A Peek into the Metaverse:
Detecting 3D Model Clones in Mobile Games

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https://www.usenix.org/conference/usenixsecurity23/presentation/zuo

USENIX'23 Artifact Appendix: A Peek into the Metaverse: Detecting 3D Model Clones in Mobile Games

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A Artifact Appendix

A.1 Abstract

The artifact is the source code of 3DSacn. A tool to detect model clones. In particular, it can extract 3D models from Android games, and compute a hash value for a 3D model which can be used to identify the clone ones.

A.2 Description & Requirements

Here we list the requirements to run it on Ubuntu 22.04.

- Wine

- Wine-mono

- python3

- SciPy

A.2.1 Security, privacy, and ethical concerns

It would extract the raw data for the 3D models in Android games. Those models are owned by the developer and please don't distribute them.

A.2.2 How to access

We are actively maintaining the code. We will make sure the latest version on the master branch is stable.

https://github.com/OSUSecLab/3DScan/releases/tag/ae

A.2.3 Hardware dependencies

None.

A.2.4 Software dependencies

- Wine

- Wine-mono

- python3

- SciPy

A.2.5 Benchmarks

None.

A.3 Set-up

Use the standard way to install python3 and SciPy on Ubuntu 22.04.

A.3.1 Installation

Clone the repo.

A.4 Version

Based on the LaTeX template for Artifact Evaluation V20220926. Submission, reviewing and badging methodology followed for the evaluation of this artifact can be found at https://secartifacts.github.io/usenixsec2023/.