**Game Character Creation with Blender and Unity**

**Description:**
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

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