Lab4 - Creating Game Character(s)

COMP394 - Practical Game Design

Purpose: Create Character(s) to use in Games.

Due Date(s):

- Class Work portion: in the end of class(es)
- The challenge portion: by end-of-week's Friday, 11:59PM. (you can try to finish most of the work in class as well).

ClassWork (50%): - Follow the hands-on class work taking relevant **snapshots** in a document named **Lab4_Snapshots_{YourInitials}**.

> (i) Substitute all instances of *{YourInitials}* with the,...wait for it..., your initials :)

Challenge (50%):

- Use **MakeHuman** to create three characters; one *child*, one *youth* and one *adult* named respectively Child_{YourInitials}, Youth_{YourInitials} and Adult_{YourInitials}. They should be of different genders (2 males and 1 female or 2 females and 1 male).
- Select the **Game Rigging** in the appropriate selection in MakeHuman, save the models as **.mhm** files (Make Human Model file) and export them as **.fbx** files (Film Box format).
- Create a Unity 3D Project named **GameCharcters_{YourInitials}**
- Import the above characters in the Unity project, format them as Humanoids.
- Using the given **Characters.unitypackage**'s *ThirdPersonCharacter* prefab, adapt its Animator controller to the models imported and playtest them in a simple scene (one plane) by controlling them simultaneously.
- Create a very short .mp4 **video** (30 sec max - f.e. with OBS) with characters being controlled; name it **Lab4_Video_{YourInitials}.mp4**.

Deliverables: 1) The **snapshot** document; 2) The **MakeHuman work folder**; 3) The **Unity Project folder** (or a .unitypackage thereof); 4) The **video**.

> (i) You can have all the above work in a folder named named **Lab4_{YourInitials}**, and zip the folder and submit it.