



# Pro OGRE 3D Programming (Expert's Voice in Open Source)

*Gregory Junker*

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## **Pro OGRE 3D Programming (Expert's Voice in Open Source)** Gregory Junker

Pro OGRE 3D Programming offers a detailed guide to the cross-platform Object-Oriented Graphics Rendering Engine (OGRE) 3D engine. OGRE provides an object-oriented interface to render 3D scenes. Commonly used in game creation, it can be utilized to create a variety of 3D based applications, including architectural visualization and simulations. The authors begin with obtaining the source code, move on to using the rendering library, and conclude with the polishing of the final application. Beginning-level knowledge of game design practices, intermediate-level knowledge of the C++ language, and a familiarity with open-source project-management tools such as CVS and Subversion are all recommended.

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