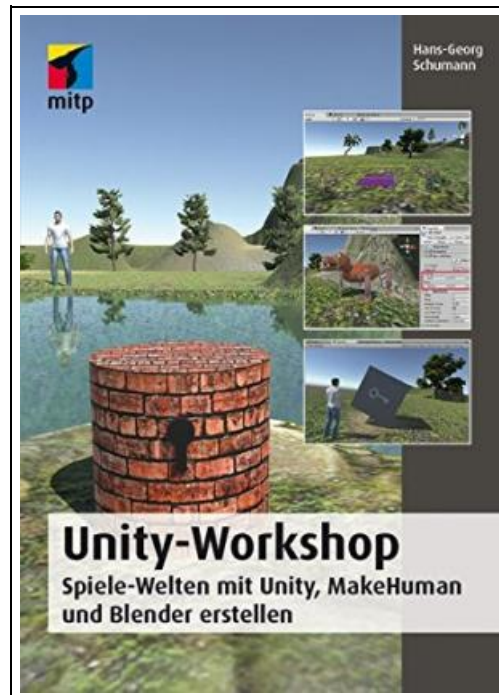


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MITP Verlags Gmbh Apr 2016, 2016. Taschenbuch. Condition: Neu. Neuware - Praxisnahe Unity-Anleitung komplett in Farbe für ein ansprechendes Quest-Spiel Landschaften entwerfen und Kreaturen zum Leben erwecken mithilfe von Blender und MakeHuman Alle Projektdateien auch zum Download Mit Unity können Sie eigene Spiele entwickeln und in Verbindung mit Blender und MakeHuman in fremde Welten eintauchen. Alle Programme sind kostenlos verfügbar. Hans-Georg Schumann beschreibt in fünf Kapiteln, wie man ohne Vorkenntnisse in Unity eine Spielwelt mit Spielfiguren entwirft. Mit MakeHuman erstellen, verfeinern und animieren Sie einen individuellen Player und mit Blender formen Sie eine Kreatur als Gegenspieler. In Unity gestalten Sie Landschaften mit Bäumen und Wasser und passen alles in Ihr Spiel ein. Schritt für Schritt erhält Ihr Player die Fähigkeit, Spiel-Aufgaben zu erfüllen, sodass Sie am Ende ein komplettes Quest-Game entwickelt haben. Zum Download auf der Verlagswebsite: Alle Projektdateien zum Workshop Aus dem Inhalt: Projekt 'Atmo-Sphere': Einstieg in Unity, Spielfeld und Spielfigur, Material und Farbe, Klassen und Methoden, Kameraführung Projekt 'Human Player': Einstieg in MakeHuman, Gesicht und Kleidung, Export und Import, Player-Animation, Maussteuerung Projekt 'Simple Creature': Einstieg in Blender, Würfel und Kugel modellieren, Kopf und Beine, Texturierung, Aufbau eines Skeletts, Skinning und Posing, Navigationssystem Projekt 'Landscape': Gelände gestalten, Vegetation, Wind und See, Unterwasser-Element, Trigger-Methode Projekt 'Little Quest': Von der Idee zum Plan, GUI-Element, Am Wasserloch, Biest-Sektor, Gatter-Animation, Gate-Switch-Scripting, Happy End Anhang mit Installationshilfen zu Unity, MakeHuman und Blender Crashkurs C sharp 340 pp. Deutsch.



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