

## User Manual

To compile:

Type 'make' in terminal on Linux. Requires GLUI.

To run:

`./obj_loader_QT`

- press 'h' for help
- GLUI user interface controls the feature lines from the edge buffer including all of the slope steepness related controls.
- Lines can be toggled on and off by pressing 'q'.
- e - draw edge buffer lines only (increases performance)
- q - toggle edge buffer (lines) on and off
- z - render entire object (i.e. all triangles) in white with edges in black (default rendering).
- x - print edge buffer
- Gooch shading is implemented (press 'g'). For more controls press 'h'.
- Models and textures can be loaded by right clicking. When a texture is selected, the correct tone detail D function will be selected automatically.
- texture parameters can be modified by the following keys:
  - o/p - Orientation-based r down/up
  - k/l - Depth-based r down/up
  - n/m - Depth-based zmin down/up
- arrow keys, [, and ] - move light source
- Camera is moved by mouse (left click and middle click) and by -/+ keys.