General Information & Link Portals:

Doom 3 on Wikipedia

<https://en.wikipedia.org/wiki/Doom_3>

Id Tech 4 on Wikipedia

<https://en.wikipedia.org/wiki/Id_Tech_4>

Source Code and Modification:

id tech 4 Engine Source Code Downloadable

<ftp://ftp.idsoftware.com/idstuff/source/idtech4-doom3-source-GPL.zip>

Doom3.gpl Source Code on github

<https://github.com/TTimo/doom3.gpl>

Making Doom 3 Mods: The Code

<https://www.iddevnet.com/doom3/code.php>

Architecture Analysis:

Doom 3 Source Code Review

<http://fabiensanglard.net/doom3/>

Doom3 Network Architecture Analysis

<http://mrelusive.com/publications/papers/The-DOOM-III-Network-Architecture.pdf>

Comparison of Doom 1, Quake, and Doom 3 entity references system

<http://blog.noctua-software.com/entity-references.html>

Other Things of Interest:

.plan file for John Carmack

<http://www.bluesnews.com/cgi-bin/finger.pl?id=1&time=20020211165445>

Optimizing the Rendering Pipeline of Animated Models Using the Intel Streaming SIMD Extensions

<https://software.intel.com/en-us/articles/optimizing-the-rendering-pipeline-of-animated-models-using-the-intel-streaming-simd-extensions/>

Videos:

John Carmack - Doom 3 Engine Technology Interview [Part 1/4]

<https://www.youtube.com/watch?t=4&v=sWRctnQU2F4>

John Carmack - Doom 3 Engine Technology Interview [Part 2/4]

<https://www.youtube.com/watch?v=7YV-RMG_NLM>

John Carmack - Doom 3 Engine Technology Interview [Part 3/4]

<https://www.youtube.com/watch?v=10fP1j7429g>

John Carmack - Doom 3 Engine Technology Interview [Part 4/4]

<https://www.youtube.com/watch?v=o5PWHZpxkx4>

The Making of Doom 3 (Part 3/4)

<https://www.youtube.com/watch?v=BmdbETV-MU0>

The Making of Doom 3 (Part 4/4)

<https://www.youtube.com/watch?v=9BMMddTPDec>