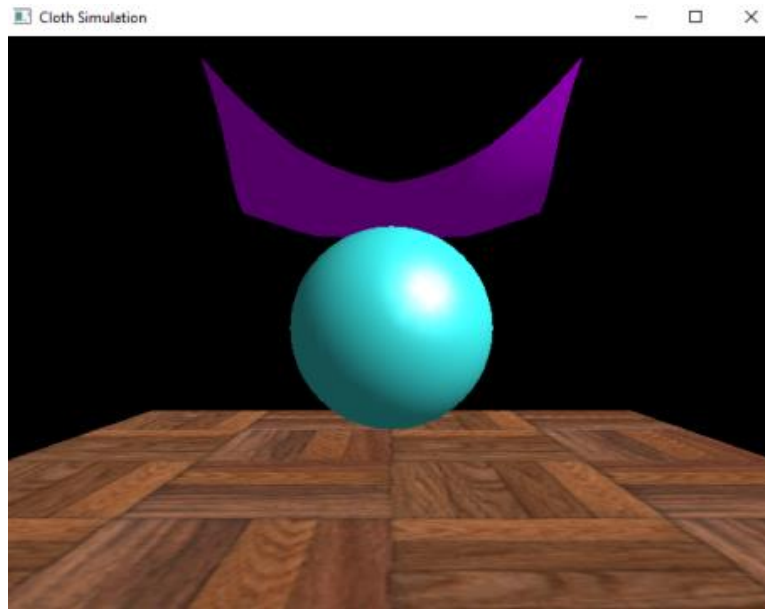


User Guide

Instructions:

To launch the program, run the shortcut “Cloth Simulation” found in the root folder. If the program has been loaded correctly, you should see something like this:



Controls:

Cloth Movement	Release back-left corner of the cloth	Up
	Release back-right corner of the cloth	Down
	Release top-left corner of the cloth	Left
	Release top-right corner of the cloth	Right
	Release the whole cloth	End
	Reset cloth to original position	Insert
Cloth View	Draw clothes as patches	Page Up
	Draw clothes as triangles	Page Down
	Draw cloth as springs and balls	Home

Third-Party libraries used:

Name	License	Purpose
GLEW	MIT	OpenGL usage
FreeGLUT	Public Domain	OpenGL usage, platform-independent window and input handling GLM
SOIL	Public Domain	Importing images and texture generation