



Universidad Nacional Autónoma de México
Facultad de Ingeniería



División de Ingeniería Eléctrica
Departamento de Ingeniería en Computación

Computación Gráfica e Interacción Humano-Computadora
Grupo 3

Proyecto | Zoológico

Integrantes:

Cuellar Ortiz Diana | 316193779

Toledo Bedia Dilan Gerson | 723035132

López Mendoza Ricardo | 317057757

Cuellar Ortiz Diana:

During the development of this project, I was able to put into practice the knowledge I acquired throughout the semester, both in the laboratory and in theory. I learned to animate using traditional methods with conditionals in Visual Studio, as well as through software like Blender using bone animation. However, my favorite part of this project was the modeling and texturing of the characters, as I was able to refine this technique and achieve satisfying results.

The development of this project required a significant investment of time and effort. It is clear that it is not a task that can be completed overnight. Fortunately, the teamwork was very rewarding, as we maintained excellent communication and made consistent progress. Despite belonging to different groups in the laboratory, this circumstance turned out to be beneficial as it allowed us to implement simpler techniques and learn from each other, thus accelerating the project's development.

In conclusion, we successfully completed the project, fulfilling all the proposed activities. I am pleased that the zoo's development resembles the cartoon, which gives it a special charm. I am satisfied with the results achieved and consider this experience to have significantly contributed to my growth and skills in the field of animation.

Toledo Bedia Dilan Gerson:

It was a long development process, in which we learned many techniques, concepts and ways to put into practice what we learned at CGEIH. Already with the proposed project of the zoo, we got down to work and for long weeks we implemented, corrected and added ideas that complement this deliverable, in such a way that our project is relevant and well worked.

For my part, I learned a lot about texturing, animation and how to implement it cleanly in OpenGL. Which, this is very gratifying and enriching in my student development and fixing, more accurately, if I want to dedicate myself to this or not. Whatever my decision, I think my creativity went up another notch. I think it was a good job and learning path.

López Mendoza Ricardo:

During the time it took to complete this project, I learned several new skills that are required to successfully finish the project. This included knowing how to use different modeling tools, depending on the task at hand. In our case, we used 3D's MAX to model the different structures and Blender to animate certain models. I also learned how to manage time effectively to avoid getting overwhelmed with tasks at the last moment and how to troubleshoot and identify the cause of errors when they occur.