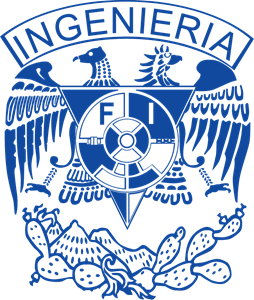
Logotipo

Descripción generada automáticamente



May 15, 2023

Graphic computing, Group 5.

Carreto Velázquez Miguel Ángel

PROJECT PLAN.

**Project Plan**

**Objective.** Create the first part of a C compiler using Elixir, at the end of the first release, we will be able to compile the following code:

**Proposed planning.**

|  |  |
| --- | --- |
| **Date or Period** | **Activities** |
| April/27/2023 | Know the needs of the project. |
| May/8/2023 | Choose the theme of the project |
| May/16/2023 | Set the bases for the code project |
| May/16/2023 to May/21/2023 | Model the house |
| May/23/2023 | Get model from internet (bed, chair, fishbowl, table, lamp, TV, armchair, characters) in FBX format |
| May/23/2023 | Combine the acquired models to the main model in Blender |
| May/24/2023 to  May/25/2023 | Texture all scene with Blender |
| May/26/2023 | Merge and accommodate the whole scene |
|  | Import individually models who will be animated |
|  | Modify shaders to animate models |