



NATIONAL AUTONOMOUS UNIVERSITY OF MEXICO

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Facultad de ingeniería

# STORAGE SYSTEMS USED

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Group 11

Semester 2022-1

# STORAGE SYSTEMS USED

I used two storage systems: Github and Drive, I used both tools because when I uploaded my models in Github only the text document extension .mtl was uploaded, the objects I don't know why they were not uploaded and I didn't have much time available to find out the reason.

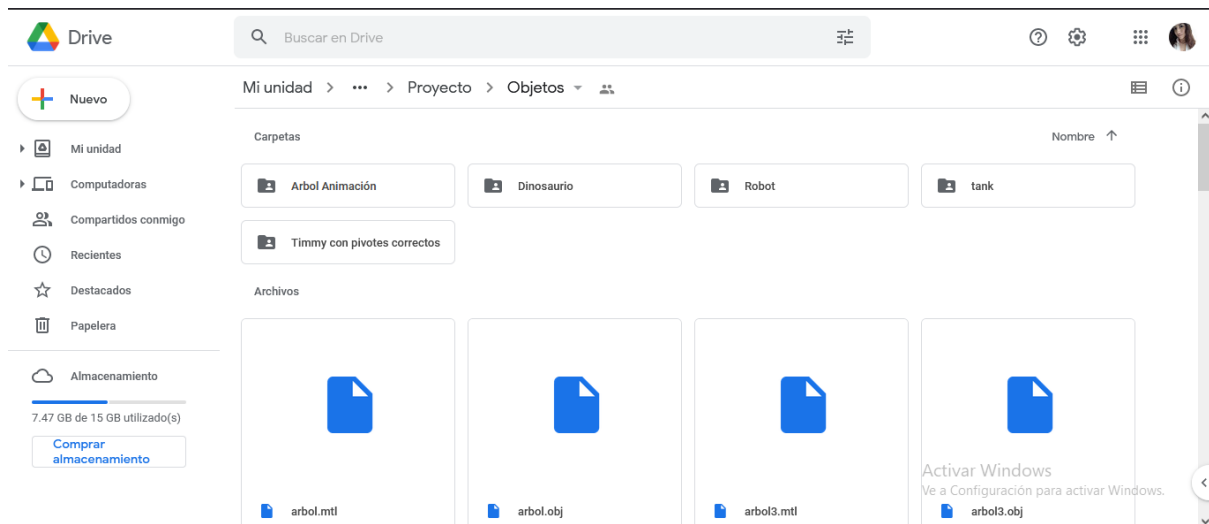
Personally I quite like using Github, I think it is an extremely useful tool for teamwork or just as a repository to store important projects, mainly when it comes to programming projects, that is to say involving code.

Importing and exporting from Github is extremely simple and fast, which makes it a very practical tool for sharing code.

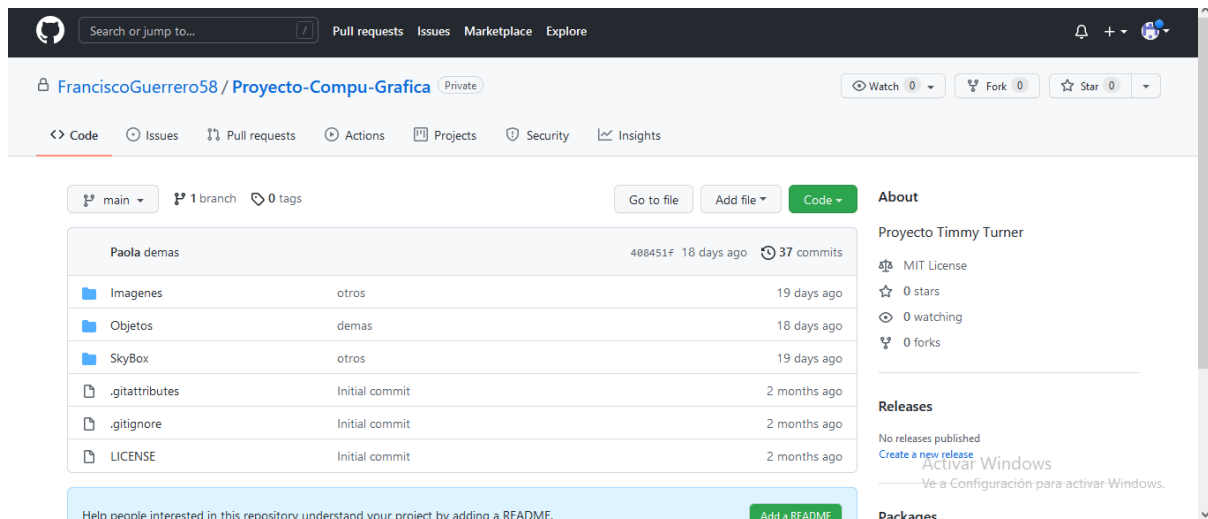
As I mentioned before I also use Drive, it is a tool that I personally use a lot, since it is in the cloud, so I can access my documents from anywhere and at any time. I used Drive to save there all the .obj files and that my partner could download them easily, after having shared all the textures and mtl through Github, personally of course I would have preferred to use only Github to share this information but anyway I consider that using both was a good idea, because if something happened in the Git we had a little backup in the drive, by something I mean to modify or delete something by mistake.

Due to the situation presented above I have the Git where I was sharing the objects with my partner, the drive and finally I have my own Git where I uploaded the project to have it available and stored online.

- **Drive**



- **Github**



Git league with pure models (Textures, .mtl and images):

<https://github.com/FranciscoGuerrero58/Proyecto-Compu-Grafica>

Drive link where the Objects (.obj) are located:

<https://drive.google.com/drive/folders/1erL6zkik--xeMglCxMnWwCps-3p9gE90>

Complete Repository: <https://github.com/DianaAldape/CGEIHG.git>