



Game Character Creation With Blender And Unity

Christopher W. Totten



Game Character Creation With Blender And Unity:

Game Character Creation with Blender and Unity Chris Totten, 2012-06-01 A complete guide to creating usable realistic game characters with two powerful tools Creating viable game characters requires a combination of skills This book teaches game creators how to create usable realistic game assets using the power of an open source 3D application and a free game engine It presents a step by step approach to modeling texturing and animating a character using the popular Blender software with emphasis on low polygon modeling and an eye for using sculpting and textures and demonstrates how to bring the character into the Unity game engine Game creation is a popular and productive pursuit for both hobbyists and serious developers this guide brings together two effective tools to simplify and enhance the process Artists who are familiar with Blender or other 3D software but who lack experience with game development workflow will find this book fills important gaps in their knowledge Provides a complete tutorial on developing a game character including modeling UV unwrapping sculpting baking displacements texturing rigging animation and export Emphasizes low polygon modeling for game engines and shows how to bring the finished character into the Unity game engine Whether you re interested in a new hobby or eager to enter the field of professional game development this book offers valuable guidance to increase your skills **Blender**

2.8 Game Character Creation Darrin Lile, 2019 Learn to create game characters with Blender 2.8 and Unity About This Video Animate a 2D face with Grease Pencil Create animation cycles for a video game Export characters and animations from Blender 2.8 to Unity Develop C script in Unity to control a game character In Detail Creating game characters and bringing them to life is made easier with Blender 2.8 Explore the full spectrum of features along with useful tips and techniques through this interactive course You ll learn to create a game character export it to Unity and configure it so you can control it in the game engine Beginning with modeling you ll use Blender 2.8 to build all the individual pieces of a Lego character Next you ll understand how to UV map each of the parts and then create an efficient unified UV map of the entire character You will use Blender s texture painting tools to create the character s clothes and the Sculpt tools to create high resolution details of the hair You ll then explore how to bake a normal map in Blender and apply textures to the character model As you progress you ll work on rigging the character You ll begin with a single bone and create the rig manually building the character rig from the ground up You ll then create a Foot Roll Rig and discover how to use Blender 2.8 s new process for creating custom shapes to control the character Once the rig is complete the course will introduce you to an exciting technique using Blender 2.8 s new Grease Pencil tools to animate both a 2D drawn face and a 3D body at the same time With this technique you ll be able to develop the character s Idle Run and Jump animations ready for use in a game engine From exporting the character animations and textures out of Blender through to bringing them into the Unity game engine you ll be able to learn systematically In addition to this you will get to grips with setting up the character in the game and retargeting third party animations on to your character using Unity s Humanoid Rig system Finally you will write C script to

incorporate your 2D and 3D animations and get the character running around the level By the end of this course you will have developed the skills you need to create interesting game characters with Blender 2.8 Downloading the example code for this course You can download the example code files for this course on GitHub at the following link <https://github.com/PacktPublishing/Blender-2.8-Game-Character-Creation>

Social Robotics Filippo Cavallo, John-John Cabibihan, Laura Fiorini, Alessandra Sorrentino, Hongsheng He, Xiaorui Liu, Yoshio Matsumoto, Shuzhi Sam Ge, 2023-02-01 The two volume set LNAI 13817 and 13818 constitutes the refereed proceedings of the 14th International Conference on Social Robotics ICSR 2022 which took place in Florence Italy in December 2022 The 111 papers presented in the proceedings set were carefully reviewed and selected from 143 submissions The contributions were organized in topical sections as follows Social robot navigation and interaction capabilities voice tactile Social robot perception and control capabilities Investigating non verbal interaction with Social robots Foster attention and engagement strategies in social robots Special Session 1 Social Robotics Driven by Intelligent Perception and Endogenous Emotion Motivation Core Special Session 2 Adaptive behavioral models of robotic systems based on brain inspired AI cognitive architectures Advanced HRI capabilities for interacting with children Social robots as advanced educational tool Social robot applications in clinical and assistive scenarios Collaborative social robots through dynamic game Design and evaluate user's robot perception and acceptance Ethics gender trust in social robotics

Human Centred Intelligent Systems Alfred Zimmermann, Robert J. Howlett, Lakhmi C. Jain, 2020-05-29 This book highlights new trends and challenges in intelligent systems which play an important part in the digital transformation of many areas of science and practice It includes papers offering a deeper understanding of the human centred perspective on artificial intelligence of intelligent value co creation ethics value oriented digital models transparency and intelligent digital architectures and engineering to support digital services and intelligent systems the transformation of structures in digital businesses and intelligent systems based on human practices as well as the study of interaction and the co adaptation of humans and systems All papers were originally presented at the International KES Conference on Human Centred Intelligent Systems 2020 KES HCIS 2020 held on June 17-19 2020 in Split Croatia

Create Computer Games Patrick McCabe, 2017-11-30 PUT DOWN YOUR CONTROLLER Why just play videogames when you can build your own game Follow the steps in this book to learn a little about code build a few graphics and piece together a real game you can share with your friends Who knows What you learn here could help you become the next rock star video game designer So set your controller aside and get ready to create Decipher the code build some basic knowledge of how computer code drives videogames Get animated create simple graphics and learn how to put them in motion Update a classic put your knowledge together to put your modern twist on a classic game

Create a Game Character Darrin Lile, 2019 Learn to use Blender Substance Painter Krita and Unity to create your own game characters About This Video Learn from the author's clear and concise instructions and straightforward approach Navigate Blender and gain a basic understanding of its modeling tools In Detail In

this course you ll learn how to create a game character using Blender Substance Painter Krita and Unity Creating a game character in Blender can be a daunting task but this course provides an organized and well structured explanation of each topic delving into not only the how but also the why of every step of the process You ll begin by creating a low poly version of your game character in Blender which is suitable for game engines and then use the Blender model to create a high resolution version for baking texture maps You ll UV map the character in Blender and import the models into Substance Painter where you ll create PBR textures for the character s skin and costume This course will also cover how to best organize and prepare the character in Blender so that you can texture efficiently in Substance Painter As you advance you ll work on creating polygon hair in Blender and use Krita to hand paint hair strands for the character Moving on you ll learn how to rig your character in Blender based on Unity s requirements for setting up its humanoid rig system This will make it possible to use hundreds of animations available for free and for purchase on the Unity Asset store Finally you ll be able to bring your character and textures into Unity and use the animations that come free with Unity s Standard Assets

Embodied Entanglements: Gender, Identity, and the Corporeal in Asia Zawiszová, Halina,Strafella, Giorgio,Lavička, Martin, Ideas on the human body gender and identity lie at the core of many socio political issues and cultural trends in Asia today while also inspiring innovative research on artistic expression from Asia s past By focusing on socio political as well as cultural issues from diverse geographical and historical contexts this book highlights complex links and interactions that bind these three interpretative axes How do bodies become conduits for the expression and negotiation of gender and other identities What do the lived experiences of women and LGBTQ people in Asia reveal about biopolitics normative expectations and value systems in different societies How does art reflect the representation and fashioning of gendered bodies and ambiguous identities Cutting across the quotidian and the avant garde activism and art violence and pleasure as well as the intimate and the political this book sheds new light on Asian cultures and societies spanning India Indonesia Japan mainland China Taiwan and Thailand affirming thus the region s significance in broader debates on biopolitics gender and human dignity

CAA2015. Keep The Revolution Going Stefano Campana,Roberto Scopigno,Gabriella Carpentiero,2016-03-31 This volume brings together all the successful peer reviewed papers submitted for the proceedings of the 43rd conference on Computer Applications and Quantitative Methods in Archaeology that took place in Siena Italy from March 31st to April 2nd 2015

Blender Character Creation for Games and Animation Darrin Lile,2019 Learn to use Blender to create your own 3D characters for animation and video games About This Video Build a 3D character model in Blender Bake a normal map in Blender In Detail Ever wanted to create your own 3D characters for games and animations from the first polygon through to the final rigged character This is the opportunity to build your skills by learning through an interactive and engaging course In this course you ll explore all about 3D modeling in Blender You ll begin by creating a base mesh of the character in Blender understanding how to create the head body hands and feet Next

from this base mesh you will create the character's clothes using Blender's sculpt tools to form creases and folds. You will also UV map the character in Blender and get to grips with creating a unified UV map that can be used to develop texture maps in external paint programs such as Krita. You'll even discover the technique of painting textures for hair, eyebrows, and eyelashes. The course will then guide you on how to bake a normal map in Blender to capture high resolution sculpt details and apply them to a lower poly model. In later sections you will rig the character in Blender and adjust the weights so that it deforms credibly during the animation. The course will only focus on open source software such as Blender and Krita to help you create a character that is ready for animation in Blender and ready to be imported into any 3D game engine such as Unity and Unreal. By the end of this course you will have learned how to effectively create exciting characters in Blender for games and animations.

Downloading the example code for this course: You can download the example code files for this course on GitHub at the following link: <https://github.com/PacktPublishing/Blender-Character-Creation-for-Games-and-Animation>. If you require support, please email customer@packt.com.

Create Game Characters with Blender Darrin Lile, 2019. Use Blender to 3D model, texture, rig, and animate your own game character. About This Video: Easily navigate the Blender interface and gain experience working with Blender's modeling tools. Learn how to texture using a pen tablet for digital painting. Understand how the instructor uses a Wacom Intuos tablet in this course. In Detail: If you want to learn how to create your own game characters in Blender 3D, this course is for you. You'll learn how to model, texture, rig, and animate a character in Blender 3D. Moreover, you'll also discover how to bring the character into Unity and set up a character controller to move it around. For over 2 decades, Blender has been widely adopted in the animation and visual effects industry thanks to its wide range of features. Blender provides an excellent, low-cost way to learn the fundamentals of 3D modeling, texturing, and rendering. In this course, you'll learn how to use Blender's retopology tools, surface tools, and the Grease Pencil to create a low-resolution version of your high-resolution sculpt. You'll bake normal and ambient occlusion maps in Blender from a high-resolution sculpt to a low-poly mesh. You'll then import these texture maps into Unity and test them on your character in game. The course also takes you through some of the unique issues in UV mapping a character in Blender and guides you in using the UV mapping tools to create an organized UV map that can be exported to external paint programs like Photoshop or GIMP for texturing. You'll even explore the texture painting tools in Blender and use them to create texture maps for the character. As you advance, you'll get to grips with using the Blender Rigify add-on to create a basic rig for your game character, prepare your character for rigging, and generate the base rig. Next, you'll understand how to generate the control objects of the rig and how various controls can be used in animation. You'll then discover how you can adjust the weights of your character in Blender using vertex groups and parent the character's war hammer and shield to the rig. The course will also help you get well-versed with the basics of creating animation cycles for a game character. You'll use Blender's Graph Editor and Dope Sheet to animate the Idle and Run animations and create a Jump Pose. Finally, moving to Unity, you'll write the code to get

your character running and jumping through a test level

Building a Game with Unity and Blender Lee Zhi Eng, 2015-11-27 Learn how to build a complete 3D game using the industry leading Unity game development engine and Blender the graphics software that gives life to your ideas About This Book Learn the fundamentals of two powerful tools and put the concepts into practice Find out how to design and build all the core elements required for a great game from characters to environments to props Learn how to integrate Artificial Intelligence AI into your game for sophisticated and engaging gameplay Who This Book Is For This book has been created for anyone who wants to learn how to develop their own game using Blender and Unity both of which are freely available yet very popular and powerful tools Not only will you be able to master the tools but you will also learn the entire process of creating a game from the ground up What You Will Learn Design and create a game concept that will determine how your game will look and how it will be played Construct 3D models of your game characters and create animations for them before importing them into the game Build the game environment from scratch by constructing the terrain and props and eventually put it all together to form a scene Import and integrate game assets created in Blender into Unity for example setting up textures materials animation states and prefabs Develop game structures including a game flow user interface diagram game logic and a state machine Make the game characters move around and perform certain actions either through player inputs or fully controlled by artificial intelligence Create particles and visual effects to enhance the overall visual aesthetic Deploy the game for various types of platforms In Detail In the wake of the indie game development scene game development tools are no longer luxury items costing up to millions of dollars but are now affordable by smaller teams or even individual developers Among these cutting edge applications Blender and Unity stand out from the crowd as a powerful combination that allows small to no budget indie developers or hobbyists alike to develop games that they have always dreamt of creating Starting from the beginning this book will cover designing the game concept constructing the gameplay creating the characters and environment implementing game logic and basic artificial intelligence and finally deploying the game for others to play By sequentially working through the steps in each chapter you will quickly master the skills required to develop your dream game from scratch Style and approach A step by step approach with tons of screenshots and sample code for readers to follow and learn from Each topic is explained sequentially and placed in context so that readers can get a better understanding of every step in the process of creating a fully functional game

Mind-Melding Unity and Blender for 3D Game Development Spencer Grey, 2021-12-31 Add Blender to your Unity game development projects to unlock new possibilities and decrease your dependency on third party creators Key Features Discover how you can enhance your games with Blender Learn how to implement Blender in real world scenarios Create new or modify existing assets in Blender and import them into your Unity game Book Description Blender is an incredibly powerful free computer graphics program that provides a world class open source graphics toolset for creating amazing assets in 3D With Mind Melding Unity and Blender for 3D Game Development

you'll discover how adding Blender to Unity can help you unlock unlimited new possibilities and reduce your reliance on third parties for creating your game assets. This game development book will broaden your knowledge of Unity and help you to get to grips with Blender's core capabilities for enhancing your games. You'll become familiar with creating new assets and modifying existing assets in Blender as the book shows you how to use the Asset Store and Package Manager to download assets in Unity and then export them to Blender for modification. You'll also learn how to modify existing and create new sci-fi themed assets for a minigame project. As you advance the book will guide you through creating 3D model props, scenery and characters and demonstrate UV mapping and texturing. Additionally, you'll get hands on with rigging, animation and C# scripting. By the end of this Unity book, you'll have developed a simple yet exciting mini game with audio and visual effects and a GUI. More importantly, you'll be ready to apply everything you've learned to your Unity game projects. What you will learn: Transform your imagination into 3D scenery, props and characters using Blender. Get to grips with UV unwrapping and texture models in Blender. Understand how to rig and animate models in Blender. Animate and script models in Unity for top-down FPS and other types of games. Find out how you can roundtrip custom assets from Blender to Unity and back. Become familiar with the basics of ProBuilder, Timeline and Cinemachine in Unity. Who this book is for: This book is for game developers looking to add more skills to their arsenal by learning Blender from the ground up. Beginner level Unity scene and scripting skills are necessary to get started.

[Blender 3D Blueprint for Beginners](#) Dylan Hawthorne, 2025-05-31

[Blender 3D Blueprint for Beginners: A Comprehensive Guide To Character Creation And 3D Modeling In Blender With An Exercise For Each Chapter](#) By Dylan Hawthorne

Have you ever stared in awe at a 3D character and thought, "How do they do that? Do you wish you could design breathtaking 3D models, build detailed characters, and bring them to life, even if you've never opened Blender before? Welcome to your ultimate hands-on gateway into the world of Blender 3D. Whether you're a complete beginner or someone who's dabbled with 3D modeling before but never felt confident, this is the book that bridges the gap between curiosity and creation. Written by Dylan Hawthorne, a recognized expert in Blender 3D with years of experience mentoring aspiring artists and creators, this book gives you not just knowledge but a clear, tested blueprint to start modeling like a pro. So what makes this book different from the others? Because it's not just about reading; it's about doing. Each chapter ends with a practical exercise tailored to cement your skills. You're not just learning how things work; you're applying them immediately the same way real Blender artists build their scenes and characters. Inside, you'll discover: How to navigate Blender's interface like a seasoned artist. The core techniques of character modeling, rigging, and sculpting explained step by step. Powerful strategies for low-poly modeling, hard surface design, and organic creation. Insider workflows for UV unwrapping, texturing, shading, and lighting your characters. A detailed breakdown of Blender's animation and rendering pipelines. Professional-level exercises that transform theory into muscle memory. Guidance for creating game-ready assets and exporting to engines like Unreal and Unity. Are you ready to create your first 3D character from scratch? Do you want to

master 3D modeling for video games animation or digital art Are you tired of vague YouTube tutorials and ready to follow a real system that works Whether you re interested in Blender for game design animation VFX or digital art this comprehensive guide has everything you need to build your first stunning project from the ground up This is more than a guide it s your personal Blender mentor in book form If you re serious about unlocking the secrets of 3D modeling and character creation now is the time Don t just learn Blender master it with a step by step blueprint designed for beginners

Create your own 3D Video Games like pros with Blender Gregory Gosselin de Benicourt,2023-02-22 Reserved for a long time to a small circle of enthusiast developers 3D is not yet commonly used by independent video games development studios the Indies It s for a good reason the entrance ticket is relatively high With Blender 2 76 free and Open Source you can model animate create a 3D rendering and have a game engine It is a perfect tool for the beginner and for the one that wants to create a commercial game Blender is also a complement to tools like Unity CryEngine Unreal Engine and other commercial engines Thanks to the resources freely available to everybody on the Internet you don t have to be graphic designer or programmer to create a game You don t want to read 400 pages of theory about modeling animating and programming in python This book was written for you You are invited to create directly several game projects a platform game like Super mario a First person Shooter like Doom Far Cry or Half Life a Third person RPG like Tomb Raider GTA or Watch Dogs a voxel sandbox game like Minecraft a car race and a flight simulator With these projects about a hundred recipes will help you to create any type of game If you aren t an addict it ll come to you sooner than you realize It s more fun to create a game than to play with the last blockbuster You ll be the architect of a new world with its own rules The only limits are the one of your imagination High technology enthusiast games addict and 3D geek the author wants to honor these games that have revolutionized this domain

Level Design Christopher W. Totten,2017-03-27 In this book veteran game developers academics journalists and others provide their processes and experiences with level design Each provides a unique perspective representing multiple steps of the process for interacting with and creating game levels experiencing levels designing levels constructing levels and testing levels These diverse perspectives offer readers a window into the thought processes that result in memorable open game worlds chilling horror environments computer generated levels evocative soundscapes and many other types of gamespaces This collection invites readers into the minds of professional designers as they work and provides evergreen topics on level design and game criticism to inspire both new and veteran designers Key Features Learn about the processes of experienced developers and level designers in their own words Discover best practices for creating levels for persuasive play and designing collaboratively Offers analysis methods for better understanding game worlds and how they function in response to gameplay Find your own preferred method of level design by learning the processes of multiple industry veterans

Books In Print 2004-2005 Ed Bowker Staff,Staff Bowker, Ed,2004

Creating 3D Game Art for the iPhone with Unity Wes McDermott,2012 Revolutionize your iPhone and iPad game

development with Unity iOS a fully integrated professional application and powerful game engine which is quickly becoming the best solution for creating visually stunning games for Apple's iDevices easier and more fun for artists From concept to completion you'll learn to create and animate using modo and Blender as well as creating a full level utilizing the powerful toolset in Unity iOS as it specifically relates to iPhone and iPad game development Follow the creation of Tater a character from the author's personal game project Dead Bang as he's used to explain vital aspects of game development and content creation for the iOS platform Creating 3D Game Art for the iPhone focuses on the key principles of game design and development by covering in depth the iDevice hardware in conjunction with Unity iOS and how it relates to creating optimized game assets for the iDevices Featuring Luxology's artist friendly modo and Blender the free open source 3D app along side Unity iOS optimize your game assets for the latest iDevices including iPhone 3GS iPhone 4 iPad and the iPod Touch Learn to model characters and environment assets texture animate skinned characters and apply advanced lightmapping techniques using Beast in Unity iOS In a clear motivating and entertaining style Wes McDermott offers captivating 3D imagery real world observation and valuable tips and tricks all in one place this book is an invaluable resource for any digital artist working to create games for the iPhone and iPad using Unity iOS [Low Poly 3D Modeling in Blender](#)

,2025-06-23 Book Description Low Poly 3D Modeling in Blender A Comprehensive Guide to Creating Stunning Low Poly Art for Games and Animation Unlock the secrets of low poly 3D modeling with this essential guide designed for both beginners and experienced artists looking to master the art of minimalist game asset creation Whether you're crafting characters environments or props this book provides step by step insights into sculpting optimized models in Blender while maintaining striking visual appeal Inside you'll explore Fundamental techniques Learn how to block out models optimize polygon counts and maintain clean topology Stylized texturing shading Discover flat vs stylized workflows UV unwrapping tricks and vertex painting Game ready asset optimization Set up LODs collision meshes and smooth animations for Unity and Unreal Engine Workflow efficiency Speed up production with smart rigging modular asset design and performance checks Packed with unique exercises real world application tips and professional grade optimization strategies this book transforms Blender novices into skilled low poly artists ready for game development and animation industries Search Meta Tags low poly modeling Blender 3D tutorial game asset creation 3D animation Unity game assets Unreal Engine modeling polygon optimization stylized 3D art beginner Blender guide 3D texturing techniques Disclaimer The techniques and methods presented in this book are intended for educational purposes While every effort has been made to ensure accuracy the author and publisher assume no responsibility for errors omissions or outcomes resulting from the application of this content Additionally as software and industry practices evolve the information may not always reflect the most current standards Readers are advised to follow software documentation and industry best practices when applying these techniques to commercial projects Blender Unity and Unreal Engine are registered trademarks of their respective owners [Game](#)

Character Creation in Maya ,2011 Get a thorough overview of techniques for creating characters for video games or real time rendered applications Author Chris Reilly covers low poly modeling texturing and animation using 3D model and texture assets created in Maya and Adobe Photoshop The course also includes an overview of Unity 3 including importing characters and making interactive animations with the Script Editor

Creating 3D Game Art for the iPhone with Unity Wes McDermott,2012-10-12 Revolutionize your iPhone and iPad game development with Unity iOS a fully integrated professional application and powerful game engine which is quickly becoming the best solution for creating visually stunning games for Apple s iDevices easier and more fun for artists From concept to completion you ll learn to create and animate using modo and Blender as well as creating a full level utilizing the powerful toolset in Unity iOS as it specifically relates to iPhone and iPad game development Follow the creation of Tater a character from the author s personal game project Dead Bang as he s used to explain vital aspects of game development and content creation for the iOS platform

Creating 3D Game Art for the iPhone focuses on the key principles of game design and development by covering in depth the iDevice hardware in conjunction with Unity iOS and how it relates to creating optimized game assets for the iDevices Featuring Luxology s artist friendly modo and Blender the free open source 3D app along side Unity iOS optimize your game assets for the latest iDevices including iPhone 3GS iPhone 4 iPad and the iPod Touch Learn to model characters and environment assets texture animate skinned characters and apply advanced lightmapping techniques using Beast in Unity iOS In a clear motivating and entertaining style Wes McDermott offers captivating 3D imagery real world observation and valuable tips and tricks all in one place this book is an invaluable resource for any digital artist working to create games for the iPhone and iPad using Unity iOS

This book delves into Game Character Creation With Blender And Unity. Game Character Creation With Blender And Unity is a crucial topic that needs to be grasped by everyone, ranging from students and scholars to the general public. This book will furnish comprehensive and in-depth insights into Game Character Creation With Blender And Unity, encompassing both the fundamentals and more intricate discussions.

1. This book is structured into several chapters, namely:
 - Chapter 1: Introduction to Game Character Creation With Blender And Unity
 - Chapter 2: Essential Elements of Game Character Creation With Blender And Unity
 - Chapter 3: Game Character Creation With Blender And Unity in Everyday Life
 - Chapter 4: Game Character Creation With Blender And Unity in Specific Contexts
 - Chapter 5: Conclusion
 2. In chapter 1, the author will provide an overview of Game Character Creation With Blender And Unity. The first chapter will explore what Game Character Creation With Blender And Unity is, why Game Character Creation With Blender And Unity is vital, and how to effectively learn about Game Character Creation With Blender And Unity.
 3. In chapter 2, the author will delve into the foundational concepts of Game Character Creation With Blender And Unity. The second chapter will elucidate the essential principles that need to be understood to grasp Game Character Creation With Blender And Unity in its entirety.
 4. In chapter 3, the author will examine the practical applications of Game Character Creation With Blender And Unity in daily life. This chapter will showcase real-world examples of how Game Character Creation With Blender And Unity can be effectively utilized in everyday scenarios.
 5. In chapter 4, the author will scrutinize the relevance of Game Character Creation With Blender And Unity in specific contexts. This chapter will explore how Game Character Creation With Blender And Unity is applied in specialized fields, such as education, business, and technology.
 6. In chapter 5, the author will draw a conclusion about Game Character Creation With Blender And Unity. This chapter will summarize the key points that have been discussed throughout the book.
- The book is crafted in an easy-to-understand language and is complemented by engaging illustrations. This book is highly recommended for anyone seeking to gain a comprehensive understanding of Game Character Creation With Blender And Unity.

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Game Character Creation With Blender And Unity Introduction

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