



Project Odeum

8 mos

Odeum Engine 3

Sep 2019 – Present · 2 mos

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

This third entry is about adding input and more camera features, and about reorganizing the code into a cleaner engine loop. This involves moving code into more logical places and building out our input class and our camera so that they are connected to and behave within the engine loop.

Because this is a learning process for us, we take a very iterative approach to building out our engine. This involves writing code to make a feature functional, and then rewriting and reorganizing that code to make it well organized and work well and behave well in our framework, and once that is stable then continue to add new features and components.

We enjoy the process and are excited about the new features we will be adding to our engine in the coming weeks, including object and material loaders and introducing the first parts of the raytracing pipeline.

Feel free to check out the video posted and take a look at our git repository in the link below. See less



[YouTube](#)



[azgame/Odeum](#)