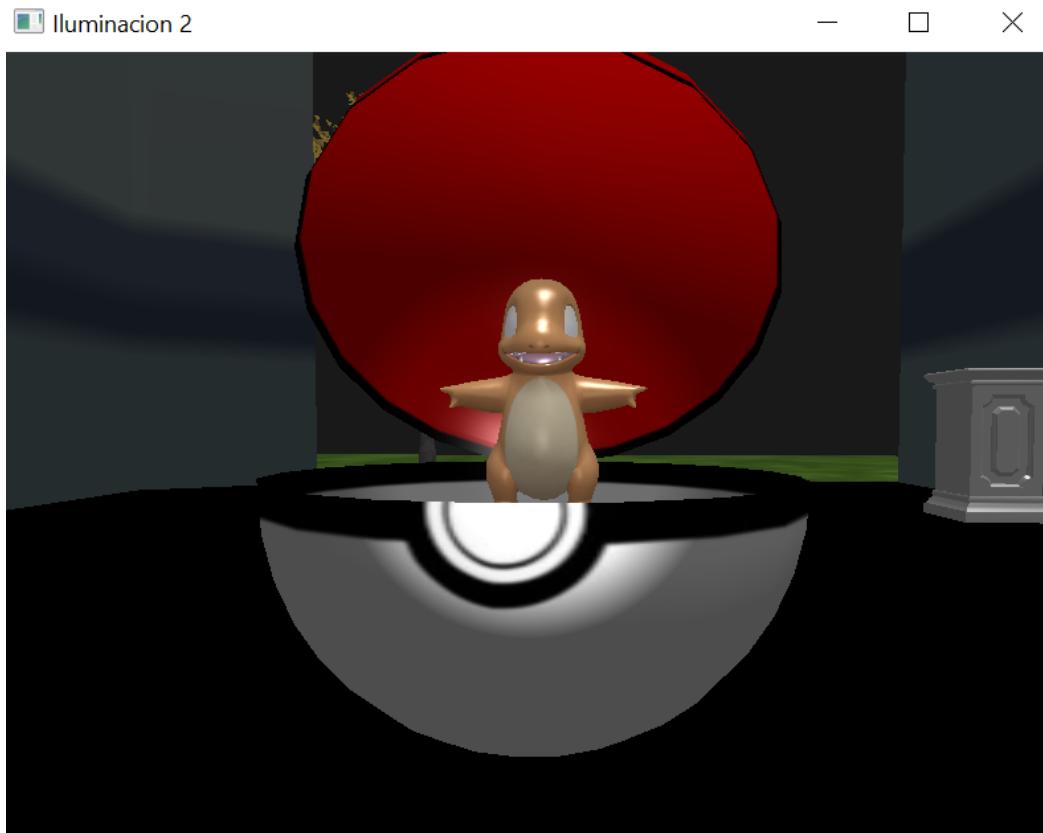
- At the back, 3 Mews are jumping.



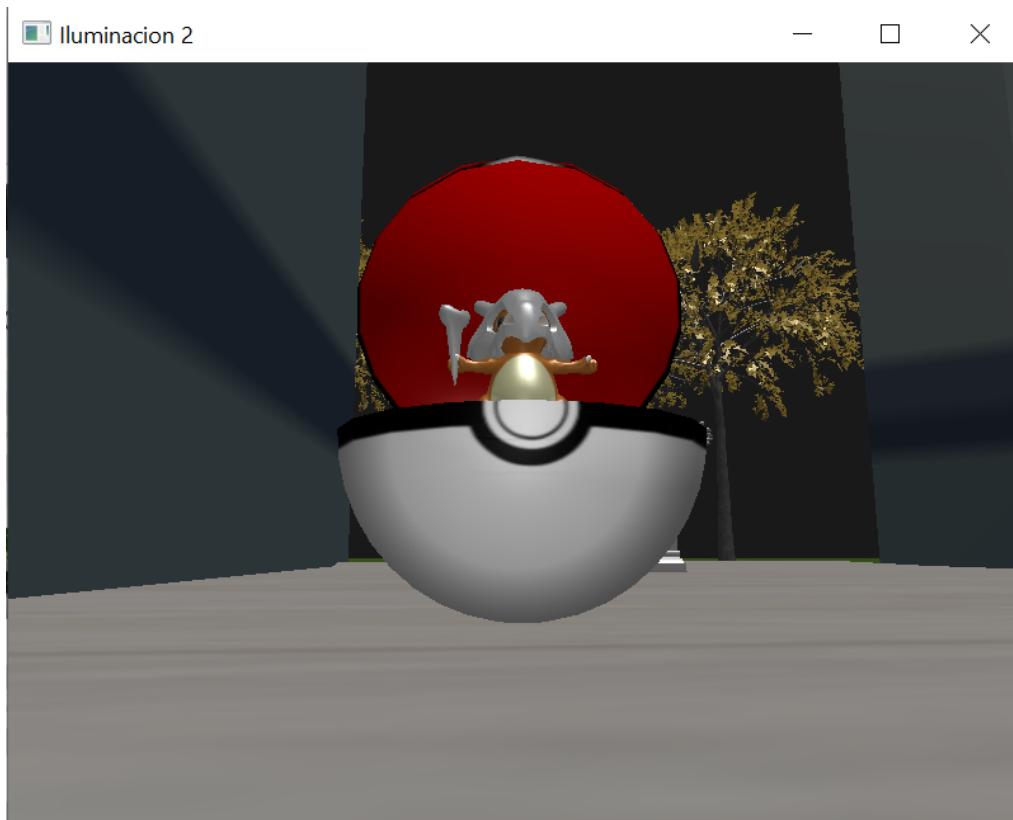
- In the background, Mimikyu and Mew are also playing.



- Press the key 6 for a surprise in our room 1.



- Be careful with the mallet, and when pressing the key 7.

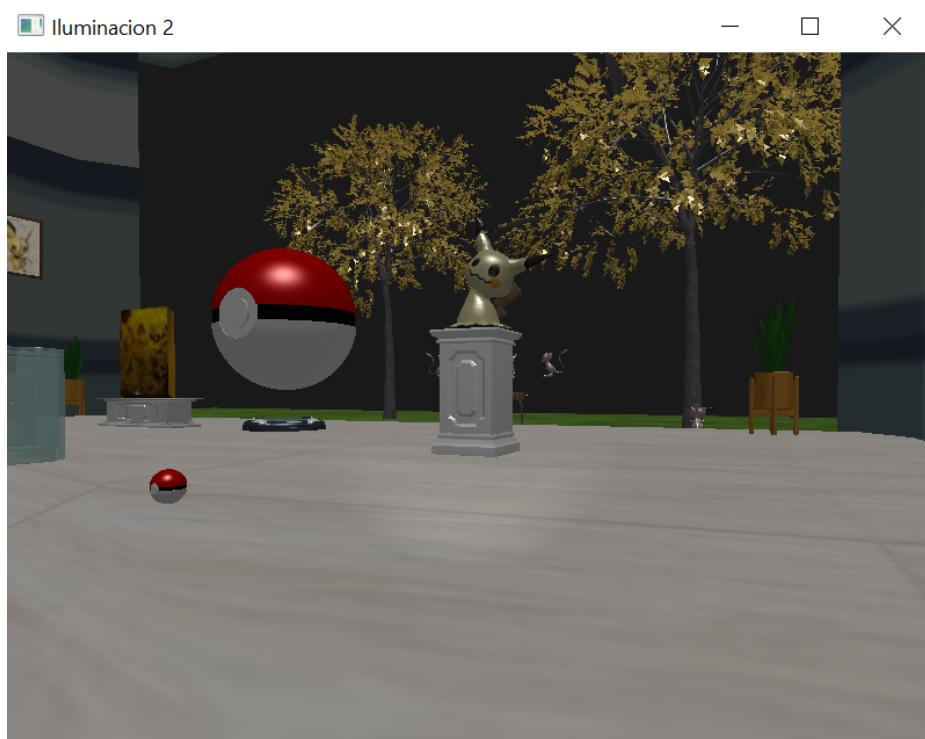


Complex animations:

- Pressing the I key makes the Pokéball on the reception desk bounce twice.



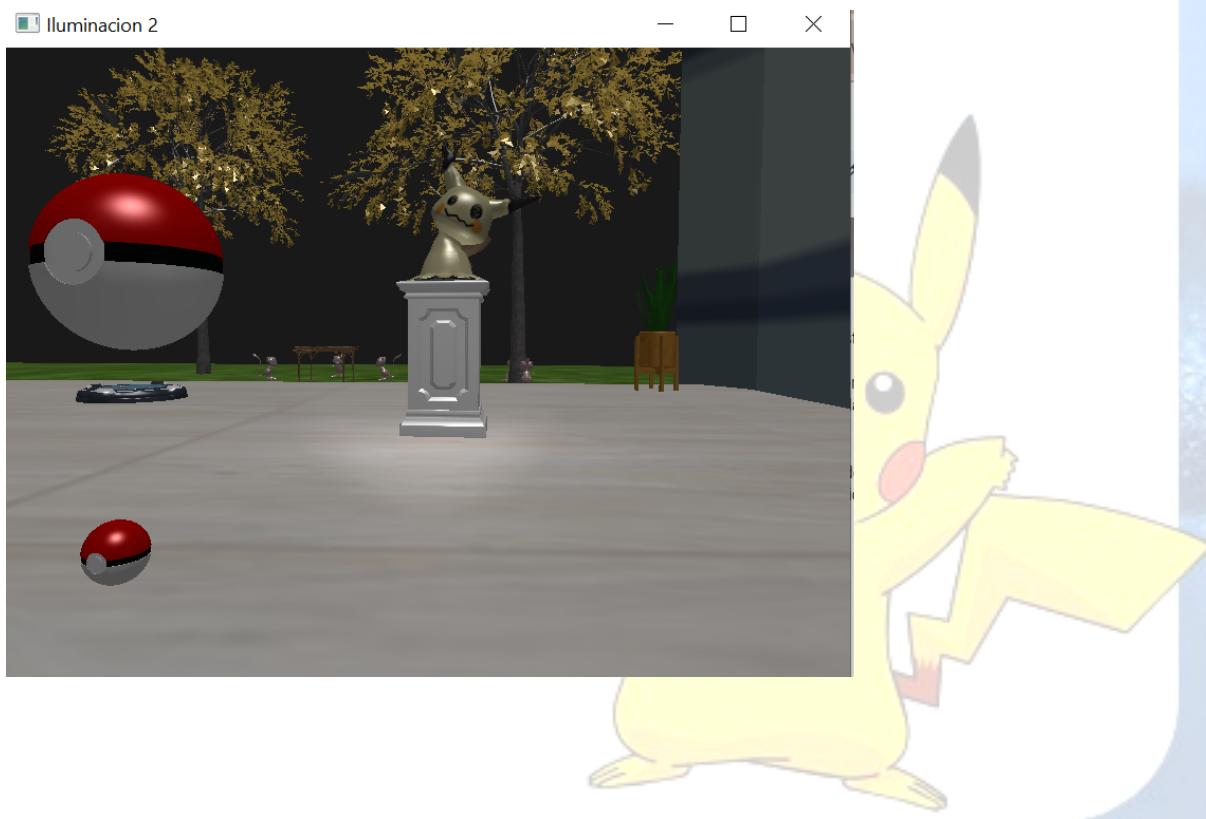
- Pressing the 9 key makes Mimikyu move from the entrance to the pedestal and pose on it.



Lighting:

There is a point light at each presented pedestal and on the reception lamp.

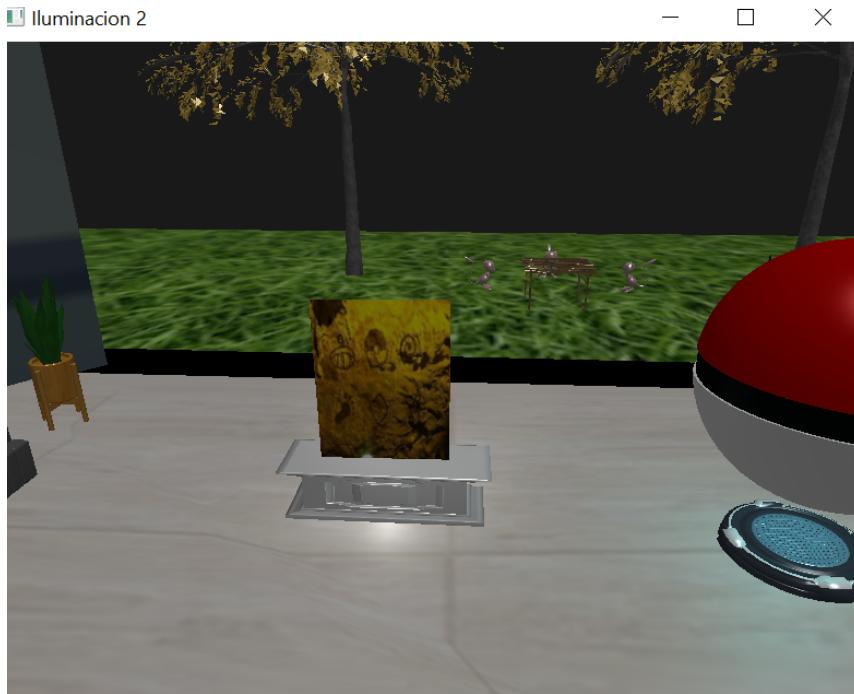
- Pressing the space bar turns on the point light on the pedestal where Mimikyu is, and to turn it off, press the same key.



- Pressing the V key turns on the point light on the giant Pokéball pedestal, and to turn it off, press the same key.



- Pressing the 0 key turns on the point light where the hieroglyph is, and to turn it off, press the same key.



- Pressing the N key turns on the point light of the museum lamp, and to turn it off, press the same key.

