Game Character Creation with Blender and Unity

By Chris Totten

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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:

William Vogt:

Playing with family in the park, coming to see the water world or hanging out with buddies is thing that usually you could have done when you have spare time, and then why you don't try matter that really opposite from that. 1 activity that make you not experience tired but still relaxing, trilling like on roller coaster you have been ride on and with addition details. Even you love Game Character Creation with Blender and Unity, you may enjoy both. It is fine combination right, you still would like to miss it? What kind of hang type is it? Oh come on its mind hangout guys. What? Still don't understand it, oh come on its

known as reading friends.

Larry Munoz:

Are you kind of stressful person, only have 10 or perhaps 15 minute in your day time to upgrading your mind expertise or thinking skill even analytical thinking? Then you have problem with the book in comparison with can satisfy your limited time to read it because all this time you only find e-book that need more time to be learn. Game Character Creation with Blender and Unity can be your answer mainly because it can be read by you who have those short time problems.

Rebecca Dryden:

The book untitled Game Character Creation with Blender and Unity contain a lot of information on this. The writer explains your ex idea with easy approach. The language is very easy to understand all the people, so do certainly not worry, you can easy to read this. The book was authored by famous author. The author provides you in the new time of literary works. It is possible to read this book because you can continue reading your smart phone, or program, so you can read the book throughout anywhere and anytime. If you want to buy the e-book, you can start their official web-site in addition to order it. Have a nice examine.

Billy Salazar:

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