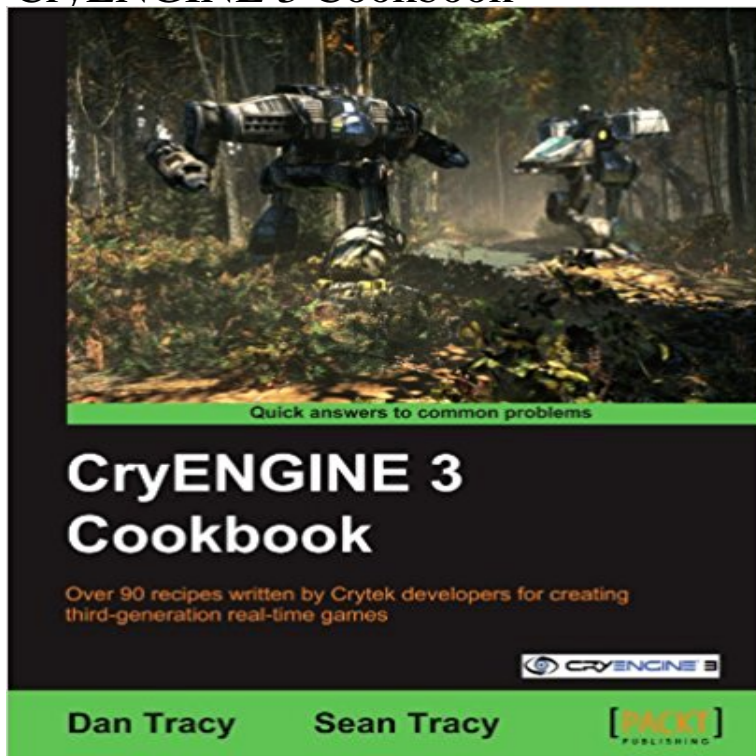


CryENGINE 3 Cookbook



Written in a cookbook style, this book offers solutions using a recipe based approach. Each recipe contains step-by-step instructions followed by an analysis of what was done in each task and other useful information. The cookbook approach means you can dive into whatever recipes you want in no particular order. The CryENGINE3 Cookbook is written to be accessible to all developers currently using the CryENGINE3. It also explores the depth and power of the CryENGINE3 and is a useful guide to follow when becoming familiar with this award winning middle-ware game engine. This book is written with the casual and professional developer in mind. Fundamental knowledge of some Digital Content Creation Tools, like Photoshop and 3d Studio Max is required. The Software Development Kit version of the CryENGINE is used for all examples, so the reader should have a version of the development kit to follow the recipes contained in this book.

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