**LOGBOOK OF PROJECTS AND TUTORIALS**

April 30, 2021

Built two-level industrial plant in Unity. <https://www.youtube.com/watch?v=b4oqOdBCy3c>

Assets used: Snaps Sci-Fi/Industrial, Asset Swap Tool, ProBuilder & ProGrids (need to be installed before using them).

Comments: Snapping ON/OFF toggle to adjust positioning of props and objects.

May 01, 2021

Modelled a typical Pokeball in Blender. <https://www.youtube.com/watch?v=i4CAreBoHoI>

May 05, 2021

Practiced basic C++ programming in visual studio and Unity.

Things reviewed: destroy objects, detect mouse clicks, keyboard inputs, adding physics (force & velocity), moving objects with velocity, detecting collisions, loading new scene, displaying text on screen, move objects with arrows.

<https://www.youtube.com/watch?v=9tMvzrqBUP8>