# **CSC8502 Coursework 2019/20**

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**Keyboard and Mouse Controls**

Navigation/camera controls

|  |  |
| --- | --- |
| W | move forward |
| S | move backward |
| A | move left |
| D | move right |
| move mouse to the left/right | look left/right (increase/decrease yaw) |
| move mouse forward/backward | look up/down (increase/decrease pitch) |
| ↑ | move camera higher |
| ↓ | move camera lower |
| C | enable/disable automated camera movement |
| 1-9 | move camera straight to the pre-set (n) position |

Extra controls

|  |  |
| --- | --- |
| space | switch to split screen (see only the additional objects in the landscape, remove the shadows) |

Textures

wooden\_wall.JPG

wood\_floor.JPG

snowy-roof.jpg

door.JPG

trunk.tga

GrassFrozen.JPG

pine-texture.jpg

bronze.tga

iceflats\_(west).tga

water.tga

Barren RedsDOT3.JPGF

terrain.raw

Meshes

cube.obj

sphere.obj

Shaders

reflectVertex

reflectFragment

skyboxVertex

skyboxFragment

PerPixelVertex

PerPixelFragment

? TexturedVertex

? processfrag

Shadowscenevert

Shadowscenefrag

shadowVert

shadowFrag

DebugVertex

DebugFragment