**Credits:**

Table of Contents

[1. Models and Textures 2](#_Toc188556834)

[2. Animation 2](#_Toc188556835)

[3. Test 2](#_Toc188556836)

[4. Learning resources 2](#_Toc188556837)

# Models

## Characters

* Player adult: <https://sketchfab.com/3d-models/low-poly-model-base-man-character-body-76d32dafc19e4c54ac06dac8ce5f7048>

## Weapons

* Weapon pack: <https://quaternius.com/packs/ultimaterpg.html>

# Animation

# Test

# Learning resources

* How to rig a model in blender: <https://www.youtube.com/watch?v=PKPo0-leJmU>
* When get “**Bone Heat Weighting failed**” follow this: <https://www.youtube.com/watch?v=FuiY0wtxdHQ> | Recommend method 6: “**Paid addon: Voxel Heat Diffuse Skinning**”, can try search around **internet** for…
* How to face rig in blender: <https://www.youtube.com/watch?v=wVISTf93uTA> and <https://www.youtube.com/watch?v=VUWdMeCqz0c&t=3s>
* Paint weight properly, voxel + automatic: <https://www.youtube.com/watch?v=QoKwjvuXb9I>
* Convert to game-ready rig (blender default rigify too complicated for unity?): <https://www.youtube.com/watch?v=iZBx1I7vmQ0&list=PLdcL5aF8ZcJvCyqWeCBYVGKbQgrQngen3&index=7> (old), <https://www.youtube.com/watch?v=9Fj9PQNeX_8&list=PLdcL5aF8ZcJvCyqWeCBYVGKbQgrQngen3&index=22> (new)
* Use mixamo animation with blender rigify rig: <https://www.youtube.com/watch?v=ars_rEC3oP8> (dùng workflow 2 đoạn gần cuối)
* Export rigged model from blender to .FBX: <https://www.youtube.com/watch?v=ysl0qYq5p9w>
* Export static model from blender to .FBX: <https://www.youtube.com/watch?v=dQWHU8yDpAo>