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
/autosave	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 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
- 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.