

# TO STUDY 3D API PROGRAMMING AND TO DEVELOP A 3D ENGINE

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## ABSTRACT

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A study would be undertaken in the fields of mathematical science as well as 3D graphics. A 3D engine is a framework for the games programming to develop 3D games. In other words, 3D engine is a kernel or “heart” of a 3D game. A 3D engine set the rules for virtual 3D worlds by applying a lot of mathematical calculations. The virtual worlds emulate our experience in the real worlds. By using 3D engines, the 3D game programmer does not need to develop the game from scratch, what they need to do is just apply the rules set in the 3D engine and concentrate on setting the rules for their game. The 3D engine will be developing using C++ under Microsoft Windows environment.