



CryENGINE 3 Cookbook

By Dan Tracy, Sean Tracy

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Editorial Review

About the Author

Dan Tracy

Dan Tracy is Crytek's Technical Level Designer for the award-winning CryENGINE and Crysis 2. He is responsible for the creation and maintenance of numerous technical features and external applications used for telemetry and optimization. Viewed as more than a level designer, Dan prides himself on pushing the envelope when it comes to improving both technical and game related designs across multiple production disciplines. Dan was recruited by Crytek in 2009 after the previous year working as a Quality Assurance Technician for BioWare. He was recruited due to his pivotal role in co-founding and leading development on the award winning total conversion project `MechWarrior:Living Legends'. Since then, he has been featured in numerous gaming magazines and has been interviewed by multiple media outlets. Dan is a passionate gamer, but an even more passionate modder and game designer with vast knowledge and experience with multiple engines and titles including Never Winter Nights' "Aurora", Battlefield's engine "Frostbite", Unreal 3, and CryENGINE.

Sean Tracy

Sean Tracy is Crytek's Senior Field Application Engineer for the award-winning CryENGINE. He is responsible for adapting the engine and its features to individual licensees, as well as developing full technical and `vertical slice' demos for prospective and existing clients. Describing himself as a `generalizing specialist', he also gives support directly to CryENGINE licensees, while designing and maintaining their workflows, pipelines and development techniques. Sean was recruited by Crytek in 2008 after working as an electronics technician for the Canadian Military. He was recruited due to his role in founding and leading the development on the award winning total conversion project `MechWarrior:Living Legends'. Since then, he has been featured in numerous gaming magazines and has been invited to speak at many game related trade shows and seminars. He is an avid gamer with extensive modding experience on titles including Never Winter Nights, The Battlefield engine "Frostbite" , Doom and Quake.

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