



Game Character Creation with Blender and Unity

Chris Totten

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A complete guide to creating usable, realistic game characters with two powerful tools

Creating viable game characters requires a combination of skills. This book teaches game creators how to create usable, realistic game assets using the power of an open-source 3D application and a free game engine. It presents a step-by-step approach to modeling, texturing, and animating a character using the popular Blender software, with emphasis on low polygon modeling and an eye for using sculpting and textures, and demonstrates how to bring the character into the Unity game engine.

- Game creation is a popular and productive pursuit for both hobbyists and serious developers; this guide brings together two effective tools to simplify and enhance the process
- Artists who are familiar with Blender or other 3D software but who lack experience with game development workflow will find this book fills important gaps in their knowledge
- Provides a complete tutorial on developing a game character, including modeling, UV unwrapping, sculpting, baking displacements, texturing, rigging, animation, and export
- Emphasizes low polygon modeling for game engines and shows how to bring the finished character into the Unity game engine

Whether you're interested in a new hobby or eager to enter the field of professional game development, this book offers valuable guidance to increase your skills.

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Kathryn Glover:

Playing with family within a park, coming to see the water world or hanging out with close friends is thing that usually you will have done when you have spare time, in that case why you don't try thing that really opposite from that. One particular activity that make you not experiencing tired but still relaxing, trilling like on roller coaster you already been ride on and with addition associated with. Even you love Game Character Creation with Blender and Unity, you are able to enjoy both. It is fine combination right, you still desire to miss it? What kind of hang-out type is it? Oh come on its mind hangout men. What? Still don't understand it, oh come on its referred to as reading friends.

Richard Valadez:

In this era which is the greater man or woman or who has ability to do something more are more special than other. Do you want to become among it? It is just simple approach to have that. What you need to do is just spending your time very little but quite enough to enjoy a look at some books. Among the books in the top checklist in your reading list is usually Game Character Creation with Blender and Unity. This book which is qualified as The Hungry Hills can get you closer in becoming precious person. By looking up and review this e-book you can get many advantages.

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