“Suresh Maya Toolkit”

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**BACHELOR OF TECHNOLOGY**

**IN**

**INFORMATION TECHNOLOGY**

**Submitted By:**

**Suresh**

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**Under the Guidance**

**of**

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**CERTIFICATE**

This is to certify that this project report on **“Suresh Maya Toolkit”** is submitted by **Suresh** Roll Number 63541, who carried out the project work under my supervision. I approve this project for submission of the Bachelor of Technology in the Computer Science & Engineering and Information Technology, University Institute of Information Technology affiliated to HPU,Summer Hill, Shimla (H.P). 171005

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I also wish to express my indebtedness to my parents as well as my family member whose blessings and support always helped me to face the challenges ahead. At the end, I would like to express my sincere thanks to all my friends and others who helped me directly or indirectly during this project work.

**1.1 Introduction**

**Suresh Maya Toolkit** is an add-on for Low poly **3D Games Developers**, that boosts workflow of Games developers to create environment and props.

Workflow improvement.

This Project basically focus on: -

1. Environment Models.
   1. Houses.
   2. Trees.
   3. Stones.
   4. Vehicles.
2. Props Models.
   1. Guns
   2. Swords
   3. Indore Things.
3. Character Models.
   1. Different Kinds of Characters.

The main objective of this **Toolkit** is to make the 3D modelers life easy on the road of Low poly 3D Games Development.

Different kinds of characters, props and environment development variations are available in this.**1.2** Objective

Following are the few significant benefits of having a **Low Poly Modeling Toolkit** in your toolbox:

* **Fast Workflow:** Hello
* **Replacement of the Modeling Artists:** Hello
* **Efficient Models:** Hello
* **Better Renders:**Renders
* **Shaders:** Different Shaders can be applied
* **Lights:**

**1.3 MEL (Maya Embedded Language)**

**1.4 Why This Mock Hub?**

-It basically tests the knowledge of an individual.

## -It**Helps us learn new techniques to solve problems.**

**1.5 Project Scope:**

-This project is developed for fast development of Games.

-This project also helps to understand the time management.

**1.6 Hardware Requirements**

|  |  |  |
| --- | --- | --- |
| **S. No.** | **NAME** | **HARDWARE** |
| 1 | Processor Speed | 1.6Ghz Minimum |
| 2 | RAM | 4GB RAM |
| 3 | Hard Disk Capacity | 8GB |
| 4 | Mouse (Recommended) | 3 Button Mouse |

**1.7 Software Used**

|  |  |  |
| --- | --- | --- |
| **S. No.** | **NAME** | **SOFTWARE** |
| 1 | Platform | Autodesk Maya |
| 2 | Platform2 | Unreal Engine |
| 2 | Development Language | MEL |
| 3 | Command Editor/Tester | Sublime Text |