

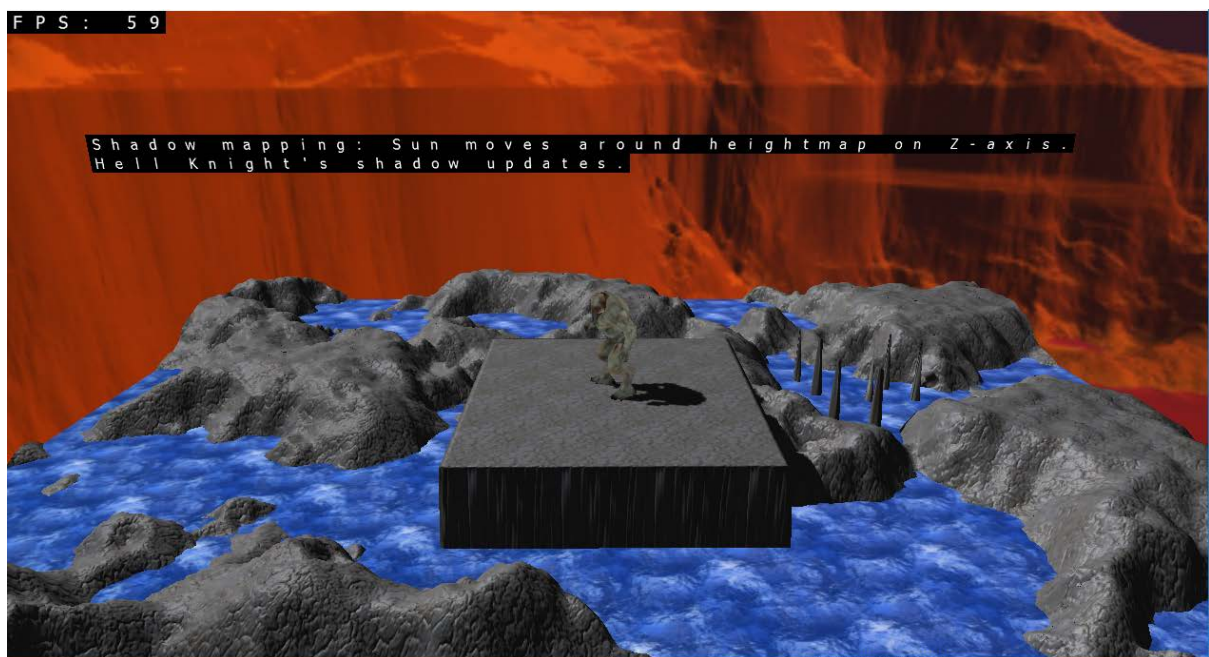
Controls for Coursework in Advanced Graphics (CSC8502)

For all scenes

- Camera (all relative to the camera direction)
 - W -> forward
 - S -> backward
 - A -> left
 - D -> right
 - Shift -> move camera up (Y-axis)
 - Space -> move camera down (Y-axis)
- Backspace: Pause/Unpause cycling of scene
- Left arrow: Go to previous scene
- Right arrow: Go to next scene

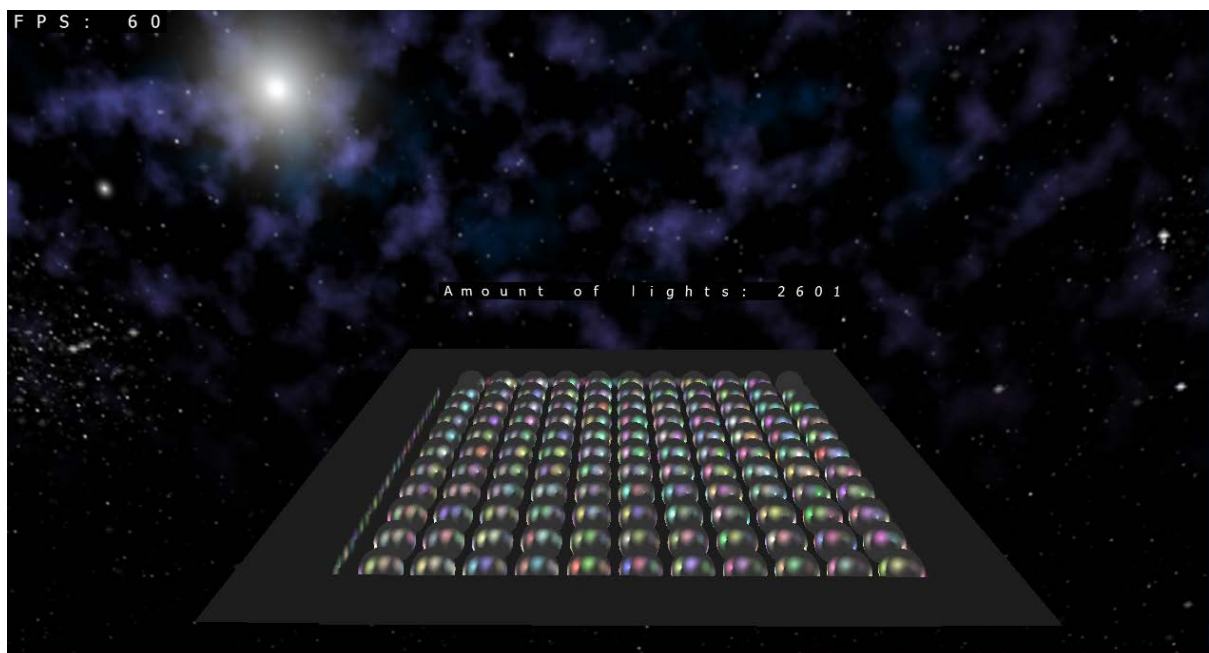
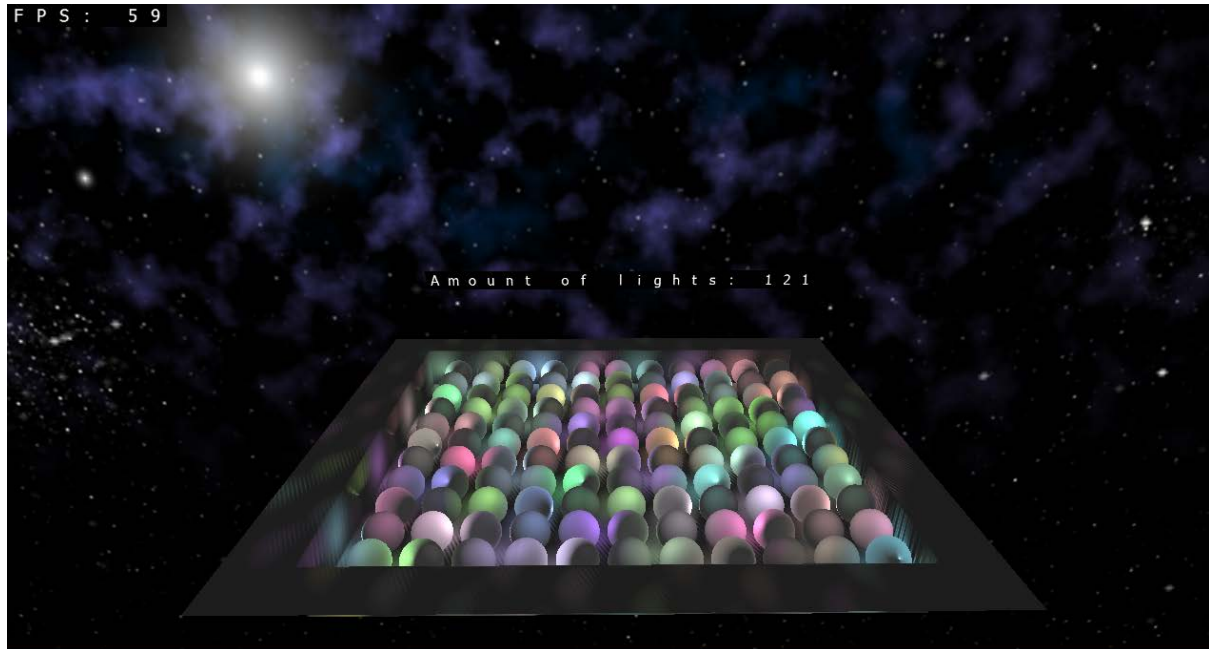
Scene 1

- Hell Knight skeletal animation
 - U -> attack
 - I -> idle
 - O -> walk
- Hell Knight translation
 - Numpad 8: Move Hell Knight in -z direction, and play walk animation
 - Numpad 2: Move Hell Knight in z direction, and play walk animation
 - Numpad 4: Rotate Hell Knight left, and play idle animation
 - Numpad 6: Rotate Hell Knight right, and play idle animation
- Also please notice the sun rotating on the z axis. Need to adjust camera to be seen.



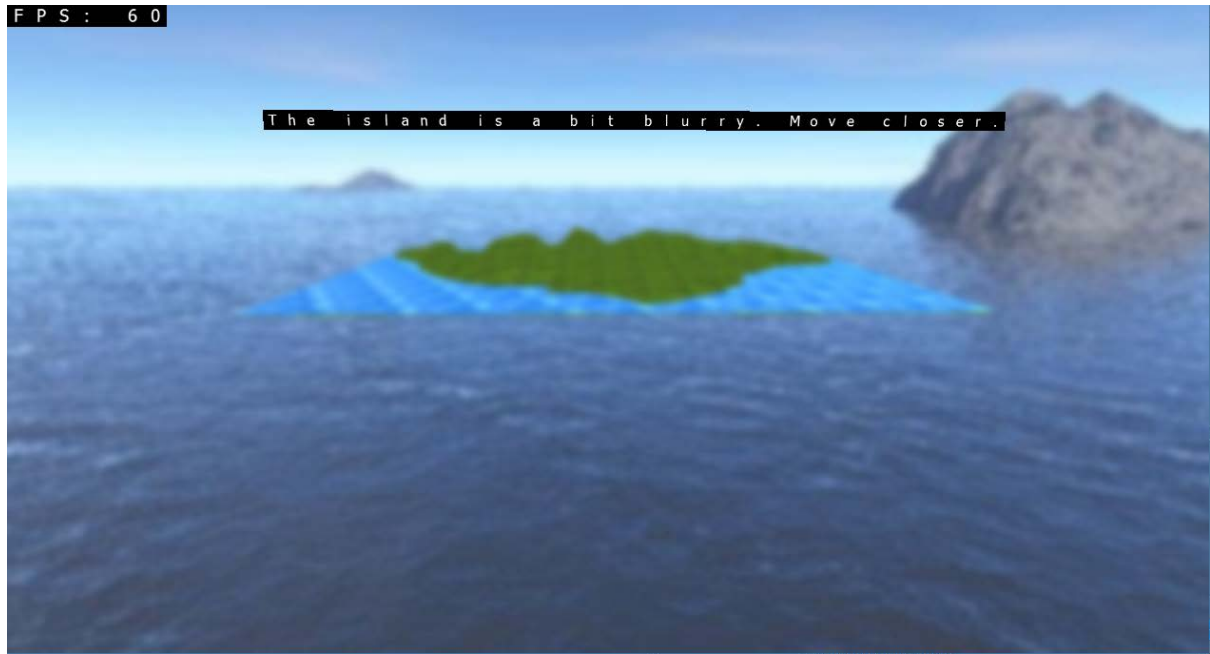
Scene 2

- Numpad "+": Add lights
- Numpad "-": Reduce lights



Scene 3

- Move forward using the camera controls to unblur the island and water.



For scene 2 and 3

- M: enable/disable splitscreen.

