

User documentation

Here is a short explanation of all the controls available to the user.

1. Sliders

- Resolution

This slider controls the grid resolution. The initial value is 100*100 (10.000 points) and every tick increases the number of points by approximately 10.000 points. The maximum is 100.000.

- Animationspeed

This slider controls the speed with which the effect is animated. Initially the speed is set to the lowest value. The maximum value is 10 times faster than the minimum.

- Wavelength

This slider controls the wavelength. Initially its set to the lowest value.

-Amplitude

This slider controls the amplitude. Initially its set to the maximum value. The minimum value is equal to an amplitude of 0, which means that the image is not distorted at all.

- Damping

This slider controls the damping factor. Initially it is set to no damping.

- Red

This slider controls the red component of the color that is blended with the texture. Initially its set to the maximum of 1 and can be decreased to 0.

- Green

This slider controls the green component of the color that is blended with the texture. Initially its set to the maximum of 1 and can be decreased to 0.

- Blue

This slider controls the blue component of the color that is blended with the texture. Initially its set to the maximum of 1 and can be decreased to 0.

- Alpha

This slider controls how transparent the texture is. Initially it is set to no transparency and can be increased until the texture is completely transparent.

2. Check Boxes

The two check boxes are used to select the desired mode of distortion. Waterwaves mode means that the picture is distorted in z-direction and Distortion mode means that its distorted in x- and y-directions.

3. Remaining controls

- Play
Starts the animation.
- Pause
Pauses the animation.
- Stop
Stops the animation.
- Reset
Resets the animation.
- Load Image(s)
Loads a new image that will be used as a texture.
- Quit
Ends the program.
- Reset camera
Resets the camera position.
- Reset FOV
Resets the viewing distance.

4. Specifying wave centers

The user can specify wave centers by clicking on the picture. There are up to five wave centers possible.