

Development of a framework to create computer games

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Abstract. Keywords: Game Development, OpenGL, LWJGL, Lightweight, JBullet, Java

1 Introduction

2 The Problems

3 Basics

- Deferred Rendering
- OpenGL
- JBullet
- Skeletal Animation
- Instanced Rendering
- Post Processing
- Normal Mapping
- Event based distributed systems
- Transformation Matrices
- Projection Matrices

4 Implementation

5 Evaluation

6 Conclusion

6.1 Further Outlook

References

1. My Reference