For this assignment I texturized all of my objects and finalized my room model. I was very intimidated by adding textures for some reason, I don't know why it just sounded very scary. But after actually doing it, assuming i did it correctly, it was actually super easy. I made a different color pallet because I wasn't the biggest fan of the one we where already given and i applied it to all the objects, doing this also made me realize what made deleting the history on an object so important. At first I forgot to do that with my first object and it was hard to find the texture page but then after it was just super fast and easy. Other then that I didn't really have any other problems doing this assignment. After getting UVs done everything was smooth sailing from there. Making an account for sketchfab was super easy and editing the upload took a second and I figured it out. I thought that overall I was going to end up really hating my final product for the room but I ended up actually really liking it a lot more then i expected. Its obviously not the best and i have been more proud of other things but i am not disappointed with what i ended up with.

Ketchfab: https://skfb.ly/pCGRn
Github: https://github.com/Logna-Logo/Essentials
Youtube video: https://youtu.be/0wLXjElsvkM