



Manual de usuario
Proyecto Final



**UNIVERSIDAD NACIONAL AUTÓNOMA
DE MÉXICO**



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INGENIERÍA EN COMPUTACIÓN
LABORATORIO DE COMPUTACIÓN GRÁFICA e
INTERACCIÓN HUMANO COMPUTADORA**

FINAL PROJECT USER MANUAL

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User Manual

Before you begin, verify that your computer meets the minimum hardware requirements for running the program, having a recent graphics card optimizes the project experience.

Execution

To run the program, double-click the shortcut that has an .exe extension. This executable allows you to interact with the scenario satisfactorily.

Manipulation

Familiarize yourself with the program's interface: The program has certain elements that allow interaction with the user, this interaction is based on the use of the mouse to be able to manipulate the camera and move through the entire scenario.

Likewise, we have assigned various keys so that they work and allow the interaction of the present elements developed, the elements and actions that are generated are listed below:

TECLA	FUNCIÓN-INTERACCIÓN
W	Pans in the direction the camera is pointing forward.
A	Pans in the direction the camera is pointing to the left
S	Pans in the direction the camera is pointing backwards.
D	Pans in the direction the camera is pointing to the right.
MOUSE	It is responsible for moving the direction in which we see with the camera.
I	It is responsible for changing the camera to isometric.
C	It is responsible for returning the camera to 3d.
B	Throws an animation into a chest.
SPACE BAR:	This returns the animation by keyframes, at the end of this animation you have to press 0 to reactivate the animation and again bar to start it again.



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UP ARROW:	The up arrow is responsible for zooming the isometric camera.
DOWN KEY	Down arrow zooms back in isometric camera
KEY NUMBER 2	<i>Turn on green SpotLight type light of the cabin, also start the animation of ship and animal</i>
KEY NUMBER 1	<i>Turns off the cabin's green SpotLight light, stops the animation and saves the paused state.</i>
KEY NUMBER 4	<i>Turns on the blue SpotLight type light in the cabin</i>
KEY NUMBER 3	<i>Turns off blue SpotLigth type light in the cabin</i>

Terminating Execution

To terminate the execution, press the button *esc* twice. This is necessary because the first press closes the window created for the execution, and the second press closes the command terminal (cmd).