UNIVERSIDAD NACIONAL
AUTÓNOMA DE MÉXICO

FACULTAD DE INGENÍERIA

COMPUTACIÓN GRÁFICA E INTERACCIÓN HUMANO-COMPUTADORA

GROUP: 5

USER MANUAL

STUDENT ID: 319162538

PROFESSOR: CARLOS ALDAIR ROMAN BALBUENA

SEMESTER: 2026 - 1

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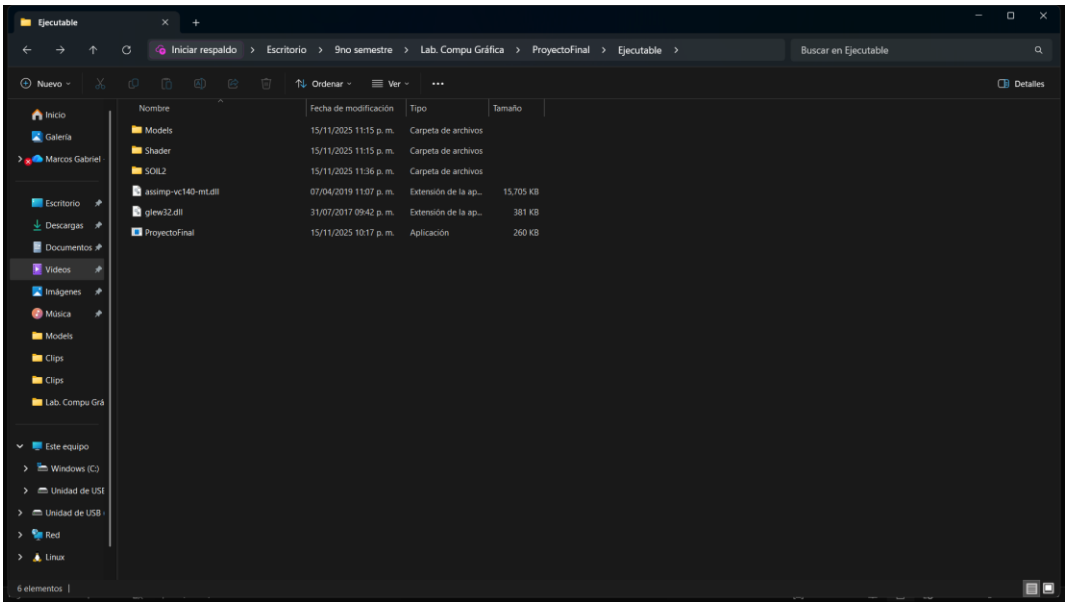
Initial Load

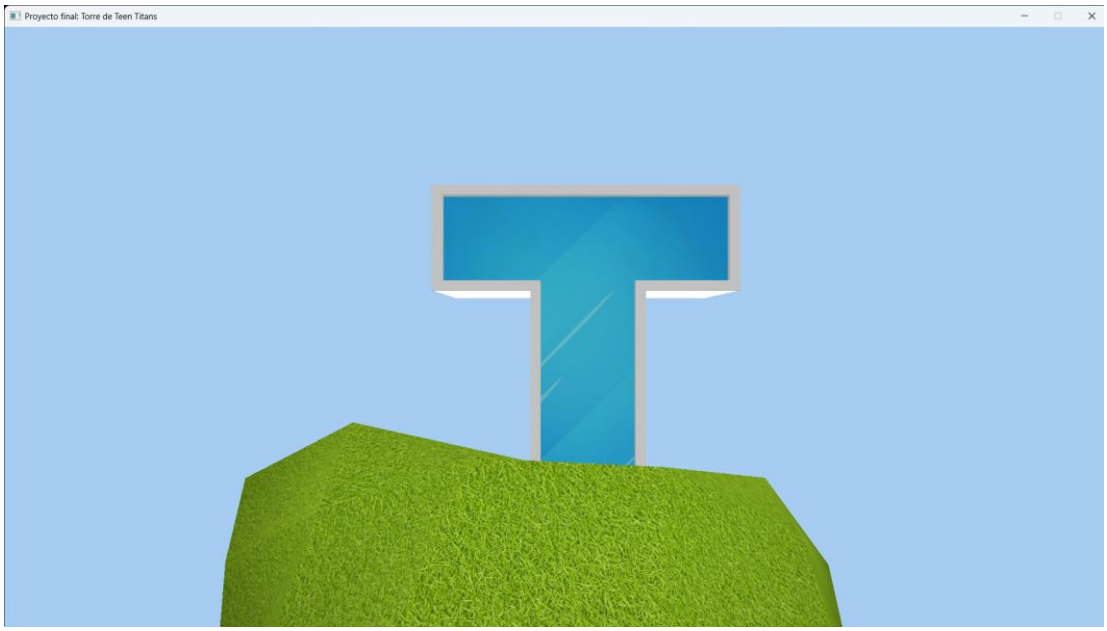
To run our program, go to the executable folder and open the generated .exe file. Wait for it to load, and that's the first step.



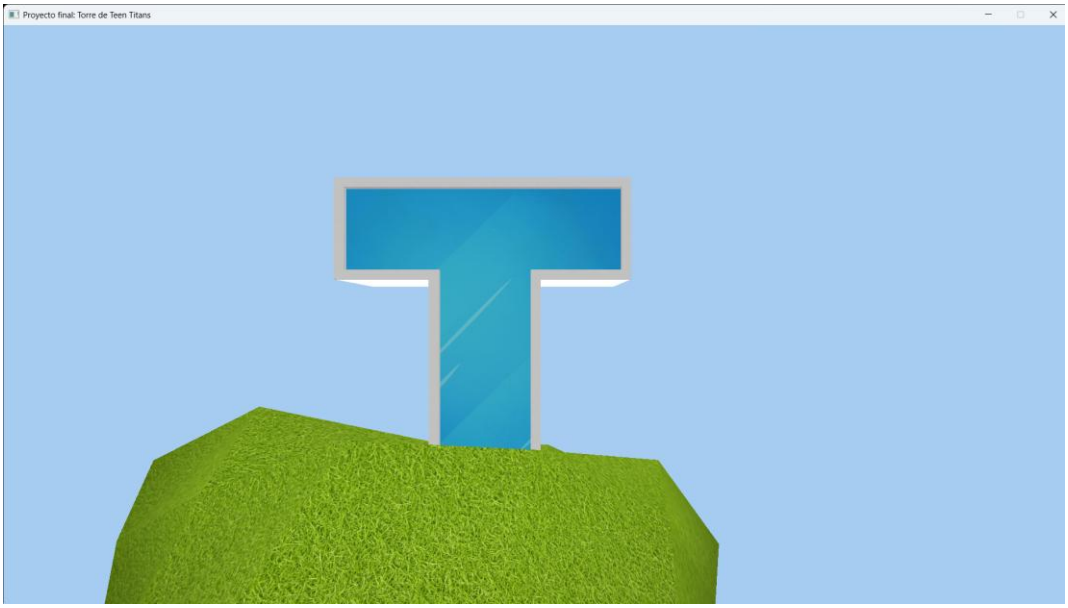
Environment Interaction

When the 3D environment loads, you can see the tower from the front, standing on its hill. You can move around in different directions using the A, W, S, and D keys.

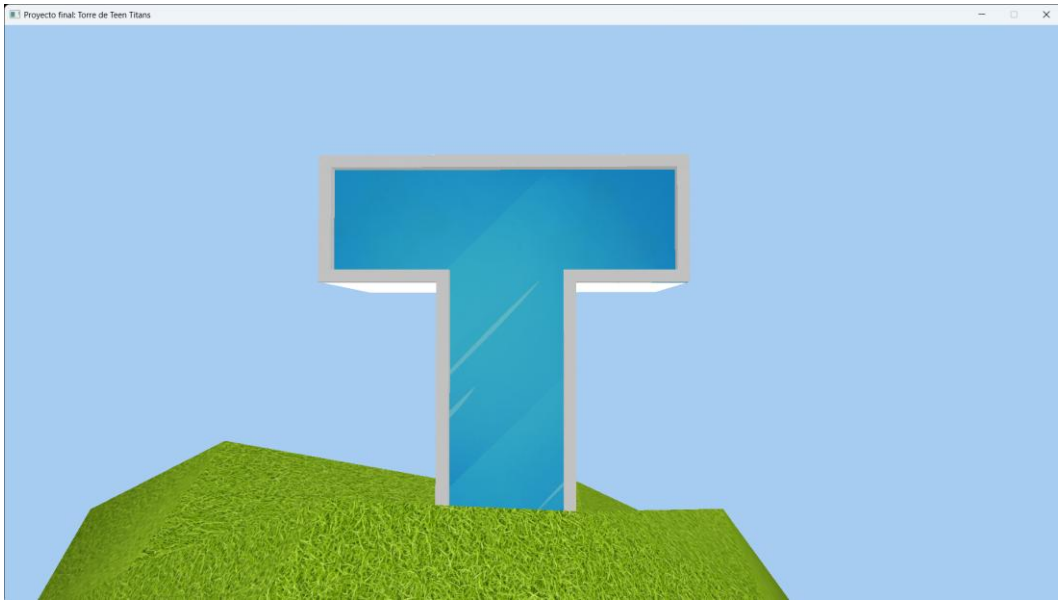
- Key A: Move Left



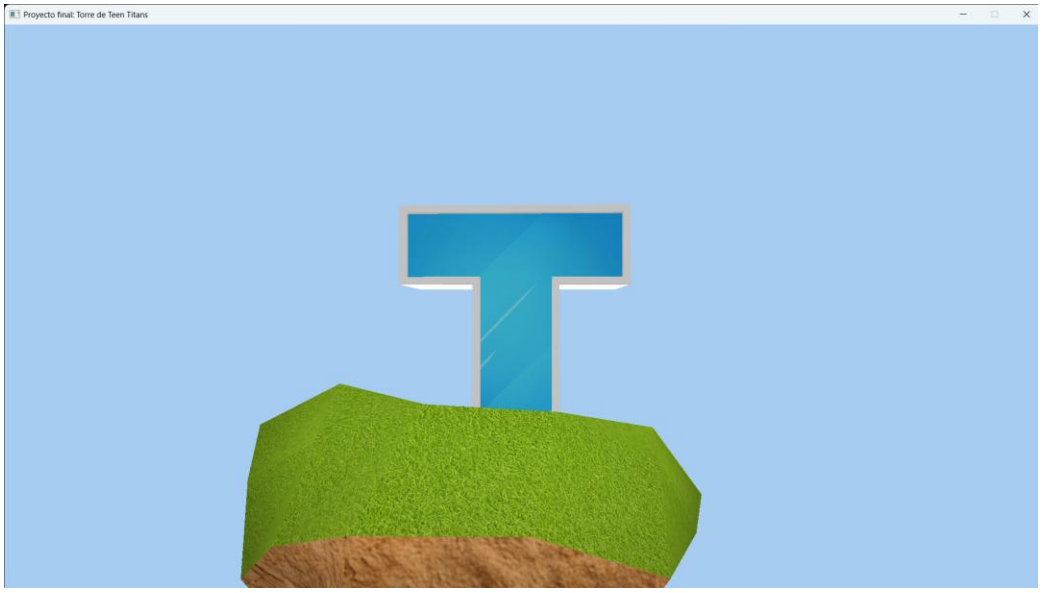
- Key D: Move to the right



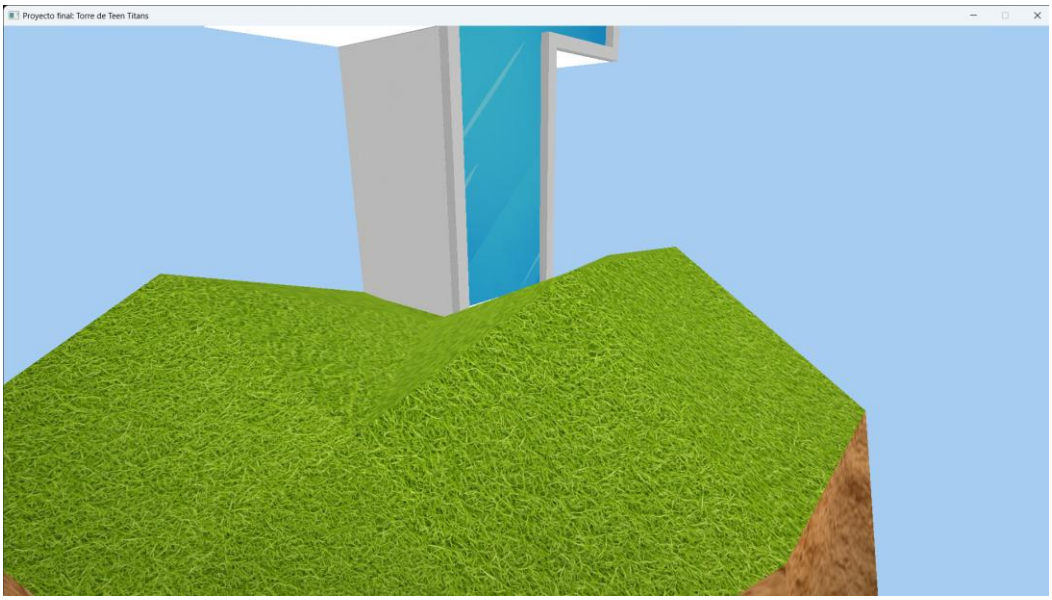
- Key W: Move forward



- Key S: Move backward



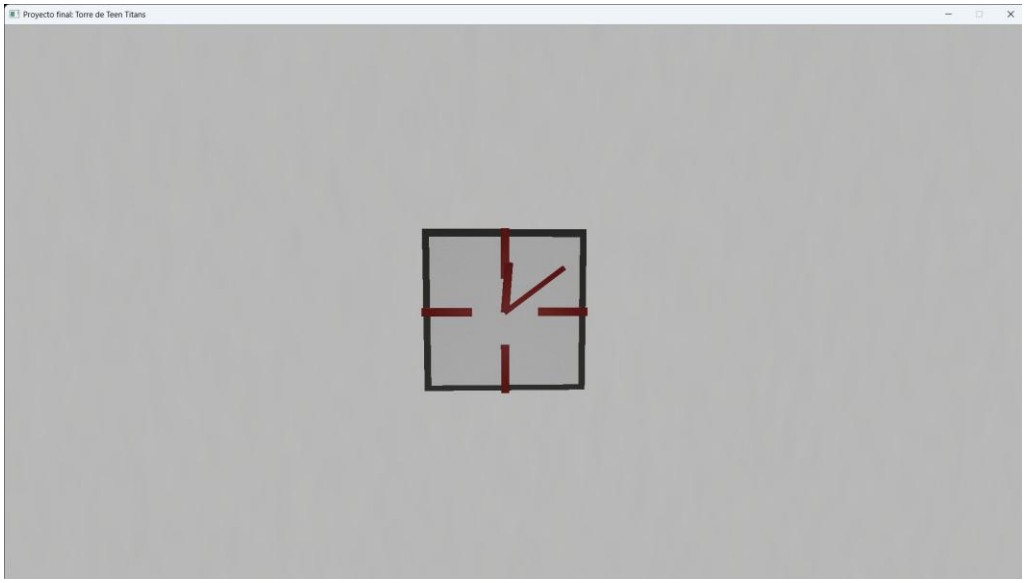
You can also move the camera freely with your mouse for a more immersive experience.



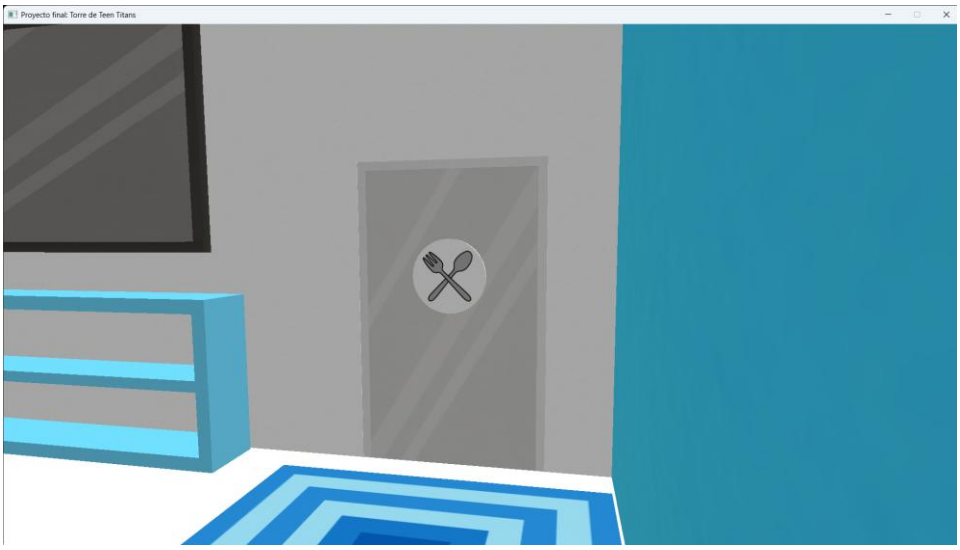
Animations

To interact with the animations, we assigned keys 1 through 5 to play the 3 simple animations and the 2 complex ones.

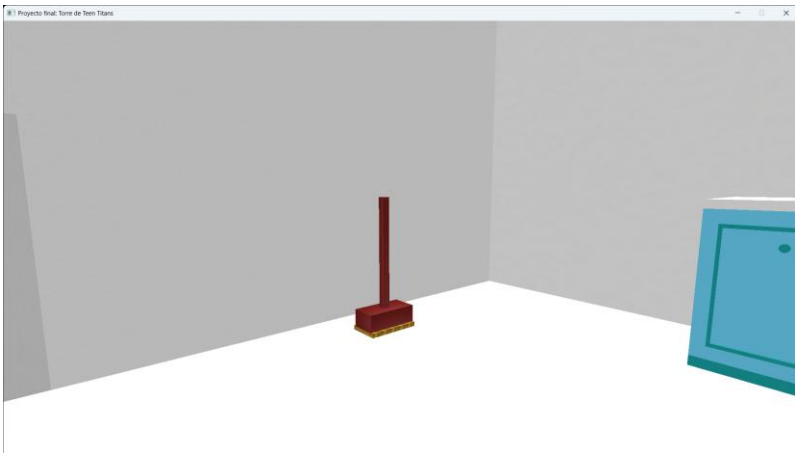
- Key 1: Clock animation. Pressing the same key stops it.

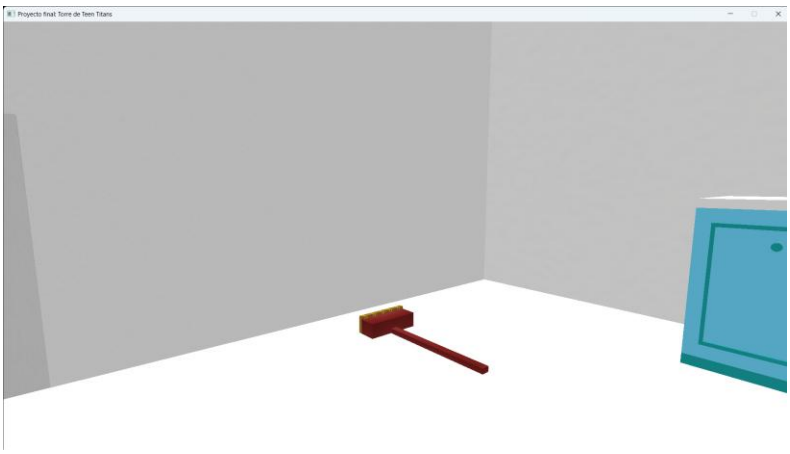


- Key 2: Door animation, It goes back to its initial position when the same key is pressed.

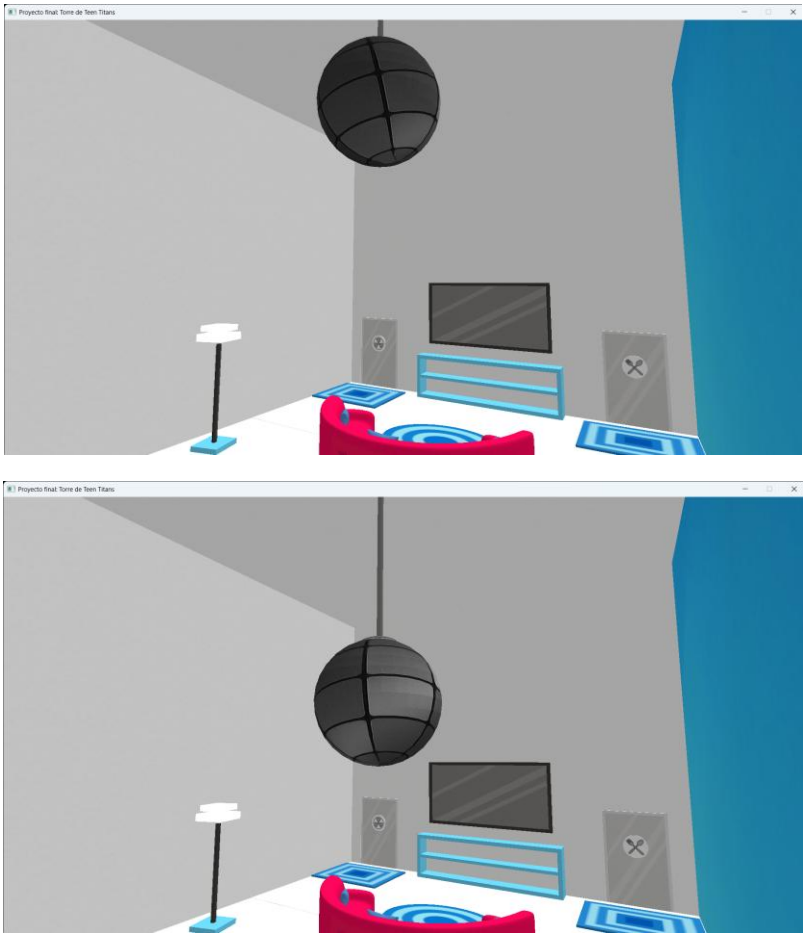


- Key 3: Broom animation, It also returns to its original position when the same key is pressed again.

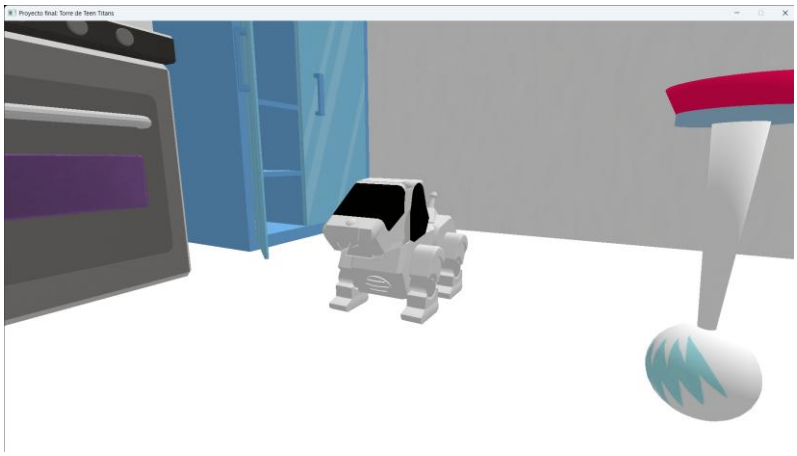




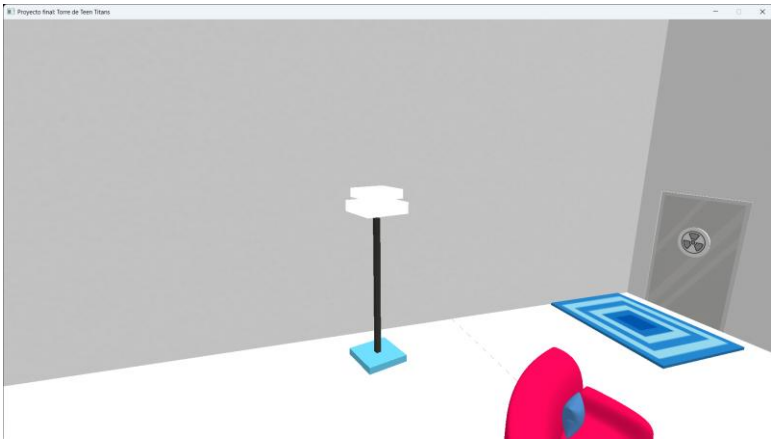
- Key 4: Basic animation of disco ball coming down and spinning from the ceiling. You can stop it by pressing the same key.

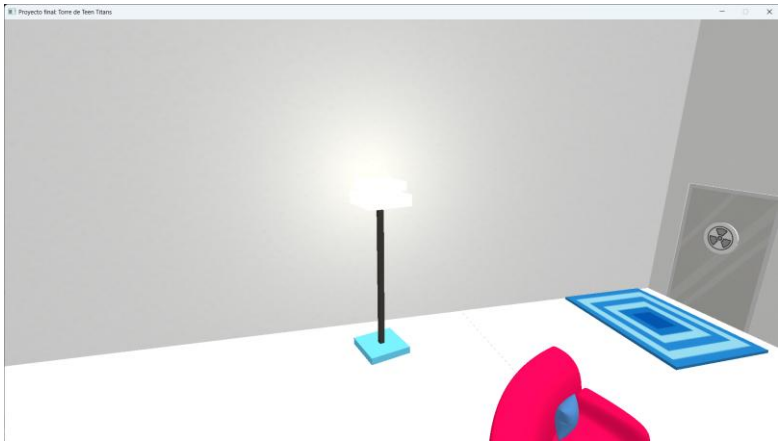


- Key 5: Complex animation of the robot dog walking and moving its limbs, including its ears.



- SPACE key: Turns on the lamp in the living room and you can turn it off by pressing the key again.





- Key R: Resets the animations for the dog, disco ball, and clock, leaving them in their initial position as if they hadn't started.