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Engine Programmer at Odeum Project

Experience



Project Odeum

10 mos

Odeum Engine 5

Dec 2019 – Present · 1 mo

Toronto, Canada Area



Hi and welcome back to the last developer diary for the Odeum Engine.

This fifth entry is showing off the working rendering engine. We are happy to announce that we have it working, and we are excited to start building more real-time raytracing functionality.

We have worked hard and written alot of code this term. In reflecting on how far we've come, I couldn't help but think that this was an enjoyable experience building this rendering engine, while also being a frustrating and difficult experience as well. For all the time spent, and all the stress and anxiety over it, I do believe it was worth it, and I am personally excited to continue to build on it in the future as it serves as a decent foundation for things to come.

We also received feedback from Talis Lincoln, lead programmer at 360 studios. [Enter feedback here]

Feel free to check out our video at the link below, and check out our code at the github link provided.

[see less](#)

Odeum Dev Diary 4



azgame/Odeum

Odeum Engine 4

Sep 2019 – Present · 4 mos

Toronto, Canada Area

Hi and welcome back to another developer diary for the Odeum Engine.

This fourth entry is about the raytracing rendering pipeline. This involves a large amount of code being added to the renderer so that we can render objects using DXR, the direct x raytra ...[see more](#)



Github

Odeum Video Dev Diary
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