

User Manual: City-Tour

Controls:

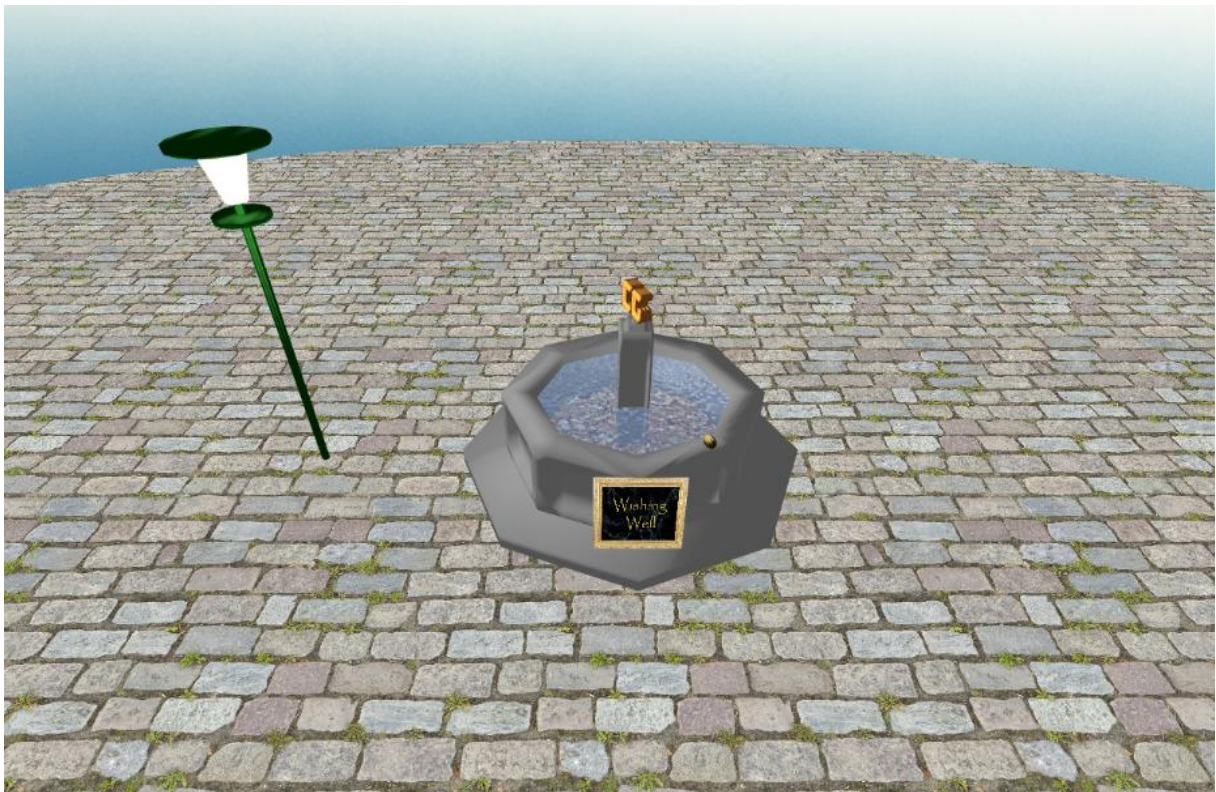
- C: deactivate the camera flight
- W/ArrowUp: move camera forward
- S/ArrowDown: move camera backward
- A/ArrowLeft: move camera left
- D/ArrowRight: move camera right

- Q: stop the sound that is currently played
- K: increase camera speed
- L: decrease camera speeds

The mouse (left click) can be used to change the camera direction

Movie Description:

Scene 1: The wishing well



The camera flight starts with a rotation in the sky and then moves down to the first scene. The intro section is accompanied by a short section of Strauss' "Also sprach Zarathustra". When the camera reaches the wishing well it rotates around it and a coin is moving on the edge of the well. During the flight the well is rendered in three different detail levels. The closer the camera comes, the more details are shown.

The water in the well reflects the sky map and through the water coins can be seen on the ground

If the camera enters a certain radius the coin is thrown into the well. On top of the well is a rotating CG (Computer Graphics) logo.

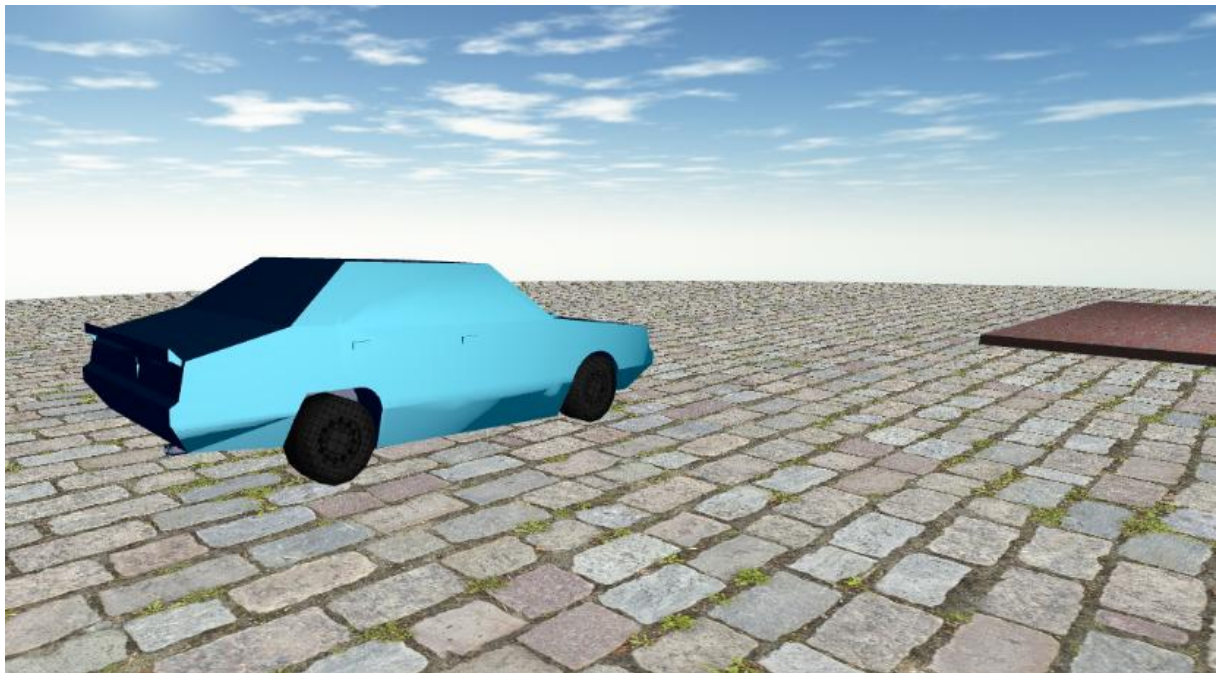
Scene 2: An enlightened statue



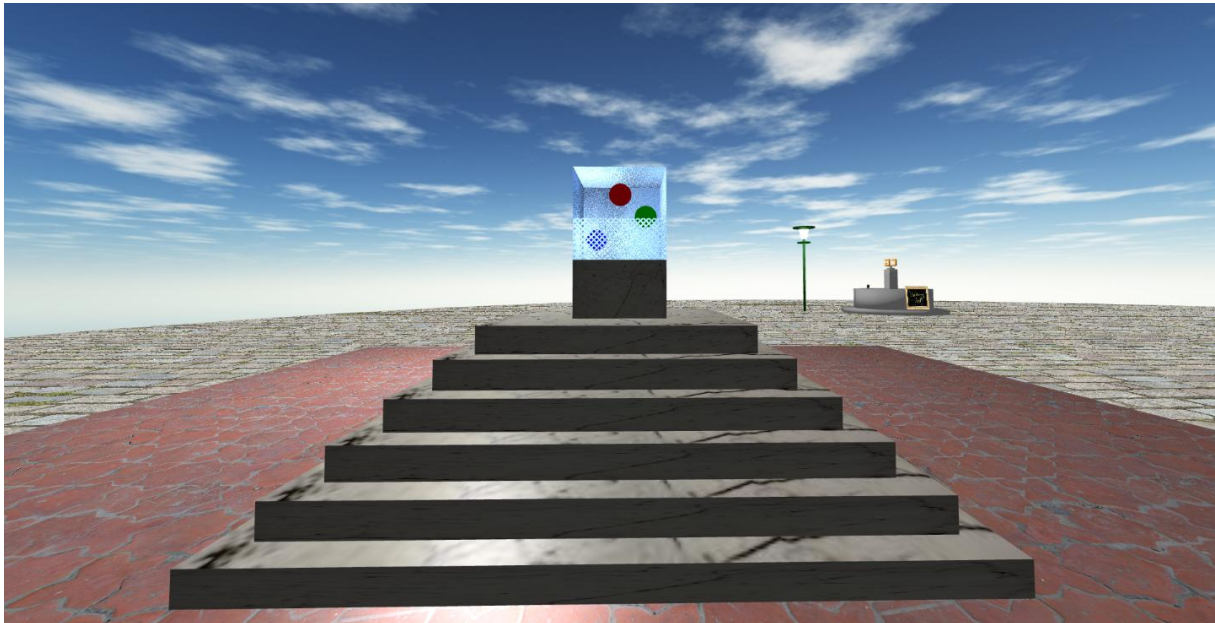
The camera flight continues until a statue on a marble socket (our self-created complex 3D shape) is reached. There the spotlight gets deactivated, and the statue will be rendered darker. When the starting sound of the car is playing, the camera swings to the right and follows the car as it is moving towards scene three.

The tires of the car are separately animated and rotating when the car moves.

A light source is attached just to the car, to make it better visible.



Scene 3: A colorful release



When the camera and the car reach scene three, a crazy 8-Bit music snipped from Beethoven's Moonlight Sonata is played as the "cage" with three rotating spheres is opened. The grid which is opened is implemented with an alpha-texture.

Inside the cage a light is randomly switching its color and the spheres itself are also light sources, although only one is responsible for changing the light. When the grid is open, the spheres are moving out of the cage.

The scene overall has one static light (roughly in the upper left corner of the screenshot) and one rotating light that changes the illuminations of the steps and the ground plate.

After the camera flight:

After the camera flight the scenes cannot be triggered again. The movie has to be restarted and at the beginning 'C' has to be pressed to deactivate the camera flight.

After that the scenes can be visited freely, but it is not possible to move beyond the sky map or through the stone bottom.

When the camera reaches a certain distance to the scenes the animations are triggered.

After the end of an animation it is reset and can be retriggered.

If you don't want to hear the sounds over and over, they can be deactivated with 'Q' when they are playing (they will be played again if the animations restart).