

1. Record Nr.	UNINA9910790348103321
Autore	Totten Chris
Titolo	Game character creation with Blender and Unity [[electronic resource] /] / Chris Totten
Pubbl/distr/stampa	Indianapolis, : John Wiley & Sons, 2012
ISBN	1-280-68546-8 9786613662408 1-118-22690-9
Edizione	[1st ed.]
Descrizione fisica	1 online resource (322 p.)
Disciplina	006.693
Soggetti	Video game characters
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Game Character Creation with Blender and Unity; Acknowledgments; About the Author; Contents; Introduction; Chapter 1: Basic Game Art Concepts; Game Design Workflows; Creating Game Assets; Understanding and Optimizing 3D Game Art; Working with Game Engines; Scripting Happens; Chapter 2: Blender Basics for Game Characters; Working with Blender's Unique Features; Working with Editor Arrangement and Types; Navigating and Viewing 3D Space; Creating and Manipulating Objects; Using the Properties Editor; Know Your Hotkeys; Making a Simple Block Character; Useful Techniques Chapter 3: Modeling the CharacterWorking with Model Sheets; Shaping the Torso for Low Polygon Count; Extruding the Legs and Feet; Making the Arms and Hands; Separating Body Components to Create Clothing; Creating the Head with Poly-by-Poly Modeling; Carving Out Zombie Damage; Chapter 4: Prepping for Zombie Details with UV Unwrapping; The Uses of UV Layouts; Drawing Seams; Using Blender's UV/Image Editor; Laying Out a UV Sheet; Using Blender's Live Unwrap Functions; Chapter 5: Sculpting for Normal Maps; The Purpose of Sculpting; Introducing the Multires Modifier Using Blender's Sculpting InterfaceSculpting the Zombie in Blender; Baking Normal Maps; Chapter 6: Digital Painting Color Maps; Understanding Digital Painting; Preparing for Color Map Painting; Digital Painting Best Practices; Applying Your Color Map to the Zombie;

Chapter 7: Rigging for Realistic Movement; Understanding Rigging; Creating a Simple Armature; Finishing the Armature with Constraints; Linking the Armature and Zombie; Chapter 8: Animating the Zombie; Understanding and Planning Game Animation; Using Blender's Animation System; Creating an Idle Animation; Creating a Walk Animation

Creating a Chase Animation Creating a Run Animation; Organizing Your Animations; Chapter 9: Unity Engine Basics; Understanding Unity's Logic and Interface; Building a Whiteblock Level with Unity Primitives; Creating and Editing Materials in Unity; Organizing Assets with Unity Empties; Chapter 10: Implementing Your Zombie in a Unity Game; Importing Models into Unity; Unity Scripting-A Crash Course; Adding Interactivity to the Zombie; Turning the First Person Controller into an FPS Hero; Adding Other Gameplay Elements; Wrapping Up; Index

Sommario/riassunto

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
