
Subject: upp 3D engine

Posted by [cocob](#) on Wed, 17 Sep 2008 11:24:42 GMT

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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 ?

Subject: Re: upp 3D engine

Posted by [captainc](#) on Wed, 17 Sep 2008 14:15:48 GMT

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Absolutely. What do you have in mind beyond the current OpenGL example packages?

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 12:24Just a little question to know if somebody would be interested by this feature.

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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 OpengGL 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.

Subject: Re: upp 3D engine

Posted by [captainc](#) on Fri, 19 Sep 2008 13:47:33 GMT

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Quote:Providing a wrapper/ctrl for an existing engine would be easier.
This is what I thought was meant from the beginning... I agree that duplicating effort by creating a new 3d engine may be too much. If anything, OpenGL needs some smart people to help them out. Consider this article: <http://www.tomshardware.com/reviews/opengl-directx,2019.html>. And that is posted by a respected tech web site.. uhh.

Subject: Re: upp 3D engine

Posted by [cocob](#) on Sun, 28 Sep 2008 18:58:10 GMT

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I totally agree with you, when i am speaking about 3D engine it would be an interface of an existing engine like Ogre ! But this should exist in UPP !
