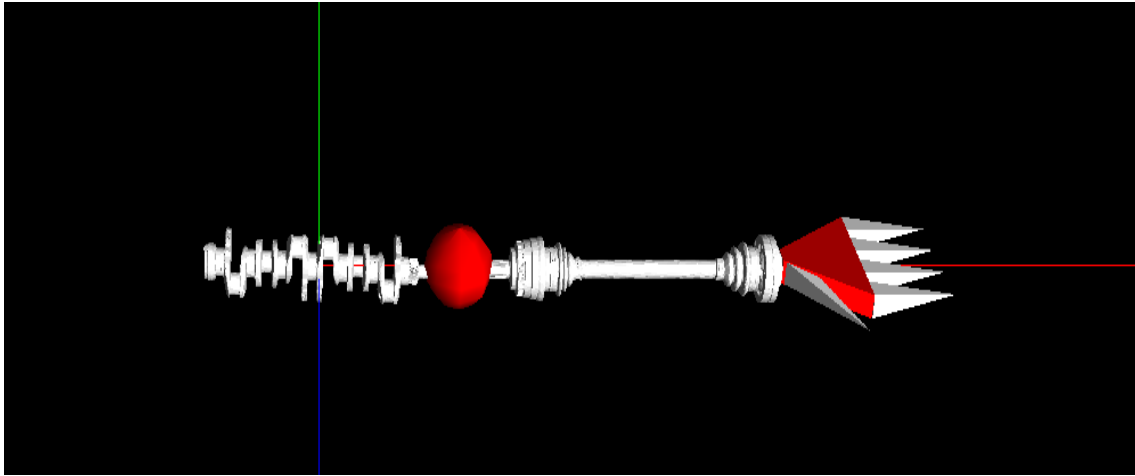


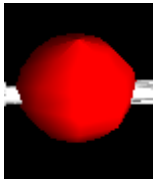
PRÁCTICA 3



PASO 1



----->Parte anterior del brazo (A)



----->Codo (B)



----->Antebrazo (C)



----->Palma de la mano (D)

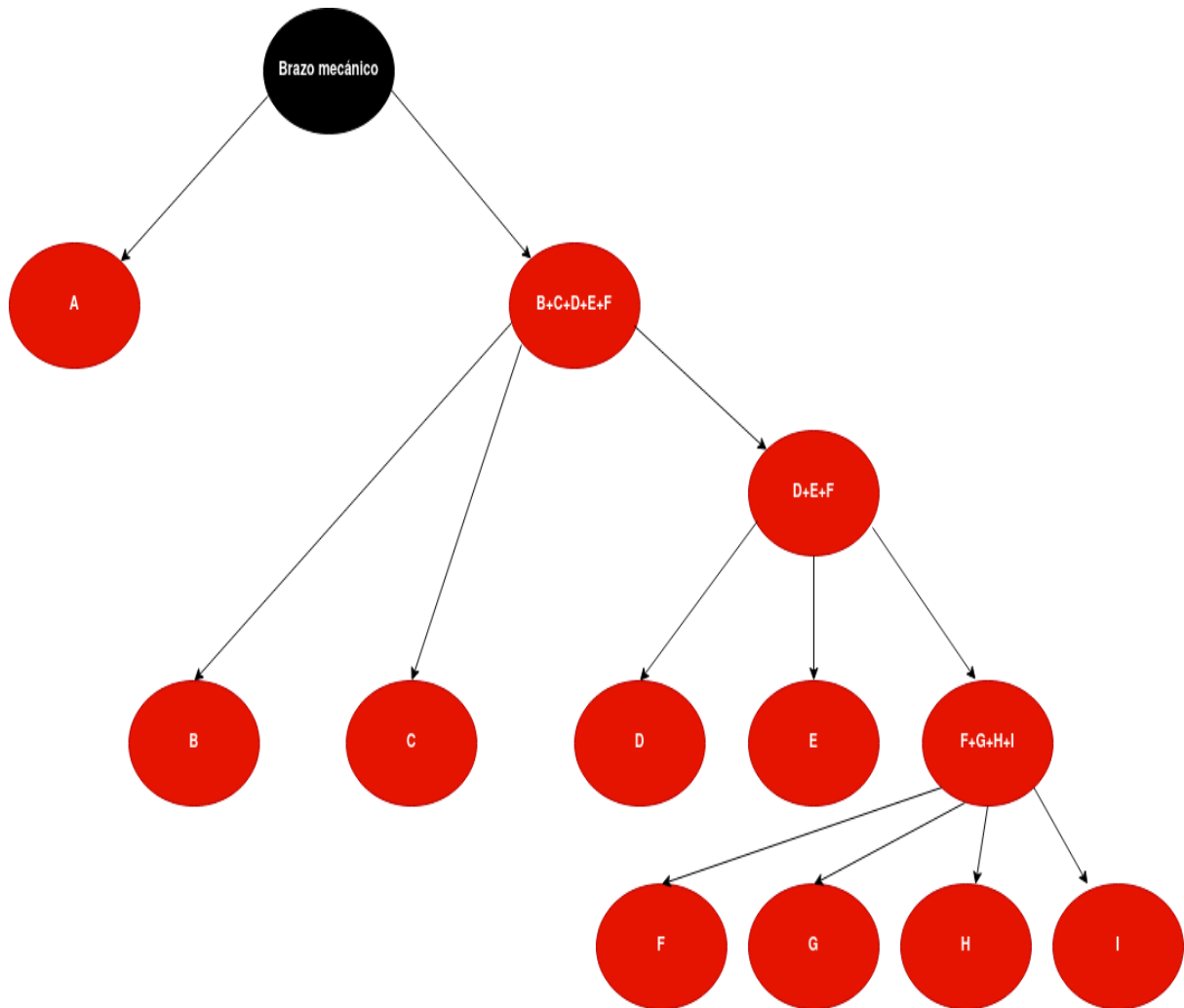


----->Pulgar (E)

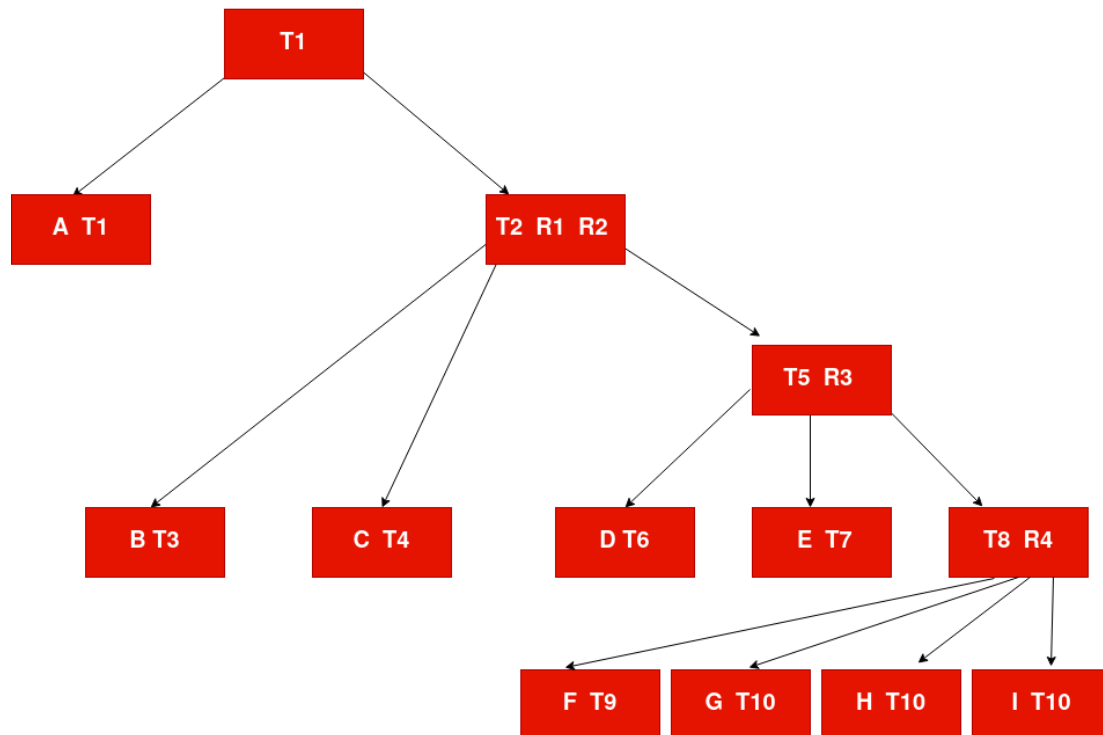


----->Dedos (F, G , H , I)

PASO 2



PASO 3



T1 = glTranslatef (0.0 , 0.0 , 0.0);
T2 = glTranslatef (2.2 , 0.0 , 0.0);
R1 = rotación sobre z
R2 = rotación sobre y
T3 = glTranslatef (0.0 , -1.0 , 0.0);
T4 = glTranslatef (2.7 , 1.0 , 0.0);
T5 = glTranslatef (4.1, 0.0 , 0.0);
R3 = rotación sobre x
T6 = glTranslatef (-1.7, -0.15, -0.9);
T7 = glTranslatef (0.0 ,0.0 ,1.0);
T8 = glTranslatef (1.2, 0.3 , 0.75);
R4 = rotación sobre z
T9 = glTranslatef (0.0 , -0.3 , -0.25);
T10 = glTranslatef (0.0 , -0.0 , -0.5);