

## Chapter 1, Introducing the CryENGINE 3 Free SDK



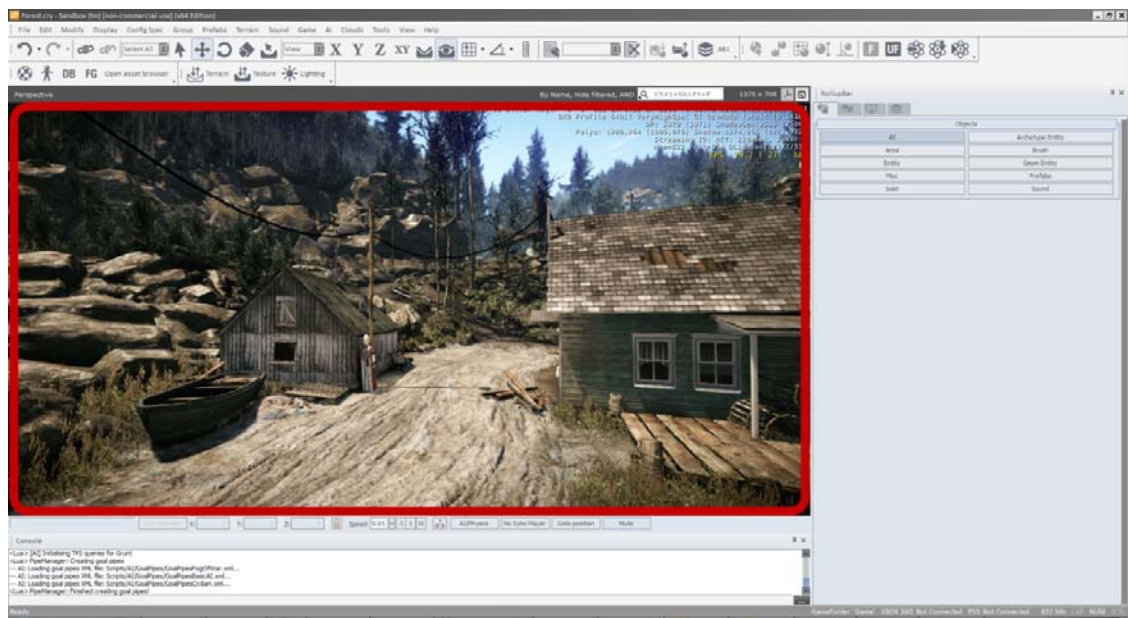
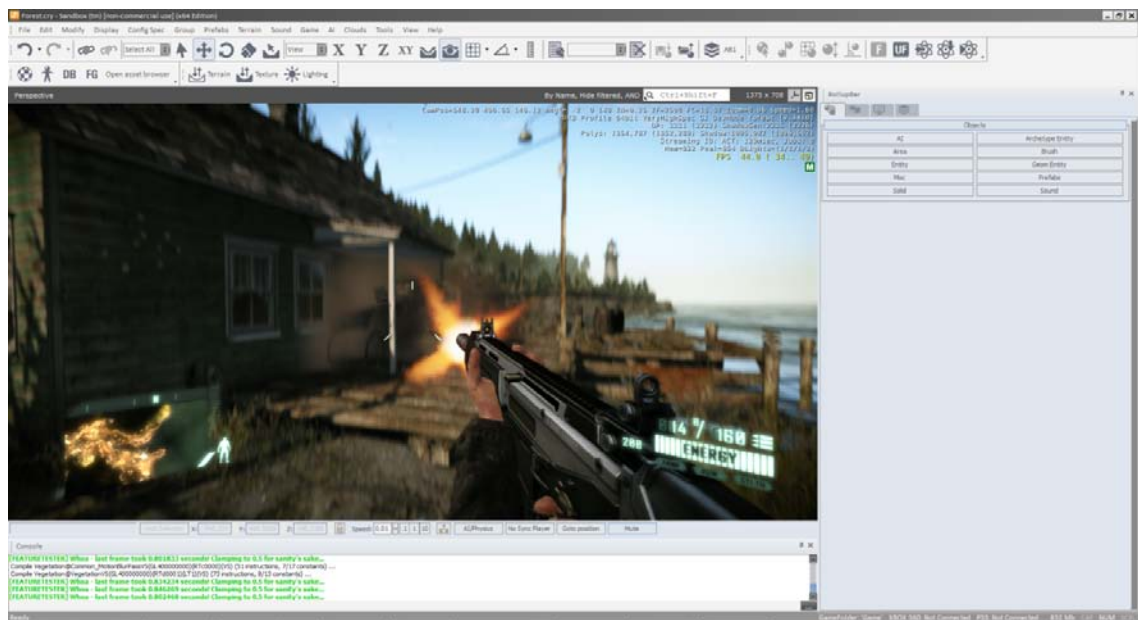


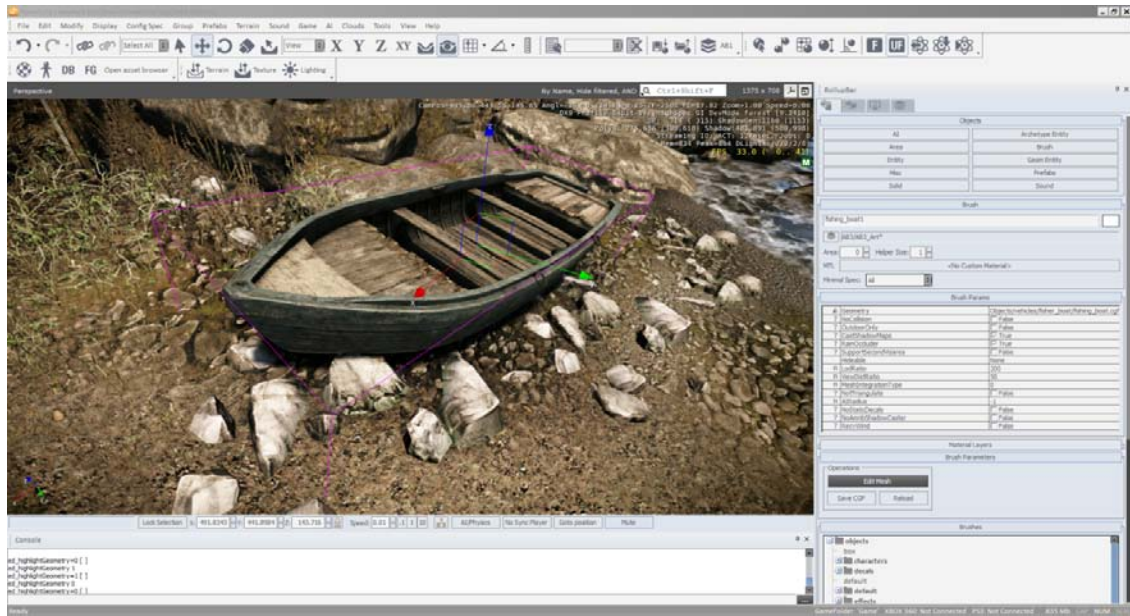




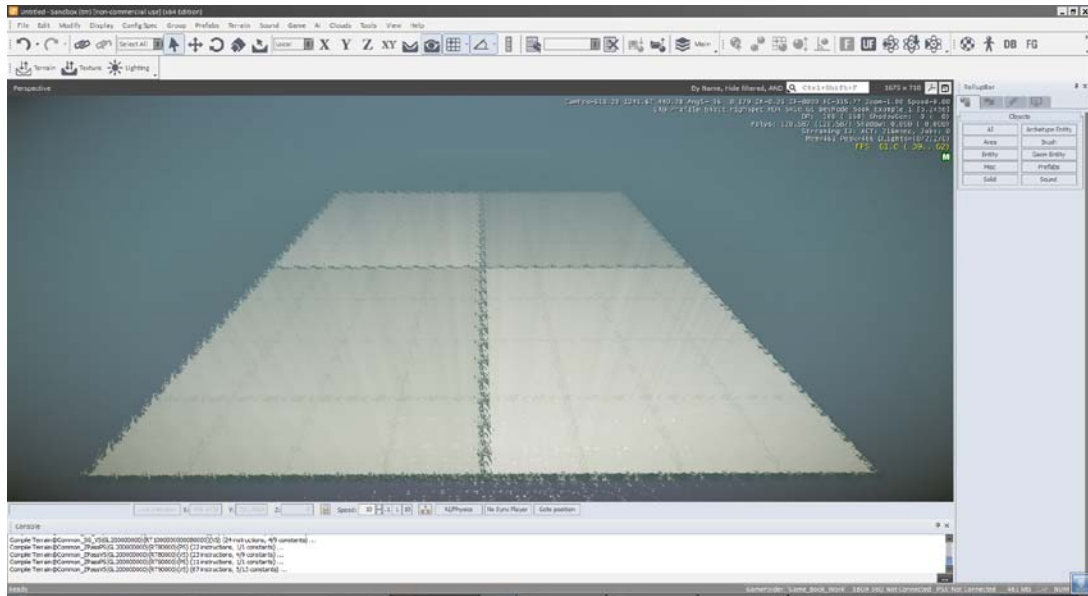








## Chapter 2, Breaking Ground with Sandbox



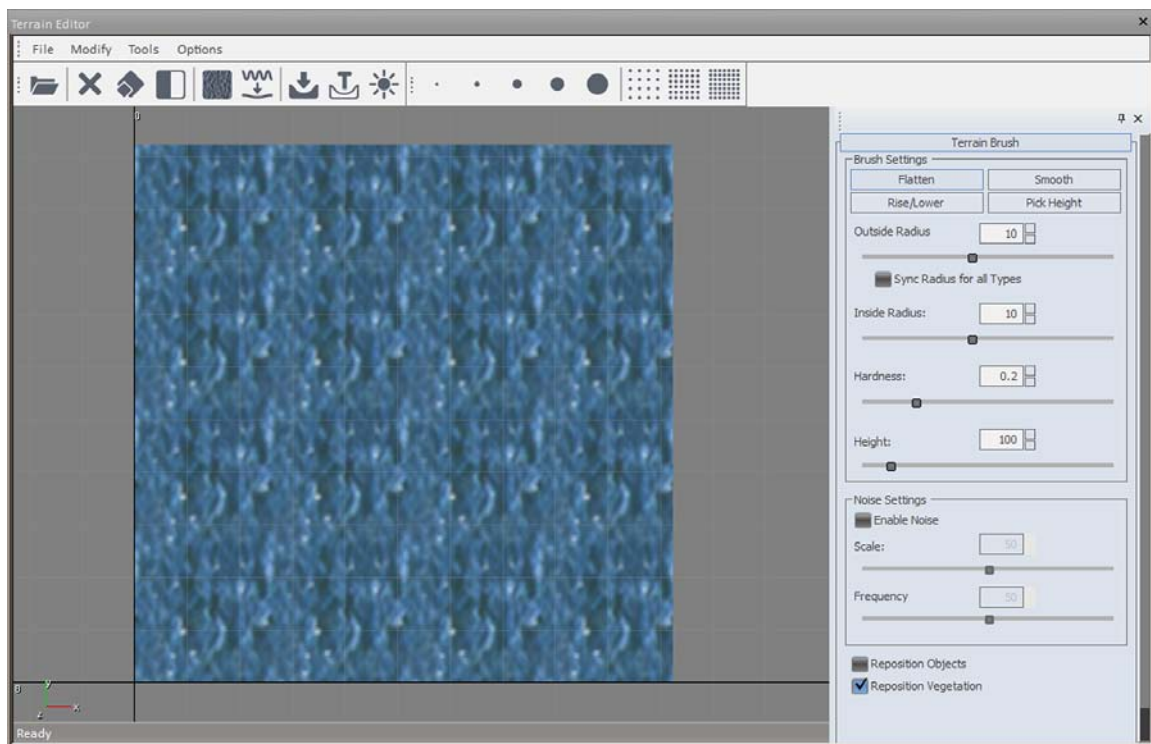
**128 X 128**

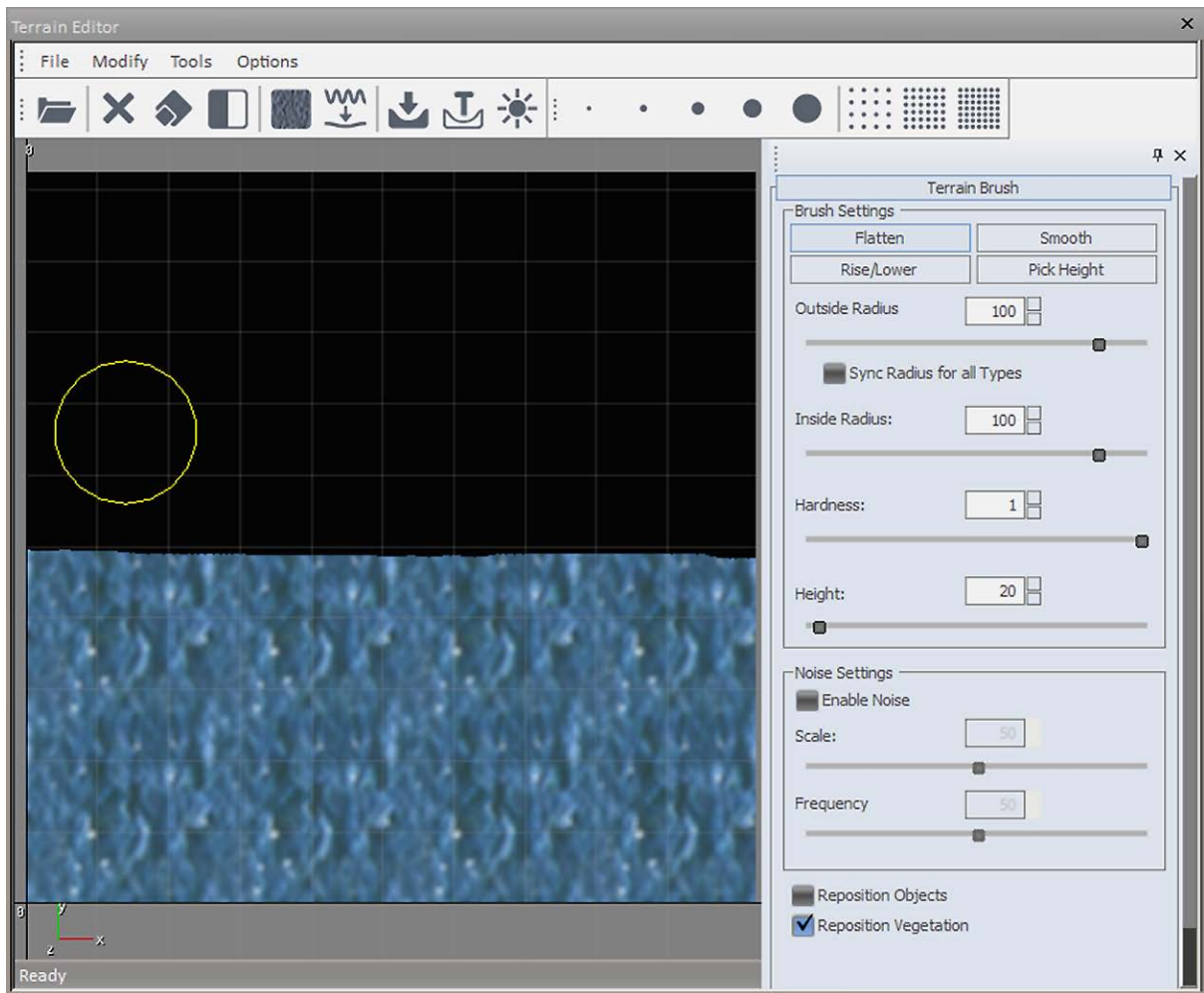


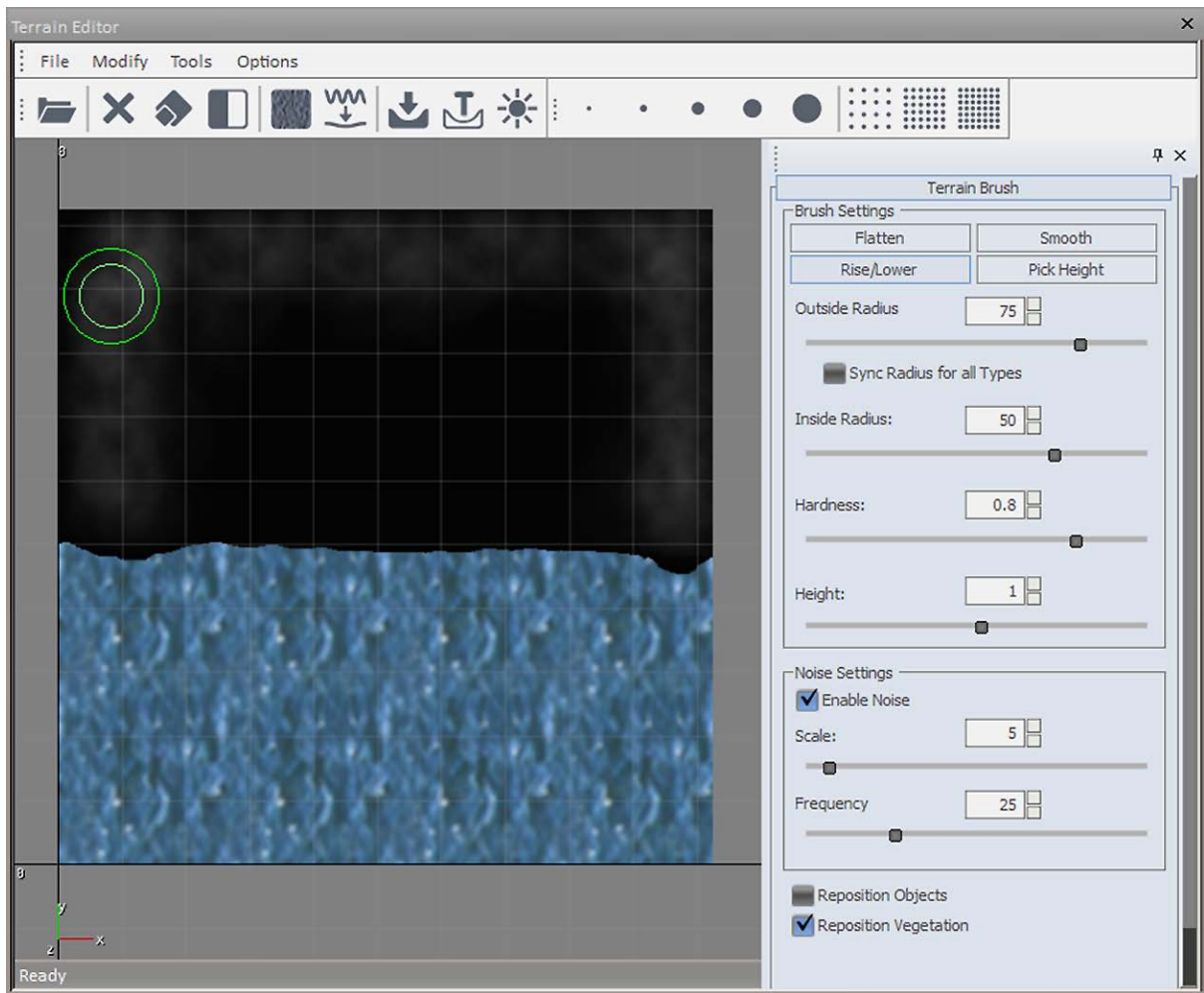
**4096 X 4096**



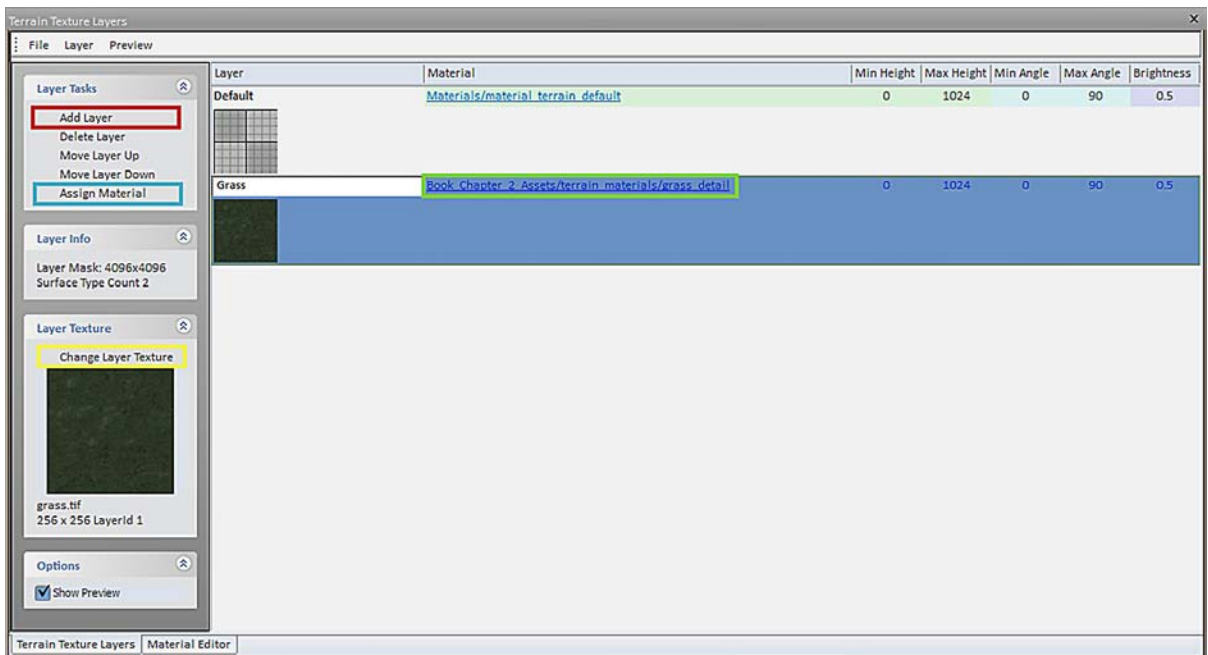


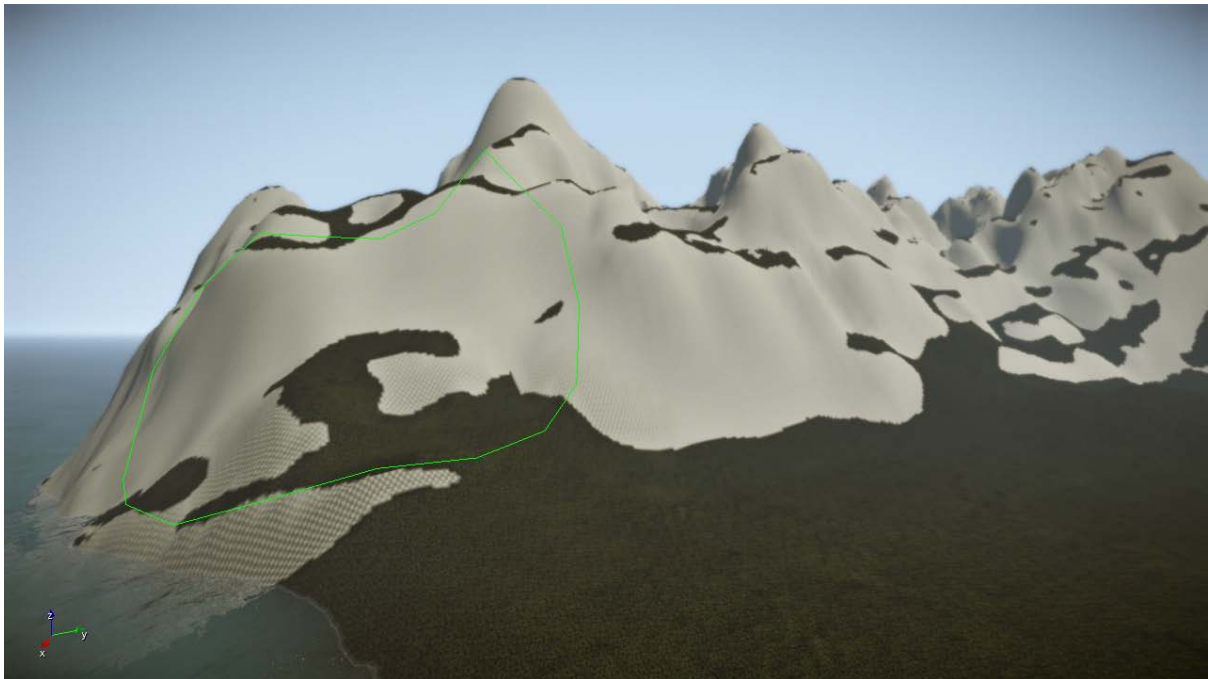
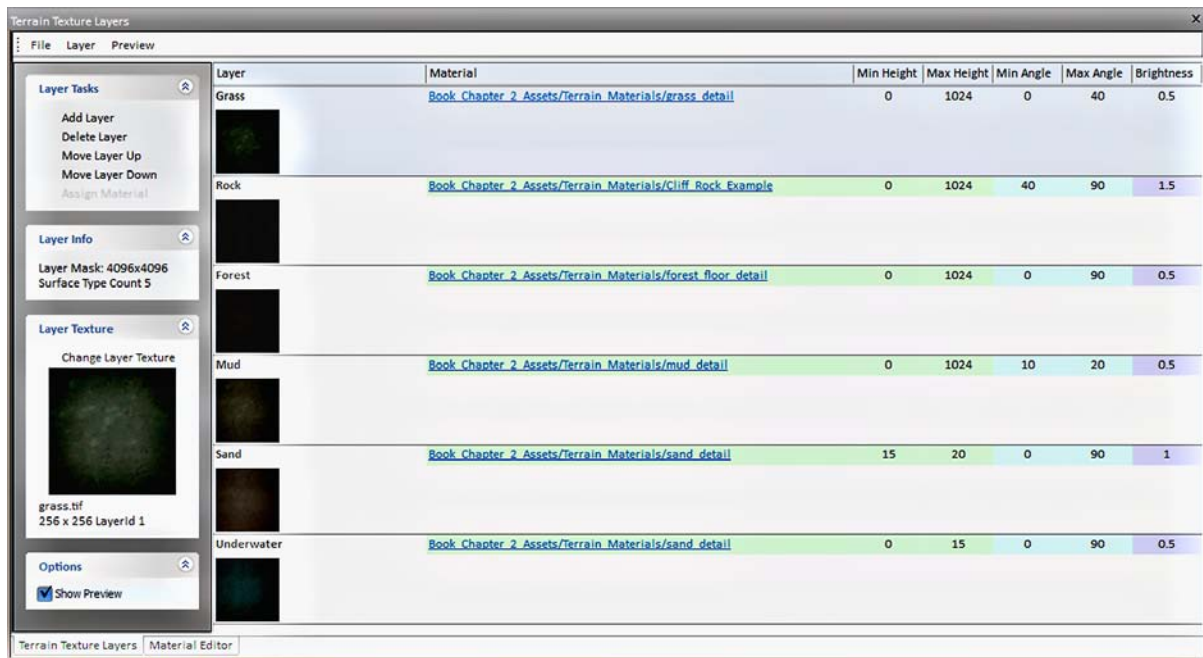


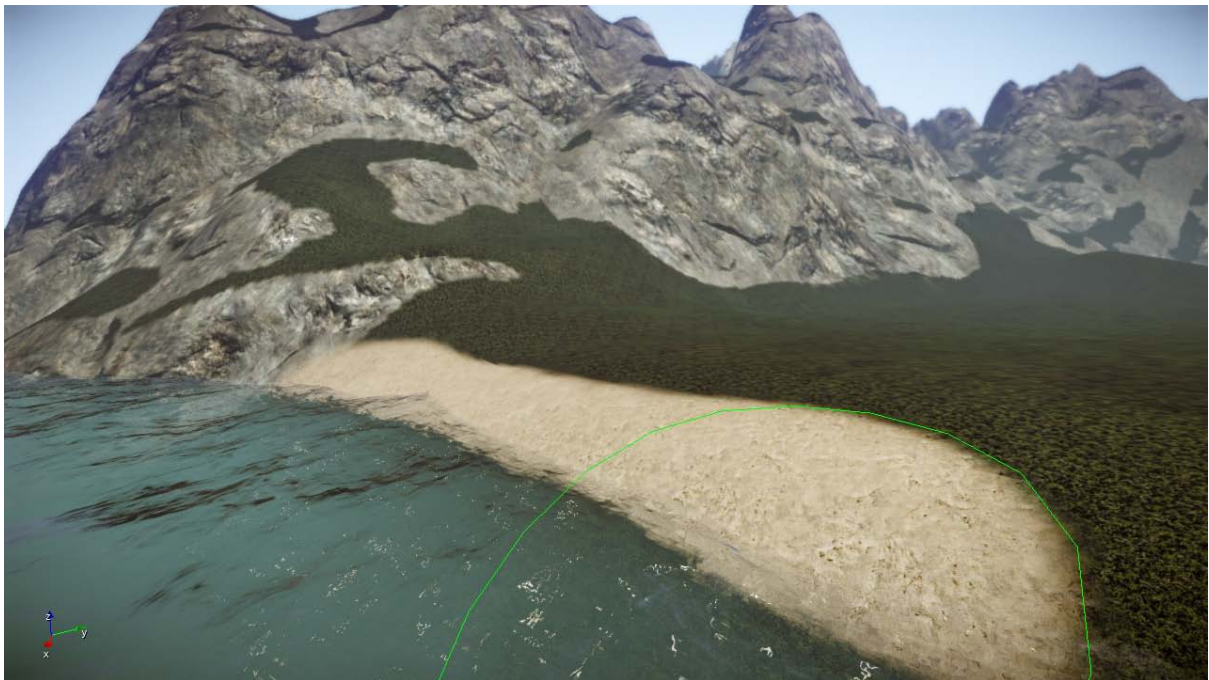
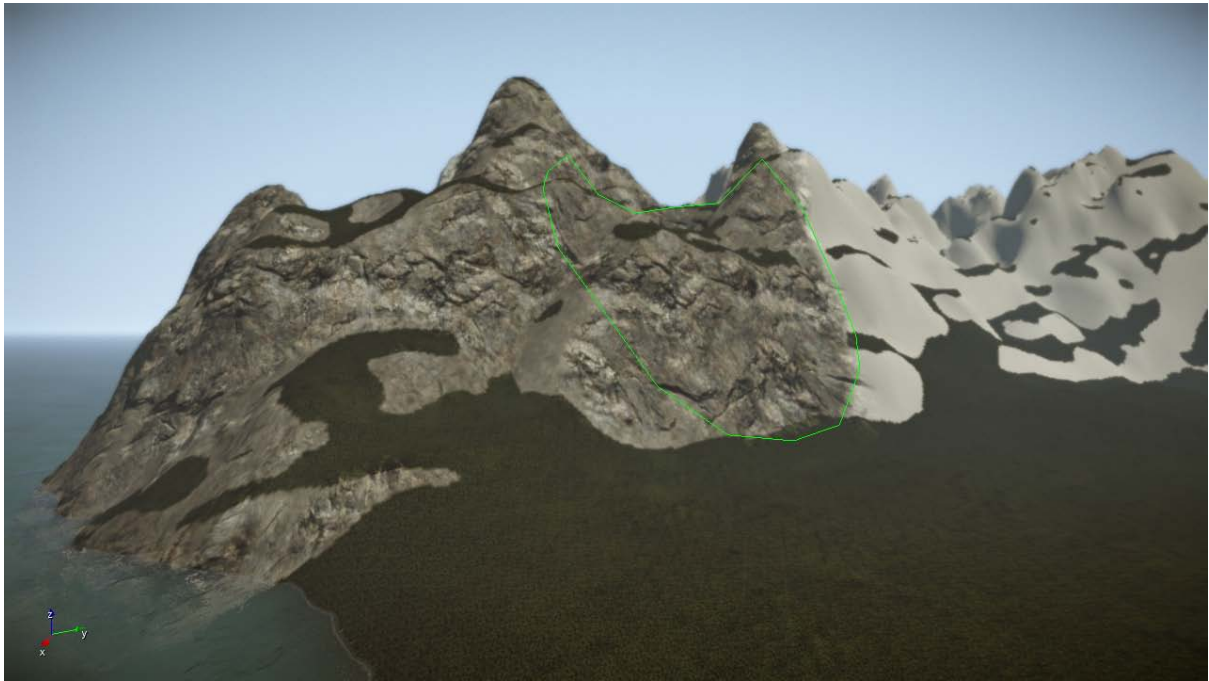






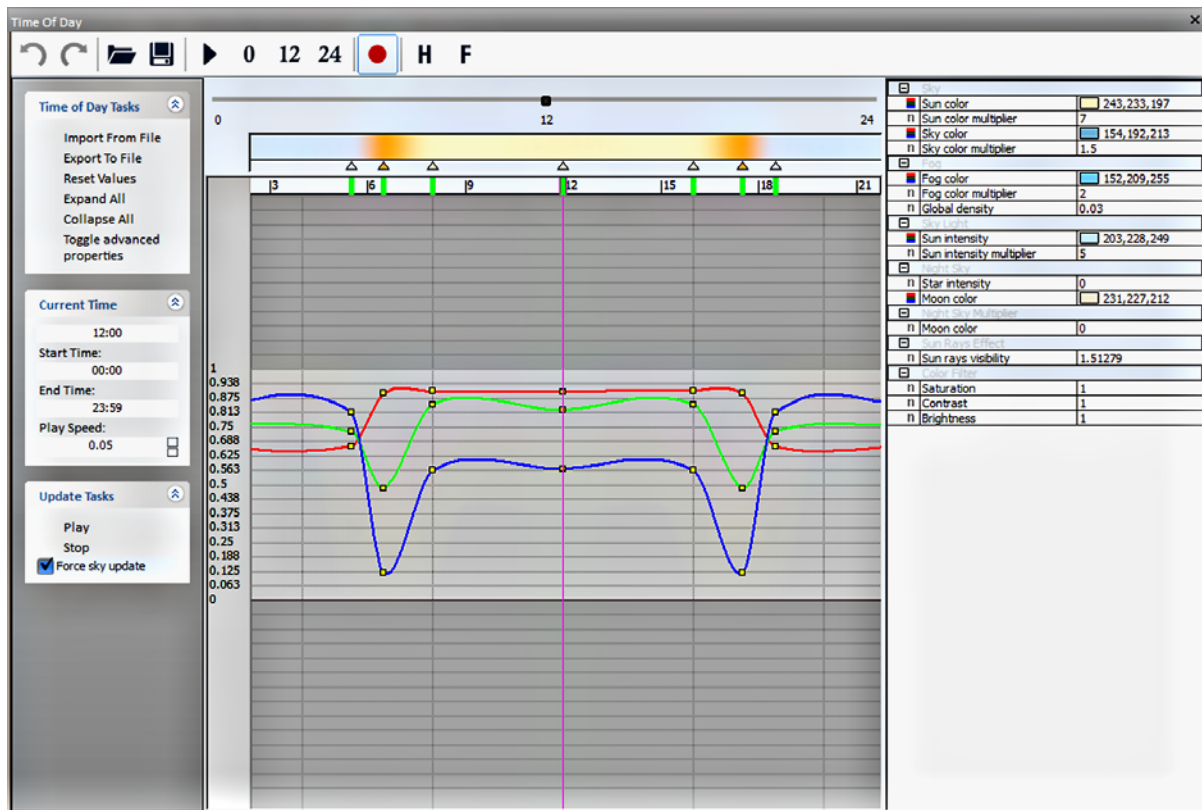


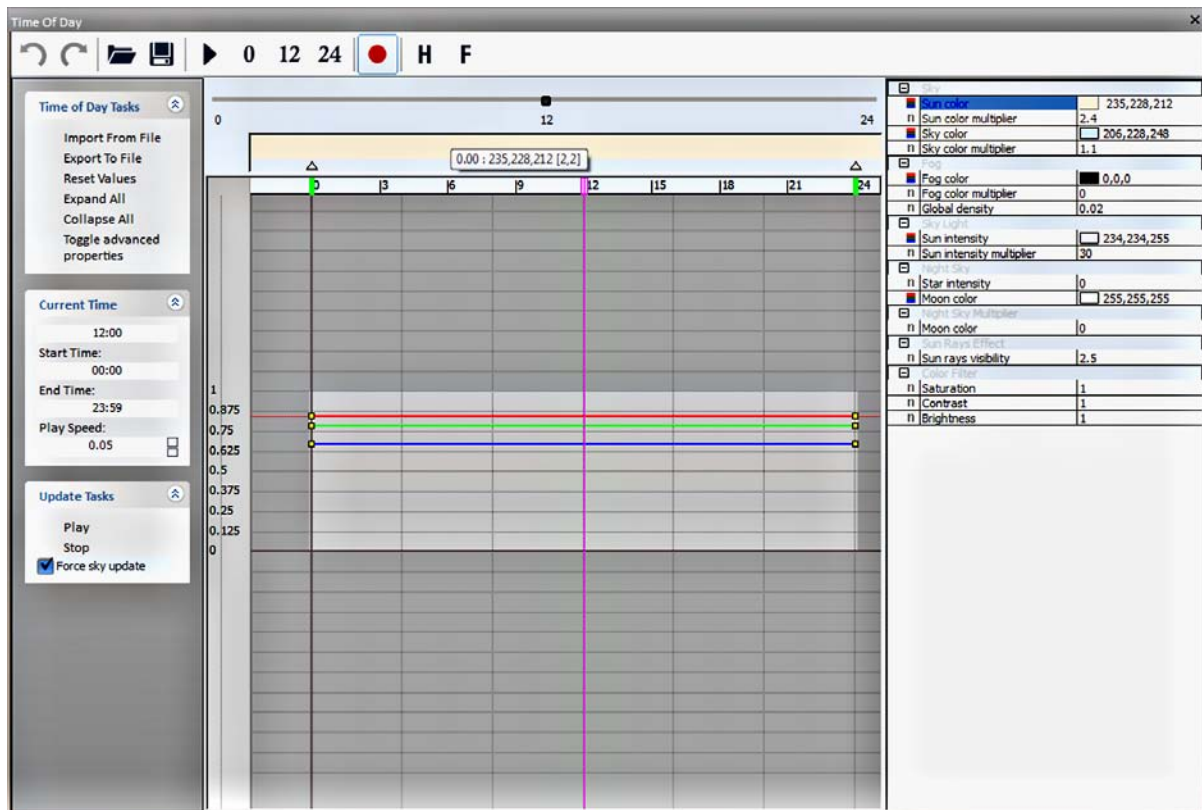




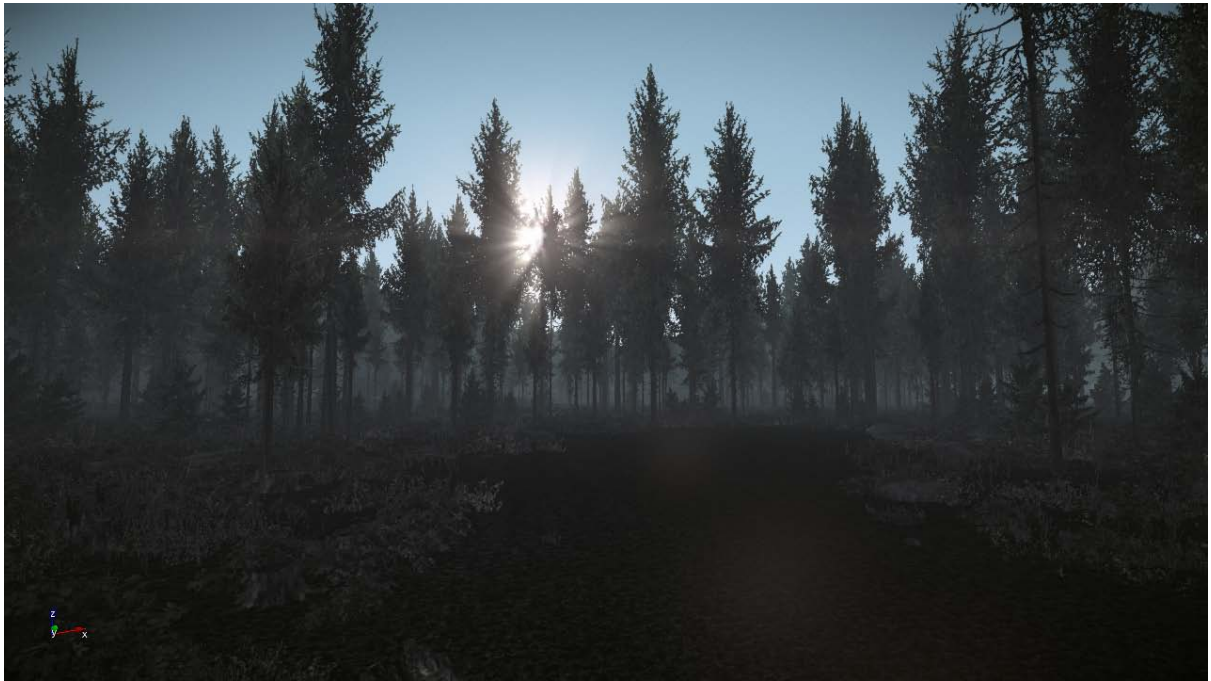


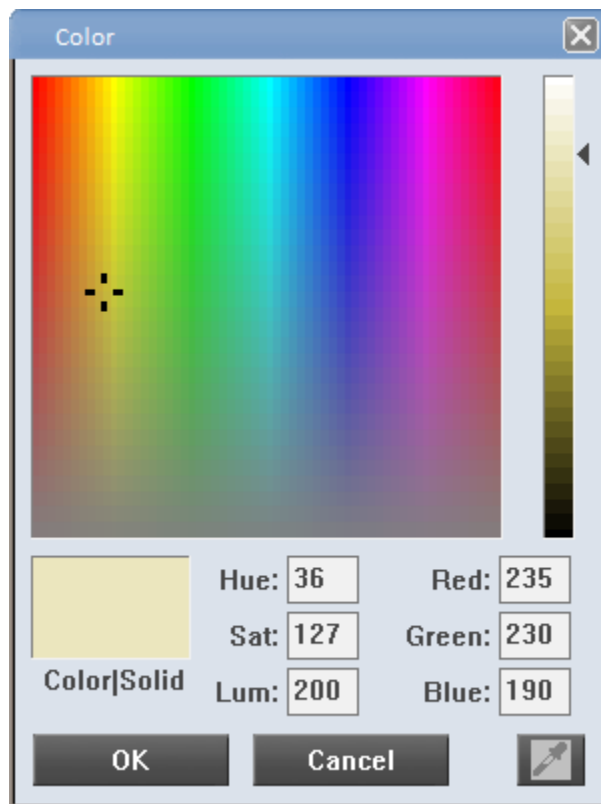


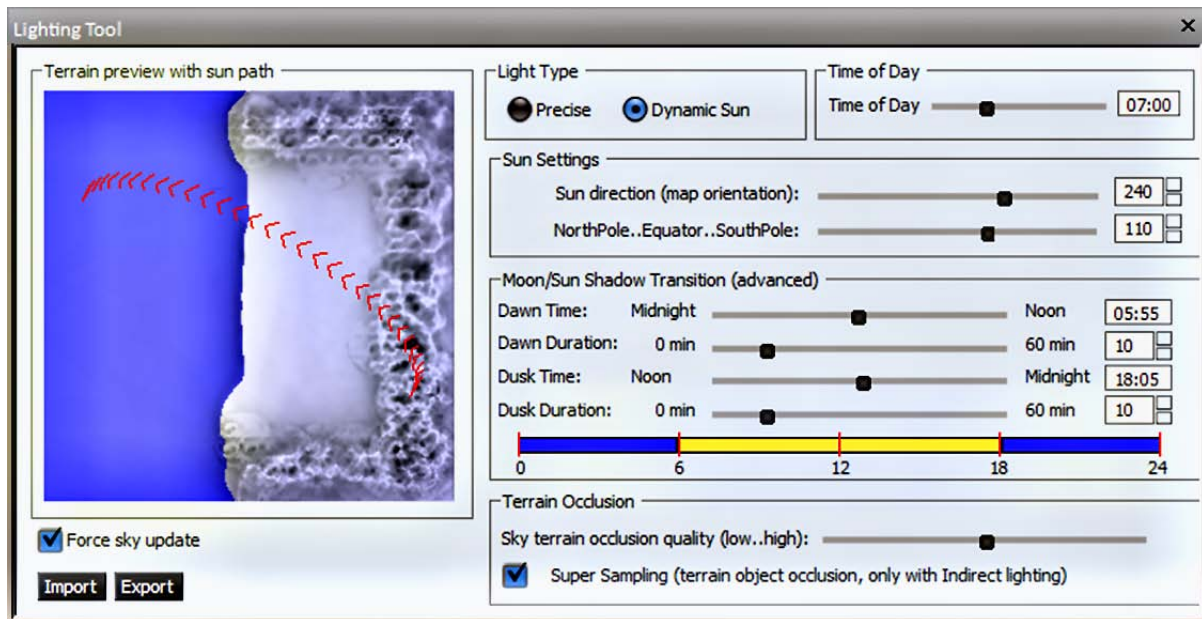








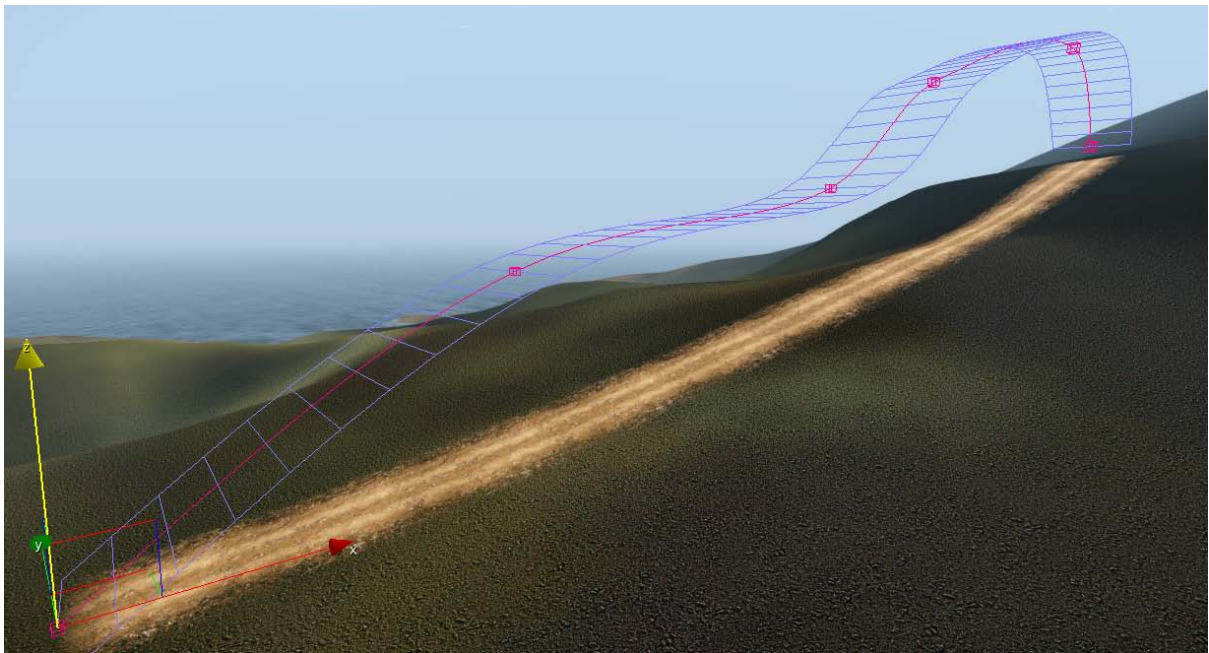


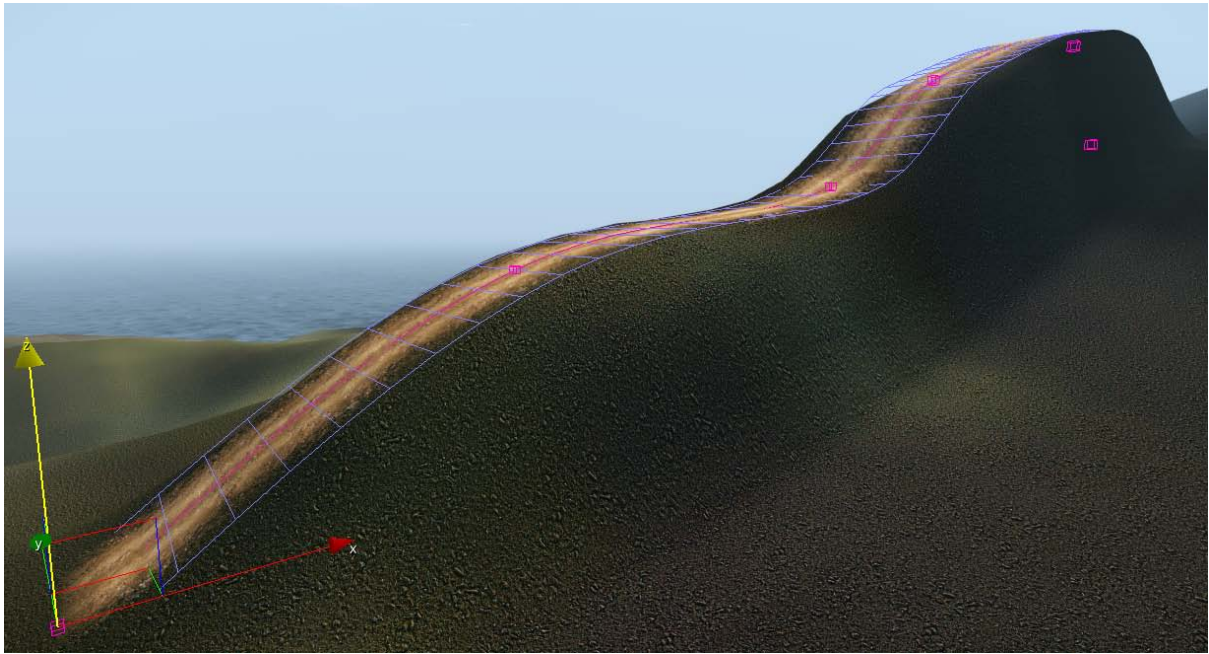


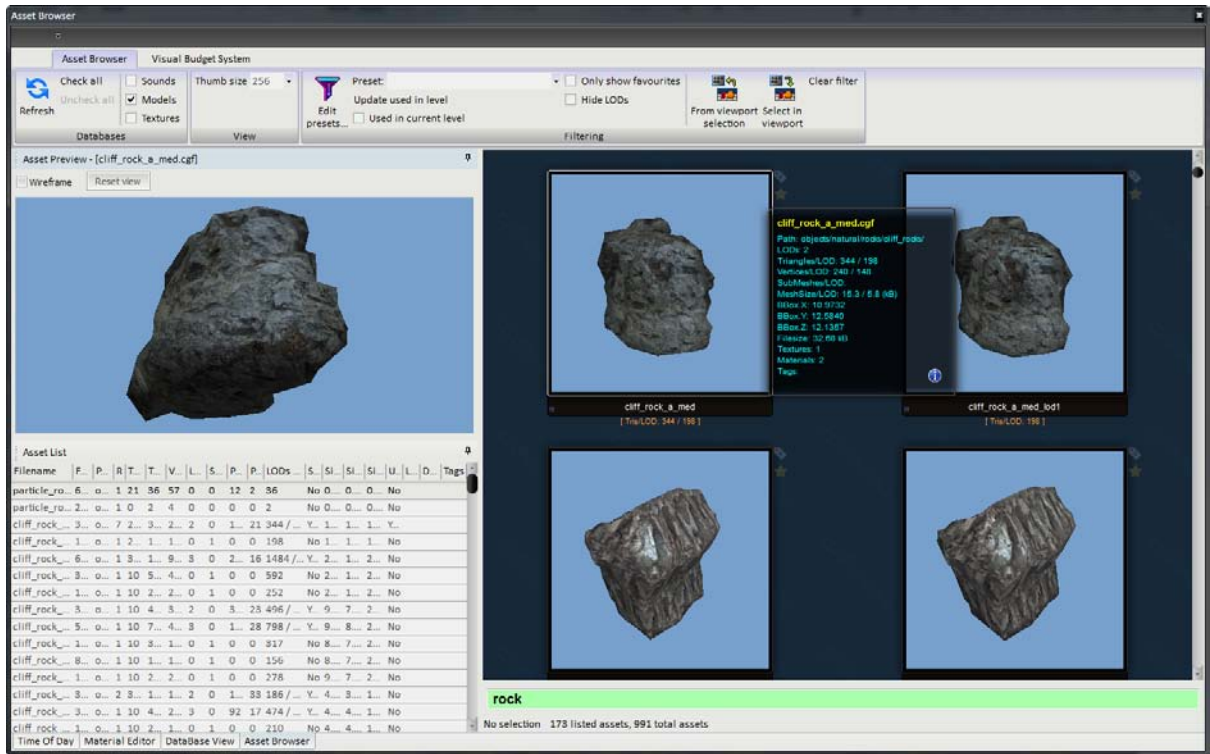


## Chapter 3, Playable Levels in No Time

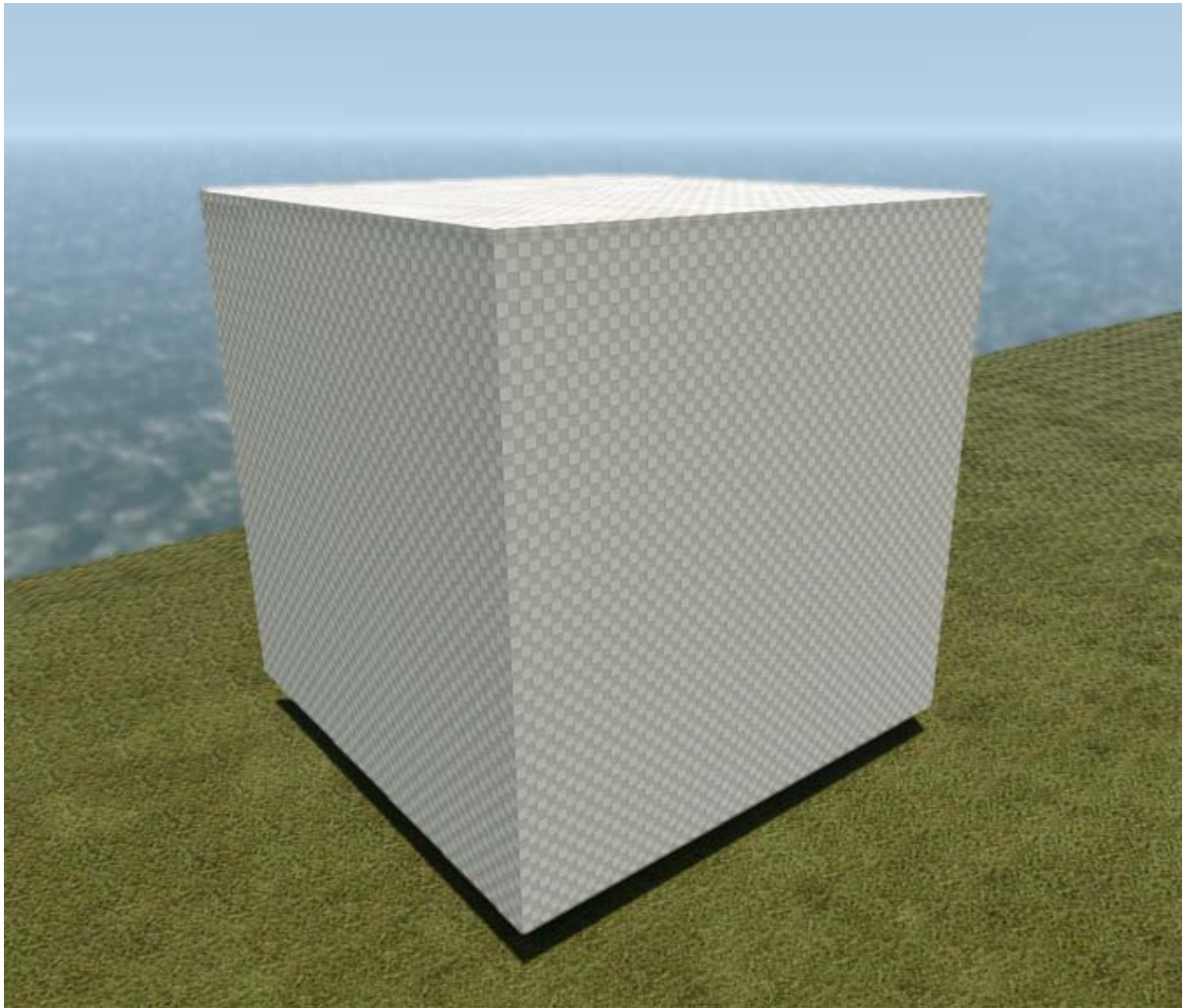


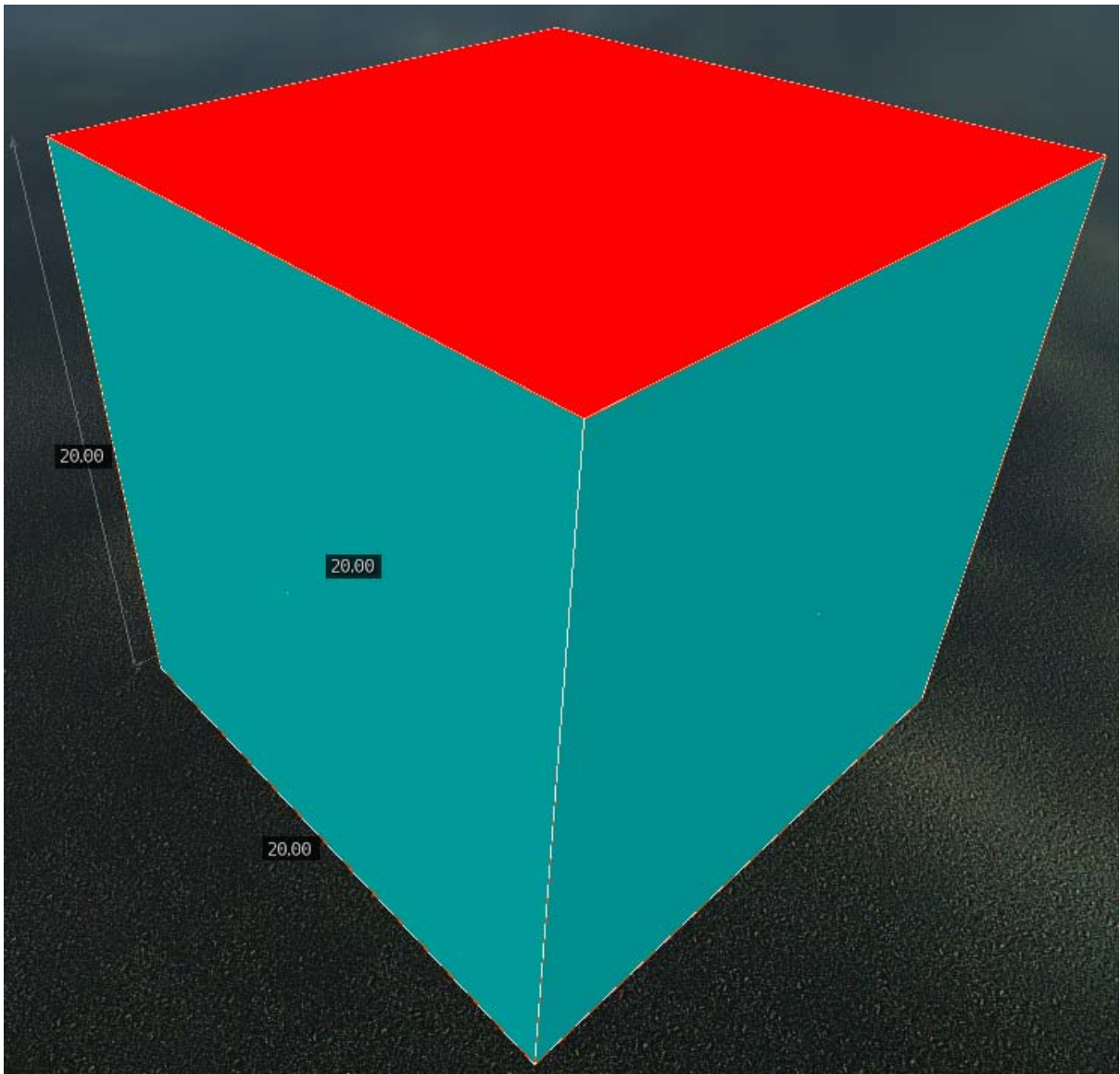


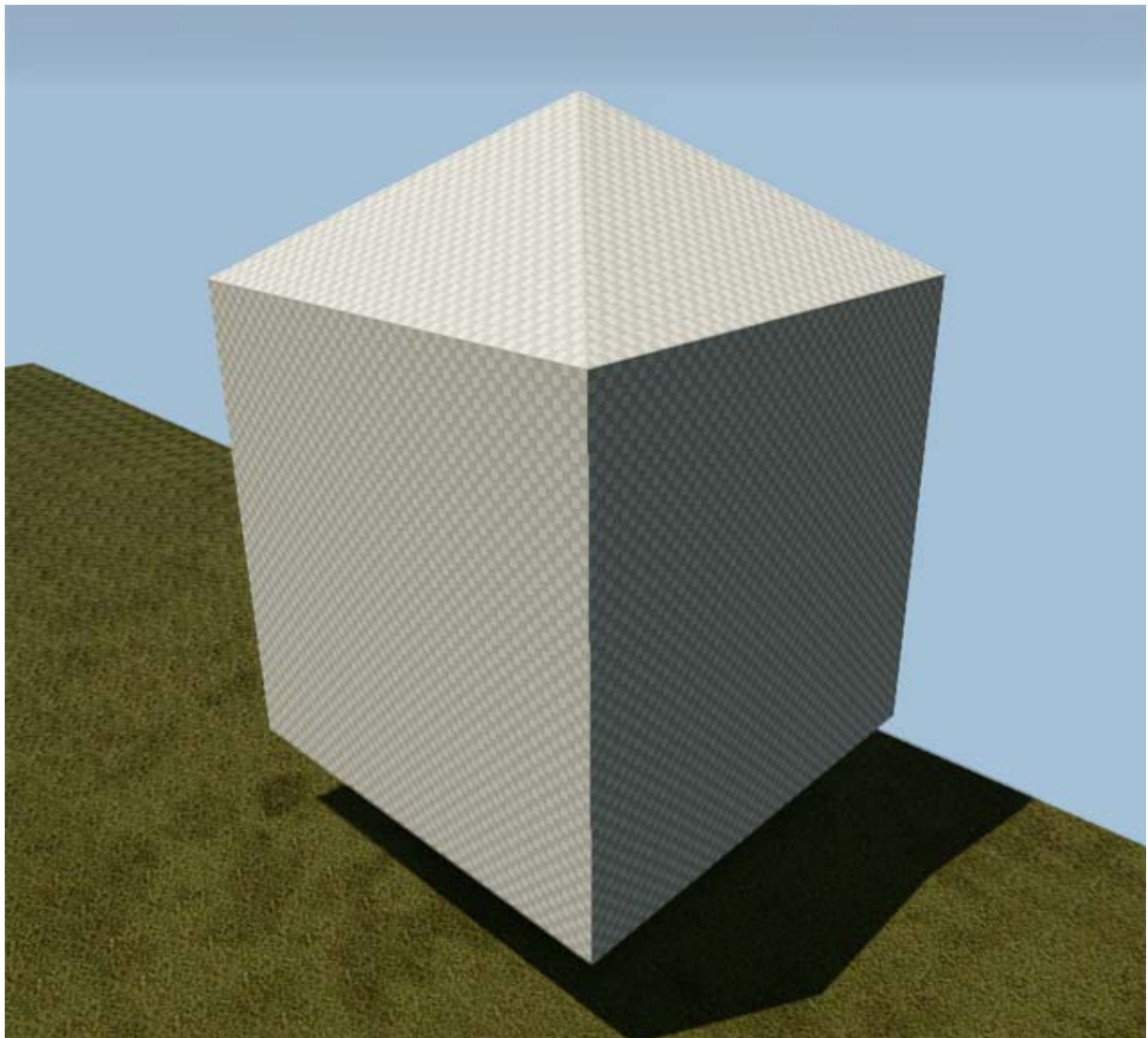


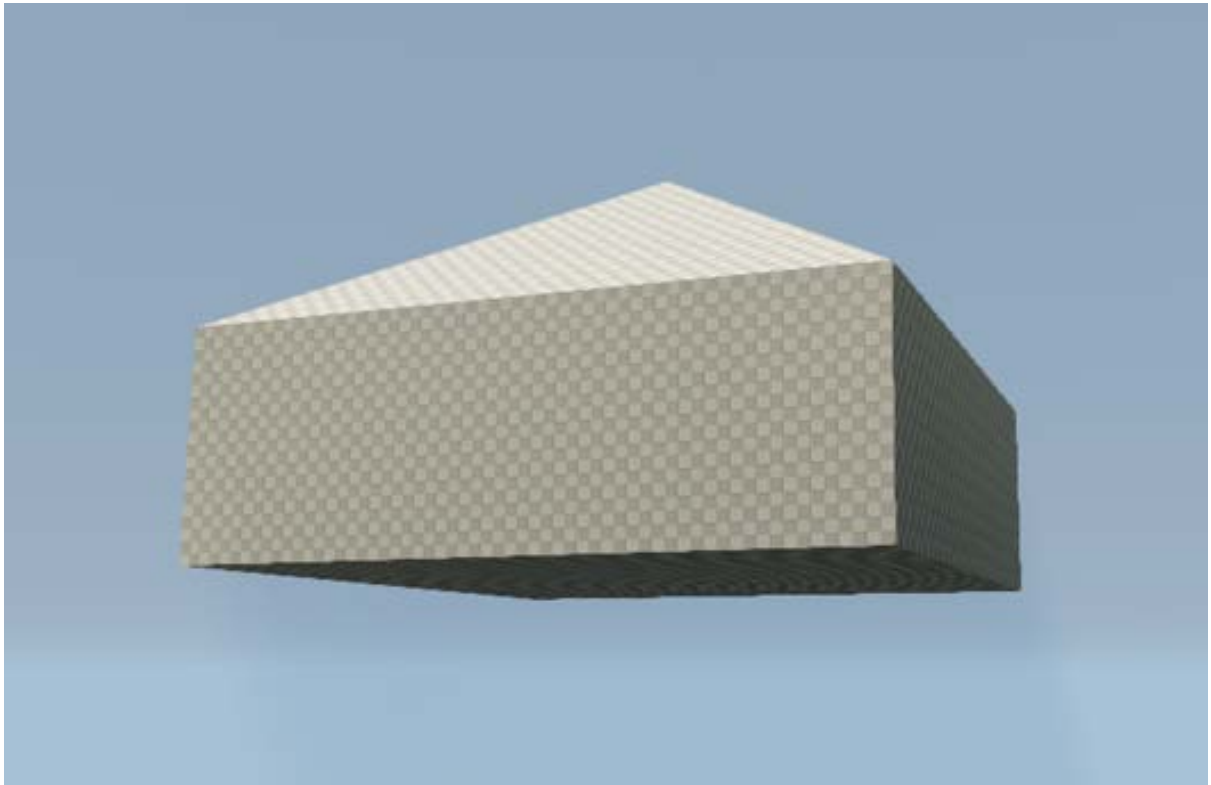




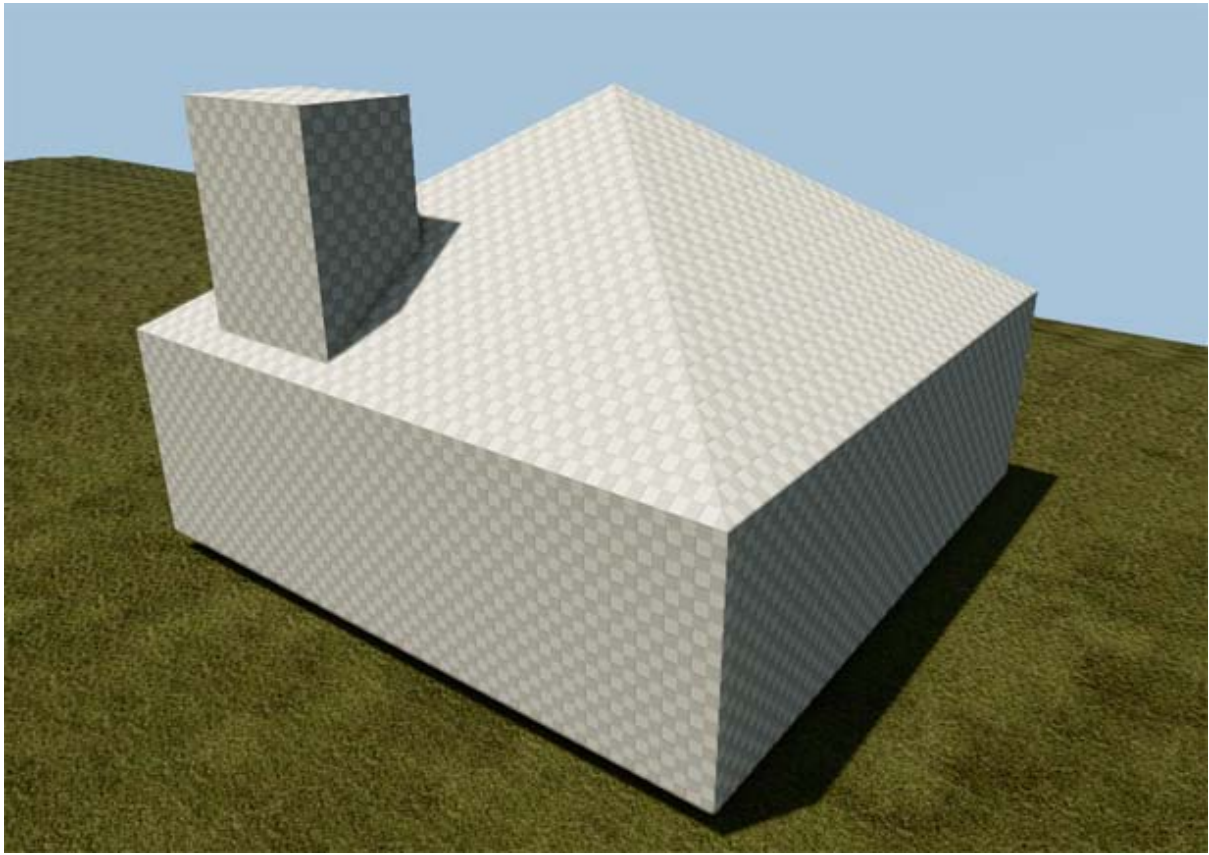




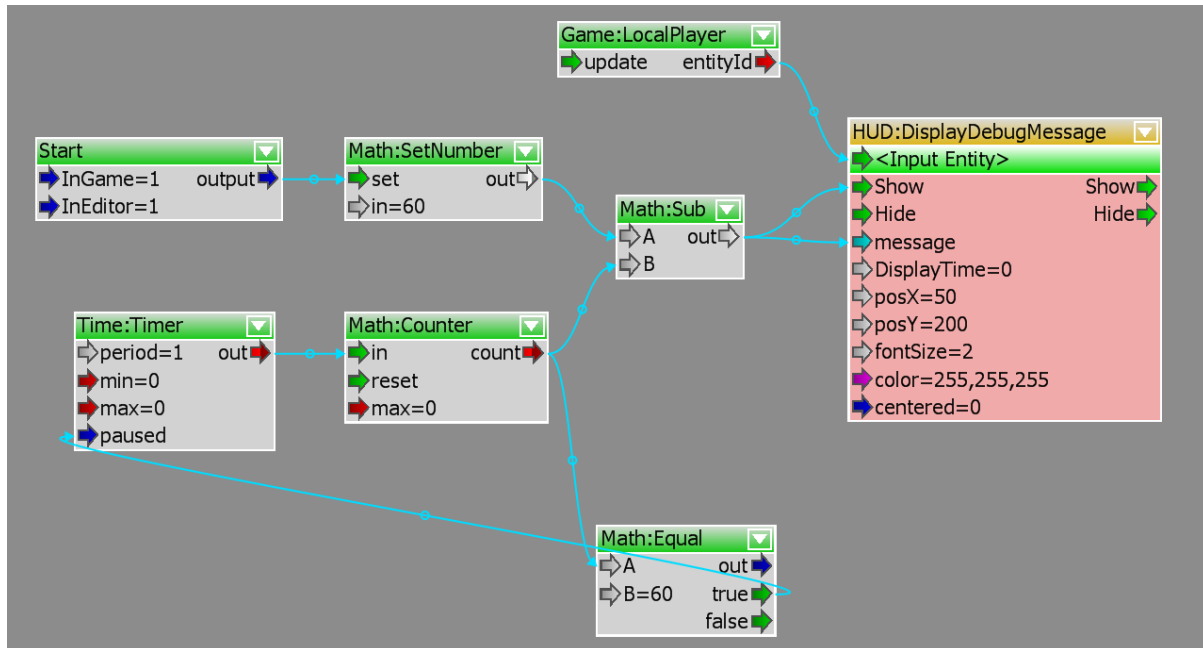


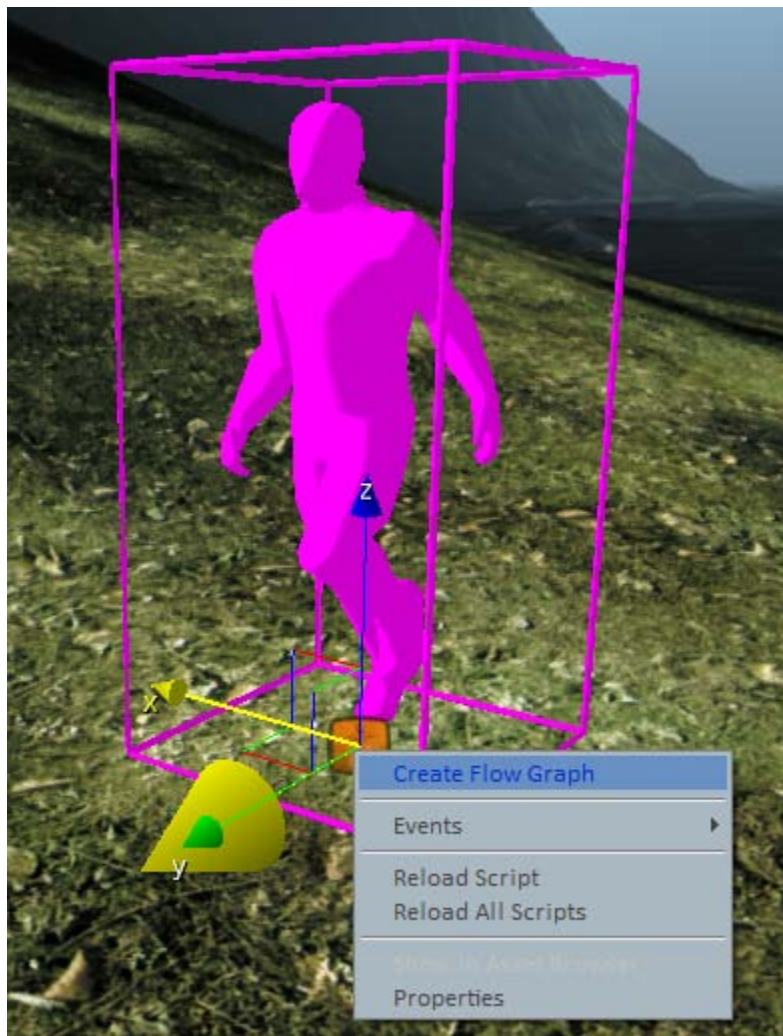


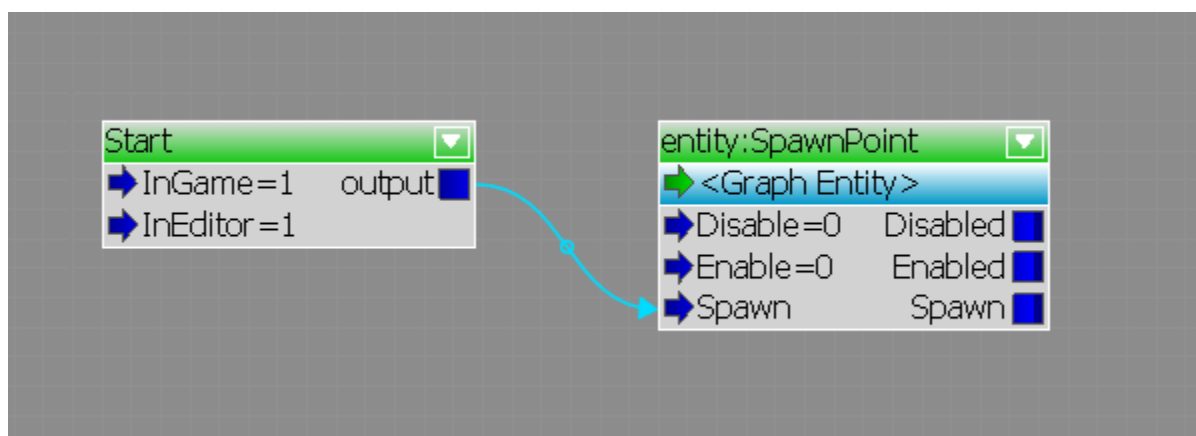
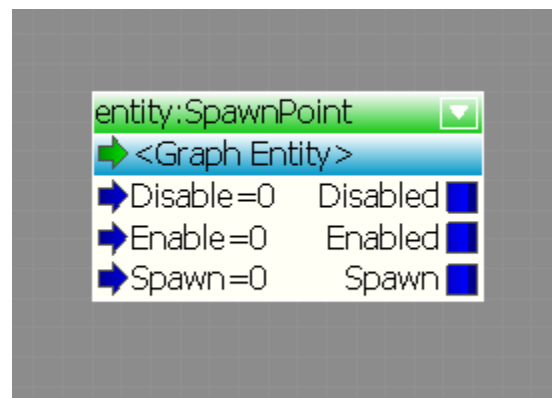




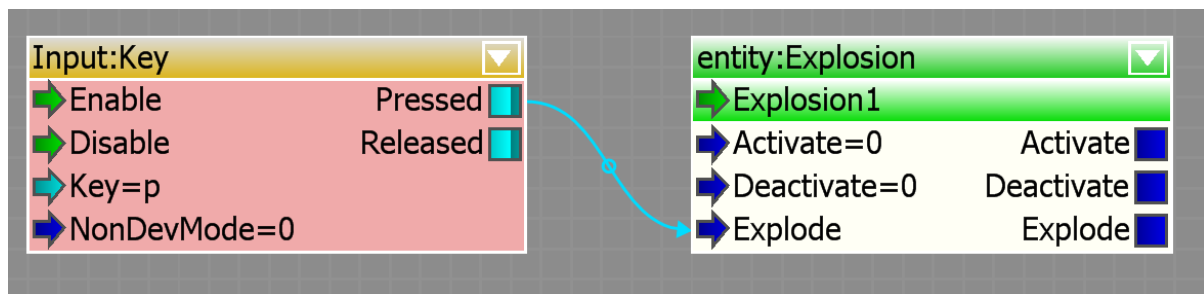
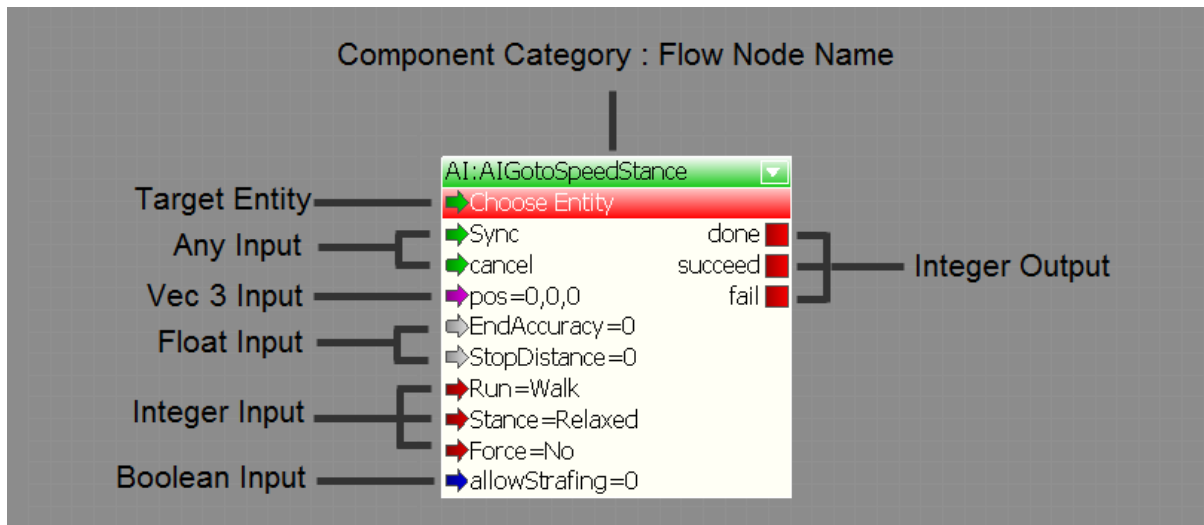
## Chapter 4, I'm a Scripter, Not a Coder

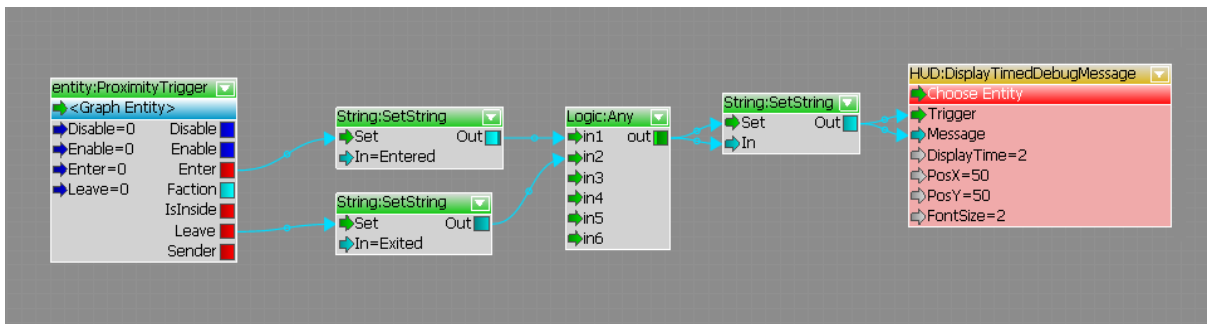
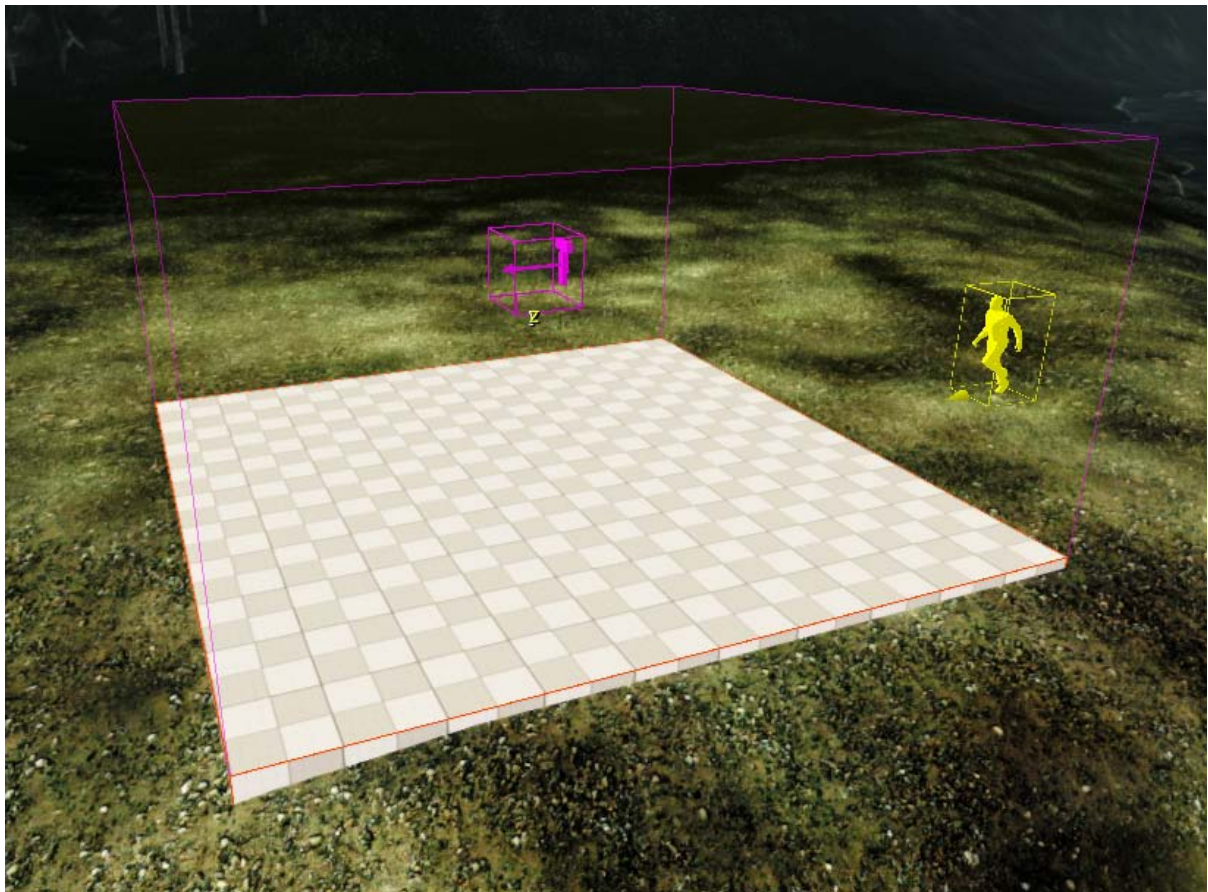












entity:ProximityTrigger

ProximityTrigger

Disable=0 Disable

Enable=0 Enable

Enter=0 Enter

Leave=0 Faction

IsInside

Leave

Sender

entity:TagPoint

TagPoint1

pos=0,0,0 pos

rotate=0,0,0 rotate

scale=0,0,0 scale

fwdDir

rightDir

upDir

AI: AIGotoSpeedStance

Grunt1

Sync done

cancel succeed

pos fail

EndAccuracy=0

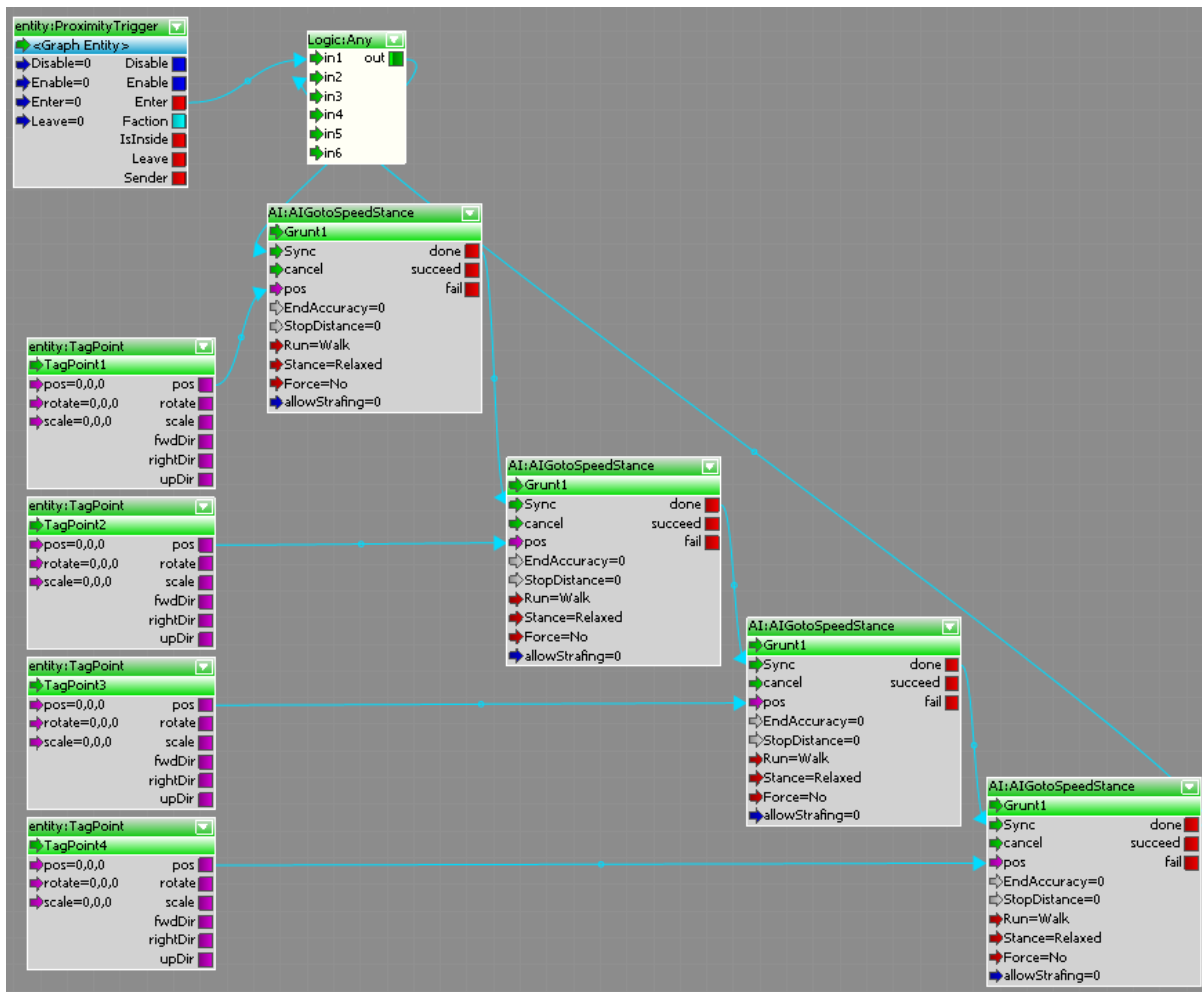
StopDistance=0

Run=Walk

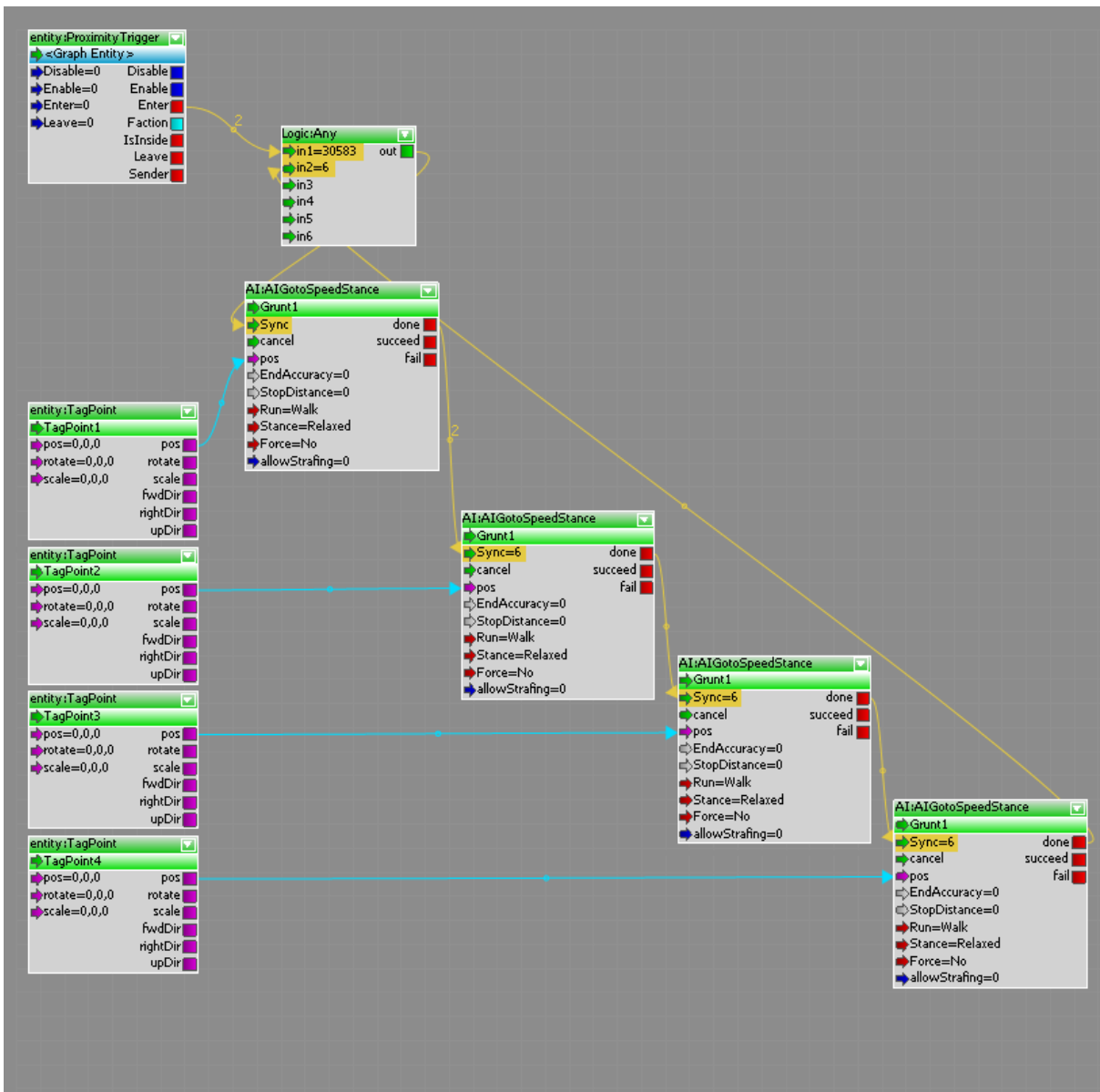
Stance=Relaxed

Force=No

allowStrafing=0







## AI: AIGotoSpeedStance



> <Graph Entity>

> Sync

Add Breakpoint

Remove Breakpoint

Remove Breakpoints For Node

Remove Breakpoints For Graph

done



succeed



fail



EndAccuracy=0

StopDistance=0

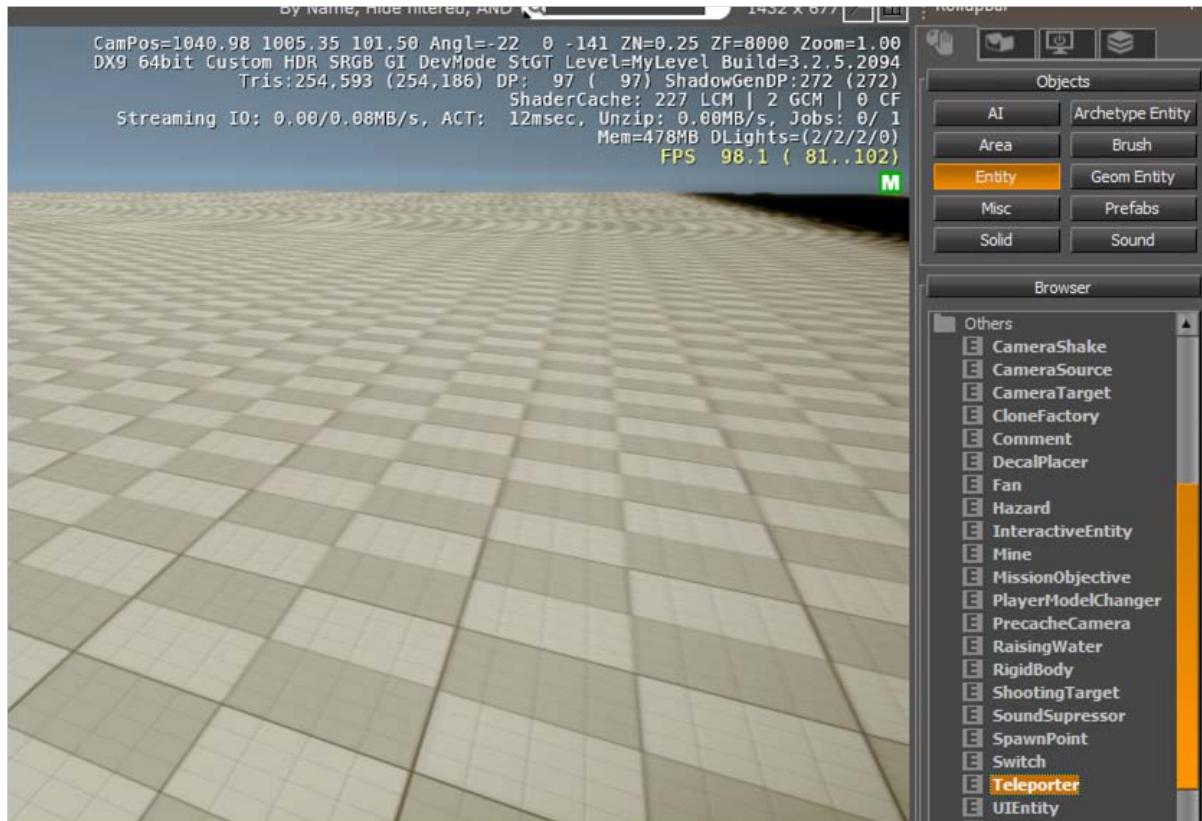
Run=Run

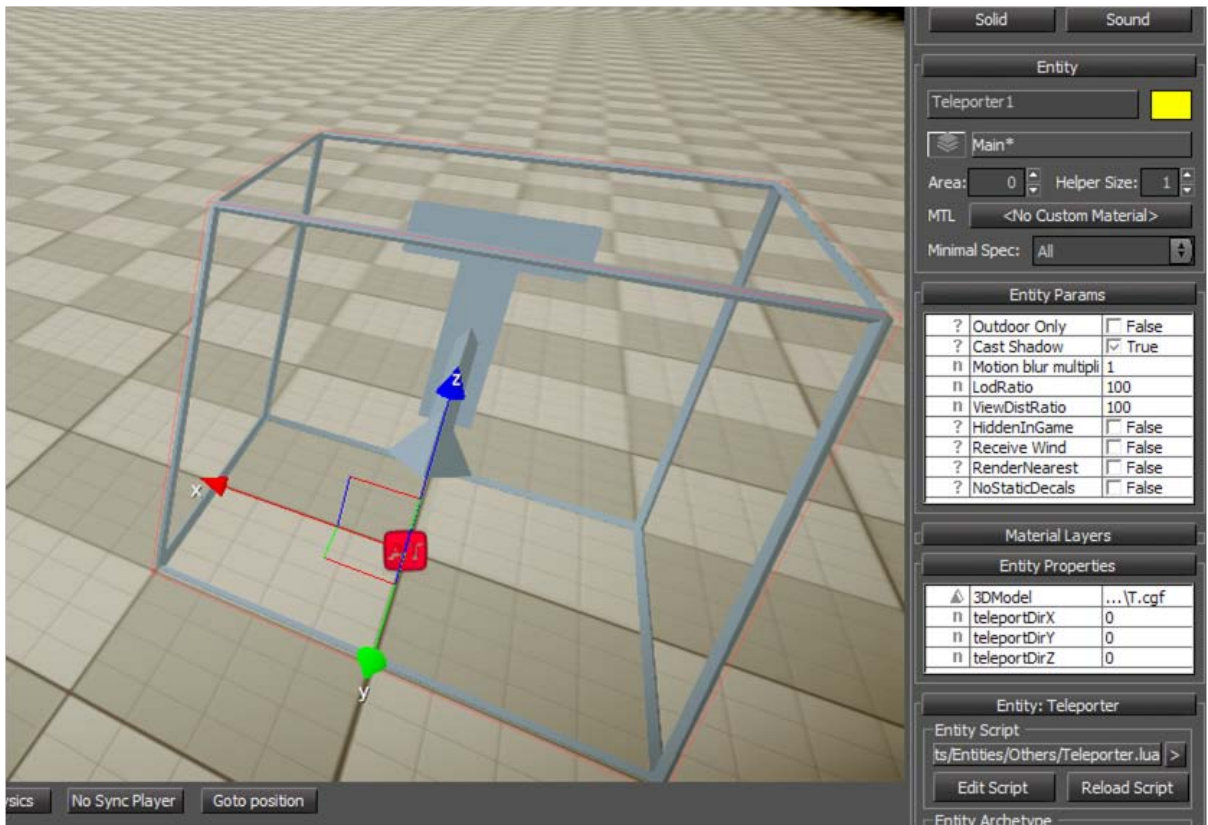
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Force=No

allowStrafing=0

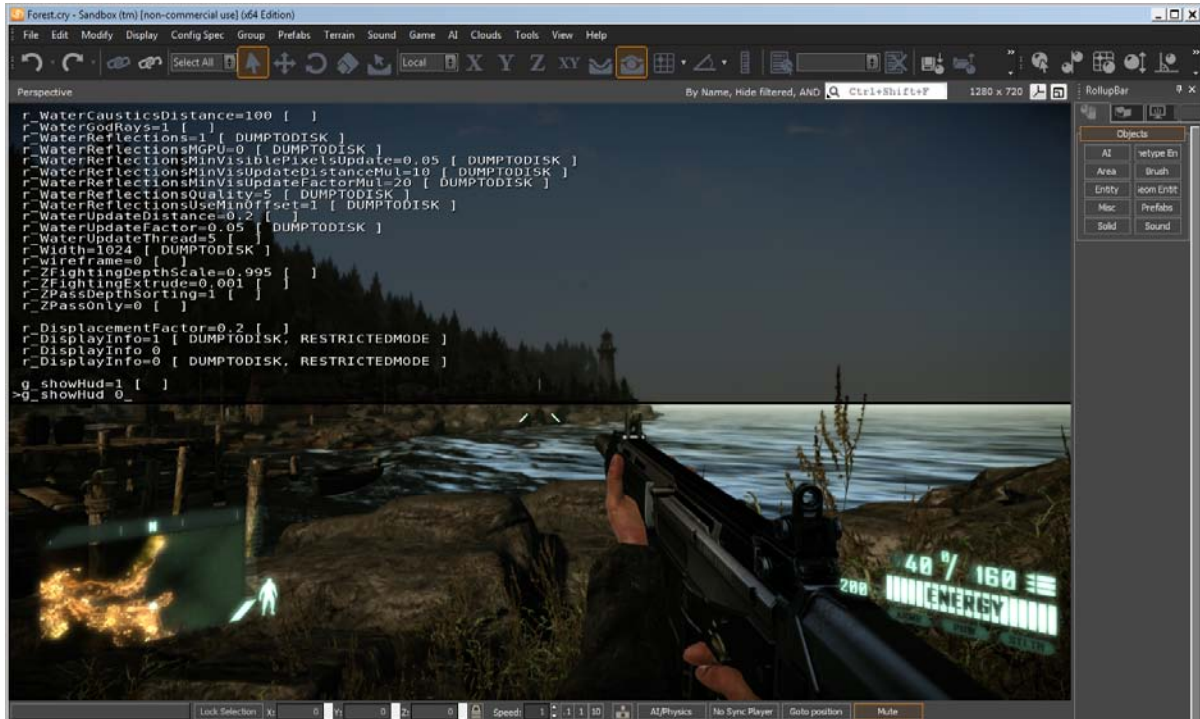
## Chapter 5, C++ and Compiling Your Own Game Code

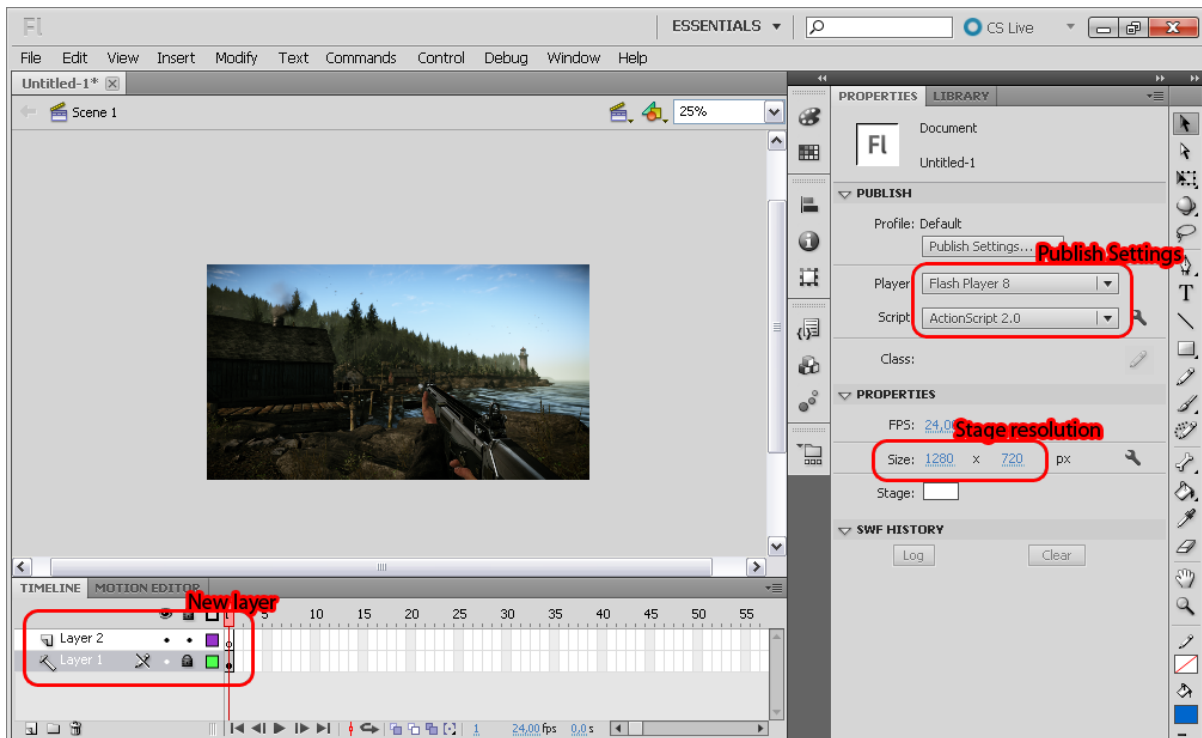


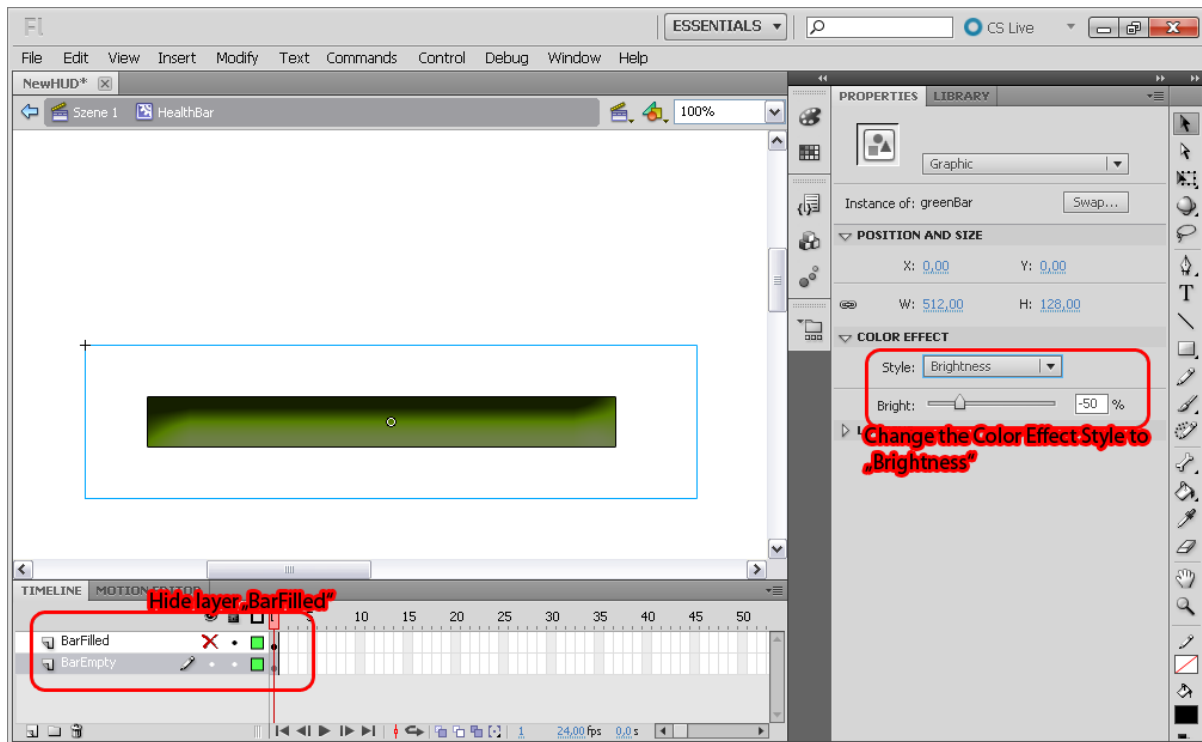


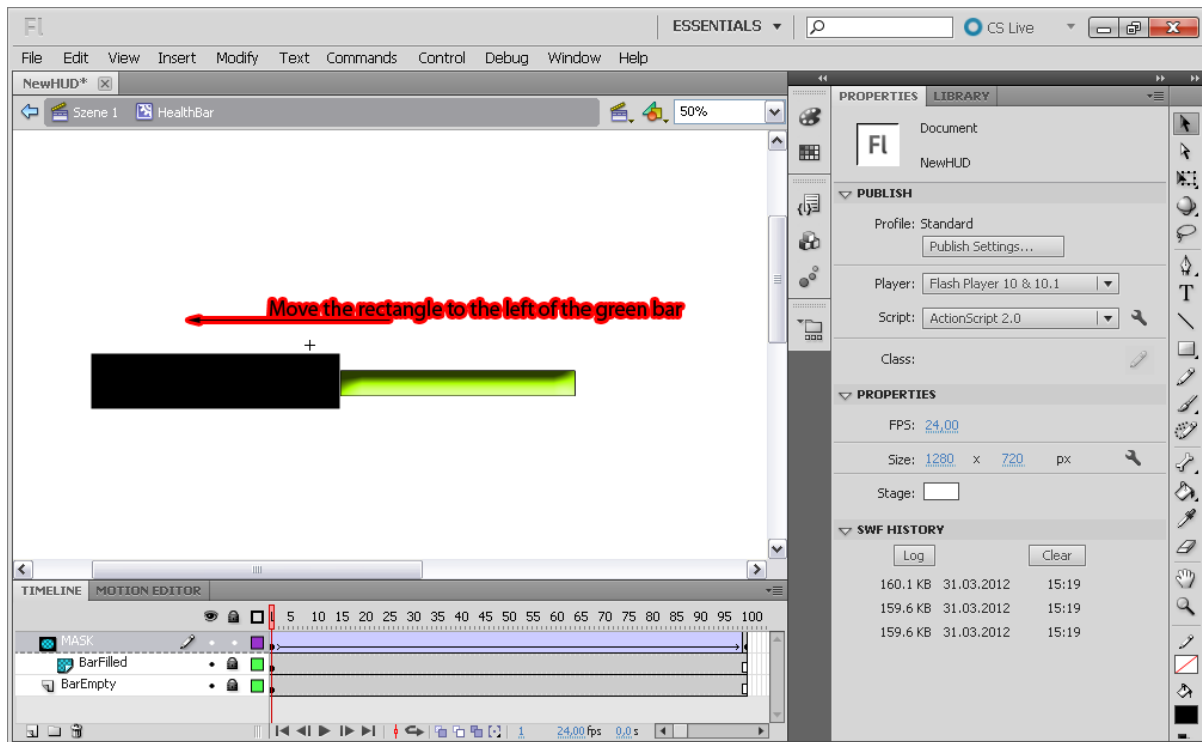


## Chapter 6, User Interface and HUD Creation with Flash

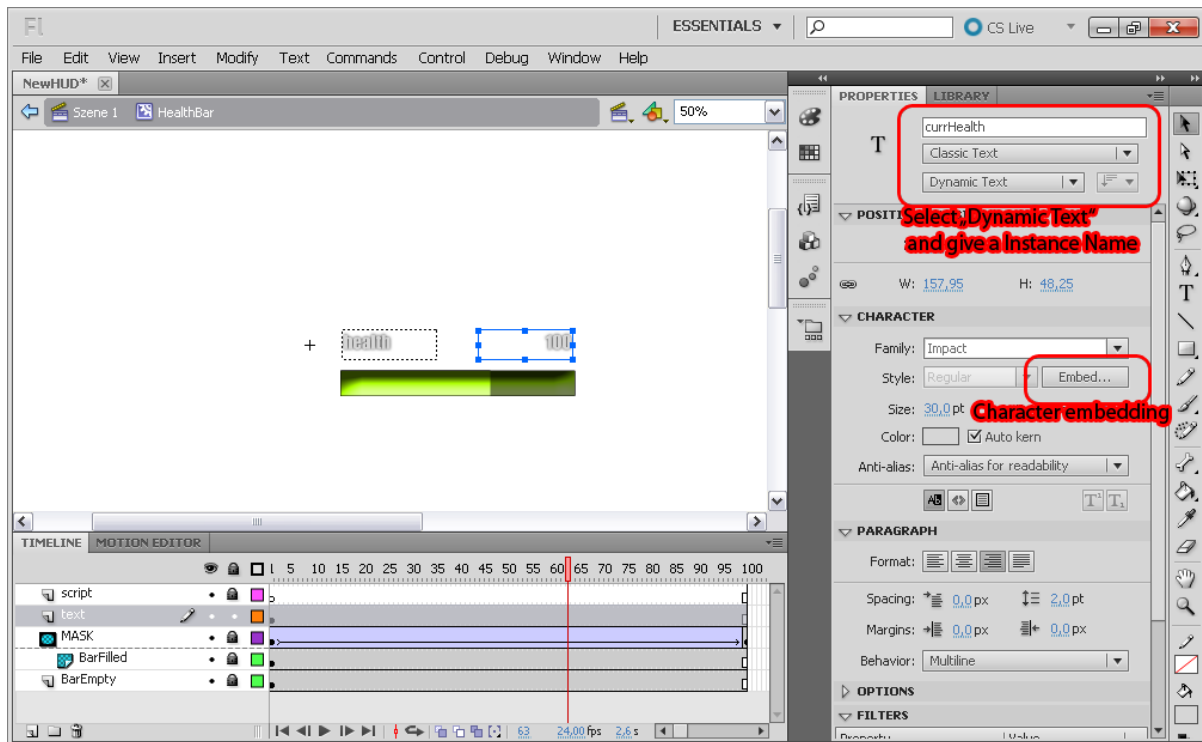


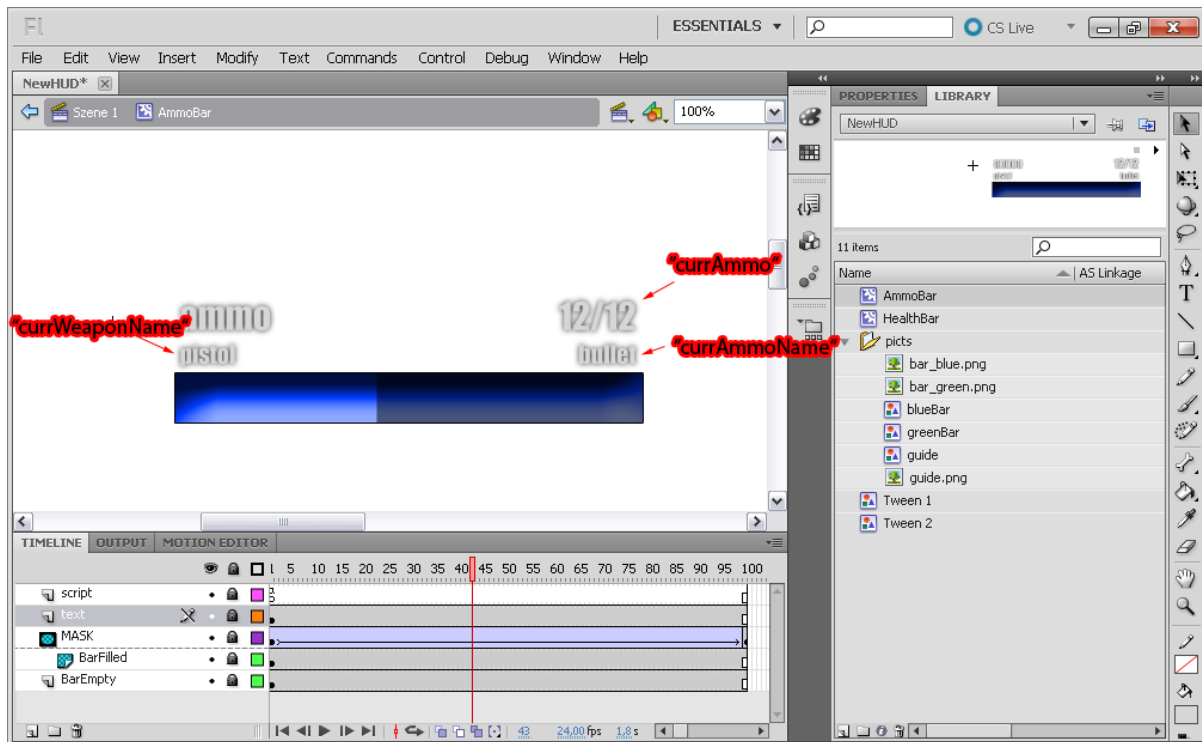


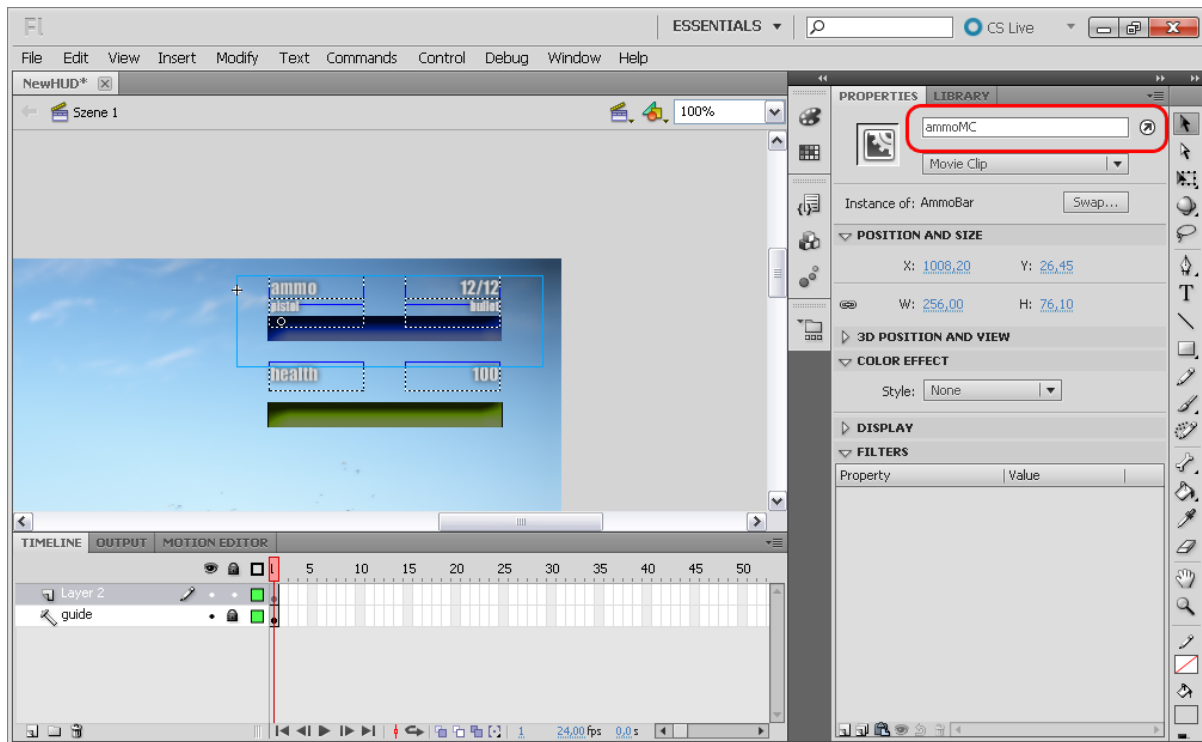


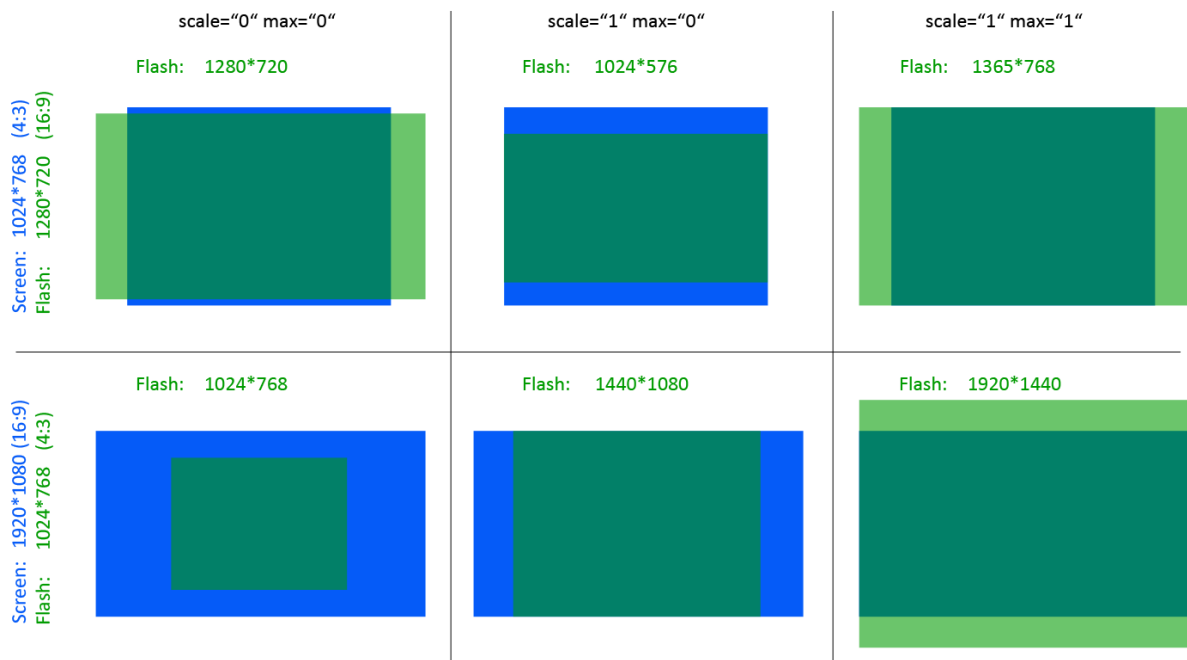




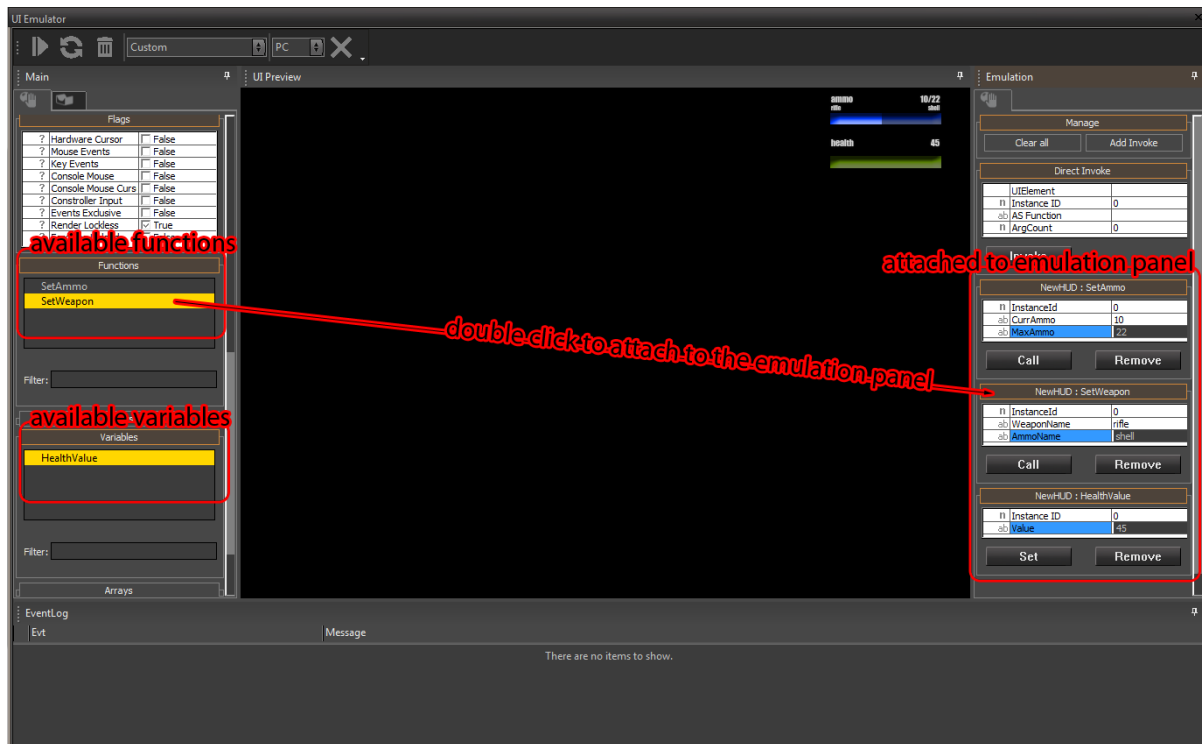


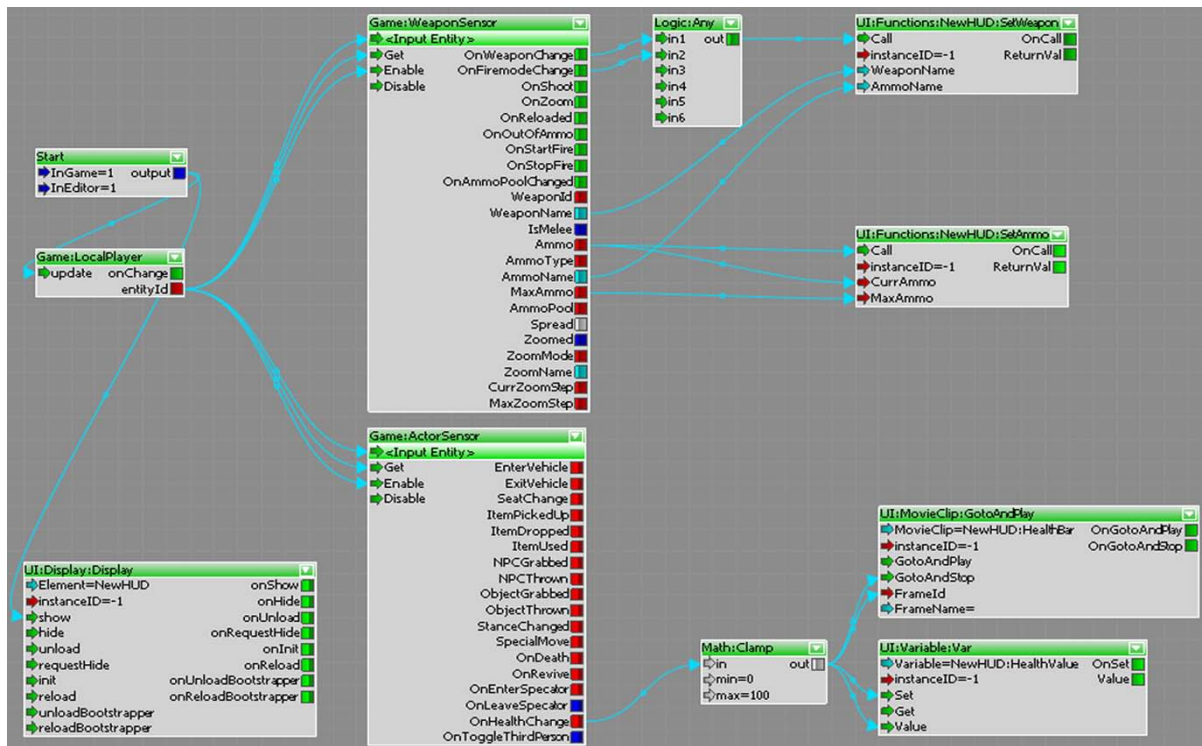










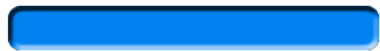




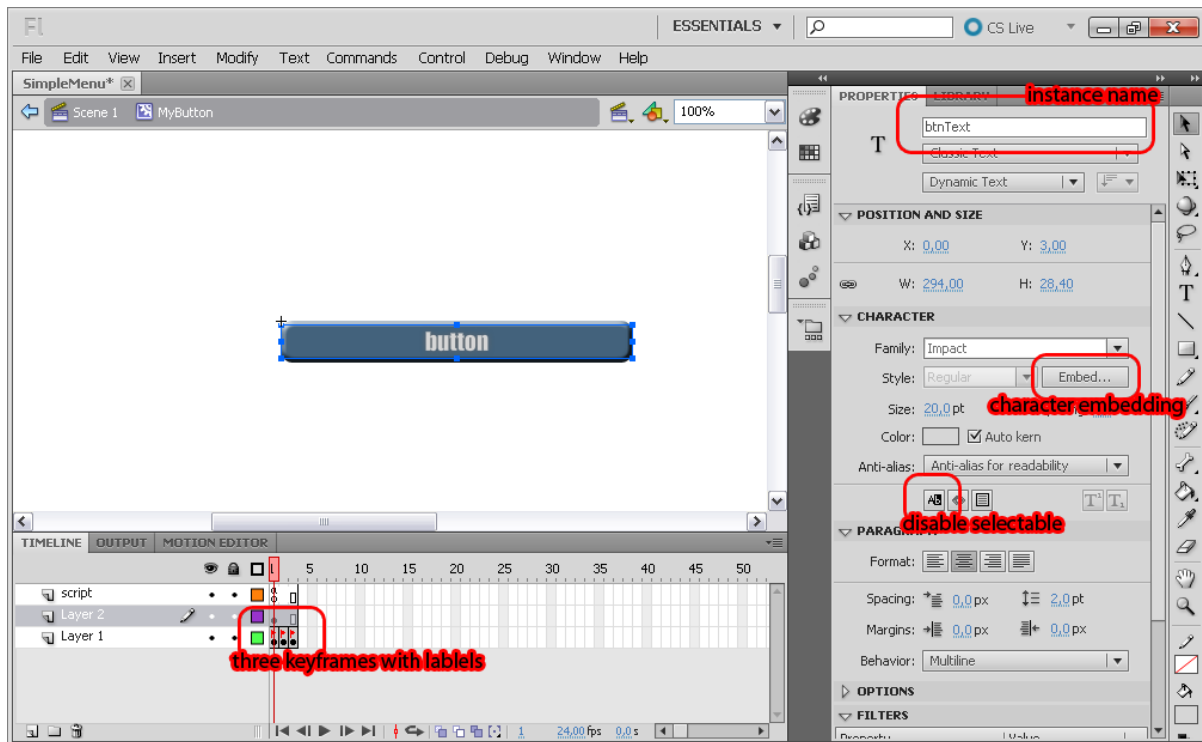
button\_out.png



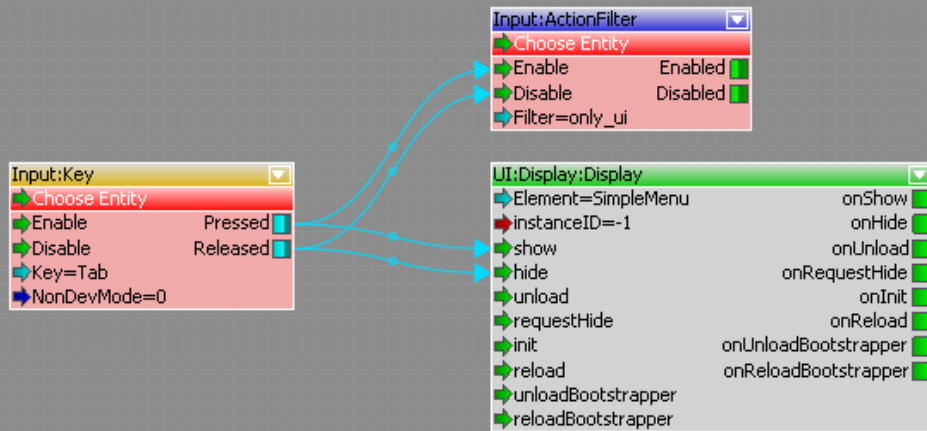
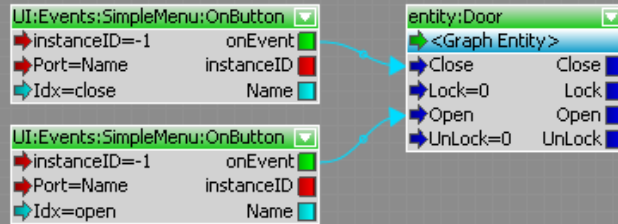
button\_over.png

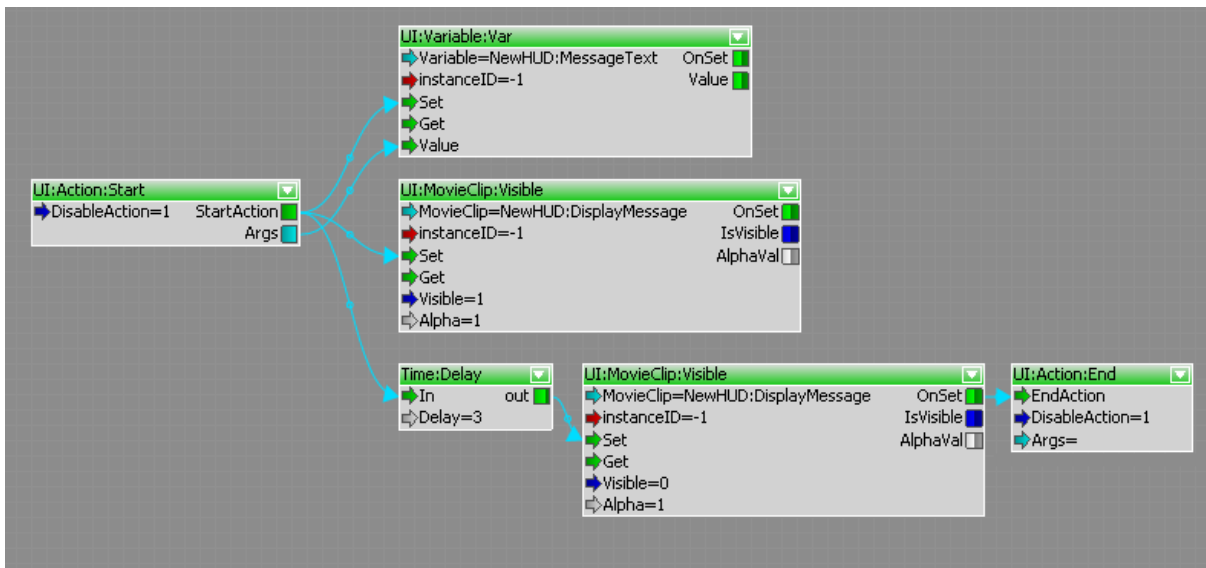


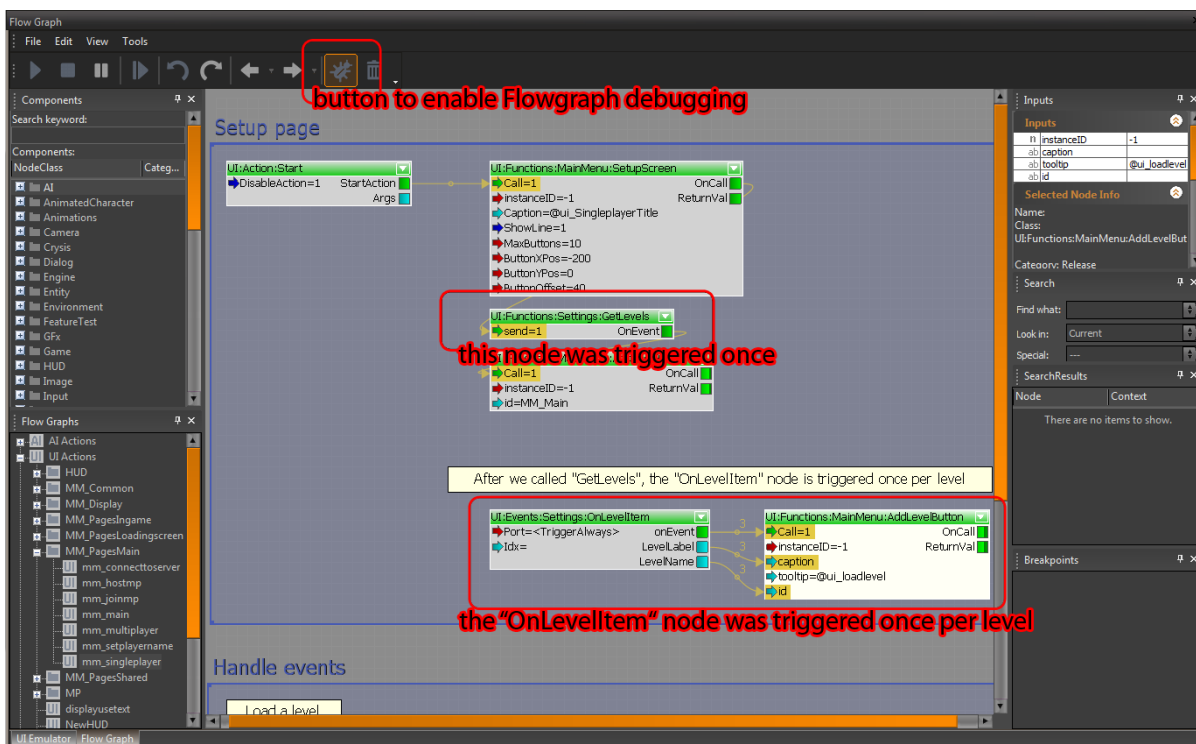
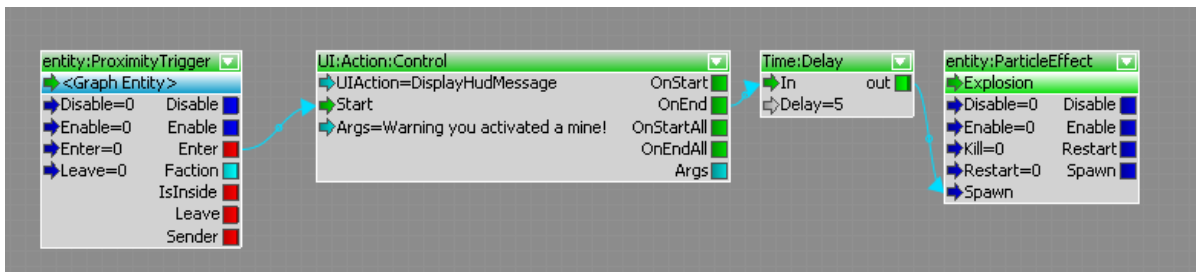
button\_down.png



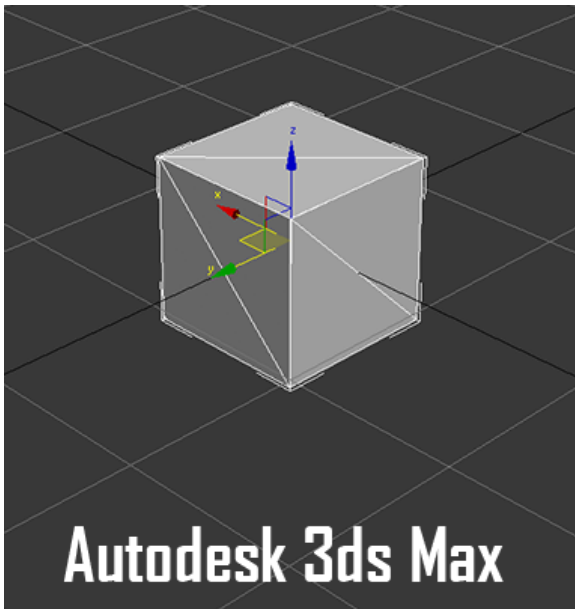




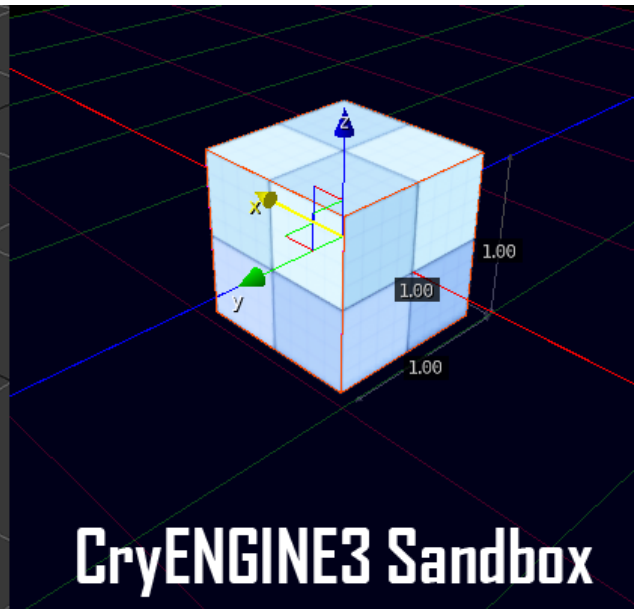




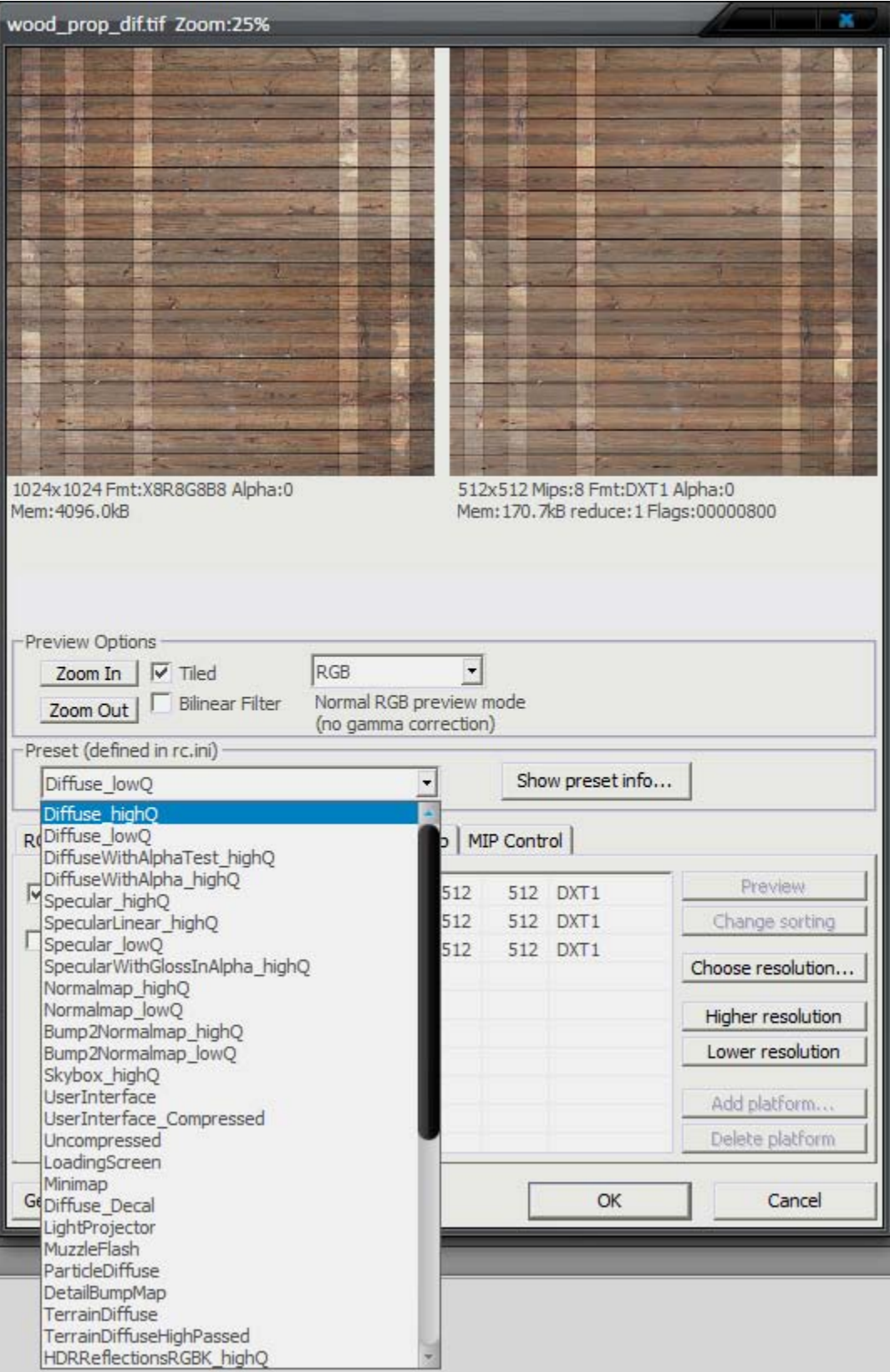
## Chapter 7, Creating Assets for the CryENGINE 3



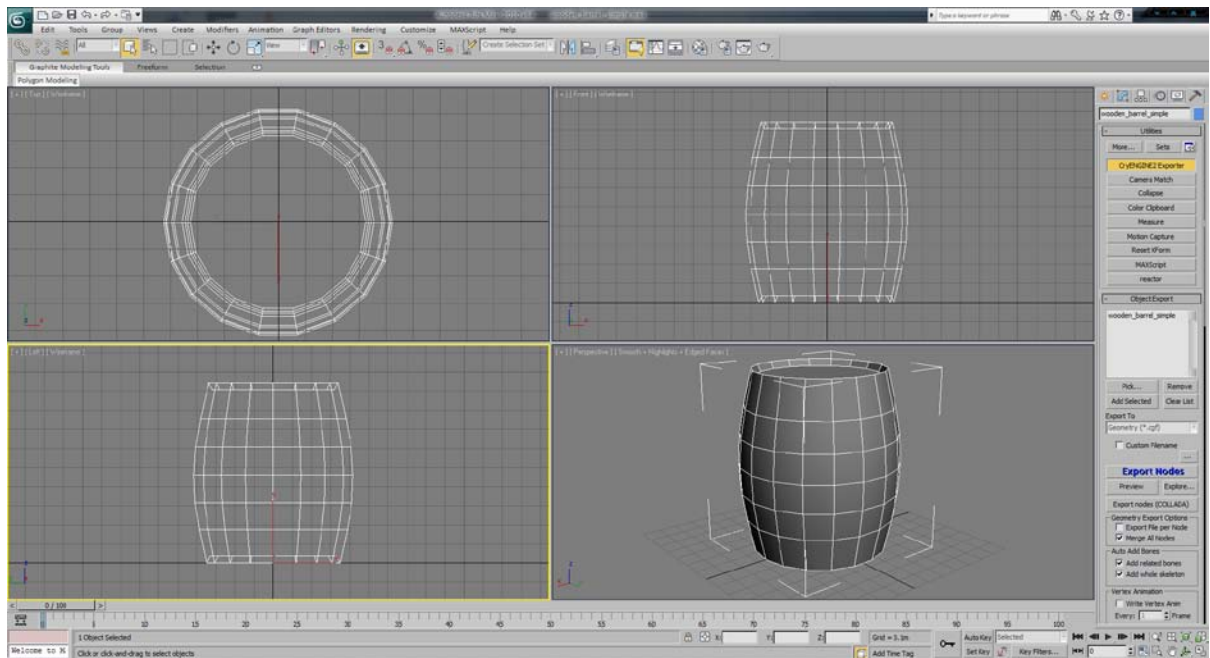
**Autodesk 3ds Max**

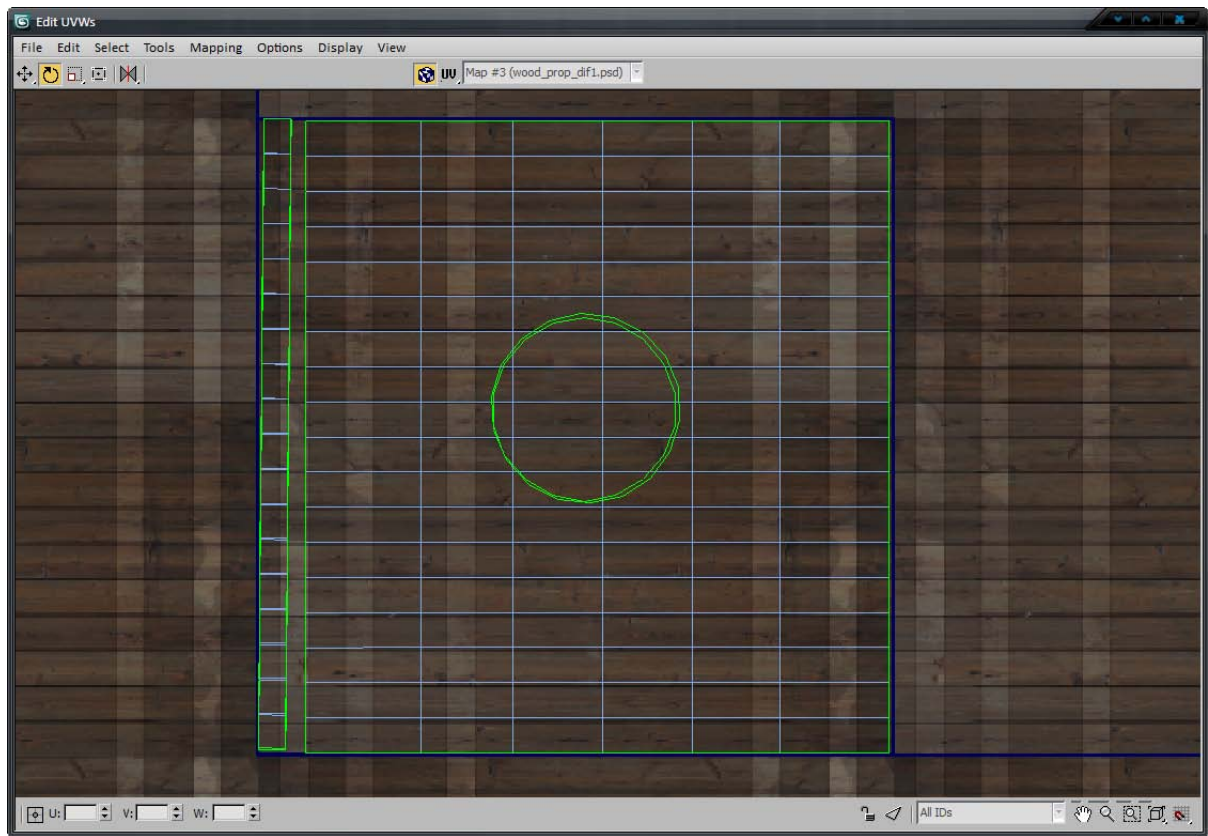


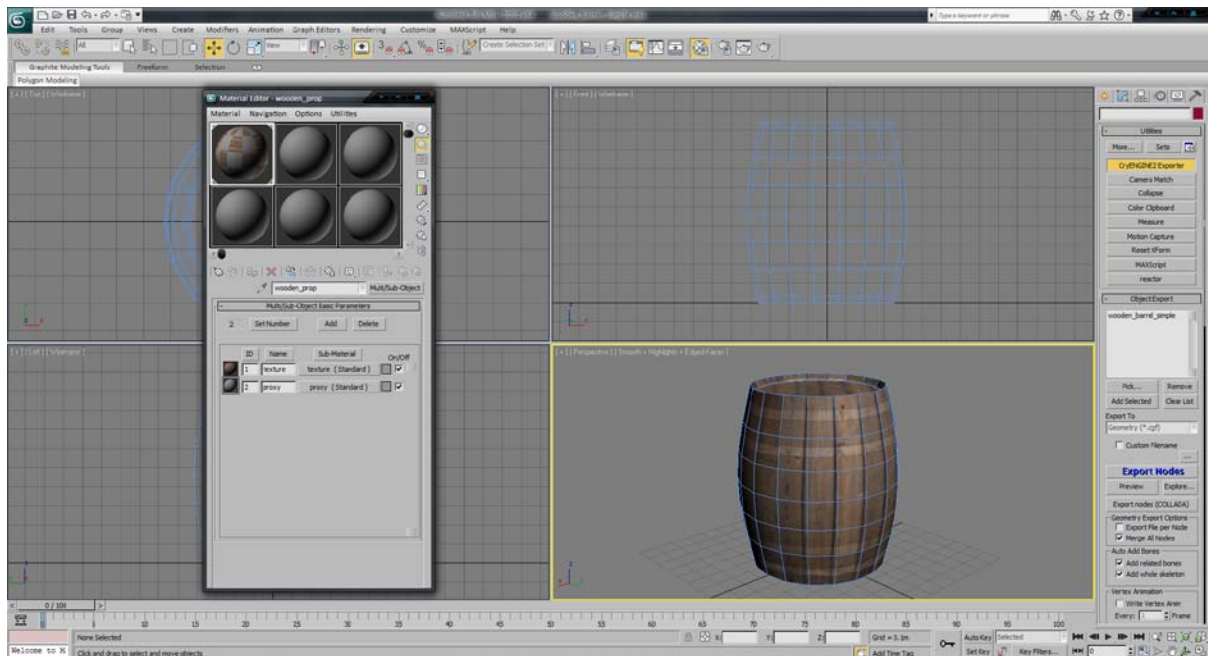
**CryENGINE3 Sandbox**

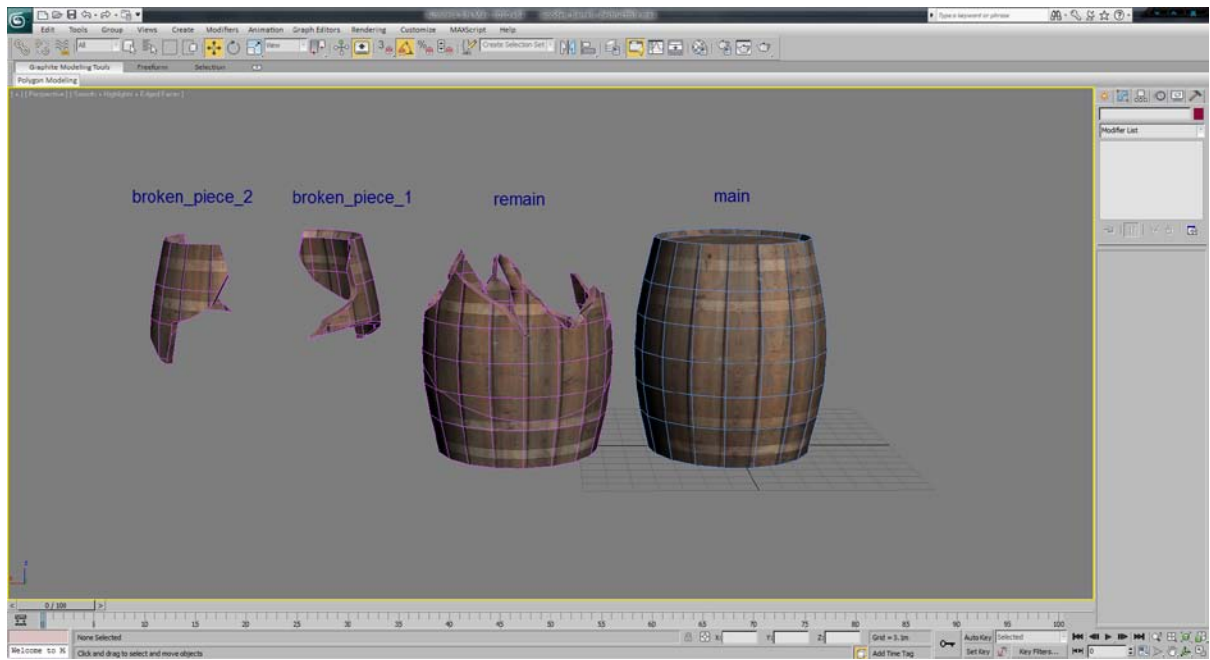








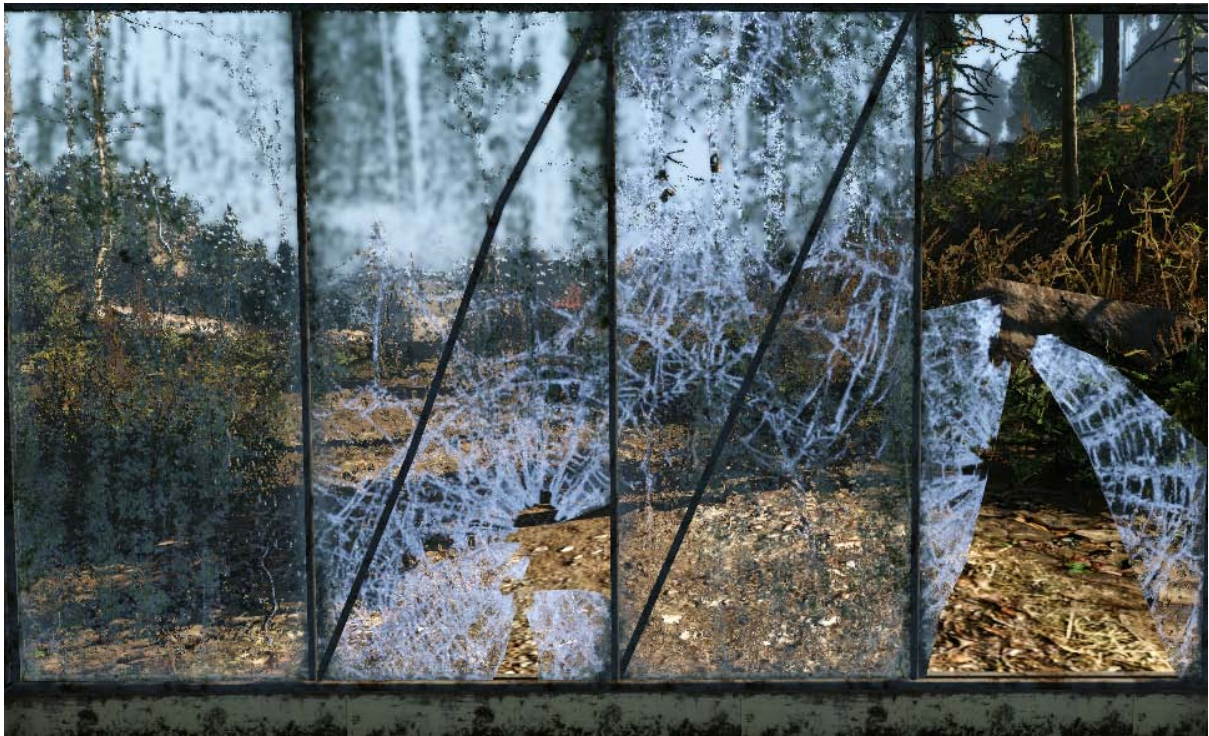




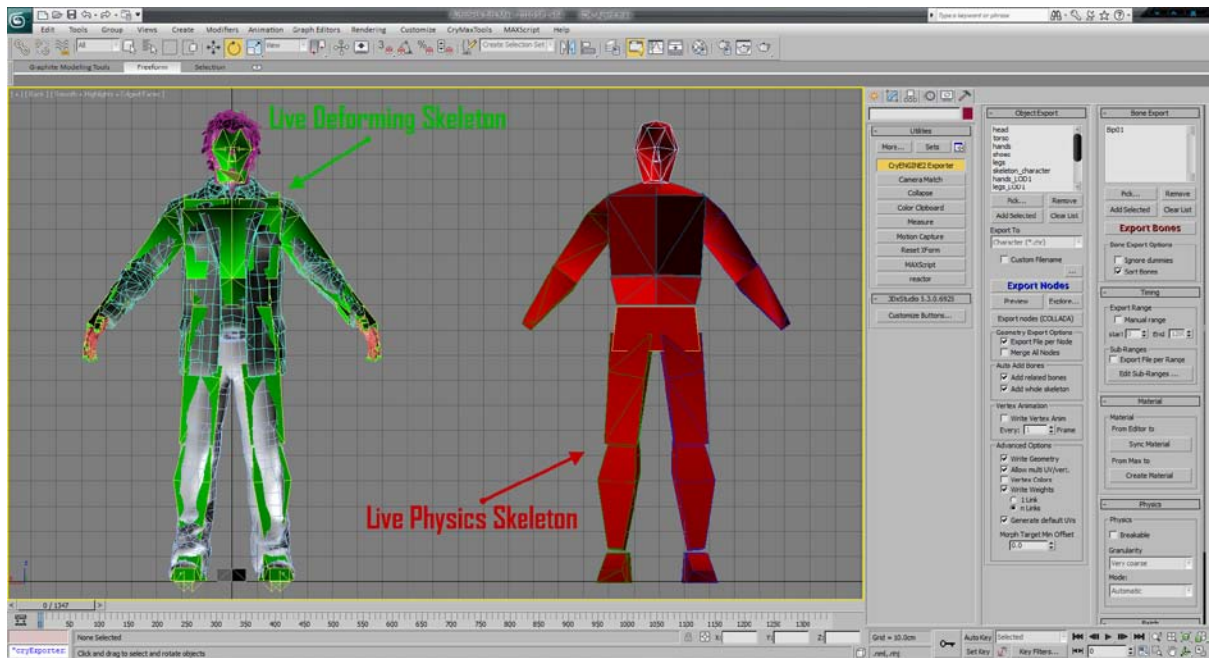




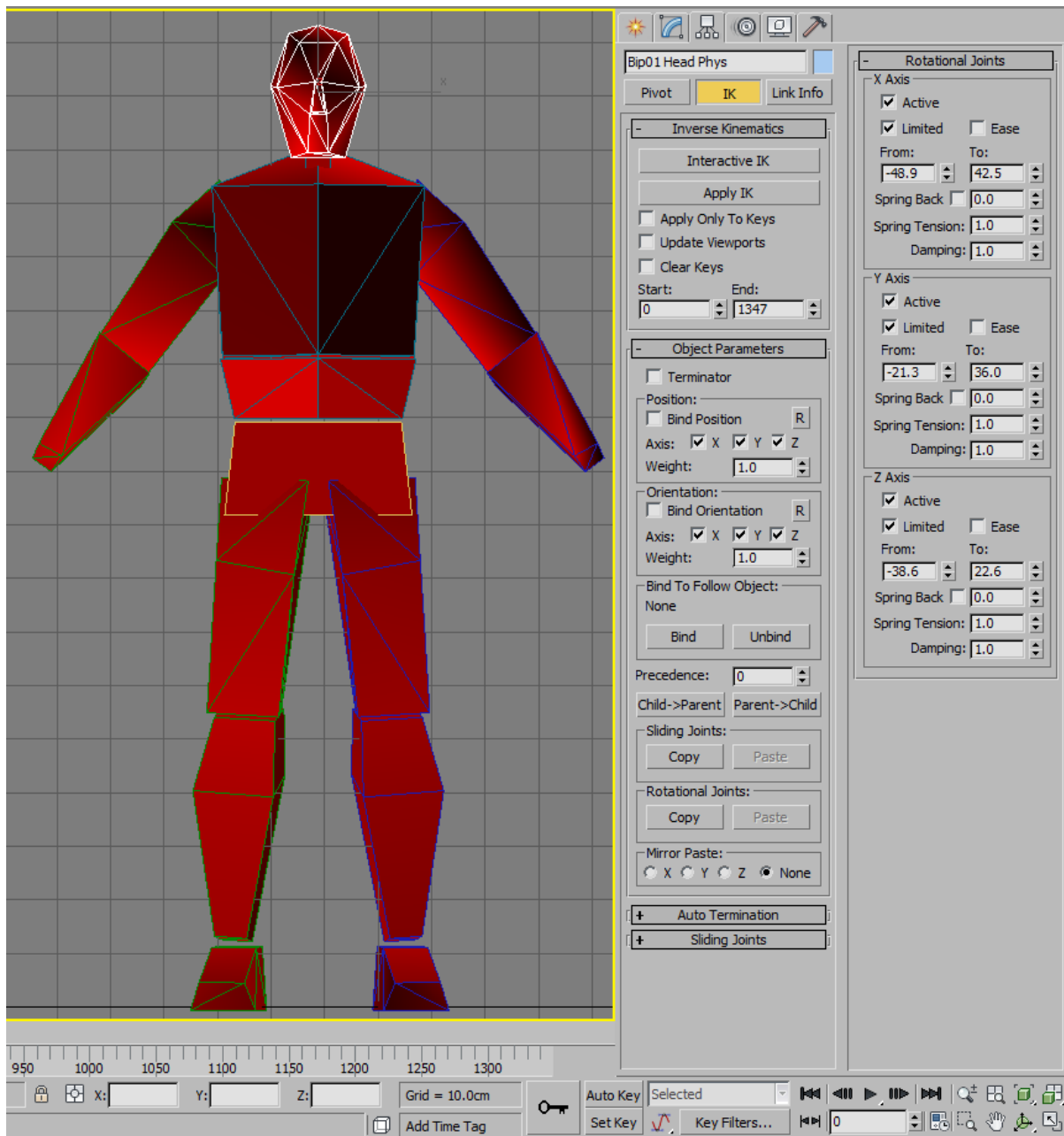


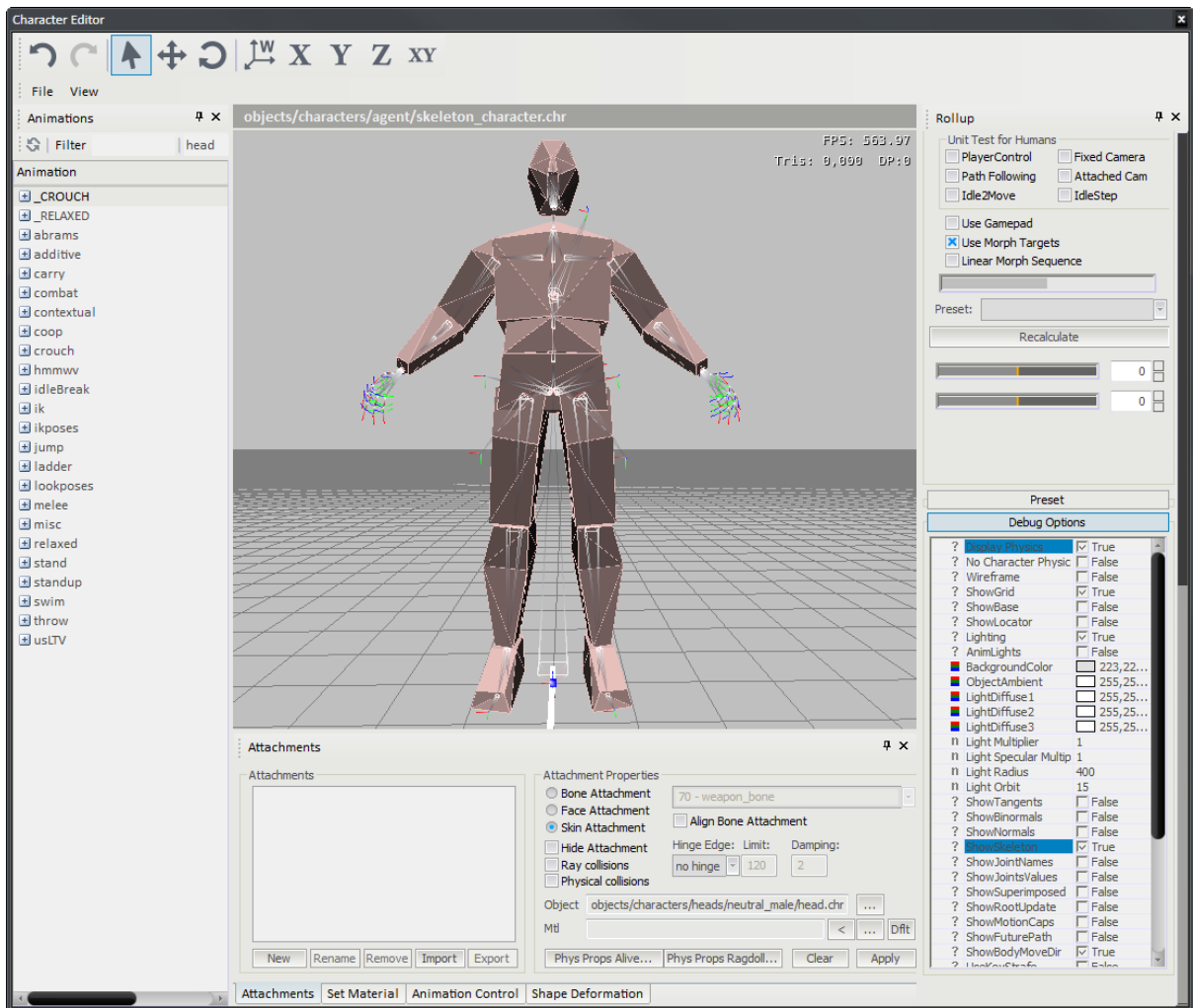




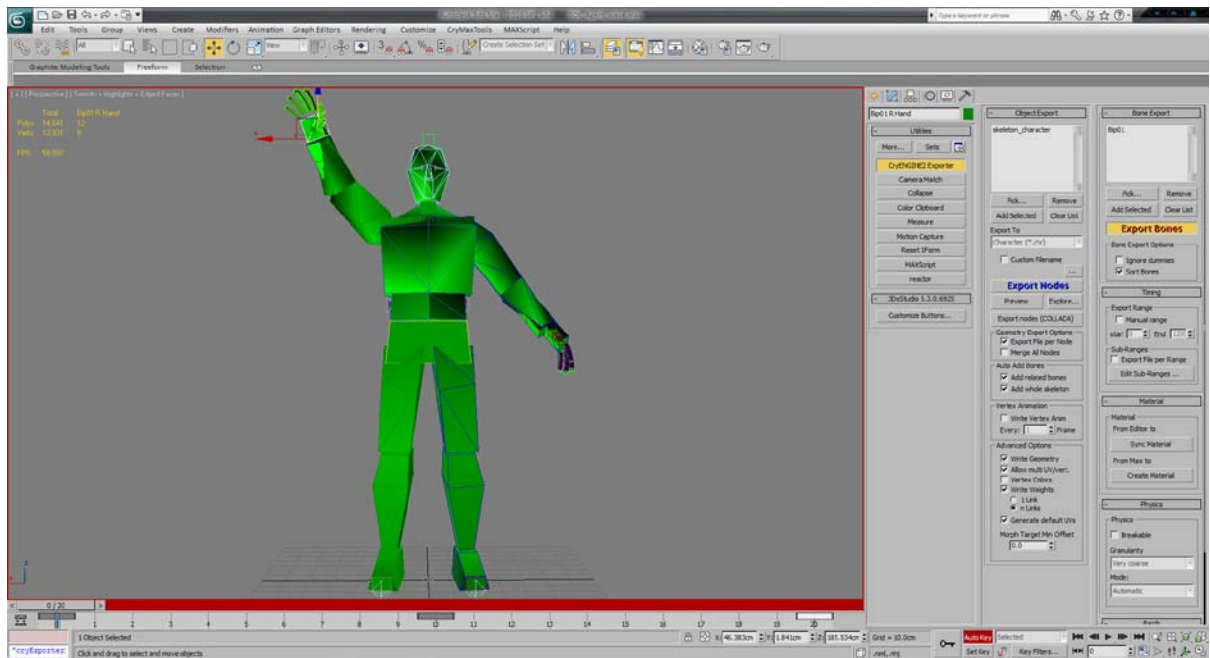




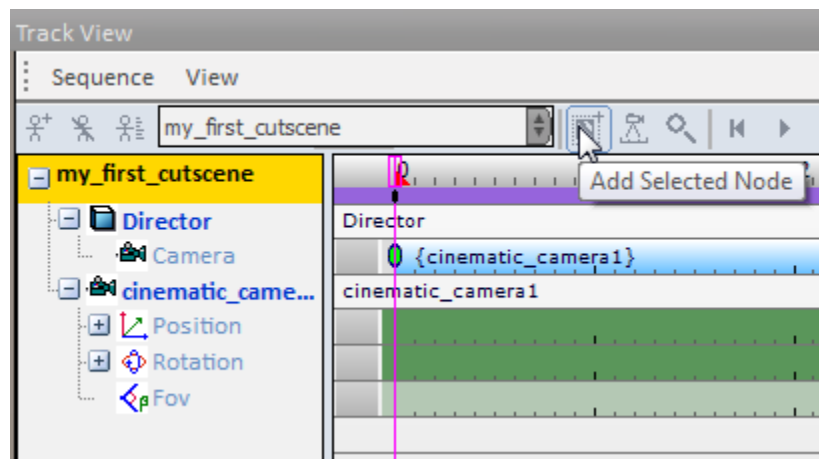
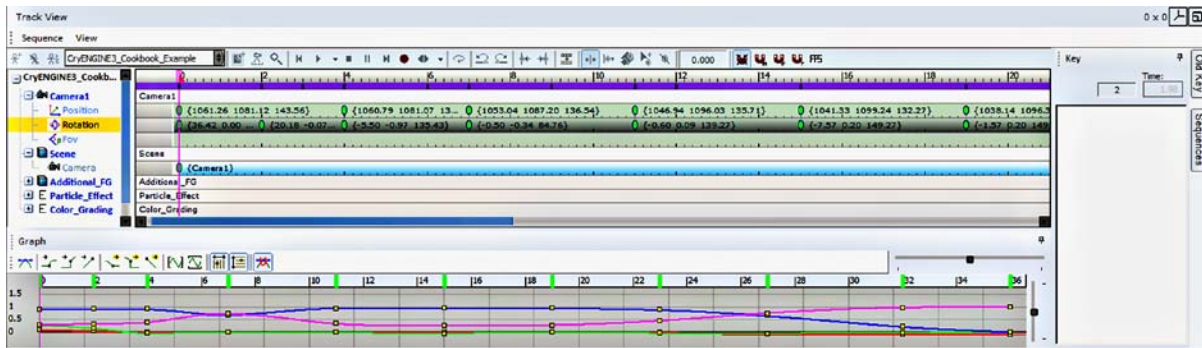


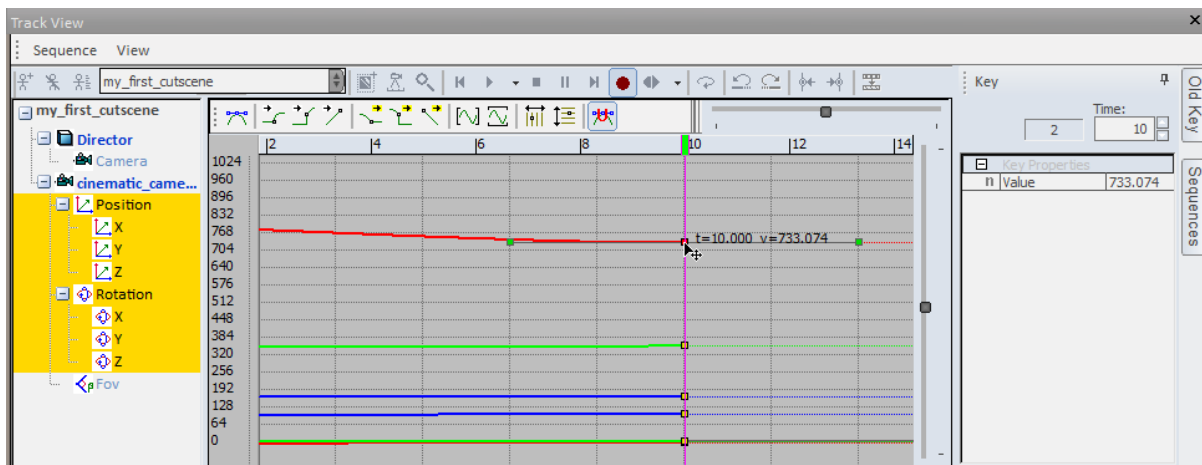
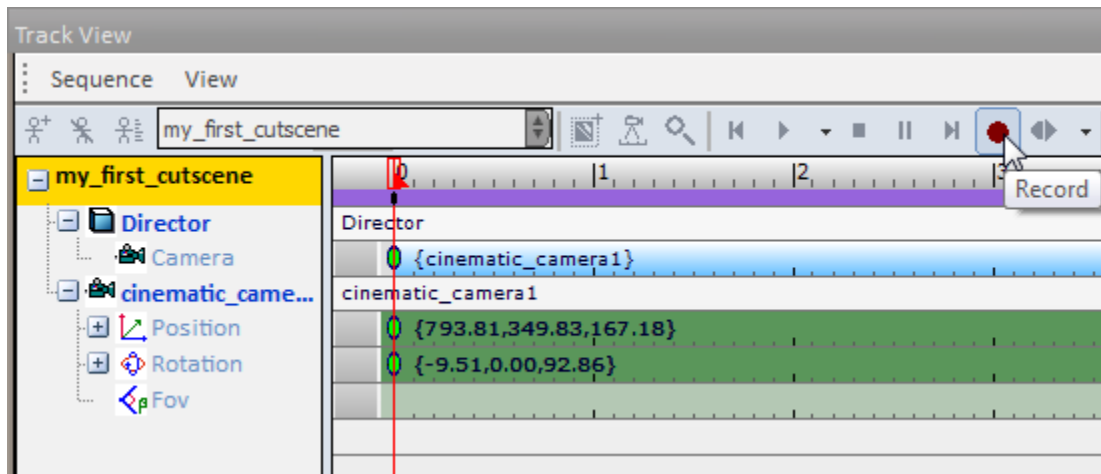


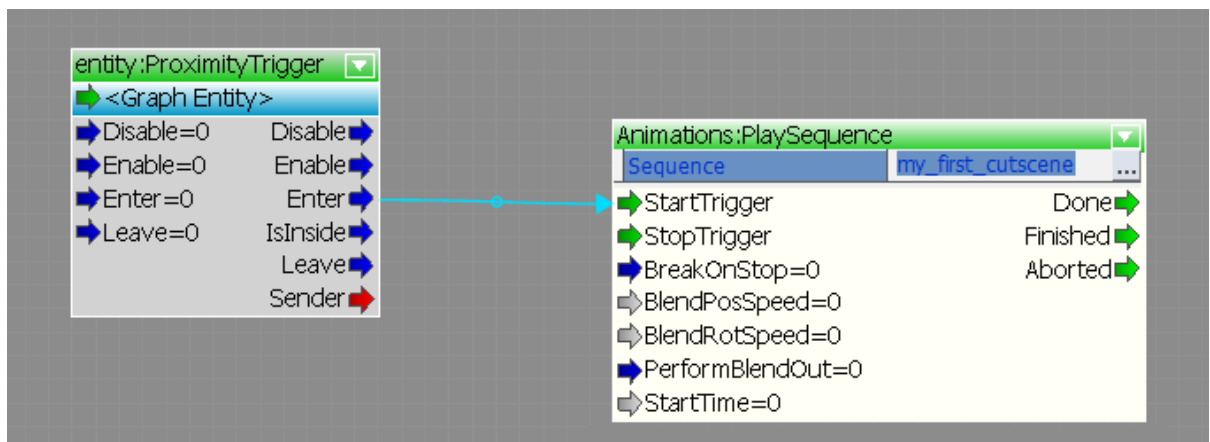
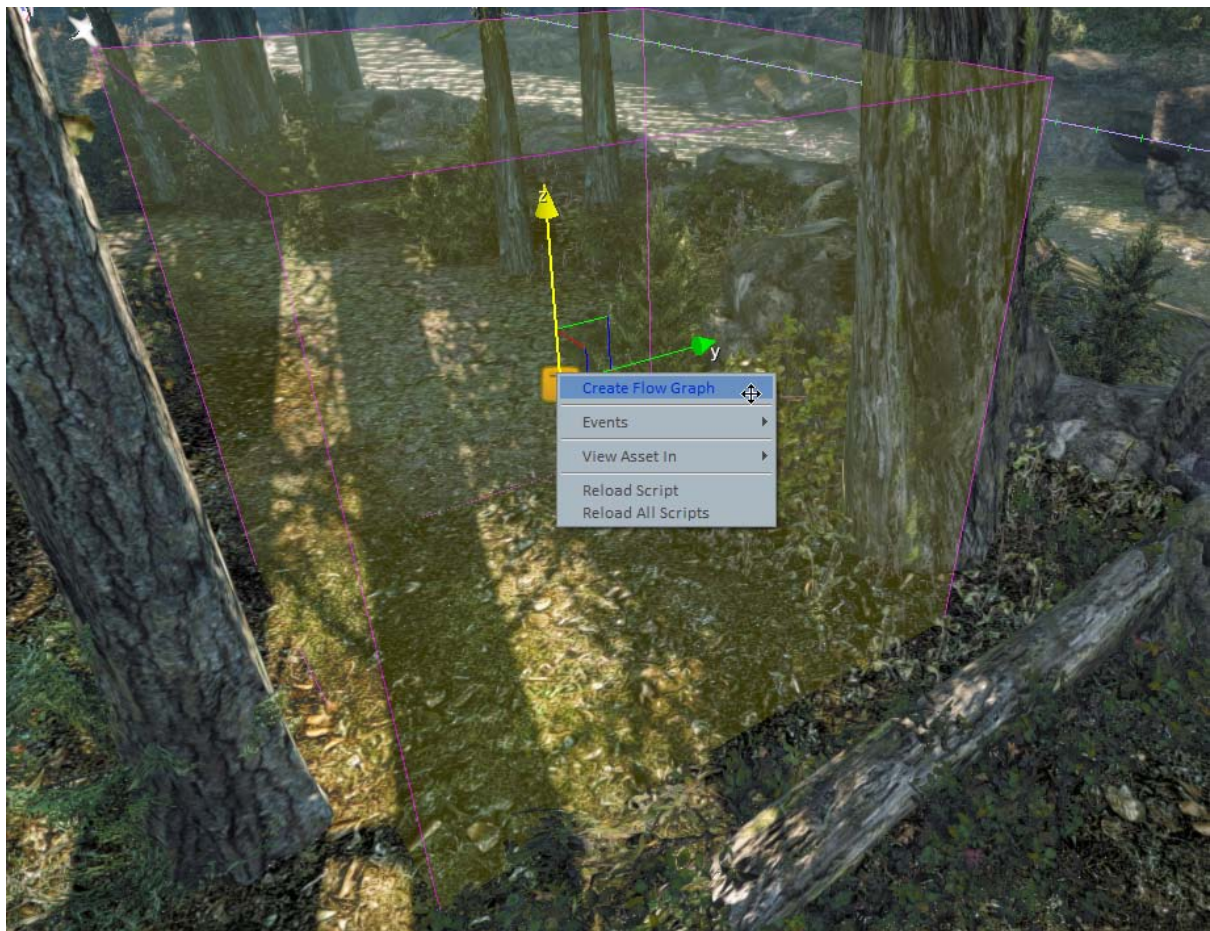




## Chapter 8, Creating Real-time Cutscenes and Cinematic Events

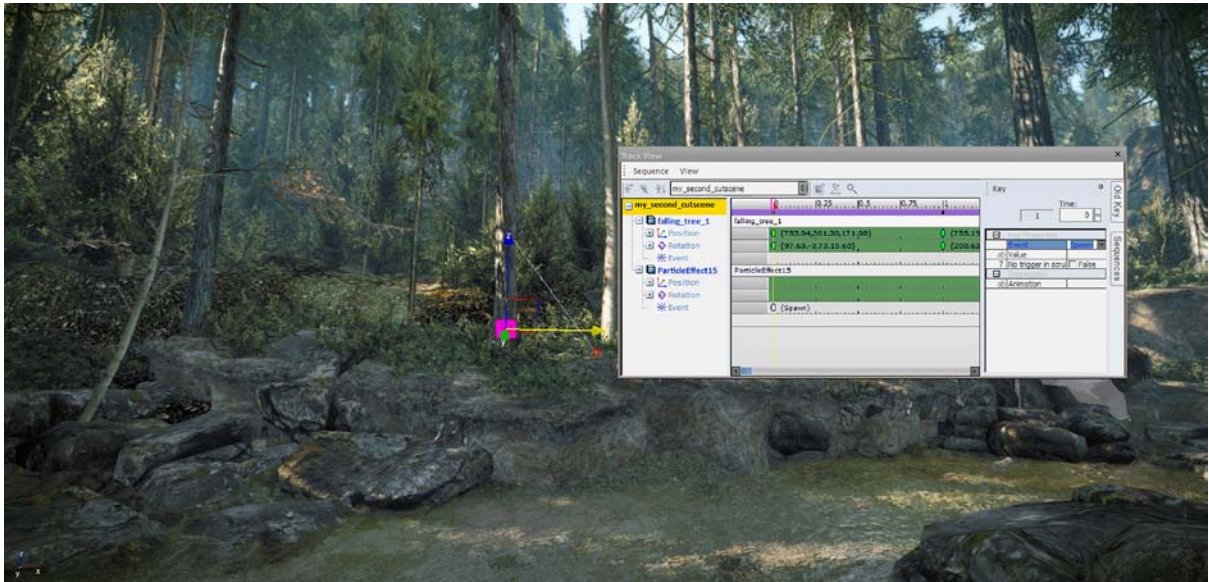
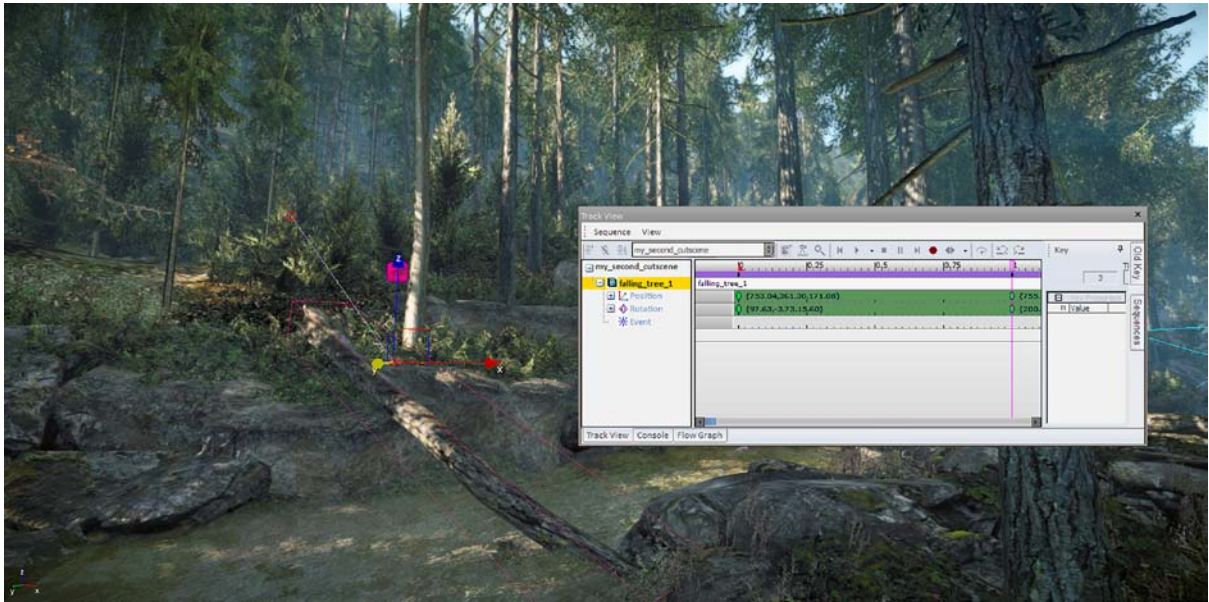


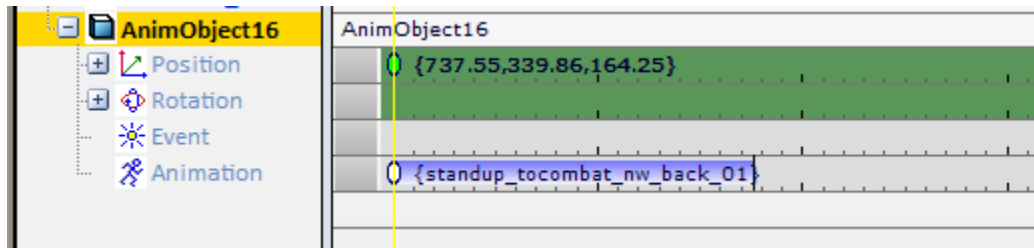
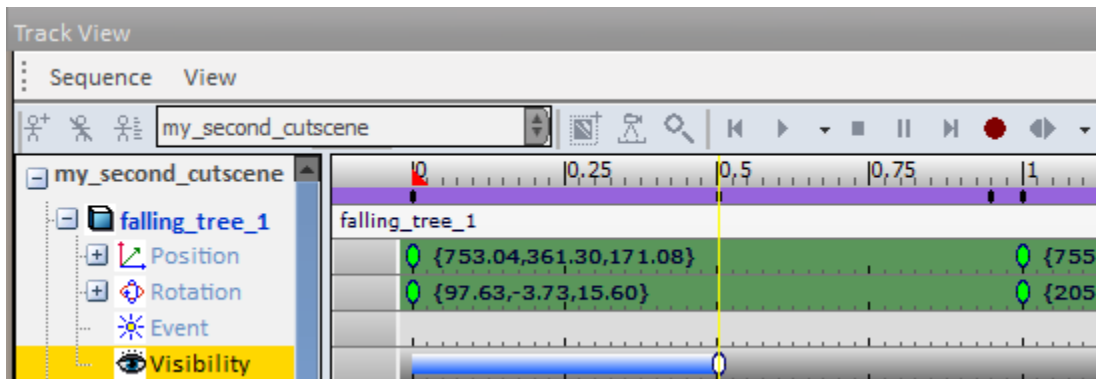
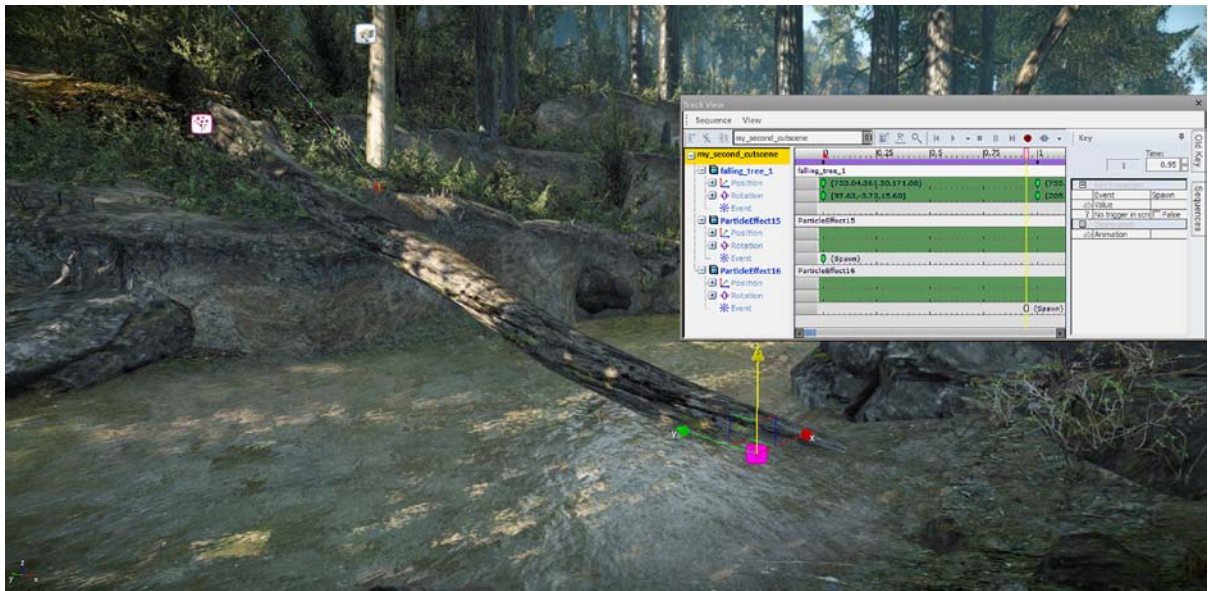


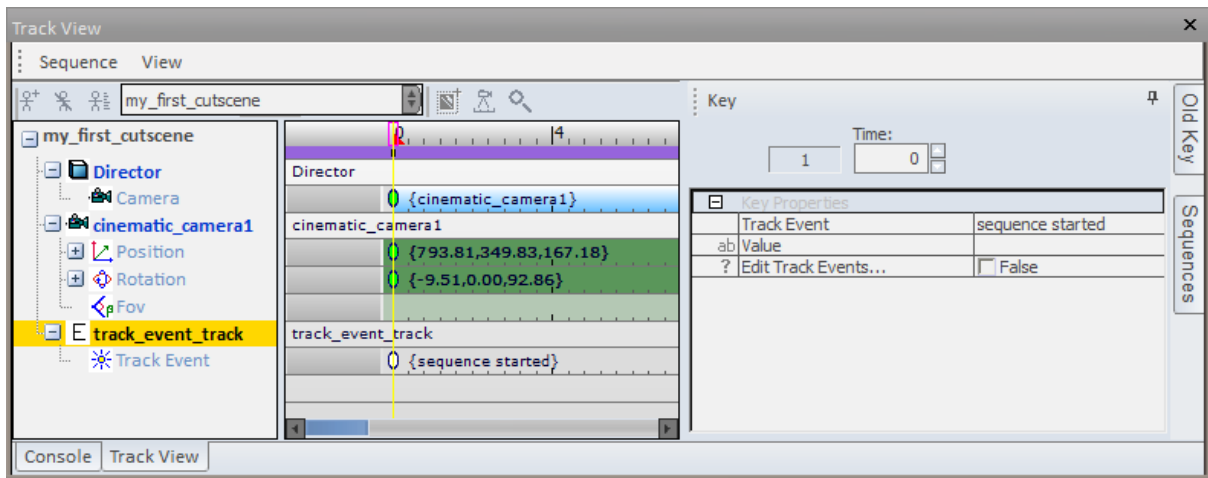
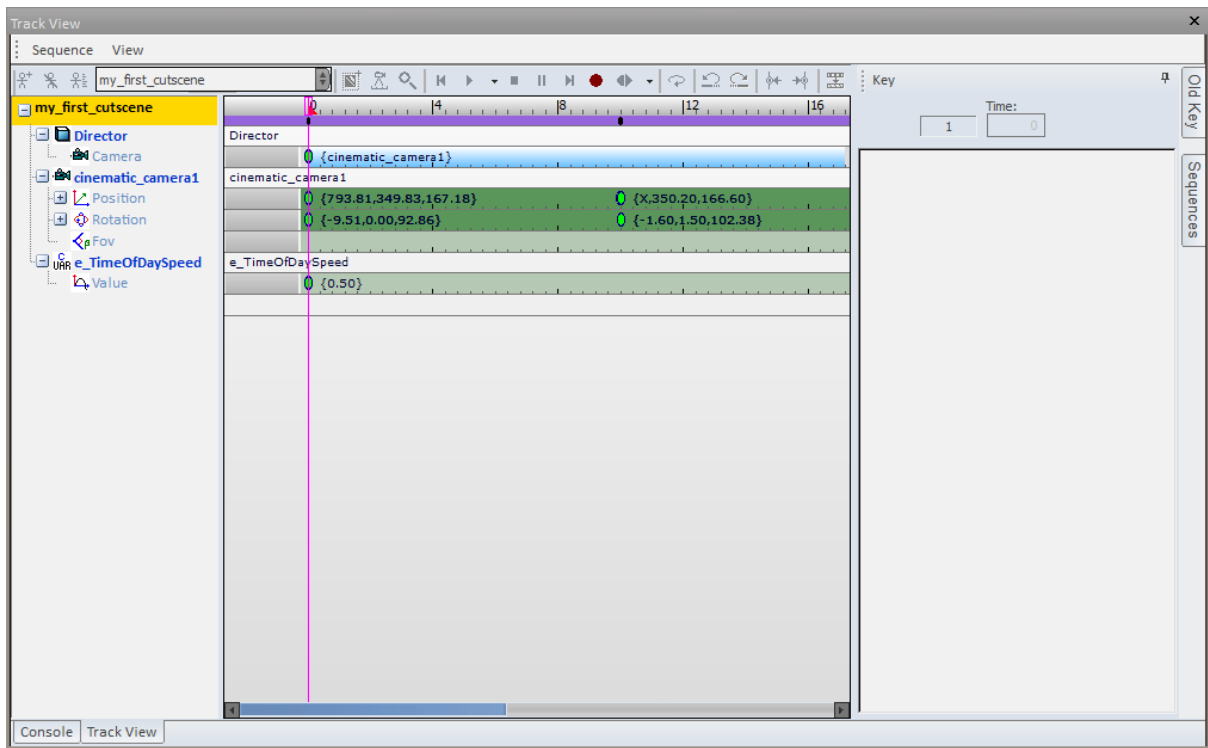








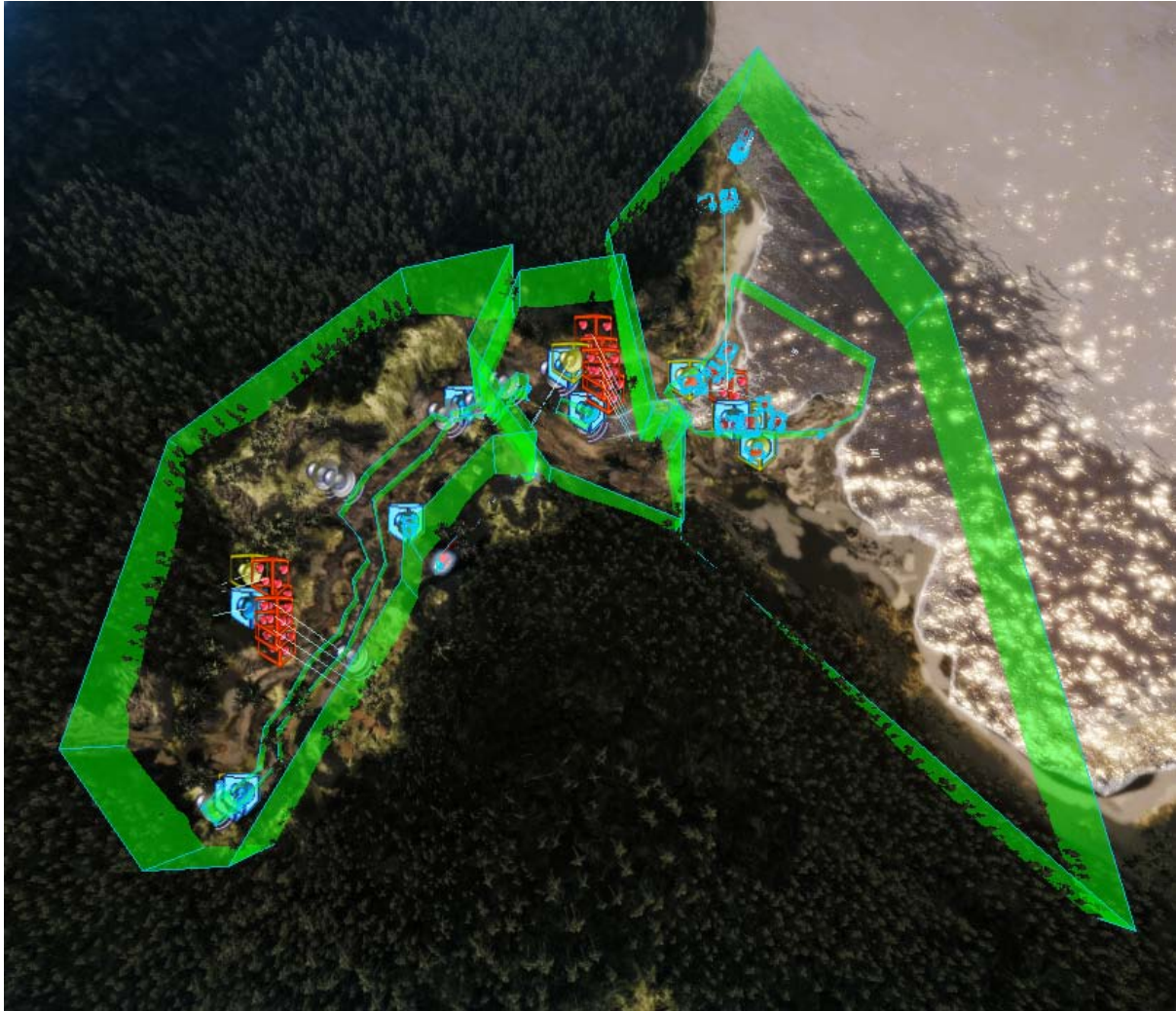








## Chapter 9, Immersion through Audio Design





GroupsCategories

Templates

Cave

cave\_ambience

mygame\_environment/Cave/cave\_ambience

Reverb: none

▶■Key Off

Repeatmode: Off

StoppedCPU 0.05Active: 0 ch

spread (primary)

0.0000.2000.4000.6000.800

0.0000.2000.4000.6000.800

/cave\_ambience

layer00

3D Speaker spread

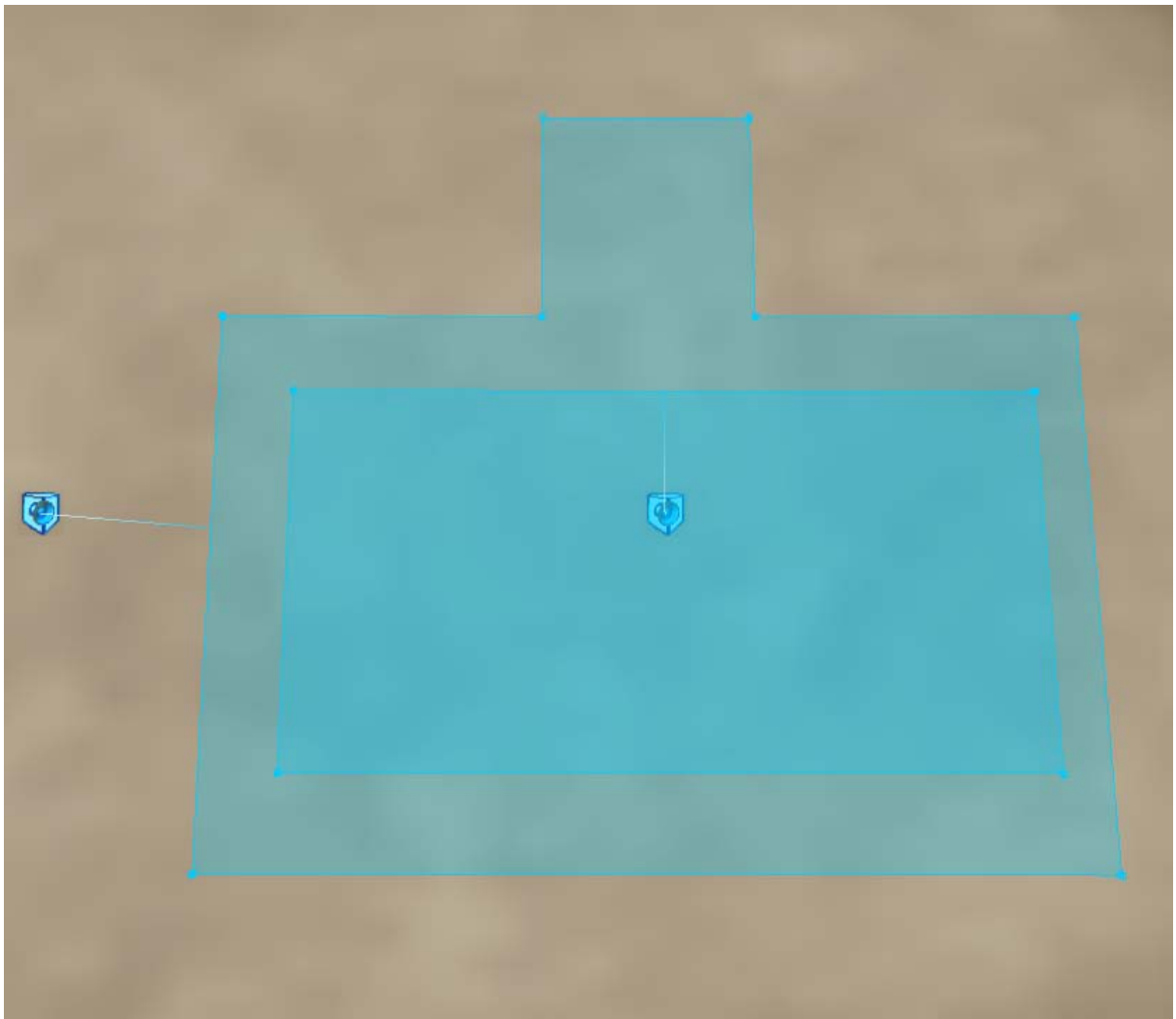
Angle

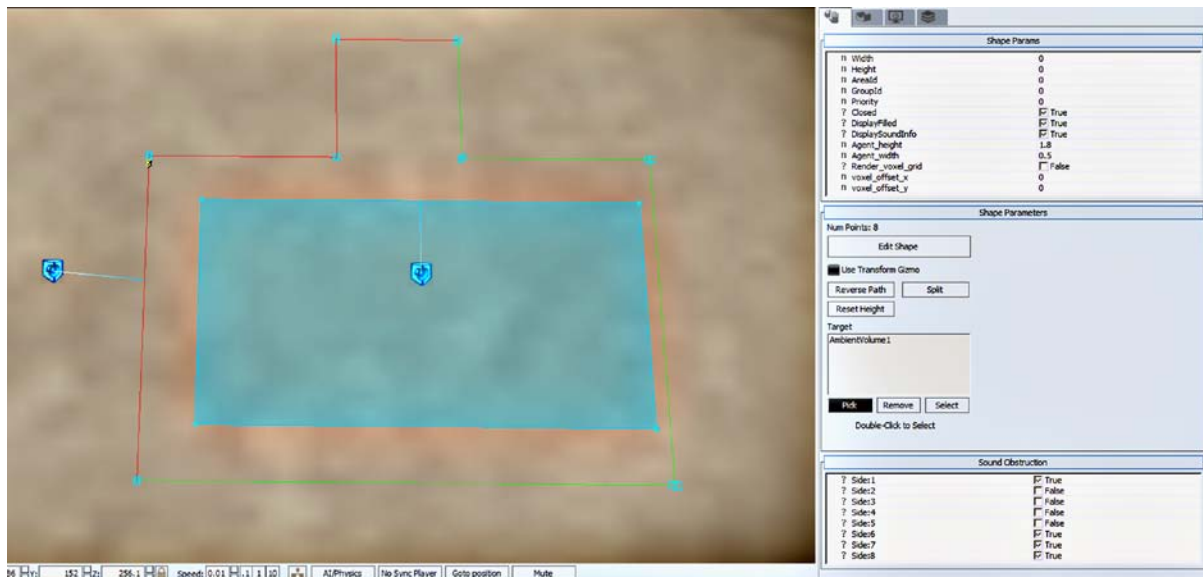
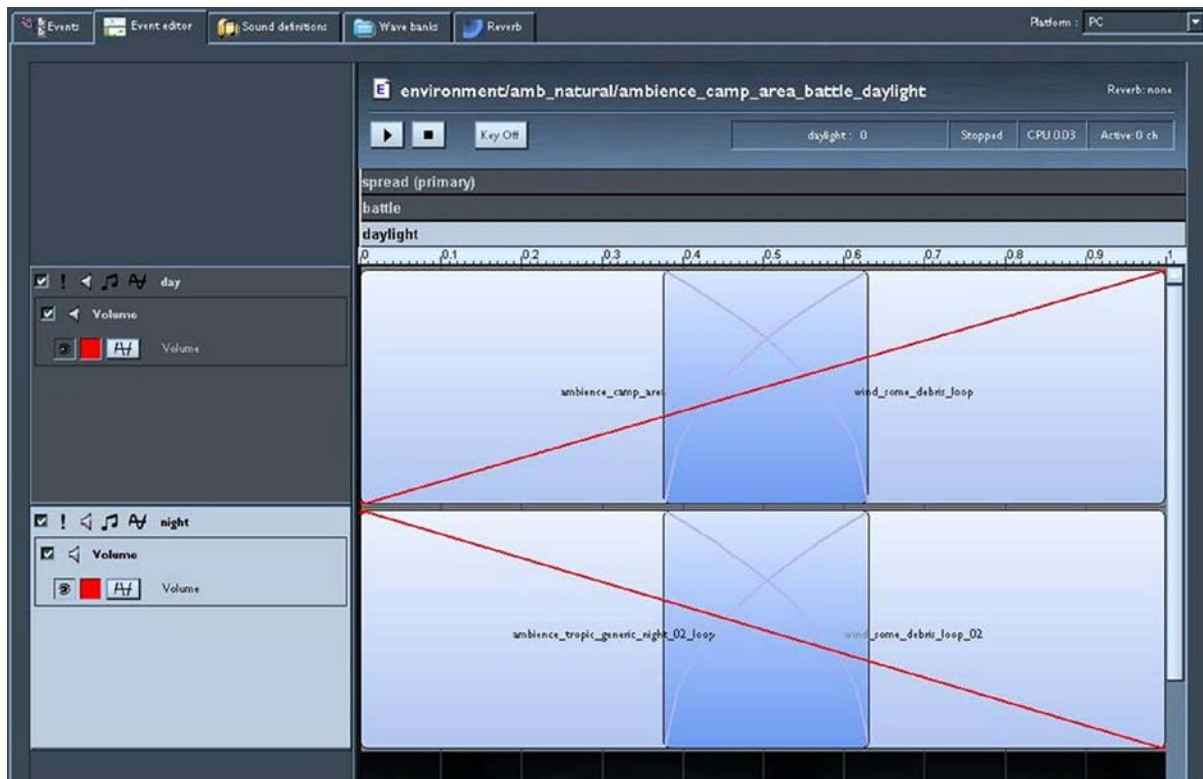
3D Pan Level

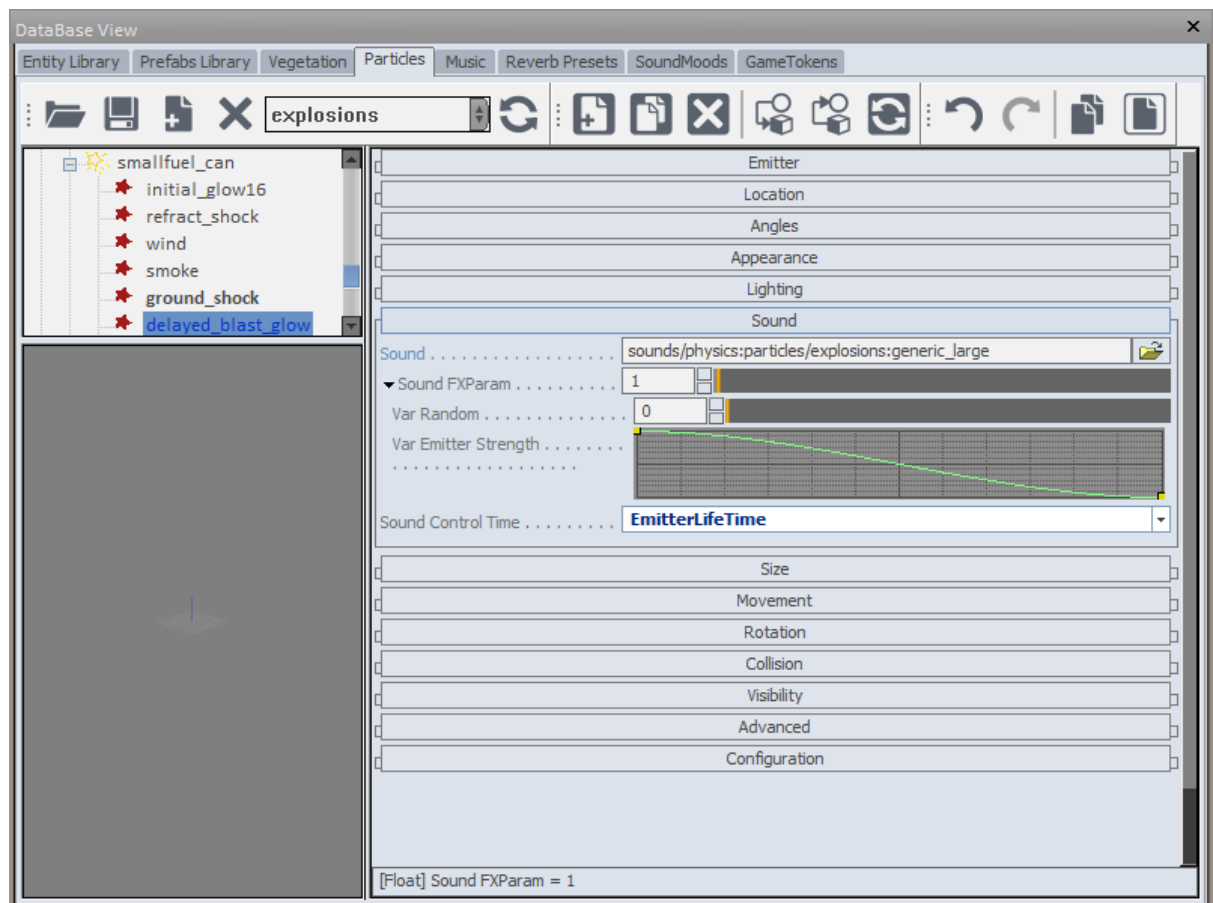
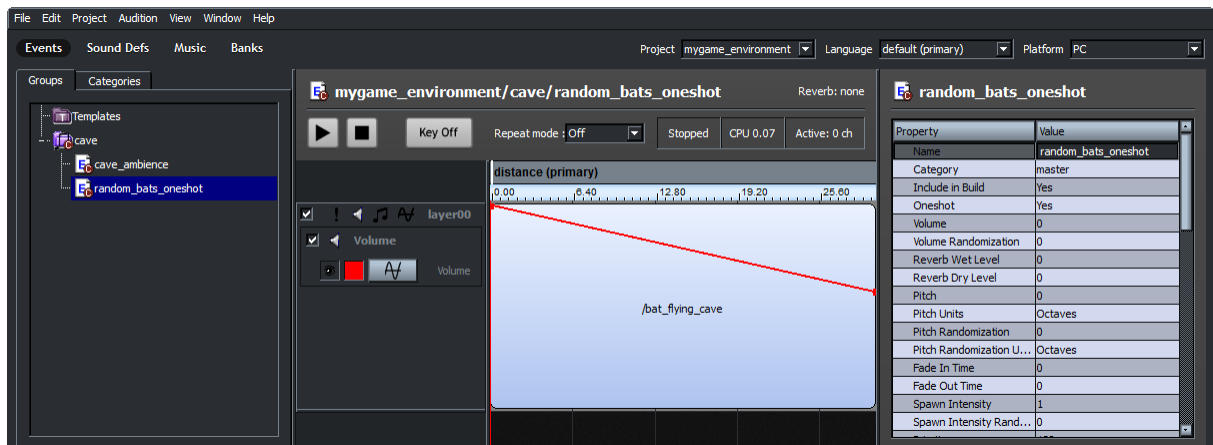
Level

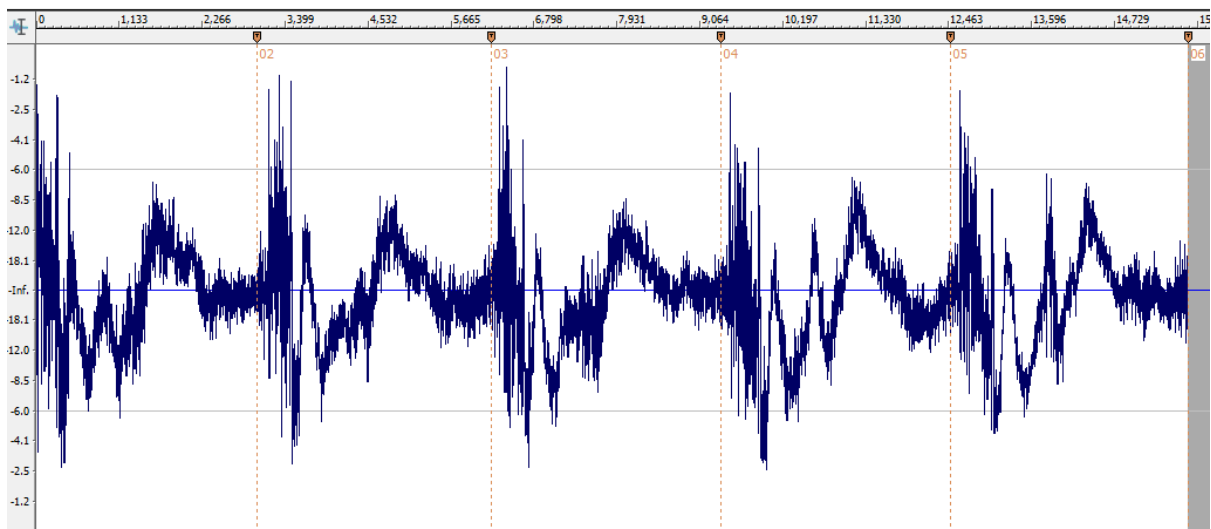
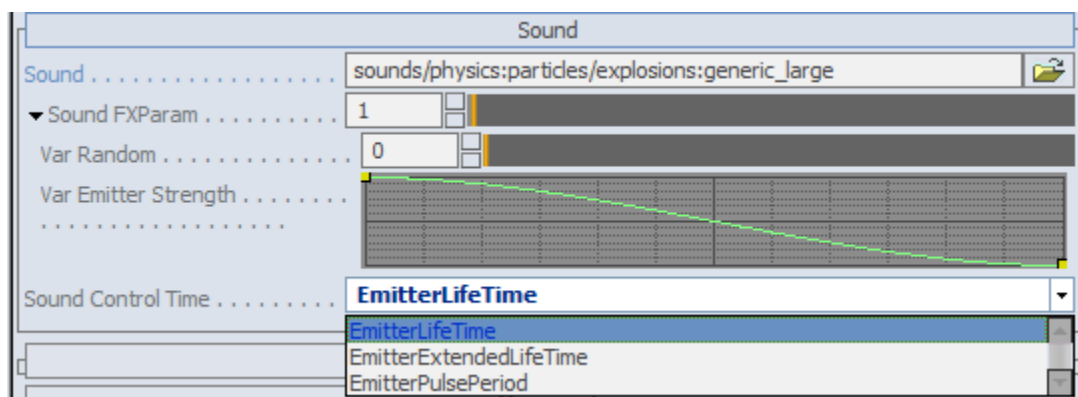
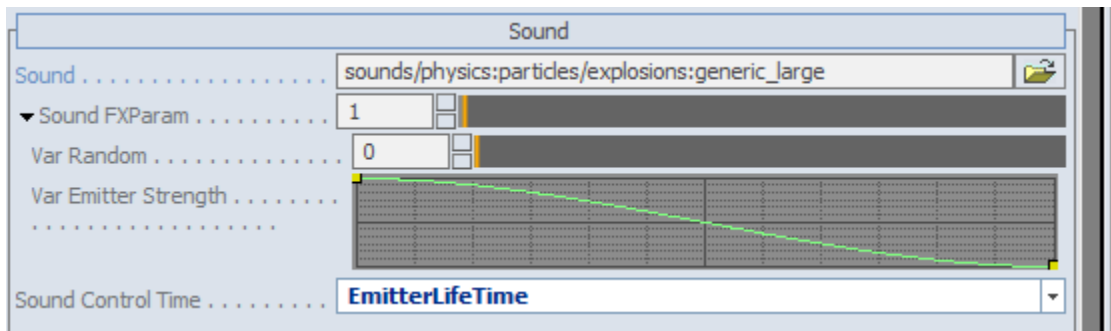
PropertyValue

|                    |               |
|--------------------|---------------|
| Name               | cave_ambience |
| Category           | master        |
| Include in Build   | Yes           |
| Oneshot            | No            |
| Volume             | 0             |
| Volume Randomiz... | 0             |
| Reverb Wet Level   | 0             |
| Reverb Dry Level   | 0             |
| Pitch              | 0             |
| Pitch Units        | Octaves       |
| Pitch Randomiz...  | 0             |
| Pitch Randomiz...  | Octaves       |
| Fade In Time       | 0             |
| Fade Out Time      | 0             |
| Spawn Intensity    | 1             |
| Spawn Intensit...  | 0             |
| Priority           | 128           |
| Max Playbacks      | 1             |
| Max Playbacks ...  | Steal oldest  |
| Steal Priority     | 10000         |
| Mode               | 3d            |
| Ignore Geometry    | No            |
| 3D Rolloff         | Inverse       |
| 3D Min Distance    | 1             |














 weapons/scar/fire\_single\_fp

Reverb: none



Key Off

Repeat mode : 

Off

Stopped

CPU 0.10

Active: 0 ch

☒

!

◀

♪

⏏

fire\_close

☒

!

◀

♪

⏏

fire\_tail

environment (primary)

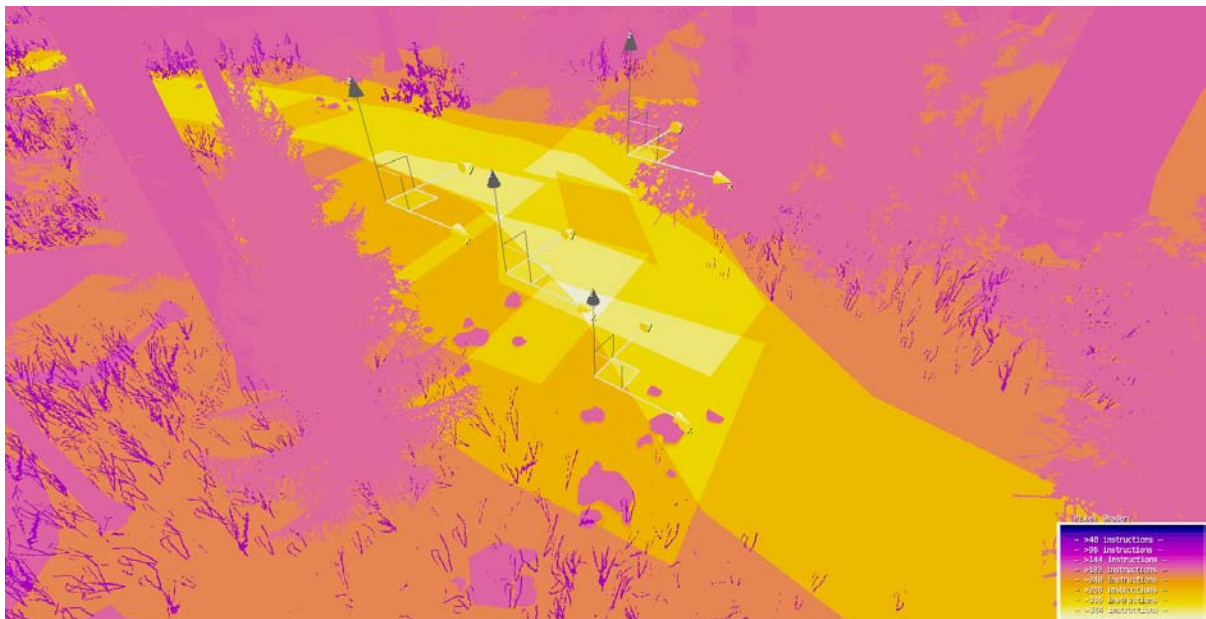
0.001.002.003.00

/scar\_fire/scar\_fire\_single\_close

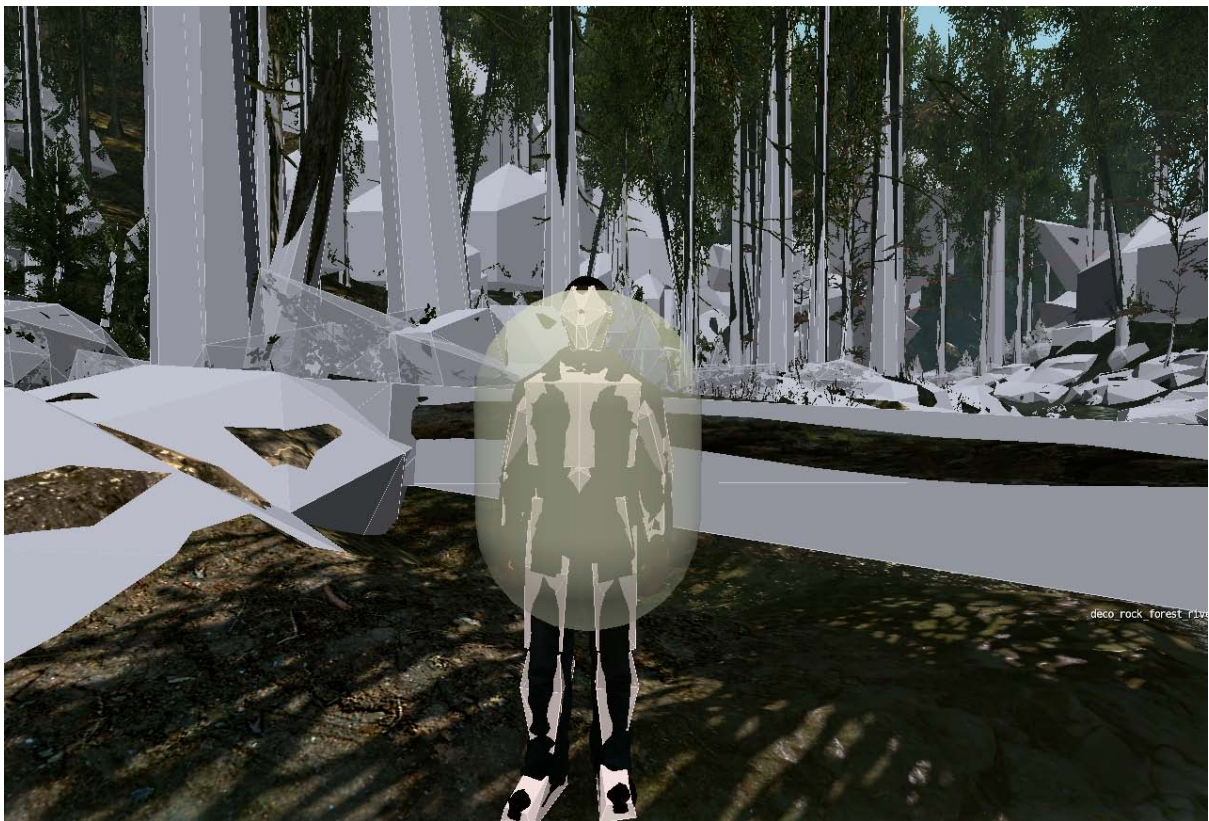
/scar\_fire/scar\_fire\_tail\_close

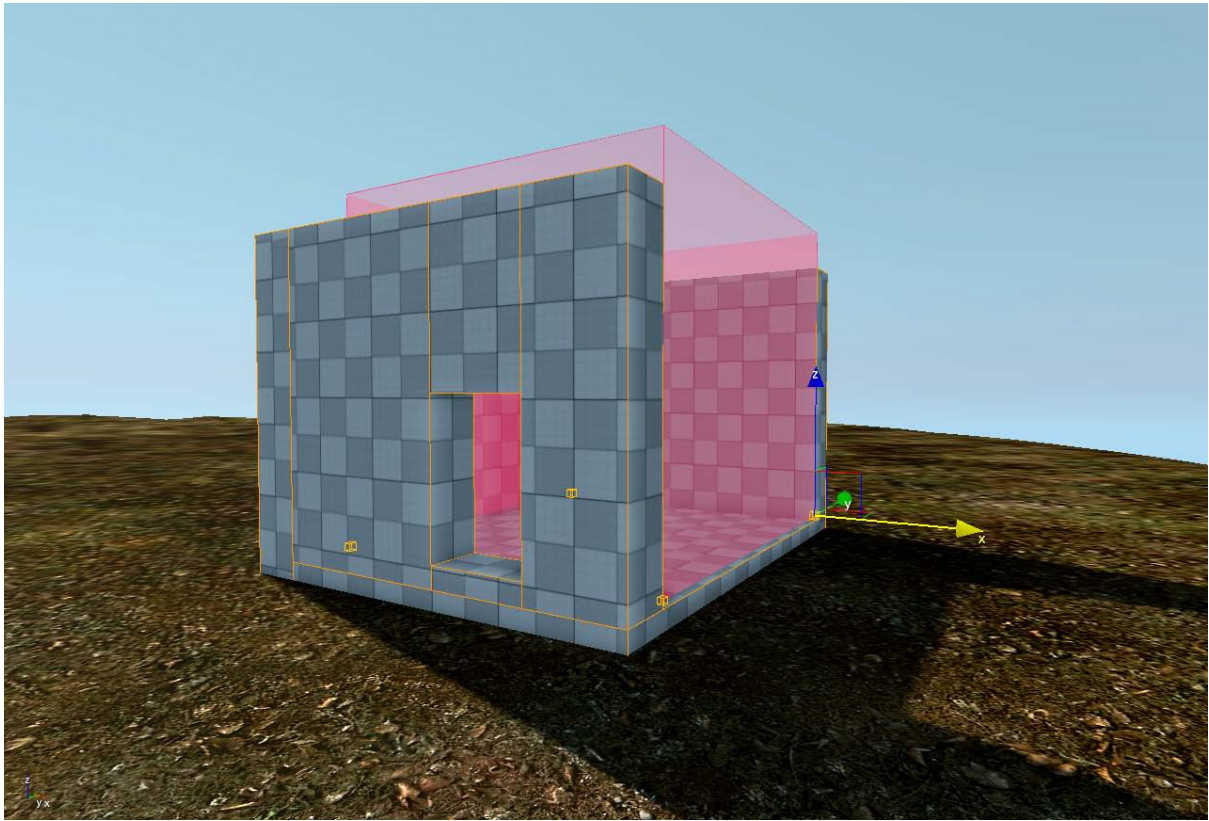
/scar\_fire/scar\_fire\_tail\_close\_indoor

## Chapter 10, Preparing to Share Your Content

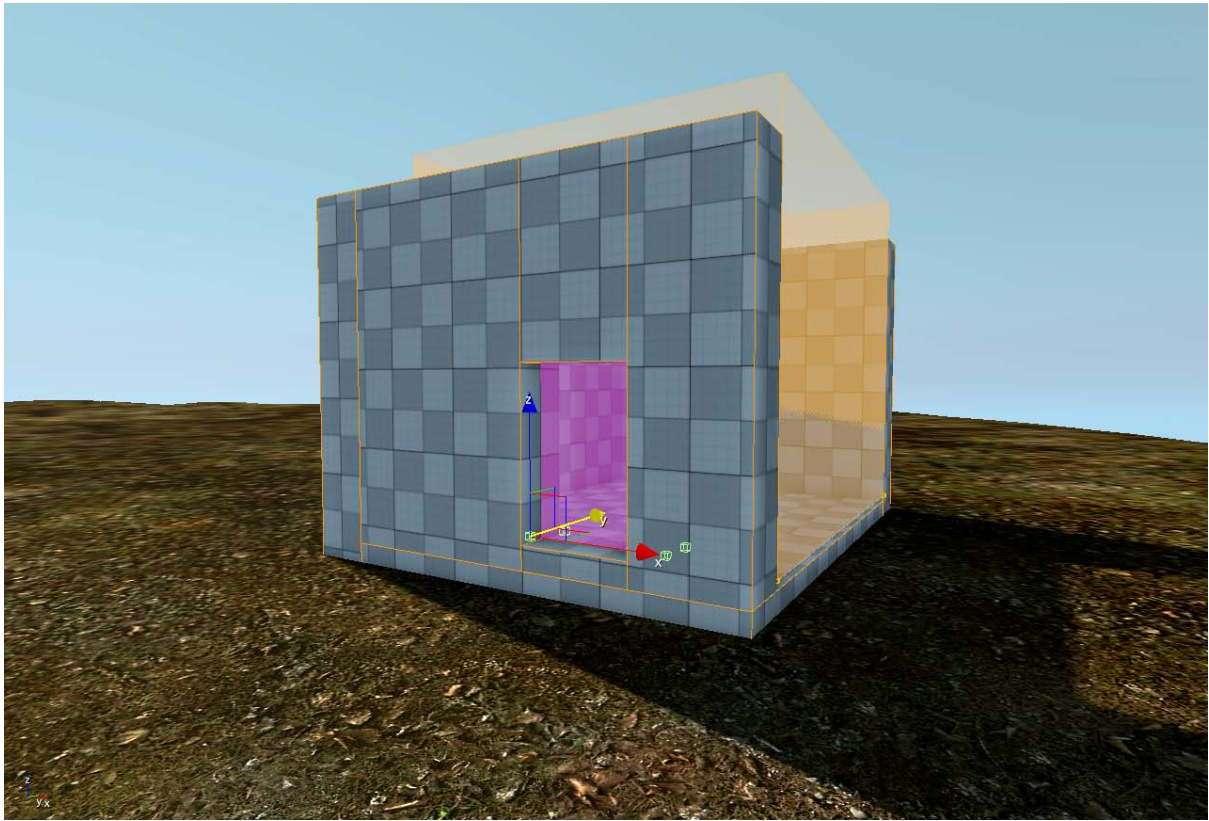


```
-- >48 instructions --  
-- >96 instructions --  
-- >144 instructions --  
-- >192 instructions --  
-- >240 instructions --  
-- >288 instructions --  
-- >336 instructions --  
-- >384 instructions --
```

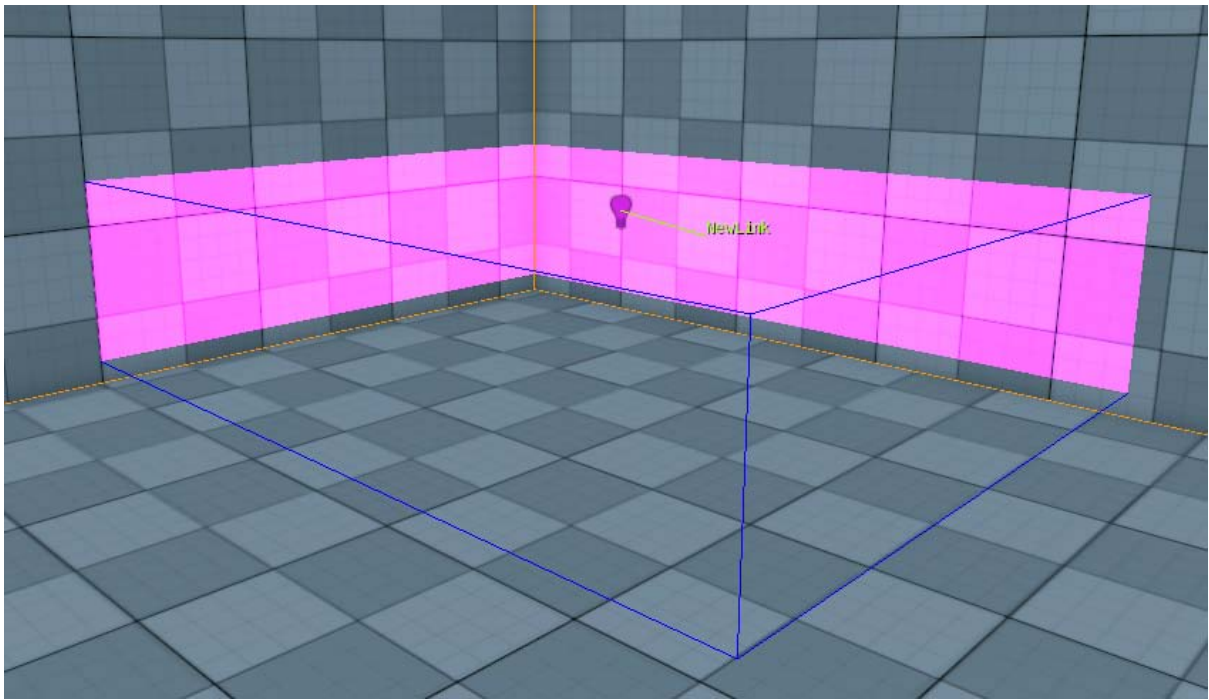












## AB1

