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Project C: Forgive Me
Father For I Have Sinned

User's Guide

The goal of this project is to fill the screen with a view that contains

1. a "floor" grid,
2. 3 solid, jointed, continually flexing shapes,
3. one headlight camera, and
4. one adjustable light source.

The camera can be piloted using keyboard keys. The adjustable light source and shading and lighting methods can be changed via user inputs on the screen.

| *Input*	*Action*
W	Move forward
S	Move back
A	Move left
D	Move right
Q	Increase altitude
E	Decrease Altitude
G	Switch between shading styles
F	Switch between lighting styles
Mouse click and drag	Move world lamp
Up arrow	Tilt camera up
Down arrow	Tilt camera down
Left arrow	Turn camera left
Right arrow	Turn camera right
Various on-screen fields	Adjust features of world lamp

Results

The scene shows three sets of jointed 3D shapes, a collection of cylinders, spheres and pyramids. The user can pilot around the scene to see the various items as well as adjust the world lamp and lighting and shading methods.
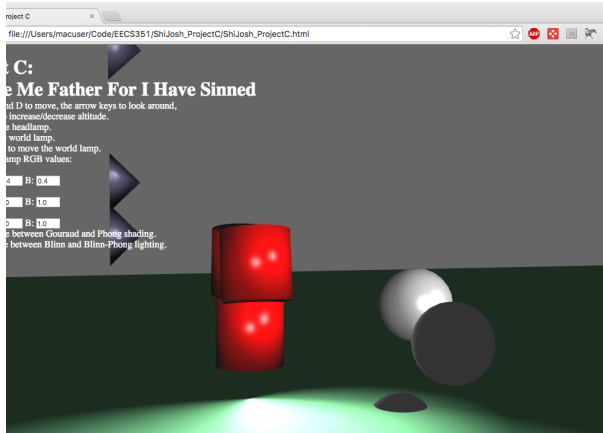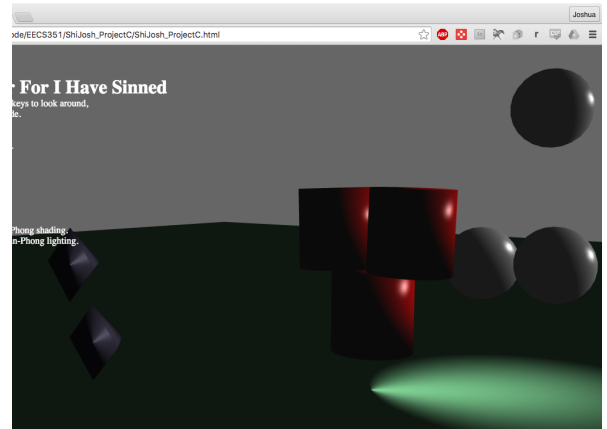

Fig 1. Initial view of scene
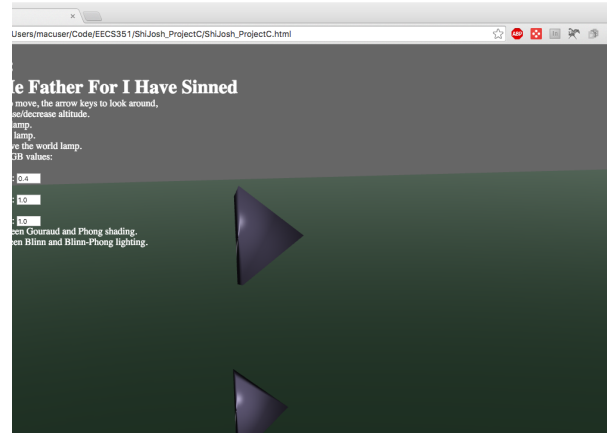
Fig 2. Scene with Blinn lighting
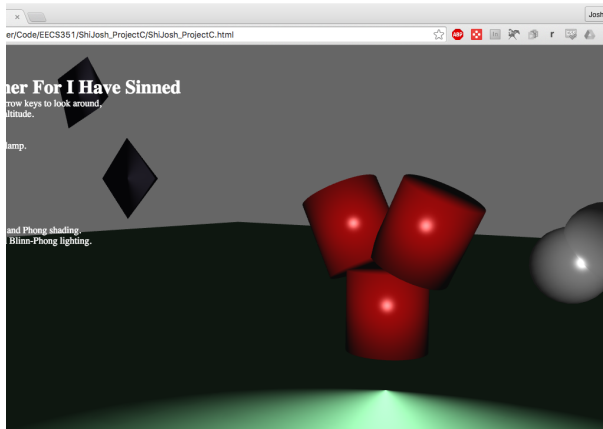
Fig 3. Scene with only headlamp on

Fig 4. Scene with only world lamp on

Scene Graphs