Descripción de actividades

Universidad Nacional Autónoma de México.

Facultad de Ingeniería.

Laboratorio de Computación Gráfica e interacción Humano Computadora.

Integrantes:

Martinez Tavira Ivan Eduardo

Grupo: 06.

Semestre 2022-1.

Fecha de entrega: 08/12/2022.

This activity left me with a renewed value of teamwork, given that most of the work done was possible because each team member of the original project helped with what each could do the best, because I lacked the tools to texturize the resources, so they helped me with than, and at the same time, I helped them with importing models, changing cameras, solving errors, searching for new resources and, most importantly, using knowledge learned in classroom, as the teacher gave us important tools to make this scenario possible.

Personally, I learned partially how to use older versions of Blender, learned the importance of organization in a team project, as others would make changes and if you didn't take them into account, you would lose a lot of time and also progress.

In addition, finding new sources of material was crucial to make this project work, as not every resource was useful, affordable or accessible, and finding good material to work with was also an important ability to learn during this enterprise.

About learning new things, I mostly used knowledge learnt both in laboratory and theory classes, such as hierarchy modeling, geometric transformations and 3D thinking in general.