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SYSTEM FEATURES AND REQUIREMENTS

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Camera Manipulation

1.1 Camera Movement

Forward Movement: The camera can move forward using the keyboard input 'W'.

Backward Movement: The camera can move backward using the keyboard input 'S'.

Left Movement: The camera can move to the left using the keyboard input 'A'.

Right Movement: The camera can move to the right using the keyboard input 'D'.

1.2 Camera Rotation

Simple Rotation: The camera can rotate up and down along the X-axis and turn right and left along the Y-axis using mouse input.

Rotation Around Point/Object: The camera can rotate around a point or object by left shift button and right-clicking on the object and then rotating using the mouse X and Y axes.

1.3 Camera Zoom

Zoom In: The camera can zoom in using the mouse wheel up key.

Zoom Out: The camera can zoom out using the mouse wheel down key.

Zoom Increment: Each zoom action adjusts the camera's distance by ± 10 units from its current distance. rotating using the mouse X and Y axes.

Object Manipulation

2.1 Object Transformation

Object manipulation is facilitated through a gizmo system.

Translation: Objects can be translated using the keyboard input 'Q'.

Rotation: Objects can be rotated using the keyboard input 'E'.

Scaling: Objects can be scaled using the keyboard input 'R'.

Translation and Rotation: Objects can be translated and rotated simultaneously using the keyboard input 'T'.

Coordinate System Switching: The coordination system of objects can be switched between world and local space using the keyboard input 'Z'.