

Experiencia adquirida con la
realización del proyecto.

Centro Comercial

COMPUTACION GRAFICA E INTERACCION
HUMANO-COMPUTADORA

ING. ARTURO PEREZ DE LA CRUZ



Universidad Nacional
Autónoma de México

Pacheco Salgado Mauricio

Grupo: 01

316234593

Equipo 09

13/05/24

Ingeniería en computación

Semestre
2024-2

¡BIENVENIDO!

A mi

CENTRO COMERCIAL SUSTENTABLE

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Enlace del proyecto: https://github.com/maupacheco/Proy_Final_CGIHC_2024-2

Experience acquired with the completion of the project:

Pacheco Salgado Mauricio - 316234593:

After completing this project, I can say that firstly, the requirements for working on and implementing a graphic project of this magnitude involve a considerable amount of time, effort, money, and resources. This understanding sheds light on why there is a competitive landscape in the graphic field, especially in commercial and competitive aspects, as it is highly valued, especially by those involved in such projects. Learning to identify problems and working hard as both a developer and an artist takes a lot of time and involves complexities, yet it is very enjoyable and stimulates the imagination if one is inclined towards and comprehends such graphic projects. It remains quite complex; however, it was enjoyable because it prompts you to consider all that lies behind video games, animations, movies, commercials, etc. and the vast world that exists within that realm. During theory classes and primarily in the lab, it was of paramount importance to learn Blender in a way that allowed the addition and contribution of many three-dimensional models, texturing them, and applying them in our environments. It was the tool that left me wanting to continue learning and leveraging it to the fullest for my university career.

This task proved to be beneficial as it allowed me to learn how to use design software, something I had always wanted to do. I even had the opportunity to work with programs like GIMP or Paint.NET. Thanks to the knowledge I gained during this semester, I was able to more easily address various questions I had about using these tools. I am pleased with the results achieved at the end of this project because we tackled a variety of topics and situations that contributed to our experience. We managed to achieve our goal of creating a real-time rendered zoo, following the terms established during the project planning phase. Additionally, we were able to add a creative touch to the environment we developed using the integration of OpenGL and C++.