



Game Character Creation with Blender and Unity

By Chris Totten



Game Character Creation with Blender and Unity By Chris Totten

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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Editorial Review

From the Back Cover

Create realistic game characters powered by your imagination

If you're a do-it-yourself game designer, you'll want to take advantage of Blender and Unity to build professional-quality game characters. With this guide, you first learn how to create realistic game assets using the power of Blender and then test how your characters work in Unity. Game design expert Chris Totten walks you through each step, from modeling and sculpting to rigging and animating a character. Use the tutorial files accompanying the book to design a zombie game character, and then put it in action in a real-world game environment.

- **Build a basic block character and then dive into more sophisticated modeling**
- **Pump up the appearance of your character using sculpting and textures**
- **Follow digital painting best practices and add colorful details to your model**
- **Create realistic movement by rigging your character for animation with an armature**
- **Explore how to make Unity and Blender work together by creating and importing finished game objects**
- **Bring your character into Unity and create your own video game**
- **Learn how to use Unity scripts to make your character animate properly**

Learn to model, texture, sculpt, rig, and animate a low-polygon video game character in Blender

Import your low-poly Blender character into the Unity game engine and use JavaScript to create a zombie arcade shooter

About the Author

Chris Totten is a Washington, DC-based game designer, writer, and professor. He teaches character development, 3D modeling, and animation for games. Chris has participated in independent game design projects as an artist and animator; written for gamasutra.com and videogamewriters.com; and has been a guest speaker at East Coast Game Conference, GDC China and Dakota State University's Workshop on Integrated Design.

Users Review

From reader reviews:

Philip Logan:

This Game Character Creation with Blender and Unity book is just not ordinary book, you have it then the world is in your hands. The benefit you get by reading this book is information inside this book incredible fresh, you will get details which is getting deeper a person read a lot of information you will get. That Game Character Creation with Blender and Unity without we comprehend teach the one who examining it become critical in contemplating and analyzing. Don't always be worry Game Character Creation with Blender and Unity can bring once you are and not make your tote space or bookshelves' grow to be full because you can

have it in your lovely laptop even cellphone. This Game Character Creation with Blender and Unity having great arrangement in word along with layout, so you will not really feel uninterested in reading.

Gavin Wilkins:

The publication untitled Game Character Creation with Blender and Unity is the publication that recommended to you to study. You can see the quality of the reserve content that will be shown to anyone. The language that writer use to explained their ideas are easily to understand. The article writer was did a lot of analysis when write the book, therefore the information that they share for you is absolutely accurate. You also could possibly get the e-book of Game Character Creation with Blender and Unity from the publisher to make you considerably more enjoy free time.

Mae Marks:

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James Voyles:

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