PROCESO					
EVIDENCIAS CONTRACTUALES					
NOMBRE DEL FORMATO					
PLANTILLA DOCUMENTOS Y FORMATOS EN WORD SISTEMA INTEGRADO DE GESTIÓN Y AUTOCONTROL					
CLASIFICACIÓN DE LA INFORMACIÓN					
Pública	X	Pública Clasificada		Pública Reservada	

Emitir juicio evaluativo sobre el nivel de cumplimiento de los resultados de aprendizajes de las competencias del programa, adquiridos por los aprendices en el desarrollo de su formación, aplicando los procedimientos, plazos y herramientas tecnológicas que la entidad defina según los tiempos establecidos en los cronogramas de ejecución de la formación de profesional integral de las fichas asignadas.

Evidencias8.1
Las evidencias reposan en la carpeta GC SecopII

TRABAJOS DE LOS APRENDICES CALIFICADOS EN LA SEGUNDA FASE DE MITAD DEL PRIMER TRIMESTRE LECTIVO PARA LA FICHA ANIMACIÓN DIGITAL 3176508Competencia: Animar elementos de la escena según técnicas y especificaciones del proyecto.
• Resultados de Aprendizaje Alcanzar: Alistar los personajes y elementos según las necesidades del proyecto. PROYECTO: Bake texturas y materiales PBR

Animación Digital

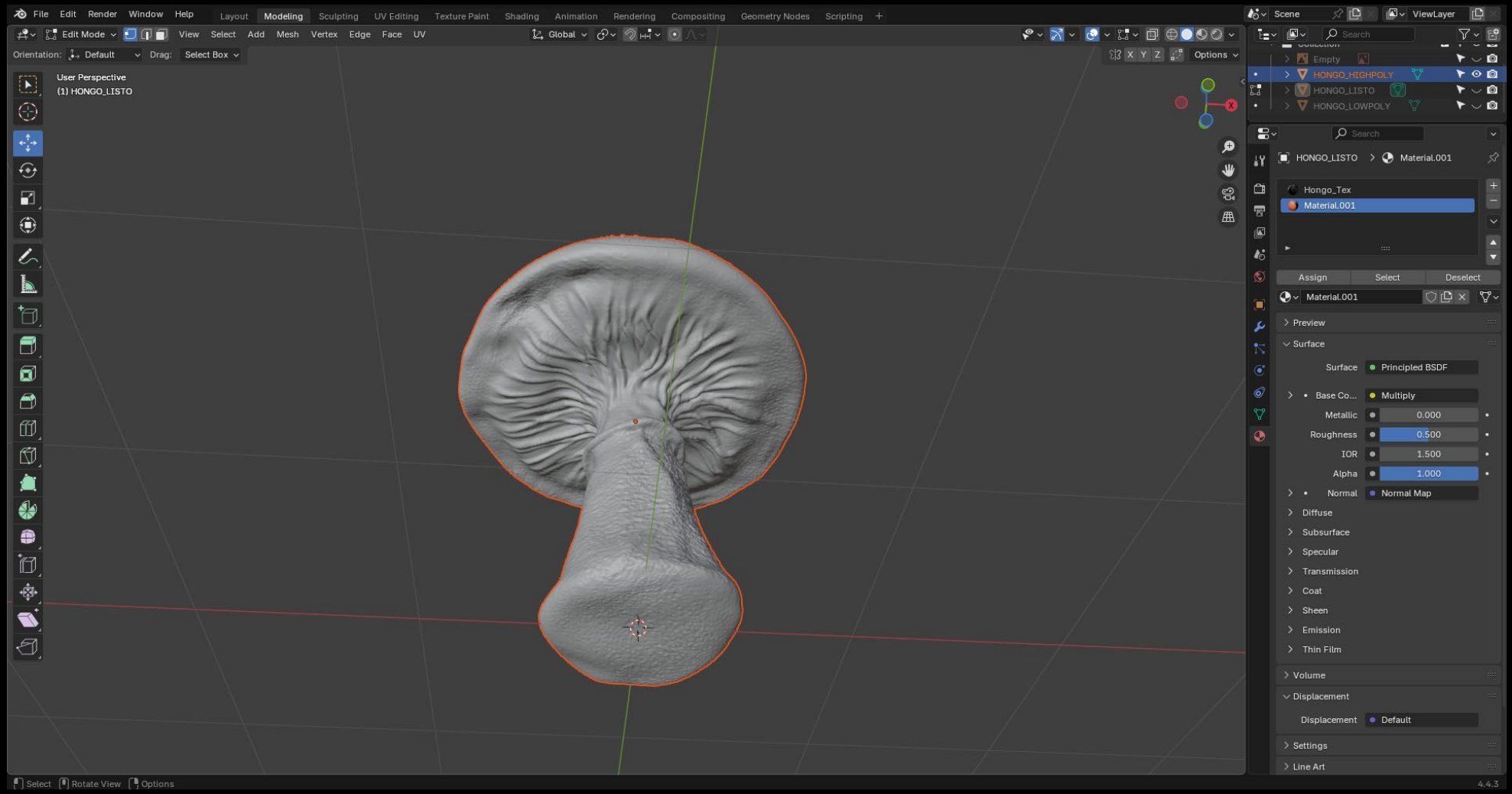
Ficha: 3176508

Aprendiz: Mishell Gisela Hurtado Ardila

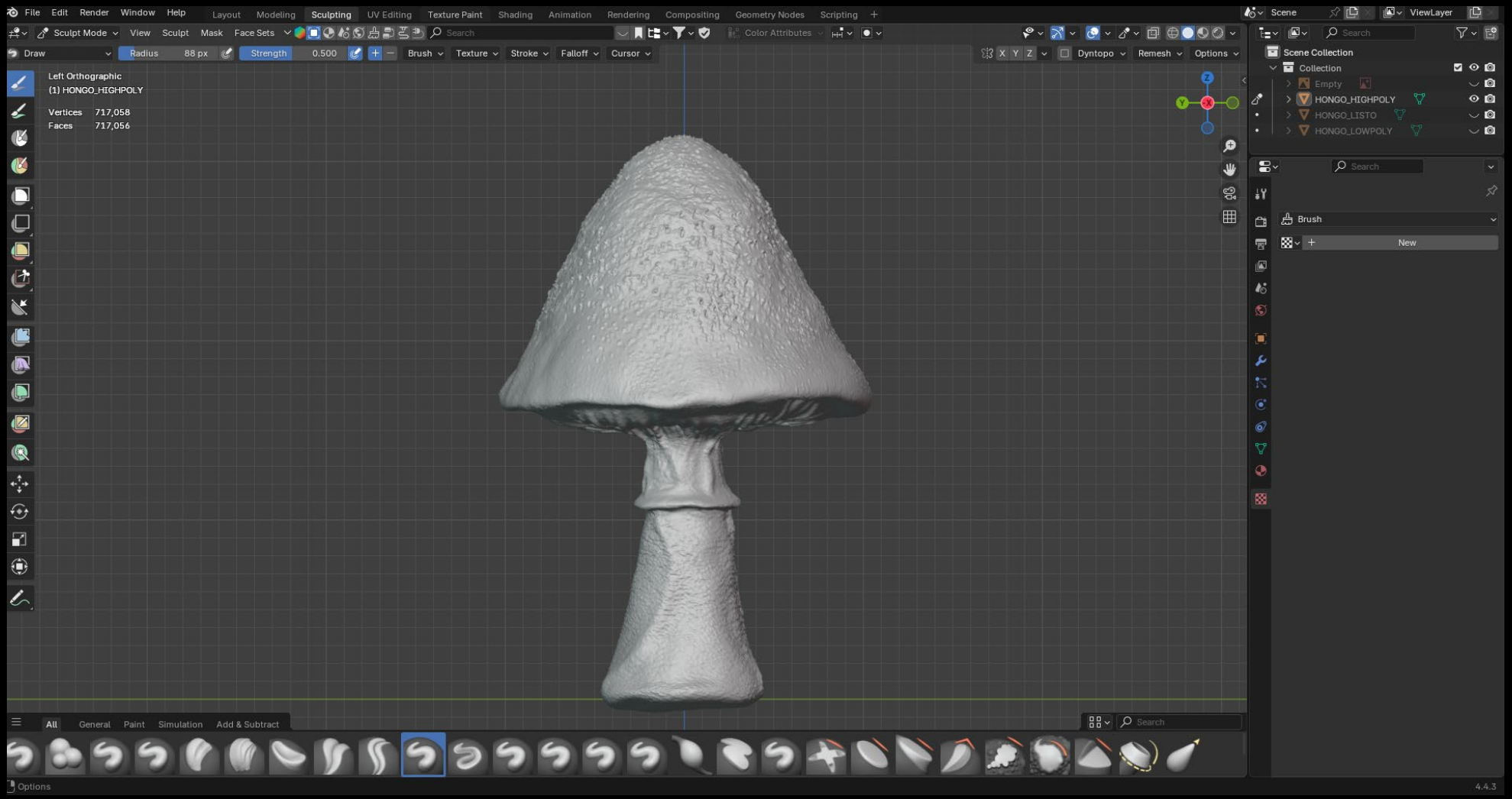
Presentado a: Oscar Jiménez

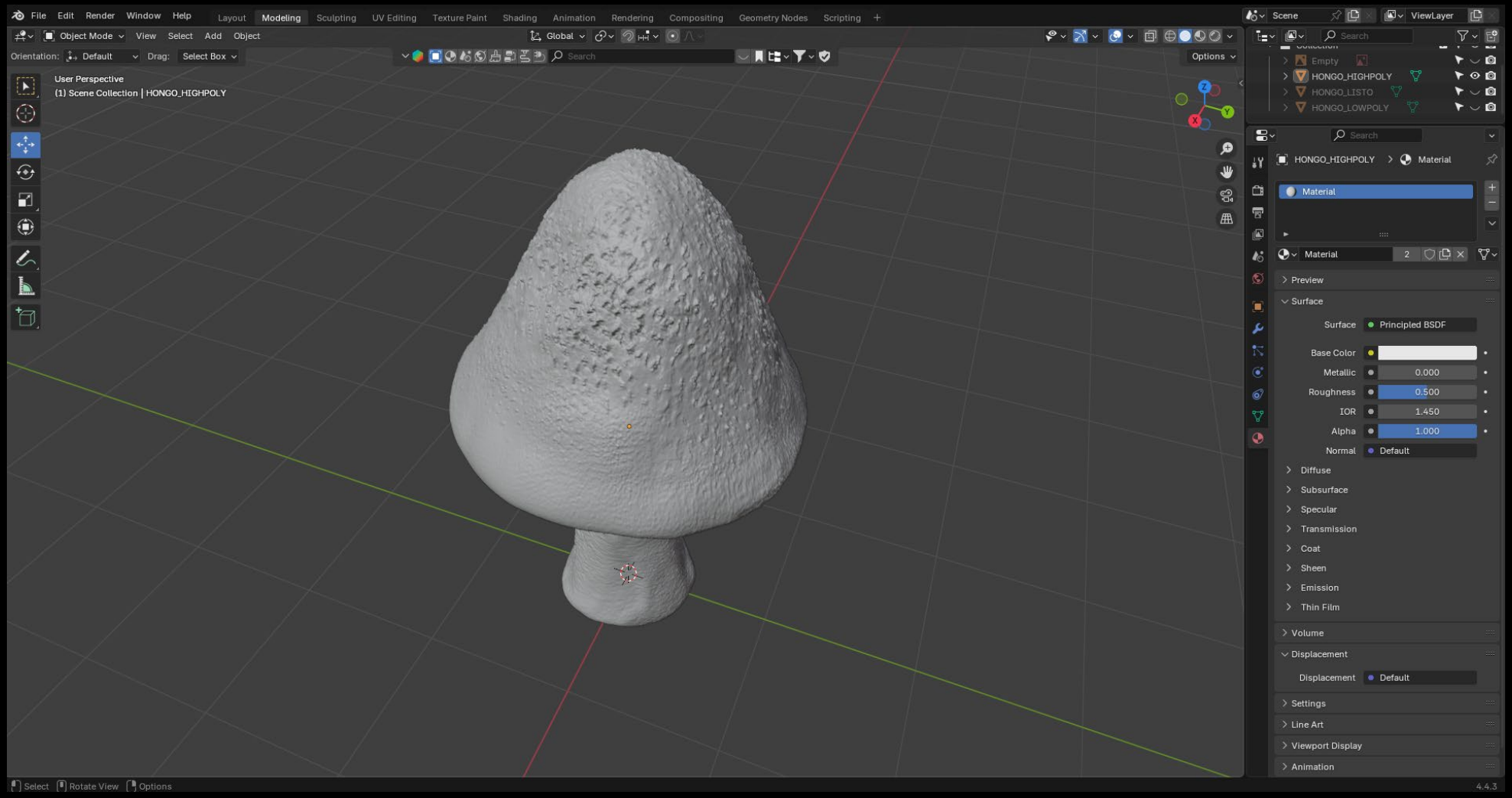
2026

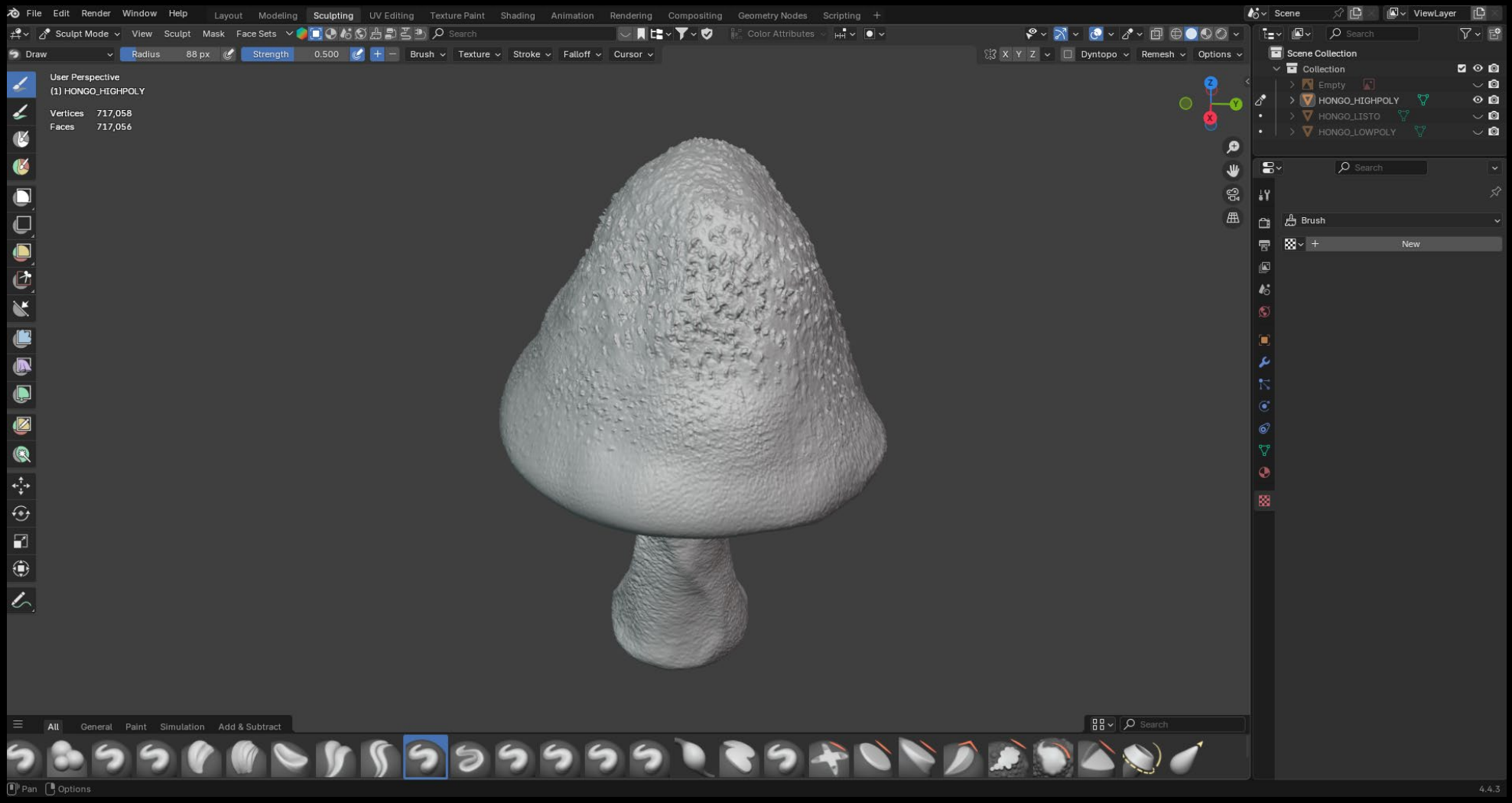
1Esculpido Digital



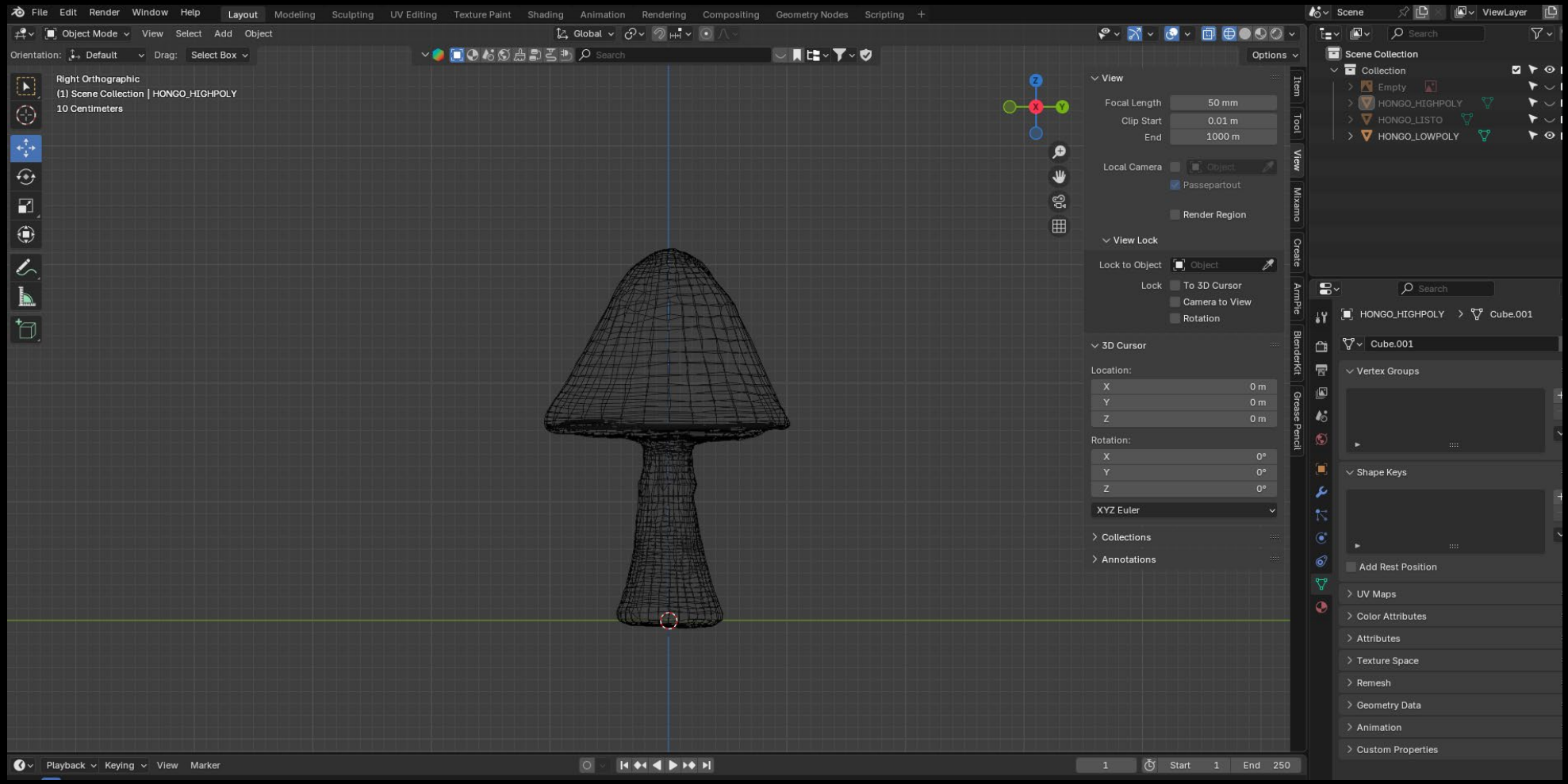

File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
Global
Orientation: Default Drag: Select Box
Options
Right Orthographic
(1) Scene Collection | HONGO_HIGHPOLY
10 Centimeters
Scene ViewLayer
Search
Empty
HONGO_HIGHPOLY
HONGO_LISTO
HONGO_LOWPOLY
HONGO_HIGHPOLY Material
Material
Material 2
Preview
Surface
Surface Principled BSDF
Base Color
Metallic 0.000
Roughness 0.500
IOR 1.450
Alpha 1.000
Normal Default
Diffuse
Subsurface
Specular
Transmission
Coat
Sheen
Emission
Thin Film
Volume
Displacement
Displacement Default
Settings
Line Art
Viewport Display
Animation
Select Rotate View Options
4.4.3

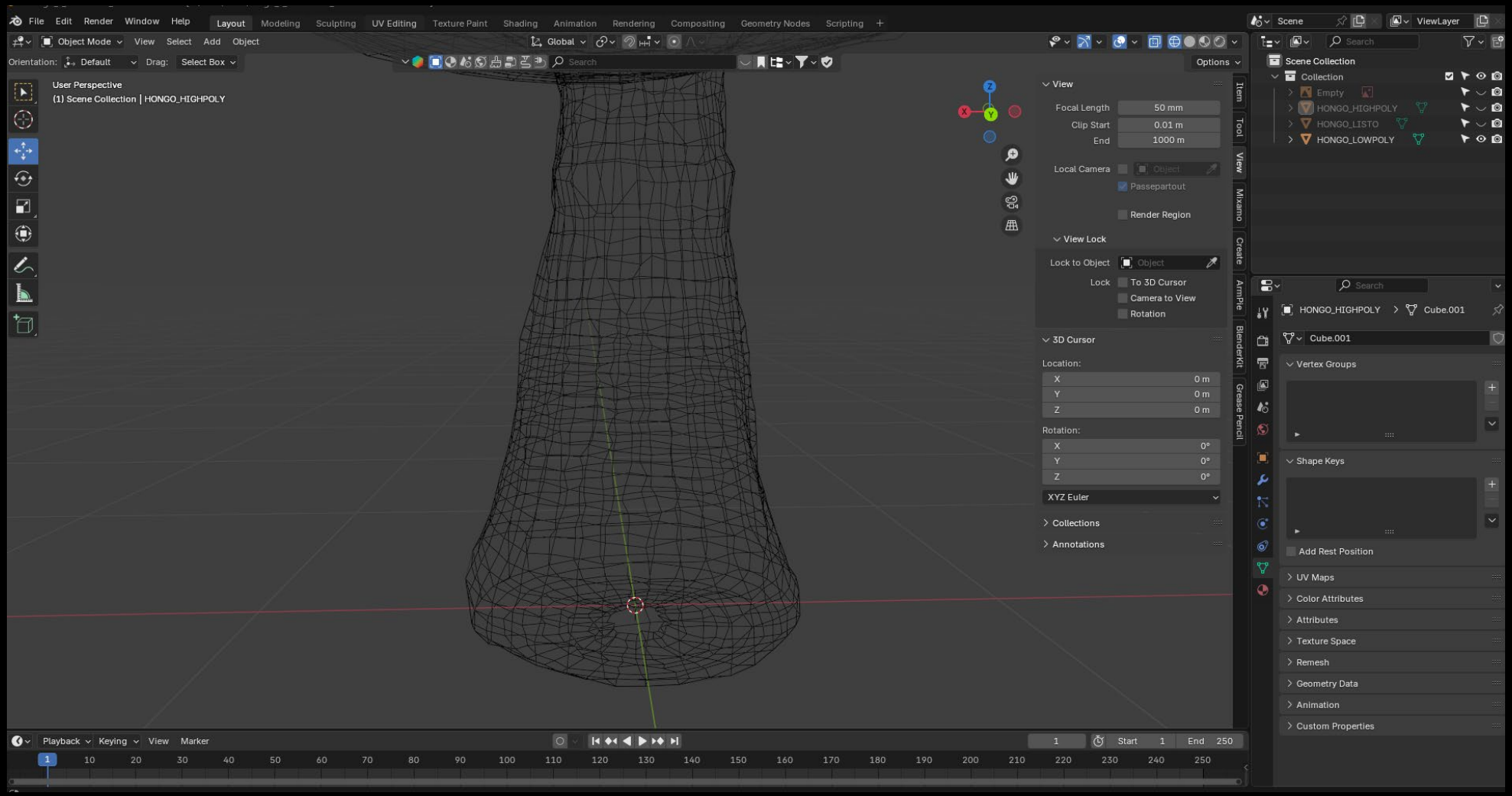

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Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Sculpt Mode View Sculpt Mask Face Sets
Draw Radius 88 px Strength 0.500 Brush Texture Stroke Falloff Cursor
Dyntopo Remesh Options
Left Orthographic
(1) HONGO_HIGHPOLY
Vertices 717,058
Faces 717,056
Scene
ViewLayer
Scene Collection
Collection
Empty
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HONGO_LISTO
HONGO_LOWPOLY
Brush
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Options
4.4.3

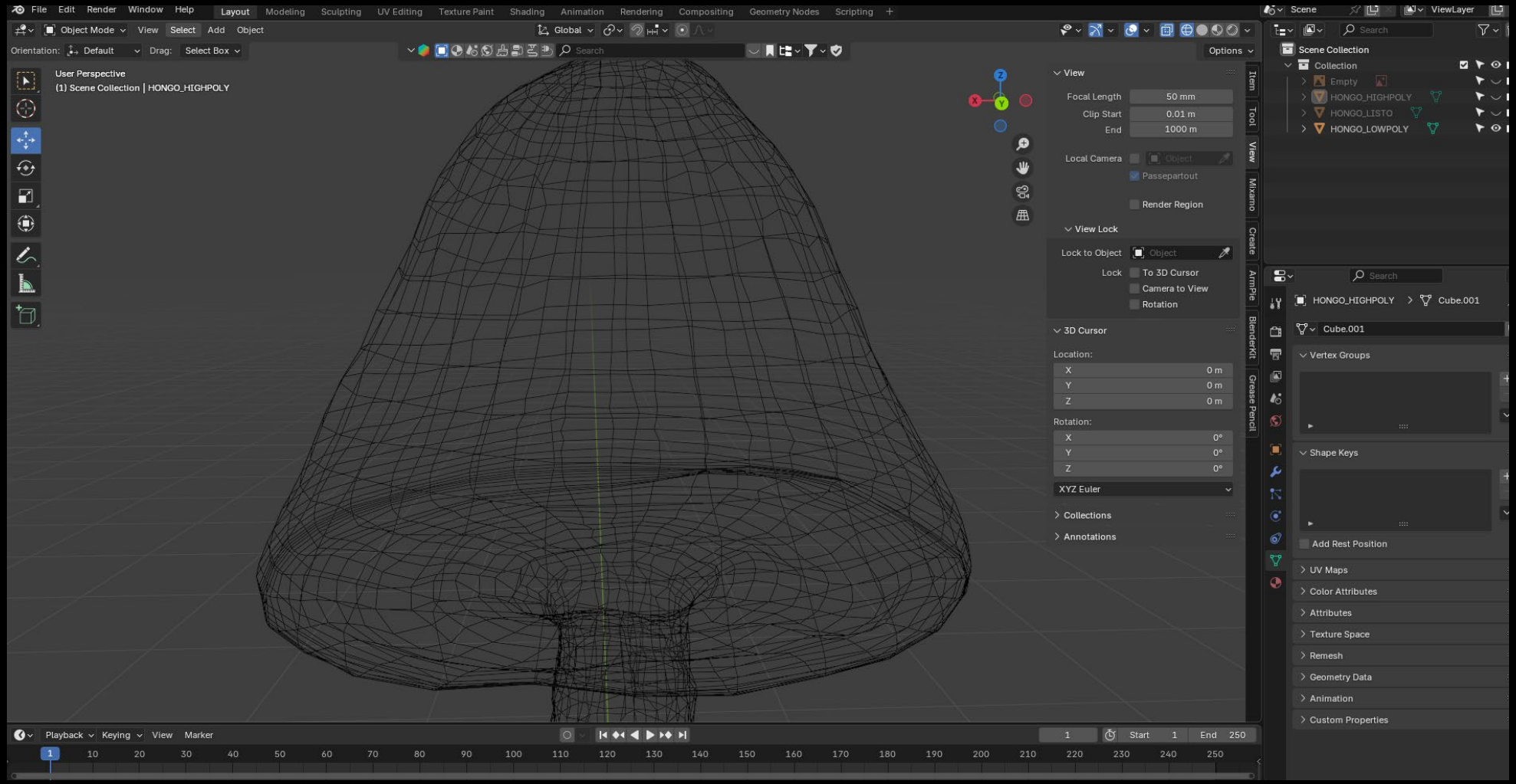

File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
Global
Orientation: Default Drag: Select Box
Options
User Perspective
(1) Scene Collection | HONGO_HIGHPOLY
Scene
ViewLayer
Empty
HONGO_HIGHPOLY
HONGO_LISTO
HONGO_LOWPOLY
HONGO_HIGHPOLY
Material
Material
Material 2
Preview
Surface
Surface Principled BSDF
Base Color
Metallic 0.000
Roughness 0.500
IOR 1.450
Alpha 1.000
Normal Default
Diffuse
Subsurface
Specular
Transmission
Coat
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Animation
Select
Rotate View
Options
4.4.3

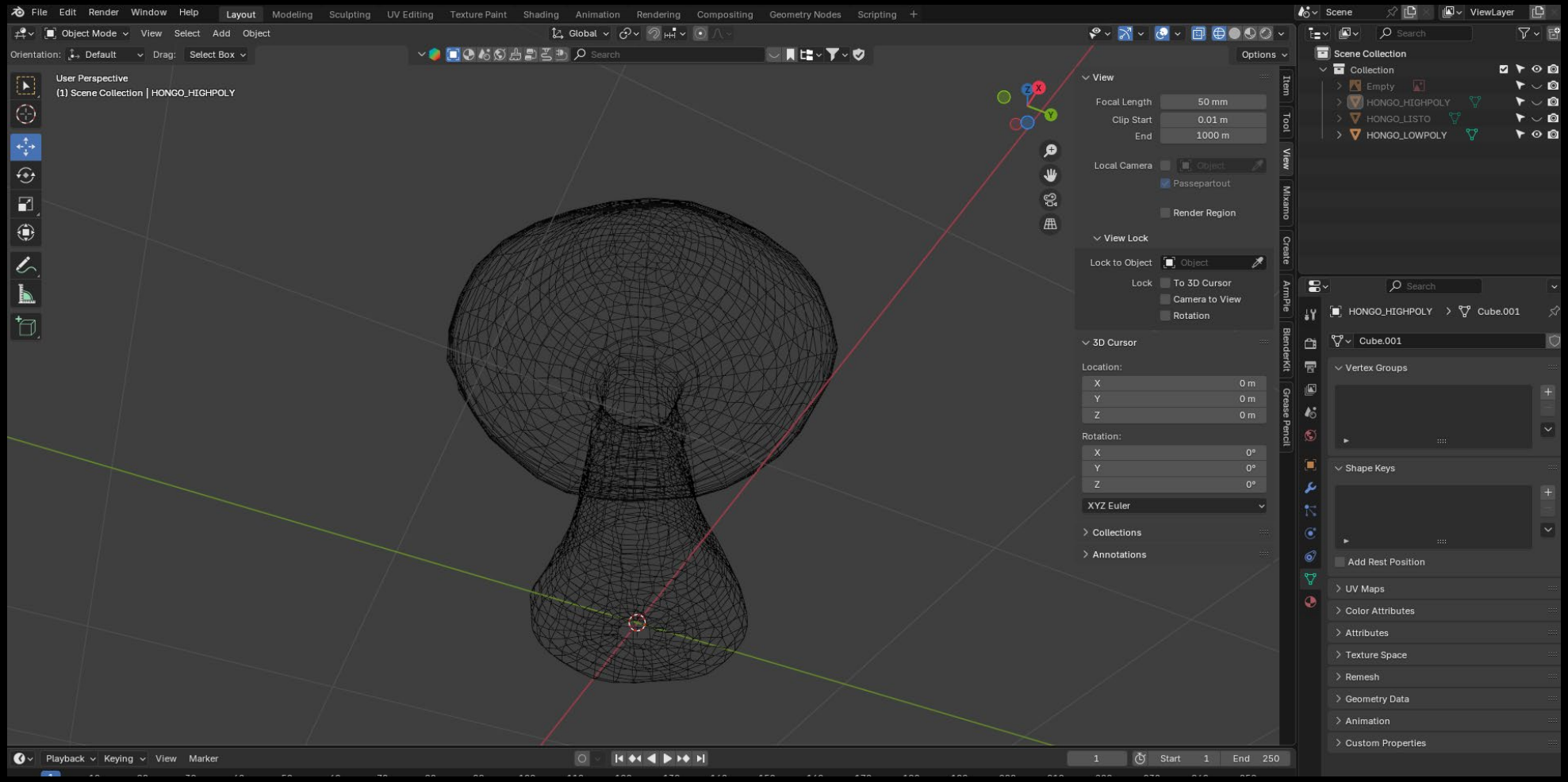

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Sculpt Mode View Sculpt Mask Face Sets
Draw Radius 88 px Strength 0.500 Brush Texture Stroke Falloff Cursor
Dyntopo Remesh Options
User Perspective
(1) HONGO_HIGHPOLY
Vertices 717,058
Faces 717,056
Scene
ViewLayer
Scene Collection
Collection
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HONGO_LISTO
HONGO_LOWPOLY
Brush
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All General Paint Simulation Add & Subtract
Pan Options
4.4.3

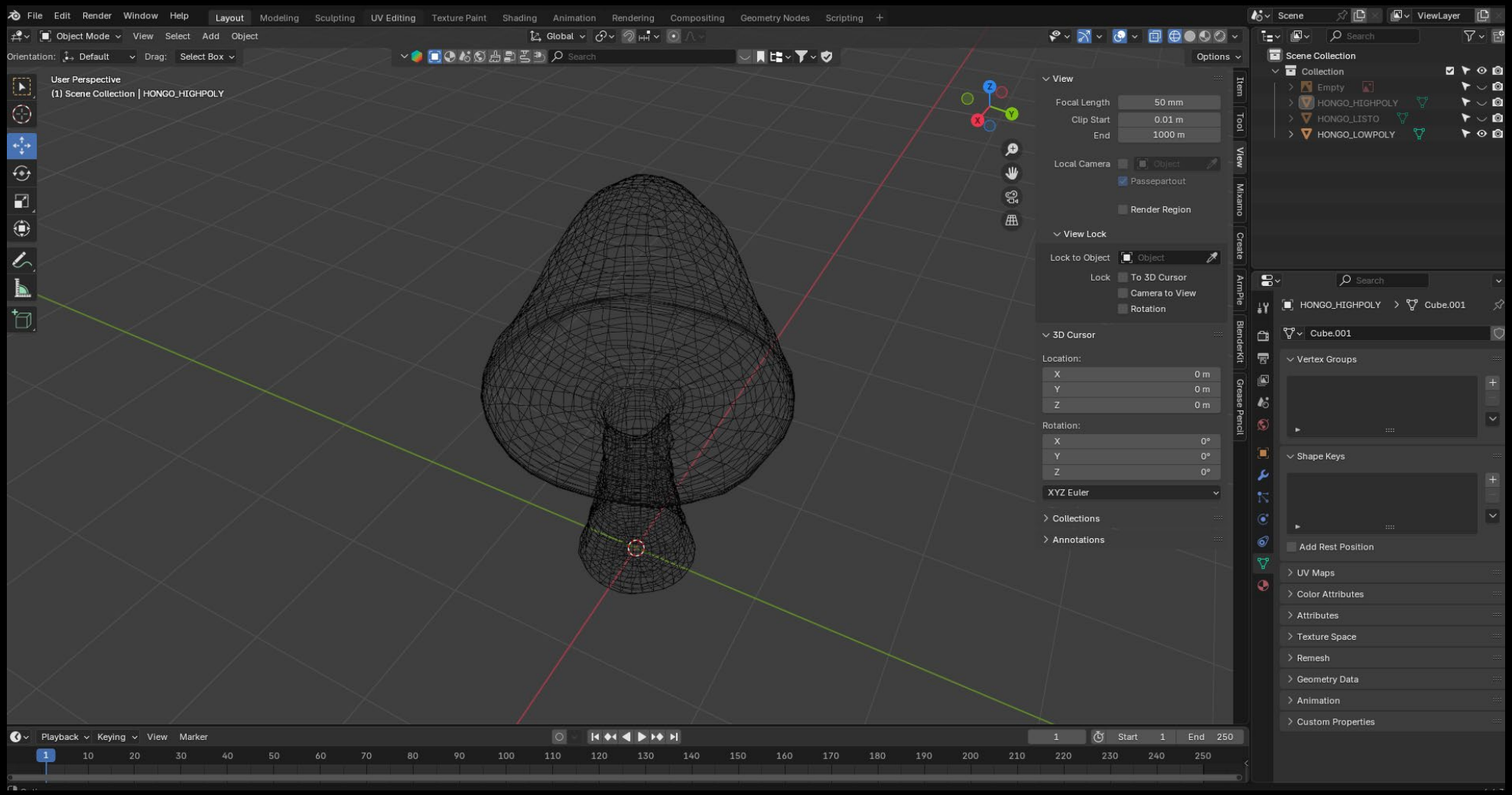
2 Geometría Low



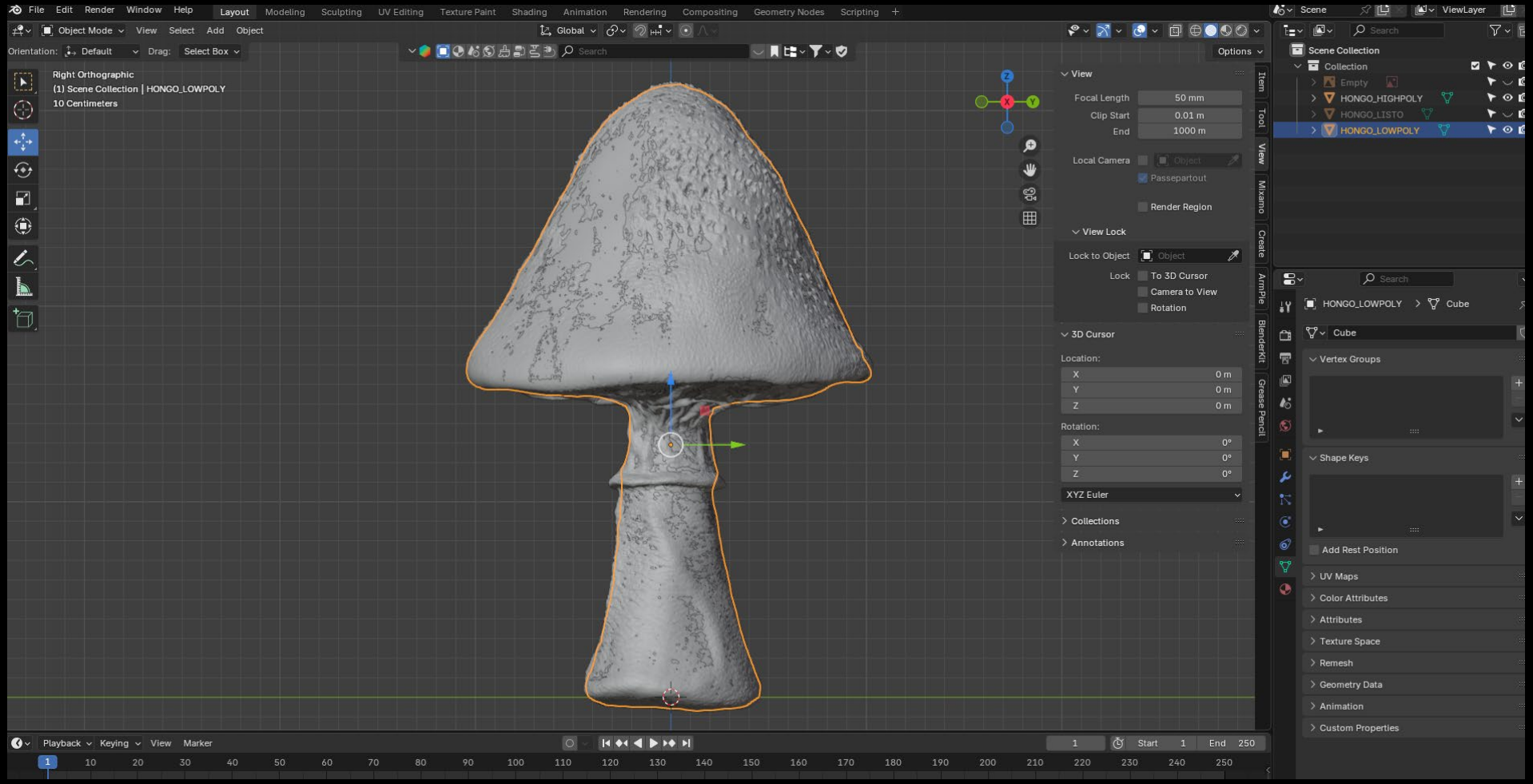

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Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
Global
Orientation: Default Drag: Select Box
Options
User Perspective
(1) Scene Collection | HONGO_HIGHPOLY
View
Focal Length 50 mm
Clip Start 0.01 m
End 1000 m
Local Camera
Passepartout
Render Region
View Lock
Lock to Object
Lock To 3D Cursor
Camera to View
Rotation
3D Cursor
Location:
X 0 m
Y 0 m
Z 0 m
Rotation:
X 0°
Y 0°
Z 0°
XYZ Euler
Collections
Annotations
Item Tool View Mixamo Create ArmPie BlenderKit Grease Pencil
Scene
ViewLayer
Scene Collection
Collection
Empty
HONGO_HIGHPOLY
HONGO_LISTO
HONGO_LOWPOLY
HONGO_HIGHPOLY
Cube.001
Vertex Groups
Shape Keys
Add Rest Position
UV Maps
Color Attributes
Attributes
Texture Space
Remesh
Geometry Data
Animation
Custom Properties
Playback Keying View Marker
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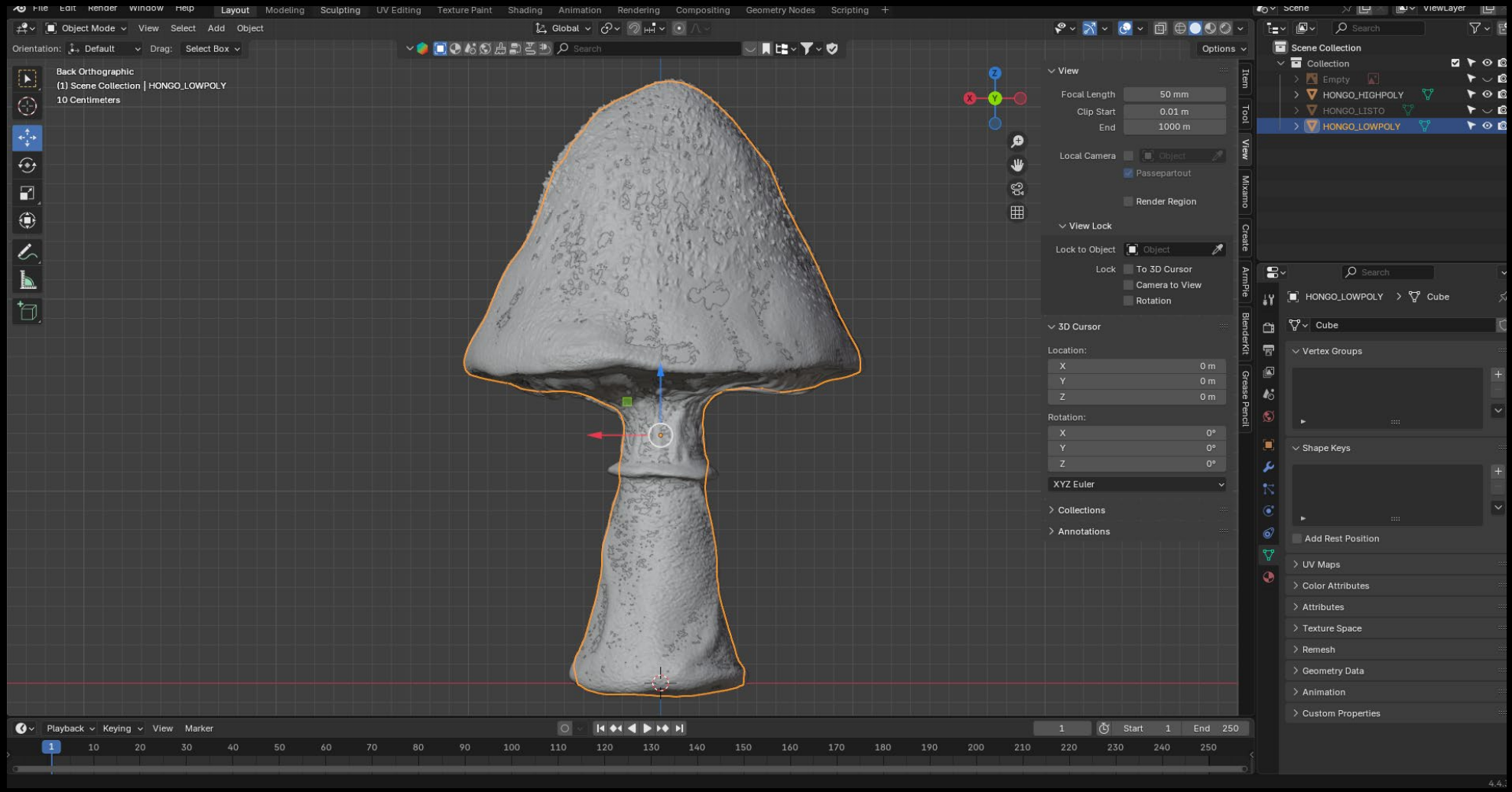

File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
Global
Orientation: Default Drag: Select Box
Options
User Perspective
(1) Scene Collection | HONGO_HIGHPOLY
View
Focal Length 50 mm
Clip Start 0.01 m
End 1000 m
Local Camera Object
Passepartout
Render Region
View Lock
Lock to Object Object
Lock To 3D Cursor
Camera to View
Rotation
3D Cursor
Location:
X 0 m
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Z 0 m
Rotation:
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Z 0°
XYZ Euler
Collections
Annotations
Item Tool View Mixamo Create ArmPie BlenderKit Grease Pencil
Scene ViewLayer
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HONGO_LISTO
HONGO_LOWPOLY
HONGO_HIGHPOLY Cube.001
Cube.001
Vertex Groups
Shape Keys
Add Rest Position
UV Maps
Color Attributes
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Texture Space
Remesh
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Playback Keying View Marker
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1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250


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Object Mode View Select Add Object
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(1) Scene Collection | HONGO_HIGHPOLY
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Focal Length 50 mm
Clip Start 0.01 m
End 1000 m
Local Camera
Passepartout
Render Region
View Lock
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To 3D Cursor
Camera to View
Rotation
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XYZ Euler
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Annotations
Item Tool View Mixamo Create ArmPie BlenderKit Grease Pencil
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HONGO_LOWPOLY
HONGO_HIGHPOLY
Cube.001
Vertex Groups
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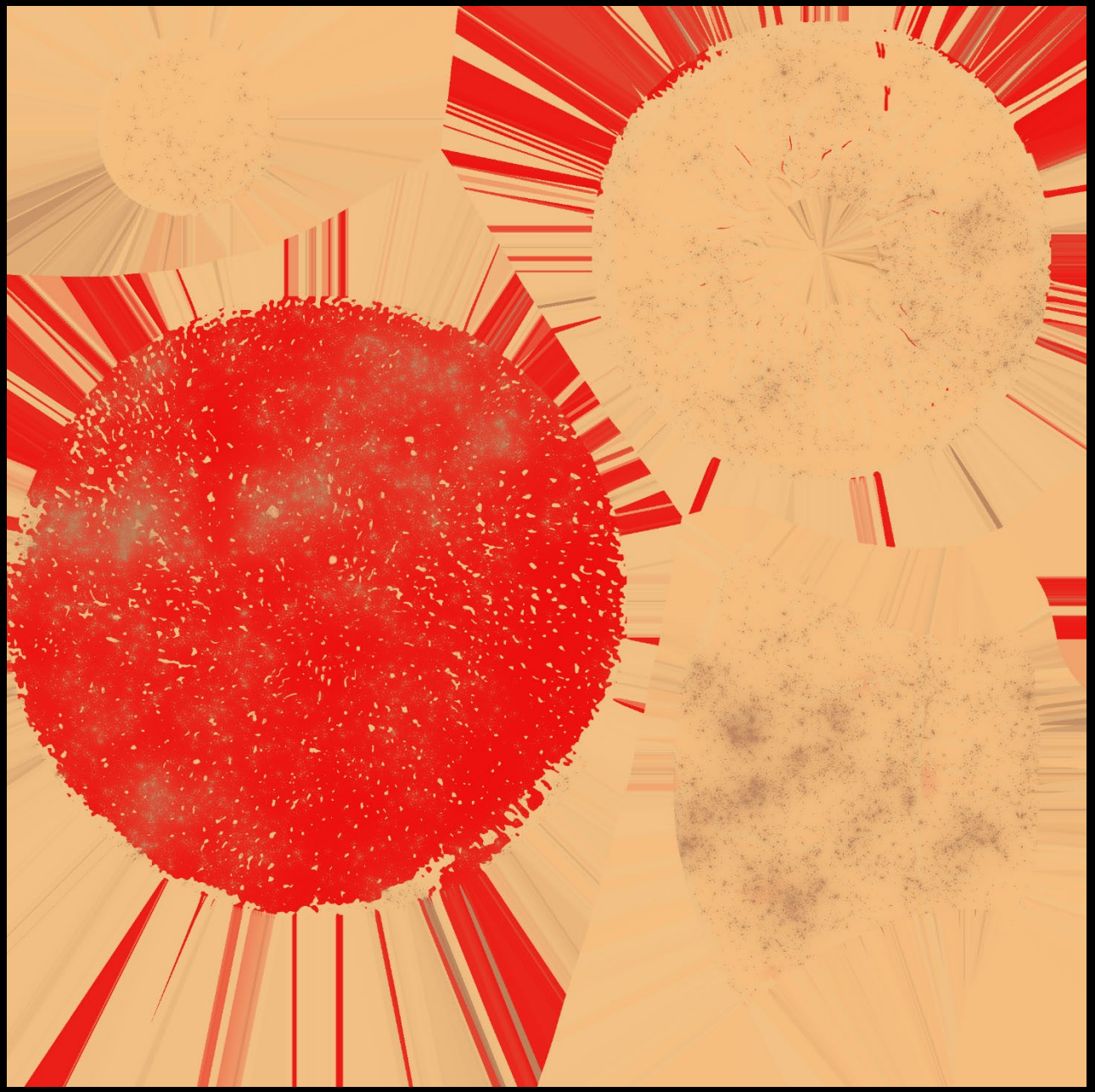

File Edit Render Window Help
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(1) Scene Collection | HONGO_HIGHPOLY
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Camera to View
Rotation
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Location:
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Z 0 m
Rotation:
X 0°
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XYZ Euler
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Annotations
Item Tool View Mixamo Create ArmPie BlenderKit Grease Pencil
Scene ViewLayer
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HONGO_LISTO
HONGO_LOWPOLY
HONGO_HIGHPOLY Cube.001
Cube.001
Vertex Groups
Shape Keys
Add Rest Position
UV Maps
Color Attributes
Attributes
Texture Space
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Custom Properties
Playback Keying View Marker
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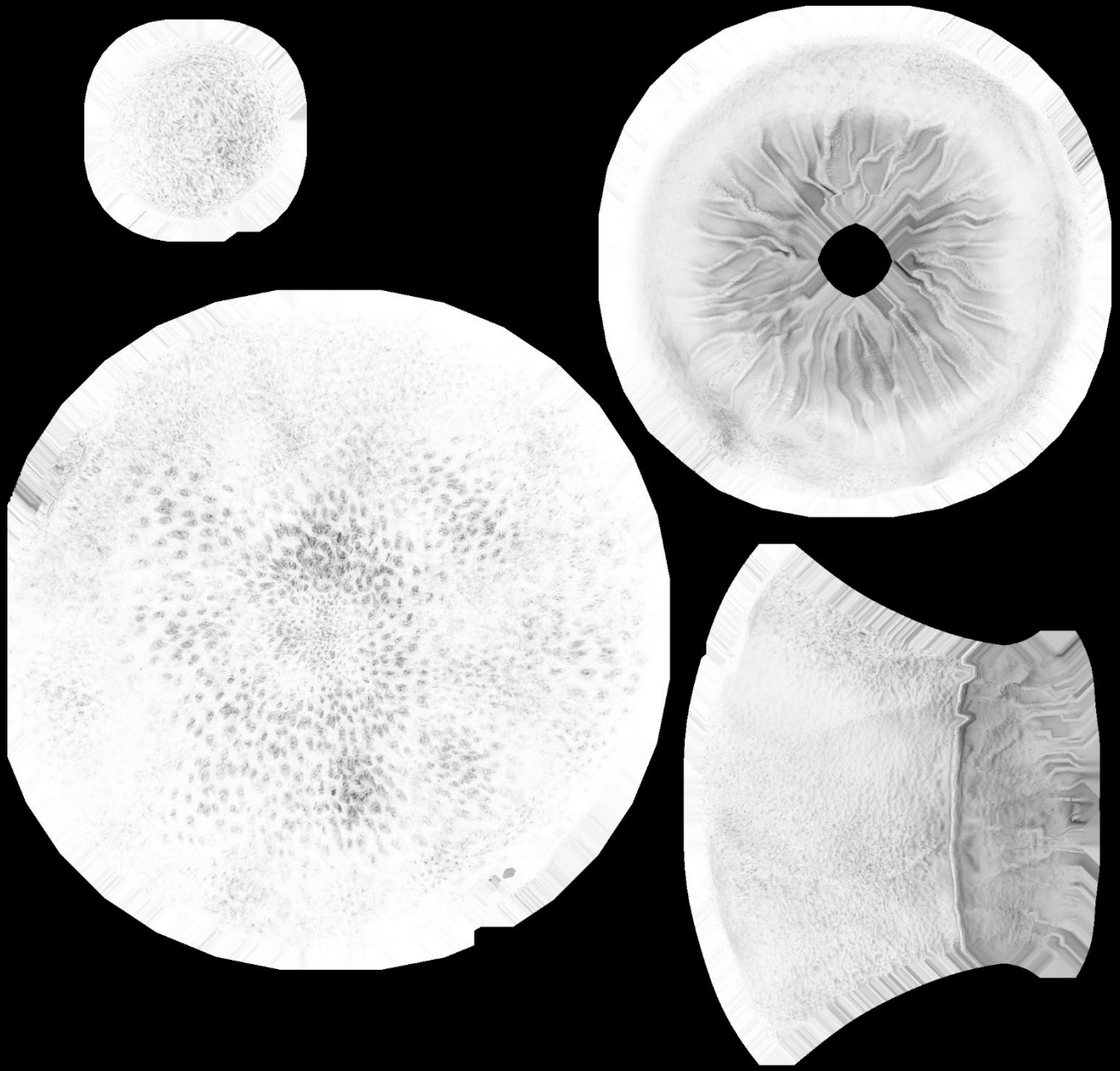
3 BAKE

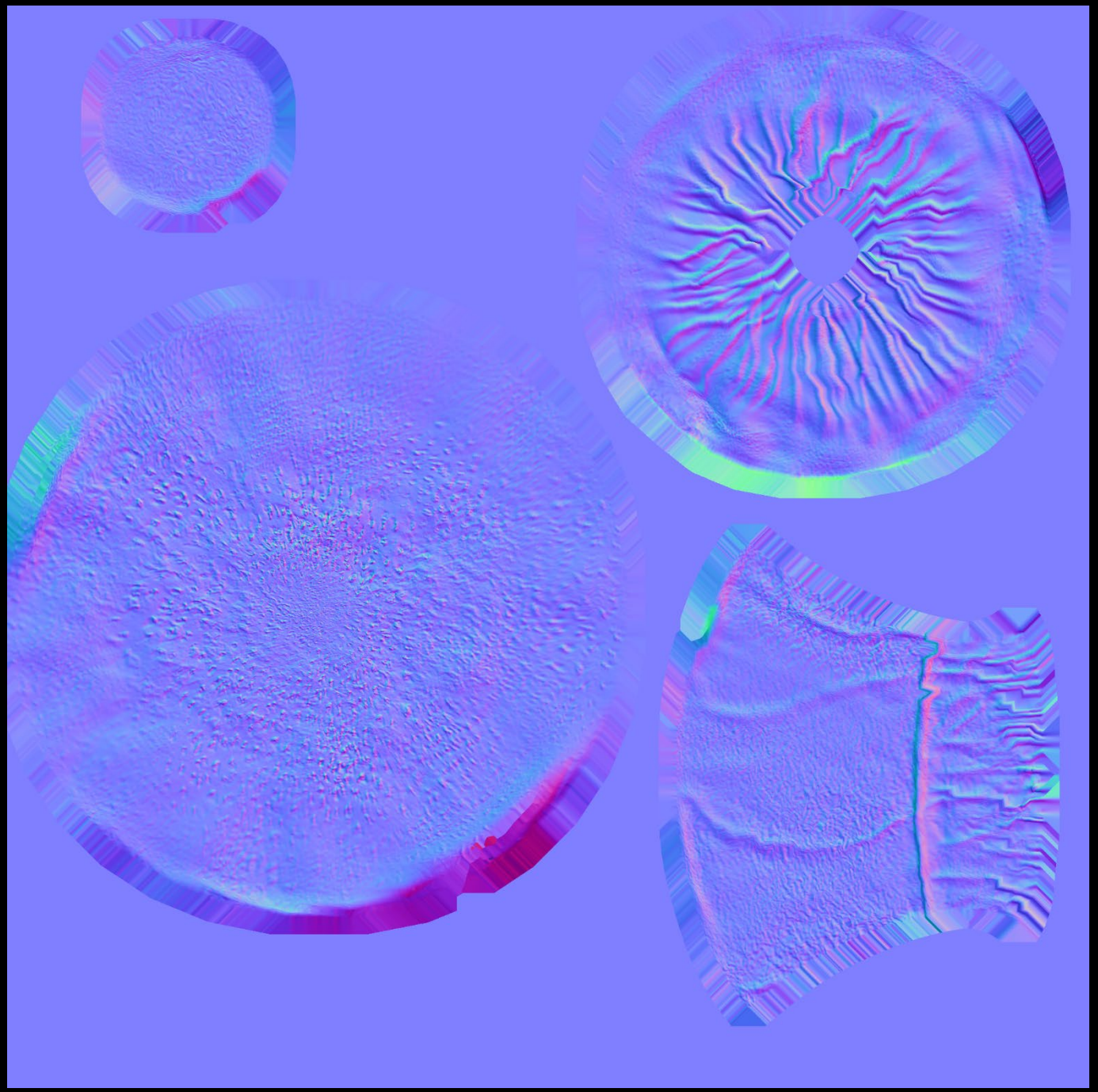

File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
Global
Orientation: Default Drag: Select Box
Options
Right Orthographic
(1) Scene Collection | HONGO_LOWPOLY
10 Centimeters
View
Focal Length 50 mm
Clip Start 0.01 m
End 1000 m
Local Camera
Passepartout
Render Region
View Lock
Lock to Object
Lock To 3D Cursor
Camera to View
Rotation
3D Cursor
Location:
X 0 m
Y 0 m
Z 0 m
Rotation:
X 0°
Y 0°
Z 0°
XYZ Euler
Collections
Annotations
Scene
ViewLayer
Scene Collection
Collection
Empty
HONGO_HIGHPOLY
HONGO_LISTO
HONGO_LOWPOLY
HONGO_LOWPOLY
Cube
Cube
Vertex Groups
Shape Keys
Add Rest Position
UV Maps
Color Attributes
Attributes
Texture Space
Remesh
Geometry Data
Animation
Custom Properties
Playback Keying View Marker
Start 1 End 250


File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
Global
Orientation: Default
Drag: Select Box
Options
Back Orthographic
(1) Scene Collection | HONGO_LOWPOLY
10 Centimeters
View
Focal Length 50 mm
Clip Start 0.01 m
End 1000 m
Local Camera
Passepartout
Render Region
View Lock
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Lock
To 3D Cursor
Camera to View
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3D Cursor
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X 0 m
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Collections
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Scene Collection
Collection
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HONGO_LOWPOLY
HONGO_LOWPOLY
Cube
Cube
Vertex Groups
Shape Keys
Add Rest Position
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Playback Keying View Marker
Start 1 End 250

4 TEXTURAS

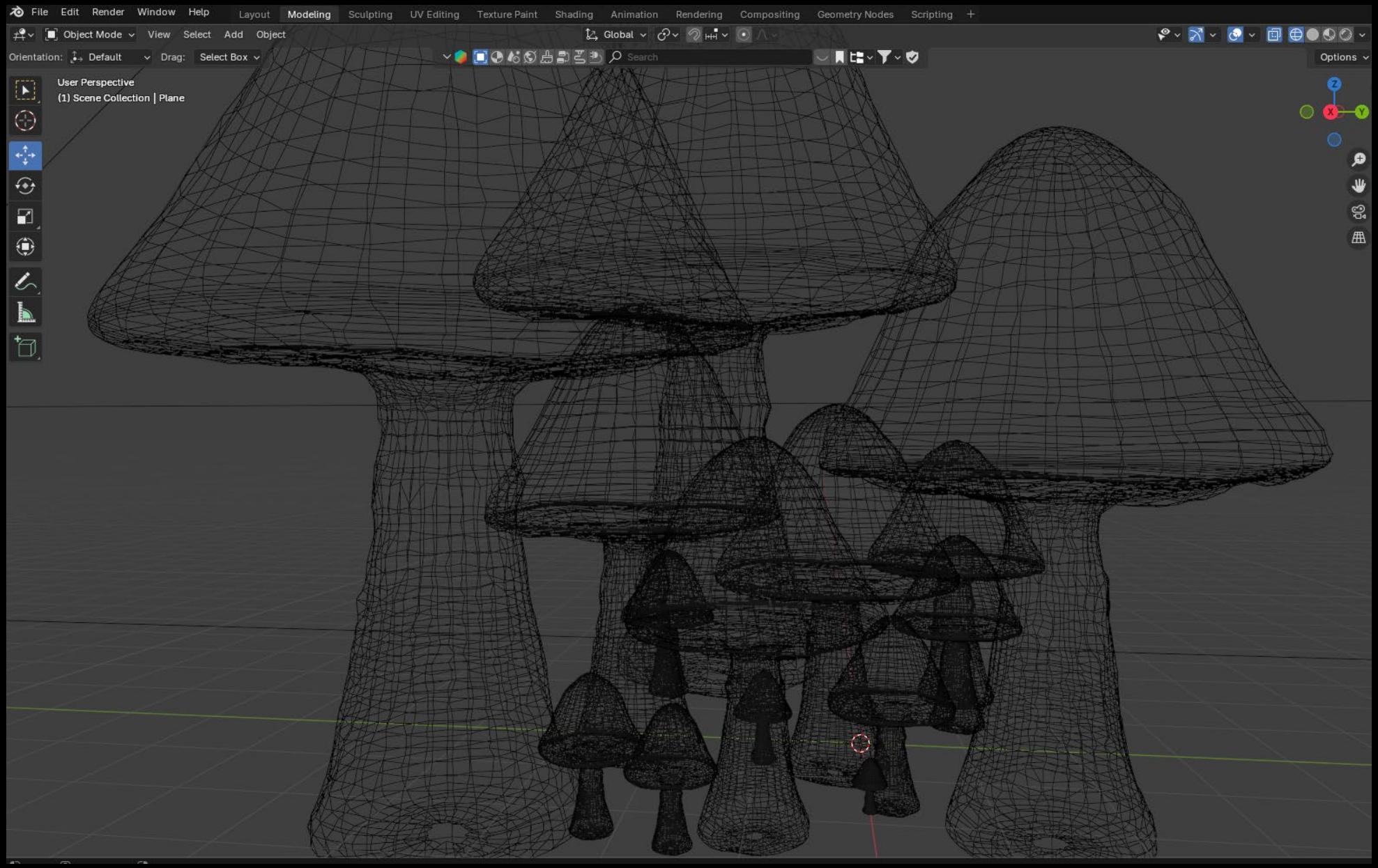


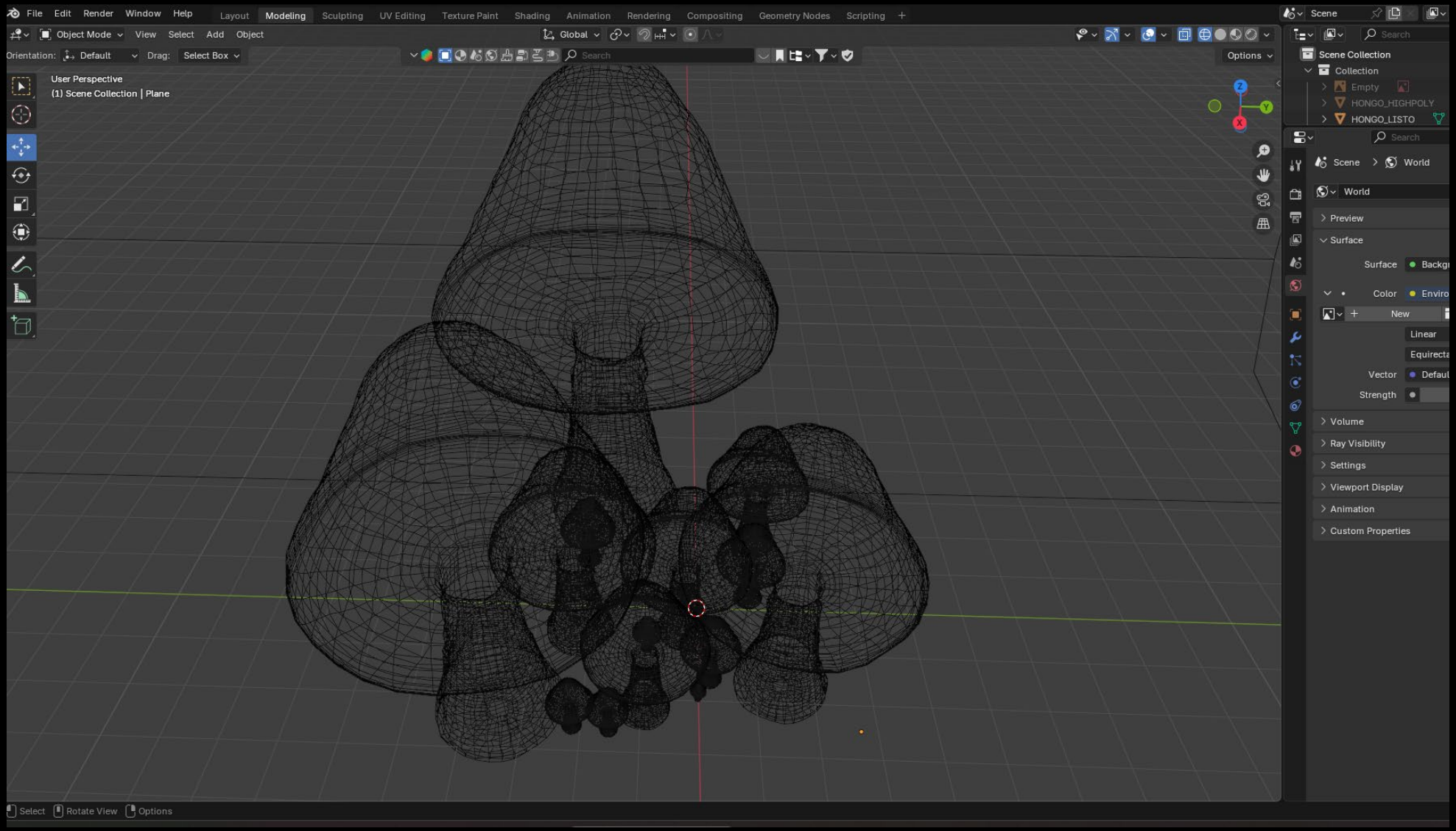


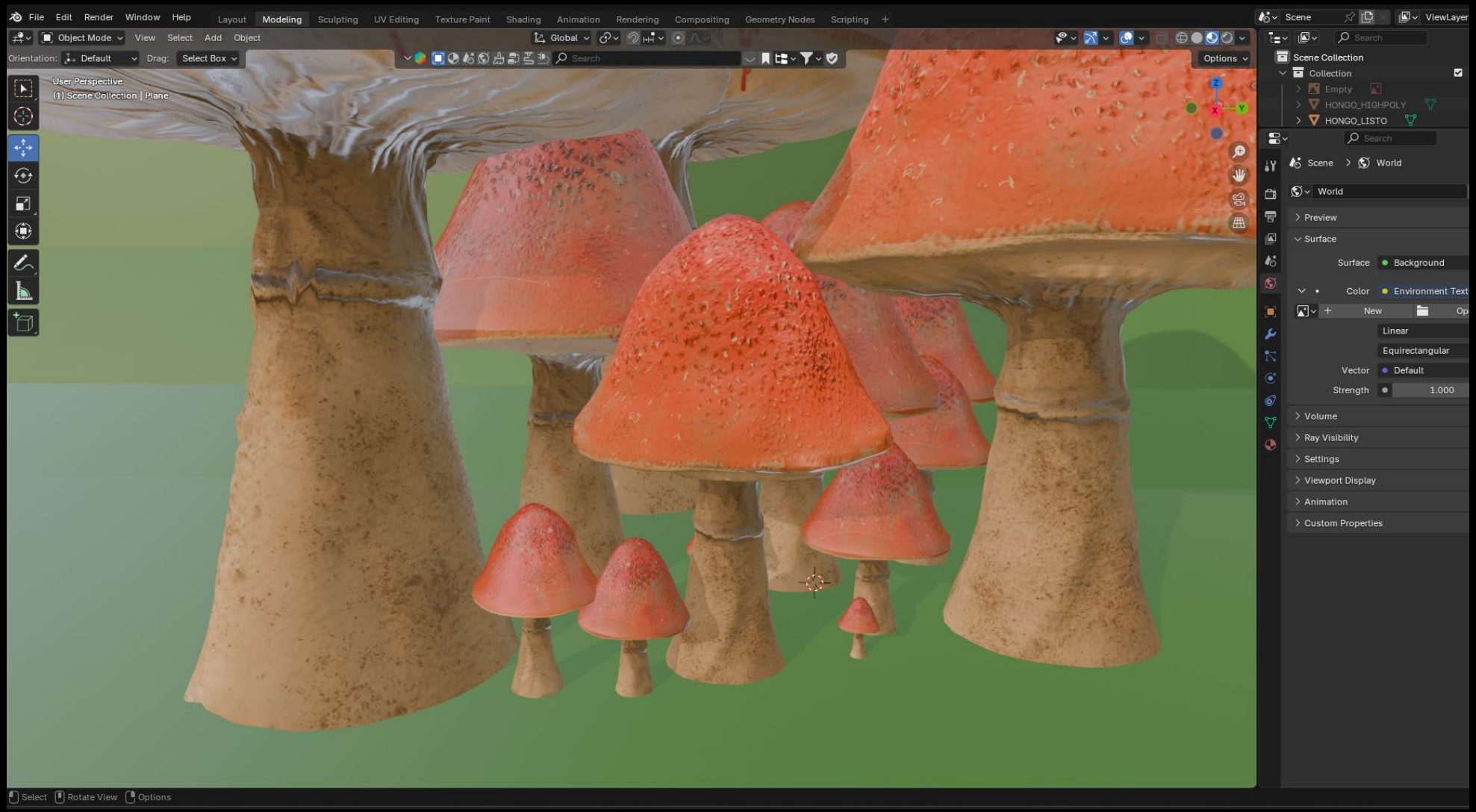


PRODUCTO FINAL

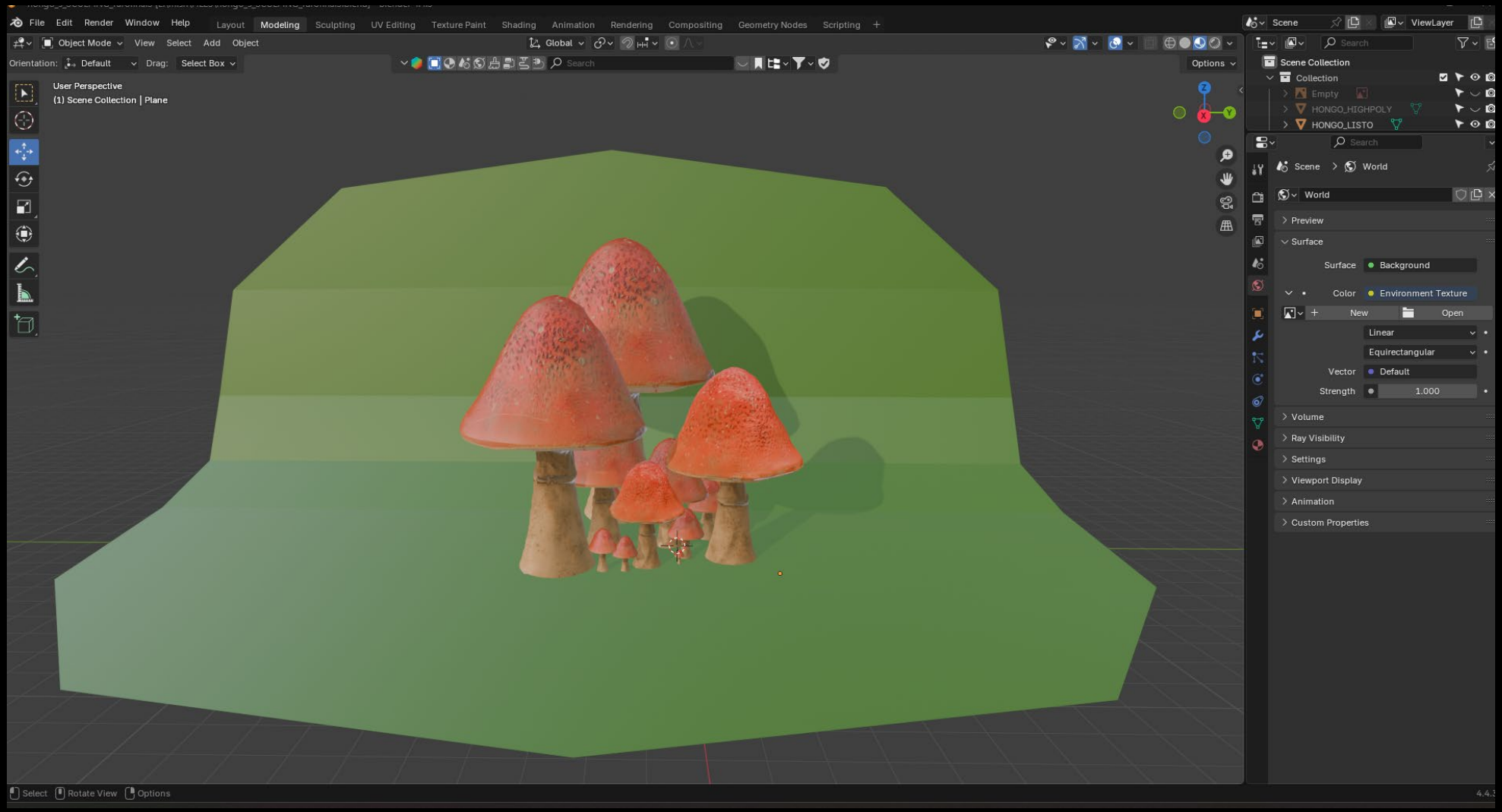



File
Edit
Render
Window
Help
Layout
Modeling
Sculpting
UV Editing
Texture Paint
Shading
Animation
Rendering
Compositing
Geometry Nodes
Scripting
Object Mode
View
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Default
Drag:
Select Box
Search
Options
User Perspective
(1) Scene Collection | Plane
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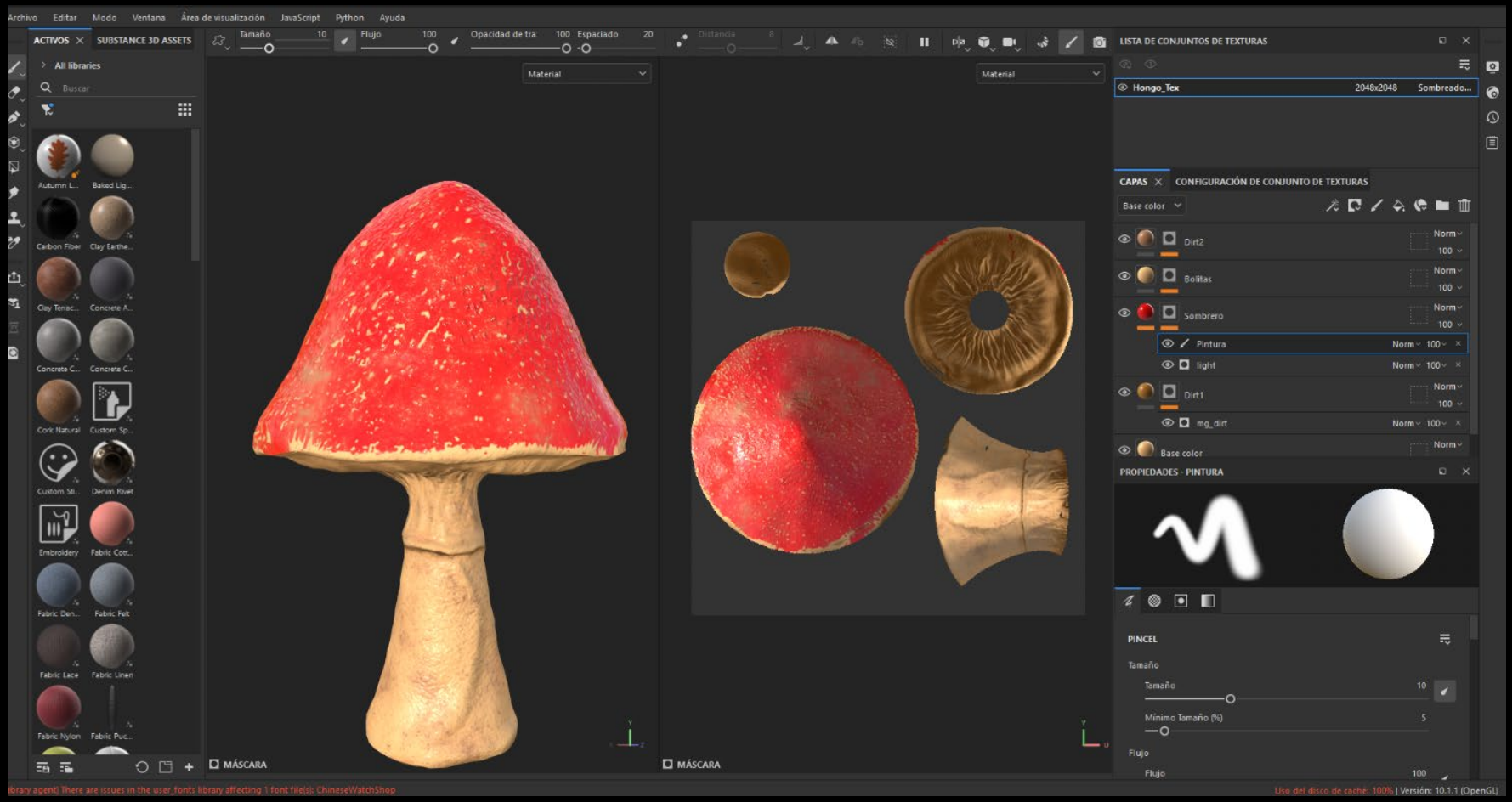

File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
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Global
Orientation: Default Drag: Select Box
Options
User Perspective
(1) Scene Collection | Plane
Scene
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HONGO_HIGHPOLY
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Scene World
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Surface
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Vector
Strength
Volume
Ray Visibility
Settings
Viewport Display
Animation
Custom Properties
Select Rotate View Options


File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
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Orientation: Default Drag: Select Box
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(1) Scene Collection | Plane
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HONGO_HIGHPOLY
HONGO_LISTO
Scene World
World
Preview
Surface
Surface Background
Color Environment Text
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Equirectangular
Vector Default
Strength 1.000
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Color Environment Texture
New Open
Linear
Equirectangular
Vector Default
Strength 1.000
Volume
Ray Visibility
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Viewport Display
Animation
Custom Properties
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SUBSTANCE


Archivo Editar Modo Ventana Área de visualización JavaScript Python Ayuda
ACTIVOS
SUBSTANCE 3D ASSETS
All libraries
Buscar
Material
MÁSCARA
LISTA DE CONJUNTOS DE TEXTURAS
Hongo_Tex 2048x2048 Sombreado...
CAPAS
CONFIGURACIÓN DE CONJUNTO DE TEXTURAS
Base color
Dirt2
Bolitas
Sombrero
Pintura
light
Dirt1
mg_dirt
Base color
PROPIEDADES - PINTURA
PINCEL
Tamaño
Mínimo Tamaño (%)
Flujo

RENDER





NOTA Mishell Gisela Hurtado Ardila

1. Muy bien esculpido digital
2. Muy bien geometría low
3. Muy bien bake
4. Muy bien texturas
5. El producto final muestra algunos errores de bake, por problemas desde el low poly. Puede mejorar.

NOTA FINAL 4.0

ANIMACIÓN DIGITAL

3176508

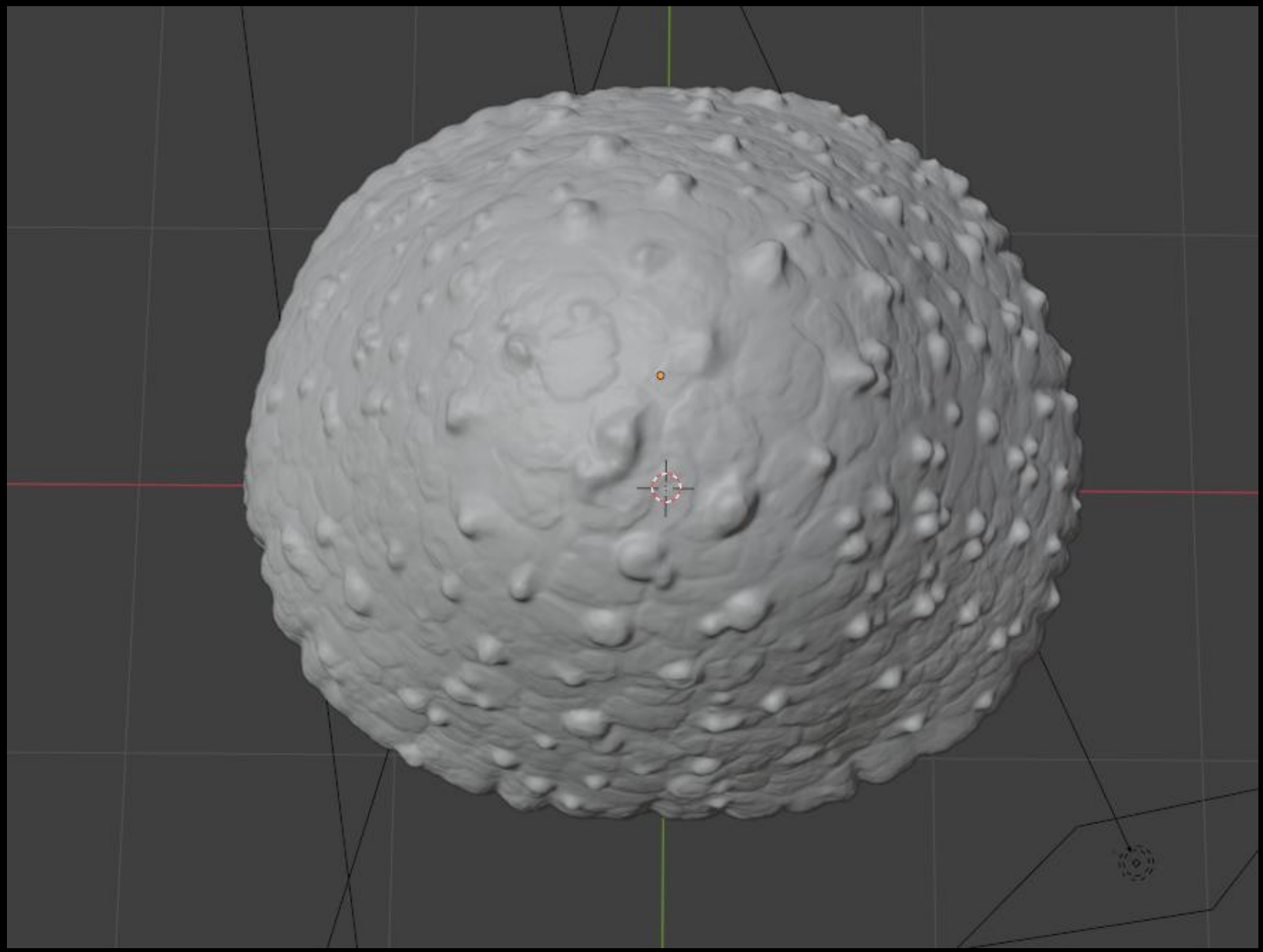
SARA MARÍN ESCALANTE

PRESENTADO A: OSCAR JIMÉNEZ

ESCULPIDO DIGITAL





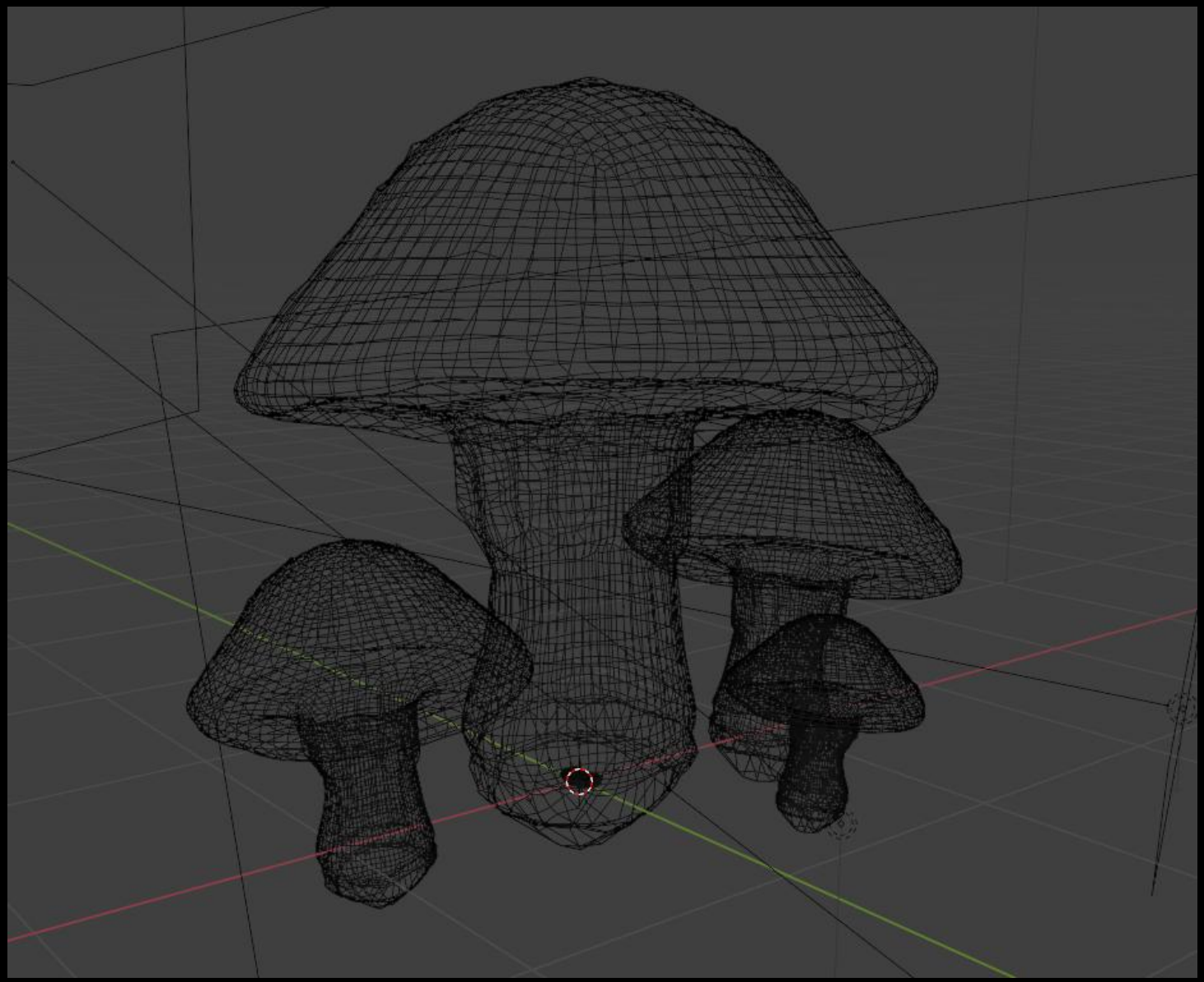






GEOMETRÍA LOW

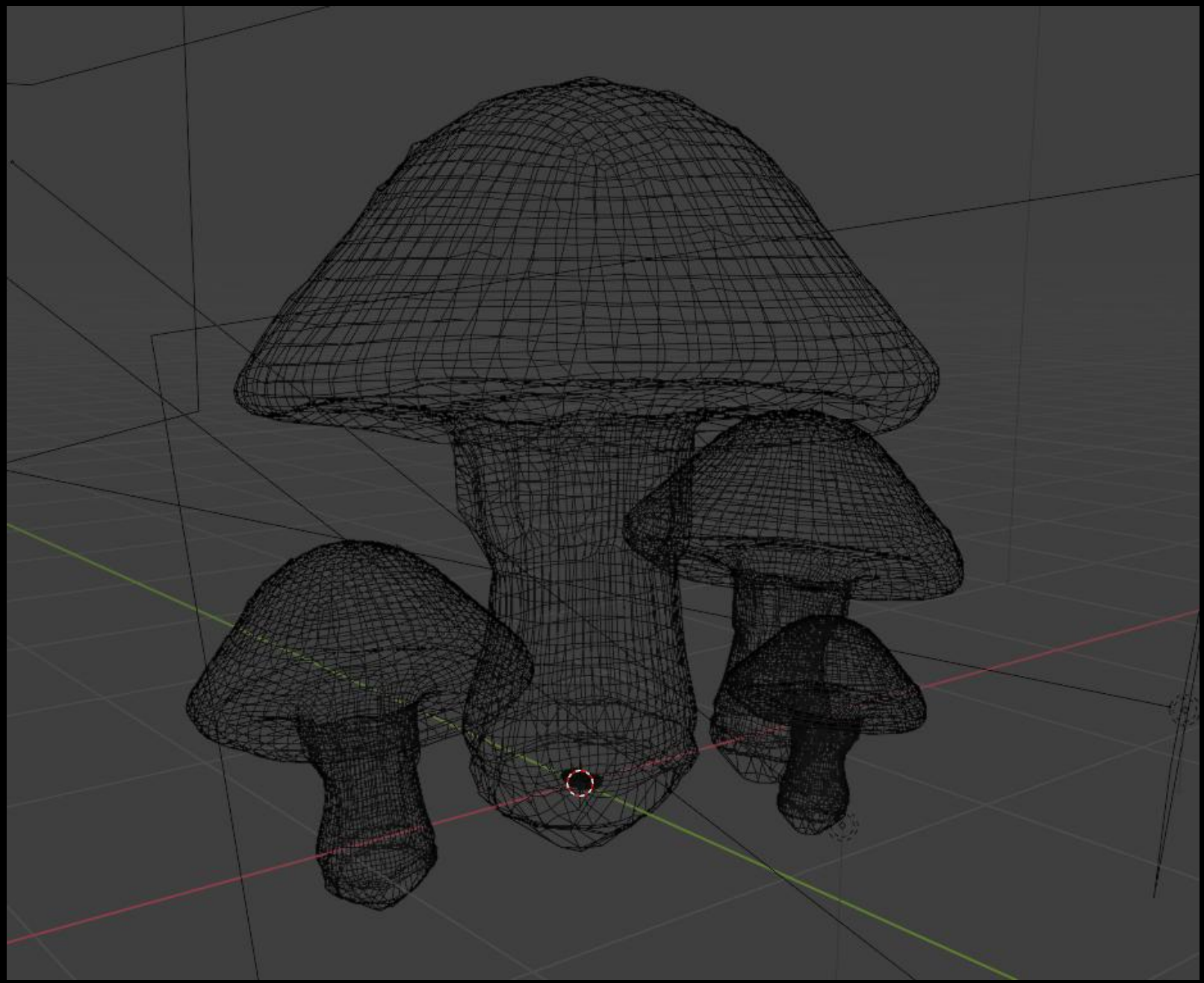












BAKE

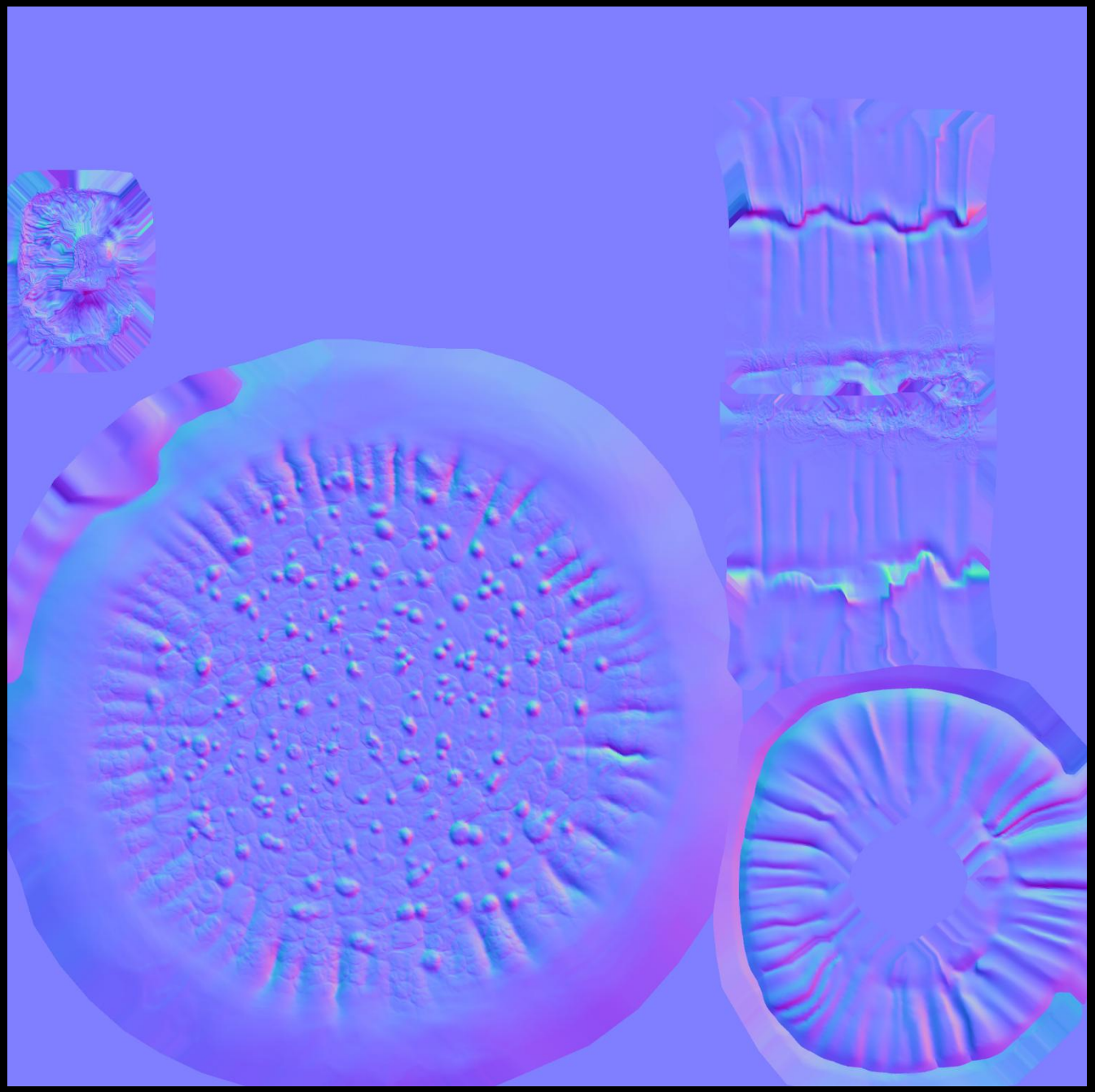


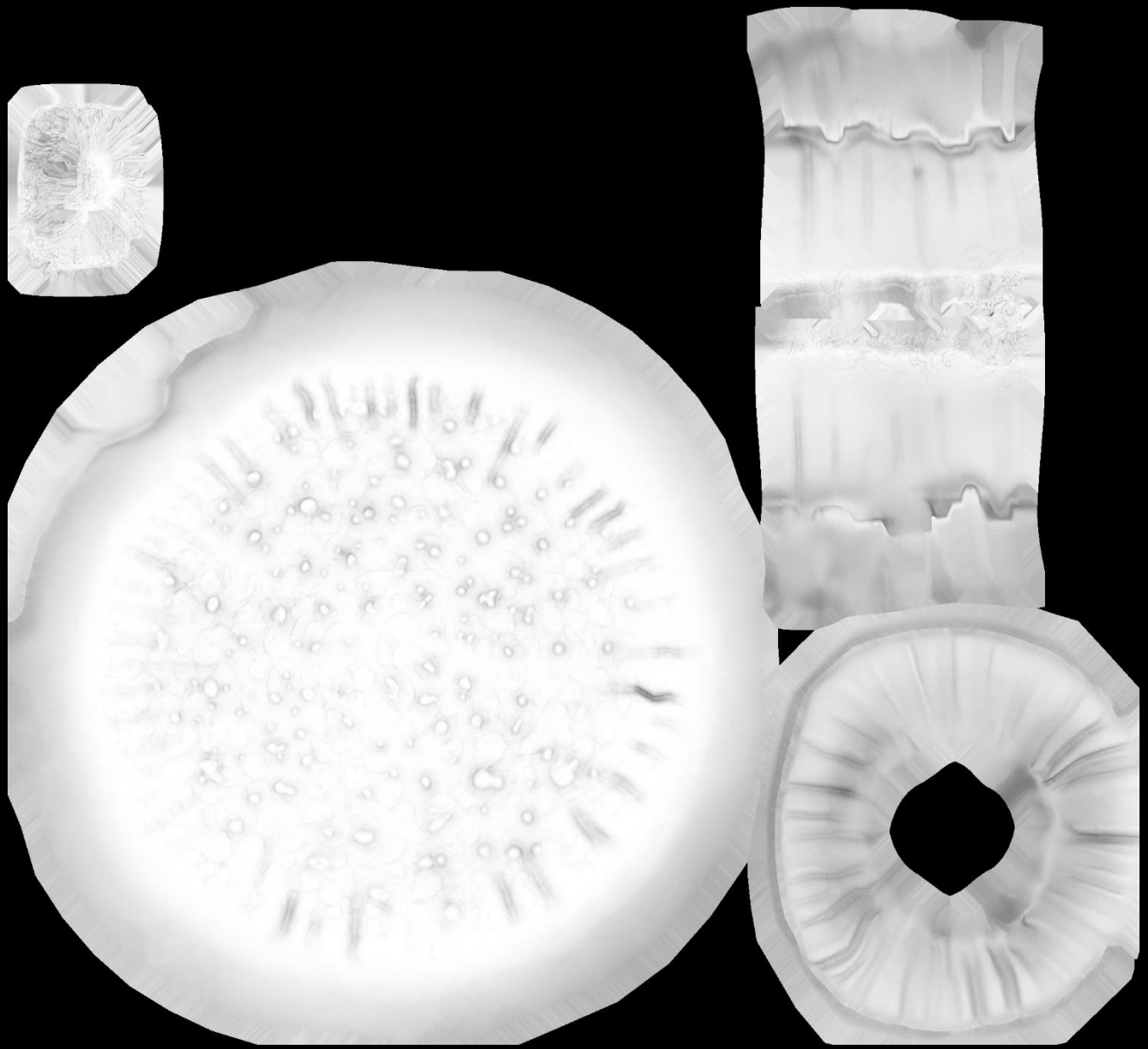


TEXTURAS

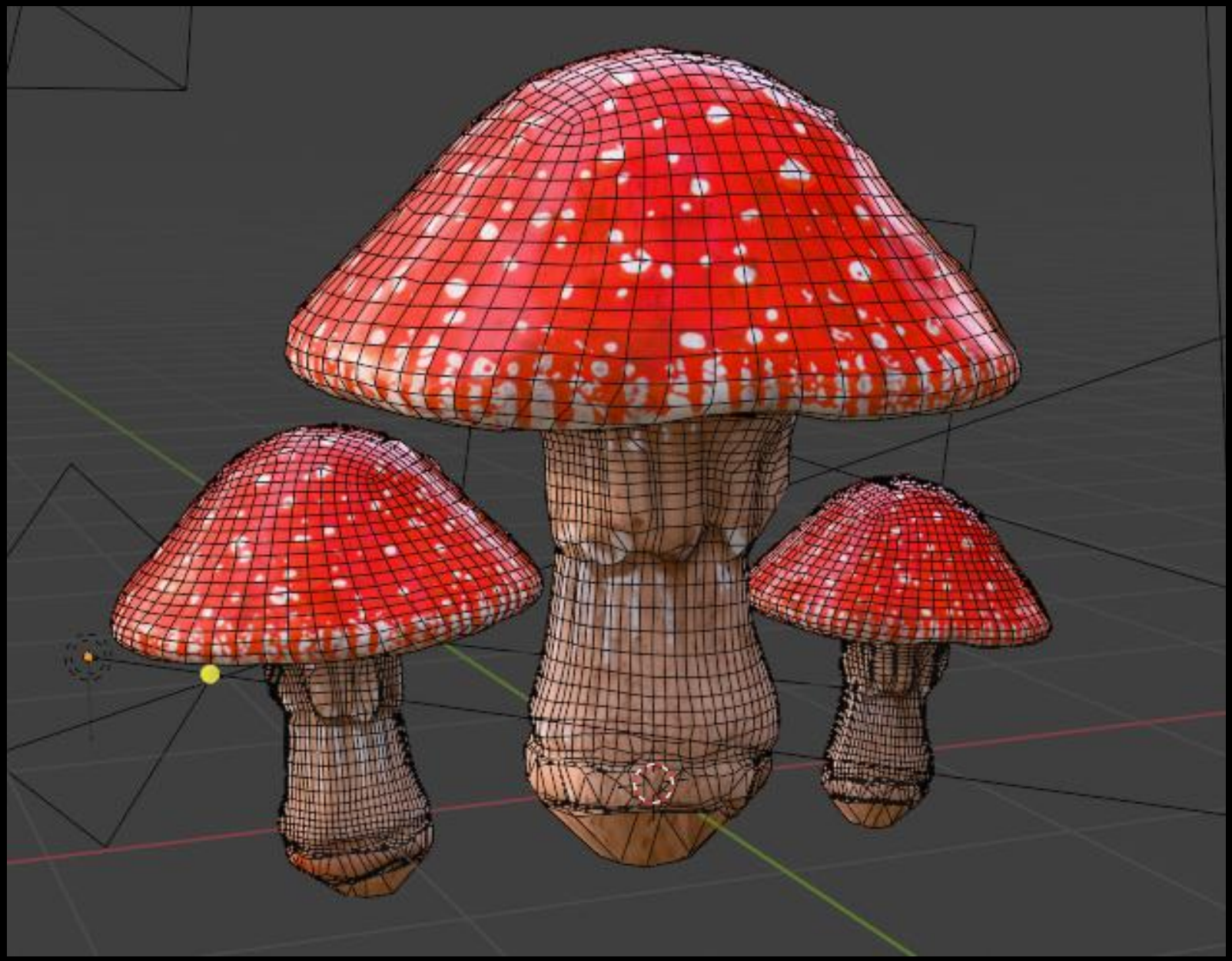


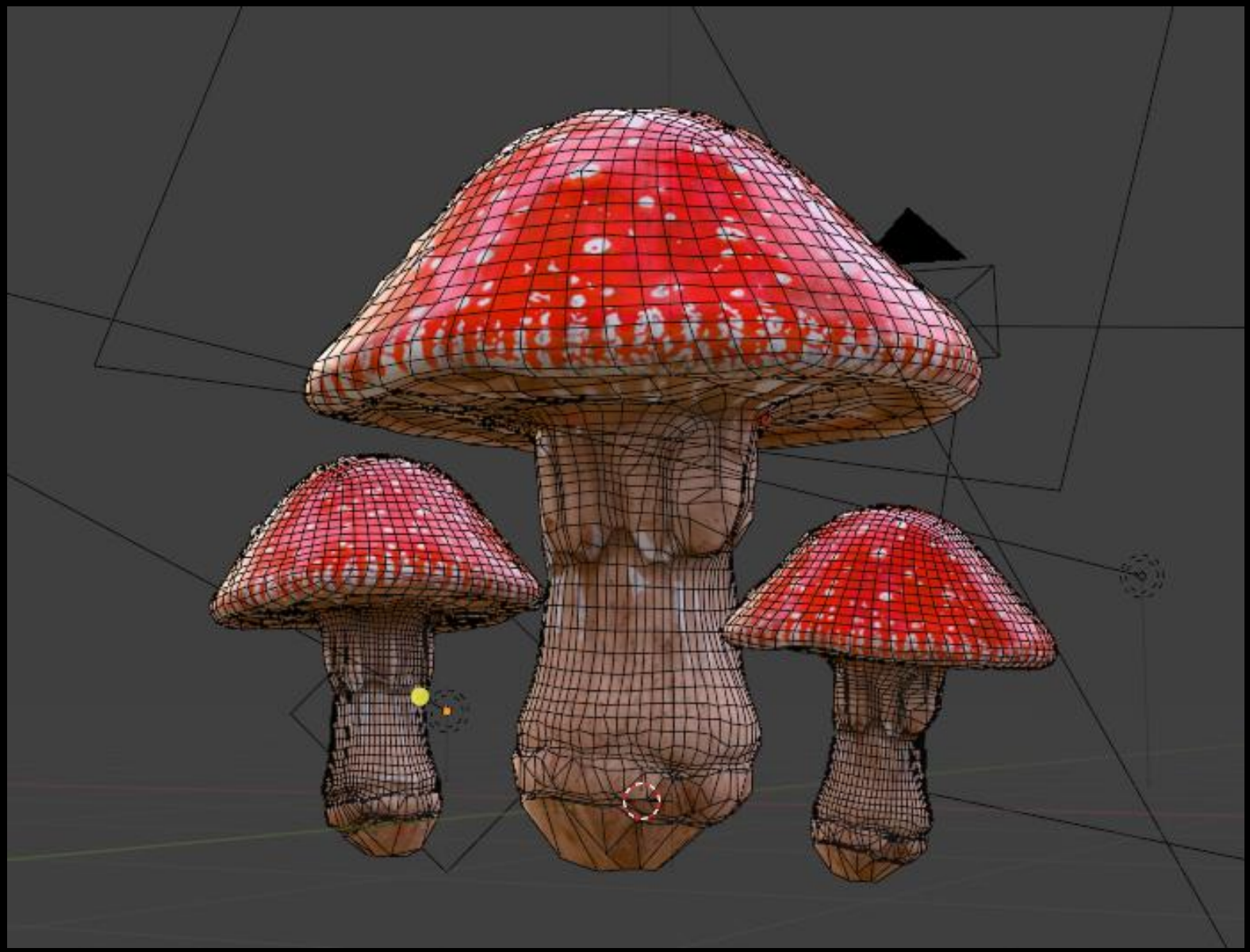


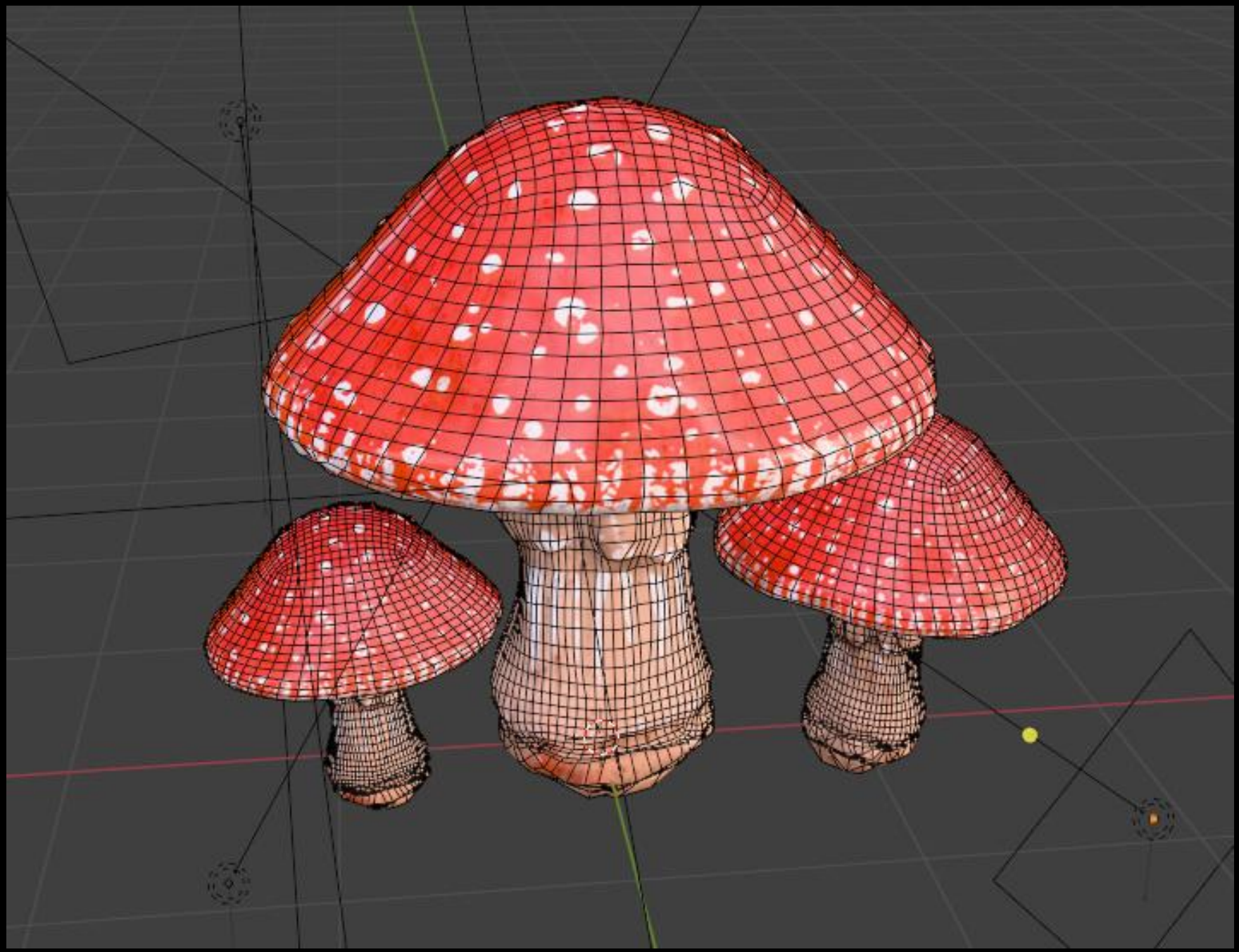




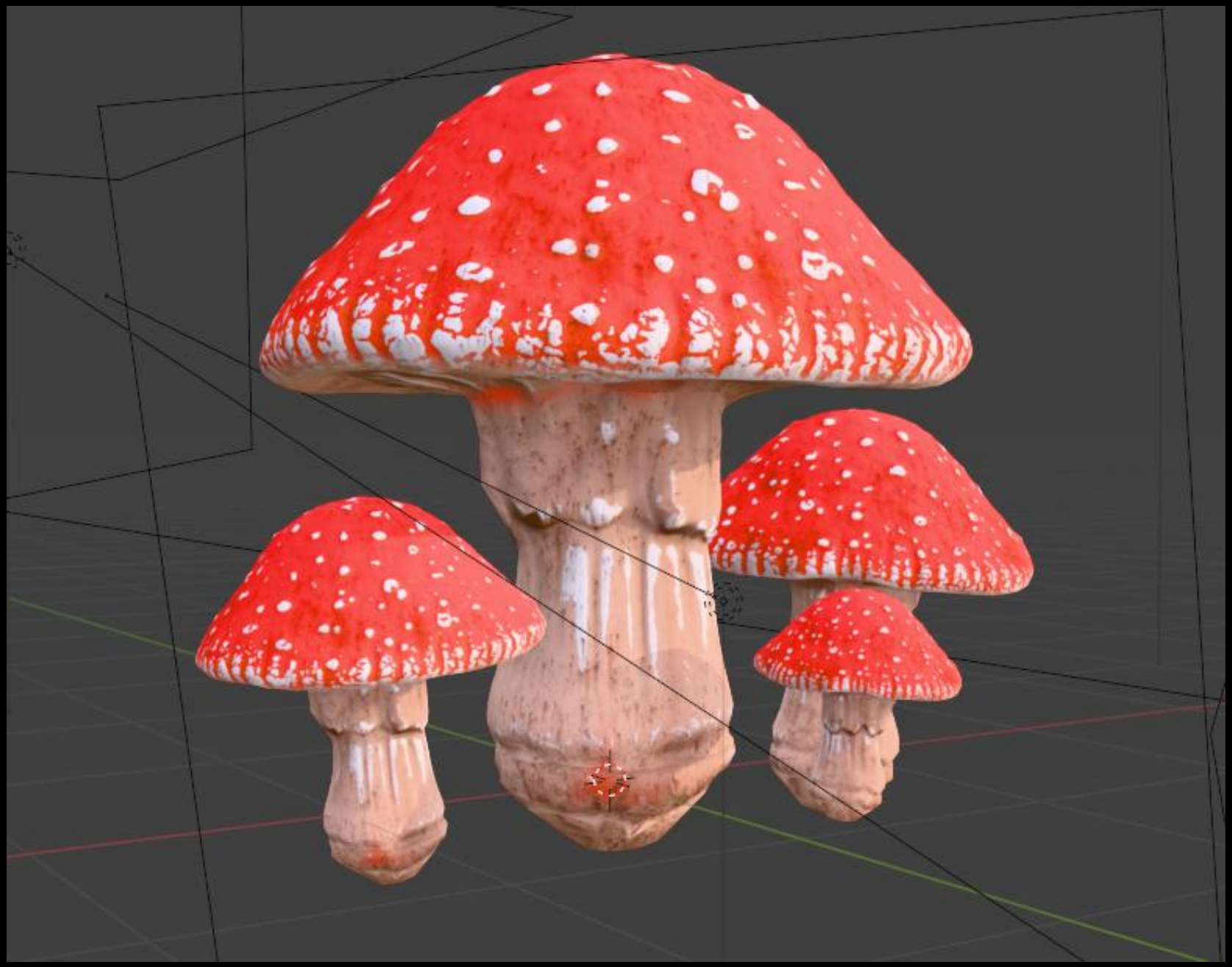
PRODUCTO FINAL

















NOTA SARA MARÍN ESCALANTE

1. Muy bien esculpido digital
2. muy bien geometría low
3. muy bien bake
4. muy bien las texturas
5. muy bien producto final
6. muy bien documento

Recomendación: Tener máyor cuidado con la geometría low poly, se ven algunas zonas que no están bien distribuidos los polígonos, en este caso el inconveniente se derivó del uso del modificador shrink warp.

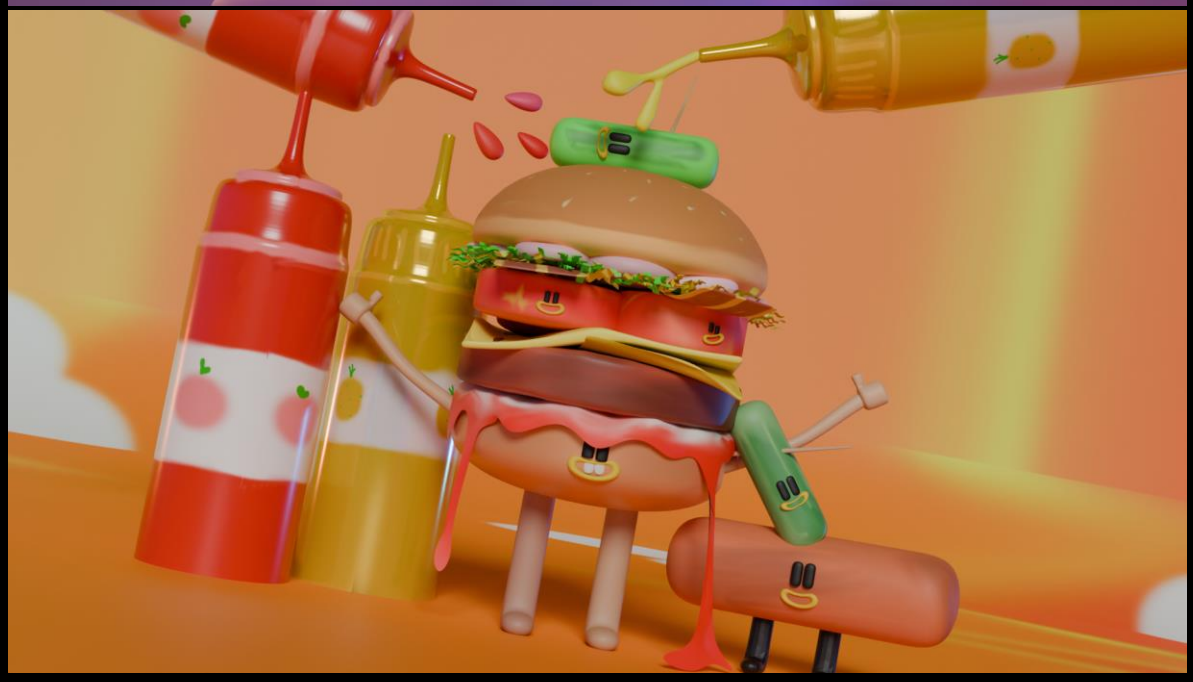
NOTA FINAL: 4.8

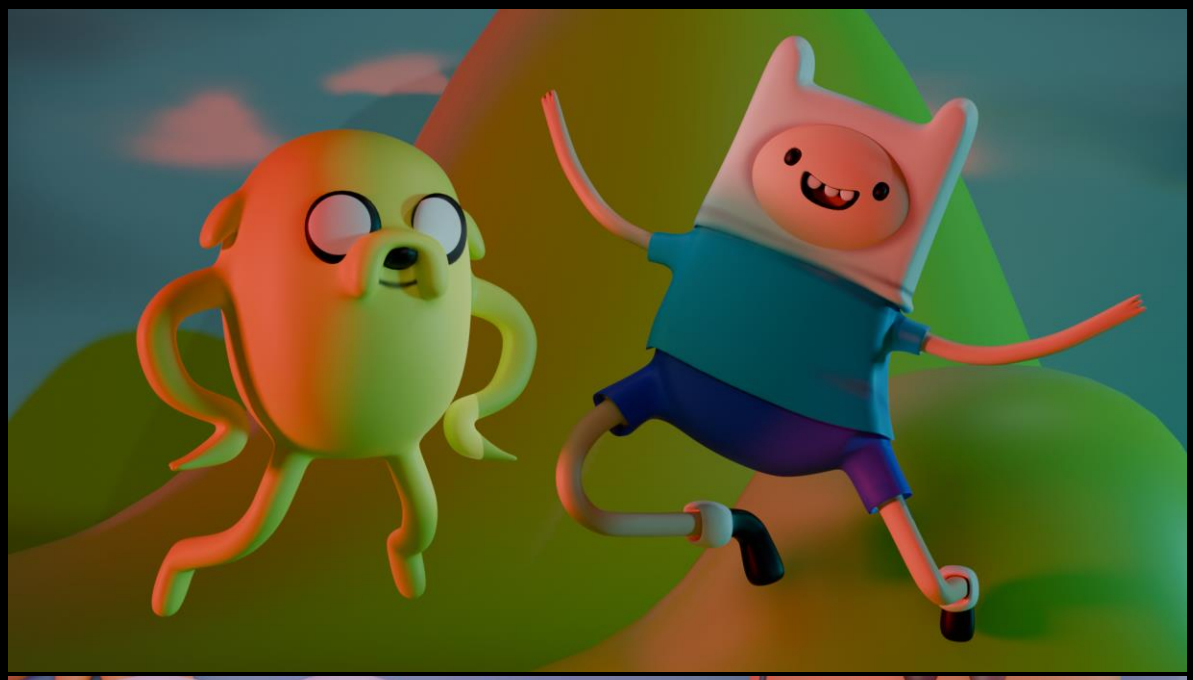
- TRABAJOS DE LOS APRENDICES CALIFICADOS EN LA PRIMERA FASE DE MITAD DEL PRIMER TRIMESTRE LECTIVO PARA LA FICHA ANIMACIÓN DIGITAL 3176508Competencia: Animar elementos de la escena según técnicas y especificaciones del proyecto.
- Resultados de Aprendizaje Alcanzar: Alistar los personajes y elementos según las necesidades del proyecto.

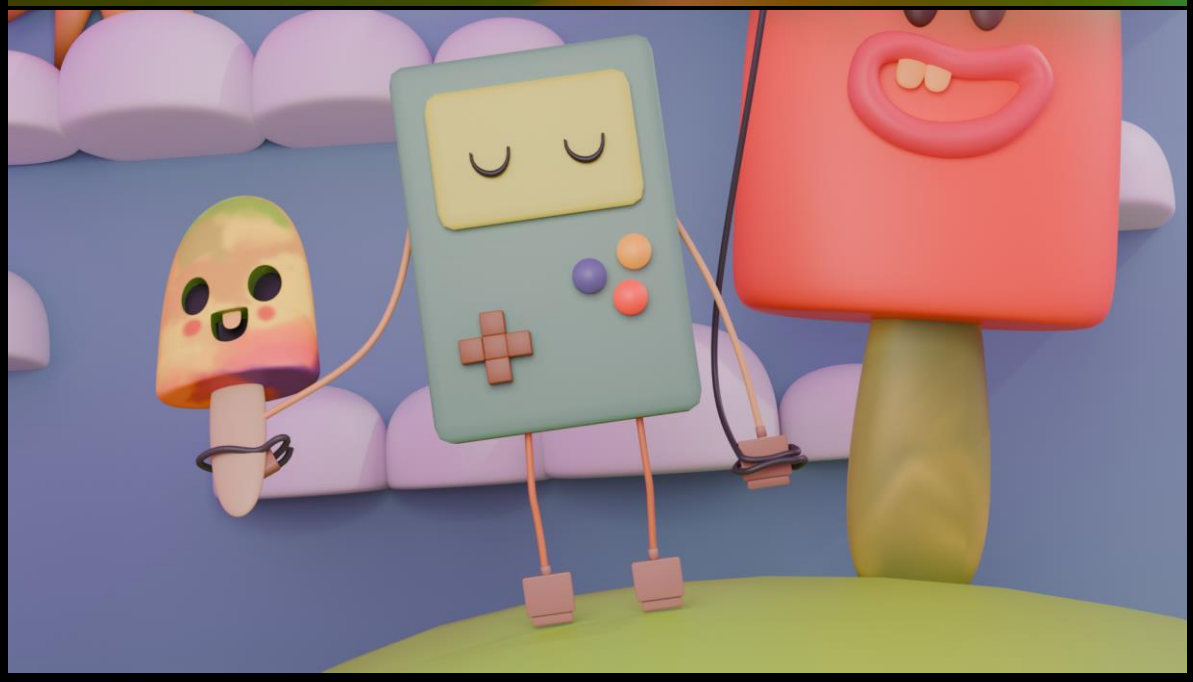

















ICE
CREAM



