

1. Record Nr.	UNINA9910523900803321
Autore	Villanueva Nova
Titolo	Beginning 3D game assets development pipeline : learn to integrate from Maya to Unity // Nova Villanueva
Pubbl/distr/stampa	[Place of publication not identified] : , : Apress, , [2021] ©2021
ISBN	1-4842-7196-3
Descrizione fisica	1 online resource (329 pages)
Disciplina	006.696
Soggetti	Computer games - Programming Video games - Design Three-dimensional display systems Computer animation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Chapter 1: What Is the 3D Production Pipeline and Why Is It Important? -- Chapter 2: Starting with Maya -- Chapter 3: Creating a Base Mesh -- Chapter 4: Preparing the Asset for the Next Phase -- Chapter 5: UV Mapping -- Chapter 6: Creating a High Poly Model -- Chapter 7: Texturing. -- Chapter 8: Rigging the 3D Asset -- Chapter 9: Bringing the Asset to Life.
Sommario/riassunto	This project-based tutorial covers the creation of 3D assets in a game engine, from concept to implementation. You will learn the 3D pipeline using Maya and Substance Painter, which are industry-standard programs used for content creation in game development. You also will know how to add them and work with them in Unity. The book begins with an overall look at the production of game development and the different roles in creating assets. Then, starting with Maya, you learn how to start with a concept and take it through the entire production pipeline: base mesh, UV mapping, high poly, texturing, rigging, and animation. You will be working on one asset project throughout the entire book to understand how one phase leads to the next one. Lastly, you will cover asset placement and integration into Unity. What You Will Learn Build a thorough knowledge of the 3D game asset production

workflow Understand how each phase leads up to the next one Know how 3D assets are implemented into Unity Texture, rig, and animate the 3D model Export and import the 3D asset or model Understand the iterative design process Who This Book Is For 3D artists, from beginners to specialists, who are interested in learning the 3D production pipeline of game assets as a whole.
