Final Project

User Guide

Computer Graphics and Human-Computer Interaction Lab

School of Engineering

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Group: 12

Class Code: 6590

Contents

1   Objective

The student must apply and demonstrate the knowledge acquired throughout the course.

2   Project Description

- The student must select facade and a space that can be real or fictitious and present reference images of those spaces for their 3D recreation in OpenGL

- In the reference images, 7 objects must be shown that the student will recreate virtually. Those objects must be as close as possible to their reference image, as well as their environment

3   Virtual space to recreate

Figure 1: Facade and room to recreate (reference)

4   Virtual space recreated

4.1   Fachada
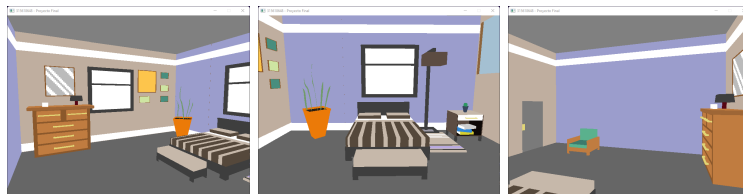

Figure 2: Recreated facade

4.2   Cuarto

Figure 3: Recreated room

5 Running the project

Follow the next steps to run the project:

1. Download the project repository from this link

2. Open the following file: `/Proyecto Final/Release/ProyectoFinal.exe`

6 Environment interactions

6.1 Camera movement

Movement through the environment is done with the following keys:

Key	Description
W	Forward movement
A	Left movement
S	Backwards movement
D	Right movement

6.2 Environment interactions

Key	Description
U	Exterior door animation
I	Room's door animation
J	Leaves animation
K	Bedside furniture's drawer animation
L	Wardrobe's drawers animation
N	Wardrobe's lamp animation

6.3 Animations

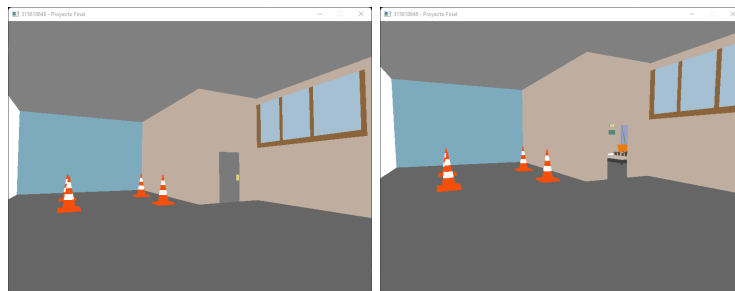

Figure 4: Animation with **U** key
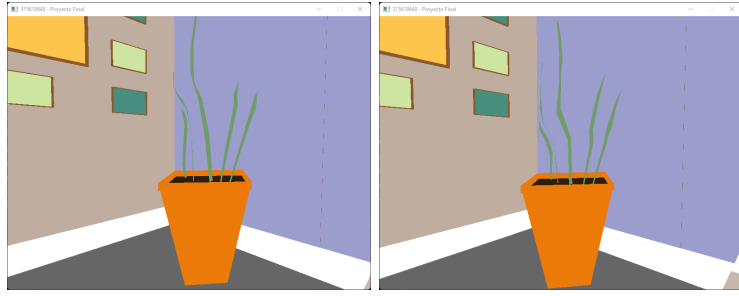

Figure 5: Animation with **I** key
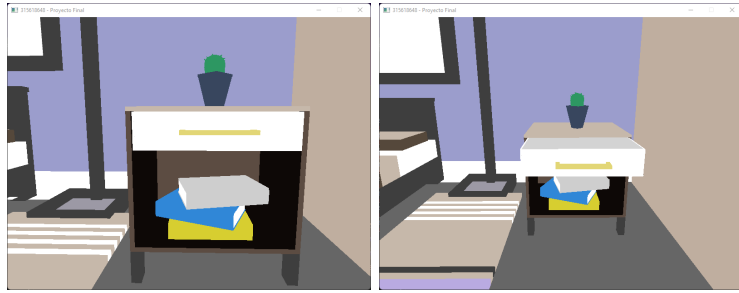
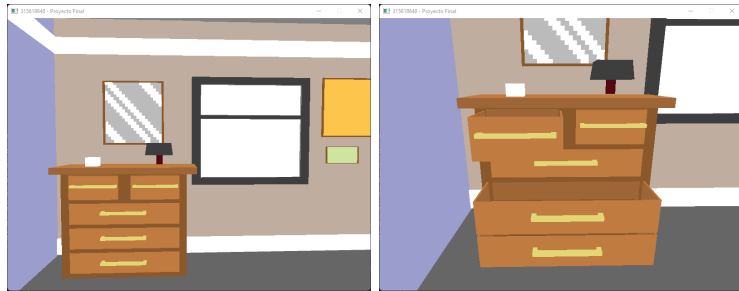Figure 6: Animation with **J** key
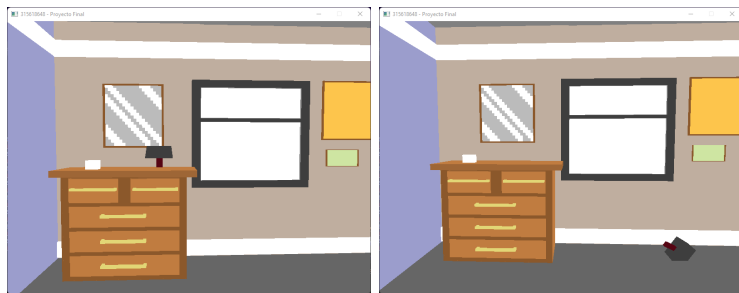

Figure 7: Animation with **K** key

Figure 8: Animation with **L** key

Figure 9: Animation with **N** key