



Experience

Universidad Nacional Autónoma de México
Facultad de Ingeniería

Computer Graphics and Human-Computer Interaction

Teacher

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Student

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Overall experience

The experience that I got from having carried out this project was very pleasant in general. Beyond learning computer graphics concepts, I got a first approach to what a real project would be, where the delivery of the final product has to be fulfilled on the established date, where budgets have to be calculated, using different technologies for the development of software, work under a planning scheme and, above all, work as a team.

Computer graphics

Speaking of the field of computer graphics, I had no idea how development environments worked, much less how programming was. Thanks to both the theory and laboratory class, in addition to this project, I already have, what I consider, the bases to be able to develop my own video game. I also found the application of many subjects that I took in basic sciences such as geometric transformation where calculus is applied, linear algebra, etc. In addition to all of the above, I learned to use tools such as the OpenGL and 3ds Max libraries among the highlights.

Experience throughout the project and description of activities

When we planned the project activities we decided to divide the work between the two students that made it up, one member would be in charge of the animations and the other member would focus on the static objects, start and end dates were established for each of the activities but , throughout the development, different problems arose that made us modify the original plans, of course, without losing sight of the final objective.

I had to focus on static objects where my main task was to download the models, assign textures, design the map, modify the background, among other things such as the delegation of activities or preparing everything related to the repository.

At first it was difficult as I was downloading models that, when opening them in 3ds max, lost properties which resulted in a waste of time, but over time I acquired the skills to know which models could be useful and how to assign the texture to them. to later add them to the project scenario. The same case happened for the models that I created on my own but over time I realized that the process was merely repetitive. This process consisted of creating the primitive, assigning the texture and exporting it, opening the project code and within it, assigning the necessary variables and applying the transformations provided by the OpenGL libraries.

Conclusions

Without a doubt, carrying out this project made a great impression on me and I feel motivated to continue doing projects of this nature. In conclusion, the personal objectives of carrying out the project were fulfilled since the greatest number of concepts seen in theory and practice were used.