

TFG

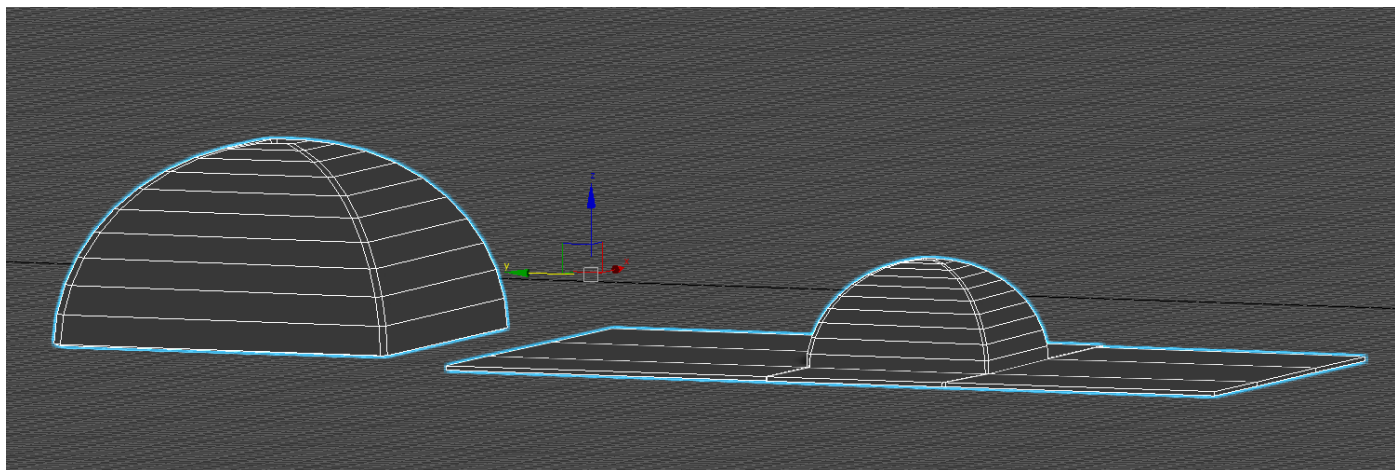
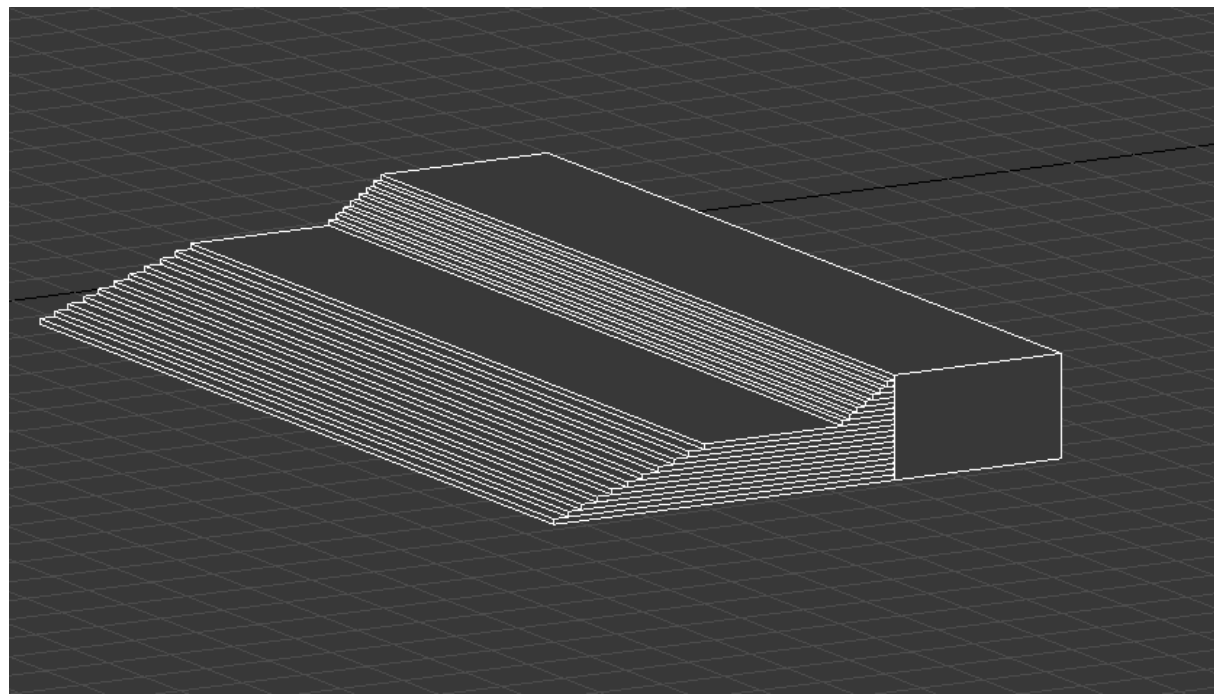
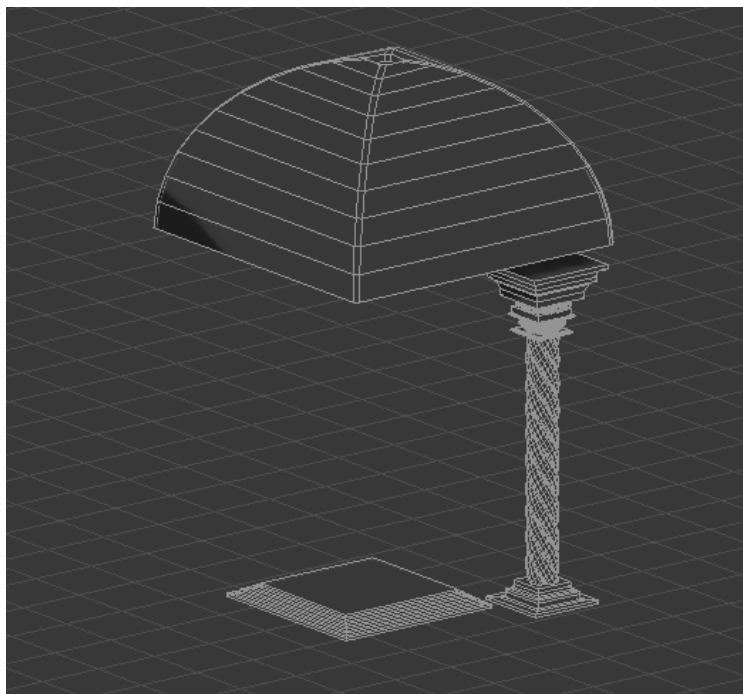
THRONE ROOM ESCAPE ANEXO I

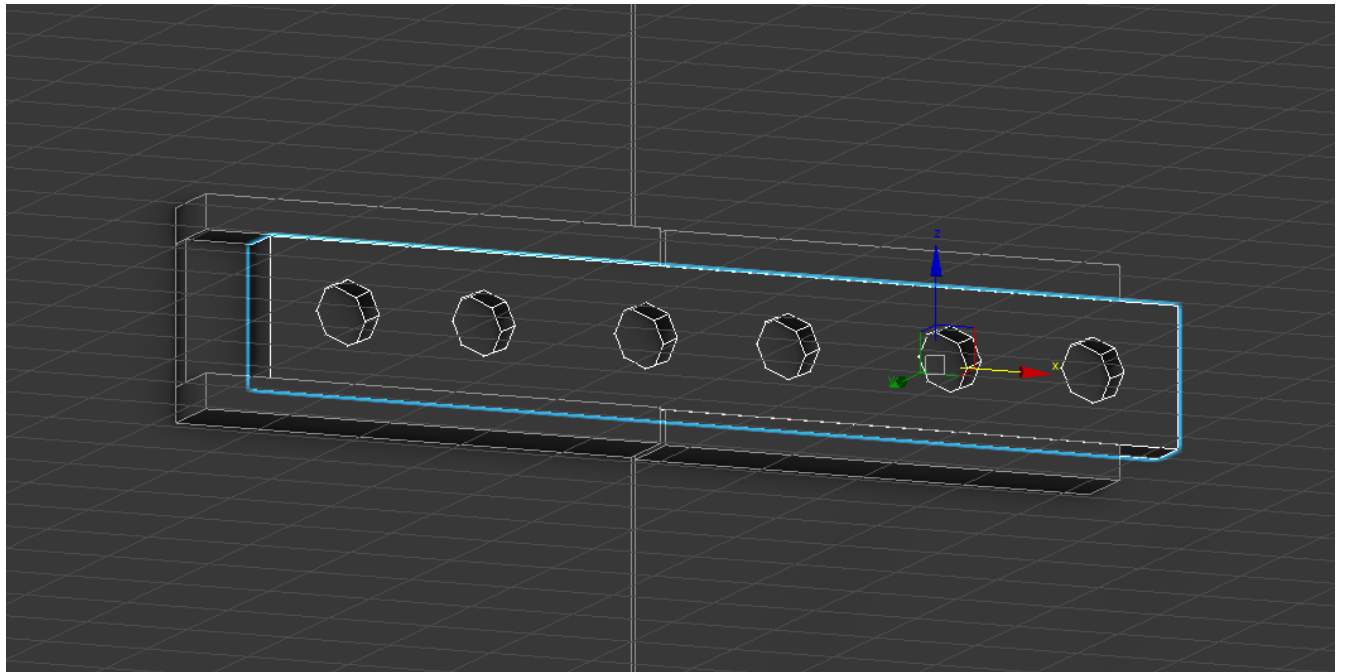
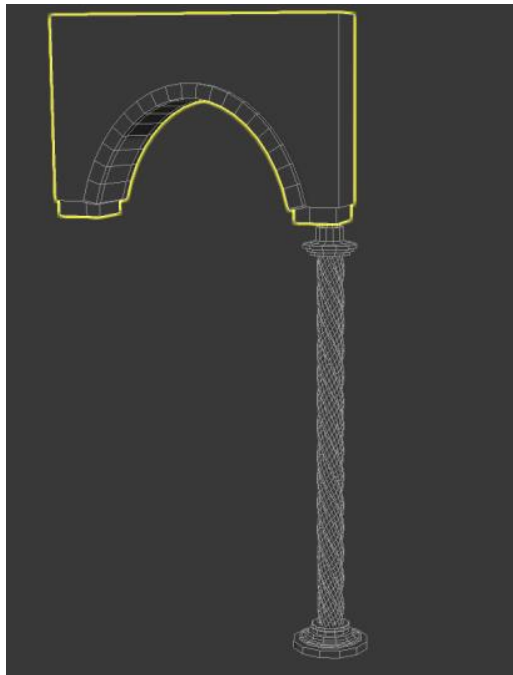
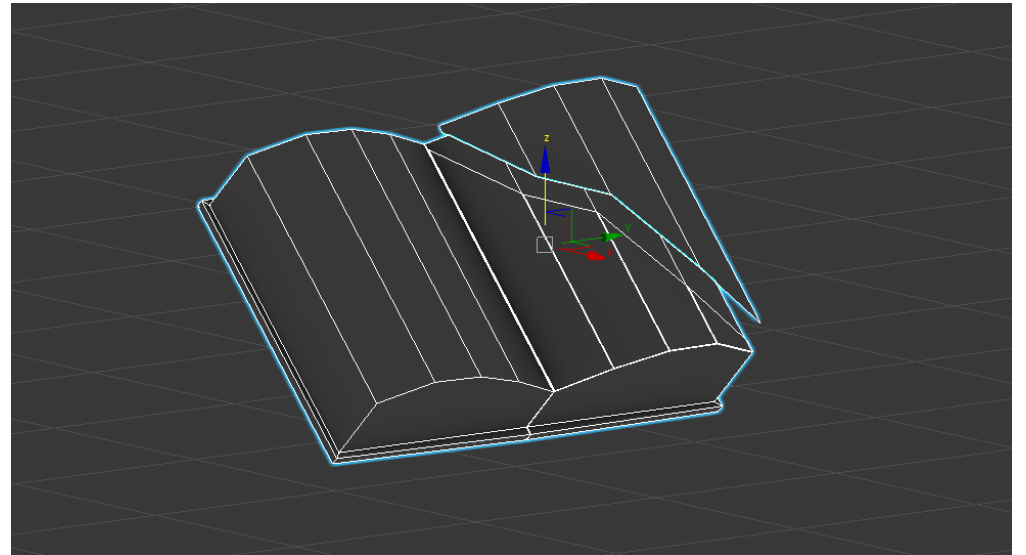
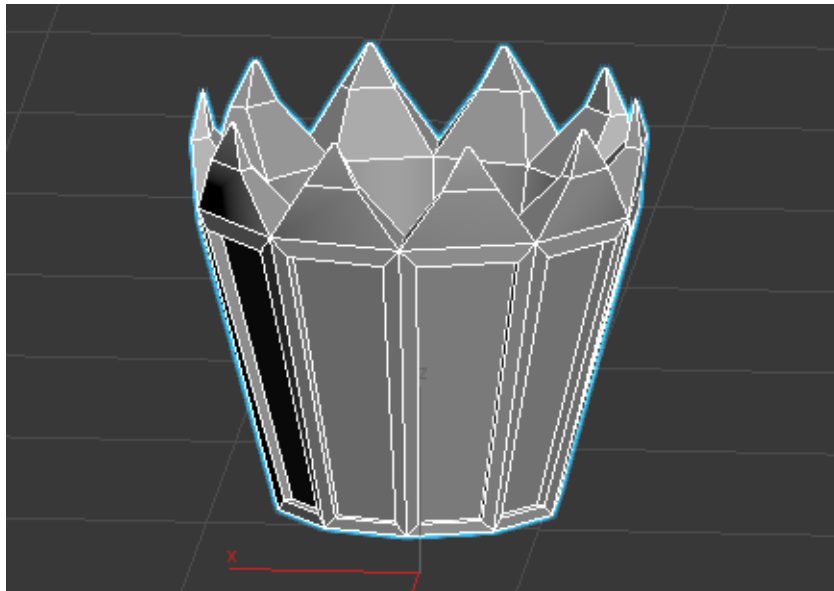
ÍNDICE DE IMÁGENES

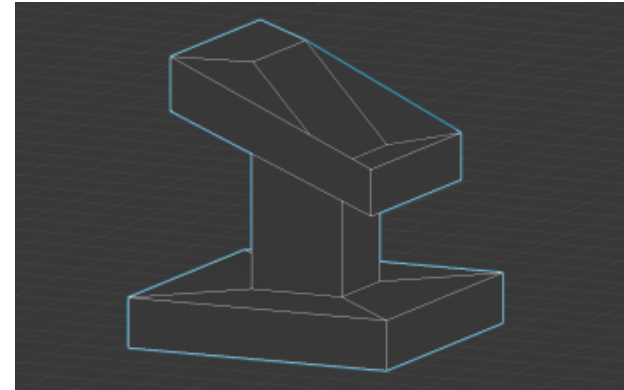
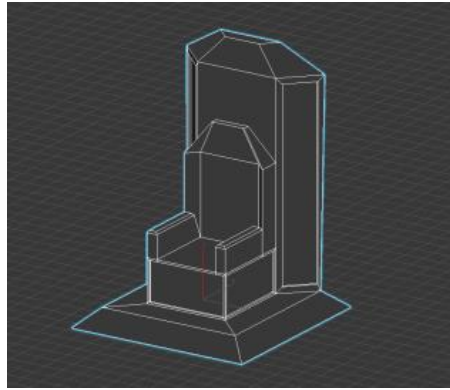
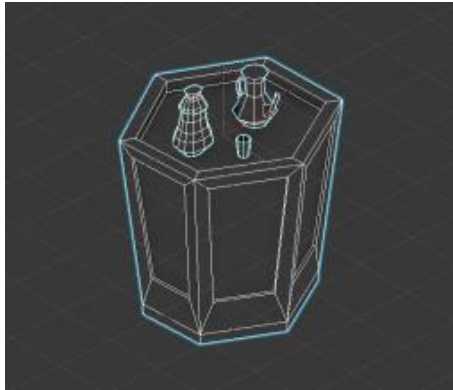
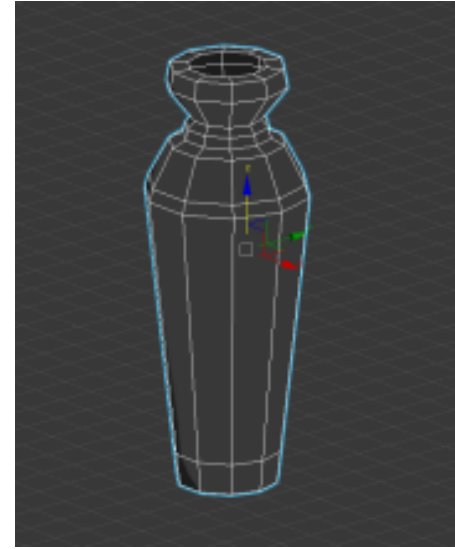
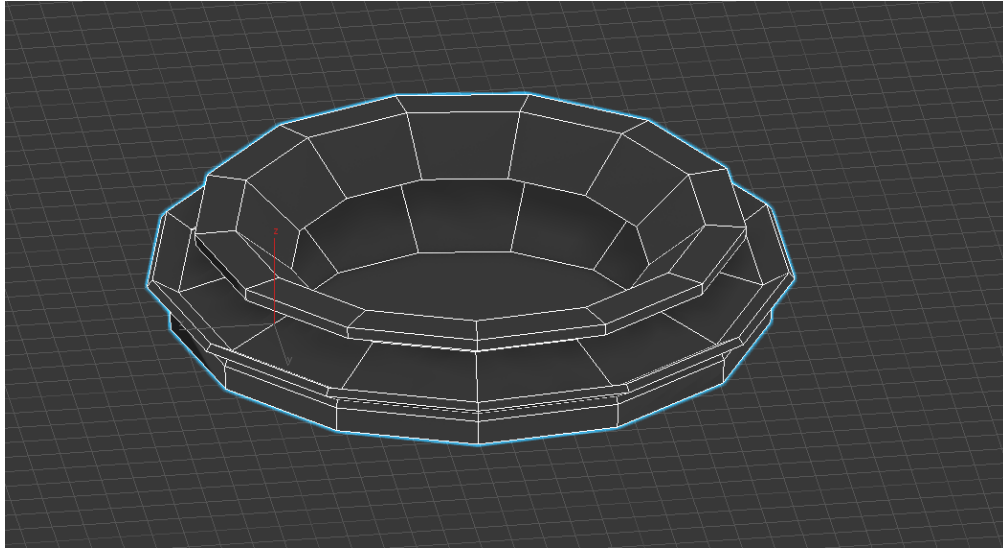
Presentado por Cristina Chust Fernández
Tutor: Francisco Martí Ferrer

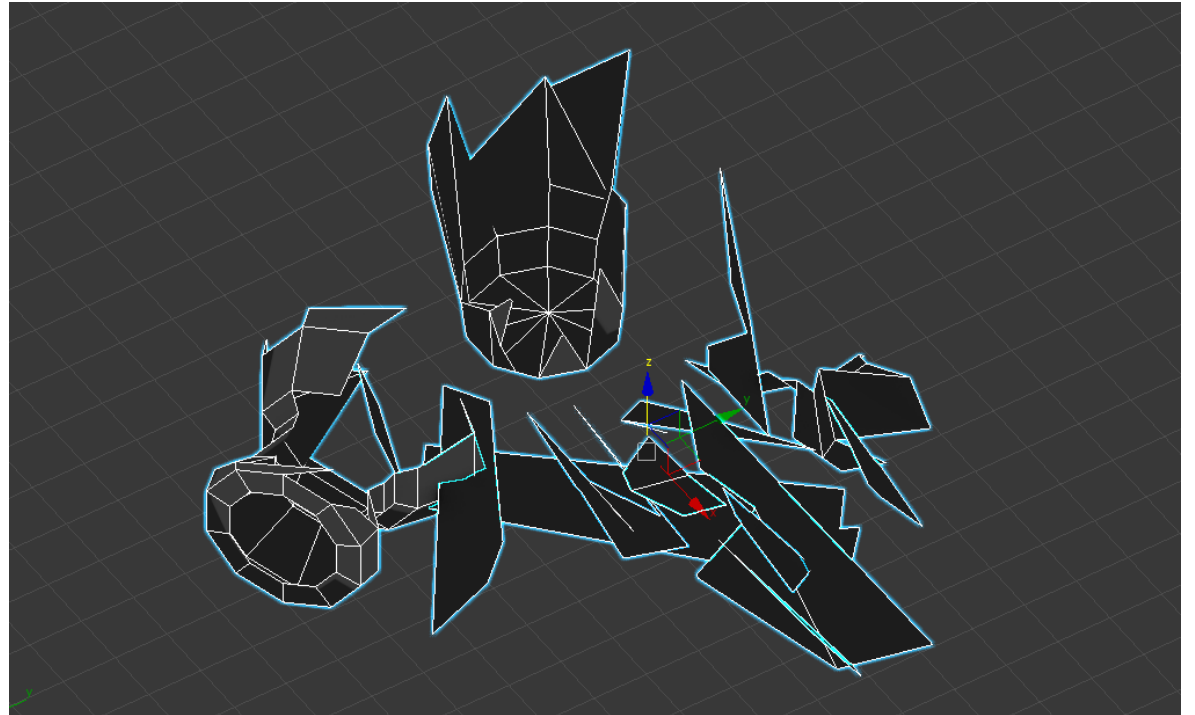
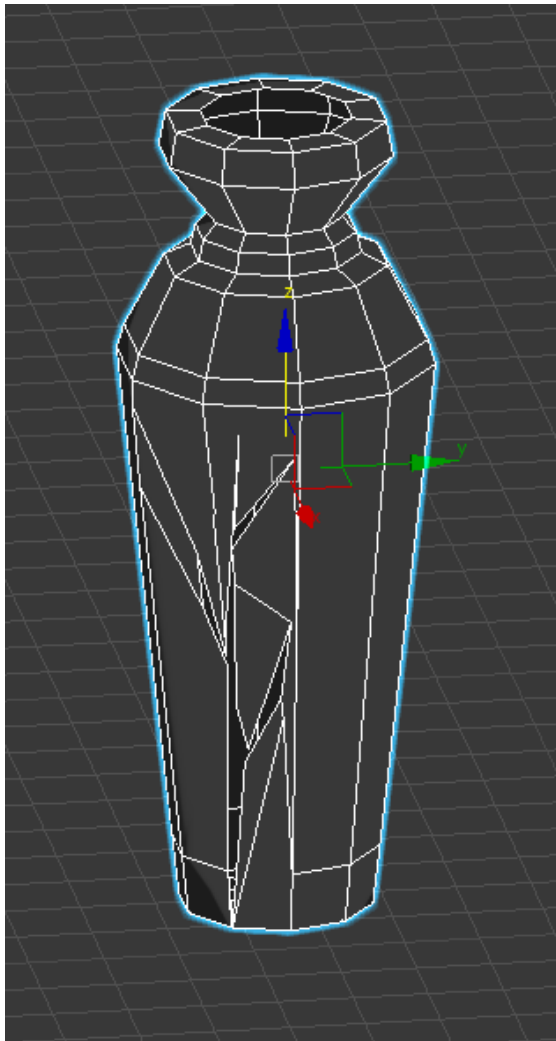
Facultat de Belles Arts de Sant Carles

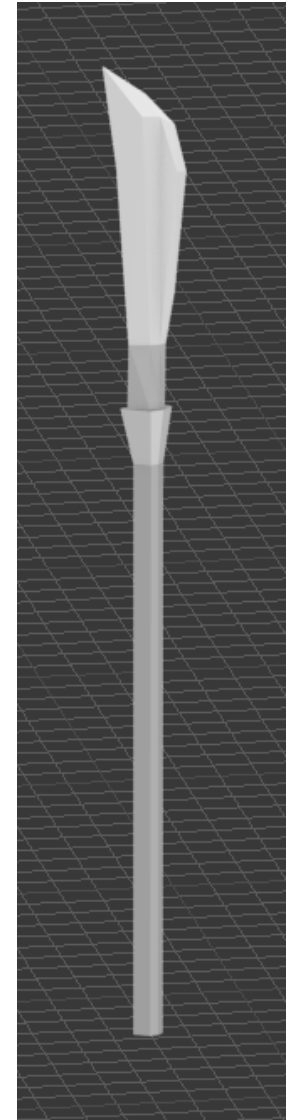
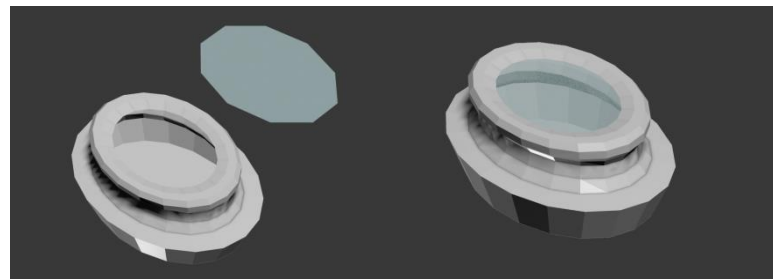
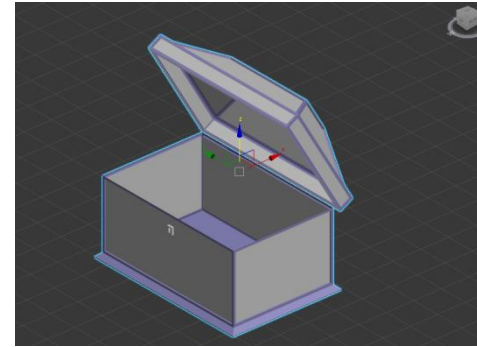
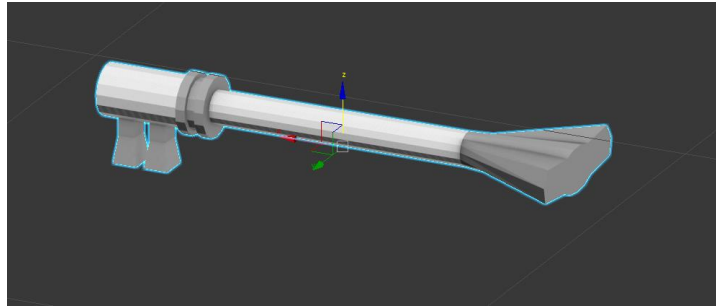
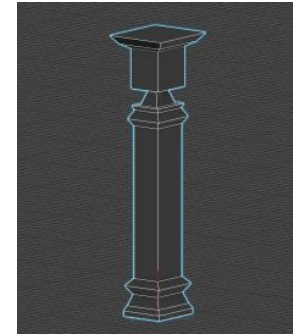
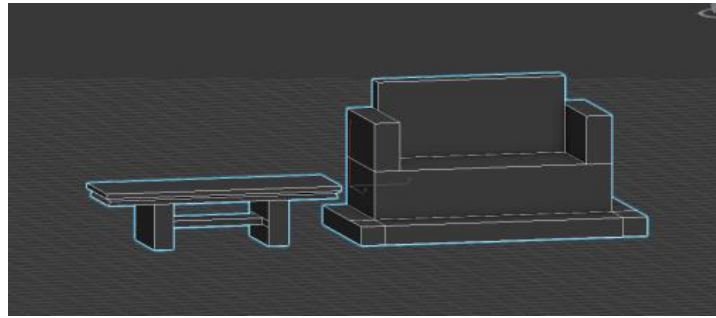
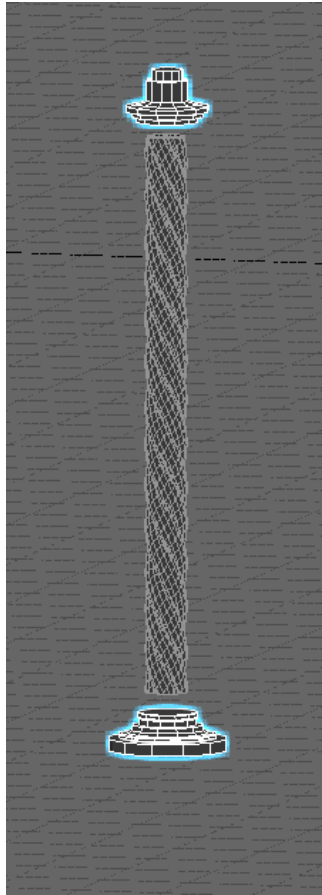
MODELADO DE LOS ELEMENTOS DEL ESCENARIO EN 3DS MAX



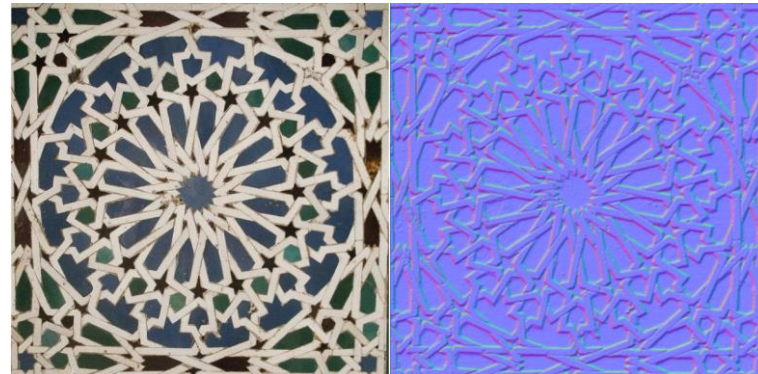
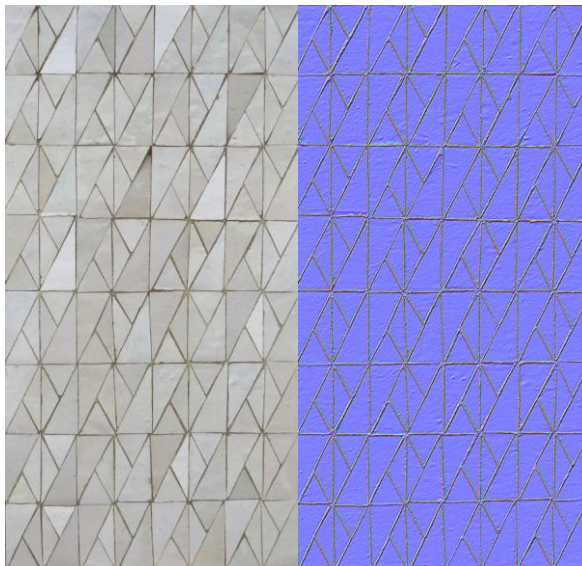
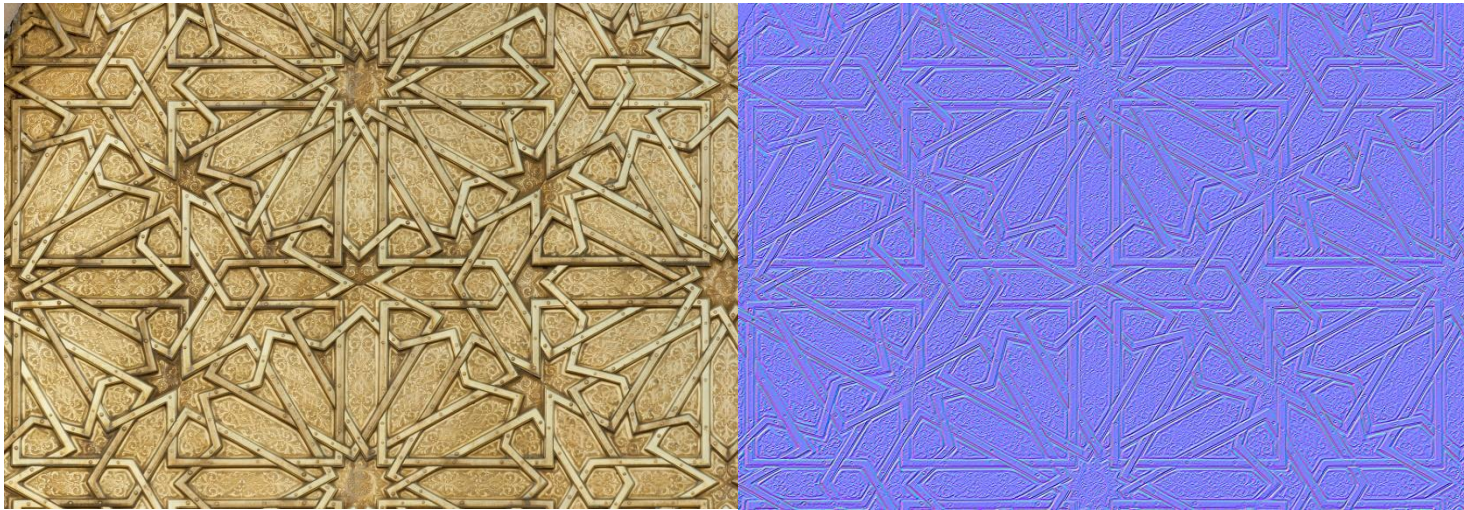








TEXTURIZADO





CAPTURAS DE EL ESCENARIO UNA VEZ IMPLEMENTADO EN UNITY











