

/* Instructions

Class: CS 355
Assignment: Case Study 7.1
Programmer: David Hounninou
Instructor: Dr. Morse
Date assigned: October 28, 2008
Date completed: December 09, 2008*/

The sdl file is scenemesh.dat

Control Commands:

Up key: camera pitch down
Down key: camera pitch up
Right key: camera yaw right
Left key: camera yaw left
w: camera slide in
z: camera slide out
a: camera roll clockwise
s: camera roll counter clockwise
g: camera start fly through
q: program exit