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GUI Documentation

AIE - Assessment 1 Computer Graphics

Summary:

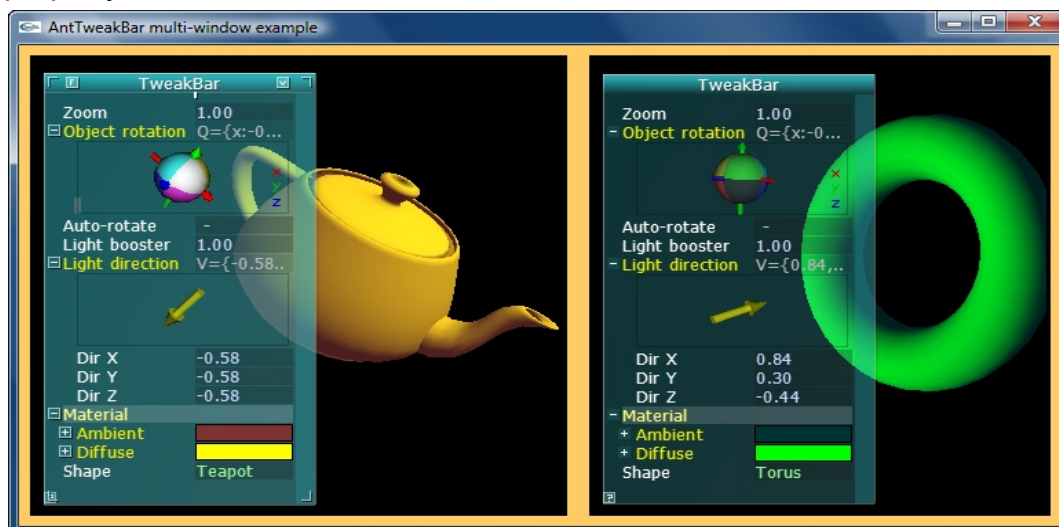
The objective for this assignment is to construct a procedurally generated world using a procedurally generated technique and demonstrating the use of shaders, the purpose of this documentation is to showcase how to use the AntTweakBar feature within the source, and release version of my project

AntTweakBar:

AntTweakBar is a General user interface that allows the user to modify variables / attached to objects during run time. targeted for graphics programming primarily, AntTweakBar is a tool that allows you to tweak the properties e.g(Light or Colour) of objects within a scene

How to use AntTweakBar:

its quite simplistic all you have to do is click on the text box fields within the field and change the values by typing them in manually and clicking somewhere thats not the tweakbar itself to confirm. some text fields allow you to click boxes to increment or decrement values and some allow you to click(drag) the gui interface to change the property



Continue to next page!

Variables modifiable within project:

With my project there are a few properties that can be modified using the antTweakbar. below i explain what each property does:

Particles:

Start Colour: The Start color within the AntTweakBar allows you to modify the GPU Particles Start Colour

End Colour: The End colour within the AntTweakBar allows you to modify the GPU particles end colour property. (the colour it will interpolate to before he is destroyed)

Seed: The seed allows you to change the terrain itself. to use all the user has to do is enter in a generic random value and hit "R" the terrain will reconstruct itself and become a new random selected environment based of the seed value you give it

Scale: Adjusts the scale of the height map to some degree (if you want drastic changes use amplitude and raise scale slightly)

Amplitude: Assists with adjusting the height of the terrain map (does it drastically.

Persistence: attempts to make the terrain consistent in height is also generally a multiplier for Amplitude (should only ever go between 0-1)

Camera Position: Pretty self Explanatory the Camera Position Properties allow you to change where you are in world space. although not related to graphics programming they are useful / a lazy way for moving the camera

Camera Speed: Allows the Person to modify the camera speed. which means they can move faster using the W, A, S, D,Q, E (forward,back, rotate left/right, tilt head up/down)

Light Direction: This allows the user to change the direction of the light which affects the characters textures by making them either brighter or darker depending on where the light source is facing the light direction property affects both the models as well as the terrain within the scene

Ambient Colour: The ambient light simply adds a tinge of colour to the terrain and models within the scene.

Bibliography:

for more information visit:

<http://anttweakbar.sourceforge.net/doc/>