

# README – Maya 2025 Group Project

## Project Overview

This project contains a fully prepared **Autodesk Maya 2025** scene along with all files required for correct display, including all textures, materials, and asset files.

The theme chosen for this group project is friendship.

## 1. Location of Main Project Files

### Main Scene

- **/scenes/Main scene.mb**  
This is the primary scene containing the final assembled project with all models, materials, rigs, and animations connected.

### Project Structure (Required Folders)

The following folders remain intact and contain all needed data:

| Folder  | Purpose   |
|---|---|
| <b>/scenes</b>  | Main Maya scene files (including <i>Main scene.mb</i> )                       |
| <b>/assets</b>  | Individual Maya asset files created by group members                          |
| <b>/materials</b>                                     | All trim sheets, shaders, and material files used in the project              |
| <b>/sourceimages</b>                                  | Texture files, reference images, and image planes                             |
| <b>/sourceimages/textures</b>                         | Image textures connected to materials   |
| <b>/sourceimages/perspective view and object ref</b>  | Model reference images in perspective view.                                   |
| <b>/sourceimages/Some references For Project Idea</b> | Early development reference images (some were still used for creating assets) |
| <b>/Progress Photos</b>                               | Work-in-progress documentation  |

|                     |   |
|---------------------|---|
| <b>/Feedback</b>    | Contains the two completed peer-feedback forms  |
| <b>/Xgen</b>        | Xgen files made for the project   |
| <b>/assets_list</b> | Excel sheet showing the naming system used. D is for decorations, F is for Furniture and C is for character |
| <b>/autosave</b>    | Autosaving done by maya   |

## **2. Assets, UVs, Materials, Rigs & Animation Breakdown**

Below is a summary of what each group member contributed and where their related files can be found.

### **RONNIE POOLEY – P2860367**

#### **Worked On**

- **Modelling- 9**

Room, window, door, curtains, vanity, vanity stool, lampshade (ceiling lamp) , outdoor view that can be seen through the window in the room, corner shelf

- **Lighting and camera setting**

Did the complete lighting and camera setting of the scene and all the lights sources in the room created in the scene (ceiling lamp/ lampshade light source, lamps light source)

- **UVs- 9**

all of the above models.

- **Materials:** trim sheets for walls, window, door, road; other materials

- **Rigging- 1**

vanity furniture piece

## **File Locations**

- Main room-related models:  
**/scenes/Main scene.mb**
- Decorative models:  
**/assets** (Curtains, Vanity, Stool, Corner Shelf)
- Materials & trim sheets:  
**/materials** → folders such as *WallTrim*, *RoadTrim*
- More textures:  
**/sourceimages/textures**

## **Gurjot Kaur – P2836009**

### **Assets Modelled - 10 after combining (13 total)**

D001\_eyeshadow\_palette, D002\_flower\_cushion, D003\_lipstick, D004\_body\_scrub,  
D005\_nail\_polish, D007\_rug, D016\_blush, D017\_makeup\_tubes,  
TEST\_D019\_pen\_holder, D021\_poster  
→ Found in **/assets**

### **UV Unwrapped Assets- 8**

D001\_eyeshadow\_palette, D002\_flower\_cushion, D003\_lipstick,  
D004\_body\_scrub, D005\_nail\_polish, D007\_rug, D017\_makeup\_tubes,,  
D021\_poster.

### **Materials**

Located in **/materials** inside folders named after each asset.

### **Rigging & Animation- 3**

- Rigged: eyeshadow palette, lipstick, body scrub
- Animated: eyeshadow palette, lipstick, body scrub

## References

Stored externally on the group Padlet

(<https://padlet.com/cjpetrice/3d-modelling-assesment-ah9xpn1225l8e4yk>), plus local references in:

**/sourceimages**

## Daniella Ubido – P2824204

### Assets Modelled - (25 total) 13 after combining some together.

Books (x6), Bookshelf, Bulb, Lamp stand, Character 1 & 3, Toys (x3), Beads (x8), Bead box, Computer desk, Side table.

### UV's:

All of the above

### Rigged - 4

Character 1, Character 3, some beads

### Animated- 6

Character 1, Character 3, bead box, some beads, bead box lid

### Materials Used / Modified

- /materials/Trim Sheets
- /sourceimages/textures

### Reference Images

- /sourceimages/perspective view and object ref
- /sourceimages/Some references For Project Idea

## Progress Photos

- /Progress Photos

## Iker Cubillo – P2942263

### Assets Modelled - 8

C007\_Hair, C008\_bracelet, D006\_recycling\_bin, D009\_keyboard, D010\_pc, D012\_monitor, D014\_fairy\_lights, D020\_photo\_frame → Found in **/assets**

### UV Unwrapped Assets- 8

C007\_Hair, C008\_bracelet, D006\_recycling\_bin, D009\_keyboard, D010\_pc, D012\_monitor, D014\_fairy\_lights, D020\_photo\_frame

### Materials

Located in **/materials** inside folders named after each asset (except **bracelet** and **keyboards**); except C007\_Hair

### Rigging & Animation- 0

- Rigged: 0
- Animated: 0

### References

Stored externally on group Padlet  
(<https://padlet.com/cjpetrice/3d-modelling-assesment-ah9xpn1225l8e4yk>), plus local references in:  
**/sourceimages**

## Courtney Petrice - P2871527

### Assets Modelled - 5

C002\_character\_2, D011\_computer\_mouse, F004\_bed, F009\_wardrobe, F011\_chair

### UV Unwrapped Assets - 4

D011\_computer\_mouse, F004\_bed, F009\_wardrobe, F011\_chair

### Materials Used

Located in **/materials**: plaid fabric, human\_skin\_2-2K, Metal050A\_2K-JPG, plywood\_4k.blend, Plastic010\_2K-JPG, Wood094\_4K-JPG

## **Rigging and Animation - 1**

- Rigged: Character 2
- Animated: Character 2

## **3. Feedback Forms**

Located in:

- **/Feedback**
  - *PeerFeedback\_01.pdf*
  - *PeerFeedback\_02.pdf*

## **4. How to Open the Project**

1. Open **Autodesk Maya 2025**
2. Set the Maya project to the project folder:  
**File → Set Project → (select main project folder)**
3. Open:  
**/scenes/Main scene.mb**
4. All textures and references will load automatically as long as the folder structure is unchanged.