**Assimp**, short for **Open Asset Import Library**, is a powerful tool that allows you to load various 3D file formats into a shared, in-memory format. It supports over **40 file formats** for import and an expanding selection of formats for export. The library provides APIs for **C and C++**, with additional bindings available for languages such as **C#, Java, Python, and Delphi**. Assimp also runs on **Android and iOS**. [Beyond loading files, it offers mesh post-processing tools like normal and tangent space generation, triangulation, and vertex cache optimization1](https://github.com/assimp/assimp).

Here are **five reference links** where you can learn more about Assimp:

1. [**GitHub Repository**: The official Assimp repository on GitHub contains the library’s source code, documentation, and release information](https://github.com/assimp/assimp)[2](https://github.com/assimp/assimp/releases).
2. [**Assimp Documentation**](https://assimp.sourceforge.net/lib_html/index.html)[: Explore the official documentation to understand how to integrate Assimp into your projects and utilize its features](https://github.com/assimp/assimp)[3](https://assimp.sourceforge.net/lib_html/index.html).
3. [**NLB Mobile App FAQ**](https://mobileapp.nlb.gov.sg/get-started-with/nlb-mobile/)[: While not directly related to Assimp, the NLB Mobile app FAQ provides useful information on accessing digital resources, including learning materials](https://github.com/assimp/assimp)[4](https://mobileapp.nlb.gov.sg/get-started-with/nlb-mobile/).
4. **Assimp Discussion Board**: Join the Assimp community discussion board to ask questions, share knowledge, and connect with other users.
5. **StackOverflow with Assimp Tag**: Search for or ask questions related to Assimp on StackOverflow using the “assimp” tag.

Happy learning! 🚀📚