[**Bullet Physics Engine** is a powerful open-source physics simulation library used for collision detection, soft and rigid body dynamics in applications such as games, visual effects, robotics, and reinforcement learning](https://pybullet.org/) [1](https://pybullet.org/)[2](https://en.wikipedia.org/wiki/Bullet_%28software%29).

Here are **five free reference links** where you can learn more about Bullet Physics:

1. [**Bullet Real-Time Physics Simulation**](https://pybullet.org/): The official home of Bullet and PyBullet, providing resources, documentation, and examples for integrating Bullet into your projects.
2. [**Wikipedia - Bullet (software)**](https://en.wikipedia.org/wiki/Bullet_%28software%29): Learn about the history, features, and applications of the Bullet physics engine.
3. [**GitHub - bulletphysics/bullet3**](https://github.com/bulletphysics/bullet3): Explore the Bullet Physics SDK, a C++ library supporting VR, games, robotics, and more.
4. [**Bullet Physics Tutorial: Getting Started**](https://www.kodeco.com/2606-bullet-physics-tutorial-getting-started): A beginner-friendly tutorial on using Bullet physics in iOS games.
5. [**PyBullet Quickstart Guide**](https://pybullet.org/wordpress/index.php/forum-2/): Dive into PyBullet, a Python interface for Bullet, useful for robotics, virtual reality, and reinforcement learning [3](https://pybullet.org/wordpress/index.php/forum-2/).

Happy learning! 🚀