

Real-time content creation tools - 2D DCCs

I'm an artist that primarily creates 3D content for Unity. We use a bunch of tools within our pipeline, we use Maya, we use Photoshop.

I work on creating 2D and 3D art, I typically use Blender, it's free you can get it from blender.org, it's really great.

When I would make 2D art games using Unity I would use Photoshop mostly, and then for 3D art I would usually use Maya.

Within Unity we do use Collab and we absolutely love Scene Fusion, it's a fantastic tool that allows our artists to all build the same scene at the same time, so we can get in there and we can build content together. We use the post-processing stack to do our final image processing. We can use ambient occlusion and colour grading and things like that which add that really nice final touch. And the Asset Store is absolutely fantastic and we use a lot of assets off there as well to help us even with our development, which is primarily 3D models.