3D mech creation tool

The goal of this project is to create a simple 3D mechanical object creation and assembly tool in Unity.

Description
The software consists of three steps, first the user can define different shapes on the 2D plane like concave hulls or circles that can be extruded into 3D parts. Then the user can specify anchor points on those parts that are used in the third step. Finally the user can connect different parts on those anchor points to make the more complex objects. Connecting gradually more complex pieces will result in cool mechs that can be 3D printed in the future.

Example of 3D printed mechs.
Source: https://www.reddit.com/r/LancerRPG/comments/fqc26o/custom_3d_printed_mechs/

The student team should have some prior knowledge of computer graphics or Unity game engine. We also provide courses like Computer Graphics, Computer Game Development and Design, Game Engines and Computer Graphics Seminar that the students can take during the fall semester to get more familiar with these topics. This project also provides an opportunity for a thesis topic in the future.

Contact
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