# Virtual Reality Modelling -- Lab 1

In this lab, you will have to set up your Git repository and your project and add some models to your virtual scene.

# Task

Choose an environment and create a virtual scene of it in Godot or another game engine. The environment can be a room in your house, an office, a small outdoor scene. You can use third-party models (from Sketchfab, CGTrader, or anywhere else) and models that you create yourself. Requirements:
- The environment's project is in a hosted repository.
- The environment consists of at least 10 models.
    - The models have to be listed in a text file in the repository (the name and the link from where it's been downloaded).
- Have textured materials.
- Have collisions that meet the object's shape.