

Overview

CRYENGINE provides multiple ways to create interactive sequences. The different links below elaborate the different ways you can add interactivity to your cinematics.

- [Jumping Ahead/Back in a Scene](#)
Using the **GoTo** track available in Track View, you can jump to specific time in a sequence based on player interaction.
- [Quick Time Events](#)
Explains the different type of **quick time events** that can be created in CRYENGINE.
- [Player Free Look Ranges](#)
Allowing the player to look around during a cutscene.
- [Restricting Player Actions](#)
Explains the use of **PlayerCinematicControl** node in Flow Graph.