Notes from this session

* Make sure I have generated the correct amount of faces for the 3D models
* VRML export option
* For the final assignment I can make the models my own by changing them up a little if I want to for extra marks, e.g. changing the dots to grooves on the bottle, changing the dr pepper cup to a costa cup etc

Need to make sure I thoroughly read through the worksheet for this week!!!

Helpful links

<https://doc.instantreality.org/tools/x3d_encoding_converter/>

<https://www.instantreality.org/downloads/>

<https://www.instantreality.org/downloads/dailybuild/?dir=/InstantExport>

<https://www.x3dom.org/documentation/tutorials/maya-export/>