

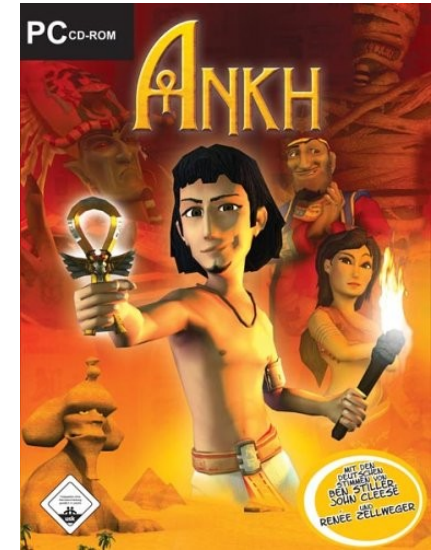


OGRE: Object-Oriented Graphics Rendering Engine

Games that use OGRE



- Pacific Storm: Allies
- MOTORM4X
- Ankh



Why OGRE?

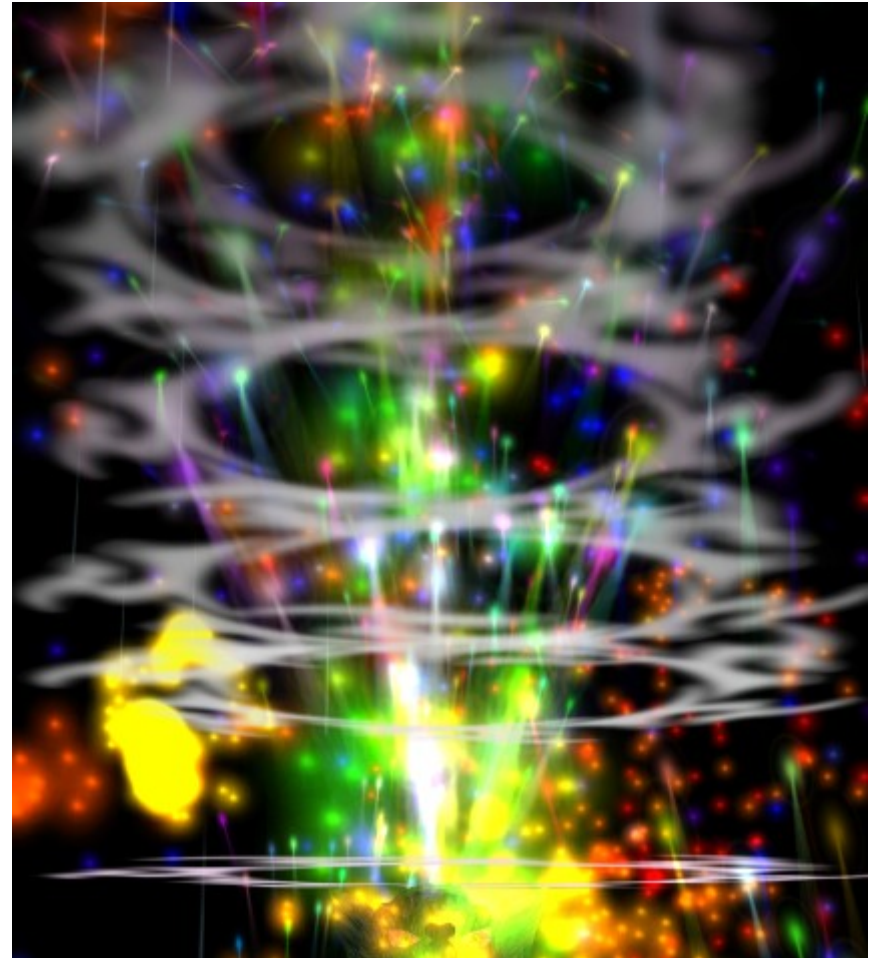
- Cross platform library (windows, linux, osx)
- Supports most features of a modern graphics engine
- Maintained by a large community
- Open-Source (LGPL)
- Well structured interface

Features

- Material & Shader support
 - Well known texture formats: png, jpeg, tga, bmp, dds, dxt
- Mesh support: Milkshape3D, 3D Studio Max, Maya, Blender
- Resource management
- Scene features
 - BSP, Octree plugins, hierarchical scene graph
- Special effects
 - Particle systems, skyboxes, billboard, Overlays, cube mapping, bump mapping, post-processing effects
- Easy integration with physics libraries
 - ODE, Tokamak, Newton, OPCODE

Particle Effects

- Various predefined effects
- Lots of possibilities
- Also supports non-particle effects like real smoke



Cel Shading → Comic effect

- Ogre support a special mode to make textures look comic like



Cube and bump mapping



Reflections and Refractions

