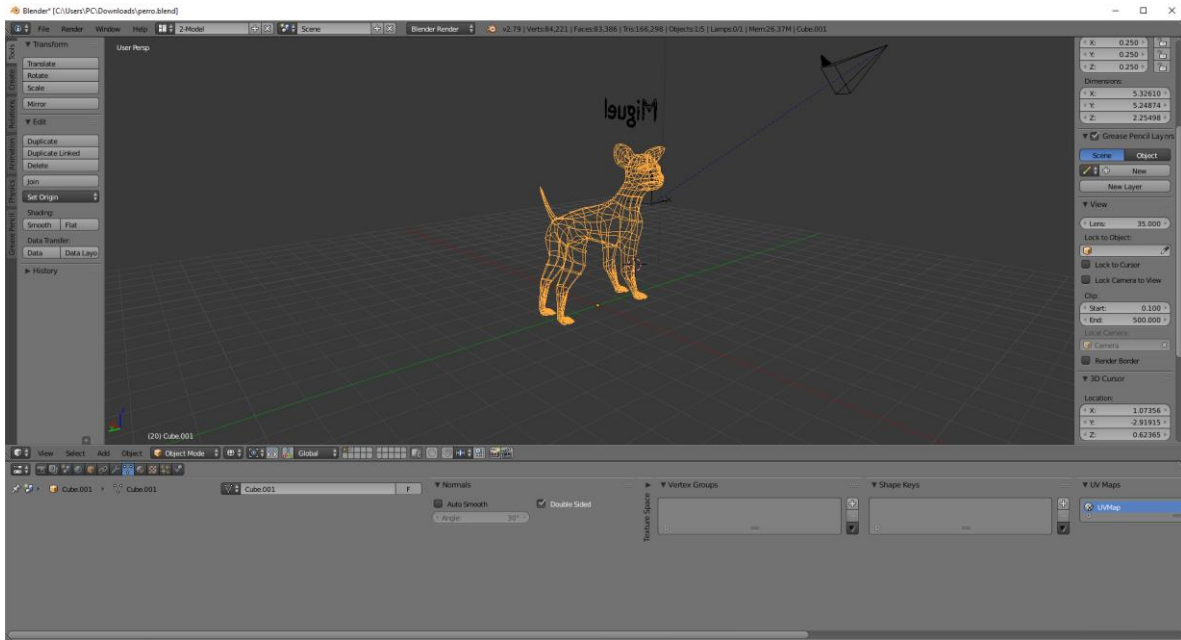
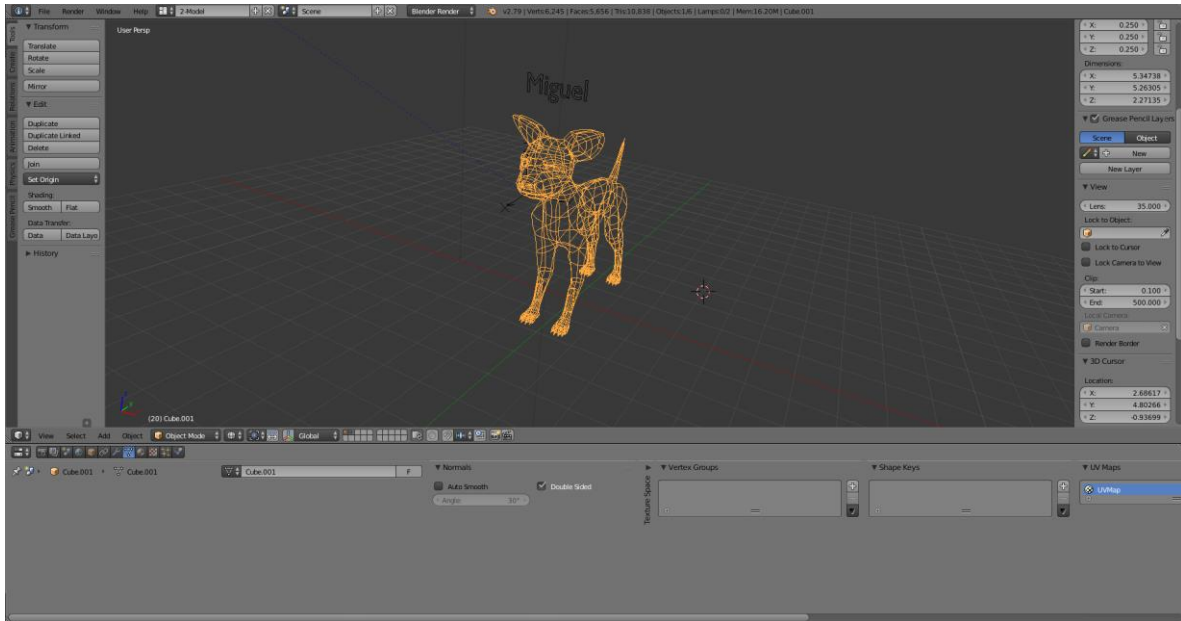
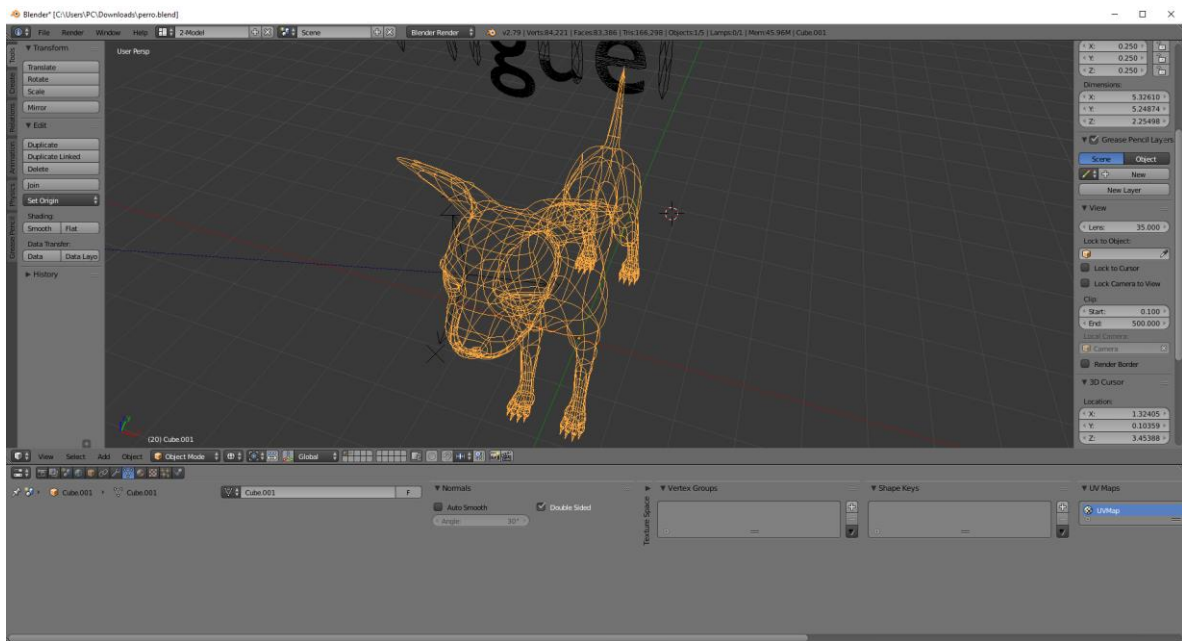
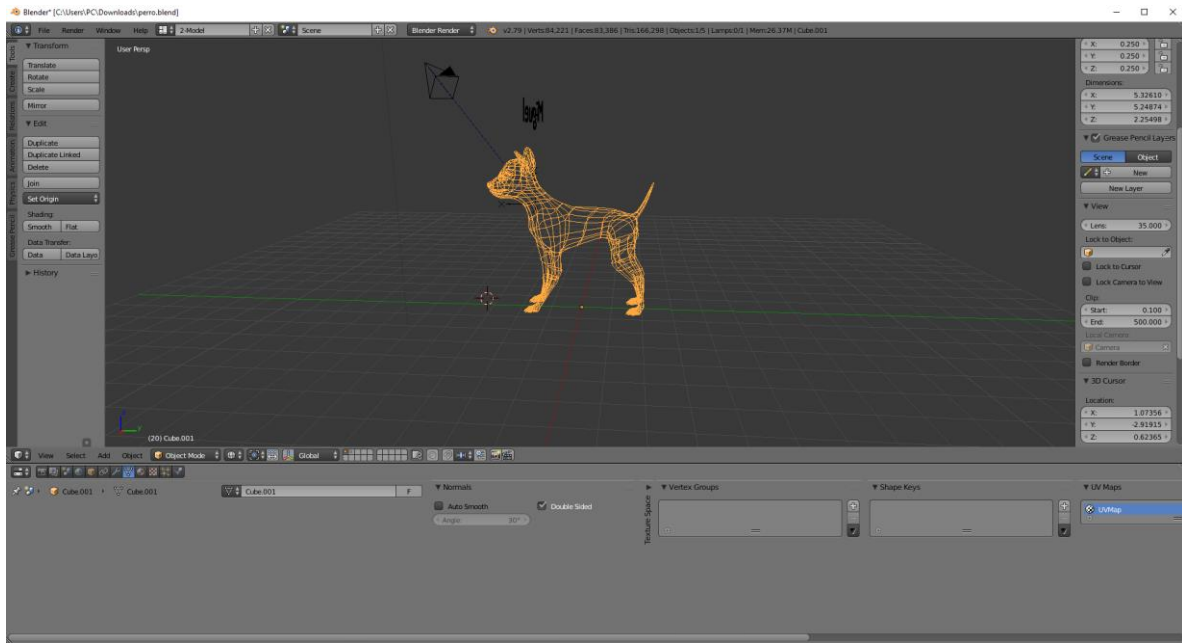
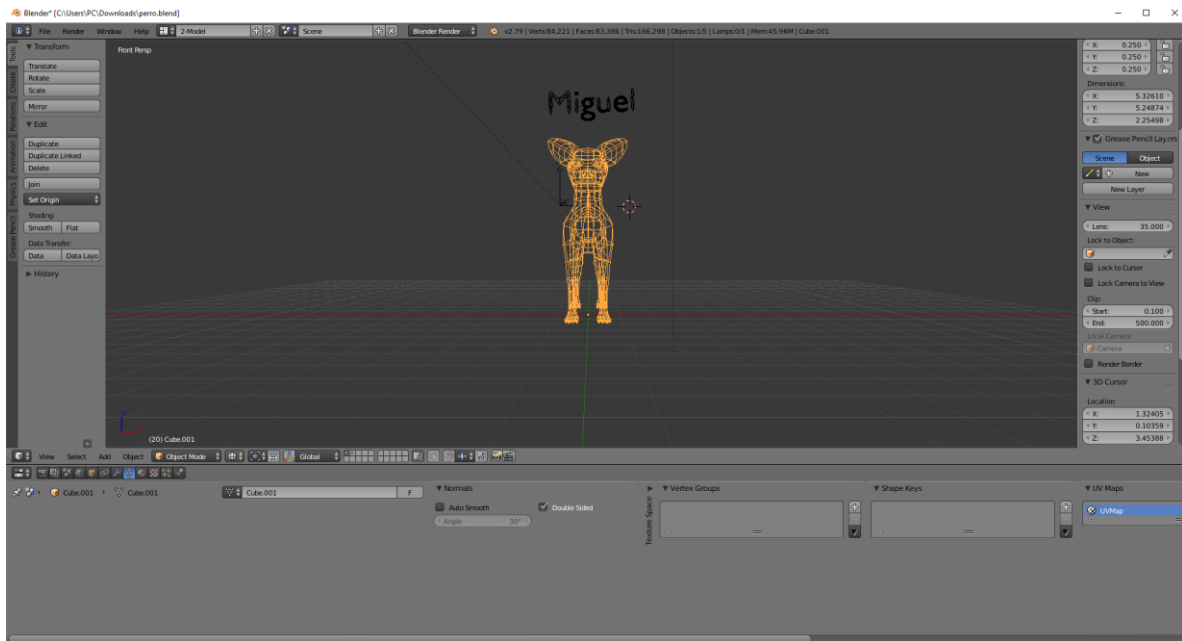


EJERCICIO 1

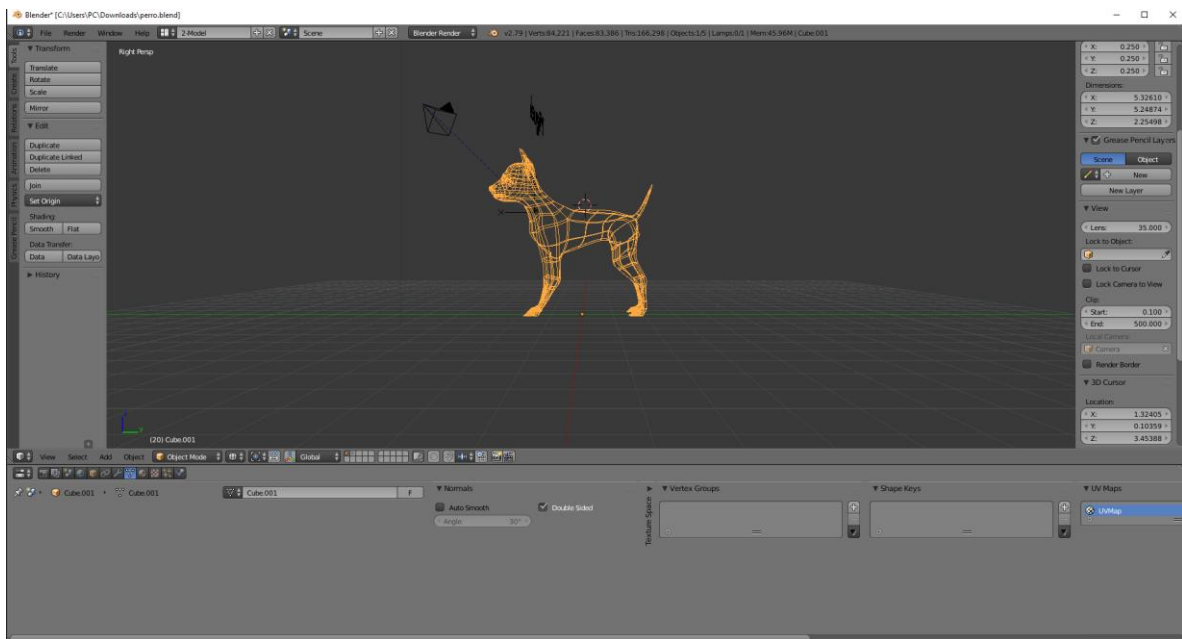




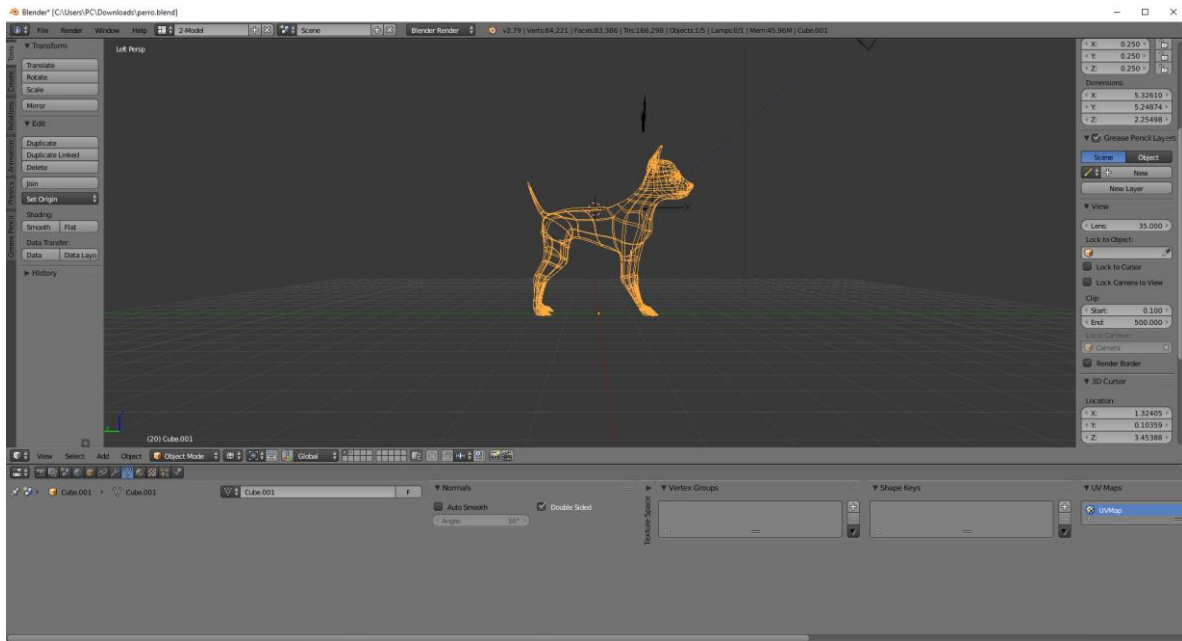
VISTA FRONTAL



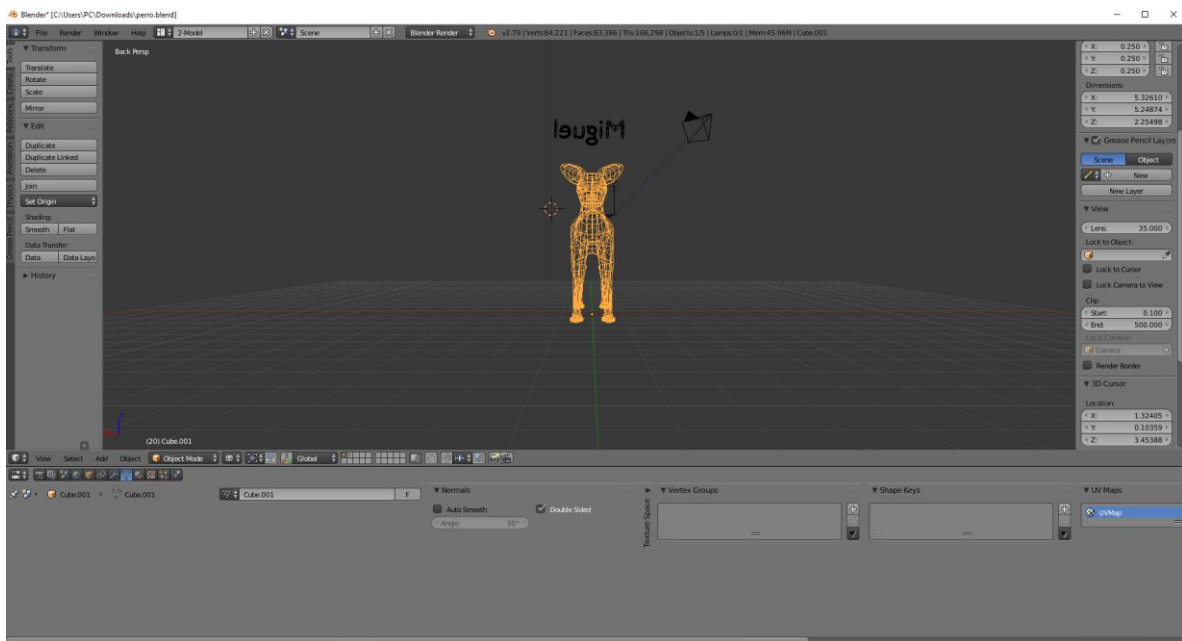
VISTA LATERAL DERECHA



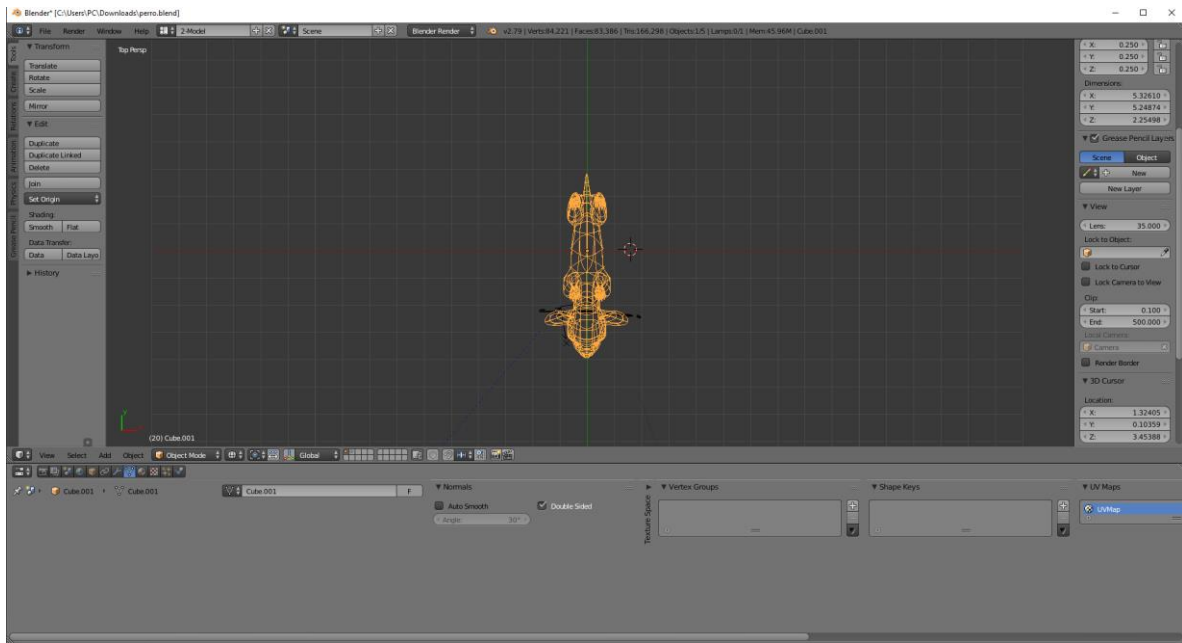
VISTA LATERAL IZQUIERDA



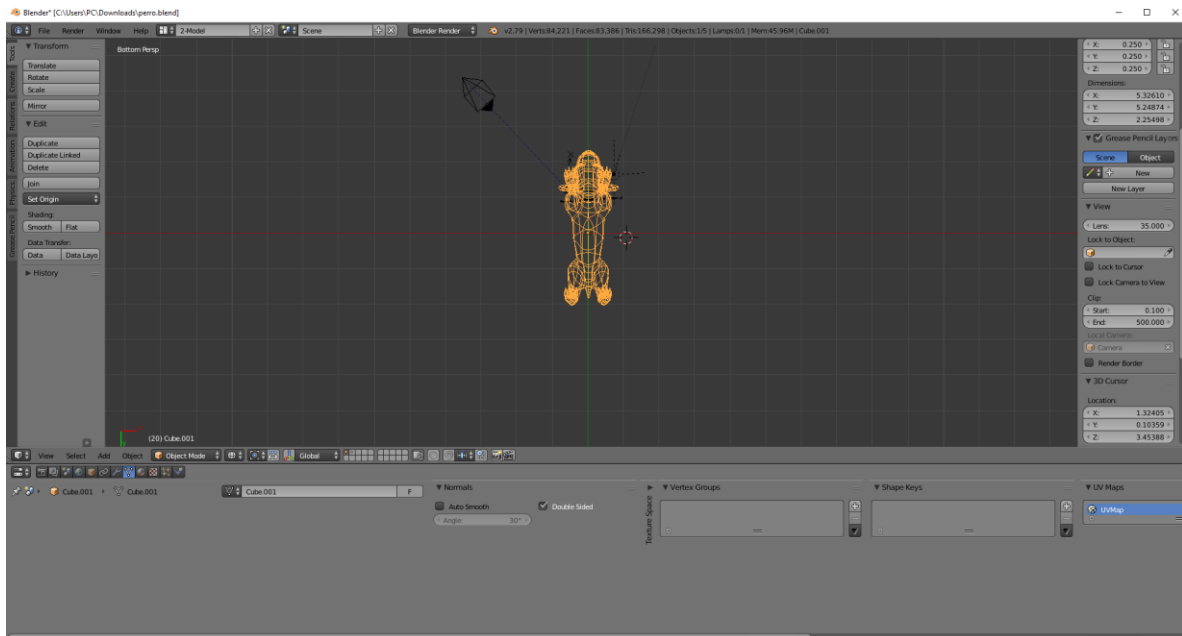
VISTA TRASERA



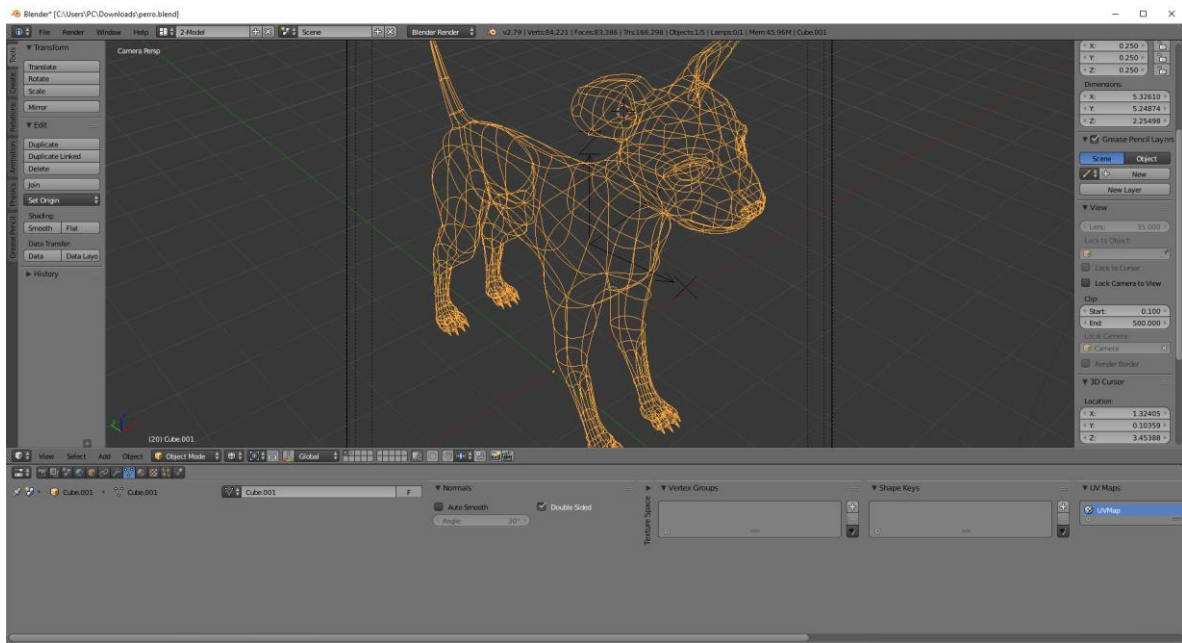
VISTA SUPERIOR



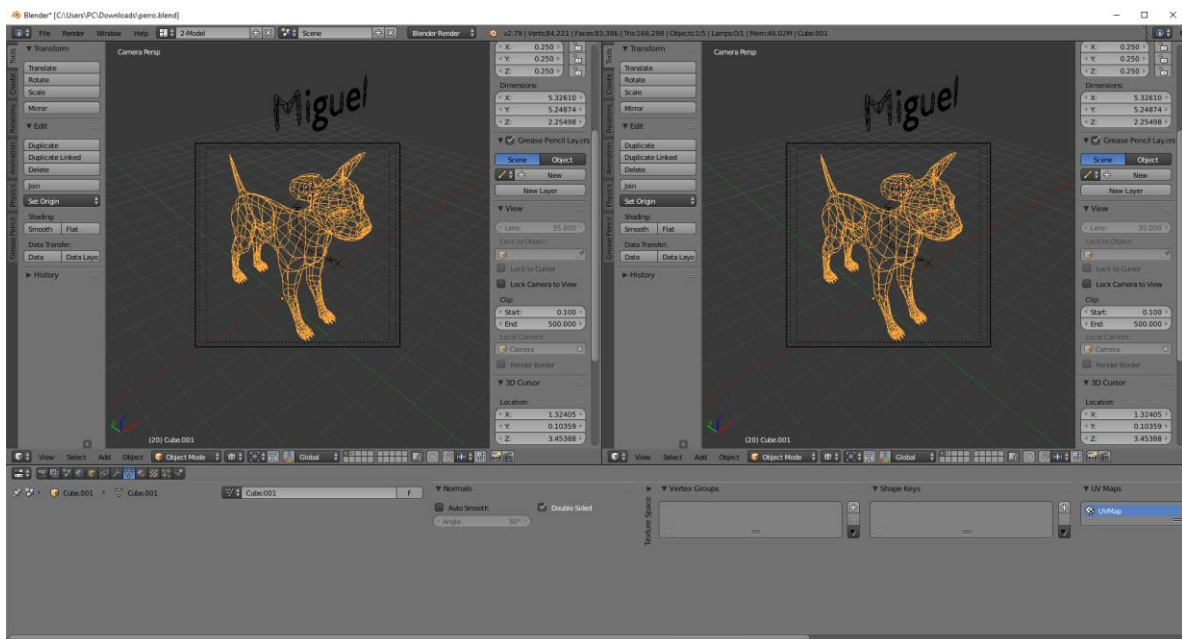
VISTA INFERIOR



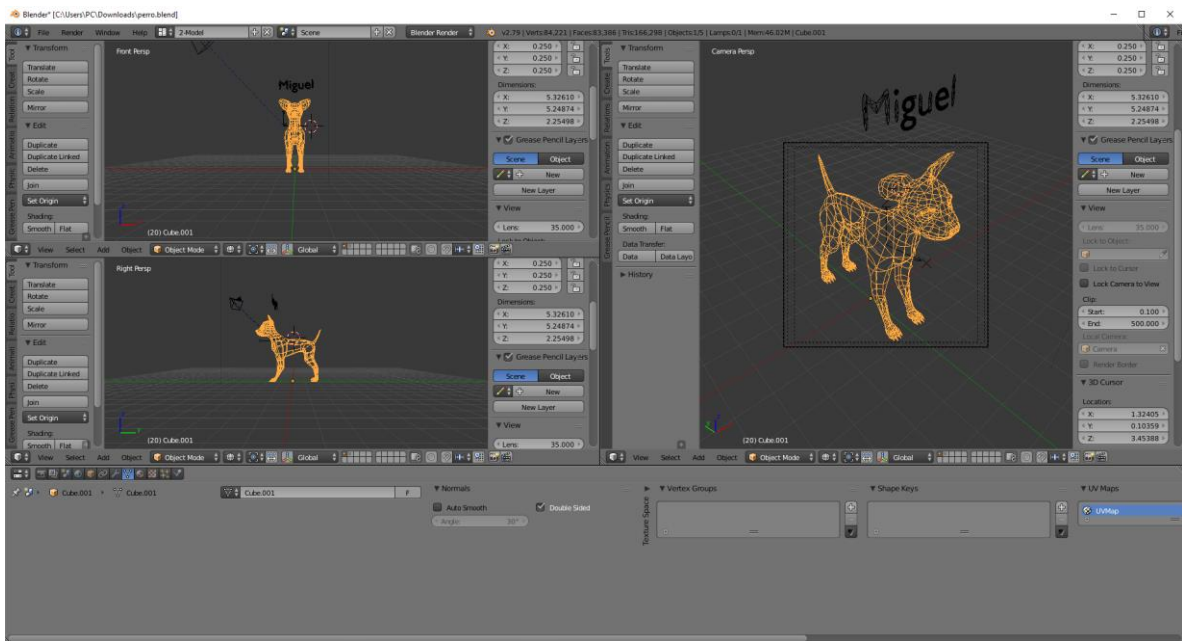
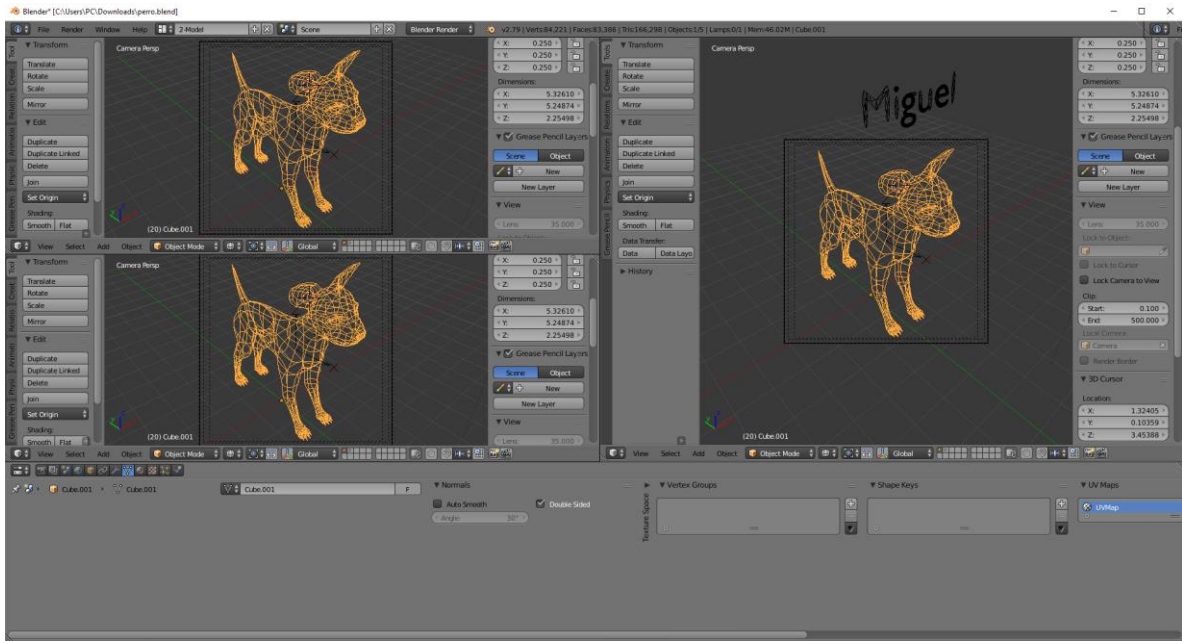
VISTA DE CAMARA

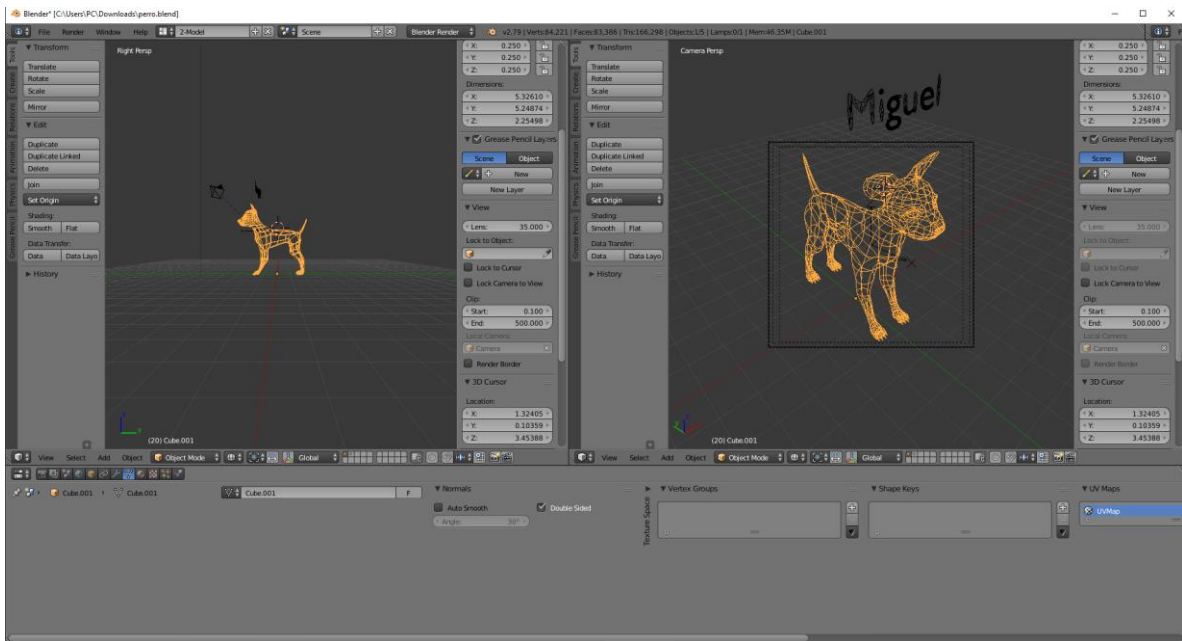
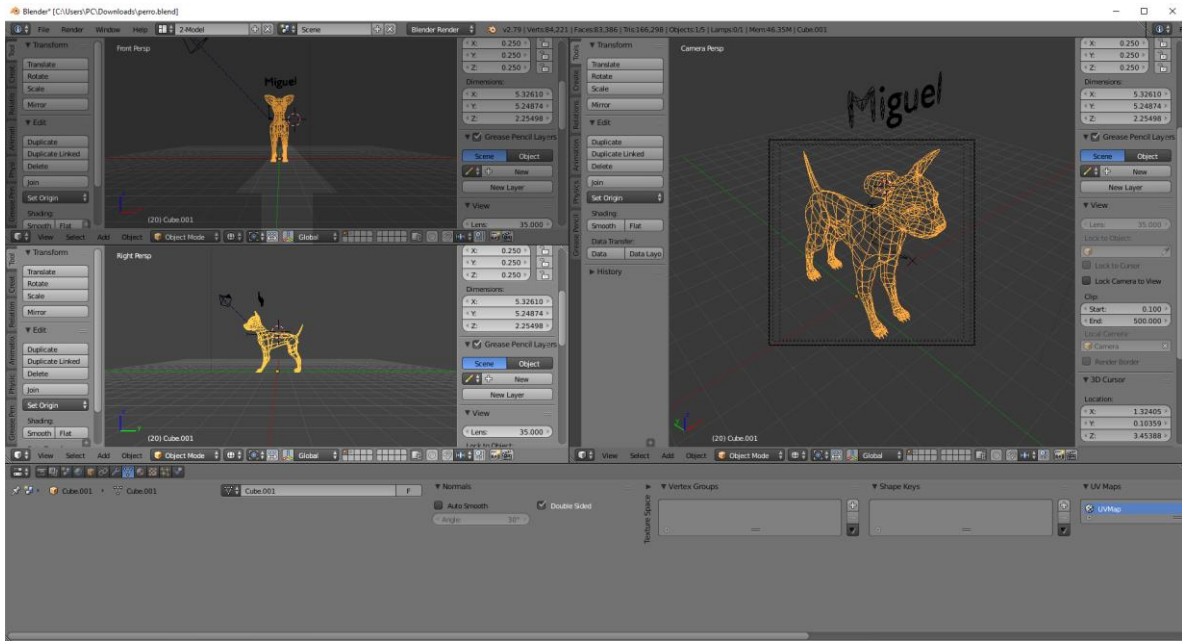


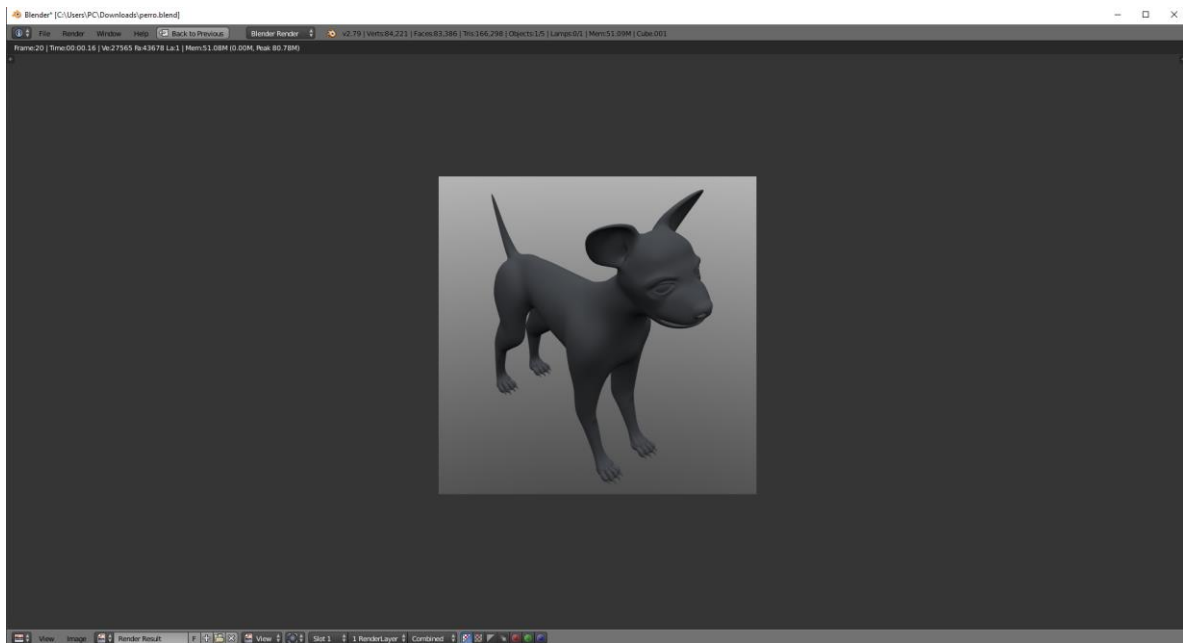
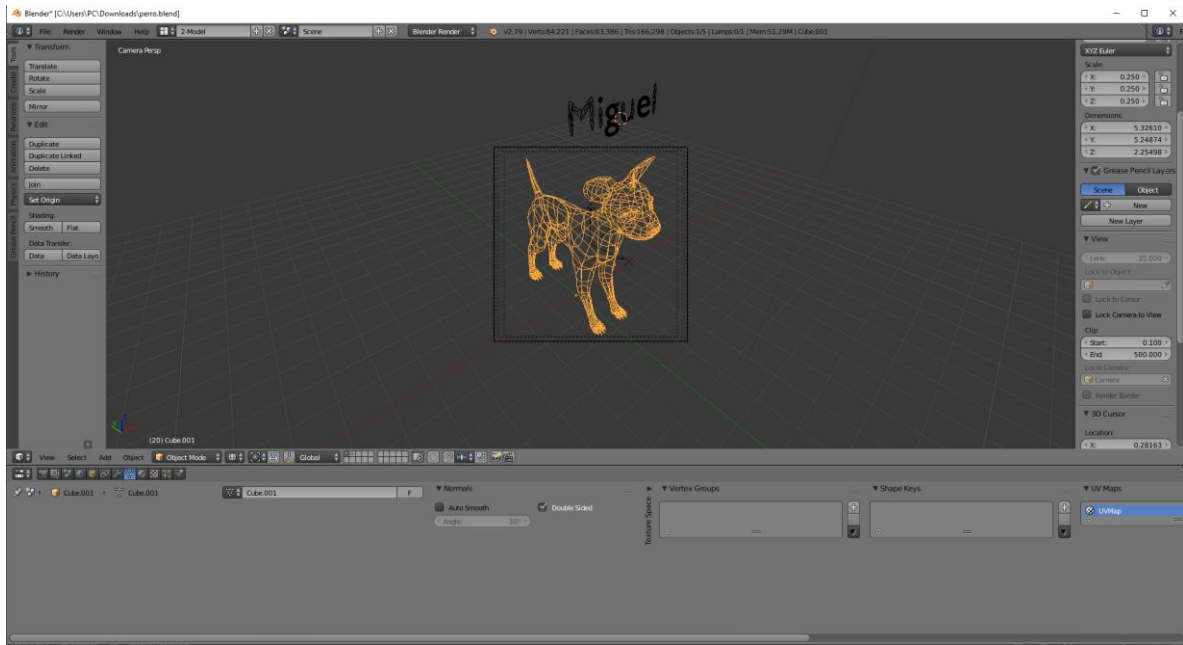
DIVISIÓN DE VISTAS



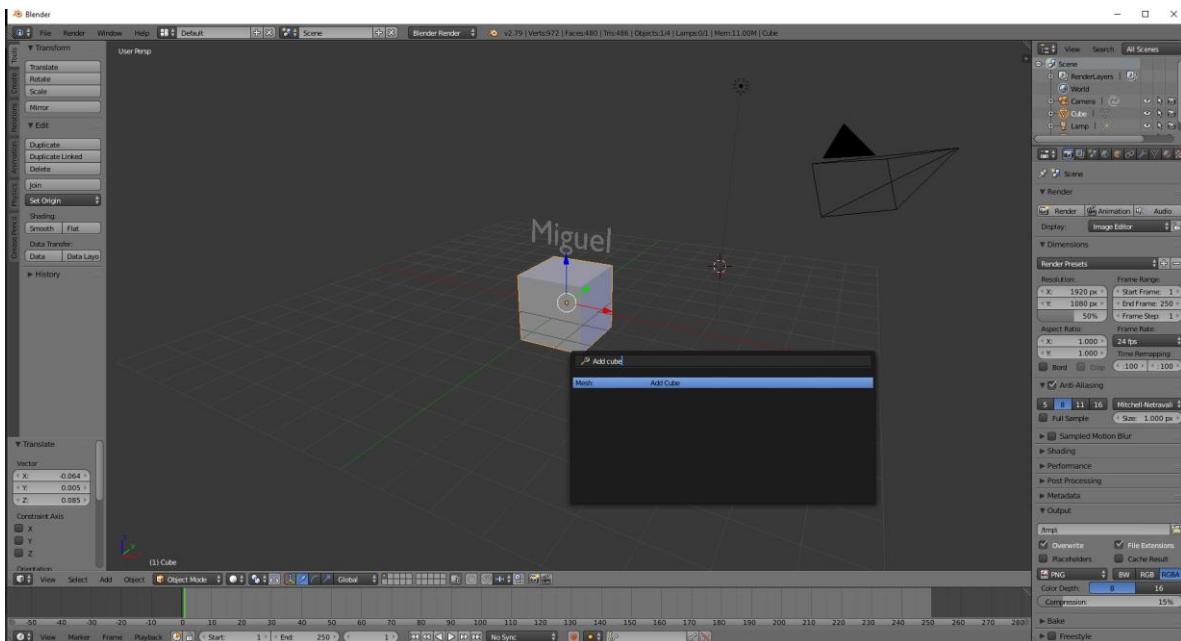
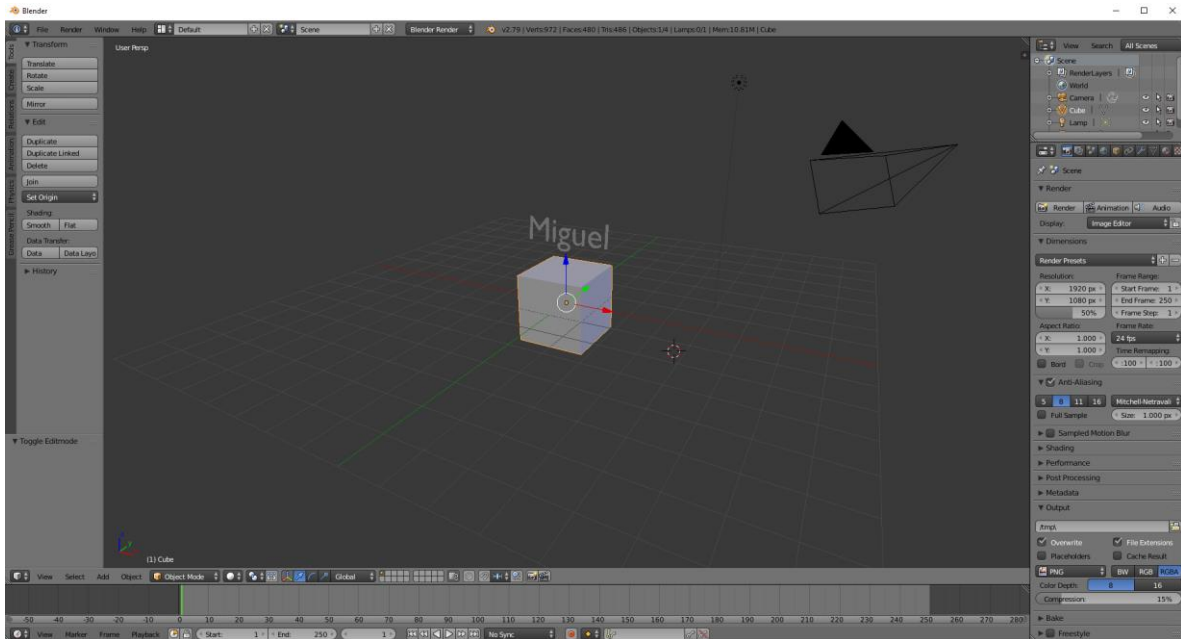
DIVISIÓN DE VISTAS

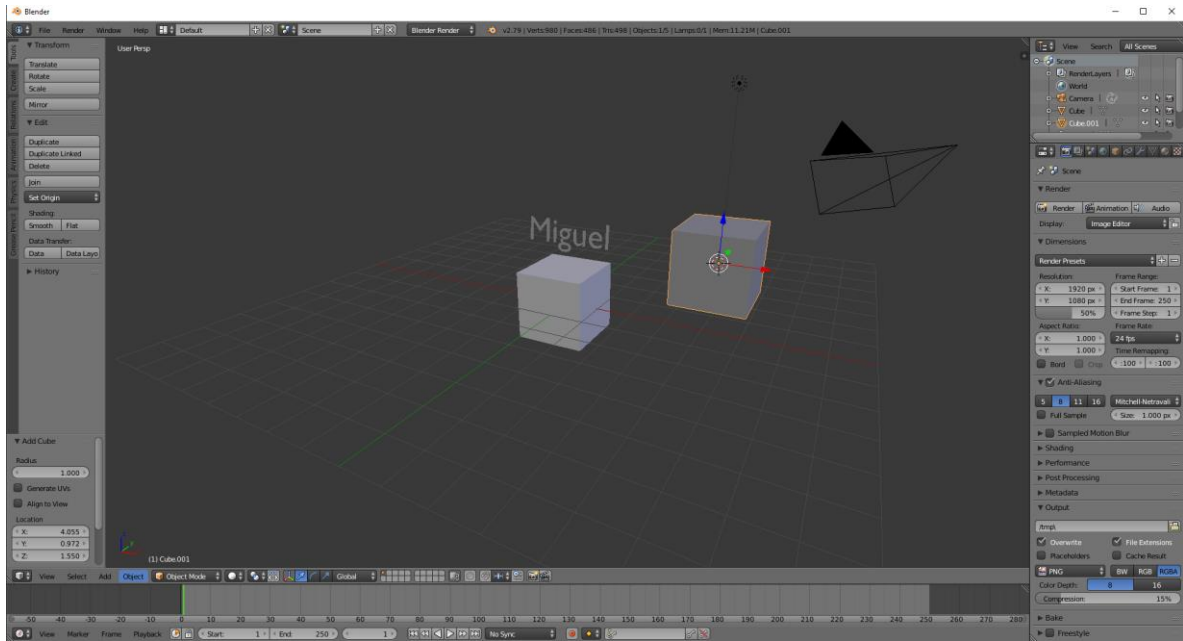




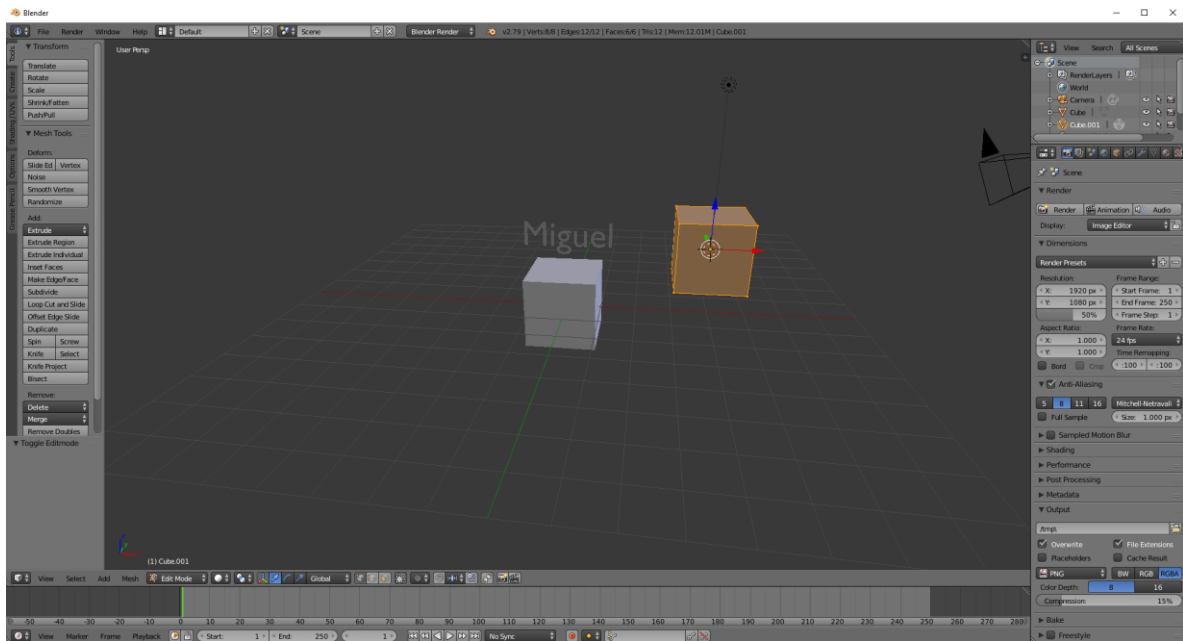


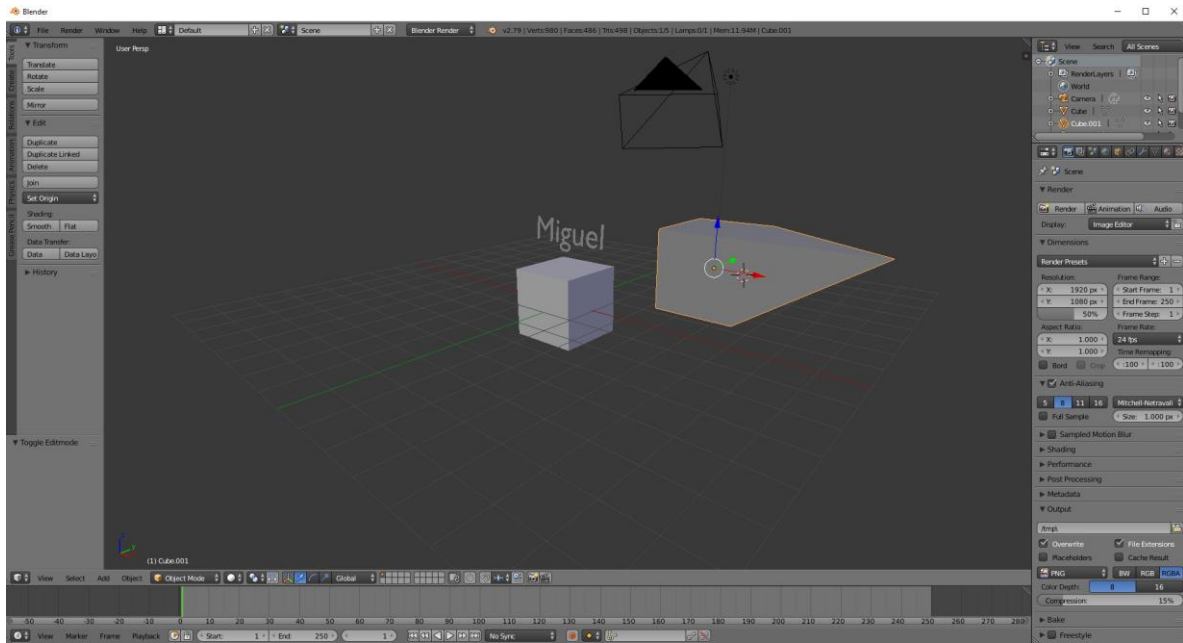
EJERCICIO 2



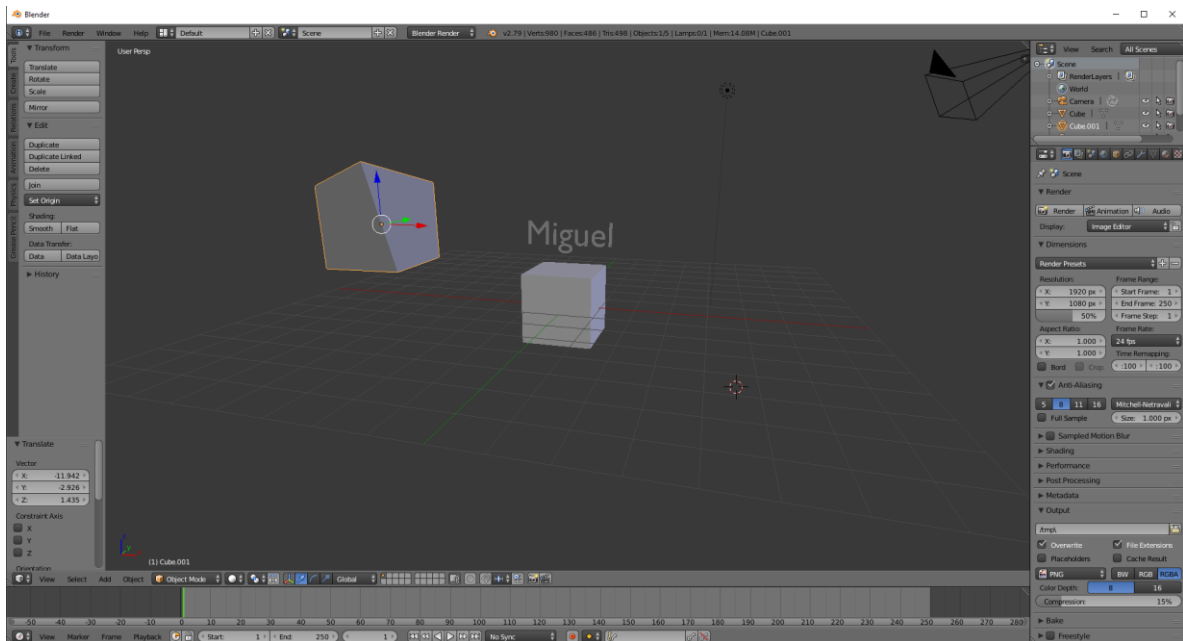


MODO EDICIÓN





TRASLACIÓN



The screenshot shows the Blender 2.79 interface. The 3D Viewport displays a scene with a blue cube and a red sphere. The Properties panel on the right shows the 'Scene' collection, 'Render' settings, and 'Dimensions' section. The 'Render' settings include 'Resolution' (1920 x 1080), 'Frame Range' (1 to 250), and 'Aspect Ratio' (1.000). The 'Dimensions' section shows 'Resolution' (1920 x 1080) and 'Frame Range' (1 to 250). The 'Render' settings also include 'Render' (1.000), 'Time Remapping' (1.000), and 'Anti-Aliasing' (1.000). The 'Output' section shows 'Format' (PNG), 'Color Depth' (8), and 'Compression' (15%).

The screenshot shows the Blender 2.79 interface. The 3D Viewport displays a scene with a blue plane and a white cube. The 'Render' properties panel is open on the right, showing settings for resolution, frame range, and output format. The 'Render' tab is selected, and the 'Image Editor' is set to 'Render'. The 'Dimensions' section shows a resolution of 1920x1080 pixels. The 'Frame Range' is set to 'Start Frame: 1' and 'End Frame: 250'. The 'Aspect Ratio' is set to '24.4%'. The 'Anti-Aliasing' is set to 'On'. The 'Output' section shows the 'Format' set to 'PNG' and the 'Color Depth' set to '8'. The 'Render' button is visible at the bottom right.

EJERCICIO 3

