

[Download free ebook] Mastering CryENGINE

# Mastering CryENGINE

Von Sascha Gundlach, Michelle K. Martin  
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**Von Sascha Gundlach, Michelle K. Martin : Mastering CryENGINE** before purchasing it in order to gage whether or not it would be worth my time, and all praised Mastering CryENGINE:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Great stuff for anyone looking to get an overview on CryEngine developmentVon Hendrik PolczynskiGreat stuff for anyone looking to get a broad overview in Cry Engine development. Some chapters like the animation, version control and deployment go into more detail. I can recommend it for beginners and experts you will find something interesting you didn't know before.I especially found the animation chapter to be very interesting. I learned some interesting things there I didn't know before.Disclaimer: I did a technical review on the book as well as the previous CryEngine programming one. This is definitely the best of them to get started for people aiming to have a broad knowledge over everything.

**Kurzbeschreibung** 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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**ber den Autor und weitere Mitwirkende**

**Sascha Gundlach** Sascha Gundlach has been working in the games industry for over a decade and started his career as a script programmer in a small game studio in the early 2000s. He worked for Crytek for eight years, working on games such as Crysis, Crysis: Warhead, and Crysis 2. He is a CryENGINE expert and has provided countless training sessions and individual training to CryENGINE licensees in the past years. In 2013, he founded his own game development company, MetalPop Games, together with his partner and Crytek veteran Michelle K. Martin in Orlando, Florida. He spends his days working on video game projects and provides consulting work for other game projects.

**Michelle K. Martin** Michelle K. Martin is a software engineer in the game industry, specializing in animation systems. She started her career with the German developer, Crytek, working on projects such as Crysis and Crysis 2. During her career, Michelle has helped develop and improve CryENGINE's animation system with several features. Being an expert in CryENGINE, she has provided a lot of support and training to CryENGINE licensees over the years, helping their team to get the most out of the engine. In 2013, she founded MetalPop Games together with her partner and Crytek veteran Sascha Gundlach. It is an indie game development studio and they are currently working on their first title. When she's not in front of the computer programming, she is most likely to be in front of the computer playing games. More about Sascha and Michelle's company MetalPop Games can be found at [www.metalpopgames.com](http://www.metalpopgames.com).