

## Overview

This section provides users with knowledge about art asset creation for CRYENGINE, as well as an overview of the art pipeline, the types of files used in CRYENGINE, the [Resource Compiler](#), tutorials and other information for basic asset creation.

## In This Topic

- [Art Pipeline](#) — Learn about the CRYENGINE art pipeline, as well as content creation for objects, materials, textures, and animation.
- [Art Asset File Types](#) — This topic contains a reference document, with explanations for each type of file that the CRYENGINE uses.
- [DCC Tool Basics](#)
- [Measurement Reference - \(DCC Unit Setup\)](#) — Learn about the sizes of specific objects, as well as distance measurements.
- [Troubleshooting](#) — This document contains a list of common errors encountered when exporting assets.