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- The Poly website (<u>poly.google.com</u> (https://poly.google.com)) and <u>Poly API</u> (/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 <u>poly.google.com</u> (https://poly.google.com) until June 30, 2021.

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APIs and tools

Poly provides the following APIs and tools for developers:

- <u>Poly API</u> (/poly/develop/api): a RESTful API that lets you search, download, and (for <u>whitelisted accounts</u> (/poly/develop/api#whitelist)) upload Poly assets.
- Poly Toolkits: For Unity and Unreal developers, the <u>Toolkit for Unity</u>

 (/poly/develop/toolkit-unity) and <u>Toolkit for Unreal</u> (/poly/develop/toolkit-unreal) provide

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s, available for

(https://www.maxon.net/en/products/cinema-4d/overview/), Maya

(https://apps.autodesk.com/MAYA/en/Home/Index), and 3ds Max (https://www.autodesk.com/products/3ds-max/overview) let you upload assets directly to your Poly account without switching applications.

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Get started

We provide quickstart guides and sample apps for popular platforms:

- Android quickstart (/poly/develop/android)
- <u>iOS quickstart</u> (/poly/develop/ios)
- <u>Unity quickstart</u> (/poly/develop/unity)
- Unreal quickstart (/poly/develop/unreal)
- Web quickstart (/poly/develop/web)