Entry Task:

Date: \_\_\_\_3/18/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Scale the armature to fit the character then save the transforms with ctrl A to save all transforms so they are all set to 0.

Date: \_\_\_\_3/19/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Click the character model then press ctrl P to make the character model the parent.

Date: \_\_\_\_3/20/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Need to add a solidify material to the

Date: \_\_\_\_3/21/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Right click in project view, in folder you want to place a material in the file

Date: \_\_\_\_3/22/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_