**jMonkeyEngine (jME)**

jMonkeyEngine (jME) is a game engine made especially for modern 3D development, as it uses shader technology extensively. 3d games can be written for both android and desktop devices using this engine. jMonkeyEngine is written in Java and uses LWJGL as its default renderer (another renderer based on JOGL is available). OpenGL 2 through OpenGL 4 is fully supported.

jMonkeyEngine is a community-centric open source project released under the new BSD license. It is used by several commercial game studios and educational institutions. The default jMonkeyEngine 3 download comes readily integrated with an advanced SDK.

By itself, jMonkeyEngine is a collection of libraries, making it a low-level game development tool. Coupled with an IDE like the official jMonkeyEngine 3 SDK it becomes a higher level game development environment with multiple graphical components. The SDK is based on the NetBeans Platform, enabling graphical editors and plugin capabilities. Alongside the default NetBeans update centers, the SDK includes its own plugin repository and a selection between stable point releases or nightly updates.

**Note:** The "jMonkeyPlatform" and the "jMonkeyEngine 3 SDK" are exactly the same thing.

**Terminology:**

Shader technology: In the field of computer graphics, a shader is a computer program that is used to do shading: the production of appropriate levels of color within an image, or, in the modern era, also to produce special effects or do video post-processing. A definition in layman's terms might be given as "a program that tells a computer how to draw something in a specific and unique way".

LWJGL:Lightweight Java Game Library

**Links:**

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

<https://jmonkeyengine.org/>

<https://jmonkeyengine.org/tour/sdk/>