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Panda3D is a game engine, a framework for 3D rendering and game development for Python and C++ programs. Panda3D is Open Source and free for any purpose, including commercial ventures, thanks to its <u>liberal license</u>. Go ahead and grab it <u>here</u>. To learn more about Panda3D's capabilities, visit the gallery and the feature list. To learn how to use Panda3D, check the <u>documentation</u> resources. If you get stuck, ask for help from our <u>community</u>, which is very active.

Latest Blog Entries

SDK 1.9.2 Release

SDK 1.9.1 Release

Update for Mac OS X "El Capit...

The New OpenGL Features in Pa...

Current SDK Release: 1.9.2

Many new next-gen rendering features, 64-bit Windows/Mac builds, and much more.

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