1. **Record Nr.**   UNINA9910781203303321

   Autore   Tracy Dan

   Titolo   CryENGINE 3 cookbook [[electronic resource]] : over 90 recipes written by Crytek developers for creating third-generation real-time games / / Dan Tracy, Sean Tracy

   Pubbl/distr/stampa   Birmingham, U.K., : Packt Pub., 2011

   ISBN   1-283-34967-1
   9786613349675
   1-84969-107-X

   Descrizione fisica   1 online resource (324 p.)

   Altri autori (Persone)   TracySean

   Disciplina   794.81536

   Soggetti   Video games - Design

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   Includes index.

   Nota di contenuto   Cover; Copyright; Credits; About the Authors; www.PacktPub.com; Table of Contents; Preface; Chapter 1: CryENGINE 3: Getting Started; Introduction; Opening a level in the CryENGINE 3 Sandbox; Navigating a level with the Sandbox Camera; Setting up a personalized toolset layout; How to customize toolbars and menus; Using the Rollup Bar; Selecting and browsing level objects; Restoring the CryENGINE 3 default settings; Chapter 2: Sandbox Basics; Introduction; Creating a new level; Generating a procedural terrain; Terrain sculpting; Setting up the terrain texture; Placing the objects in the world
   Refining the object placement Utilizing the layers for multiple developer collaboration; Switching to game mode; Saving your level; Exporting to an engine; Essential game objects; Running a map from the Launcher; Chapter 3: Basic Level Layout; Introduction; Making basic shapes with the Solids tool; Editing and merging solids; Grouping the objects; Utilizing the Geom entities instead of brushes; Road construction; Painting vegetation; Breaking up tiling with Decals; Making caves with Voxels; Creating Prefabs to store in external libraries; Chapter 4: Environment Creation; Introduction
   Creating your first time of day using the basic parameters Adjusting the terrain lighting; Using the real-time Global Illumination; Editing HDR lighting and the effects for flares; Creating a global volumetric fog;

Creating a night scene with time of day parameters; Color grading your level; Creating a photo realistic ocean; Improving your sky with clouds; Making it rain in your level; Chapter 5: Basic Artificial Intelligence; Introduction; Placing the enemy AI; Generating the AI navigation; Forbidden boundaries; Forbidden areas; Setting up the interior navigation

Debugging the AI triangulation Narrowing the AI's FOV to allow attacks from behind; Respawning AI; Chapter 6: Asset Creation; Introduction; Installing the CryENGINE 3 plugin for 3D Studio Max; Creating textures using CryTIF; Setting up units to match CryENGINE in 3ds; Basic material setup in 3ds; Creating and exporting static objects; Creating and exporting destroyable objects; Using advanced material editor parameters to create animation; Creating new material effects; Creating image-based lighting; Chapter 7: Characters and Animation; Introduction

Creating skinned characters for the CryENGINERagdoll and physics for characters; Creating animation for your character; Previewing animations and characters for Sandbox; Creating upper body only animations; Creating locomotion animations; Animating rigid body geometry data; Chapter 8: Creating Vehicles; Introduction; Creating a new car mesh (CGA); Creating a new car XML; Giving more speed to the car; Increasing the mass to push objects with the car; Defining a sitting location; Setting up multiple cameras for the car; Need for a machine gun; Giving the car a weak spot; Chapter 9: Game Logic Introduction

Sommario/riassunto	Over 90 recipes written by Crytek developers for creating third-generation real-time games