

# 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.