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Game Character Creation with Blender and Unity

Chris Totten

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Game Character Creation with Blender and Unity 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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