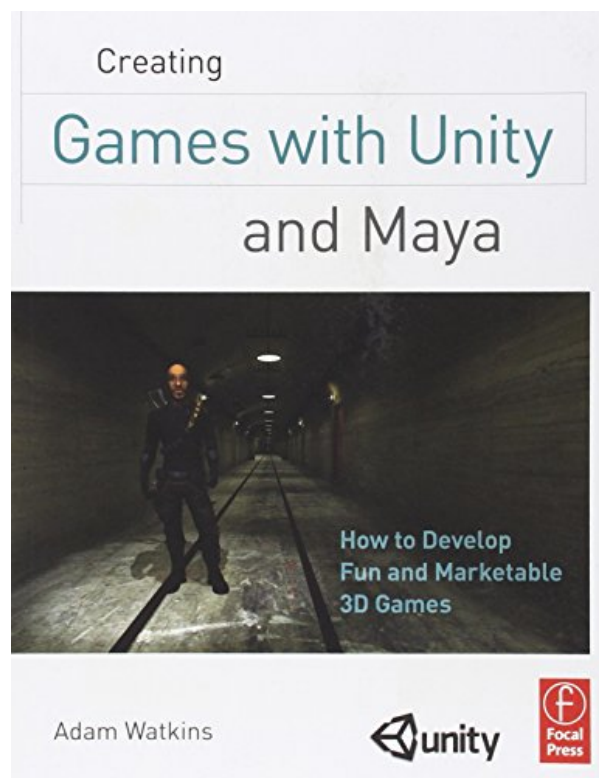


# CREATING GAMES WITH UNITY AND MAYA: HOW TO DEVELOP FUN AND MARKETABLE 3D GAMES BY ADAM WATKINS



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Creating

# Games with Unity and Maya



How to Develop  
Fun and Marketable  
3D Games

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## Review

"Creating Games with Unity and Maya attempts to address the entire art pipeline based on Autodesk's Maya, including basic coverage of the game engine and editor. Watkins (Univ. of the Incarnate Word) devotes most of the first half of the book to 3-D digital asset creation in Maya with a very light overview of animations. The remainder of the book provides an artist-friendly introduction to game scripting that should be enough to get beginners started on developing games of their own using the game engine. Therefore, those who are new to 3-D modeling, texturing, and character rigging will likely benefit most from this book. Summing Up: Highly recommended. Students of all levels in digital arts or game art programs, researchers/faculty, and professionals/practitioners."--Choice

## About the Author

Adam Watkins is Associate Professor, 3D Animation, School of Interactive Media & Design at the University of the Incarnate Word. He is currently on a research sabbatical at the Los Alamos National Laboratory in New Mexico, where he is part of the VISIBLE effort creating virtual simulation games for use in non-proliferation exercises. Watkins has headed the 3D Animation program for over ten years and is the author of several books and over 100 articles on 3D Animation. His students are the winners of multiple national and international animation awards and festivals.

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Unity brings you ever closer to the "author once, deploy anywhere" dream. With its multiplatform capabilities, you can target desktop, web, mobile devices, and consoles using a single development engine. Little wonder that Unity has quickly become the #1 game engine out there.

Mastering Unity is absolutely essential in an increasingly competitive games market where agility is expected, yet until now practical tutorials were nearly impossible to find.

Creating Games with Unity and Maya gives you with an end-to-end solution for Unity game development with Maya. Written by a twelve-year veteran of the 3D animation and games industry and professor of 3D animation, this book takes you step-by-step through the process of developing an entire game from scratch—including coding, art, production, and deployment.

This accessible guide provides a "non-programmer" entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first- and third-person interactions.

- Sales Rank: #1096508 in Books
- Published on: 2011-07-07
- Original language: English
- Number of items: 1
- Dimensions: 9.50" h x 1.10" w x 7.40" l, 2.55 pounds
- Binding: Paperback
- 548 pages

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#### Most helpful customer reviews

17 of 18 people found the following review helpful.

##### Good Introductory Book

By Daniel

Over the past year and a half I've been learning how to model in Maya. I started with introducing maya 2011 and then branched over to Mastering Maya 2011; using the skills I learned in those books I started working on a game project with a group of about 5 people, as a part of a computer projects class at my high school. Our project was a simple third person game made using Unity 3d. A lot of the stuff that Watkins covers in this book would have made that project a lot easier. Understanding vertex normals and backface culling was a task I had to learn the hard way. This book isn't really designed to teach you how to make a professional game it's more about learning the basics of Unity and Maya so that you know how to put everything together properly. This is a great book for someone who has a lot of experience in Maya and maybe just a little bit in Unity. I would recommend you buy this book so that you can learn how to assemble a game and then branch out and learn more about scripting so that you can add more game play mechanics to your game. I like how the author provides the instructions in a step by step manner but also explains why after each step which helps things make sense, a lot of the time I skip past these little notes if I already understand what he's explaining but I think it will really benefit introductory users. One thing to take note of is the difference between maya 2011 and 2012. The book is covering Maya 2011, if you are using 2012 its important to note that you cannot change the draw style of bones to circles anymore. I would recommend instead that you use an Ik controller for arms and parent a nurbs circle to it as it saves a lot of time rotating joints and eliminates the draw style confusion. Now that I am attending Oregon State University majoring in computer science I am working on a game of my own and this book makes it really easy to get a solid foundation to do that.

5 of 5 people found the following review helpful.

Puts everything together well

By Nick

It is important to understand what this book is not: it is not an introduction to Maya or Unity. In reality, the reader needs to be fairly familiar with both before tackling this book. Also, it is not a strong introduction to the programming side of Unity. (For that, Will Goldstone's Unity 3.x Game Development Essentials is a better place to start.)

But the book fills a really useful niche that is poorly covered by other sources, specifically, how to use Maya and Unity together. It answers useful questions like:

- Which is better for modelling for games: polygons, NURBS or sub-division surfaces?
- Is it better to model a complete scene in Maya and bring it in as a whole to Unity, or is it better to model the individual entities in Maya and compose the scene in Unity?
- When should you use Maya's lighting and when should you use Unity's?
- When should you do animation in Maya and when in Unity?

For example, the chapter on lighting is brilliant, explaining how to put together both baked and dynamic lighting to give effective results with high performance.

The book is very much presented from an artist's perspective. This will be of interest to programmers who want to know a bit more about what artists do, and for artists who want to better understand how their assets

will be used. It will also be useful for that rare breed of people who are talented on both sides.

One thing to be aware of is that the book is based on versions of Maya and Unity that are no longer current. At the time of writing, this isn't a big issue, but emphasizes the importance of already have some knowledge of both before tackling this book, so that small differences in user interface and capabilities will not be overly confusing.

Over all, if you already are familiar with Maya's user interface and want to learn how to really create models for games, and if you are already a fairly adept Unity programmer and want to learn some advanced topics like lighting, then this book is exactly what you want.

10 of 12 people found the following review helpful.

Great: but not for the uninitiated or the untalented.

By Jerry Saperstein

Maya is a very sophisticated, very capable and very expensive 3D modeling program. (Students, however, don't have to pay several thousand dollars for Maya - they can get it free.) Unity is a game engine, with a free version, that makes it possible to script the art and assets you provide and make them come alive.

Neither program is simple. Both applications have very steep learning curves. And, finally, both programs expect that the user will have not only artistic talent, but an intellect that comprehends the mechanics of gaming in order to create something that is both interesting and playable.

The book is clearly intended to be a text, whether for classroom or self-learning, and it is a fine tool for the task.

Profusely illustrated and written in a clear style, this is first and foremost a book on Maya techniques. If you haven't mastered Maya, the Unity section may be of little use, though Unity can be used with the output of many other 3D programs.

Unity is essentially a scripting program and much easier to use than attempting the same tasks, for instance with C#.

The Unity section of the text is also well illustrated and clearly written.

Could someone learn how to use Maya and Unity from this book and its companion website? I think so. But if you lack artistic talent and training, it may not get you anywhere.

Jerry

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