



Mastering CryENGINE

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Use CryENGINE at a professional level and master the engine's advanced features to build AAA quality games

About This Book

- Explore the CryENGINE production methods used by industry professionals
- Master the advanced features of CryENGINE, such as facial animation and the input system
- A Comprehensive guide with interesting, practical examples and step-by-step instructions

Who This Book Is For

This book is designed for developers who already have a basic understanding of CryENGINE and who want to take their skills to the next level. Whether you are a hobbyist developer or you are working on a AAA project, Mastering CryENGINE will help you enhance your CryENGINE proficiency.

What You Will Learn

- Build a solid and flexible CryENGINE production pipeline
- Use the CryENGINE input system to react to mouse, keyboard, and game controllers and to filter the input when needed
- Create a facial setup for your characters and lip synch to audio
- Use Lua script to create new, powerful entities for your game
- Use CryMannequin to set up and trigger animations
- Add some eye candy to your game using the particle system, the lens flare editor, and CryENGINE's real-time post processing effects
- Get your game ready to ship and make sure your build is ready to go out to the public

In Detail

CryENGINE is one of the most powerful real-time 3D engines available today; its rendering and real-time capabilities are unmatched. Mastering CryENGINE will take your CryENGINE skills to the next level, allowing you to unleash the full power of the engine. Whether you are working on a small mod or a large-scale production, the user-friendly steps and illustrations in this book will help you master the wide range of features of the CryENGINE toolkit.

The book begins with the setting up of a CryENGINE-ready production pipeline, further introducing you to the advanced features of CryENGINE. You will learn advanced techniques, best practices, and various methods utilized in production by CryENGINE veterans. You will also explore how to use the Lua scripting language to build more sophisticated gameplay elements.

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