



















1. To run TerrainPatches.cpp

Please put the following files and directories in the same directory as TerrainPatches.cpp

- (1). loadTGA.h
- (2). TerrainPatches.vert
- (3). TerrainPatches.cont
- (4). TerrainPatches.eval
- (5). TerrainPatches.geom
- (6). TerrainPatches.frag
- (7). HeightMaps
- (8). SurfaceTextures

source > repos > cosc422_assignment1_terrain > cosc422_assignment1_terrain

<input type="checkbox"/> Name	Date modified	Type	Size
 Debug	11/08/2022 5:36 PM	File folder	
 HeightMaps	1/08/2022 10:54 PM	File folder	
 SurfaceTextures	7/08/2022 8:44 PM	File folder	
 cosc422_assignment1_terrain.vcxproj	8/08/2022 7:49 PM	VC++ Project	8 KB
 cosc422_assignment1_terrain.vcxproj.filters	8/08/2022 7:49 PM	VC++ Project Filters ...	2 KB
 cosc422_assignment1_terrain.vcxproj.user	1/08/2022 10:26 PM	Per-User Project Opti...	1 KB
 DevIL.dll	23/07/2022 7:57 PM	Application extension	1,448 KB
 freeglut.dll	23/07/2022 7:57 PM	Application extension	311 KB
 glew32.dll	23/07/2022 7:57 PM	Application extension	381 KB
 glew32d.dll	23/07/2022 7:57 PM	Application extension	381 KB
 loadTGA.h	1/08/2022 12:29 AM	C/C++ Header	3 KB
 msvcrt100d.dll	23/07/2022 7:57 PM	Application extension	1,470 KB
 TerrainPatches.cont	11/08/2022 5:49 PM	CONT File	2 KB
<input checked="" type="checkbox"/>  TerrainPatches.cpp	11/08/2022 5:36 PM	C++ Source	13 KB
 TerrainPatches.eval	11/08/2022 5:48 PM	EVAL File	1 KB
 TerrainPatches.frag	10/08/2022 12:18 AM	FRAG File	1 KB
 TerrainPatches.geom	11/08/2022 5:49 PM	GEOM File	4 KB
 TerrainPatches.vert	11/08/2022 5:48 PM	VERT File	1 KB

2. If the key actions are not working, please check if the Caps Lock is on.

3. To clearly see the dynamic level of change of tessellation levels, please

(1) press **space** key to switch to wireframe mode

(2) press key 't' key to switch the tessellation level range from [30, 100] to [1, 10].

To switch back to range [30, 100], please press the key 't' again.

4. To increase or decrease fog level, please first press key 'f' to enable fog.