1.

Record Nr.	UNINA9910962386703321
Autore	Totten Chris
Titolo	Game character creation with Blender and Unity / / Chris Totten
Pubbl/distr/stampa	Indianapolis, : John Wiley & Sons, 2012
ISBN	9786613662408
	9781280685460
	1280685468
	9781118226902
	1118226909
Edizione	[1st ed.]
Descrizione fisica	1 online resource (322 p.)
Classificazione	COM000000
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;

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