User Manual: PA-2 by Claire Mikalauskas

Compiling the program:

- download claire_mikalauskas_PA2.zip
- extract folders
    - Debug
    - libraries
    - models
    - shaders
    - src
    - textures
- double click on run file and click run or open terminal and type ./run
- hit enter

Keyboard/Mouse Interaction:

The following number keys will change the current model:

(1) Bunny   (3) Bug
(2) Dragon   (4) Cat

KEY T: traverses a string containing all 16 available textures

Key R: Increases the magnitude   Key F: Decreases the magnitude

KEY X: rotate around y-axis clockwise   KEY W: move light left

KEY Z: rotate around y-axis counter-clockwise   KEY Q: move light down on z-axis

KEY A: move light up   KEY E: move light up on z-axis

KEY D: move light right   LEFT MOUSE CLICK and DRAG: rotate camera position

KEY S: move light down