
Crysis Mod SDK v1.0

Posted by Vairo - 2008/02/23 01:11

Another e-mail from Alex, this time the title says everything as they have mentioned the surprise in crysis weekly update nr.4 , so here it comes! :)

Crysis Mod SDK v1.0 Hits The World-Wide Community!

Today the existing world-wide modding community of Crysis will receive a major boost as Crytek is happy to release the first version of the Mod Software Development Kit for the award-winning FPS.

Mod SDK - Description

With the tools and the assets provided now modders will be able to not only get their own creations exported into the Sandbox2 Editor but will also be able to create complete new levels and modifications with outstanding content.

This SDK is only the first version that has been released to the community in order to provide the necessary exporters, plug-ins, and also respective documentation.

Next to some basic sample assets that provide information on how to set things up correctly, this SDK also includes a few serious game assets. These are high poly objects that can be used as reference for own creations.

With patch 1.2 not being far away from being released, the SDK will get updated with the game source code. The update will then be available for download around the patch is released.

Mod SDK – Content

The list below represents everything modders will find from the 400MB sized package. To download the Mod SDK please follow this link.

Tools:

Resource Compiler (32 bit only)

CryExport plug-in for 3DS Max 8 (32 bit only), Max 9 and Max 2008 (32 and 64 bit)

Polybump plug-in for 3DS Max 8 (32 bit only), Max 9 and Max 2008 (32 and 64 bit)

Polybump application (32 and 64 bit)

CryTIFF plug-in for Adobe Photoshop (32 bit only)

FMOD Designer Tool (32 bit only)

Rigging, Artist, Animation Tools for 3DS Max

Example Mod:

SDK_Mod (inclusive “Nanosuit Playground” level)

Sample Assets:

- First person model (pure hands, with weapon)
- Third person run animation
- Properties (doors, glass, jointed breakables, ladders)
- Whitebox human male model
- Whitebox head model
- Weapons (SCAR)
- Weapon attachments (magazine, silencer, scope)
- Weapon attachment scripts
- Vegetation (bushes, grass, trees)
- Vehicles (helicopter)

Serious Game Assets:

- HMMWV Vehicle high poly model
- HMMWV Vehicle high poly model for 3DS Max 2008
- HMMWV Vehicle scripts
- Abrams Tank high poly model
- Abrams Tank scripts

Cevat's Community Note

In addition to the whole surprisingly SDK release Cevat Yerli, founder and CEO of Crytek also would like to take the opportunity and send some words directed to the world-wide community:

Dear Crysis Community,

About 3 months ago Crysis shipped worldwide. We started collecting feedback and were confident that we would be able release our first Patch one week after the release. Unfortunately we underestimated the challenges and were forced to move the release of our patches and the full SDK to 2008.

Since the Demo Release and the Crysis Full Release we have seen wonderful creations of art, design, movies from our community and talented teams have formed to create the next generation of Crysis MODs.

We as Crytek are thrilled to see the talent, engagement, passion and creative potential out there.

We always planned to release the MOD C++ SDK close to the Crysis ship date.

To be plain honest we simply did a bad job, and I personally want to apologize for it. I know the community is growing on a daily base, whilst other members are getting upset and disappointed. We always strive for the highest quality, and sometimes this becomes our Achilles heel.

Within the last few weeks we have been working extra hard to get the first version of the SDK ready for the community. With the tools, the example assets and the updated documentation we hope that it will kick-start your mod development.

We have big plans in engaging the community, making you an even larger part of the future of Crytek which we will share with you soon.

You are the reason why we do games.

On behalf of everyone at Crytek, I want to say big thanks for your support, feedback and engagement in the community. We do our best to listen to you.

Thank you for taking the time to read this.

Cevat Yerli

Documentation – Sandbox2 Manual Update

In addition to the huge SDK package it was also important to update the documentation accordingly. The already available “Sandbox2 Manual“ has been extended by a few new references which are listed here:

Editor References:

Entities – Volume Object
Rollup Bar

Documentation - Asset Creation Update

We also would like to introduce you to a completely new manual called “Asset Creation”. This manual is especially meant to be used in conjunction with the Crysis Mod SDK and covers various topics regarding asset creation, installing the CryTools and using these together with modeling programs and the Sandbox2 Editor.

All the included tutorials and references are still Work In Progress material and will get updated within the next days and weeks. Thus it might happen that you read about a functionality that is partially working or differently used to what is written.

Getting Started:

Installing the 3DS Max Exporter
Installing the SOFTIMAGE|XSI Exporter
Installing the CryTIF Plugin

Basics – General Info:

Creating Objects in 3dsMax and Exporting to CryEngine2
Using the SOFTIMAGE|XSI Exporter
Material Setup
Level of Detail
Exporting and Importing Animations
Physics Proxy Setup
Mass & Density Setup for assets used as Entities
Instancing Objects
Occlusion proxy
Pickable Objects

Basics – Breakable and Destroyable Objects:

Breakable Objects
Procedural Breaking 2D Objects
Procedural Breaking 3D Objects

Basics – Natural Objects:

Tree Setup
Bush Setup
Grass Setup
Vegetation Shader
Touch Bending
Detail bending for Vegetation
Soft Cover

Basics – Vehicles:

Vehicle Setup
Car Setup
Tank Setup
Helicopter Setup

Basics – Weapons:

3rd person weapon models and attachments

Tutorials:

Character Creation Tutorial
How to export a head with morphs
How to create Wrinkle maps
How to export a texture from Photoshop with the CryTIF plugin
Using the Polybump application

References:

Polybump Tool Reference

As usual you can find the complete official documentation on <http://doc.crymod.com>.

Enjoy the content and happy modding!

-Crysis Dev Team

To find more information and support visit Crytek's official portal www.crymod.com.

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Re:Crysis Mod SDK v1.0

Posted by mark - 2008/02/23 13:16

full SDK release in 2008 ? hulala? :lol:

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