

Práctica 03

Instrucciones:

- Completar el modelo del conejo colocando los elementos faltantes (4 patas, 2 orejas, 1 cola y 1 hocico/nariz).
- No se debe cambiar el diseño del conejo.
- Recuerden que todo debe estar bien proporcionado y uniforme.
- Entregar cpp y pdf que contenga el formato establecido al inicio del curso y captura de pantalla.

Si saben cómo modificar los colores de manera dinámica queda prohibido hacerlo ya que eso se verá en la siguiente práctica.

Capturas de Pantalla:

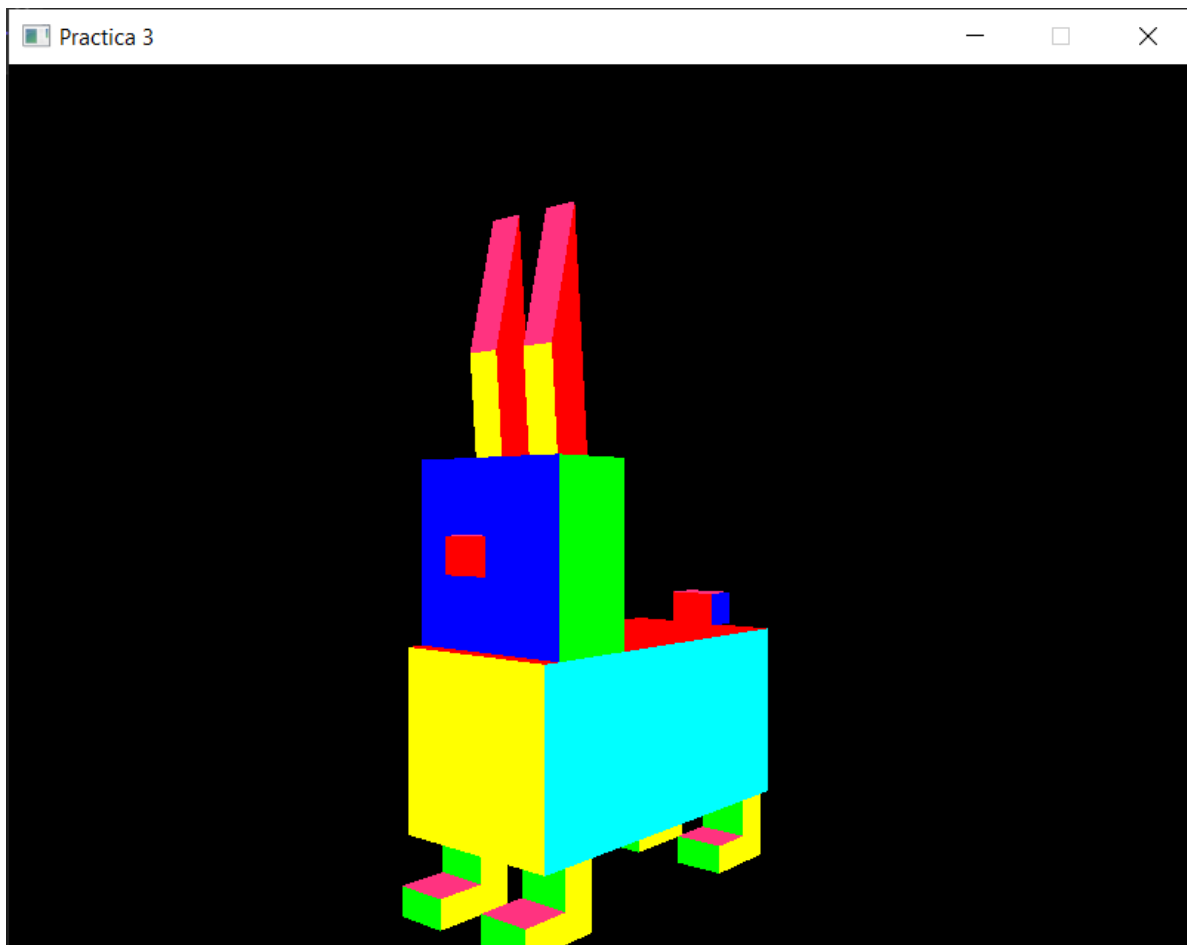
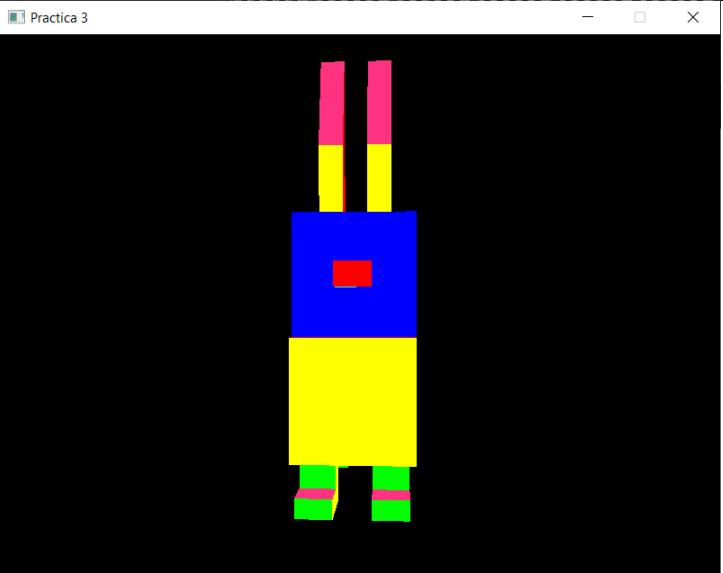
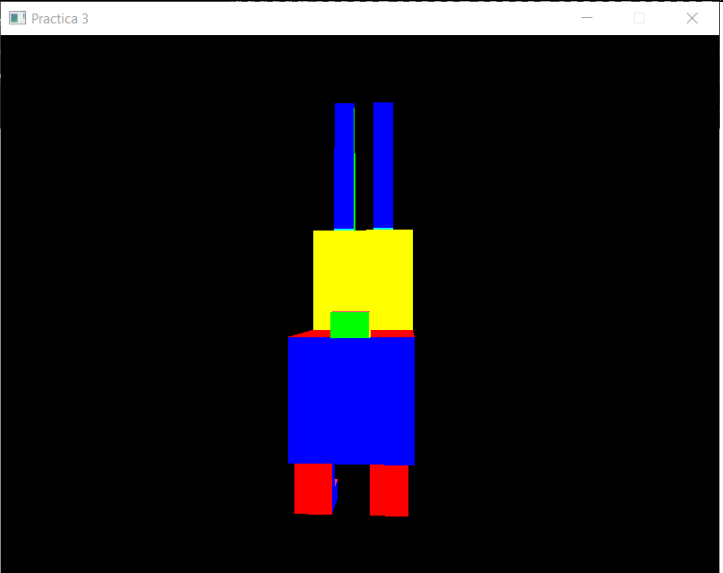
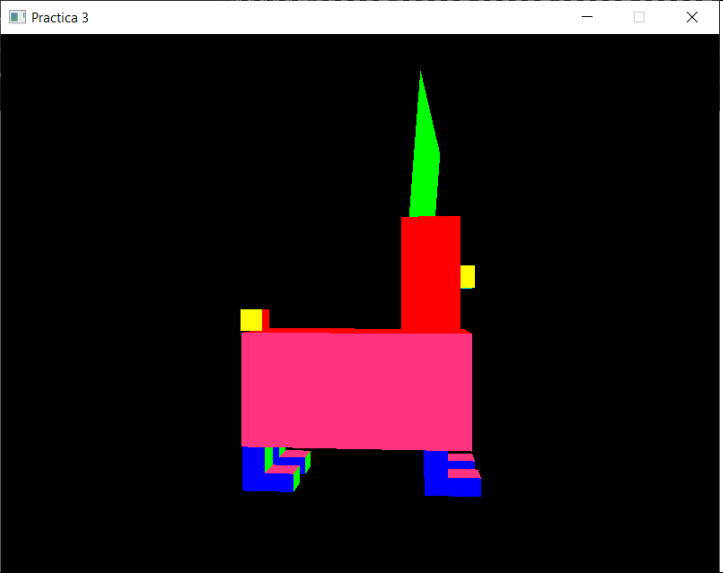
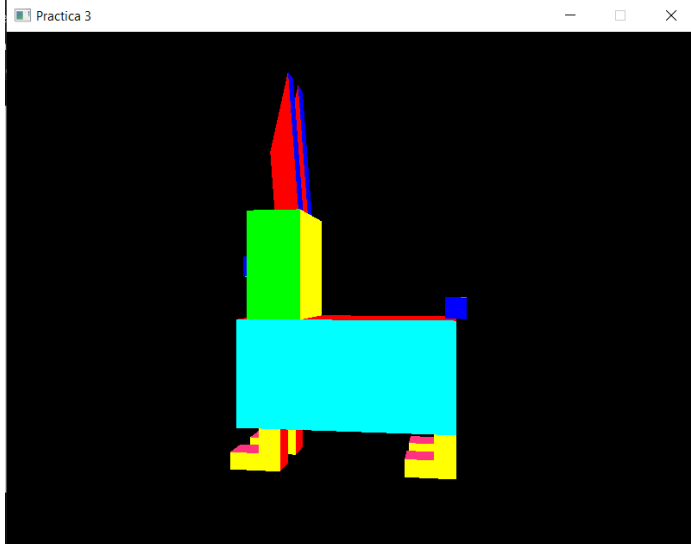


Tabla desde diferentes vistas:

Vista frontal	 The image shows a front view of a 3D model within a software window titled "Practica 3". The model is composed of several colored blocks: a blue rectangular body with a small red square on its front face, a yellow rectangular base, and two vertical pink and yellow pillars extending upwards. At the bottom, there are green and pink blocks representing feet or legs. The background is black.
Vista trasera	 The image shows a back view of the same 3D model. From this perspective, the blue body is at the bottom, and the yellow base is on top. The two vertical pillars are now blue. The red square is visible on the side of the blue body. The green and pink blocks at the bottom are also visible. The background is black.
Vista lateral derecha	 The image shows a right side view of the 3D model. The pink body is prominent, with a red rectangular block on top. A green triangular shape is visible on the right side of the red block. The blue pillars are visible on the left side. The green and pink blocks at the bottom are also visible. The background is black.

Vista lateral
izquierda



Vista para presumir

