**CS 560 – FALL 2017**

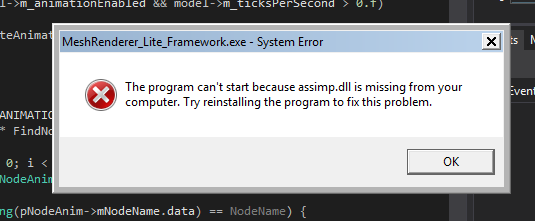
**Mesh Renderer User Guide**

**By:**

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**Before running the renderer:**

* **I’ve tested in school computers with both Win10 and Win 7 so it should work when being graded. If it doesn’t feel free to email me(**[**esteban.maldonado@digipen.edu**](mailto:esteban.maldonado@digipen.edu)**)**
* When you run the solution for the first time, you’ll probably get this screen:

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Like the screenshot shows, the assimp.dll is missing from the executable’s directory.

Copy the dll located at:

**MeshRenderer\_Lite\MeshRenderer\_Lite\_Framework\MeshRenderer\_Lite\_Framework\Lib\Assimp\assimp.dll**

Copy that file to:

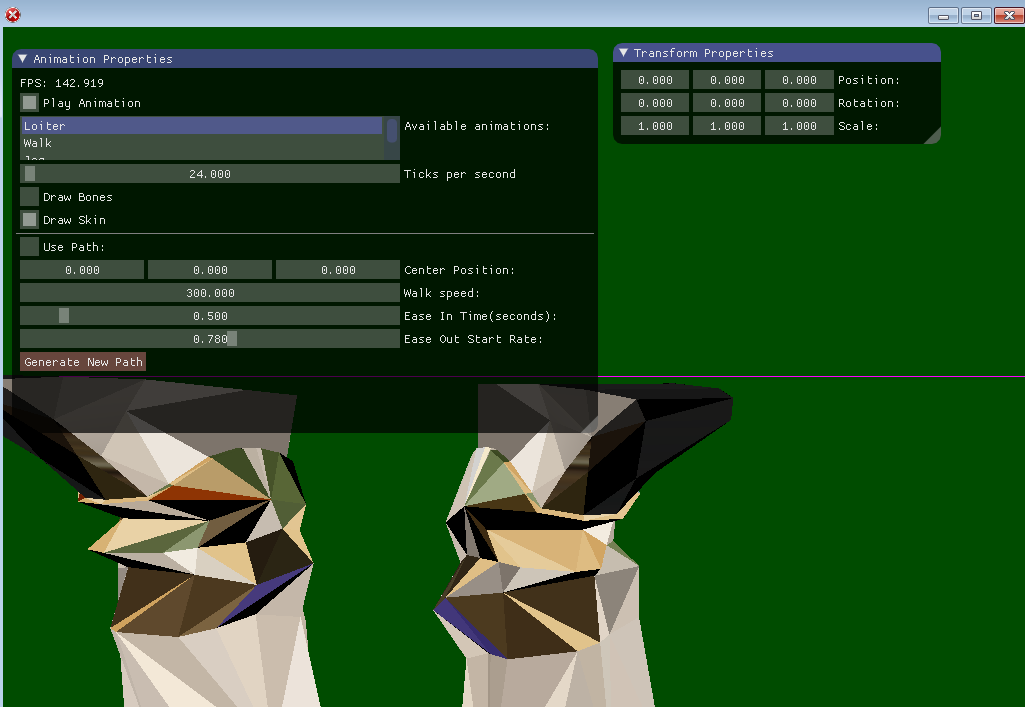
**MeshRenderer\_Lite\MeshRenderer\_Lite\_Framework\x64\[Debug | Release]**

*\* These directories are relative to where the framework is downloaded \**

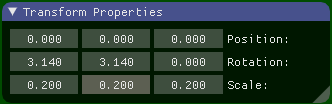
**Project 1:**

* I’ve chosen to start this with the model “tiny\_4anim.x” because it has multiple animations, and I’ve added functionality to change between those animations.

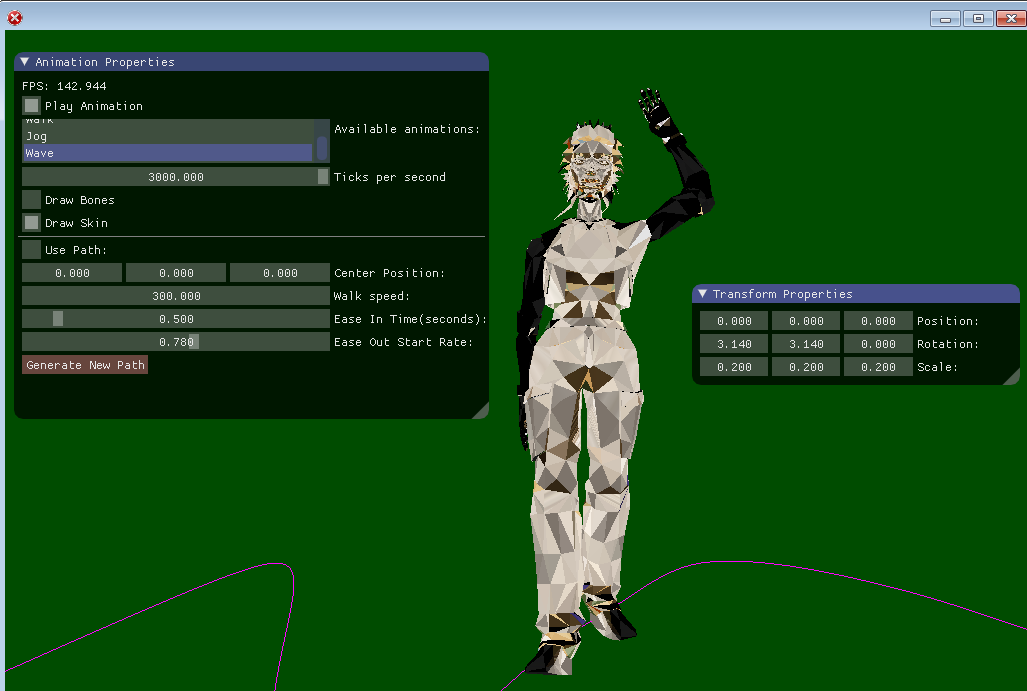
The only thing is that this model is super big and has a lot of frames:



On the **Transform Properties** window of the UI change the values to:



This will scale and rotate the model to face the screen. The different models that I’m using have different orientations so some adjustments are needed:



As a final adjustment, please drag the **Ticks per second** slider all the way up to 3000