=== CONTROLS ===

CONTROLS | FUNCTION

W, ARROW UP | Accelerate

S, ARROW DOWN | Decelerate/Backwards

A, ARROW LEFT, MOUSE DRAG RIGHT | Pan left

D, ARROW RIGHT, MOUSE DRAG LEFT | Pan right

Q | Go down

E | Go up

MOUSE DRAG UP | Camera down

MOUSE DRAG DOWN | Camera up

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F1 - Help/Show Controls

F2 - Frame Time on/off

F3 - Wire Frame on/off

F4 - Textur-Sampling-Quality: Nearest Neighbor/Bilinear

F5 - Mip Mapping-Quality: Off/Nearest Neighbor/Linear

F8 - Viewfrustum-Culling on/off

ESC - Quit Game

=== DEVELOPMENT STATUS ===

Implemented until now:

- Bling-Phong illumination model

- All models with textures

- Debug camera (controls see above)

=== EFFECTS ===

Implemented until now:

- Direction shadows with PCF from the sun

(can be seen as the whole room except a part of the floor are in shadow)