<div align="center">

OpenGl 3D Model

</div>

Installation Guide:

Step 1: Open up the dist folder on the github

Step 2: If you do not have Microsoft Visual C++ 2015 installed

  -Click on vc_redist.x64 and follow the steps to install it

Step 3: Click on the 3D-Model-Generator.exe to run the application

User Manual

Main Terminal:

-Hello: Outputs hello to greet the user.

-Editor: Runs the main program

-Quit: Quits out of the terminal

Editor:

Selection:

  -Click on a push button to select the side of the cube you would like to manipulate.

  -Bottom right push button is to select the whole entire cube to manipulate with tools.

  -Load Image will open a file browser to choose an image for that side of the cube.

Projection Drop Down Menu:

  -None: Displays no extra projects to compare the sides with,

  -Left & Right: Displays projection of the left and right images to compare the top and bottom with them.

  -Top & Bottom: Displays Projection of the top and bottom images to compare the left, right, and back images with.

Tools:

  -Scroll Wheel: Zooms in and out

  -Hotkey 1. Pointer: Basic pointer

  -Hotkey 2: Rulers:

    -Left Click: Adds Ruler Point

    -Right Click: Remove Ruler Point

    -Left Click Drag: Creates two points and creates a line in between them.

  -Hotkey 3: Eyedropper Tool (Currently not working)

  -Hotkey 4: Mover:

    -Left Click Drag: Moves the image around

    -Right Click: Rotates the image

  -Hotkey 0: Change Ruler Color

  -Hotkey -: Set output image color (Currently not working)

  -Hotkey =: Set nullify color (Currently not working)

Cube Preview:

-Slider: Zooms image in and out
-Left Circle: Rotates the Y-axis of the cube
-Middle Circle:Rotates the X-axis of the cube
-Right Circle: Rotates the Z-axis of the cube

Other Buttons:
-Update:
-Will open up once all six images are loaded in
-Will update the current cube images and save them to a temporary directory
-Weight: Change the weight of the selected side (Currently Not Working)
-Preview:
-Will open up once the update button is pressed
-Will open up the 3D Model Preview

Preview Window:
-Preview: Creates the 3D Model
-Export: Exports a .obj of the 3D model (Currently Not Working)
-Filename: Input a filename for the export button.
-Resolution Split: Set the resolution of the 3D model
-Distance: Sets the distance between the vertical levels.