

CONCLUSIONS

Carrying out this project allowed us not only to put into practice our knowledge learned in a theoretical way during the whole semester but also allowed us to use the knowledge acquired during the laboratory classes as well as to start having a different approach to the creation of animations in the form of code; It also gave us a challenge because we had to see how we would be working with components that would give our models the "feel"/"perspective" of reality to create shadows or that they would "reflect" light when interacting with it and thus see them from different perspectives as a real object.

It also allowed us to play with our creativity to be able to recreate a scenario from "0" since as such we were using existing figures/objects which we should only model and load them into our program. During the course and during the creation of the project we not only learned how to create animations in a way in which we do not use a graphic interface but we understood how animated videos or video games from past times were created with basic primitives and that, practically every animation is created with basic primitives (point, line, triangle).

Not only did we learn how to create our own animations with OpenGL but we also learned how to use 3D modeling software which let us create our own models/objects from scratch so that we don't have to rely on web pages to search for those objects. The project and the course was as enjoyable as possible allowing us to have enough motivation to learn the topics without further problems.