Cryengine

Dukarić, Tomislav
Marević, Nikša

Uvod

- Cryengine je razvijen od strane Cryteka
- Prvobitno demo za Nvidiu
- Prva komercijalna igra FarCry

Cryengine 1

- Prva igra FarCry



Cryengine 2

- Crysis i Crysis Warhead



Cryengine 3

- Crysis 2 i Crysis 3



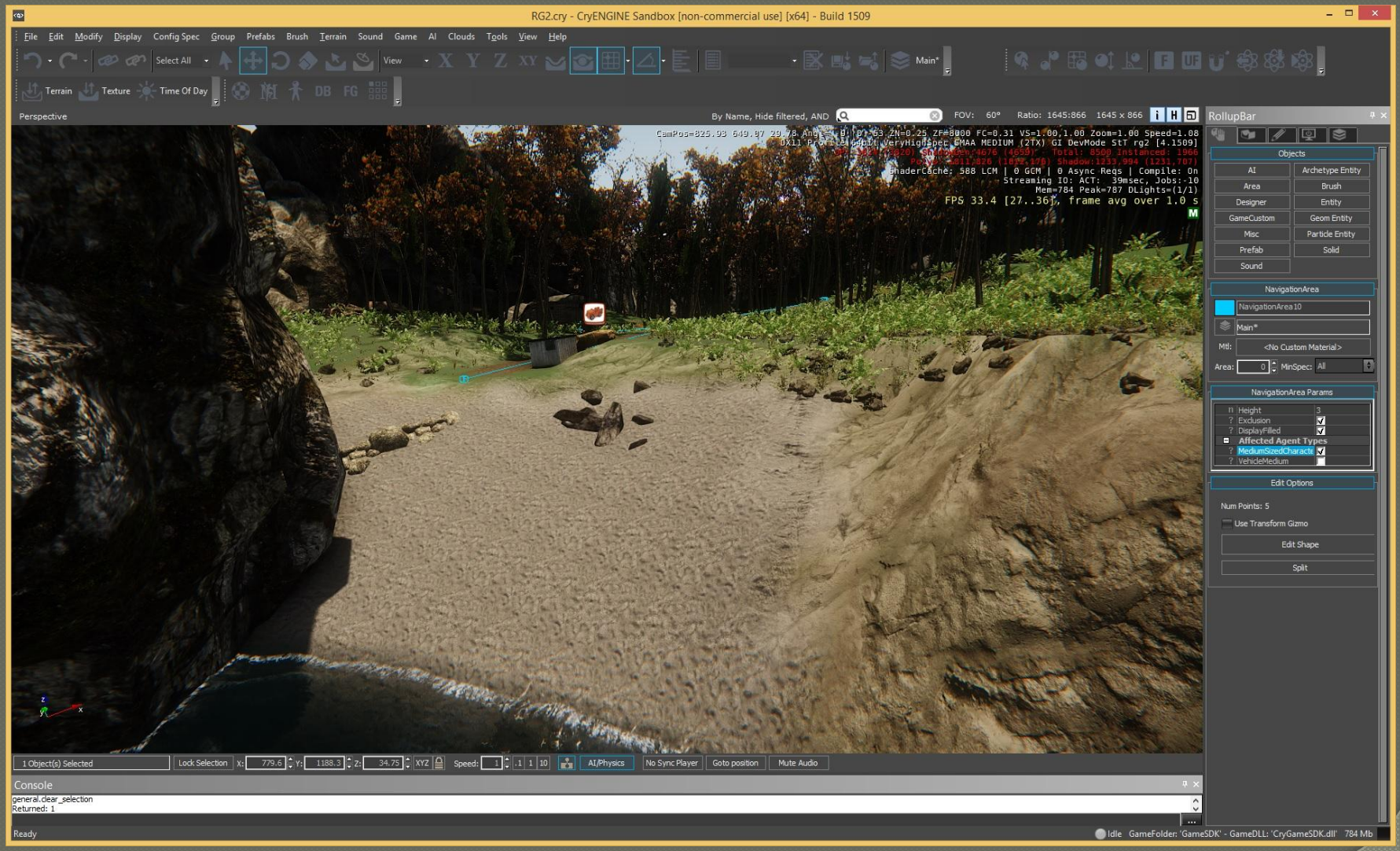
Cryengine (4th generation)



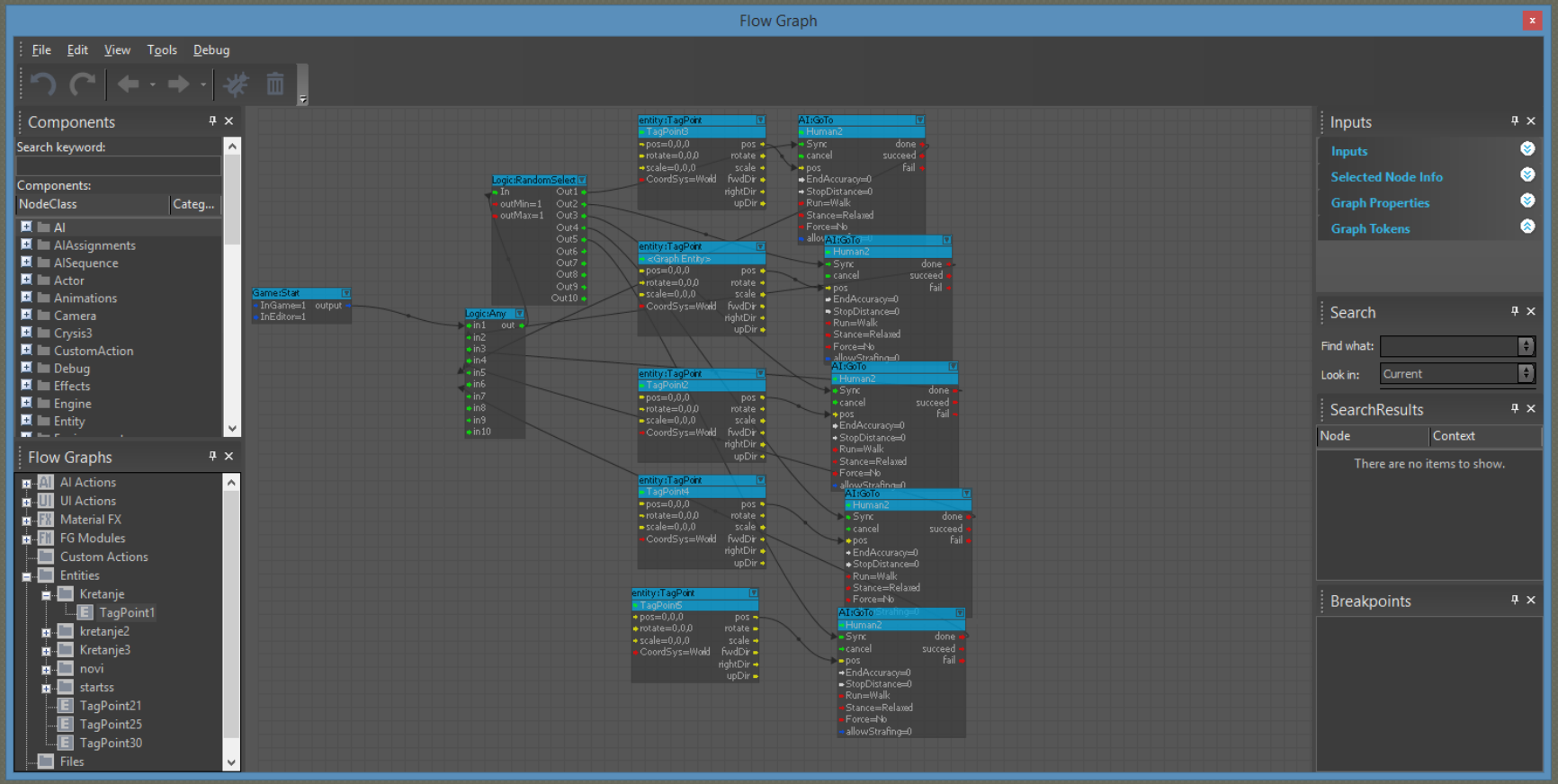
Sandbox

- Cryengine SDK
- Koristi se za izradu terena
- Način izrade je “dodavanje”
- Veliki tereni

Sandbox


RG2.cry - CryENGINE Sandbox [non-commercial use] [x64] - Build 1509
File Edit Modify Display Config Spec Group Prefabs Brush Terrain Sound Game AI Clouds Tools View Help
Perspective
RollupBar
Objects
AI
Archetype Entity
Area
Brush
Designer
Entity
GameCustom
Geom Entity
Misc
Particle Entity
Prefab
Solid
Sound
NavigationArea
NavigationArea Params
Edit Options
Num Points: 5
Use Transform Gizmo
Edit Shape
Split
Console
Ready

AI


Flow Graph
File Edit View Tools Debug
Components
Search keyword:
Components:
NodeClass
Categ...
AI
AIAssignments
AISequence
Actor
Animations
Camera
Crysis3
CustomAction
Debug
Effects
Engine
Entity
Flow Graphs
AI Actions
UI Actions
Material FX
FG Modules
Custom Actions
Entities
Kretanje
TagPoint1
kretanje2
Kretanje3
novi
startss
TagPoint21
TagPoint25
TagPoint30
Files
Inputs
Inputs
Selected Node Info
Graph Properties
Graph Tokens
Search
Find what:
Look in:
Current
SearchResults
Node
Context
There are no items to show.
Breakpoints

DEMO