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 * Export the CHR-the format the...

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