



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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Often the book Game Character Creation with Blender and Unity has a lot info on it. So when you read this book you can get a lot of help. The book was written by the very famous author. Mcdougal makes some research just before write this book. This specific book very easy to read you will get the point easily after reading this article book.

Willie Grajeda:

Playing with family in a very park, coming to see the marine world or hanging out with buddies is thing that usually you will have done when you have spare time, then why you don't try thing that really opposite from that. A single activity that make you not feeling tired but still relaxing, trilling like on roller coaster you already been ride on and with addition info. Even you love Game Character Creation with Blender and Unity, you may enjoy both. It is excellent combination right, you still desire to miss it? What kind of hang-out type is it? Oh can occur its mind hangout guys. What? Still don't obtain it, oh come on its called reading friends.

Amy Parr:

Game Character Creation with Blender and Unity can be one of your starter books that are good idea. Most of us recommend that straight away because this book has good vocabulary that can increase your knowledge in language, easy to understand, bit entertaining but still delivering the information. The copy writer giving his/her effort to set every word into enjoyment arrangement in writing Game Character Creation with Blender and Unity although doesn't forget the main point, giving the reader the hottest as well as based confirm resource facts that maybe you can be one among it. This great information can drawn you into new stage of crucial thinking.

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