



## CRYENGINE Game Development Blueprints

By III Richard Gerard Marcoux, Chris Goodswen, Riham Toulan

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 \*

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