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- The Poly website (poly.google.com (<https://poly.google.com>)) and [Poly API](#) (</poly/develop/api>) will be shut down on June 30, 2021. Uploading of new assets will be disabled two months earlier, on April 30, 2021.
- Previously uploaded assets will remain available and can be downloaded from poly.google.com (<https://poly.google.com>) until June 30, 2021.

Poly is an online library where people can browse, share, and remix 3D assets. An asset is a 3D model or scene created using [Tilt Brush](https://tiltbrush.com) ([//tiltbrush.com](https://tiltbrush.com)), [Blocks](https://vr.google.com/blocks) ([//vr.google.com/blocks](https://vr.google.com/blocks)), or any 3D program that produces a file that can be uploaded to Poly. Many assets are licensed under the [CC BY](https://creativecommons.org/licenses/by/3.0/legalcode) (<https://creativecommons.org/licenses/by/3.0/legalcode>) license, which means developers can use them in their apps, free of charge, as long as the creator is given credit. There are thousands of assets available for use at poly.google.com ([//poly.google.com](https://poly.google.com)).

APIs and tools

Poly provides the following APIs and tools for developers:

- **Poly API** (</poly/develop/api>): a RESTful API that lets you search, download, and (for [whitelisted accounts](/poly/develop/api#whitelist) (</poly/develop/api#whitelist>)) upload Poly assets.
- **Poly Toolkits**: For Unity and Unreal developers, the [Toolkit for Unity](/poly/develop/toolkit-unity) (</poly/develop/toolkit-unity>) and [Toolkit for Unreal](/poly/develop/toolkit-unreal) (</poly/develop/toolkit-unreal>) provide simplified development for the Poly API. The Toolkit for Unity also includes

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s, available for

(<https://www.maxon.net/en/products/cinema-4d/overview/>), [Maya](#)

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- Unity quickstart (/poly/develop/unity)
- Unreal quickstart (/poly/develop/unreal)
- Web quickstart (/poly/develop/web)

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