**Open Dynamics Engine (ODE)** is an open-source, high-performance library for simulating rigid body dynamics. It provides advanced joint types, integrated collision detection with friction, and is widely used in computer games, 3D authoring tools, and simulation applications.

Here are some reference links where you can learn more about ODE for free:

1. [Official ODE Website](https://www.ode.org/): The main source for documentation, examples, and the source code.
2. [Wikipedia - Open Dynamics Engine](https://en.wikipedia.org/wiki/Open_Dynamics_Engine): Provides an overview and background information.
3. [Al’s Programming Resource - ODE Tutorials](https://www.alsprogrammingresource.com/ode.html): Tutorials focusing on ODE and related concepts.
4. [Engineer4Free - Dynamics Course](https://www.engineer4free.com/dynamics.html): Covers methods for solving problems involving objects in motion.
5. [OpenLearn - Dynamics](https://www.open.edu/openlearn/science-maths-technology/dynamics/content-section-0): A free course covering basic terms and concepts related to motion and forces.

Happy learning! 🚀