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# List of all materials in each demo #  
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# For an application of the graphic effect
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```
<RC1_GraphicEffect_Gloss> (Execute File : rc_gloss)  
1 : Sphere
```

```
<RC1_GraphicEffect_Cup> (Execute File : rc_cup)  
1 : Cup  
2 : Mirror
```

```
<RC1_GraphicEffect_BilliardBall> (Execute File : rc_billiardball)  
1 : Ball
```

```
<RC1_GraphicEffect_Watch> (Execute File : rc_watch)  
1 : Cover Glass  
2 : Date Glass  
3 : Table
```

```
<RC1_GraphicEffect_WaterWave> (Execute File : rc_waterwave)  
1 : Sail  
2 : Water Wave
```

```
<RC1_GraphicEffect_Vegetable> (Execute File : rc_vegetable)  
1 : Orange Persimmon  
2 : Red Persimmon  
3 : Red Cherry  
4 : Green Vegetable  
5 : Table
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#####  
# Key events #  
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# General Operation
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. I      : Reset all configuration  
. O, L   : Toggle the light in order  
. S      : Toggle the shadow effect  
. X      : Toggle the usage of a texture's LOD  
. +, -   : Increase and decrease the value of a depth bounce in range  
[0~14], respectively.  
. Q, W   : Increase and decrease the threshold level of a ray bounce in  
range [None, 0~8], respectively.  
. Up, down arrow : Increase and decrease the rendering quality in a general,  
fast, nice and fast-nice case, respectively.  
. Left, right arrow: Increase and decrease the frame speed by a frame's skip  
in range [1, 2, 4, 8, 16], respectively.
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# Material Operation
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. 0~9 : Select the material you want to change its properties
. M : Reset the properties of all materials
. R, F : Increase and decrease the selected material's reflectance,
respectively.
. T, G : Increase and decrease the selected material's transmittance,
respectively.
. Y, H : Increase and decrease the selected material's refraction index,
respectively.