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Subject: Re: upp 3D engine  
Posted by [mrjt](#) on Fri, 19 Sep 2008 12:16:11 GMT  
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cocob wrote on Wed, 17 September 2008 12:24 Just a little question to know if somebody would be interested by this feature.

The idea is to have a global package which would help the developpement of applications using 3d graphics or video games.

I have many experience in developpment of 3D engine and i think the power of UPP core could be a solid basis.

What are your opinions ?

This sounds a bit like re-inventing the wheel to me, and without serious manpower I doubt it would be possible to get close to the features supplied by other open-source engines.

Providing a wrapper/ctrl for an existing engine would be easier. I've already got an OgreCtrl somewhere that can attach and render using Ogre3D (in OpenGL mode anyway, I never tested Direct3D). The Ogre interface is pretty horrible compared to Upp, but can be improved a bit with some some wrapper functions.

On the other hand, if you simply want to create an engine as a project (ie. for challenge/amusement) then go for it.

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