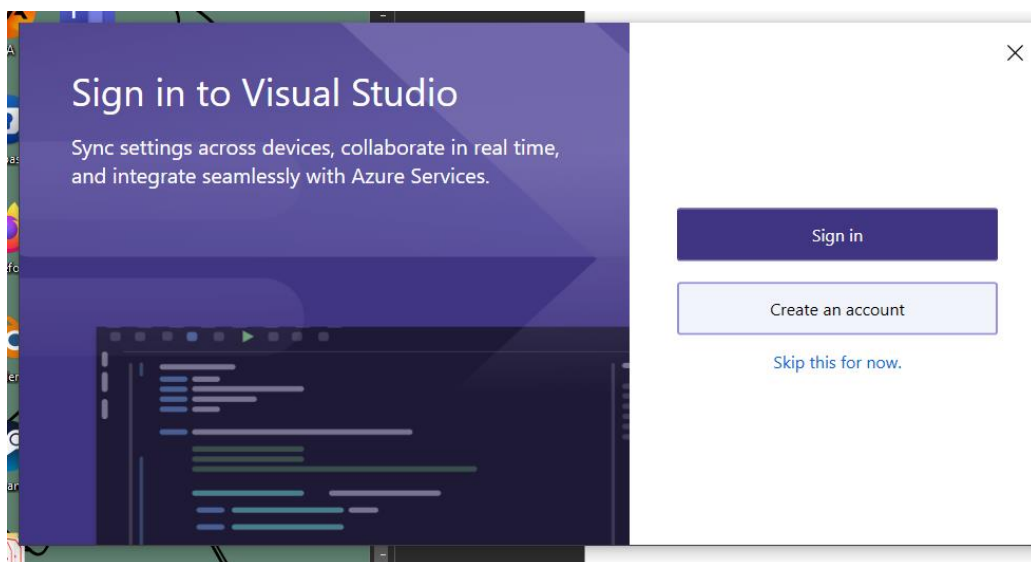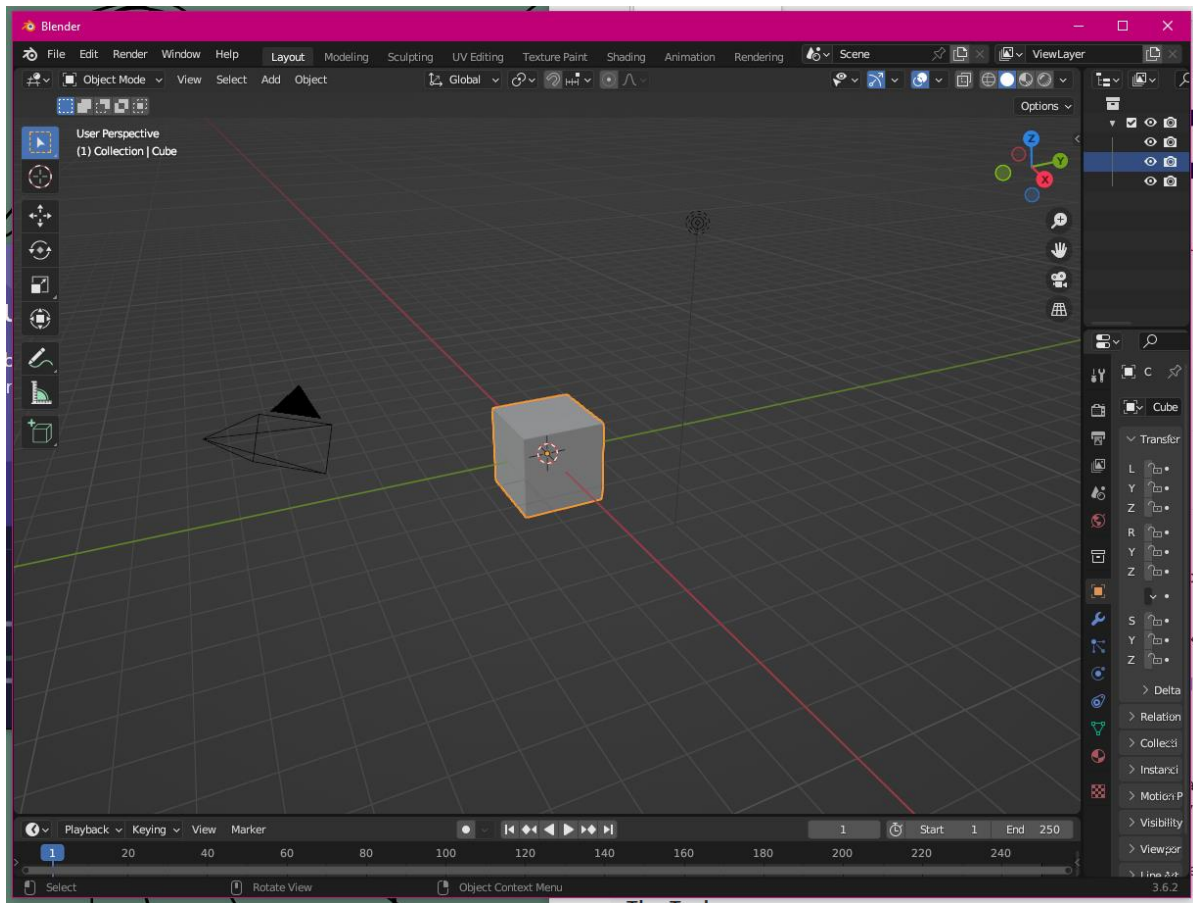**Jaka Cosic**

AA6111

TIC21S1

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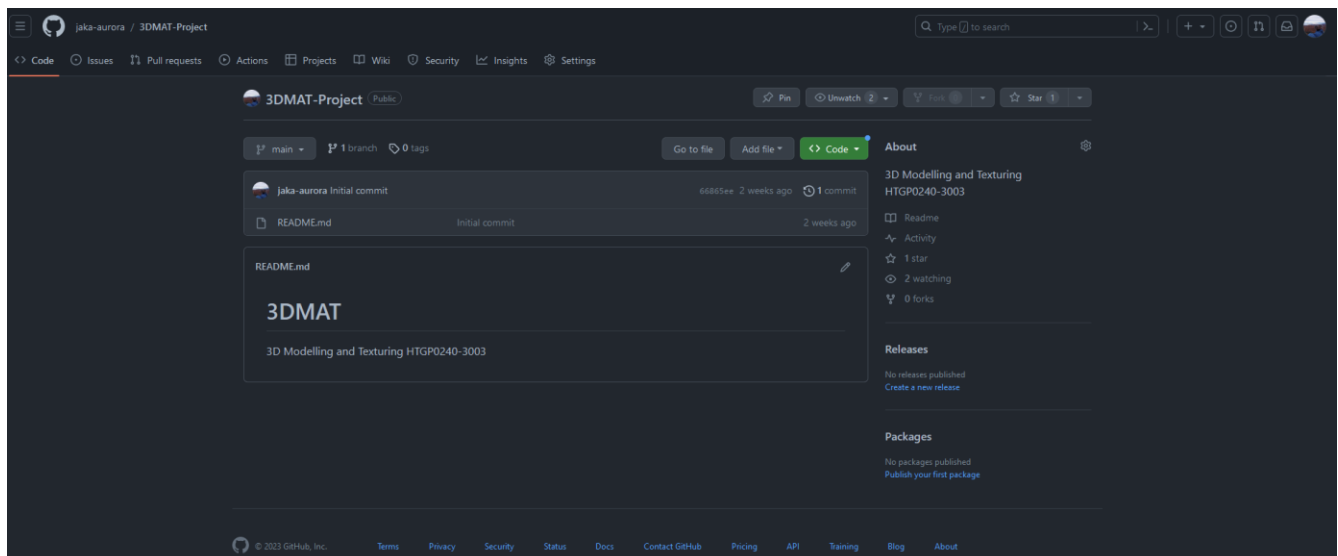
1. I have installed Visual Studio.

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

5. Unity Hub and the Editor are installed and ready