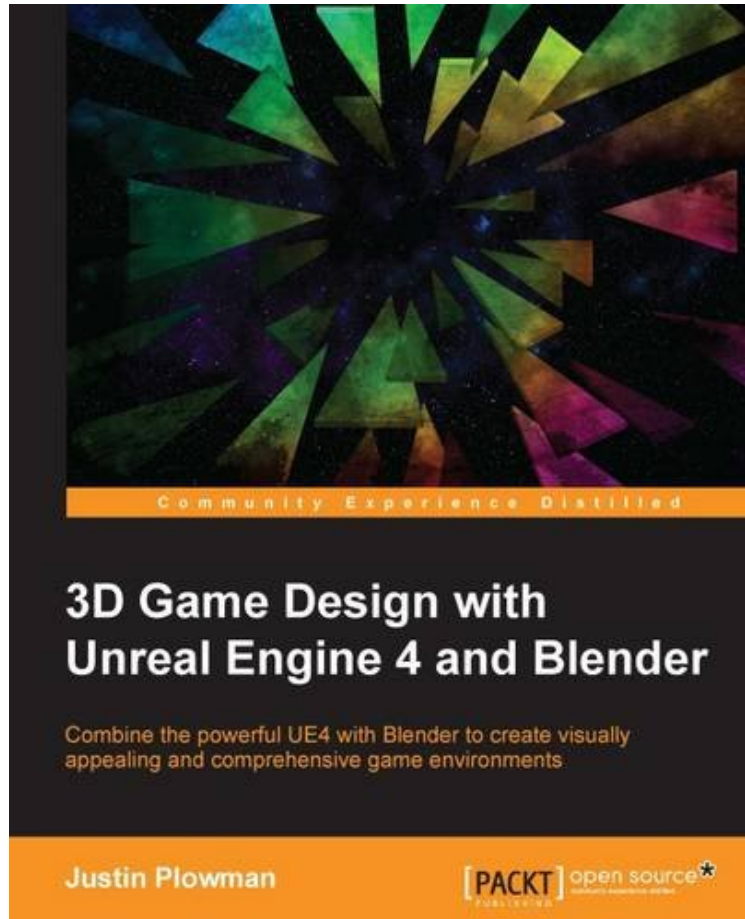


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## 3D Game Design with Unreal Engine 4 and Blender

*Justin Plowman*

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**Justin Plowman : 3D Game Design with Unreal Engine 4 and Blender** before purchasing it in order to gage whether or not it would be worth my time, and all praised 3D Game Design with Unreal Engine 4 and Blender:

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mention movement inputs. Maybe you already know how to set those basics... Not even the slightest hint on how you could implement some of your own persons into your game... No human beings (there are tons of freeware, where you can create persons - implement them into blender and set them up for UE4) No, the author focusses on a -only-for-this-example-of-game-useable-not-possible-to-fight-at-all-square-edged-hentai-egg-tentacle-thing (well you can use it technically, but seriously, a human would have been nice.) Good you'll learn the content pretty fast, but the reason is there isn't really that much content to it. I managed to read the whole book within 3 hours. Let it be 10 hours to reproduce what is presented in this book. This book would get 4 stars if it costs around 15 \$ or 10 , but seriously 60 \$ or 35 is way too much for this basic content. Better learn with some youtube videos or free tutorial sides, you are able to learn the same stuff for free, if you invest a few hours of research among the internet. Annotation to the author: I know you know the engine, as well as you have knowledge on how to use Blender. And I know it costs time to write a book/manual. But would it have took so much afford to you, to give more or further information to readers? For this price you could have include way more. For example, a short enemy example, key (to open a door), some more boolean functions, rigging human characters, or at least how to implement some more complex animations, like walking. There is so much free stuff (don't know for sure if I'm allowed to call the names here), why didn't you present these in your book, I'm sure you know about them. In summary: First of all the positive aspects: - The author explains how to export meshes and materials into UE4 (but to be honest this is no witchwork with the presented Painter which is very expensive after the 30day - trial)- Always gives a summary after each chapter- Understandable explanation The cons: - WAY TOO BASIC (what you'll learn here for this prize is also available on the internet for free)- Many basics are MISSING (If it is a manual to show how the basics of each program works): - NO simple post - processing - VERY FEW functions of the mattinee - NO general meaning of the different variables - NO AI or enemy system (There are simple ways to show how this works; possible in 10 - 20 sides) - ONLY basic functions on Blender are shown (No sculpting tools, or what ever) - very short book (may be an subjective impression but he could have present way more content)- Nothing to the first-/thirdperson character (he uses the mannequin template from UE4)- No widget Blueprints I was not sure to give 1 or 2 stars. I'll definitely try to return it.. I CAN NOT RECOMMEND THIS BOOK 4 of 6 people found the following review helpful. Lessons and skills are presented in an easy to understand manner with a huge range of topics ...By Scott Hafner Hi everyone, I recently had the pleasure of working as a technical reviewer on this book, 3D Game Design with Unreal Engine 4 and Blender. If you've been looking to learn the tricks of bridging the gap between your Unreal work and your Blender work, this is an essential title for your work space. Lessons and skills are presented in an easy to understand manner with a huge range of topics covering everything from creating a game level in Unreal 4, importing 3D assets from Blender into your level and even adding some animation work to bring your creations to life. I'm very pleased with how this book came out, and I feel it will really help take your game design work to the next level!

**Key Features** The only resource that shows how you can incorporate Blender into your Unreal Engine 4 Game environment Create amazing 3D game environments by leveraging the power of Blender and Unreal Engine 4 Practical step-by-step approach with plenty of illustrative examples to get you started immediately **Book Description** Unreal Engine 4 now has support for Blender, which was not available in earlier versions. This has opened up new possibilities and that is where this book comes in. This is the first book in the market combining these two powerful game and graphic engines. Readers will build an amazing high-level game environment with UE4 and will show them how to use the power of Blender 3D to create stunning animations and 3D effects for their game. This book will start with creating levels, 3D assets for the game, game progression, light and environment control, animation, and so on. Then it will teach readers to add amazing visual effects to their game by applying rendering, lighting, rigging, and compositing techniques in Blender. Finally, readers will learn how to smoothly transfer blender files to UE4 and animate the game assets. Each chapter will add complexities to the game environment. What you will learn Create a fully functioning game level of your own design using Blender and Unreal Engine 4 Customize your level with detailed 3D assets created with Blender Import assets into Unreal Engine 4 to create an amazing finished product Build a detailed dynamic environment with goals and an ending Explore Blender's incredible animation tools to animate elements of your game Create great environments using sound effects, particle effects, and class blueprints **About the Author** Justin Plowman is a game designer and educator, who resides in the United States. At a young age, he discovered his love for video games and the joy they bring to others. He began teaching high school students about game development in 2005 and enjoys supporting the dreams of the next generation developers. He currently teaches at risk youth about game design and development through the West Michigan Center for Arts and Technology ([www.wmcat.org](http://www.wmcat.org)); and also teaches Unreal Engine development as part of the Digital Animation and Game Design program at Ferris State University ([www.ferris.edu](http://www.ferris.edu)). Justin has worked with Unreal Technology in the education arena for more than 10 years. When not teaching, he writes learning tutorials on different topics related to Unreal Technology, and continues to further his education by keeping up on recent industry news and learning about best practices related to both teaching and game development. He can be found on the Web at <https://gamingbootcamp.wordpress.com/>. **Table of Contents** Unreal, My Friend, I'd Like You to Meet Blender Starting

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