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Altri autori (Persone)	ReindellPaul
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Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Introducing the CryENGINE 3 Free SDK; What is the CryENGINE?; Applying your vision; Far Cry by Crytek - first-person shooter; Aion by NCsoft - massively online role-playing game; Crysis by Crytek - first-person shooter; Crysis Warhead by Crytek - first-person shooter; Crysis 2 by Crytek - first-person shooter; CryENGINE 3 Free SDK; What's in it for me?; Do I need a full team to develop with the CryENGINE?; Learning by example Time for action - installing the CryENGINE 3 Free SDK Come in...stay awhile; Time for action - load the sample map in the launcher; Visual Studio Express and C++ game code; Acquiring the sample source assets; Time for action - installation of the 3Ds Max exporter Plugin; Time for action - downloading and opening the sample assets; Time for action - installing the Adobe Photoshop plugin-CryTif; CryENGINE 3 Sandbox; Time for action - starting Sandbox and WYSIWYP; Getting around in the Sandbox Editor; Time for action - manipulating the perspective camera; Handling level objects Time for action - selecting and browsing objects Time for action - saving our work; Summary; Chapter 2: Breaking Ground with Sandbox; What makes a game?; Reducing, reusing, recycling; Developing out of the box; Time for action - creating a new level; Using the right

Heightmap Resolution; Scaling your level with Meters Per Unit; Calculating the real-world size of the terrain; Using or not using terrain; Time for action - creating your own heightmap; Using alternative ways for creating terrain; Generating procedural terrain; Importing a pre-made heightmap; Creating terrain textures
Time for action - creating some basic terrain texture layers
Adding altitude and slope; Adjusting the tile resolution; Creating vegetation; Time for action - creating some flora for your level; Time for action - setting up time of day and its basic parameters; Adding Atmosphere; Summary; Chapter 3: Playable Levels in No Time; Building levels with entities and objects; Starting a level; Creating a spawn point; Time for action - creating a spawn point; Landmarks to guide the player; Using roads in levels; Time for action - creating a road object; Utilizing layers to organize level objects
Time for action - creating and managing layers
Adding objects using the asset browser; Time for action - adding brushes to the level; White boxing; White boxing using Constructive Solid Geometry (CSG); Time for action - creating constructive solid geometry; Adding characters with Artificial Intelligence (AI); Time for action - place a basic AI entity; Create an archetype entity; Time for action - creating your own archetype; Exporting to engine; Time for action - exporting your level to engine; Summary; Chapter 4: I'm a Scripter, Not a Coder; Scripting and the CryENGINE 3
Lua usage in the CryENGINE 3

Sommario/riassunto

Discover how to use the CryENGINE 3 free SDK, the next-generation real-time game development tool.
