



# ***Computer Graphics and Human-Computer Interaction***

*Professor: Eng. Roman Balbuena  
Carlos Aldair*

*Semester 2025-2*

**User Manual**

**Group: 05**

**Student:**

319033993

## *Index or Contents*

---

1. Objectives .....	2
2. Project Interaction .....	4

## 1. *Objectives*

---

This project consisted of creating an interactive virtual tour using OpenGL 3.3, based on the front and two interior rooms of the movie rental site “Random Play.” Blender was used for the development of the 3D models, a tool that allowed for the creation of architectural and decorative elements.

The virtual tour integrates real-time camera manipulation that allows free exploration of the space, as well as four animations that add vitality and realism to the experience. All elements were modeled and textured following carefully selected visual references.

Additionally, complete project documentation was prepared, including planning through a Gantt chart, user and technical manuals in both Spanish and English, and a cost analysis that justifies the investment and estimated selling price of the project.

The final result is an immersive experience that demonstrates the practical application of modeling, animation, and graphics programming techniques, reflecting mastery of the tools and concepts studied throughout the course.

## 2. Project Interaction

---

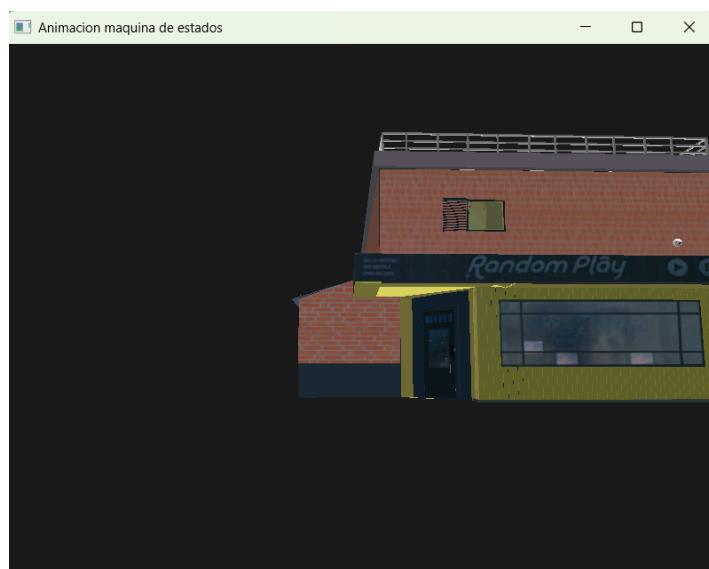
First, we go to the GitHub repository, we download the files and open the executable folder.

Nombre	Fecha de modificación	Tipo	Tamaño
configincial	17/05/2025 05:07 p. m.	Carpeta de archivos	
Debug	17/05/2025 04:46 p. m.	Carpeta de archivos	
Ejecutable	17/05/2025 05:07 p. m.	Carpeta de archivos	
External Libraries	17/05/2025 05:07 p. m.	Carpeta de archivos	
x64	19/02/2025 10:13 p. m.	Carpeta de archivos	
.gitattributes	17/05/2025 05:07 p. m.	Archivo de origen ...	3 KB
.gitignore	17/05/2025 05:07 p. m.	Archivo de origen ...	7 KB
configincial.sln	17/05/2025 05:07 p. m.	Visual Studio Solut...	2 KB
Documentos	17/05/2025 05:07 p. m.	Acceso directo	1 KB
LICENSE	17/05/2025 05:07 p. m.	Archivo	12 KB

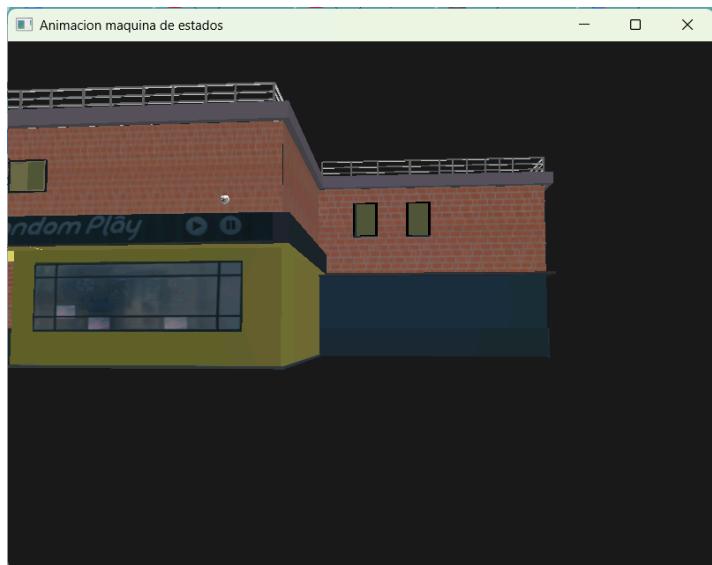
There we will find the .exe file, which we open to run the project. To exit the execution, simply press the **Esc** key.



To move left, press A.



To move right, press **D**.



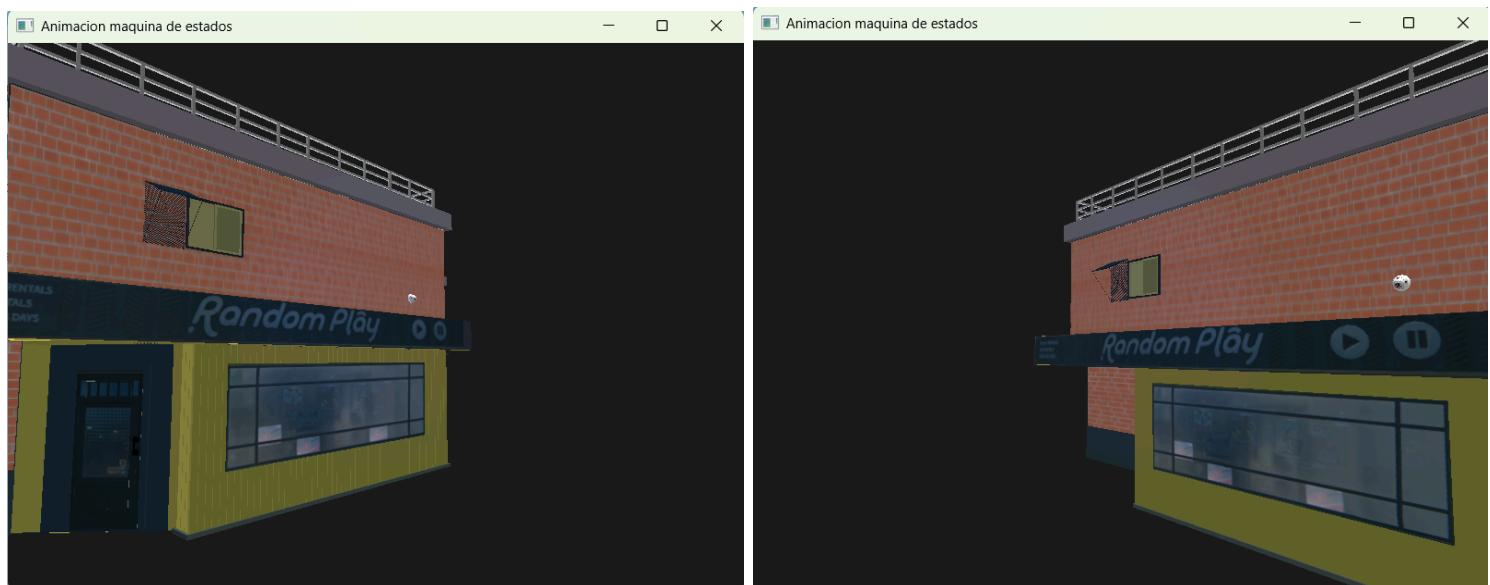
To move backward, press **S**.



To move forward, press **W**.



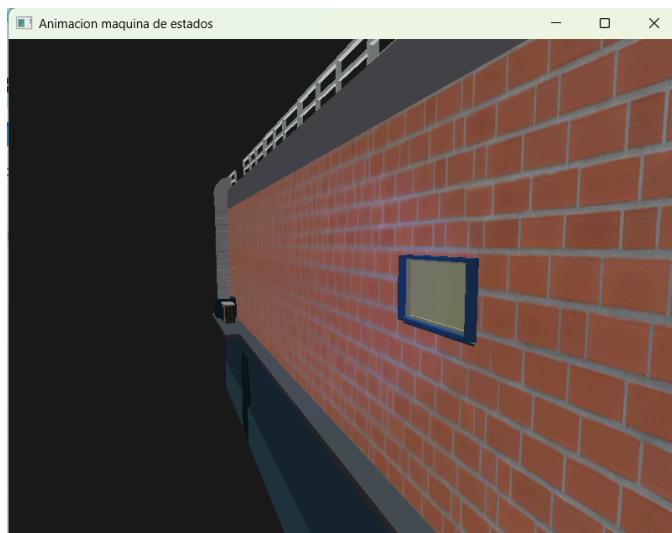
To rotate the camera, you can use the mouse or the **Q** and **E** keys to turn left and right, respectively.



One of the animations consists of opening the main window by pressing **V**.



Press **M** to open the parking window.



Press **B** to open the door of one of the rooms.



Finally, you can open and close the laptop by pressing **N**.

