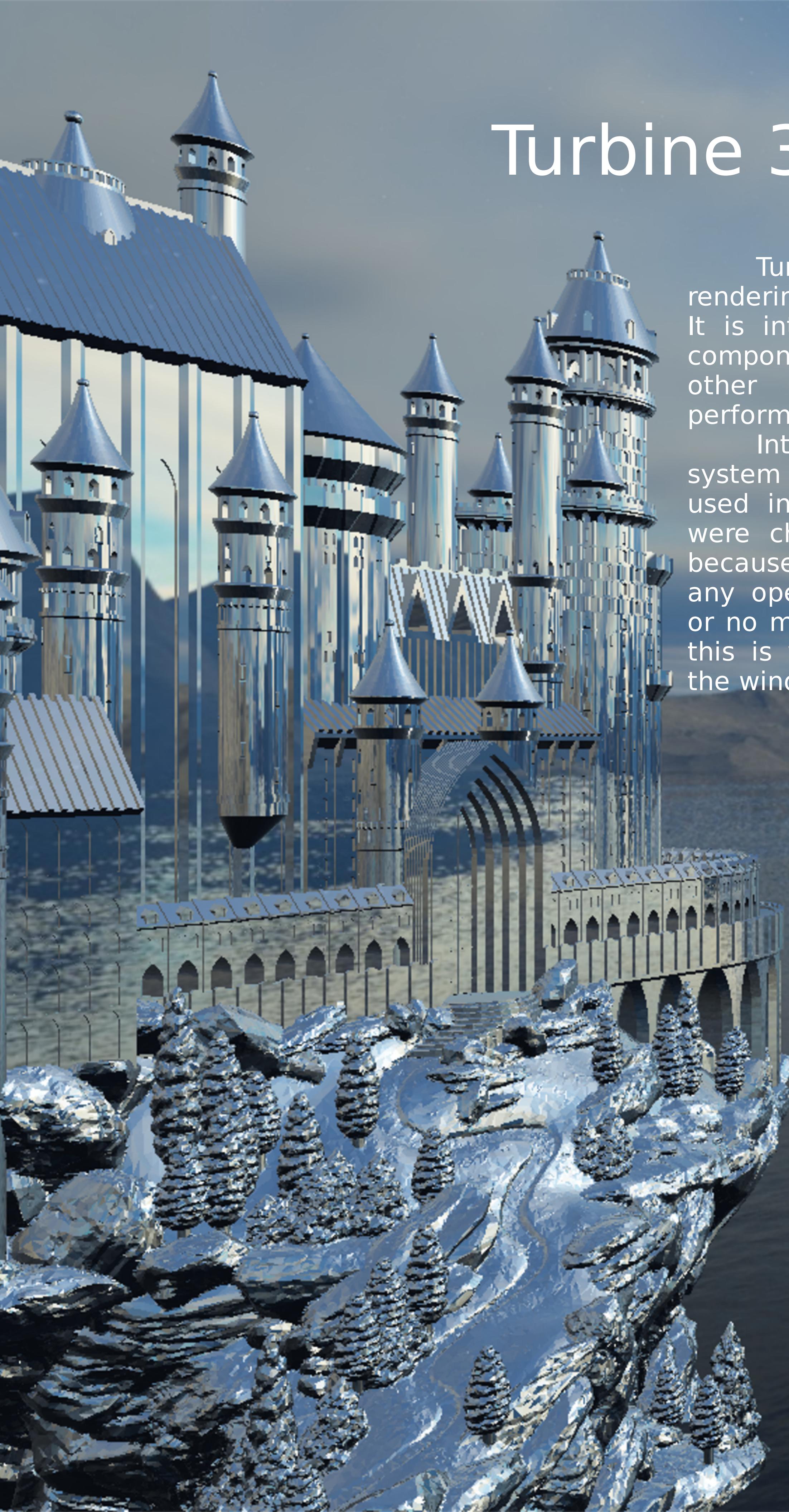
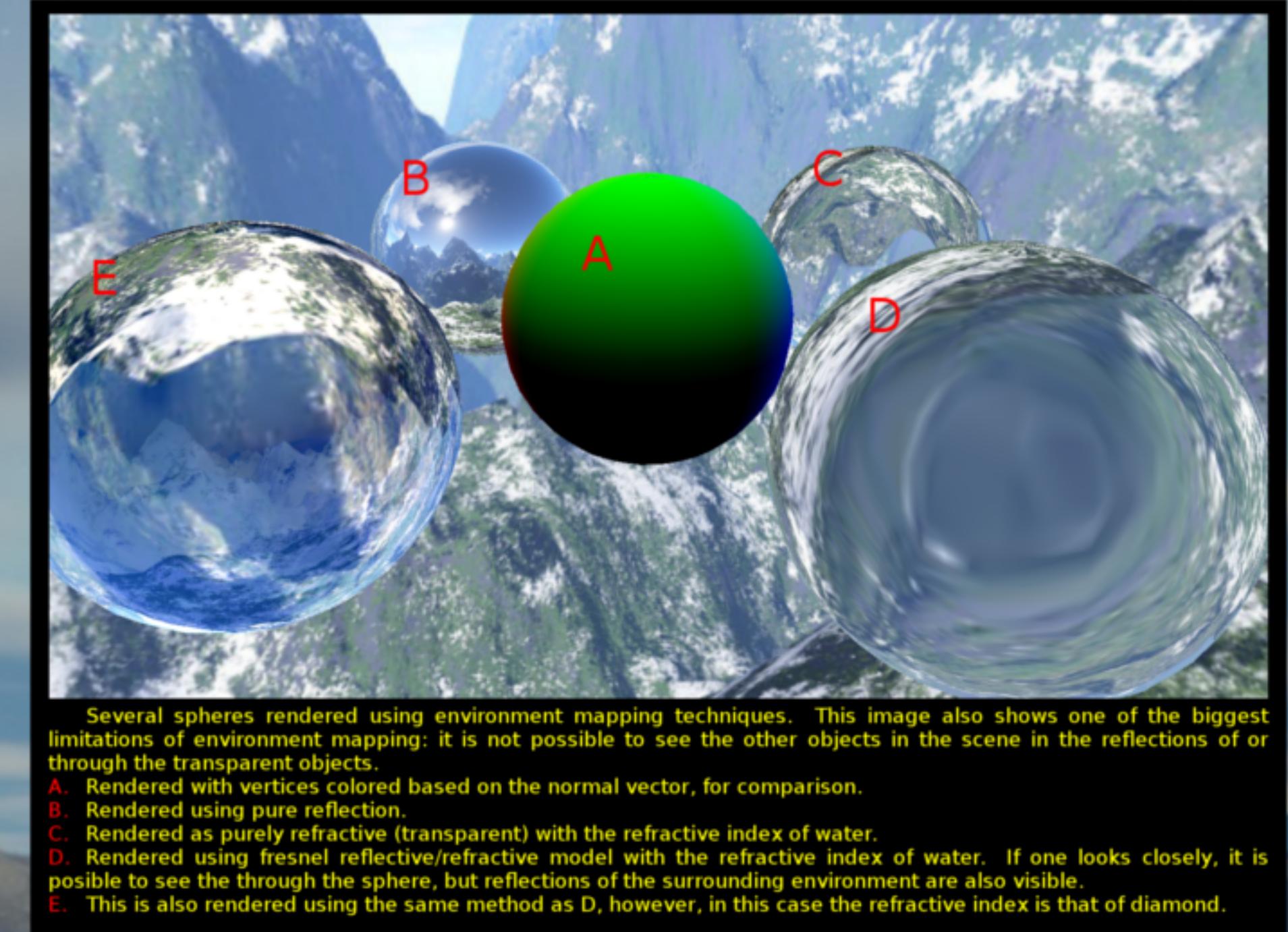


Turbine 3D Graphics Engine



Turbine is an engine for rendering real-time 3d graphics. It is intended to be used as a component part of a game or other project requiring high-performance 3d graphics.

Intended to be operating system agnostic: All libraries used in the creation of Turbine were chosen first and foremost because they could be used on any operating system with little or no modification. For example, this is why SDL2 was selected for the windowing system.



Options for some advanced rendering techniques like environment mapping, instanced rendering, deferred shading, and more are implemented. In addition, resources for more addition methods like physically-based rendering (PBR) are available allowing them to be relatively easily implemented in another project.

