Heath Burnett GUI Document

Advanced Diploma in Professional Game Development
Assessment - Computer Graphics

Summary:
For this assignment we had to construct a procedurally generated terrain that is textured and lit, along with two other textured and lit objects and an animation/particle effect. The purpose for this documentation is to show what the GUI is, how to use it and what it affects.

AntTweakBar:
The GUI I used was AntTweakBar. AntTweakBar is a GUI that allows the user to alter specified variables whilst the program is running. These variables can then be linked to the corresponding variables in the object/world or they can call functions when altered to set the variables in the object/world.

How to use AntTweakBar:

To use the GUI simply click on the number next to the variable name and enter whatever you want. There is also the ability to click on the variable and move the mouse in a circle. Counter clockwise increases the value and vice versa.

What My Tweak bar does:

My GUI has 6 working elements and one that currently has no use whilst the skybox is active.

Light Position: Clicking and dragging the arrow around will change the lights position thus changing the direction that the light comes from.

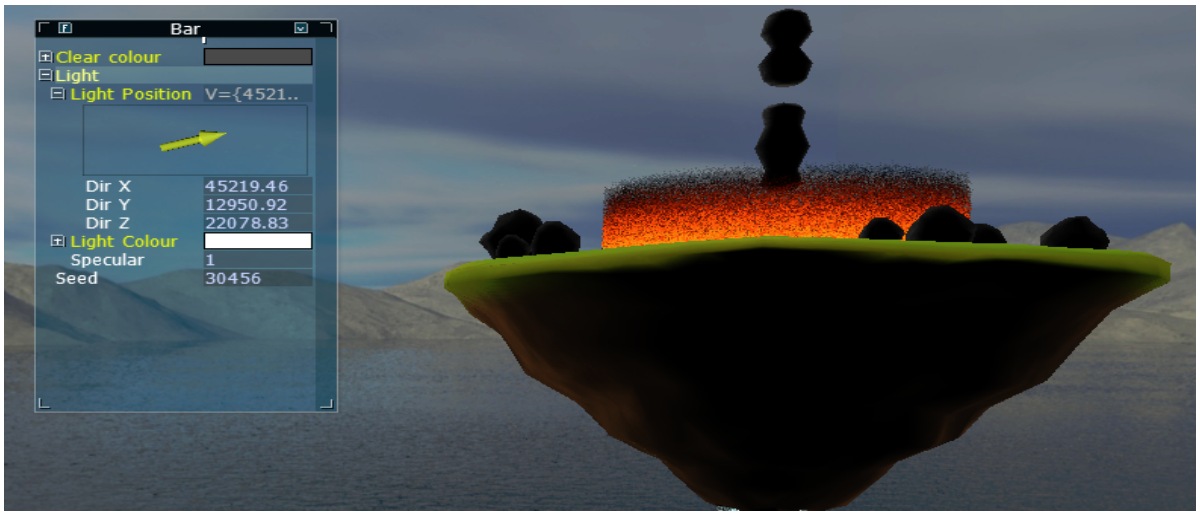
Light Colour: Changing the RGB values of this will change the ambient colour of every object in the world.

Specular: Changes the specular power of the all objects, making everything seem darker.

Amplitude: Changes how high and low the procedural world is generated. Higher values lead to an overall higher terrain as well as more mountains.

Octaves: Increases the iteration of the perlin noise function. Higher values lead to a smoother terrain.

Seed: Changes the overall layout of the procedural world. Seed values close together produce similar worlds.



Bibliography:

http://anttweakbar.sourceforge.net/doc/