



CryENGINE Game Programming with C, C#, and Lua

By Filip Lundgren

Packt Publishing. Paperback. Condition: New. 276 pages. Dimensions: 9.1in. x 7.4in. x 0.8in. For developers wanting to create 3D games, CryENGINE offers the intuitive route to success and this book is the complete guide to using it. Learn to use sophisticated tools and build super-real, super-addictive games. Overview Dive into the various CryENGINE subsystems to quickly learn how to master the engine Create your very own game using C, C, or Lua in CryENGINE Understand the structure and design of the engine In Detail CryENGINE is a complete 3D game development solution that can run on multiple platforms. It is orientated around giving intuitive tools to the developer. A variety of interactive video games can be created using CryENGINE. CryENGINE is one of the most beginner-friendly engines out there to learn. If you are interested in diving into the various systems and understanding their workings in a way that is easily understood, then this book is for you. This book provides you with the knowledge to tame the powerful but hard-to-master CryENGINE. CryENGINE Game Programming with C, C, and Lua dives into the various systems and explains their workings in a way that can be easily understood by developers of all...

DOWNLOAD



READ ONLINE

[2.67 MB]

Reviews

This composed pdf is excellent. We have go through and that i am certain that i am going to likely to read again once more down the road. I am just happy to explain how this is basically the very best publication i have go through within my own daily life and can be he best publication for actually.

-- **Anika Kertzmann**

Thorough guide! Its such a very good go through. It is really simplified but surprises in the 50 % from the ebook. You will like how the blogger write this ebook.

-- **Mr. Brandt Kihn**