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"Mastering CryEngine" is a book by Sascha Gundlach and Michelle K. Martin. It was released in April of this year by Packt Publishing. "Mastering CryEngine" is about the CryEngine game engine by Crytek. Crytek just released a new version of the CryEngine which you can purchase on Steam for \$10 a month.

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CryENGINE is one of the most powerful real-time 3D engines available today; its rendering and real-time capabilities are unmatched. Mastering CryENGINE will take your CryENGINE skills to the next level, allowing you to unleash the full power of the engine. Whether you are working on a small mod or a large-scale production, the user-friendly steps and illustrations in this book will help you master the wide range of features of the CryENGINE toolkit.

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Mastering CryENGINE is an excellent resource for the experienced CryENGINE developer to fill in gaps in knowledge and receive some in depth guidance on various topics. This is not a comprehensive treatment of the CryENGINE, but rather more of a 'cookbook' approach, so there are areas of the engine, such as AI, that you won't find covered here.

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