Universidad Nacional Autónoma de México

Facultad de Ingeniería

Computación Gráfica e Interacción Humano Computadora

Proyecto Final. Conclusiones

Integrantes:

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Conclusiones

- *Fuchs Hernández Ricardo:* It was a very interesting project and one of the best projects I could do in college. Many concepts learned in both theory and the lab were applied, and I can say that the lab had a greater impact on learning and project completion. I really enjoyed the idea of putting into practice everything we learned throughout the semester, from creating objects to texturing them, animating them, and more.

  The project consumed a considerable amount of time, but it was necessary due to the workload required to make it a good project and deliver all the requirements as instructed by the professor.

- *Tovar Mendoza Oscar:* In conclusion, the project implemented knowledge of 3D modeling, texturing, model loading, hierarchical modeling, lighting, and animations, which was made possible thanks to the knowledge acquired in the course. The course provided a solid foundation of these concepts, providing the necessary tools and understanding to effectively carry out the project. The acquired techniques and knowledge were applied as expected in the project. 3D modeling allowed the creation of three-dimensional objects and spaces, while texturing helped in the visual details of the objects. Model loading facilitated the integration of elements, and hierarchical modeling allowed for better organization of geometries.