Resources

Poly: https://poly.google.com/

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, Blocks, or any 3D program that produces a file that can be uploaded to Poly. Many assets are licensed under the CC BY license, which means developers can use them in their apps, free of charge, as long as the creator is given credit.

Tilt Brush: https://www.tiltbrush.com/

Tilt Brush lets you paint in 3D space with virtual reality. Unleash your creativity with three-dimensional brush strokes, stars, light, and even fire. Your room is your canvas. Your palette is your imagination. The possibilities are endless.

Blocks: https://vr.google.com/blocks/

Blocks lets you easily create 3D objects in virtual reality, no matter your modelling experience. Using six simple tools, you can bring your applications to life, create a volumetric masterpiece, or simply let your imagination run wild.

Google Developer Portal: https://developers.google.com/

The entry point to the Google developer community, including relevant news, announcements, and resources.

Unity game engine: https://unity3d.com/

Unity is a cross-platform game engine developed by Unity Technologies, which is primarily used to develop both three-dimensional and two-dimensional video games and simulations for computers, consoles, and mobile devices. Unity has become a popular game engine for creating VR and AR content.

Sceneform: https://developers.google.com/ar/develop/java/sceneform/

An overview of building with Google's Sceneform to create AR content.