

**Jaka Cosic**

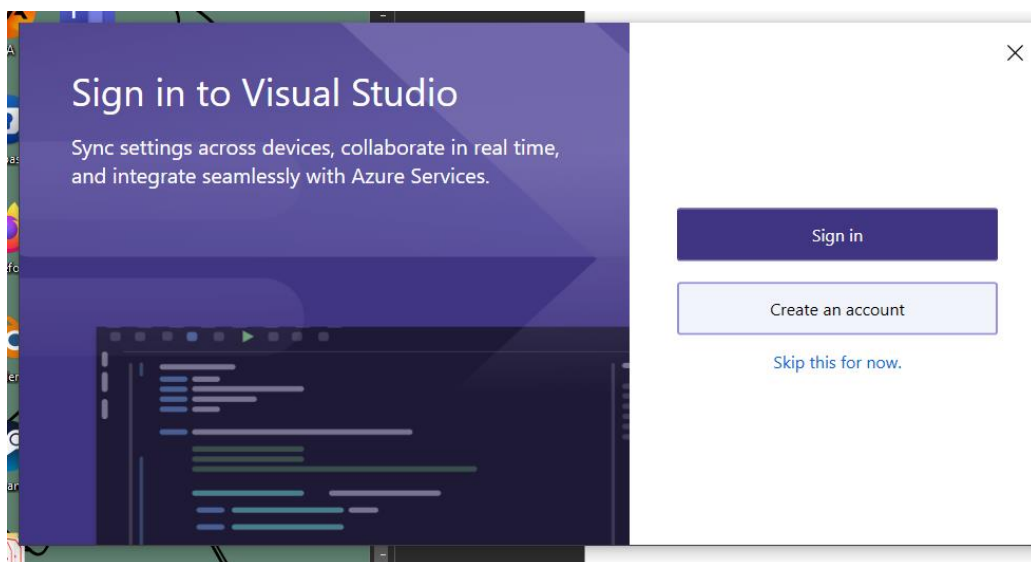
**AA6111**

**TIC21S1**

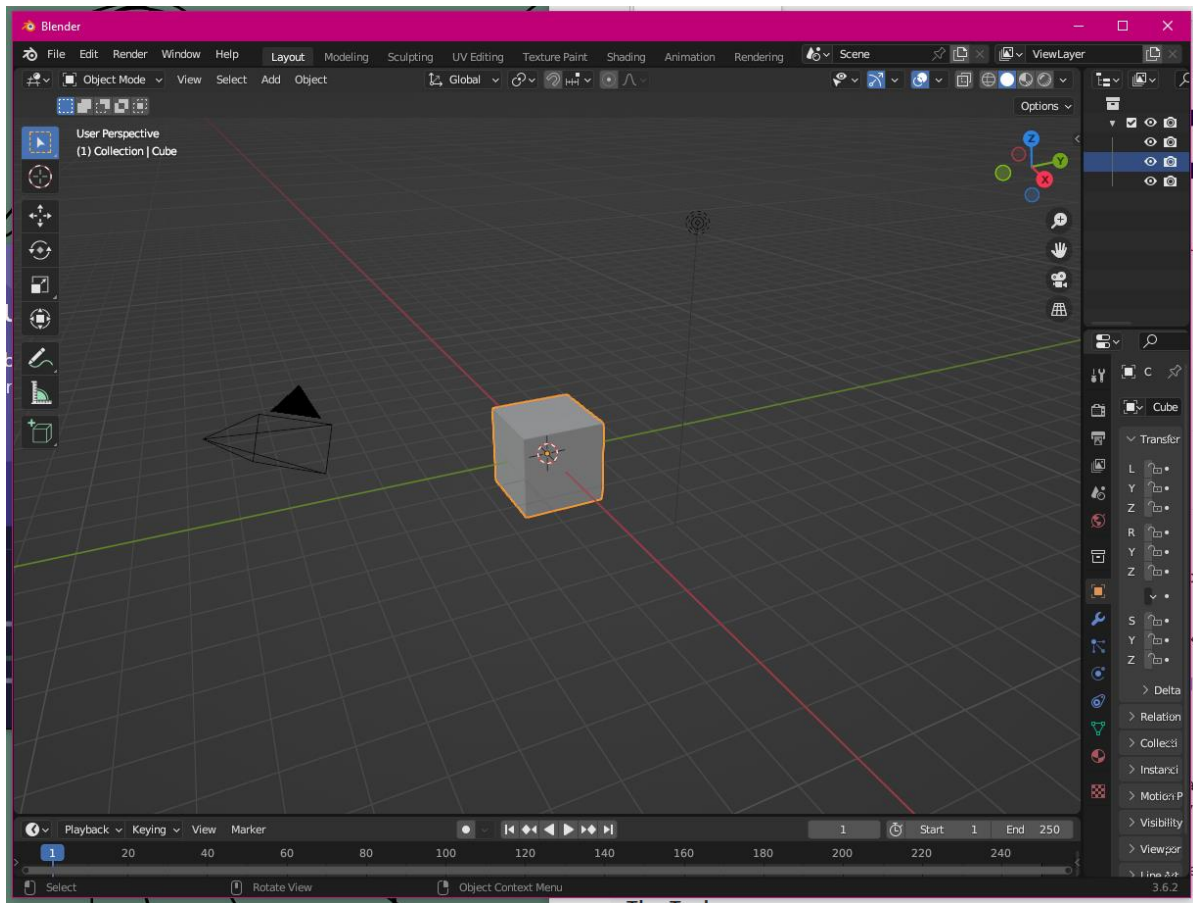
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Unfortunately, I've missed the initial demos, so I used the available videos to figure out what needs to be done.

1. I have installed Visual Studio.

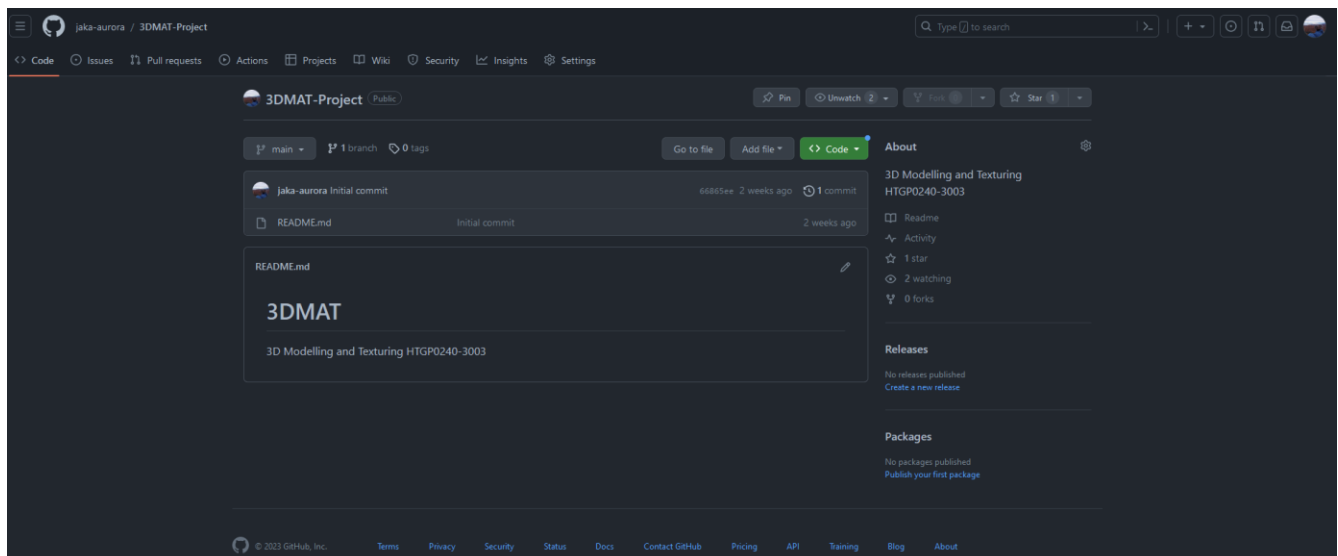


## 2. Blender is installed and ready!



## 3. All GitHub things are set up – the Desktop App and the repositories.

Link: <https://github.com/jaka-aurora/3DMAT-Project>



4. I joined the 3DMAT repository with my own branch.

Link: <https://github.com/RistoKoskenkorva/3DMAT-23/tree/AA6111>

The screenshot shows the GitHub repository page for RistoKoskenkorva/3DMAT-23. The repository is private and has 25 branches and 0 tags. The current branch is AA6111. The repository is up to date with main. The repository contains a README.md file and a commit history. The README.md file is titled "3DMAT-23" and describes a "3D Modeling and Texturing course". The commit history shows a series of commits, including "Lecture 03 update", "demo folder", "Fixing initial commit", "Initial commit", and "Create README.md".

File	Commit	Time
Assets	Lecture 03 update	4 days ago
DemoProject	demo folder	last week
Packages	Fixing initial commit	3 weeks ago
ProjectSettings	Fixing initial commit	3 weeks ago
.gitignore	Initial commit	3 weeks ago
.vsconfig	Fixing initial commit	3 weeks ago
README.md	Create README.md	3 weeks ago

The screenshot shows the Visual Studio Code interface with the 'No local changes' dialog open. The dialog indicates that there are no uncommitted changes in the repository. It provides three suggestions for what to do next: opening the repository in an external editor, viewing the files in Explorer, or opening the repository page on GitHub in a browser. The 'Commit to main' button is visible at the bottom of the dialog.

Current repository: 3DMAT-23  
Current branch: main  
Fetch origin: Last fetched just now

Changes: 0 changed files

No local changes

There are no uncommitted changes in this repository. Here are some friendly suggestions for what to do next.

- Open the repository in your external editor  
Select your editor in [Options](#)  
Repository menu or **Ctrl + Shift + A**  
[Open in Visual Studio Code](#)
- View the files of your repository in Explorer  
Repository menu or **Ctrl + Shift + F**  
[Show in Explorer](#)
- Open the repository page on GitHub in your browser  
Repository menu or **Ctrl + Shift + G**  
[View on GitHub](#)

Summary (required)  
Description  
[Add](#)  
[Commit to main](#)

## 5. Unity Hub and the Editor are installed and ready

