**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.

**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**

**Object Control:**

**Mouse:**

Click **--------- Select the Object you clicked**

CTRL + Click **--------- Add another selected object you clicked**

**With at least one object selected:**

Click and drag the arrow **--------- move the selected objects towards certain direction**

CTRL + H **--------- Hide the selected objects**

CTRL + C **--------- Toggle Cast shadow property for selected objects**

CTRL + R **--------- Toggle Receive shadow property for selected objects**

Delete **--------- Delete selected objects**

**Light Control:**

CTRL + left click and drag **--------- Rotate a light in scene (mainly useful for direct lights)**

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

L **---------** **Create a light in scene**

**With at least one light selected:**

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

CTRL+S **---------** **Toggle Cast shadow property for selected lights**

CTRL+I **---------** **Increase Intensity for selected lights**

CTRL+J **---------** **decrease Intensity for selected lights**