

FdF

The representation in 3D of a landscape is a critical aspect of modern mapping. For example, in these times of spatial exploration, to have a 3D representation of Mars is a prerequisite condition to its conquest. As another example, comparing various 3D representations of an area of high tectonic activity will allow you to better understand these phenomenon and their evolution, and as a result be better prepared.

The graphic library used in this project is the Minilibx (adapted from the original XLib). This program is only compatible on Mac OS Sierra devices.

First of all, you need to compile the program using the makefile :

```
$ make
```

When it's done you can choose between a multitude of maps which are located in the folder "maps" :

```
$ ./fdf maps/themapyouchose
```

Controls

Keyboard

- . You can move around with arrow keys
- . You can elevate or decrease the level of the map with numpad "+" and "-"
- . You can zoom/dezoom with the regular "+" and "-"
- . You can reset the map using "R"
- . You can exit the window using "ESC"
- . You can change the colors using numpad "4" "5" "6" to increase the R, the G, and the B
- . You can change the colors using numpad "1" "2" "3" to decrease the R, the G, and the B

Screenshots

