Bullet Tutorials

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What you need

- Copy of the irrBullet wrapper which can be found at https://github.com/CollectiveTyranny/irrBullet
- A C++ project set up that can compile code that uses Bullet, and the Irrlicht 3D engine
- Intermediate knowledge of C++, and the Irrlicht Engine

Tutorials about Irrlicht can be found at http://irrlicht.sourceforge.net/docu/example001.html and for people who like video tutorials https://www.youtube.com/watch?v=brAaoNhK4Mk.

About Bullet Physics

- 3D physics engine, handles physics dynamics as well as collision
- Agnostic of all 3D graphics engines, many bindings made for other languages
- Very advanced and customizable, many settings are available for almost all objects
- Very poor documentation, it is very difficult to find a comprehensive source of examples or tutorials; especially for those who are inexperienced
- Under the MIT license, so it can be used for all purposes including commercial purposes

Tools used to make this tutorial series

The libraries used in this series are: Irrlicht and Bullet physics, it is implied that you are in an environment where you can build using both of these libraries.

- irrBullet - wrapper maintained by Brigham Keys and Nicolas Ortega
- Irrlicht - 3D rendering and event handling
- Bullet - Physics simulation
- CMake - Cross platform build system
- Emacs - Text editor
- Doxygen - Documentation generation
- gtk-recordmyscreen - Desktop recording