Gráficas Computacionales

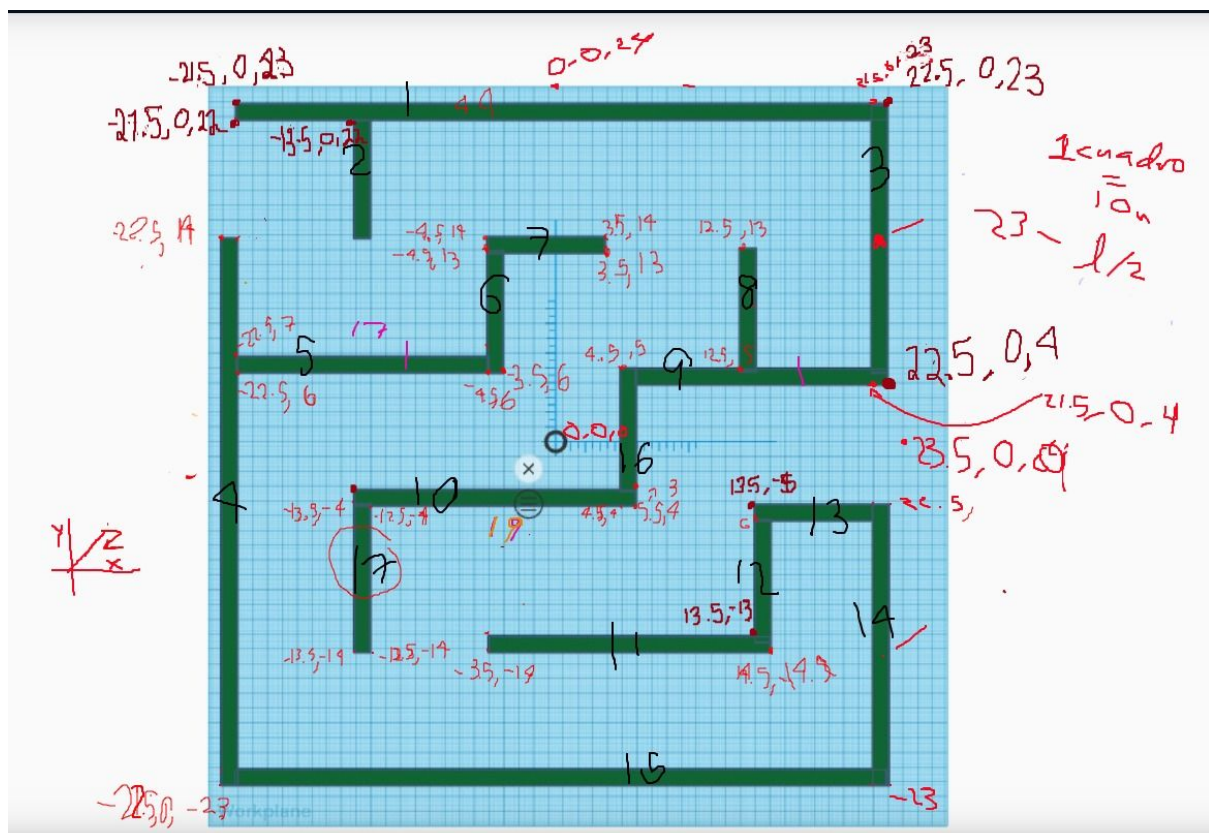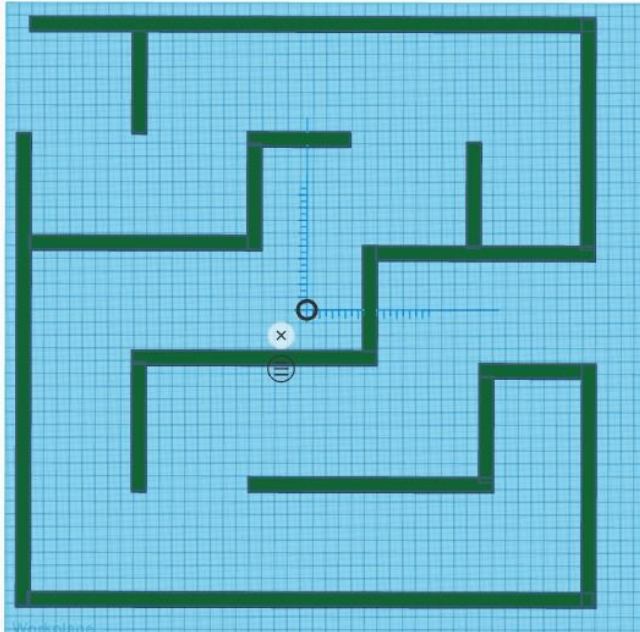**Proyecto Final entrega 2**

Humberto González Sánchez A00822594

Tanya Yaretzi González Elizondo A00823408

Paola Masiel Rijo Martínez A00823735

28/Enero/2021

Coordenadas y tamaño de objetos

Laberinto:

ancho = x, z = largo/depth, height = y

1. width = 44, height=1, depth=1, x = 0.5 y = 0.5 , z = 22.5
2. width=1, height=1, depth= 8, x = -13 y = 0.5, z = 18
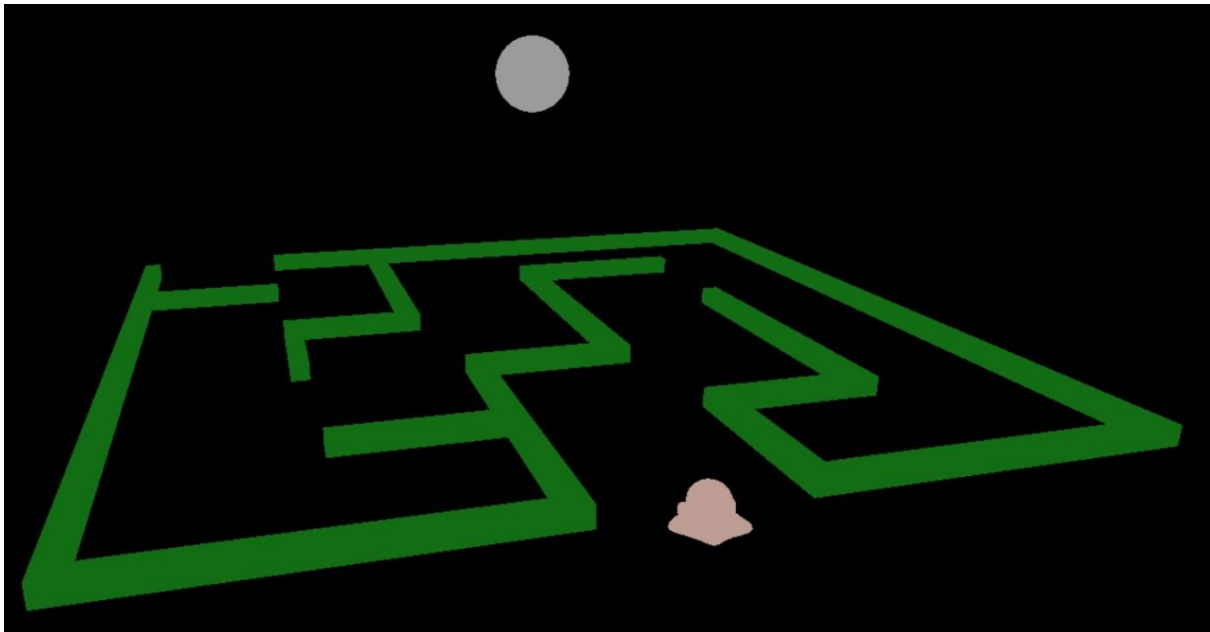3. width=1, height=1, depth=18; x=22, y = 0.5, z = 14

4. width=1, height=1, depth=37; x=-22, y=0.5, z=-4.5
5. width= 17, height=1, depth=1; x= -13, y=0.5, z= 6.5
6. width=1, height=1, depth=8 ; x=-4, y=0.5, z= 10
7. width = 8, height=1, depth=1, x = -0.5 y = 0.5 , z = 13.5
8. width=1 , height=,1 depth= 8 ; x= 13, y= 0.5, z= 9
9. width=18, height=1, depth=1; x=13.5 , y=0.5, z= 4.5
10. width= 19, height=1, depth=1; x= -4, y=0.5, z= -3.5
11. width= 18, height=1, depth=1; x= 4.5, y=0.5, z= -13.5
12. width= 1, height=1, depth=8; x= 13 , y=0.5, z= -9
13. width= 9, height=1, depth=1; x= 18, y=0.5, z= -5.5
14. width=1, height=1, depth=18; x =22 y = 0.5 z =-14
15. width=43, height=1, depth=1; x=0, y=0.5, z=-22.5
16. width=1, height=1, depth= 8; x= 5, y= 0.5, z= 1
17. width=1, height=1, depth=11; x= -13.5, y= 0.5, z= -8.5

Kirby:
x= 23.5, y= 0, z= 0

Luna:
Radius = 2, x= 0, y= 15, z= 0

Escena tras insertar los elementos básicos.