

Heath Burnett GUI Document

Advanced Diploma in Professional Game Development

Assessment - Computer Graphics

Summary:

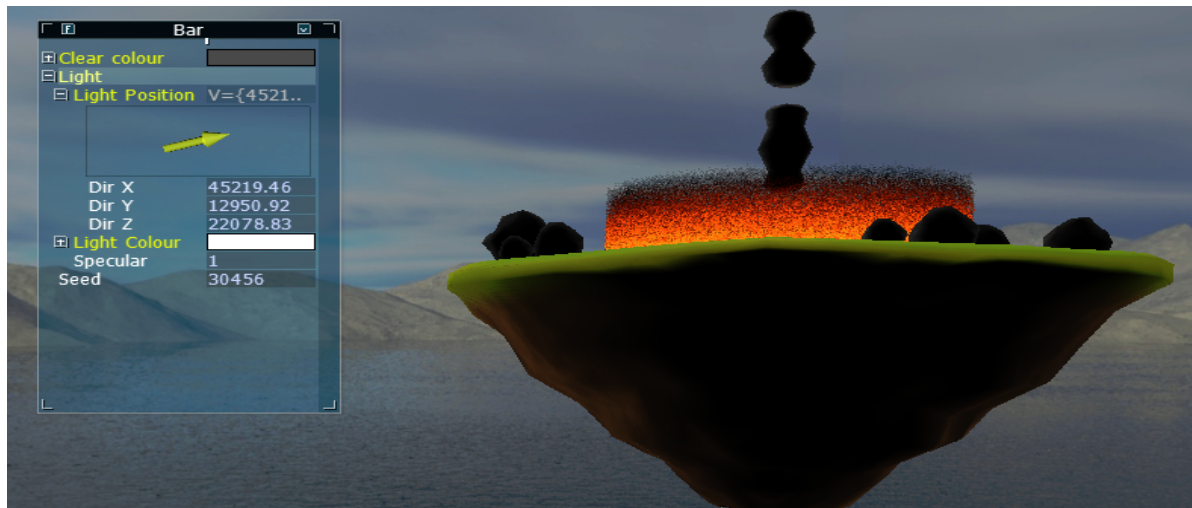
For this assignment we had to construct a procedurally generated terrain that is textured and lit, along with two other textured and lit objects and an animation/particle effect. The purpose for this documentation is to show what the GUI is, how to use it and what it affects.

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. For example, in my project the seed for world generation can be changed as well as the position which in turn changes the direction of the light (Base end of the arrow).



Bibliography:

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