



CRYENGINE®

GETTING STARTED



ANSWERS



FORUMS



SUPPORT

SECTIONS

UNITY



CRYENGINE®

CRYENGINE From Unity

This guide provides an overview of the CRYENGINE V interface from the standpoint of a Unity user. In this guide we cover the basic differences between Unity and CRYENGINE and discuss how to port existing assets to CRYENGINE from Unity. We focus on using CRYENGINE's C# support as this will be most similar and appropriate for Unity users, however most of the content in this guide applies to C++ projects as well.