

Zombie Rush- A 3D Game to Pass Leisure Time

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APPROVAL

This Project titled “**Zombie Rush- A 3D Game to Pass Leisure Time**”, submitted by **Jannatul Ferdous, H.M Tasfik Kibria** and **Md. Ataulah Sakib** to the Department of Computer Science and Engineering, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents.

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DECLARATION

We hereby declare that this project has been done by us under the supervision of **A.S.M Farhan Al Haque, Lecturer, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for the award of any degree or diploma.

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ABSTRACT

Our project was to develop a 3D game that can help a person pass his leisure time. This is a project that focuses on Unity platform. The target of this project was to build a 3D zombie shooting game on unity platform. We created two entities namely the zombies and player. And another objective of ours was to develop something that will enable us pass our idle time. To develop this project the essential part was to make a player using Adobe Fuse. The others components and Environment are designed by blender. After completing the development of this game we hope to produce something amazing to enjoy during our leisure time.

TABLE OF CONTENTS

CONTENTS	PAGE
Board of examiners	i
Declaration	ii
Acknowledgements	iii
Abstract	iv
Table of Contents	v-vi
List of Figures	vii
CHAPTER	
CHAPTER 1: INTRODUCTION	1-4
1.1 Introduction	1-2
1.2 Motivation	2
1.3 Objectives	2
1.4 Expected Outcome	3
1.5 Report Layout	3-4
CHAPTER 2: BACKGROUND	5-7
2.1 Introduction	5
2.2 Related Works	5-6
2.3 Challenges	6-7
CHAPTER 3: DESIGN SPECIFICATION	8-12
3.1 Front End Design	8-10

3.2 Back End Design	11-12
CHAPTER 4: IMPLEMENTATION	13-14
4.1 Implement Requirements	13-14
CHAPTER 5: OUTCOME AND RESULT	15-29
5.1 Output	15
5.2 Game Play And Controls	15
5.2 Screenshots And Game Events	15-28
5.4 Bug Fixing	29
CHAPTER 6: CONCLUSION AND FUTURE SCOPE	30-32
6.1 Discussion And Conclusion	30
6.2 Scope for Further Development	30-32
REFERENCES	33
PLAGIARISM	34

LIST OF FIGURES

FIGURES	PAGE NO
Figure 5.1: The playing character	16
Figure 5.2: The zombie character	17
Figure 5.3: Trees	18
Figure 5.4: Building	19
Figure 5.5: Chair	20
Figure 5.6: View from player perspective	21
Figure 5.7: View from environment perspective	22
Figure 5.8: View from indoor perspective	23
Figure 5.9: View from zombie perspective	24

CHAPTER 1

INTRODUCTION

1.1 Introduction

Game development is the process of creating a video game. The first video games were developed in the 1960s, but required mainframe computers and were not available to the general public. Commercial game development began in the 1970s with the advent of first generation video game consoles and home computers. Basically there are two types of game, namely 2D and 3D. Our project is about 3D game. There are some variations in 3D game. They are fixed 3D, first-person perspective and third-person perspective. We chose third-person perspective. To build this game we used Unity 3D, Adobe Fuse and Blender. Unity is a game engine which is developed by Unity technologies. There are so many versions have released already. This is a user friendly software and easy enough for beginners and also powerful enough for experts. It is a cross-platform game engine. Which is primarily used to develop video games and simulations for computers, consoles and mobile devices. First announced only for OS X, at Apple's Worldwide Developers Conference in 2005, it has since been extended to target 27 platforms.

Unity, a completely integrated development framework provides rich solutions that give out-of-the-box functionality and help in creating games. Anyone can use this framework to assemble assets and art into environments and scenes, audio, special effects, add lighting, animation, and concomitantly play, test and edit the game if necessary. And if you feel fine about every aspect of the game and it is ready, the game can be published on the chosen platform.

Games and experiences made with unity reach nearly 3 billion devices worldwide and were installed 24-billion times in the last 12 months. Unity is also powering the real-time revolution, expanding beyond games and breaking into other industries, including automotive, film, architecture, engineering, construction and more.

Actually, standalone games created with unity free will display a "Made with Unity" splash screen. Also, you are not clear in this one. Unity Free is the package that displays Unity logo or Unity splash screen in the final products. Unity Pro does not display the logo or splash screen.

Unity is an IDE (Integrated development environment). Which is used to develop the games, applications and also movies. It is powerful tool. We can develop Animations, UI System, Physics, AR, VR and Games.

Now let us come back to our game. As we mention before that our game is a third-person zombie shooting game. Here, we have used a female character who have a fire gun. She will be facing the zombies. In the whole mission there are fifteen zombies. It's easy to kill the first zombie after that it's continuously harder to kill the next zombies.

1.2 Motivation

We have learned so many things every day from our around. In this internet world it's easy to hear or to be known about new things. There are lots of games available in internet. From our childhood we had a great interest in game. After that we played so many games that it gives us encouragement to build a game of our own. Now days the game market has become so huge, saturated and day by day it will become more active and popular so we want to be a part of it. Bangladesh government is giving us so many opportunities through ICT sector. So we thought that it is a great opportunity for us to build a good quality game. Actually the truth is that in our country we don't have so many quality game developers so we thought that student like us should get in there to fill those void due to the absence of Bangladeshi students in gaming world.

1.3 Objectives

The Objective of developing this project is to learn something new in this particular area. Sometime we feel bored so in order to refresh our time we play games. This is a kind of game which can be played by any grown up people. In our daily life sometime we get some free time so to pass this time we can play this game. By playing this game people can clam down their stress in their need time. One of the main reasons that we built this game we want to give people chances to take some new challenges. By killing zombies it's like we are reducing stress, tension, frustration and so on. And kill our bad intentions in our mind. Moreover thing is, after playing this game, we can learn how to survive in a hardest situation.

1.4 Expected Outcome

If the probability of a good outcome is relatively high then the expected value will also be high, and vice versa. Usually we expect a lot in our life but all the time we can't get what we want. We tried to add much thrill and refreshment in our game as possible. The expected outcomes of our game are listed below.

- High level graphics
- Error free, Bug free gaming experience.
- High level Unity design.
- Create a high quality character to enhance the game.
- Powerful opponent to kill for the player to increase excitement.
- High life time of zombie which will make them hard to kill.
- Reduce boredom of our tedious life.

1.5 Report Layout

Chapter 1 gives us the idea of introduction. From introduction, we will know about motivation, objectives and expected outcomes. These are the components of introduction. We have written our motivation and objectives. And the outcome gives us a brief about what to expect from the output of our project.

In Chapter 2, there is some discussion about the background of our game. Background chapter has three parts, namely the introduction of background, related works and challenges. In related works, we described our project works and after comparing our game with the existing game in the market we outlined the functionalities of our game. In challenge part, we briefly explained the challenges we faced while completing our project.

Chapter 3 consists of design specification. We have described the designing part of our game in this chapter. Design specification has two parts, the Back-end design and the Front-end design. In back-end design we have discussed the coding part and in the front-end design we have discussed blender, Adobe fuse and unity that was essential for the development of our game.

Chapter 4 consists of implementation requirement. We implemented the requirement what we have gathered for our game. We implemented our game using Adobe fuse, blender and Unity.

In Chapter 5, we have discussed the outcome and result of our development project. This chapter consists of three sections namely the game play and control, screen shots and game event, bug fixing. In game play and control, we have written how to control our game and our player. In screen shots, we have added some screen shots and game event our game. And in bug fixing chapter, we have discussed our bug and how we would fix it.

Chapter 6 is the last chapter of our project. We have discussed the conclusion and future scopes of our game. We have written many future scopes in this chapter.

CHAPTER 2

BACKGROUND STUDY

2.1 Introduction

Unity is a worldwide game engine. It is a cross floor base game engine. A game engine is the software that gives game maker with the valuable set of property to establish game shortly and efficiently. Unity is the skeleton for game improvement that aids and brings together different core areas. We can import assets, 2D, 3D from some software like 3s Max, Maya, Photoshop. Then we transform this asset into scenes, background, lighting, physics, effects and audio on the animation. We added game play logic, edit, debug and optimized the subject matter for our target floor.

Recent game engine has best graphics and provides us simple production and importing of assets from several platforms. Maximum game engine provides us better quality and strong performance rendering ability.

We created a 3rd person shooting game. It's a zombie shooting game. There is a player and some zombies. The player has to find out zombies and shoot them until the zombies are dead. If the zombies hit the player continuously then the player will die. And the game is over. The player must need to kill all the normal zombies to face the biggest zombie of all who is their leader. The player will need to kill the boss zombie to finish the game.

2.2 Related Works

After build this game we have researched some others zombie shooting game. Then we saw that those game are built in rich graphics. There are some popular games we all are known about, which are **Horror Zombies from the Crypt**, **All Zombies Must Die**, **Burn**, **Zombie Burn**. '**Horror Zombies from the Crypt**' game was built in 1990. This game was developed using astral software. We made our game by using two types' software Adobe fuse and Blender. Those software are so easy to design our game element. On the other hand some games are designed using different platform and software like Unreal, Cry Engine and Game maker and so on. There are some popular companies who are using those software for their game design like Maya,

Illustrator, Flush, Z Brush and so on. We were used Adobe fuse for masking Characters and blender for Environment element design. So our game is little bit different from others game engine. For programming language we have used Python, c#, C++, JavaScript. We have done our project by using C# Programming Language .Because it's so easy to import in Unity.

2.3 Challenges

Life gives us hard challenges at every steps of our life. While doing this project, we had to face a variety of challenges starts with how to create a story line to end with the finishing of the game. Among these challenges the most difficult was to create Zombies and the details of that challenge is described in the later parts of this section. Other than that, we had to face quite a few other challenges, which are described below.

2.3.1 Zombie design

At first, we knew that a zombie does not exist in this world. So it was so difficult to design a zombie. We don't know how create a zombie. Actually, we don't know how a zombie walks, runs and attacks. Zombie does not exist, so we had us our imagination to do this. So to design a zombie, that was our big challenge. But we accepted this challenge, and then we designed some zombie using our imaginary power. We designed a scary and bloody face. We made terrible costumes for zombie.

2.3.2 Environment design

Since, this is a zombie shooting game. So we have to design a scary environment, night background. Because we saw that in very few zombies shooting game there was horror environment. Some others games there were day background environment. So we designed a horrid environment. Actually we didn't understand what types of components we needed to design in our game or not. That was also a challenging part of our game development. Then we designed some broken old furniture, lamp, candles old broken car and so on.

2.3.3 Level Design

The level designing of our game was pretty much challenging. As we are beginner and Unity was relatively new for us. So, level design was tough and challenging. We didn't understand how

to design our level using Unity. We had to walk a lot of crossroads to solve this problem. And these included researching on the internet ask seniors who know about the solution of this problem etc. In this way, we solved this problem and designed level successfully.

CHAPTER 3

DESIGN SPECIFICATION

3.1 Front-end Design

Front End design is an easy to use, drag and drop menu creation system. Front End was designed to help speed up the initial development of games and applications by making it much easier to create all the menu stuff that resides outside of game play. So, now we will describe the front-end design of our project. There are two types of Front-End design.

3.1.1 Character

In Front-end design, our first objective was to design two characters such as the player and the zombies. We designed the female player and some zombies. This player has a Gun and she will kill the zombies with this. On the other hand we created few zombies with horrible face and other components.

3.1.2 Red Dot Crosshair

This is called red dot crosshair. It helps the player to target easily and shoot with their gun. Front end is designed with Adobe Photoshop. There is look like laser light adjusted and referred as crosshair.

3.1.3 Play Button

We have designed play button with Adobe Photoshop. By clicking play button we can start the game. Play button is necessary for playing this game.

3.1.4 Quit Button

We have designed quit button with Adobe Photoshop. By clicking quit button we can quit this game.

3.1.5 Environment

In this game, we designed an environment. In order to develop a proper game we needed to design a suitable Environment. On the contrary, we develop a horror game so we need to design a terrible environment.

3.1.6 Buildings

First of all it's a horror game so we thought we will design an eerie house. We designed old abandoned buildings with some old furniture. We created clog gate, and a couple of roof.

3.1.7 Road

We designed some wide roads so that player and zombies can walk and run on this road. We also designed rocky road for beautification.

3.1.8 Trees and nature

Nature is the most important entity in our game. For creating alive and green environment trees are so important.

3.1.9 Statue

For aesthetic beautification we designed a statue. It conveys a different look of our game. This statue creates an innovative environment.

3.1.10 Moon and lamp

We also designed a beautiful moon for our game. In horror movie or game, we have seen horror type scenario around the map like night mode with full moon. From these scenarios, we inspired to build our game like these environment. That's why we designed a full moon and lamps.

3.1.11 Candles

For making terrible filter we designed some candles. Zombies looked more haunted in candles light. Candle's soft yellow light creates a horrid environment. As we have seen from others zombie shooting games developed before candles are used to create a scary environment.

3.1.12 Hills

To enhance the beauty of our gaming environment we created hills.

3.1.13 waterfalls

We also added waterfalls along with the hills to create an aesthetic environment. After adding the waterfalls the graphical balance of our game changed peacefully.

3.1.13 Animals

We added animals to make our game livelier, among the animals, the crow is most important because it is scary and it is best suited for our game and the reason behind it is that our game is a zombie shooting game. And as we have seen from games developed earlier, crows are used to create horror scenery.

3.1.14 Broken Car

We added a broken car to make our game little bit different. We wanted to create a scenario of an abandoned environment.

3.2 Back-End Design

Back-end developers primarily develop and maintain the core functional logic and operations of a software application or information system. Typically, a back-end developer has expert programming skills in C++, C#, Java and other high-level programming languages. In our project we used two back-ends Design.

3.2.1 Programming Language

C# (pronounced C (sharp)) is a general-purpose, multi-paradigm programming language encompassing strong typing, imperative, declarative, functional, generic, object-oriented (class-

based), and component-oriented programming disciplines. It's so easy to import on Unity platform. We used C# language for player control, Player logic, zombie control, zombie attack.

On the other hand, we have implemented A* algorithm for zombie path finding. We have used OOP design pattern. Other game engines have used data oriented design pattern.

We have seen that many others game engine used python, java script++, and C#.

3.2.2 Unity platform

To develop our game we have used Unity platform. Unity platform is an easy platform for our game. We used Unity because we can import all assets easily. On the other hand we can use some built in element in Unity platform. We have used Unity because Unity provides drag and drop environment for creating game. On the other hand Unity is fully free.

We have also seen that so many game development company used some others platform like Unreal, Cry Engine, Game maker etc.

3.2.3 Movement of Red Dot Crosshair

Back-end is designed and developed it in c#. Red Dot Cross hair will move according to the mouse movement speed and bullet will be go through between the cross hair. Thus all these features was implemented and tasted.

3.2.4 Play Button

We have written all codes of play button in back-end design. We have used C# programming language.

3.2.5 Quit Button

We have written all these code of quit button in back-end design. We have used C# programming language.

CHAPTER 4

Implementation

4.1 Implementation Requirement

In order to implement this game, we needed not only the skill of graphics design but also the sound knowledge of physics. For graphics skill, we needed the knowledge of creating different objects such as player, zombies, trees, chairs table, door, lamp, candles, waterfalls, broken car etc.

4.1.1 Adobe Fuse

We implemented two characters, namely player and zombie using Adobe Fuse. We designed player body parts and costume using Adobe Fuse. In Adobe Fuse we exported in the .fbx format from adobe fuse .Fuse file and import it in blender. Then we rigged the bones and created different animation like walk, run and attack. After completing of rigging, we export the player, zombie and their animation into.Fbx format. And import into Unity.

4.1.2 Blender

We designed environment and elements using blender. We created building, trees, hills, roads, lamps, candles, door, totaled car, crow, statue, waterfalls, moon and so on. In Blender we exported in.Fbx from .blender. Then after rigging this file we import it into Unity. Lastly just drag and drop.

4.1.3 Mono Develop

We have written code in Mono Develop framework because Mono Develop provides default unity. We were scripting in Mono Development. Then we dragged and dropped the script on the player and zombie. Then they worked according to the script. Then at the same way we dragged and dropped the zombie's script on the zombie in Unity.

CHAPTER 5

Outcome and Result

5.1 Outcome

Outcome means what we have done and what we get. The outcome of our project is a game based on unity platform where we have incorporated rich graphics with smooth game play. This game is not only a demonstration of sound gaming experience but also a source of soundness for mind.

5.2 Game Play Controls

Games play control helps a player to have control on the overall game to perform different manipulation. We can control player's movement such as walking, running, shooting and reloading. When we are pressing "W" or upper arrow then player will walk forward. When we will press "A" or the left arrow, then player will move to left side and pressing "D" or the right arrow will enable the player to move to the right side. On the other hand, when we are pressing "Z" then the player will walk reversely. Here, there are also another option such as when we are pressing "left Shift" + W" then the player will run with full speed and pressing all the function with left shift, a player can move faster. When we are pressing right mouse button then player can shoot. Player can shoot with pickle. The player can also jump. When we are pressing the "space" button then the player will jump. When bullet number will be null then player will reload his gun automatically.

5.3 Screenshots

While creating Player and Zombie design like body parts and zombie's terrible face, costumes in Adobe Fuse, we took some screenshots.

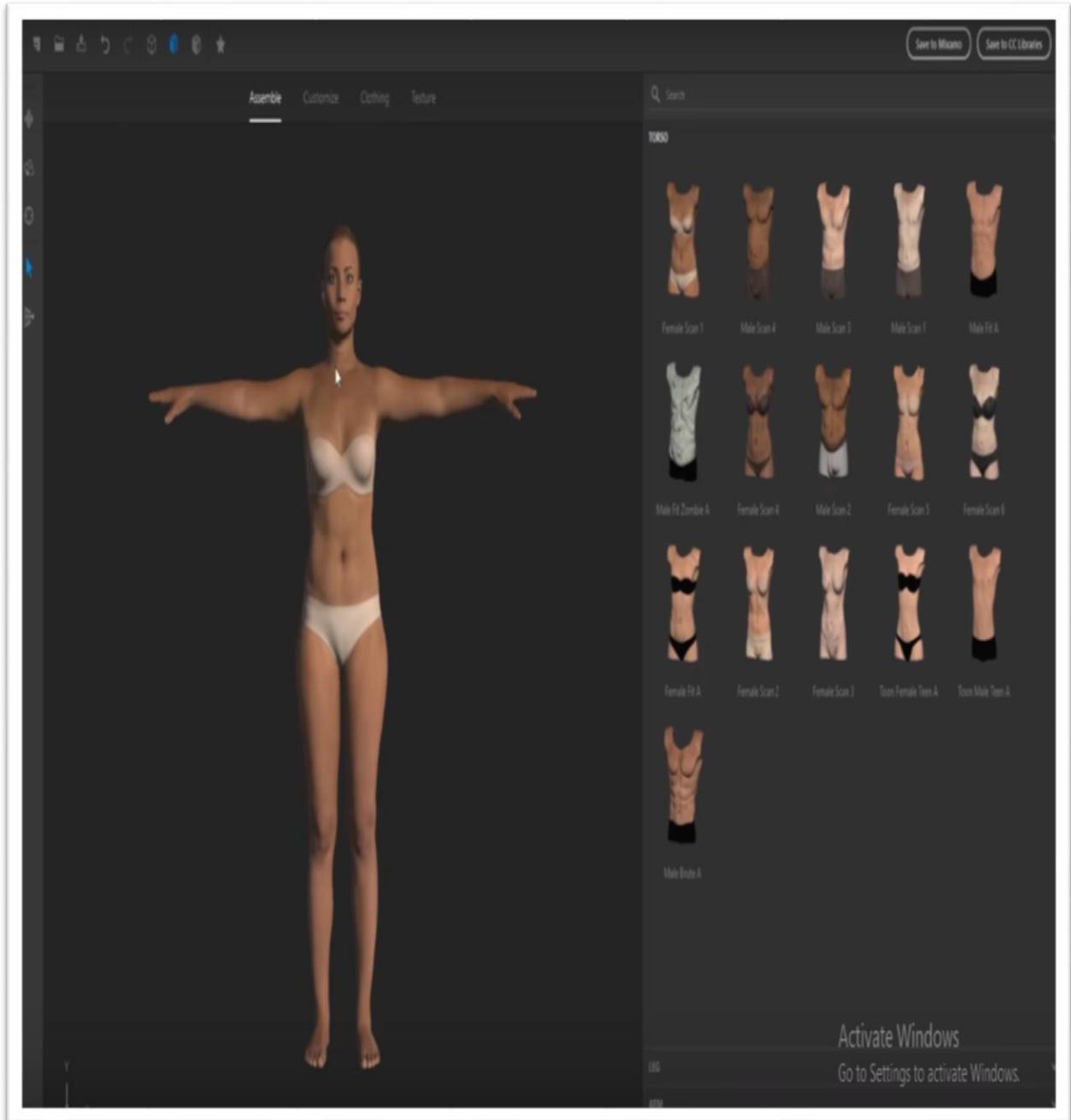


Figure5.1: The playing character prepared by adobe fuse

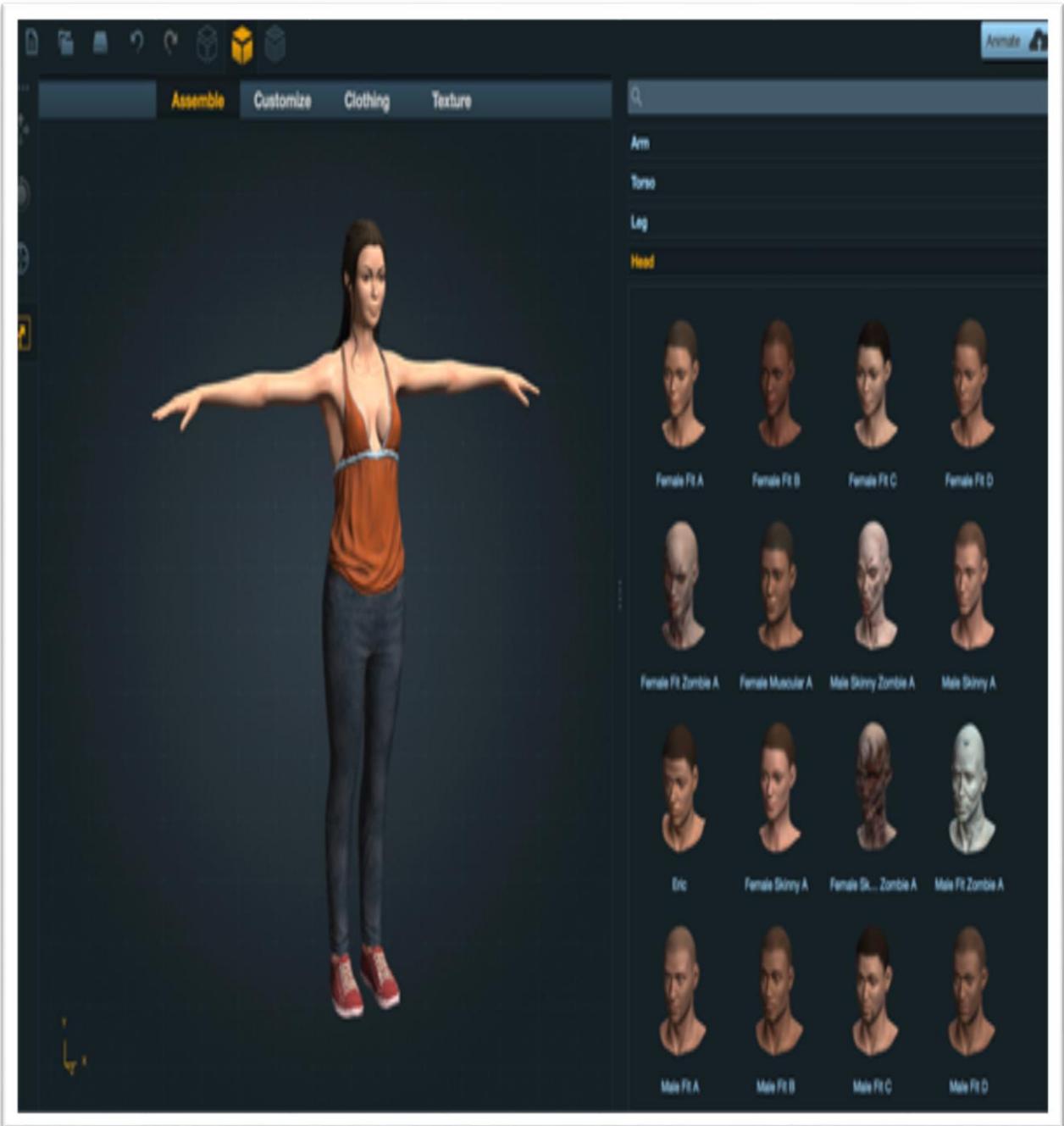


Figure 5.2: The playing character prepared by adobe fuse (2)

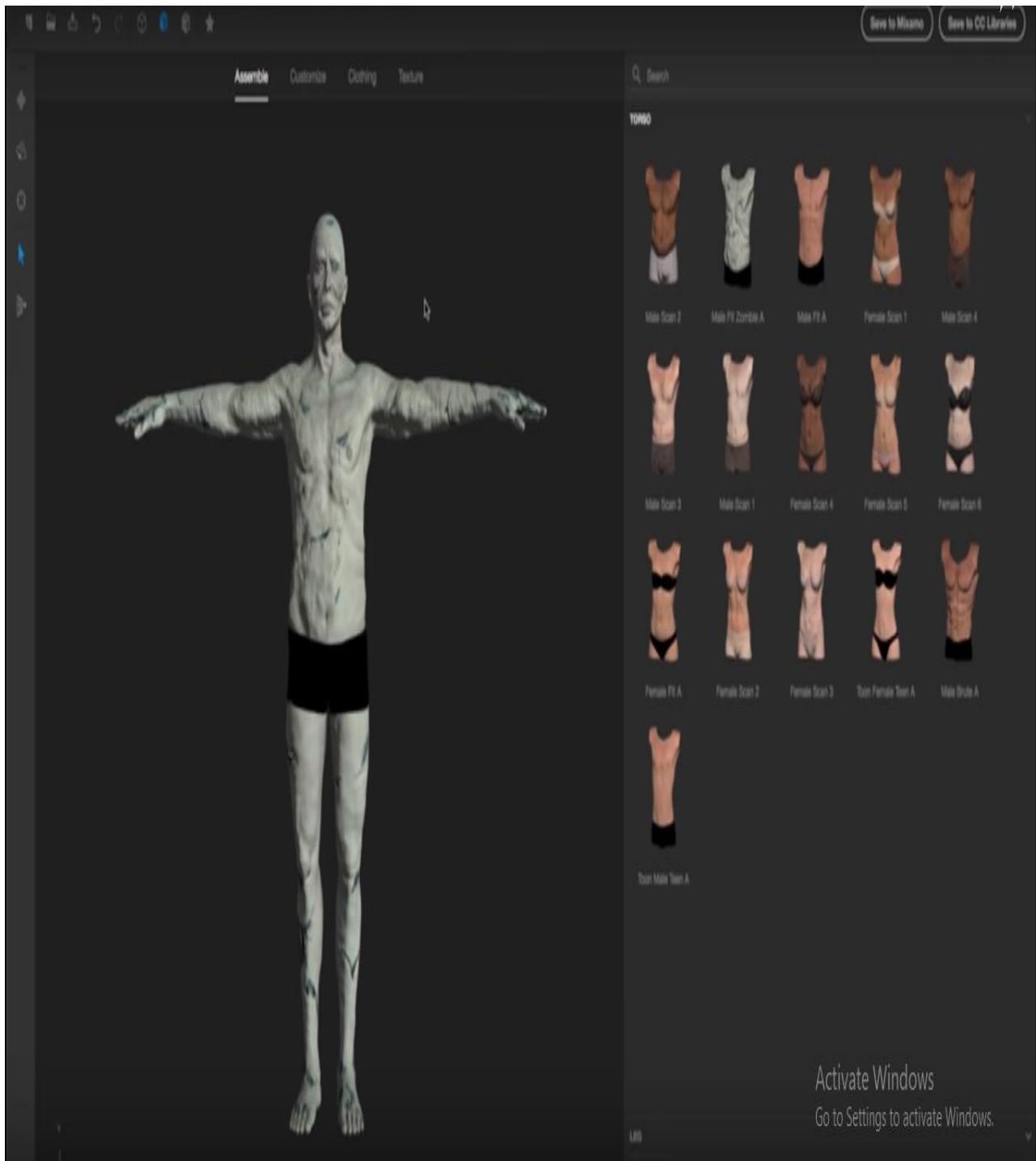


Figure 5.3: The zombie character prepared by adobe fuse

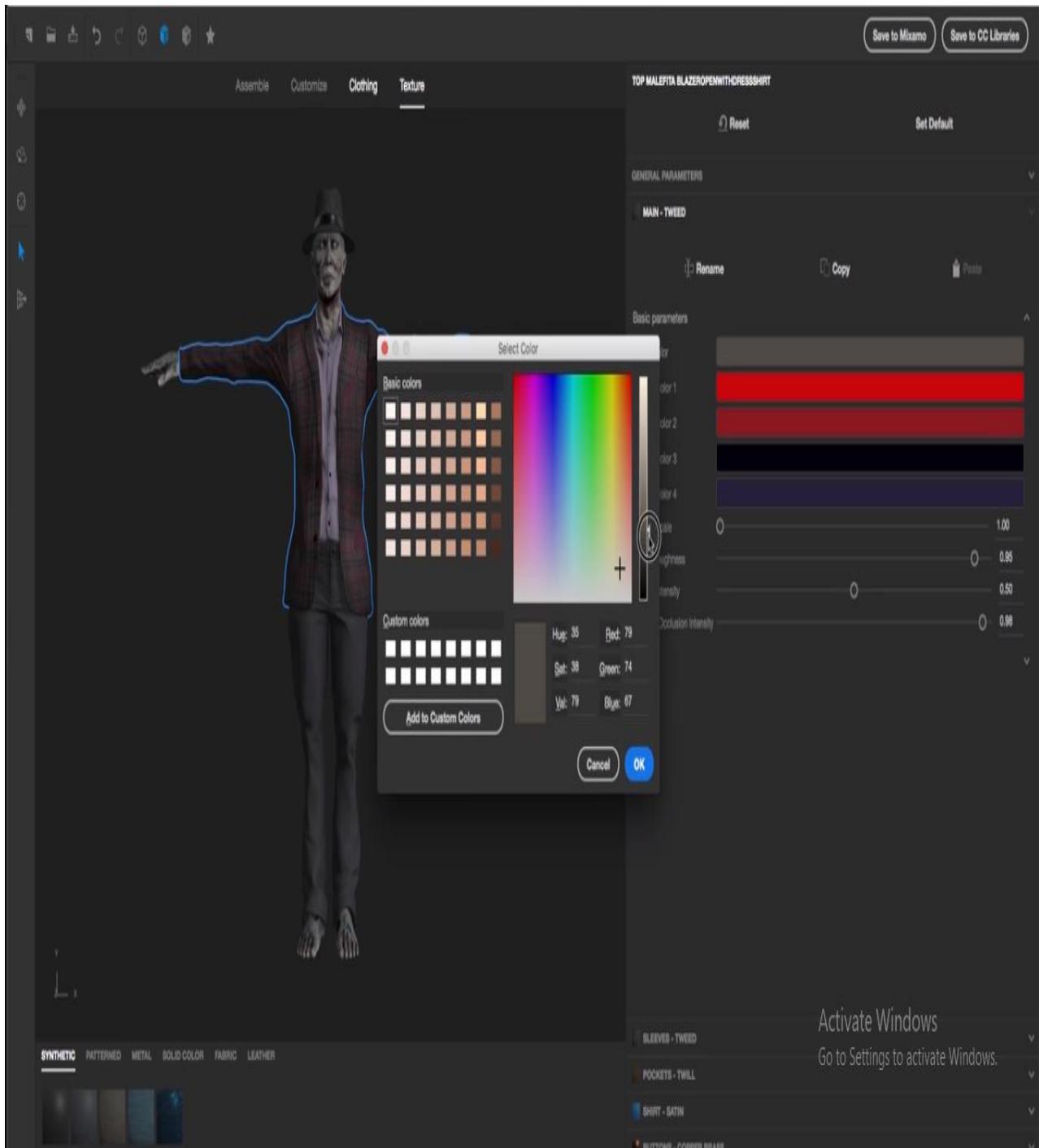


Figure 5.4: The zombie character prepared by adobe fuse

Now we added some screenshots of elements. Like Tree, Chair, building, while we designed initially using blender.

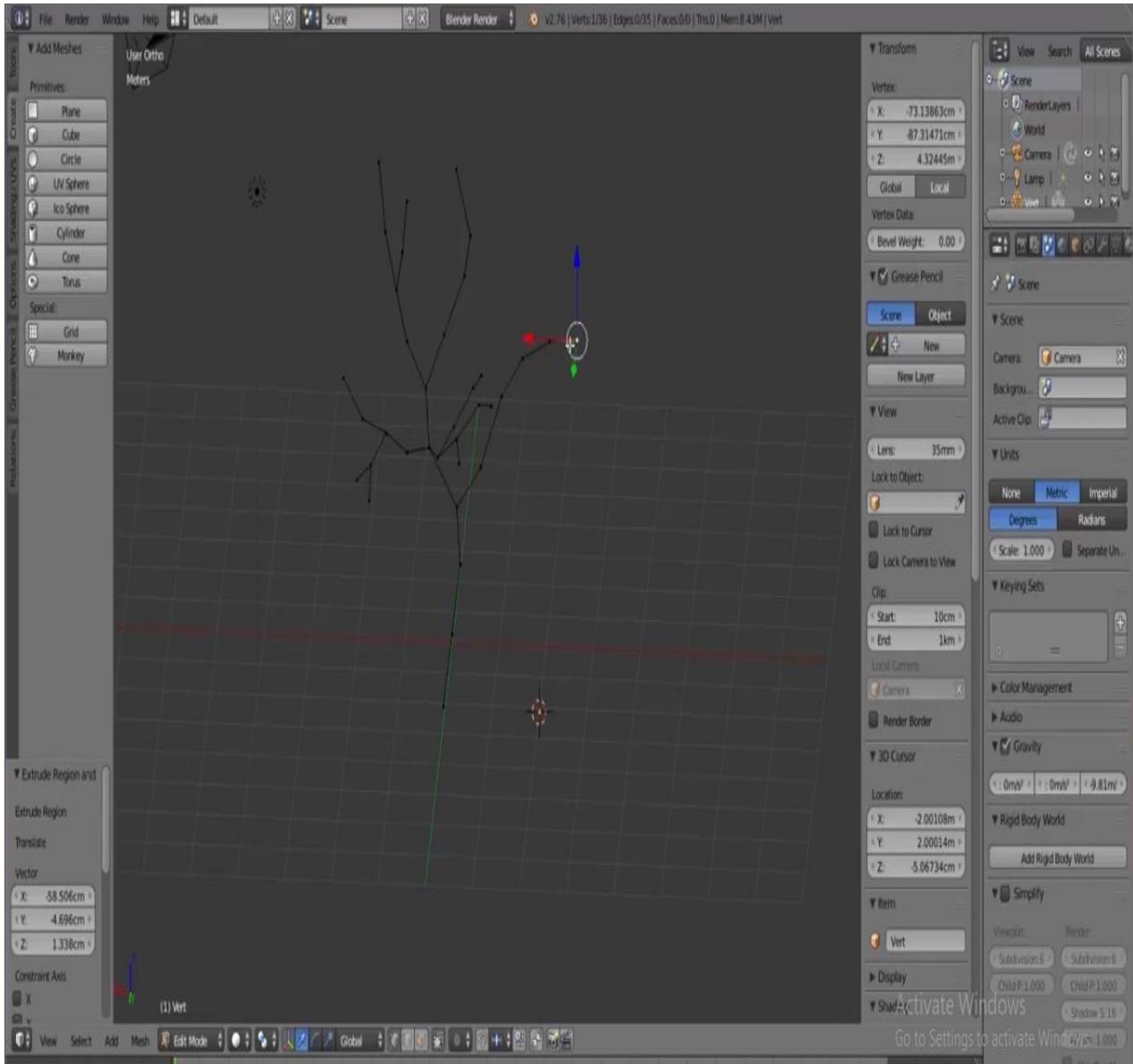


Figure 5.5: The tree prepared by blender

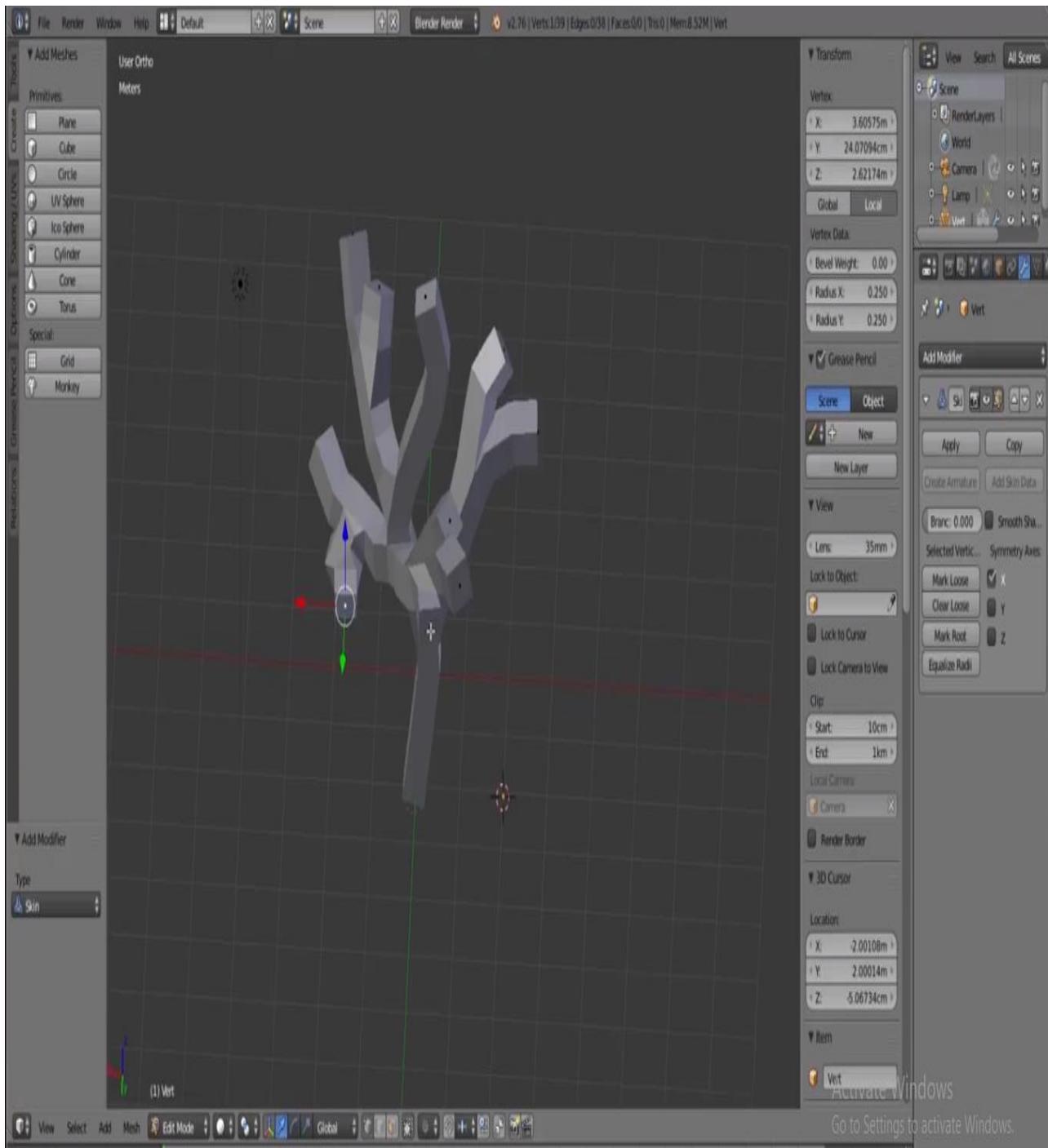


Figure 5.6: The tree prepared by blender

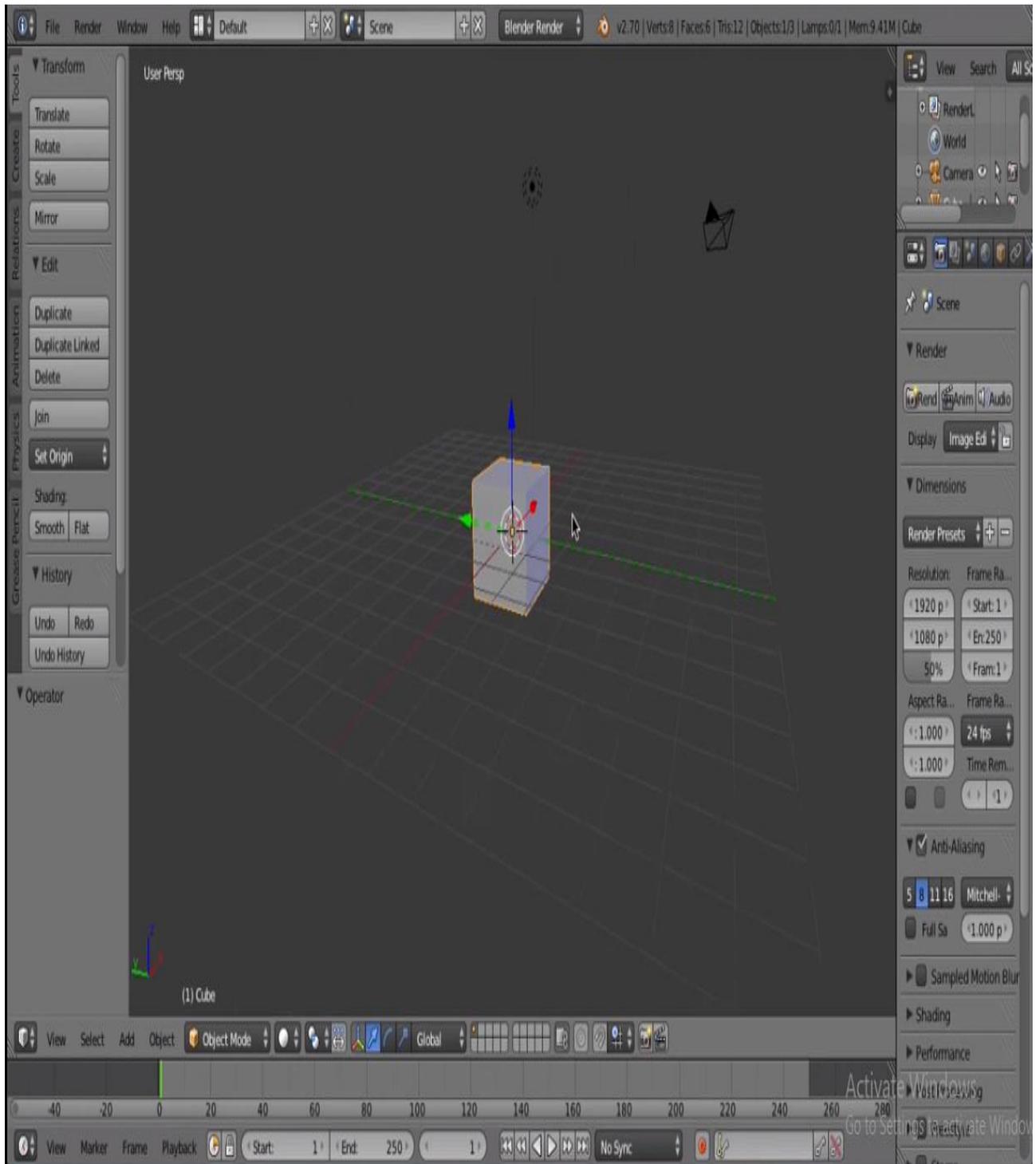


Figure 5.7: The building prepared by blender

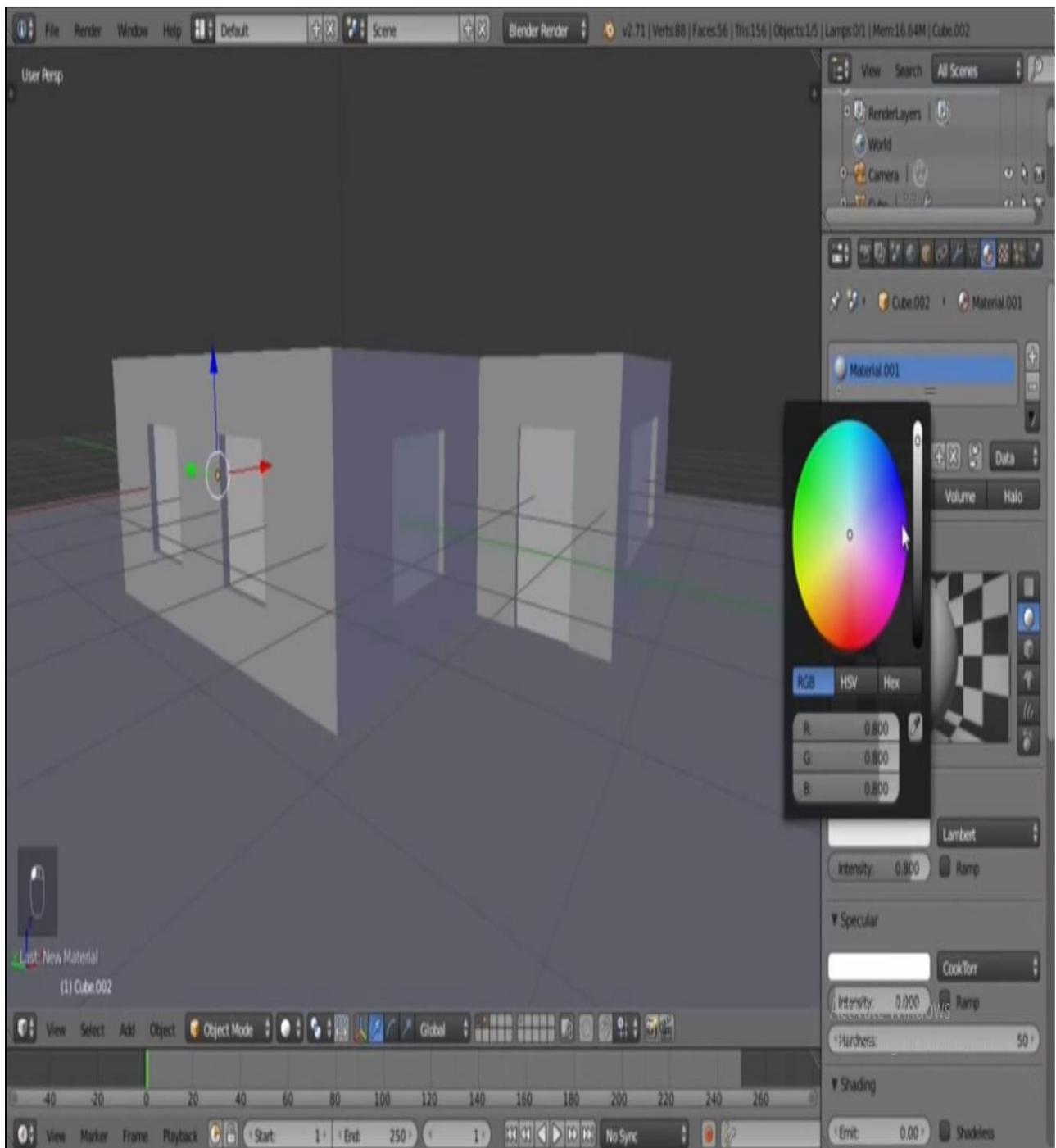


Figure 5.8: The building prepared by blender

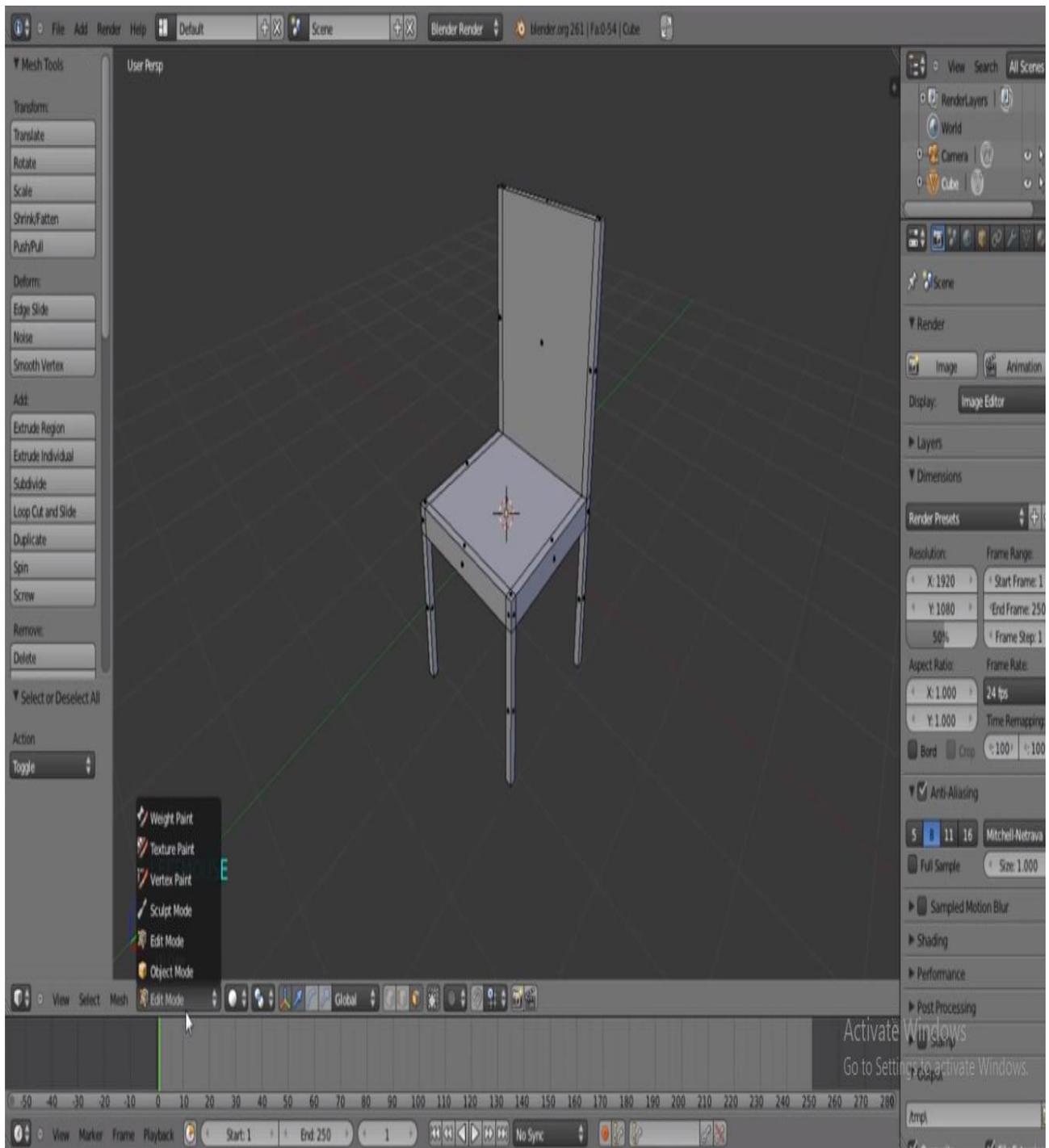


Figure 5.9: The chair prepared by blender

Some game plot screenshots are given below:

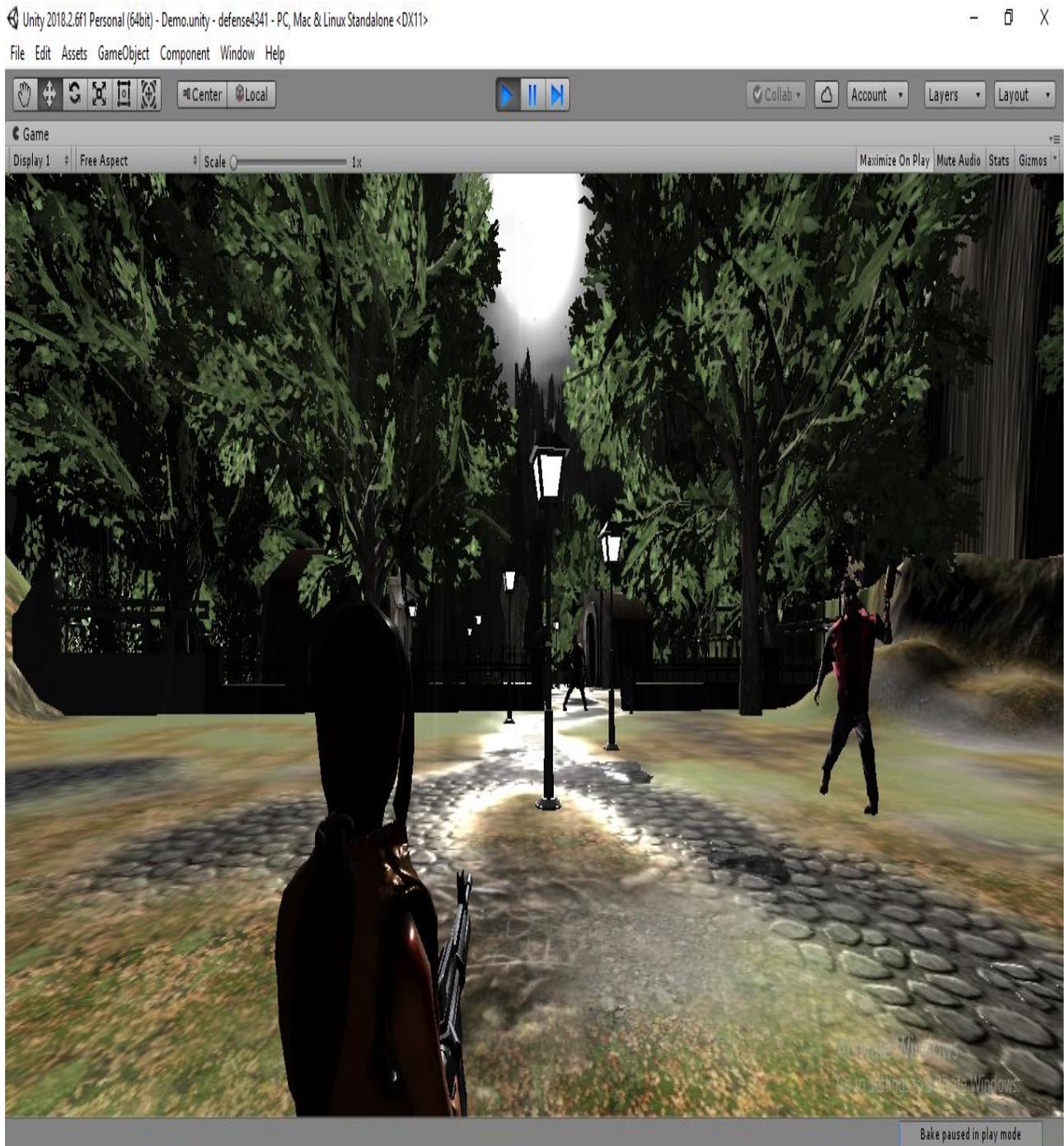


Figure 5.10: view from the player perspective

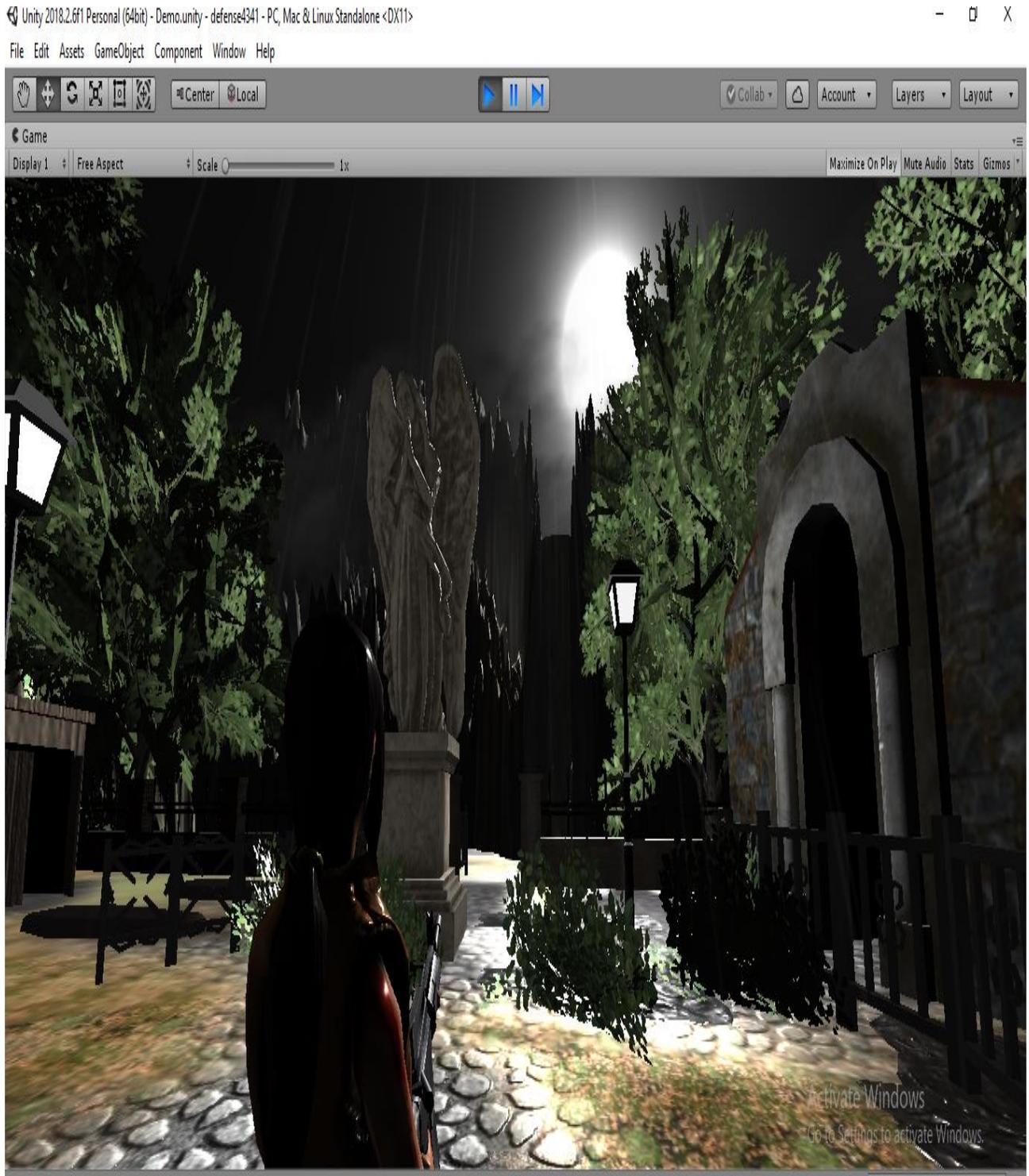


Figure 5.11: view from the environment perspective

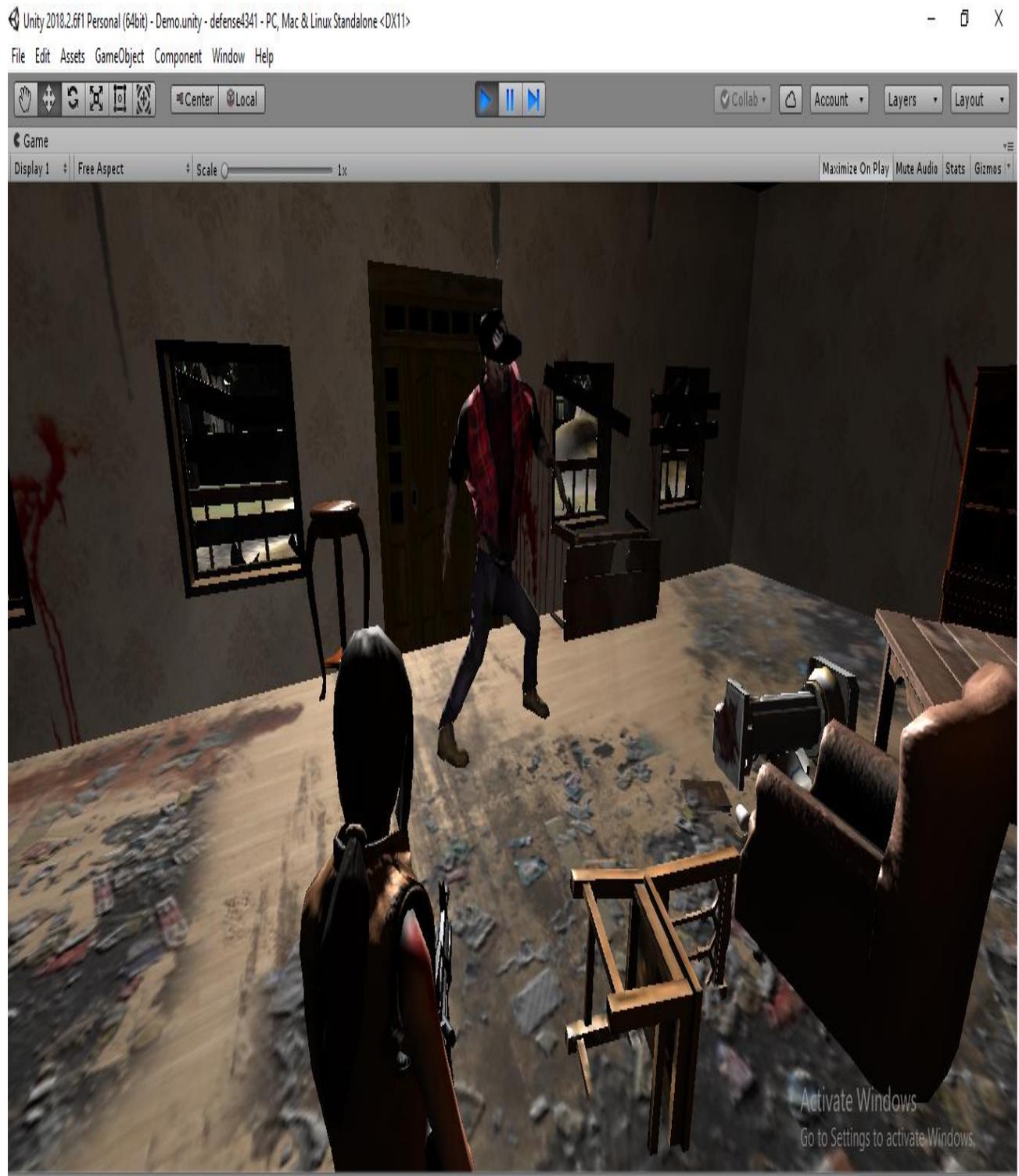


Figure 5.12: view from the indoor site

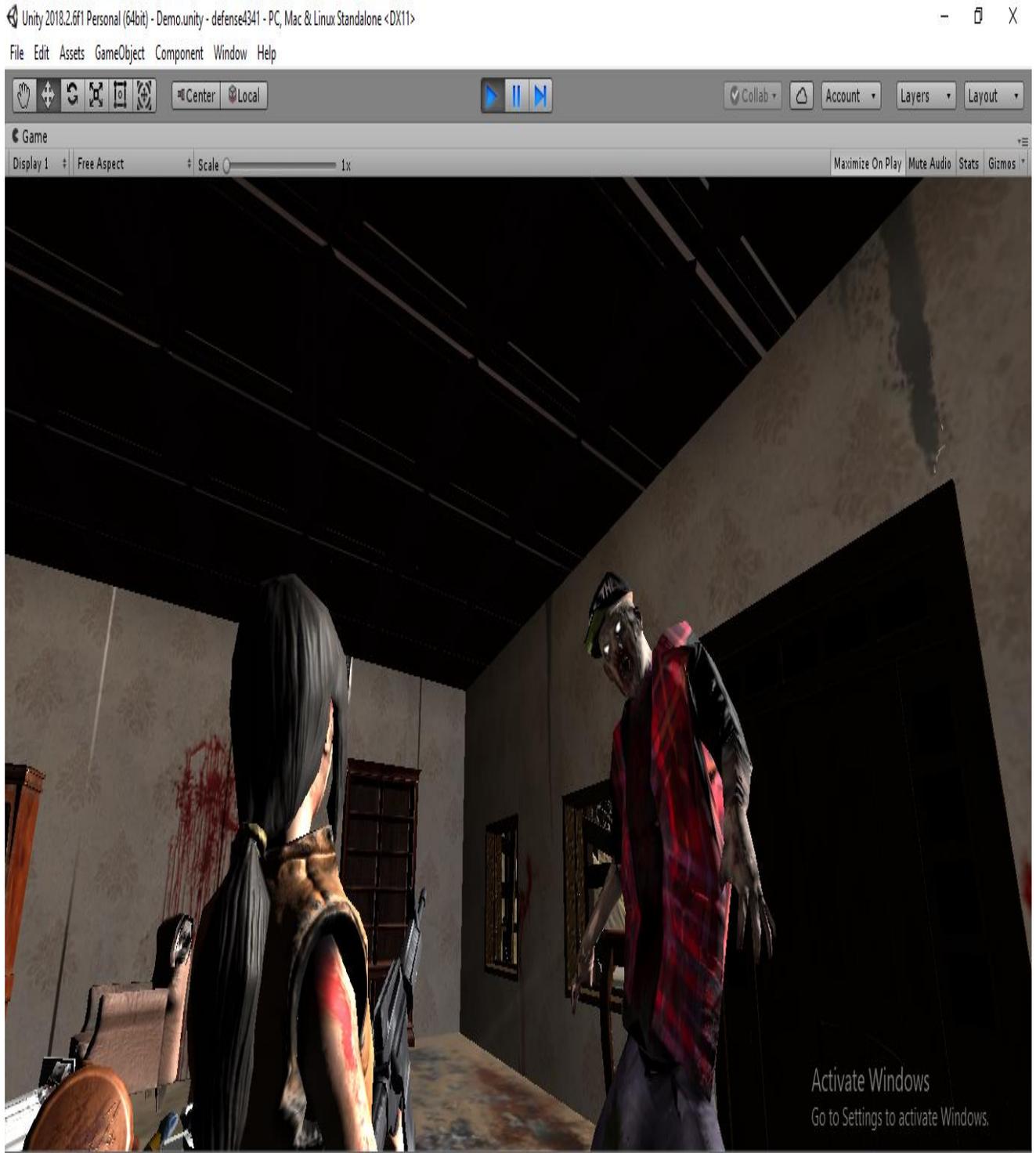


Figure 5.13: view from the zombie perspective

5.4 Bug Fixing

As the game is our first project, we faced too many minor and major bugs from the beginning. Some major Bugs of our game.

Control the player: We couldn't control the player movement. The problem was Unity didn't take player input. Then we solve it with A unity component called 'NAVMASH'.

Zombie Movement: At the very beginning, zombie couldn't move. Zombie didn't run toward the player. Then we fixed this bug. Zombie didn't attack the player we found some bug then we solved it.

Shortest Path: Zombie's shortest path didn't work. Zombie couldn't find player quickly. Zombie was moving randomly. Hopefully we fixed this bug.

Shooting: At first we shoot the zombie but zombie didn't die. Then we fixed it and now player can kill the zombie successfully.

Further those bugs we faced so many minor problems in our project. Hopefully we solved most of the bugs significantly.

CHAPTER 6

Conclusion and Future Scope

6.1 Discussion and Conclusion

It was a dream to make a 3D game as our final year project. Along this difficult road of developing this game we had to face a lot of hurdles. But we overcame those with perseverance. Though there are still a lot of features can be added to the game. But due to time constraint we couldn't add these features. We hope to add this feature in the near future and develop an updated and better version in the future. We hope our games will highly graphics oriented. We hope that a lot people will play and enjoy our game. Moreover, we made our game based on horrific background. So, hopefully when people will play this game they will feel thrill. Every type of people likes to play games but few people think that they will create a game. So we are interested in gaming site and we hope that we will do well in this site. We wish that, in future we will create a more exciting game and that will be more popular.

6.2 Scope for Further Development

We have tried best to build a fantastic game. But we can't properly expose what we want. So we have some future plan for our game. We will try to complete our future plan.

6.2.1 Create a male player

In our game there is one player but we want to make two player. We will create a handsome male player. This is our first future plan.

6.2.2 Create more Guns

We will create more guns. Now we created only one gun but in future we will try to design more guns. When People will play this game they can change their gun as their choice.

6.2.3 Update Map

Now we have a small map. But in future we will try to update our map. We will increase our map. We will add some new place, new element animations, and some new horrific animals. We will try to make our game so much terrific.

6.2.4 Graphics

Graphics will be high. The game will be more realistic. We will focus on graphics, animation.

6.2.5 Multiplayer

Now our game is a single player game. So we will create a multiplayer game. Two or more than two people can play this game. They will enjoy our game.

6.2.6 Costume

In future our player's costume and zombie's costume will be changed. Zombie can bite, hit with others weapon.

6.2.7 Level

Now we have an only one level. So we will design more levels. First level will easy more than the last level. Next level will be harder one by one.

6.2.8 Create more zombies

Now we have very few zombies but in future we will create many zombies and they will be so stronger. We will increase their life time so that, to kill them hard to harder. We will make at least one leader zombie for every single stage.

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Youtube tutorial links for unity

[3] <https://www.youtube.com/playlist?list=PLPV2KyIb3jR53Jce9hP7G5xC4O9AgnOuL>

[4] https://www.youtube.com/playlist?list=PLqO_dK1hz3TMXDRmW-aNHGosp5LzNRhW5

[5] https://www.youtube.com/playlist?list=PLQ1JNmJxKtjWdGeftfELYYhZbg3d_mCaz

[6] <https://www.youtube.com/playlist?list=PLB36DskOcWmfu0ermoE9mQfZ94GDEqG-h>

[7] <https://www.youtube.com/playlist?list=PLZ1b66Z1KFKiaTYwyayb8-L7D6bdiaHzc>

[8] https://www.youtube.com/playlist?list=PL2cNFQAw_ndx1ID-DuvFoeGR_nE4jOFTq

How to Use Adobe Fuse

[9] <https://design.tutsplus.com/articles/how-to-use-adobe-fuse--cms-26108>

How to use blender and full tutorial

[10] <https://www.blender.org/support/tutorials/>

PLAGIARISM

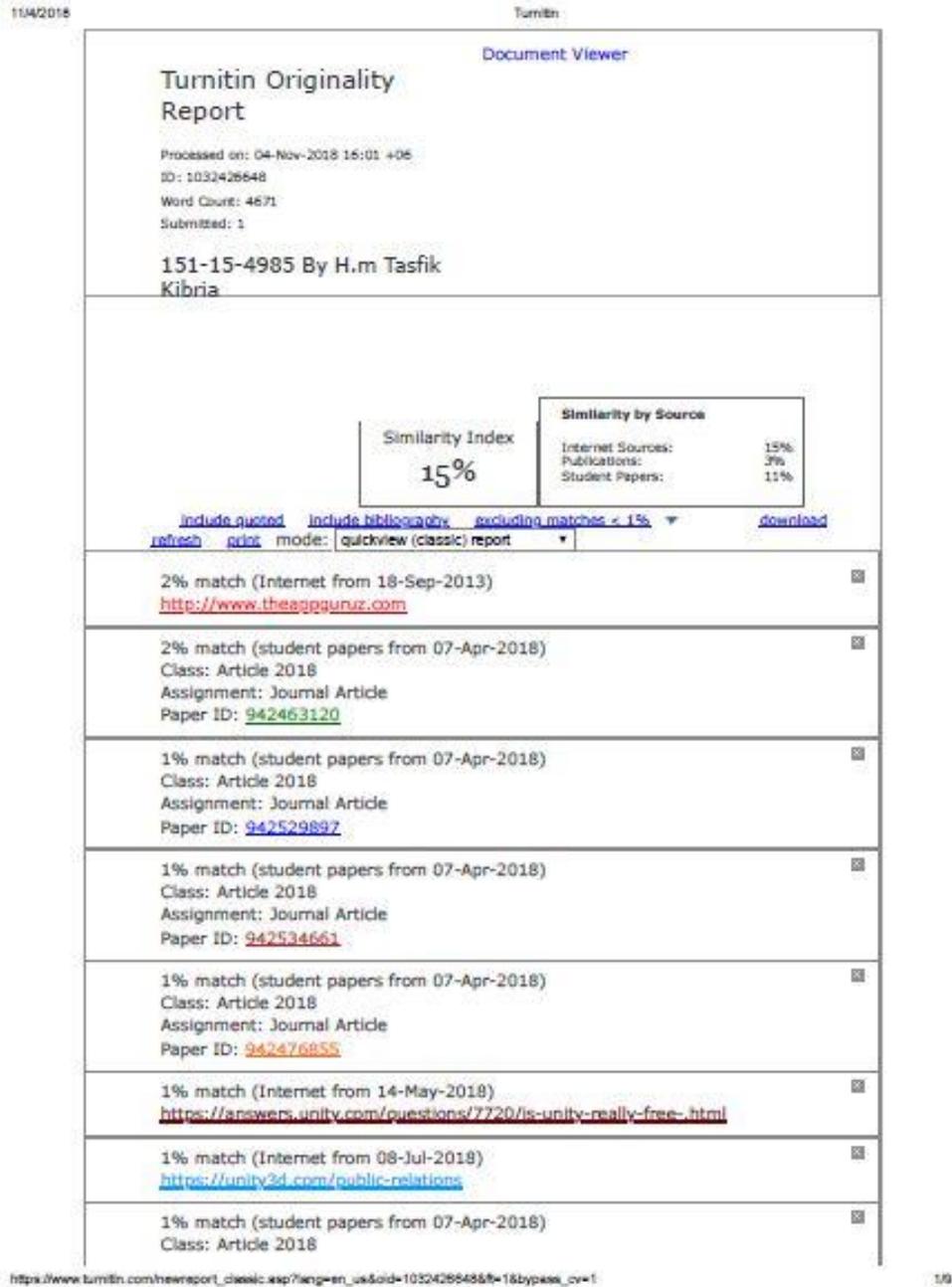


Figure: Plagiarism Report