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

/Feedback	Contains the two completed peer-feedback forms
/Xgen	Xgen files made for the project
/assets_list	Excel sheet showing the naming system used. D is for decorations, F is for Furniture and C is for character

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, D007A_rug_no_fur, 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 - all assets modelled
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 - (27 total) 14 after combining some together.
 Books (x6), Bookshelf, Bulb, Lamp stand, Character 1 & 3, Toys (x4),
 Beads (x8), Bead box, Computer desk, Side table and kuromi fluffy toy (not in
scene).

UV's:

All of the above and rug with the interactive xgen spline (not scene but in reference
list)

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 Ide**a**

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- 0

Animation- 2

- Rigged: 0
- Animated: fairy light and bracelet

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

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.
5. The progress Photos have images of different stages of the scene and some assets in case the scene is having issues opening as it is a large file.
6. The Github link in case the project file doesn't open properly in the zipped folder is : https://github.com/FezarecoolX/GamesProduction_Assessment3.git

- [x] CornerShelfRN F005_corner_shelf.mb
- [x] CornerShelfRN2 F005_corner_shelf.mb
- [x] RecyclingBinRN D006_recycling_bin.mb
- [x] StoolRN F008_vanity_stool.mb
- [x] KeyboardRN D009_keyboard.mb
- [x] D010_pcRN D010_pc.mb
- [x] F010_bookshelf_with_booksRN F010_bookshelf_with_books.mb
- [x] D012_monitorRN D012_monitor.mb
- [x] D011_computer_mouseRN D011_computer_mouse.mb
- [x] F004_bedRN F004_bed.mb
- [x] F009_wardrobeRN F009_wardrobe.mb
- [x] D005_nail_polishRN D005_nail_polish.mb
- [x] F007_side_deskRN F007_side_desk.mb
- [x] F007_side_deskRN1 F007_side_desk.mb
- [x] F002_computer_deskRN F002_computer_desk_TEST.mb
- [x] D016_blushRN D016_blush.mb
- [x] D003_lipstickRN D003_lipstick.mb
- [x] D023_CurtainsRN D023_Curtains.mb
- [x] D022_Toy2RN D022_Toy2.mb
- [x] D002_flower_cushionRN D002_flower_cushion.mb
- [x] F001_vanityRN F001_vanity.mb
- [x] C001_character_1_CombinedRN C001_character_1_Combined.mb
- [x] D021_posterRN D021_poster.mb
- [x] D004_body_scrubRN D004_body_scrub.mb

- ☑ D001_eyeshadow_paletteRN D001_eyeshadow_palette.mb
- ☑ D015_bulbRN D015_bulb.mb
- ☑ D017_makeup_tubesRN D017_makeup_tubes.mb
- ☑ C001_character_3_CombinedRN C001_character_3_Combined.mb
- ☑ D019_pen_holderRN D019_pen_holder.mb
- ☑ D010_pcRN1 D010_pc.mb
- ☐ F011_chairRN F011_chair.mb
- ☐ D023_CurtainsRN1 D023_Curtains.mb
- ☑ D018_moomin_toyRN D018_moomin_toy.mb
- ☑ D014_fairy_lightsRN D014_fairy_lights.mb
- ☑ D013_lampRN D013_lamp.mb
- ☑ C008_braceletRN C008_bracelet.mb
- ☑ D002_flower_cushionRN1 D002_flower_cushion.mb
- ☐ C002_character_2RN C002_character_2.mb
- ☐ D007_rugRN D007_rug.mb
- ☑ rug_oldRN rug old.mb
- ☑ C002_character_2RN1 C002_character_2.mb