**Credits:**

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# Models and Textures

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

# 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>
* 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>