

Experience for the creation of the Computer Graphics Project

by Bonilla Martinez Guadalupe Wendy

The purpose of this document is to present my experience throughout the development of this project. First of all, the realization was difficult for me, because I didn't have the tools for the elaboration of models.

My machine with which I work, although it has a good RAM memory, it doesn't have enough space in the ROM memory, so it is difficult to make models and textures in 3ds MAX. It was necessary to change the machine but not having an extra one, it was solved by doing remote work.

Now I think that if I have to classify the part that took me the most time, it would be the creation of models and their texturing, because not having knowledge of the tool had to review material in videos, but the texturing was the most complicated because although It was already in 3dsMax when it was passed to Visual studio it contained errors and it took us more time to investigate where was the error.

In the same way, having elaborated our scenario, a part that was complicated for us and for me more personally, were the animations because the models had to be exposed individually and once we loaded them we had to see how to animate them.

In particular, it was a very laborious and somewhat complicated project for me, but I finally managed to acquire knowledge about computer graphics, and carrying out this project helped to practice everything we learned throughout the semester.