**User Instructions**

Welcome to Zihao’s Rendering “Engine” (Maybe it’s too small to be called an engine for now, but I’ll try my best to make it happen. ^\_^)

**Basic Settings:**

1. Please make sure your solution platform is x86 to make the project successfully built.
2. Please set the command argument as teapot.obj to draw a teapot in scene.

**Camera Control:**

**Keyboard:**

W, S, A, D, R, F  **---------** **Movement**

Q, E, Z, C **--------- Rotation**

T  **--------- Center on the teapot**

P **---------** Switch Projection Mode between **Perspective** and **Orthographic**

**Mouse:**

Click (and drag) left button **---------** **Rotation**

Click (and drag) Right button **---------**  **Movement**

**Light Control:**

Holding the CTRL key, methods to control lights’ navigation are all the same with the camera.

TAB **---------** **Switch to control another light in scene**

CTRL+T **---------** Switch light type between **Point Light** and **Directional**