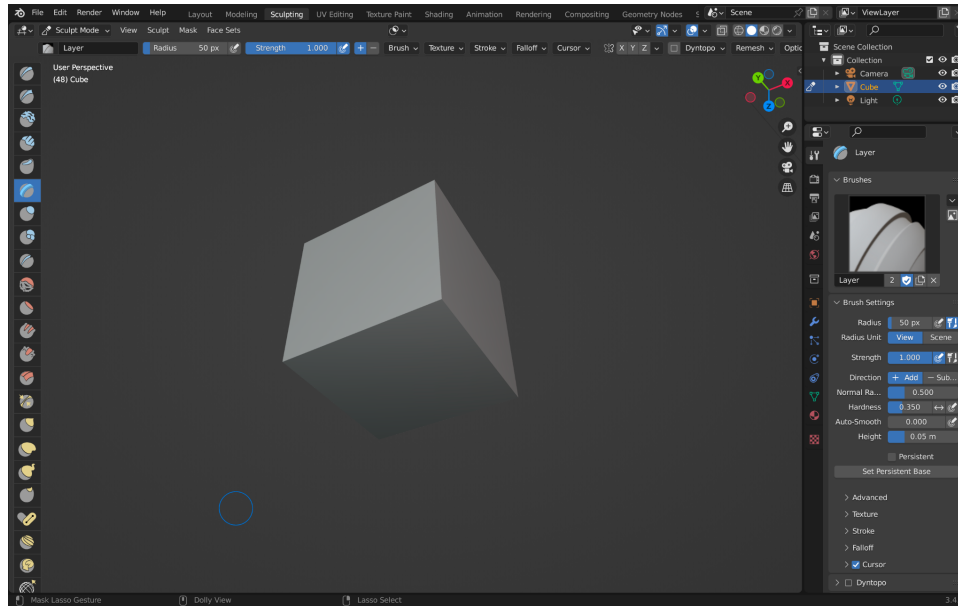


Update on Master's project: Object Detection with Deep Learning on Virtual Reality

Downloaded Blender



- Tried working with a cube and rectangular prism shape
- Watched tutorial on how to use features like sculpting, texture paint on objects.

Progress on Data Annotation

Discovered a tool called 3D-BAT which is an application designed to annotate objects in a point cloud scene. Still deciding on which tool I should use for annotating 3d objects.