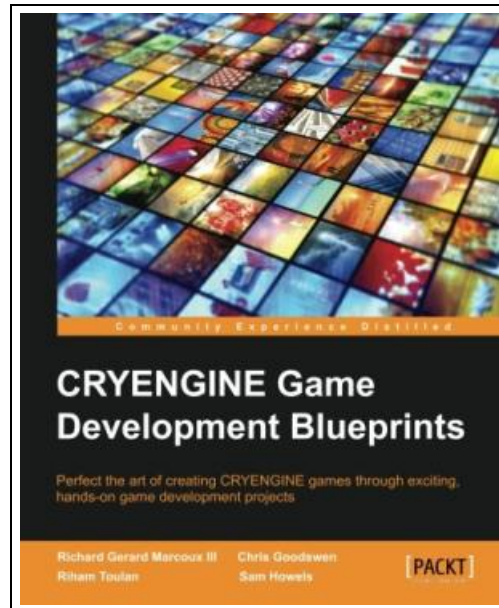# CRYENGINE Game Development Blueprints

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Reviews

Complete guideline! Its such a excellent read. This really is for all who statte there had not been a worth studying. It is extremely difficult to leave it before concluding, once you begin to read the book.

(Timothy Lynch)

CRYENGINE GAME DEVELOPMENT BLUEPRINTS

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Packt Publishing Limited, United Kingdom, 2015. Paperback. Book Condition: New. 235 x 190 mm. Language: English Brand New Book ***** Print on Demand *****.Perfect the art of creating CRYENGINE games through exciting, hands-on game development projects About This Book * Create CRYENGINE games from scratch with CRYENGINE Blank Game Starter-kit * Discover good working practices and tips to quickly jump into making a new level in the game * Build practical game projects and discover advanced concepts of CRYENGINE game development using the examples in the book Who This Book Is For This book is intended for CRYENGINE game developers, wanting to develop their skills with the help of industry experts. A good knowledge level and understanding of CRYENGINE is assumed, to allow efficient programming of core elements and applications. What You Will Learn * Create a CRYENGINE game from scratch with the Game Starter-kit * Add custom methods to allow the player/AI to use a weapon * Create complete start and end game menus using Scaleform and C++ * Discover how to use highpoly modeling workflow and techniques within the pipeline for the SDK to use * Use the Crytiff exporter from Photoshop * Export the CHR-the format the engine needs to read the skeleton * Integrate the character in the engine using the character tool * Better understand the rules to create and author skeletons to rig characters designed for CRYENGINE * Debug common setup issues that might appear during production with useful tools In Detail CRYENGINE is a game engine developed by Crytek for PC, Playstation, Xbox, Android, and iOS. It can be used to create AAA games, movies, high-quality simulations, and interactive applications. It is most popularly used for game development. In this book, you will start off by exploring the CRYENGINE Blank Game Starter-kit, creating...

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