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IFDM Independent Study Proposal: CryENGINE 3

CryEGINE 3 Instruction schedule

CryENGINE 3: An Introduction and Application, DVD videos

Weeks 1-4

Engine basics/sandbox
Setting up the application, connecting asset files
Familiarization with the UI
Learning to navigate tools and asset types
Chapters 1-8

Weeks 5-8

Intro to level creation
Basics of creating and placing assets
Environment, Weather
Lighting
Terrain generation/alteration
Chapters 9-12

Weeks 9-12

Specific environment aspects
Vegetation details, creation, variation
Detail brush placement, rocks, slopes, terrain geometry and detail
Environment Tab
Air quality/fog/haze
Chapters 13-18

Weeks 13-16

Water volumes
Particles
Boids, animals and Visual Dynamics
Decals and roads
Chapters 17-18, 1-4 Volume 2

Other resources include materials related to 3ds Max and resources directly from Crytek GmbH

I designed this so that there would be room for flexibility and moving through the material faster if time allows. Feedback includes progress meetings with Professor Tim Castillo every other week in addition to regular email contact. I can also email screen captures of work and provide explanations during face-to-face meetings. My rough goal is to spend the first semester learning the engine and the second semester creating an original environment that can be explored.