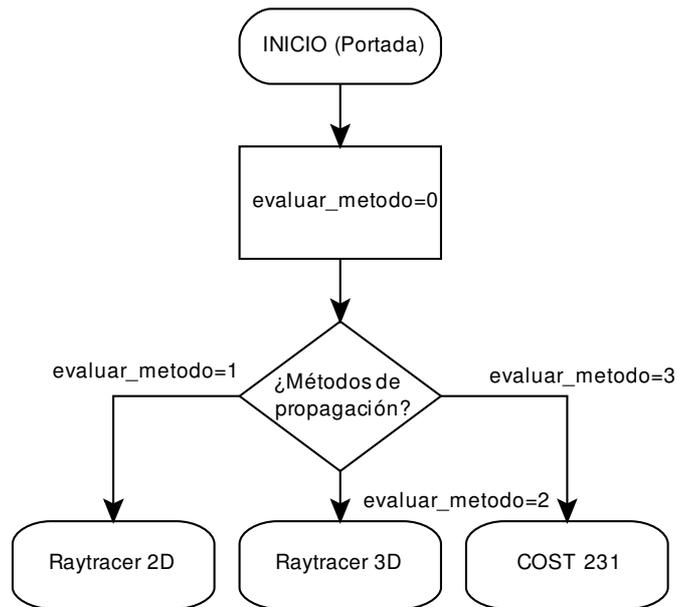
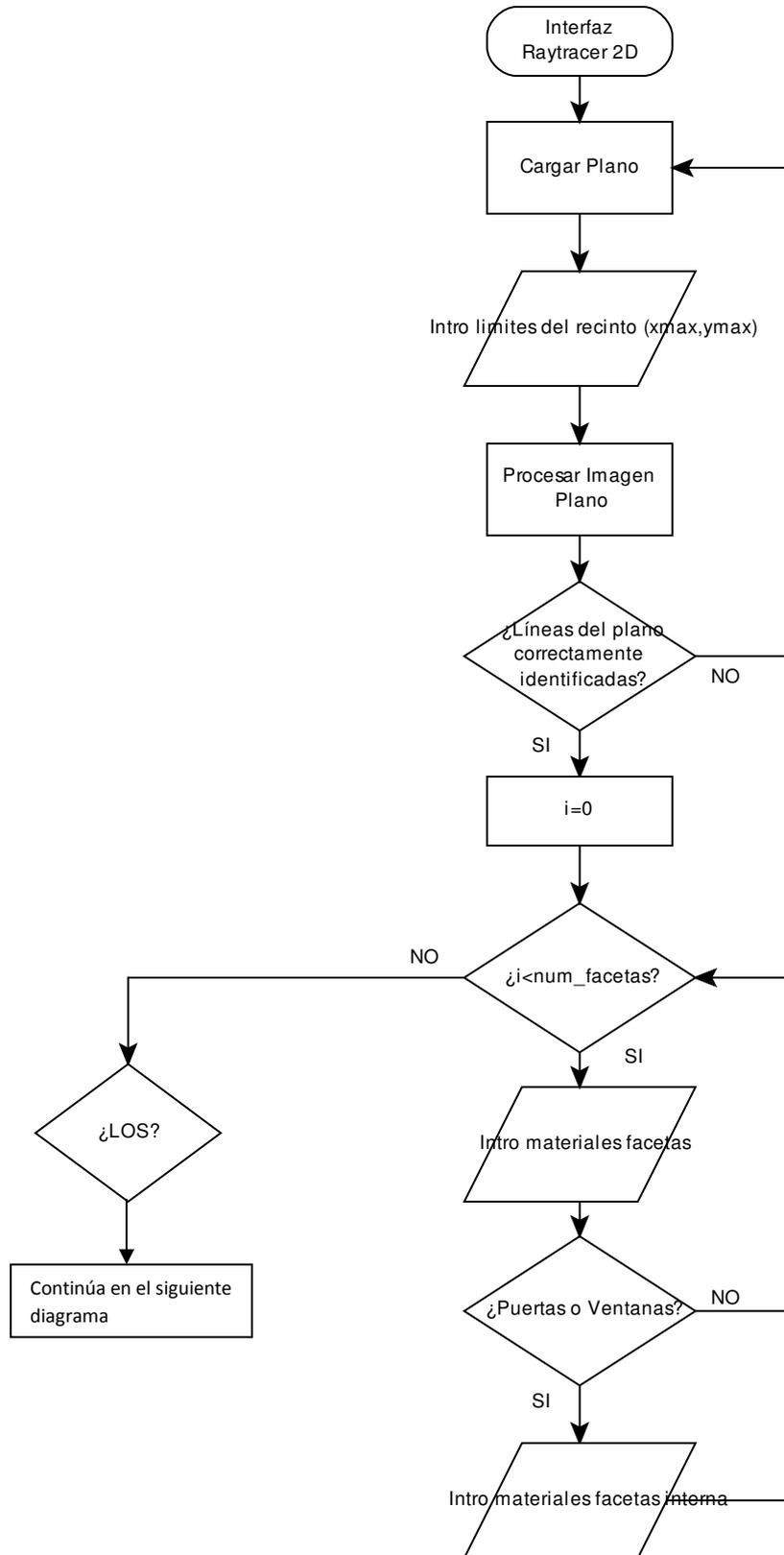


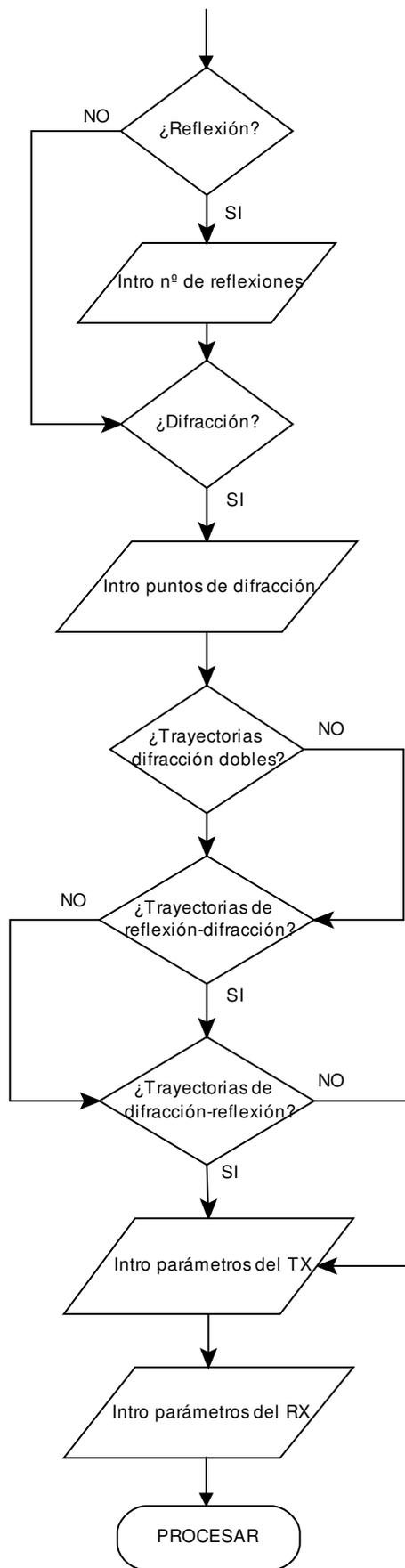
CAPÍTULO 9: DIAGRAMAS DE FLUJO

9.1.- Portada

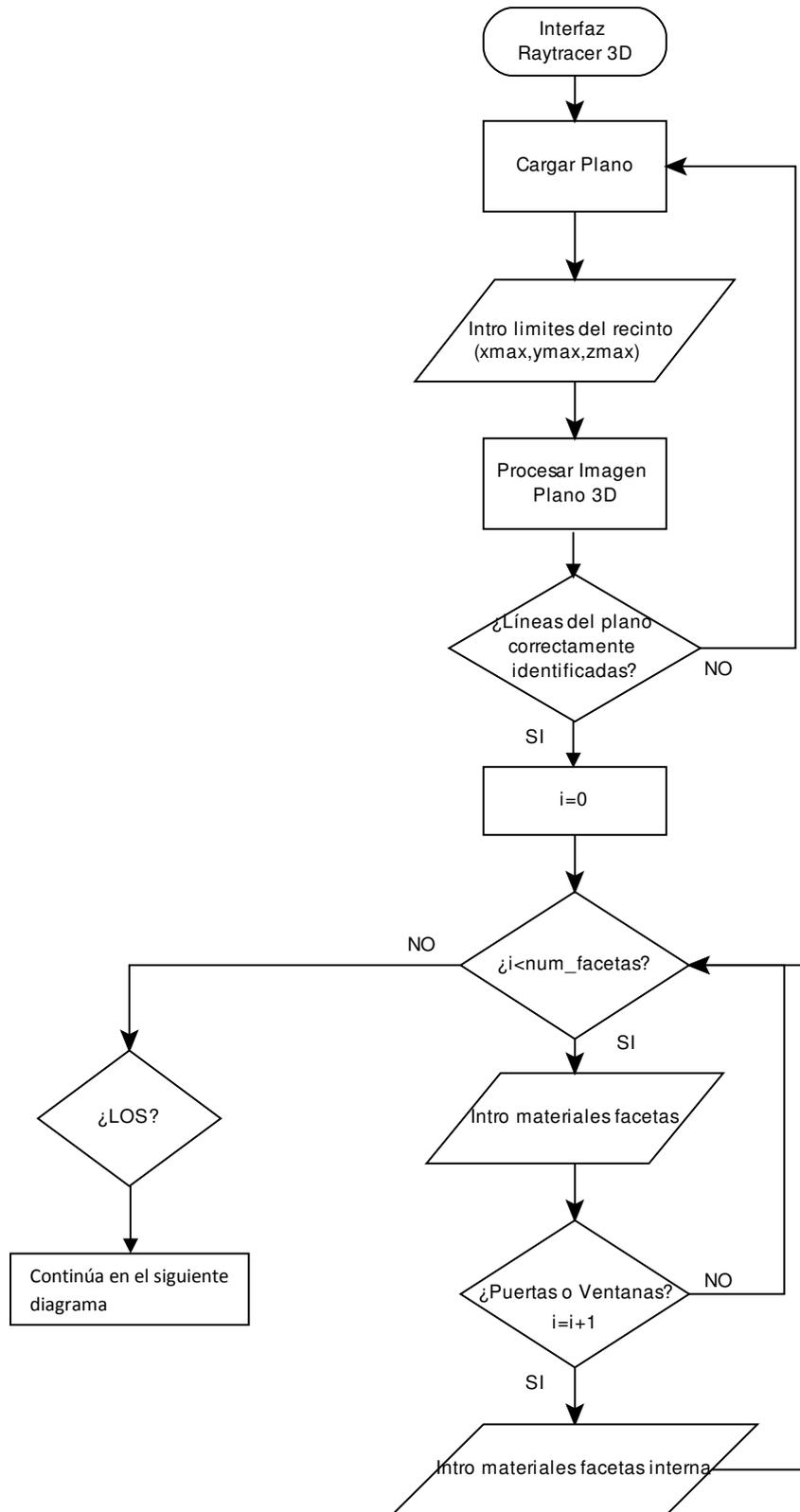


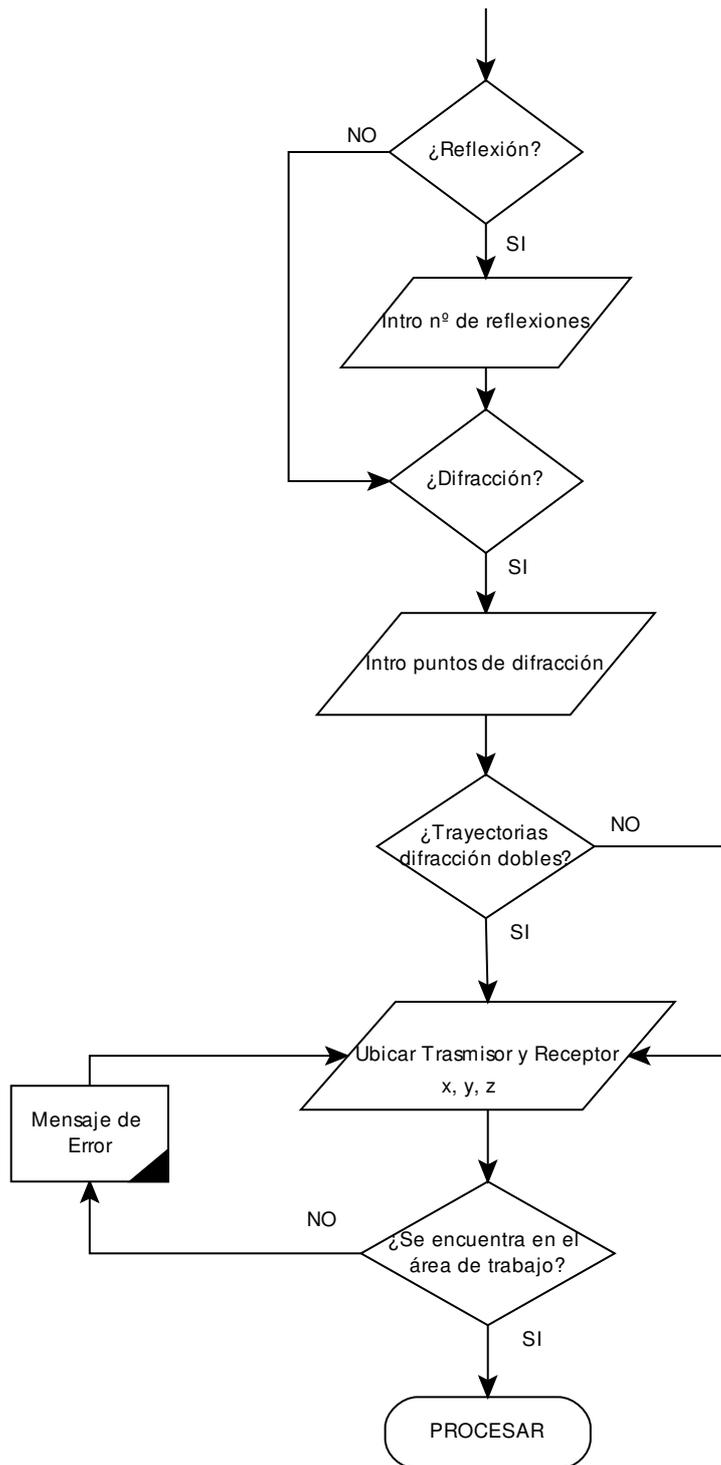
9.2.- Interfaz 2D Ray Tracing



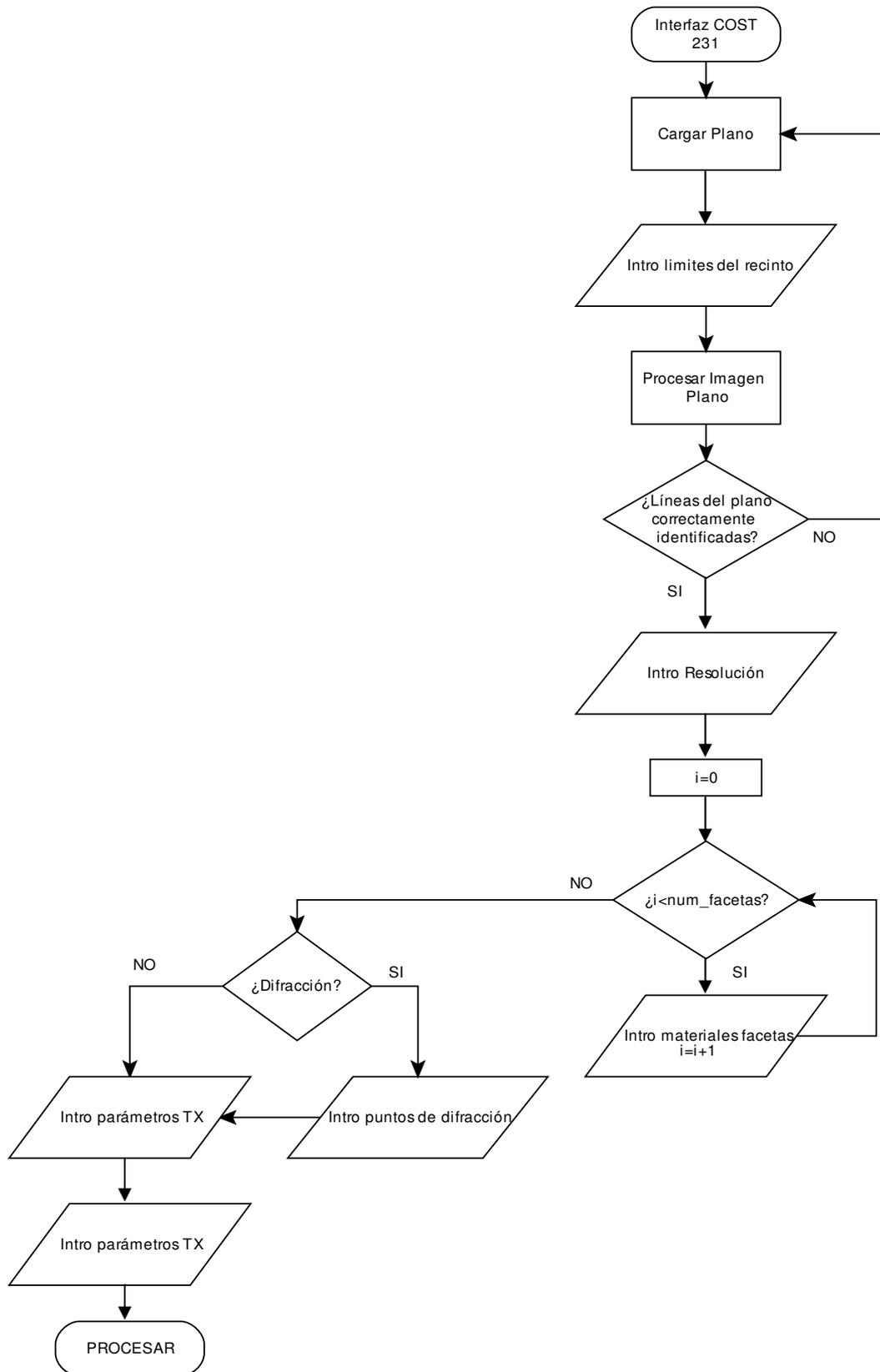


9.3.- Interfaz 3D Ray Tracing

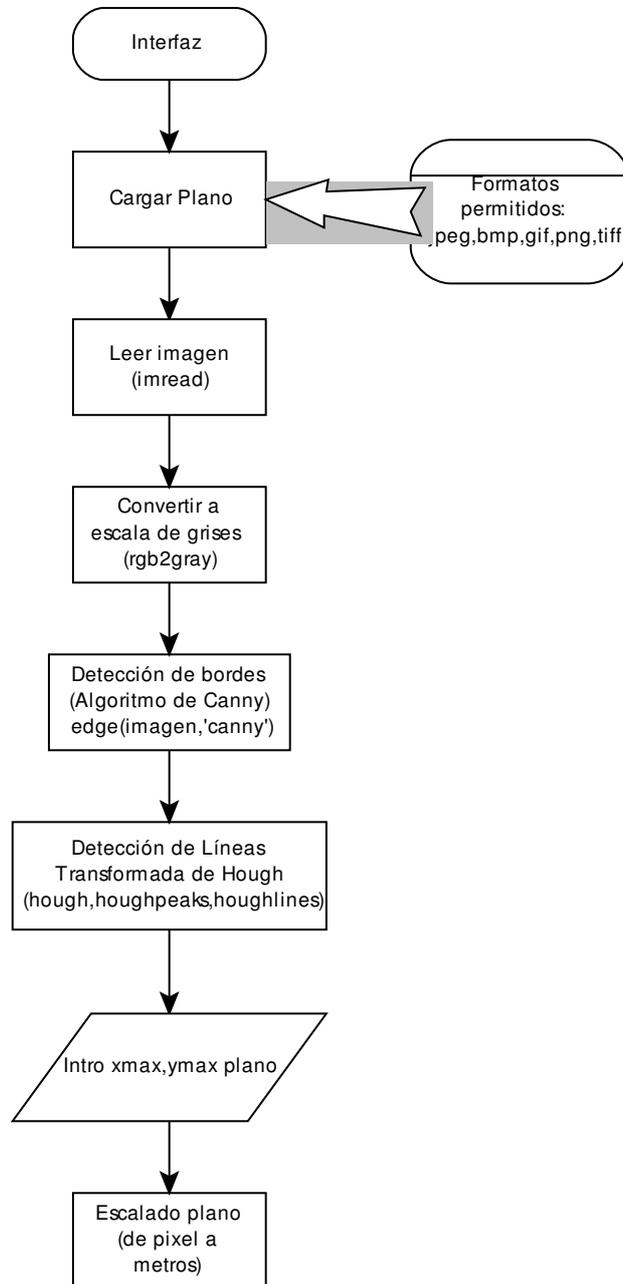




9.4.- Interfaz Cost 231



9.5.- Procesar imagen plano



9.6.- Algoritmo de detección de líneas- Transformada de Hough

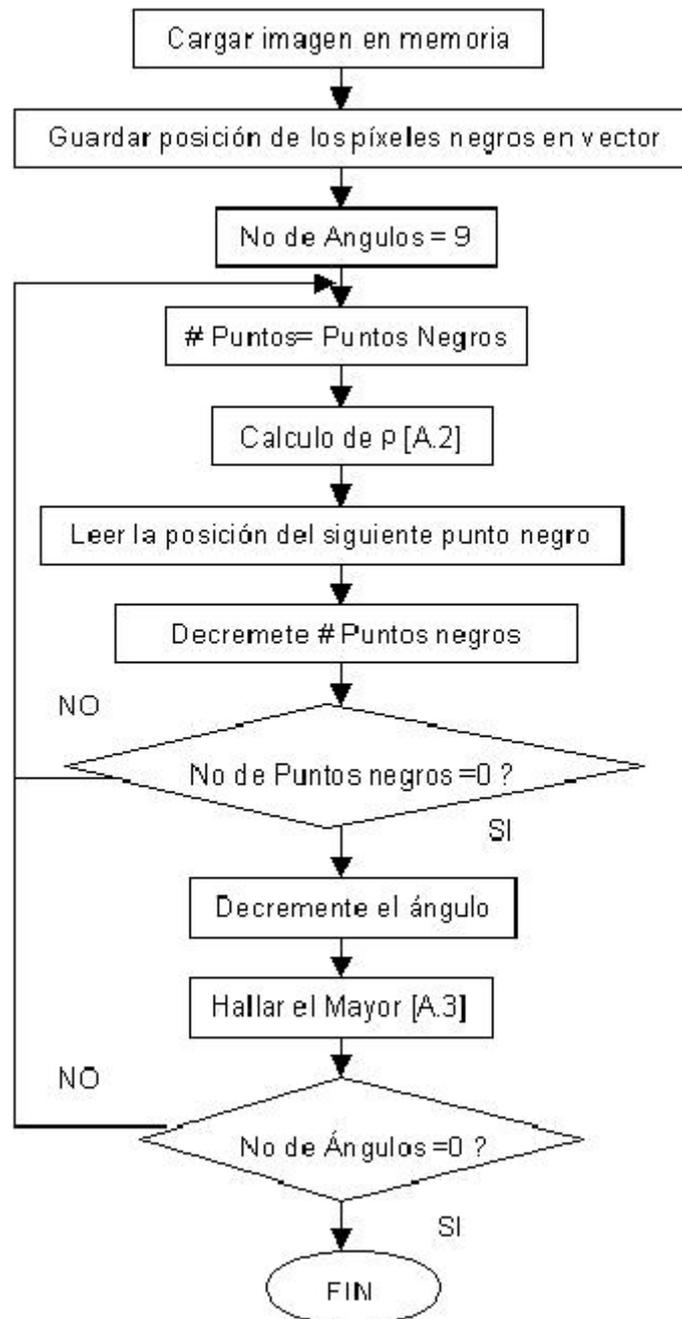


Figura A.1: Algoritmo transformada de Hough

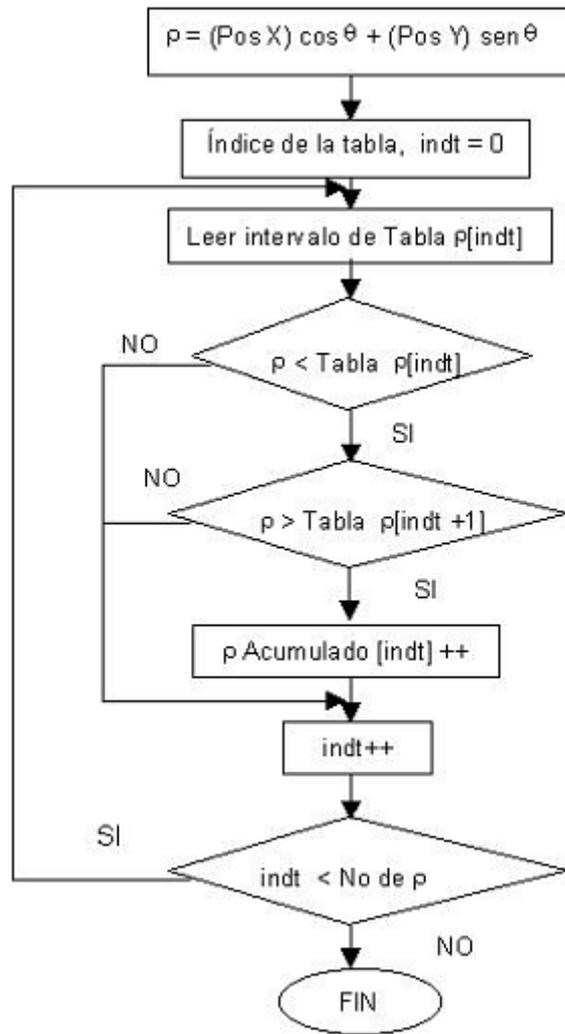


Figura A.2: Algoritmo cálculo de ρ

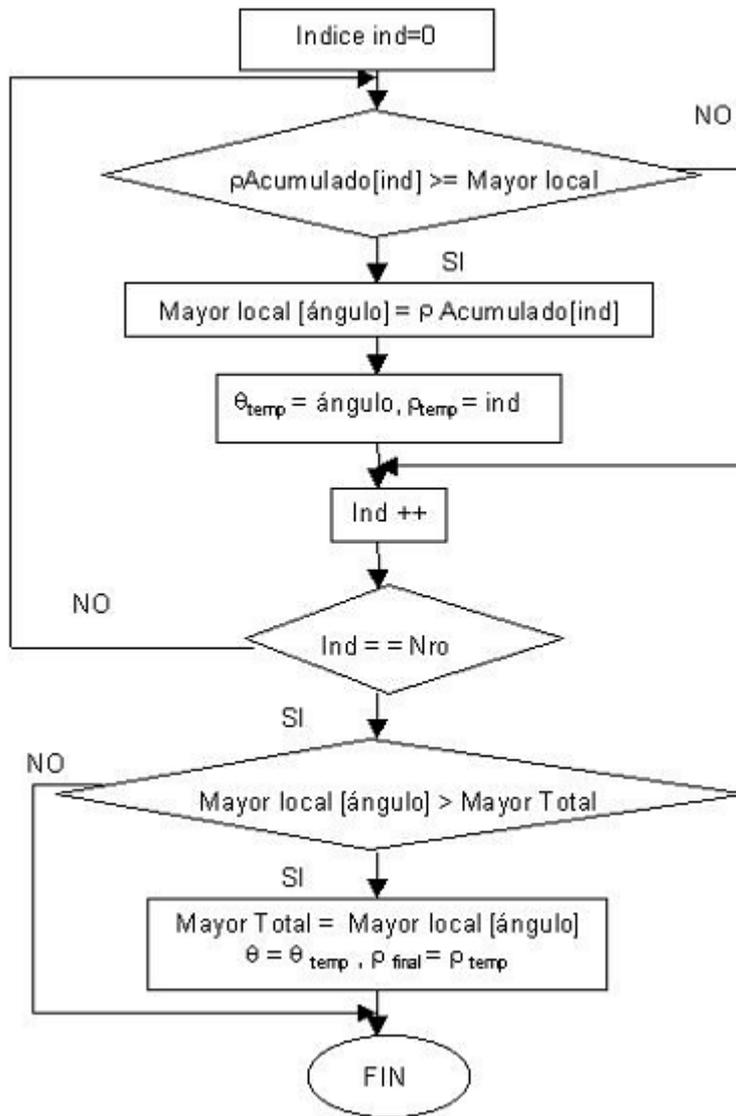
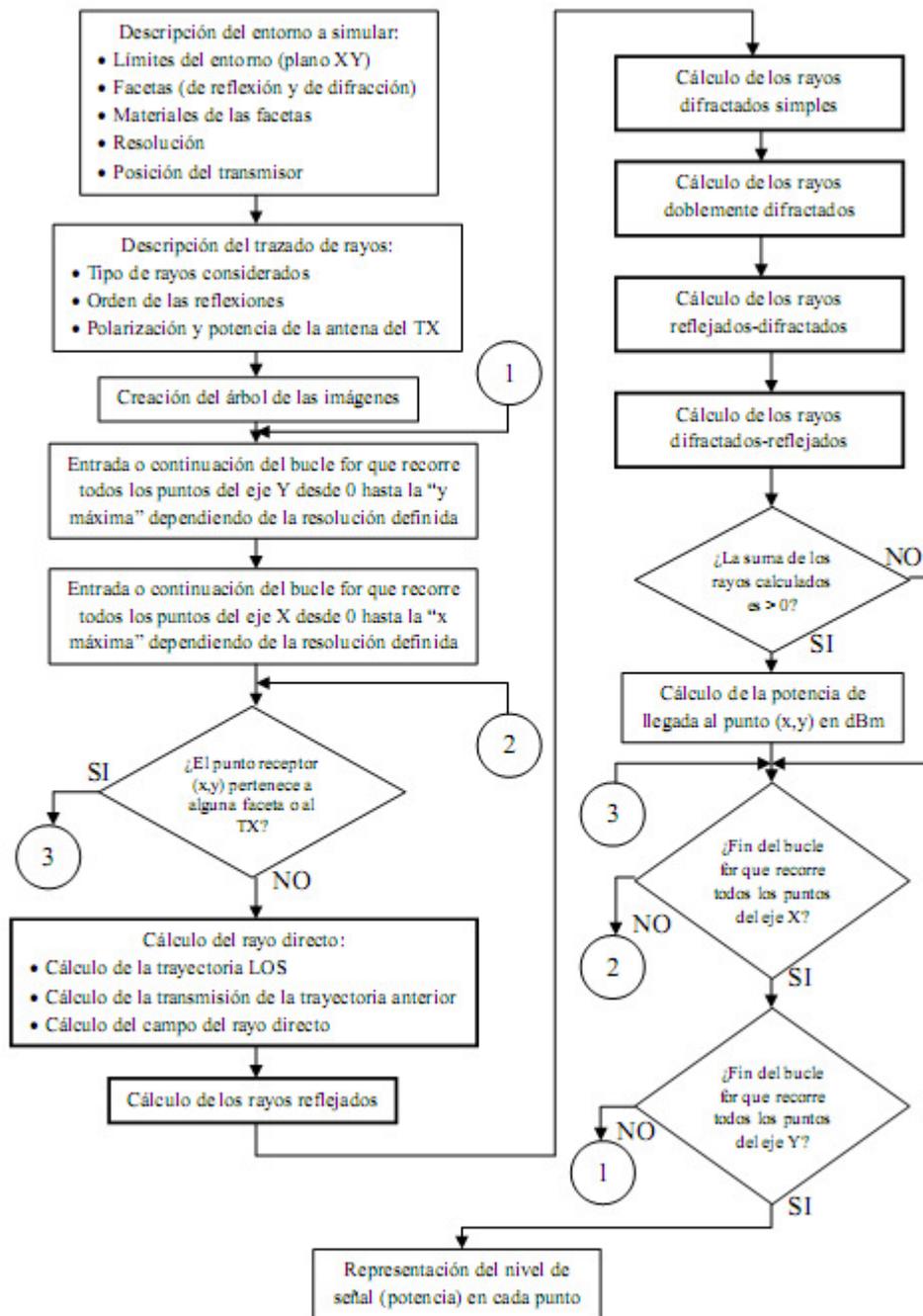
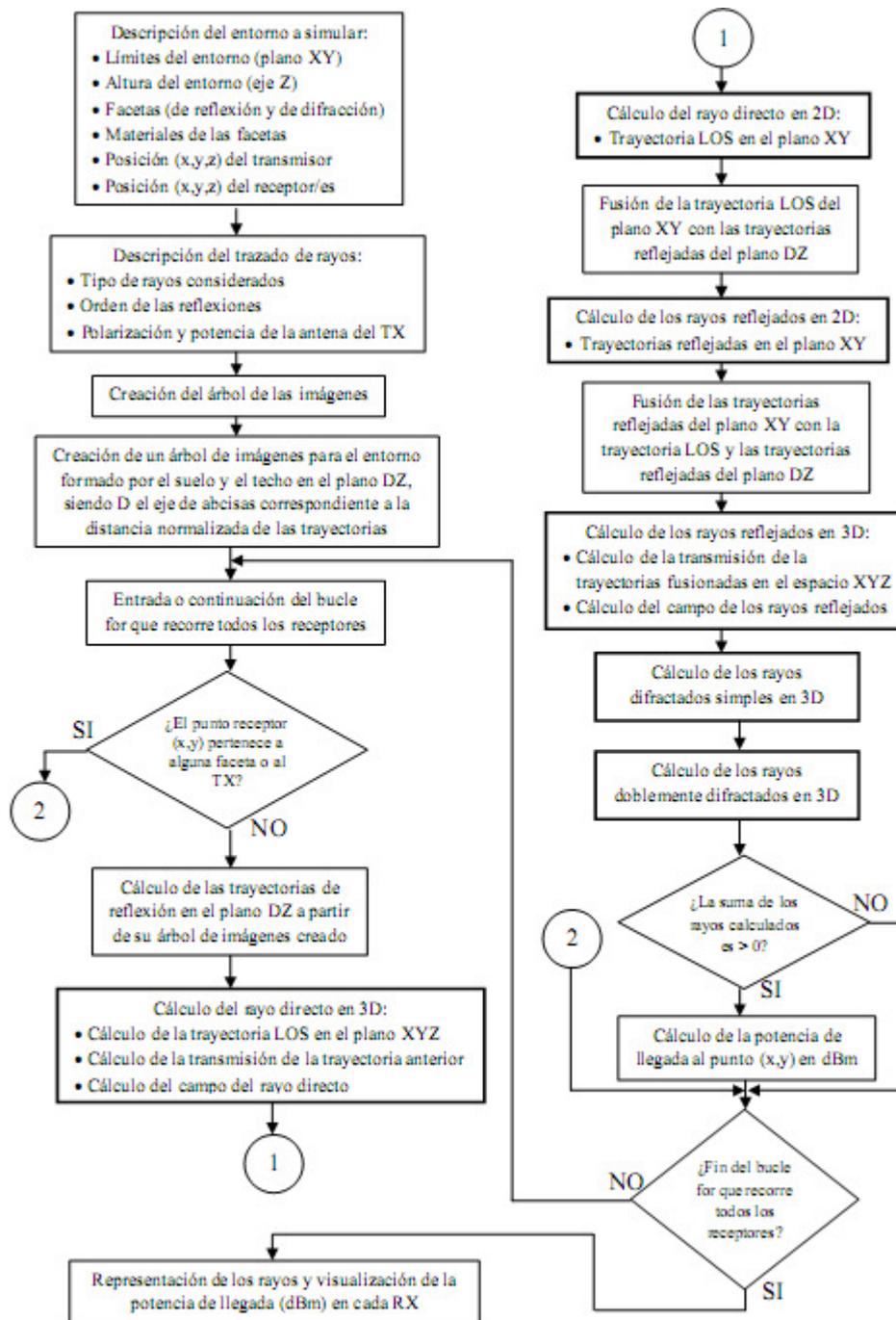


Figura A.3: Algoritmo cálculo del mayor

9.7.- Programa principal: Raytracer



9.8.- Programa principal: Raytracer 3D



9.9.- Programa principal: Modelo de Múltiples Paredes Cost 231

