

Mystery Forest

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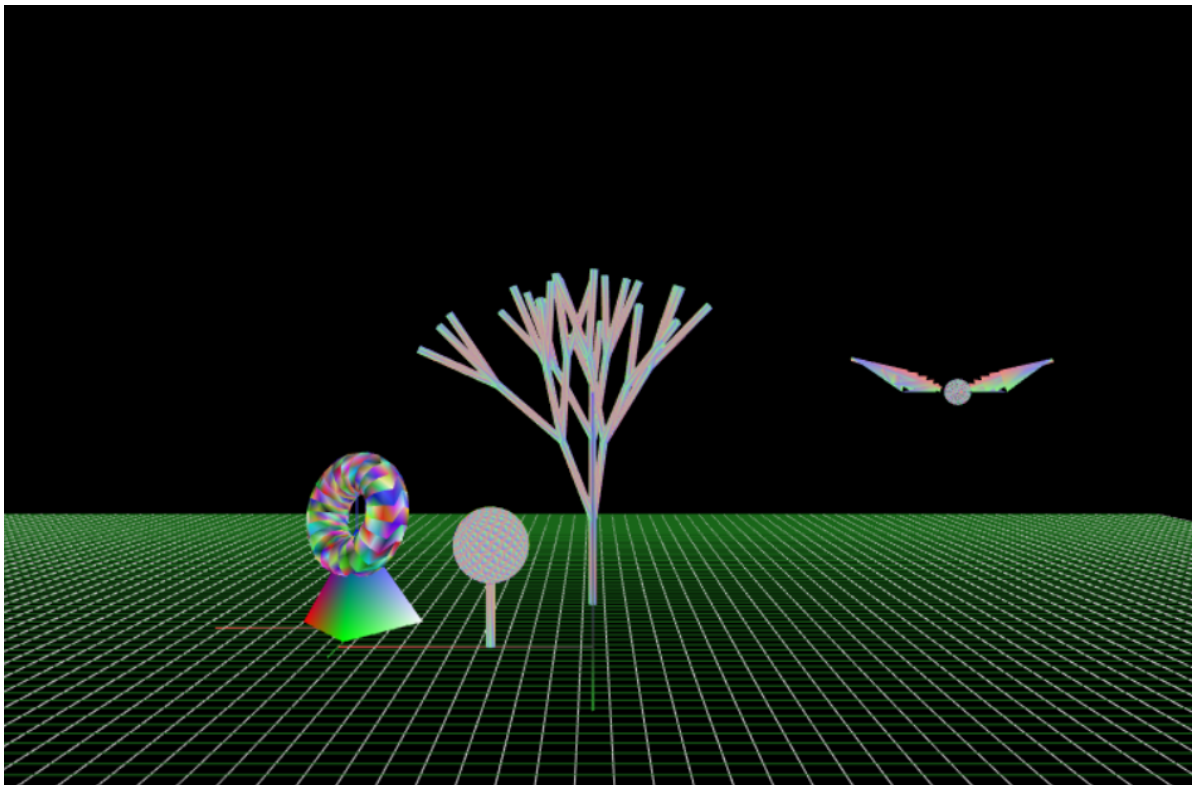
User Guide

This project mostly demonstrates how camera perspective and orthographic view looks like.

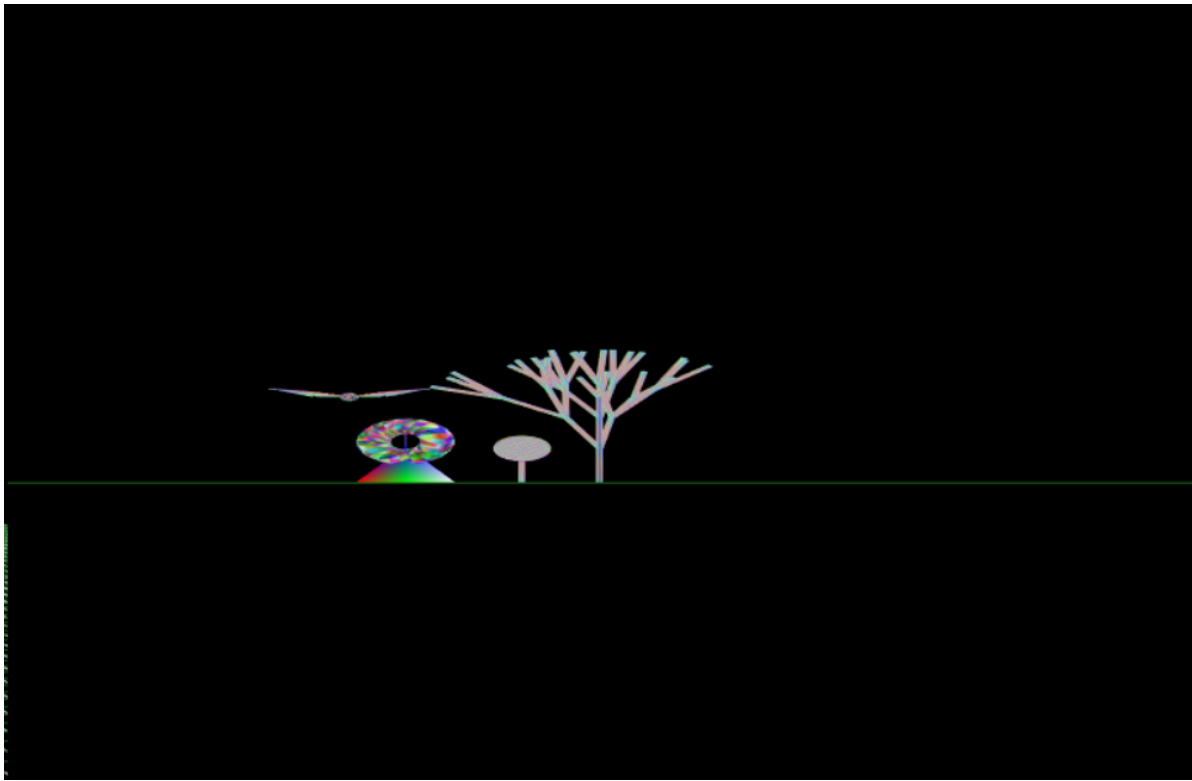
Arrow keys aim the camera without moving it. up/down arrow keys tilt up/down, and left/right arrow keys rotate view left/right. WASD keys move the camera without rotating it, W/S keys move forwards and backwards in direction of gaze and A/D keys 'strafes' camera left/right at current altitude.

Results:

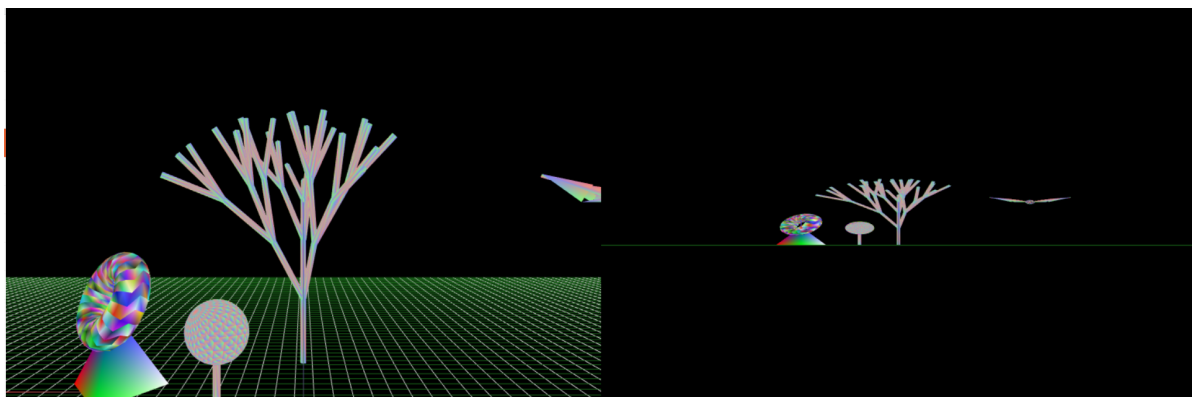
this is the perspective view of the camera



This is the orthographic view of the camera

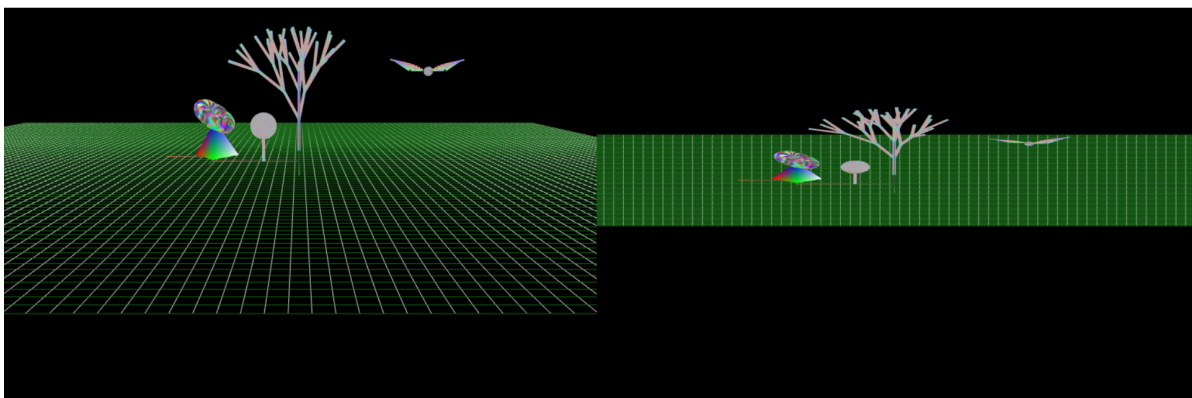


This is what you will see we you zoom in



Please use arrow key ↑ ↓ ← → to aim the camera in any direction without changing position
Please use 'w' and 's' for zoom in and zoom out, and use 'a' and 'd' for 'strafe' left and right
Rotate the triangular pyramid to see the effect of mouse-drag

This is what you will see when you rotate the camera without moving it.



Please use arrow key ↑ ↓ ← → to aim the camera in any direction without changing position
Please use 'w' and 's' for zoom in and zoom out, and use 'a' and 'd' for 'strafe' left and right
Rotate the triangular pyramid to see the effect of mouse-drag

