417032467; Grupo 07

Final Proyect

GRAPHIC COMPUTING LABORATORY

ENG. CARLOS ALDAIR ROMAN BALBUENA

**User Manual**

Introduction:

The Aquarium is focused on a sea turtle habitat. Within the virtual environment a museum-like lobby is found in which different elements related to a turtle’s environment can be seen.

Element:

One can find the following elements in inside the virtual environment:

* External garden: It is the place previous to the lobby where there is grass and a tree can be found.
* Exhibition lobby: It is a closed and long building, which can be accessed from the front (where the garden is placed). It has a metallic roof and a blue front. The interior is poorly illuminated in order to focus the visitors attention to the elements exhibited. The blue light from the aquarium within can be perceived in the building’s interior walls.
* Shark and shells: These are objects intended to show the natural predators of sea turtles and the sizes they can reach respectively. These elements are lit by spotlights.
* Aquarium: The aquarium is found in the center of the room, the viewer can perceive the movement of the water in the glass and inside there is a turtle trying to catch some jellyfish, the jellyfish are moving up and down. There are also fish, some static and moving their fins, others caught by a whirlpool.

Controls:

The camera can be controlled with the following:

* Position: It is controlled with the WASD keys, where the directions are up, left, down, and right respectively.
* Direction: Controlled by the mouse or cursor. (It is recommended to leave the cursor on the right side of the screen while the game loads to have full visibility).

Conclusion:

This Project helped to understand and apply each one of the topics covered in the lab sessions. Many of the concepts where learned in a deeper way and also abilities to model object where acquired.

On a personal level I developed an interest for the topics presented in the course.