

Account Number: 315229781

Group: 9

Technical manual



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## 1. Objective

- The student must apply and demonstrate the knowledge acquired throughout the course of the Computer Graphics and Human-Computer Interaction subject.
- Recreate a small neighborhood in which our house to be modeled is included along with complements to complete the theme.

## 2. Introduction

This project was developed in C++ language using OpenGL, as well as various graphical libraries such as: GLEW for managing OpenGL functions, GLFW for managing windows, SkyBox for the background on the scene, glm for basic transformations models, among others. In addition, the Maya Modeling Software and the GIMP image manipulation software were used.

## 3. Methodology

For the development of the project, the Life Cycle of an Information System or CVSI methodology is used, which consists of 4 main stages: Analysis, design, development, and implementation.

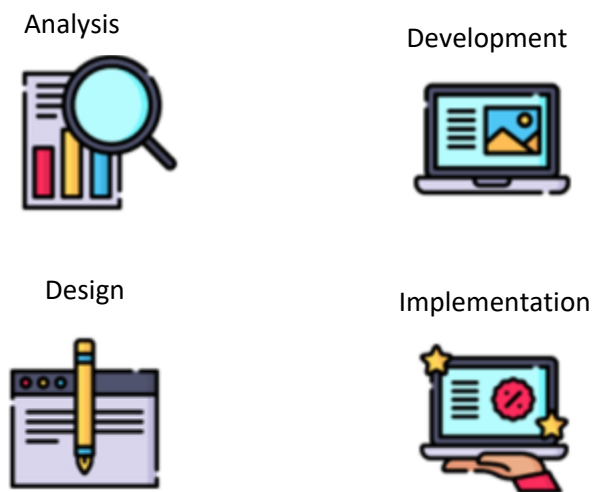


Figure1. Methodology

Below is a diagram with the main activities of the project.

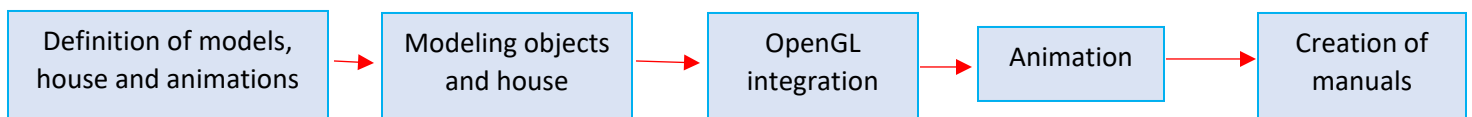


Figure 2. Activity scheme

### 3.1 Activity Schedule

[illegible]

## 4. Analysis

In this phase, the theme to be recreated was selected and the scope of the project was defined.

### 4.1 Theme

The selected theme was of a small neighborhood in which our house made in detail in Maya will be found, as well as other models to complement the theme.

### 4.2 Scope

The project must comply with the following points.

- Technical manual and user manual
- Upload to remote repository (GitHub)
- House modeling
- Model texturing
- 5 animations
- Camera operation

## 5. Design

### 5.1 Tools

#### 5.1.1 Software

1. Visual Studio 2019: Development IDE
2. Maya modeling software 3D
3. Gimp: image manipulation software

#### 5.1.2 OpenGL libraries

1. GLFW: biblioteca para la realización de cálculos matemáticos que permiten aplicar operaciones de transformación en modelos.
2. GLEW: library for managing OpenGL functions.
3. glm: library for performing mathematical calculations that allow applying transformation operations on models.
4. skybox: SkyBox load in graphical environment.

#### 5.1.3 Resources

1. Turbosquid - <https://www.turbosquid.com> : 3D model catalog.

## 5.2 Maya models

- Bed



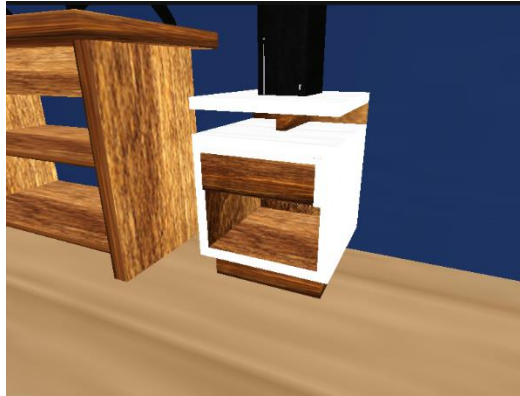
- TV Stand



- Desk



- Small furniture



- Shelf



- Desk chair



- Television



## 5.3 Animations

- Windows

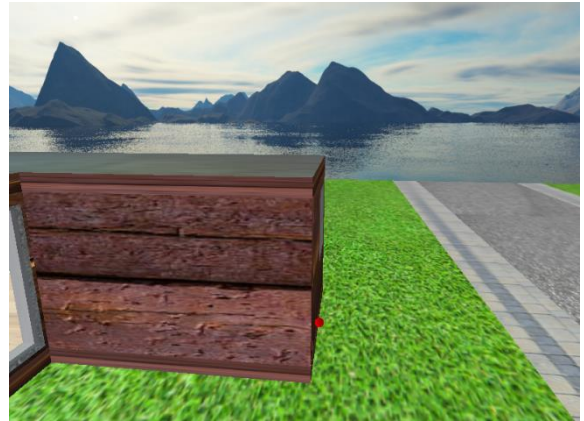
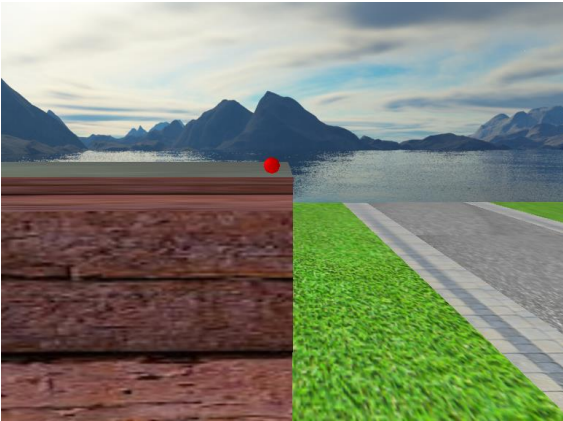


- Doors





- Free falling ball



- Soccer Ball (parabolic motion)



- Guy (Keyframes)



## 6. Development

At this phase of the development of the project, the analysis and design previously carried out began and the individual models began to be developed using the Maya Modeling software. Once

the models were created, a project was created in Visual Studio 2019 to load the models and then perform the animations.

## 7. Implementation

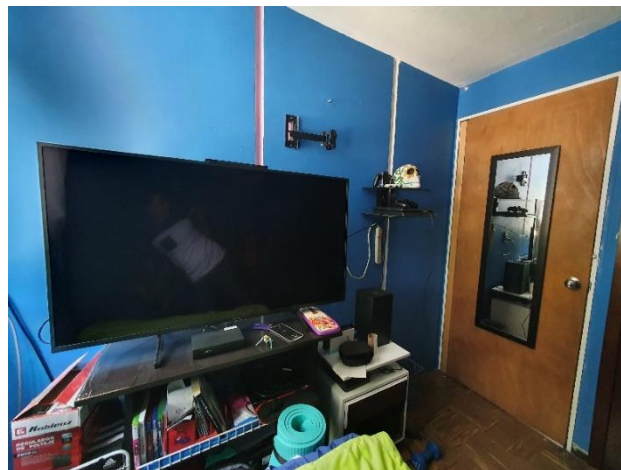
Once the models have been created, they are loaded into OpenGL to be positioned in their respective places. First, static models are loaded, that is, models that will remain in place all the time; subsequently, the individual loading of the models that will be animated is carried out. Once with the models loaded, we proceeded to make the animations. As a last step, the lights were arranged to uniformly illuminate the virtual space.

## 8. Project Cost

Definition	Cost	Addition
Cost estimate by model	\$30 usd x 27	\$ 810 usd
Modeler Salary	\$1500 usd	\$1500 usd
Developer salary	\$1200 usd	\$1200 usd
Maya License	\$1700 usd (1 año)	\$ 1700 usd
Visual Studio License	\$100 usd	\$100 usd
Average electric light	\$50 usd	\$50 usd
Computer equipment expense	\$1500 usd	\$1500 usd
Internet	\$30 usd	\$30 usd
Grand Total		\$6890 usd

## 9. Images from the real world

- Room





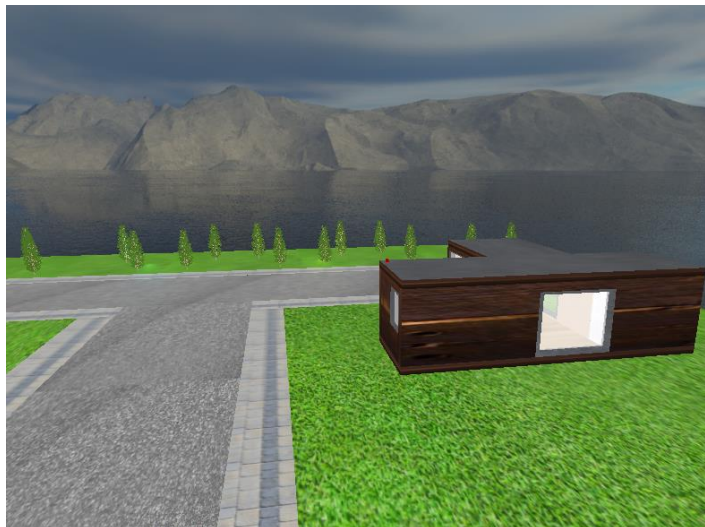
- House



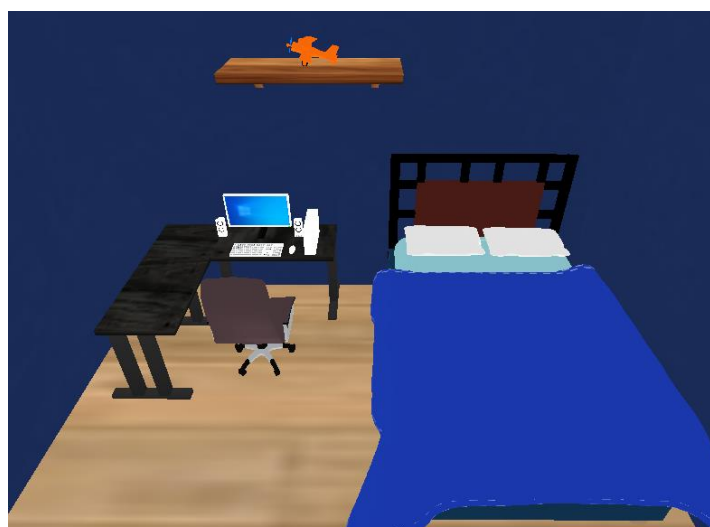
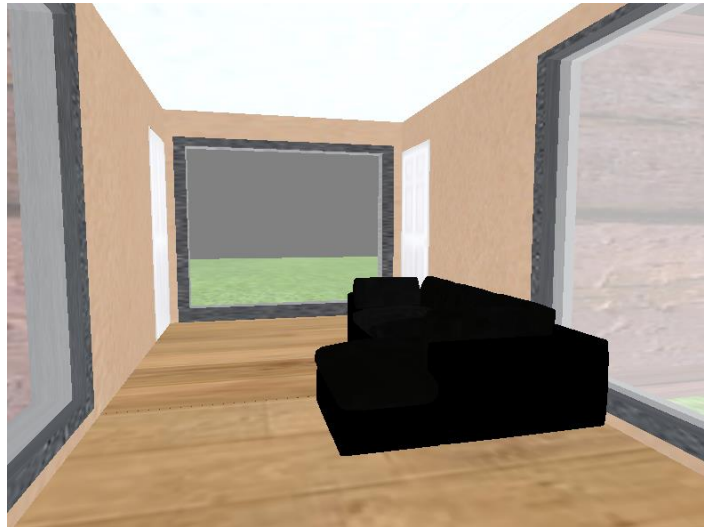


## 10. Results

### - Outside



- Inside





## 11. Conclusions

The project was a challenge, more than anything because we must make our own animations, get different models, and check which ones best suit our needs, in the same way it was important to consider the location of each of the elements and its size, since each one must be in accordance with reality.

Make the scheme of the house together with the arrangement of the elements that go inside it, later in the modeling all the elements that would complement the theme of the project, this includes trees, the house, are very important since they need to be created according to the theme of the project.

Each of the animations were difficult, since apart from remembering what was done in past practices, I had to consider what the object to animate would do and on what axis it must do to achieve the desired movement.

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