**Unreal engine**

Moet aangevraagd worden, doet al heel veel werk.

**Torque3D**

Volle game engine, schijnt slecht code te hebben door afwisselende community (needs confirmation)

**Source**

Confirmed hard.

**Leadwerks**

Used by AAA titles. Advanced rendering, apparently difficult to use. (needs confirmation)

**NeoAxis**

Uitgebreide model ondersteuning, still active, volle game engine. Is gebaseerd op orge. Mainly for c#.

**Ogre**

Goede documentatie & forums, directx11, excellent shader integration, solid code base.

**Irrlight**

Dealbreaker: Slechte docs, alleen directx9 support