

# Practical Game Development with Unity and Blender

*Alan Thorn*

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**Alan Thorn : Practical Game Development with Unity and Blender** before purchasing it in order to gage whether or not it would be worth my time, and all praised Practical Game Development with Unity and Blender:

21 of 21 people found the following review helpful. I was pretty disappointed, to be honestBy EdgeA few months ago, I picked up Blender for the first time having not done 3D modeling before. I have an engineering background, not an art background. I focused exclusively on making my own art for games with Unity (bridging 4.3 and 5). I mucked about a bunch in blender and watched youtube tutorials to learn what I know.This book didn't really teach me anything new, and there's a lot of stuff I knew that it didn't go over. I was pretty disappointed, to be honest. I was hoping a more formal deep dive was going to really round out my knowledge. Also, a lot of the book is devoted to basic engineering concepts, which given my background wasn't very useful.There are some things that definitely irked me about the book. Blender's efficiency is, in my opinion, driven heavily by use of keyboard shortcuts. The author does not provide details about keyboard shortcuts in hardly any of his examples, and when he does, only provides them in the Maya input variant of Blender. This is doubly irksome, not everyone uses Blender that way. I feel like a book should be a bit

more comprehensive than an online tutorial, and the author should take the extra effort to include all available keyboard shortcuts for the operations used, and include the default keyboard shortcuts. I would possibly recommend this book to a novice of both Blender and Unity, but I feel that it doesn't provide much value to anyone who isn't a complete novice. Even then, it's a fairly fluffy surface skim of concepts and will require a whole lot more legwork on the reader's behalf to get up to speed. 0 of 0 people found the following review helpful. Assumes you already have a good base knowledge of both Blender and Unity. By CW Concentrated on the workflow from Blender to Unity, specifically creating indoor modular environments including pre-baked textures and lights and creating and blending character animations. One chapter briefly covers outdoor environments. Assumes you already have a good base knowledge of both Blender and Unity. Does not cover water, character props like weapons and armor, clothes, hair, or stitching scenes together. All code is written in C# and assumes a good knowledge of such. 0 of 0 people found the following review helpful. It's a really good book showcasing how learning different fields of the game ... By Customer It's a really good book showcasing how learning different fields of the game industry can help you make the most optimized solutions. Definitely recommend it even if you don't end up using the exact same tools mentioned in this book.

Today's game developers, particularly those working in smaller, independent studios, need to be "expert generalists"--that is, skilled in a wide range of tasks, from coding and level design to 3D modeling, animation, and more. Beyond knowing how to make great games, they also need the perspective and the experience to develop products quickly--all while working with limited resources, time, and budgets. They must take a holistic approach to the art and science of game development, with an emphasis on optimizing workflow. In **PRACTICAL GAME DEVELOPMENT WITH UNITY AND BLENDER**, author and developer Alan Thorn presents a unique 10-stage workflow for development success, offering advice and ideas (and plenty of practical examples) for developing games quickly and efficiently using some of today's most popular (and free!) software tools. You'll work with Unity (game engine), Blender (3D modeling and animation), and GIMP (image editor), fusing them into a single, productive workflow. Far beyond simply teaching you to operate a specific piece of software, this book guides you through the full process of game creation, with concrete instruction and tangible examples (including project and asset files, available on the book's companion website). **PRACTICAL GAME DEVELOPMENT WITH UNITY AND BLENDER** will help you become a more powerful developer--the kind of broadly skilled generalist who can thrive at any game studio, large or small.

**About the Author** Alan Thorn is a London-based game developer, freelance programmer, and author with more than 13 years of industry experience. He founded the game studio Wax Lyrical Games in 2010 and is the creator of the award-winning game *Baron Wittard: Nemesis of Ragnarok*. He is the author of ten video training courses and thirteen books on game development, including *Practical Game Development with Unity and Blender* and *UDK Game Development*. Alan has worked freelance on more than 500 projects, including games, simulators, kiosks, serious games, and augmented reality software for game studios, museums, and theme parks worldwide. He is currently working on an upcoming 2D-adventure game, *Mega Bad Code*, for desktop computers and mobile devices.