

GUI Documentation

By Tommas Solarino

This document contains the instructions on how to use the GUI in my Assessment 1.



This is what the **GUI** looks like. There are four drop down tabs that each control different parts inside the scene. **Click the + button** to open the tab and start modifying the values.



Under the **Terrain tab** you have the option of changing the seed amplitude and persistence.

The seed is used to generate the terrain.

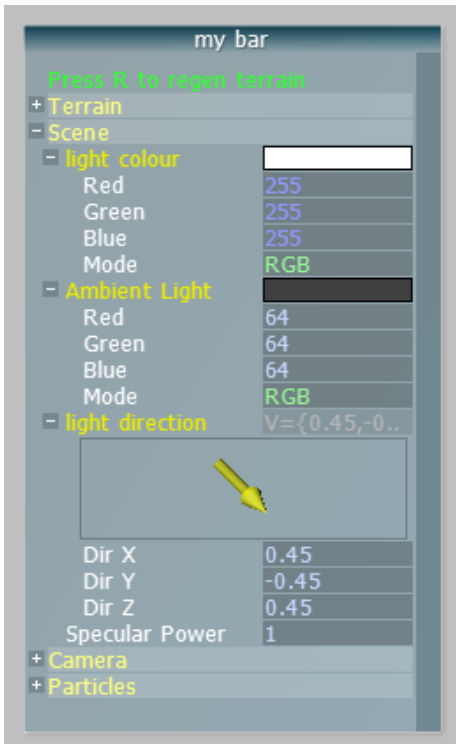
The amplitude controls the hilliness, the higher the amplitude the steeper and hillyer terrain.

The persistence controls the smoothness of the terrain, 0.7 will give you extremely jagged and sharp terrain where 0 will give you smooth ground.

Click a value to change it, after modifying the values to your liking simply **press "R"** to regenerate the terrain. This will take a moment so just wait.

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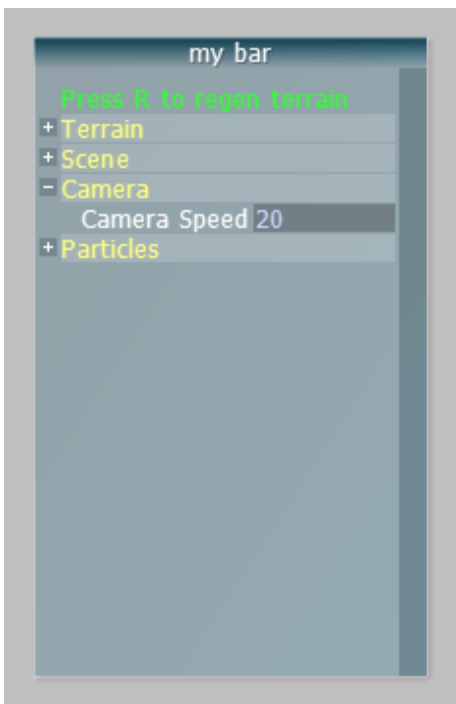
Under the **Scene tab** you can change the light colour, ambient light, light direction and specular power.

Change the **light colour** by modifying the values in the Red, Green and Blue channels.

The **ambient light** controls how bright the scene is without directional light. The higher the RGB values the brighter the scene becomes. Keeping the RGB values the same will keep the scene in its original colours but brighter, changing them will still make it brighter but in a different colour.

Change the **light direction** by clicking and dragging the yellow arrow or by modifying the X, Y or Z components.

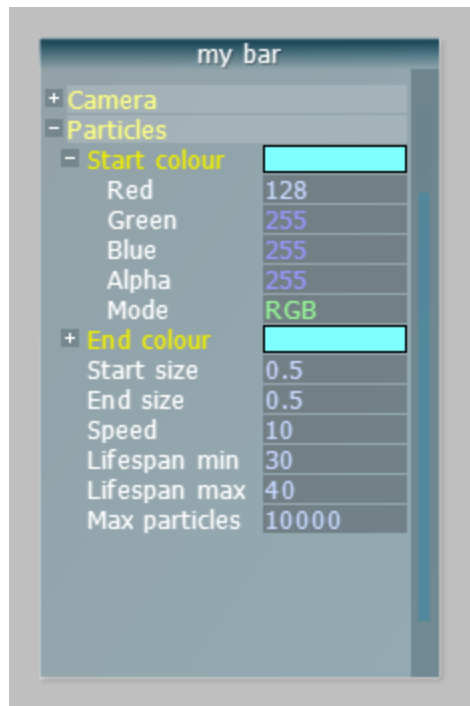
The **Specular power** controls the shine of objects.



You also have the option of changing the **camera speed** to your liking.

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Under the **Particles tab** you can change aspects of the particles within the scene.

The **start and end colour** can be changed by clicking the “+” button on the tab and then by clicking the numbers and changing their values.

The **start and end size, speed** of the particles, **maximum and minimum life span**, and the total **number of particles** in the world can all be altered by changing its value.