About Data:

- Found out a few websites from where we can download 3d objects prepared on Blendor.
- Started using a website suggested by professor to collect data on 3d objects: https://urldefense.com/v3/__http://yulanguo.me/dataset.html__;!!P7nkOOY!rWgW22EpFZJui0_sfQp092jy2XKhGegkCLWYzPdL3Cp4gFl6gJuPxMHbBUM7Ij6xYiBgH1qahV7DRo06KEd_9r-3FJ8Oqc0$

Coding Part:

- Yet to start on coding but started learning on python tutorials on how to use Blender Python API https://docs.blender.org/api/current/info_quickstart.html
- Some features of Blender Python APIs are as follow:
    - Edit any data the user interface can (Scenes, Meshes, Particles etc.).
    - Modify user preferences, keymaps and themes.
    - Run tools with your own settings.
    - Create user interface elements such as menus, headers and panels.
    - Create new tools.
    - Create interactive tools.
    - Create new rendering engines that integrate with Blender.
    - Subscribe to changes to data and it's properties.
    - Define new settings in existing Blender data.
    - Draw in the 3D Viewport using Python.