# TORUS: A digital asset marketplace

### Introduction

Discovering and sourcing 3D assets is an infamously difficult task for designers. Given the industry’s high-specialized nature, many freelance creators don’t have a platform where their digital products can easily be found.

The Torus Project aims to provide a platform which caters to 3D artists and designers from all backgrounds. With Torus, a character designer could easily find the work of a professional animator on the same platform, saving valuable time. This solution provides a marketplace where anyone with a particular niche – shader developers, texture artists, modellers and the like – can share or sell their creations.

Collaboration is the backbone of Torus’s model. After all, freelance creators and independent designers don’t have access to their own production team. The platform enables anyone to licence content from other users, // maybe scrap this?

### Analysis

The 3D design scene features a broad range of individuals from vastly different backgrounds. Some a

Client Research

[Insert interview/form data from BSMC group, detailed overview of how clients feel about selling assets to strangers + buying others’ content for their own projects]

The end users of this service are freelancers working on 3D