**Module 1 Main assignment**

Note: This is a Solo Assignment.

To start off the 3DMAT course, you should have the production environment up and running. This means installing all the necessary tools:

Blender, UnityHub, Unity Editor, Visual Studio (or similar IDE), GitHub Desktop (or similar version control client).

In addition, you should familiarize yourself with the UI of the Blender, and setup a personal layout that suits your needs.

You also need to have all your version control related matters in order:

Public repository link or private repository collaboration invites for the teachers

(Voluntary) joining the 3DANI repository, cloning it to your PC, setting up your personal folders in your personal branch

The mentioned things are something you should do during the 1st and 2nd week's demo.

The Task:

Create a personal Git repository where you can store your project files. If you haven't already, also set up Blender and Unity on your computer. Take screenshots that prove that you have done the above, add them into a document with explanations, and create a .pdf file of your document.

Submitting:

Return your work as a .pdf-file.

Have your name, student ID, group ID at the start of the document.

Example: Risto Koskenkorva, AA0000, HTG21

Name the file(s) in the following format: 3DMAT\_AA0000\_M1.pdf