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Game Character Development

Antony S Ward

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Game Character Development

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Game Character Development Antony S Ward
"Game Character Development" takes you through all the steps needed to create compelling, highly-detailed characters for games. This book is suitable for both beginner game artists and experienced designers who want to brush up their skills, and covers the latest character creation tools and technologies. Throughout this book you will work step-by-step to create a finished character that incorporates all of the methods presented. First you'll examine the available modeling techniques and then create a base mesh. You'll then incorporate UV mapping and virtual sculpting. With the basic model created, you'll explore advanced techniques to add texture and detail, and finish up by optimizing and refining your character. The techniques presented can be applied with virtually any 3D software program, so you're free to work within the application with which you're most familiar. If a specific tool is introduced, a brief introduction will cover the basic information you need to utilize it. There's even a chapter with suggestions on what you'll need to add to your finished character before it gets introduced into the game production pipeline, including adding facial expression, rigging, and even animation. And a helpful reference section provides additional resources to help you with those next steps.

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