

## **Project Overview:**

The purpose of the Plasma Works 3D engine was to create a 3D engine that had enough basic functionality to create a game. It didn't need to have all of the effects and niceties of the million-dollar engine but it needed to be good enough that no one would know the difference.

Hence was born PW3D, the Plasma Works 3D engine. The engine is not intended to be used with first person shooters, rather it is intended to create slower paced role-playing games or puzzle games.

PW3D is the result of the collective efforts of Craig Post and Heather Jeffcott. The engine has its problems like any set of code, but it is perfectly functional and should make gamers everywhere very happy.

The following capabilities were wanted in the 3D engine:

- Compatible with Windows 95/98
- OpenGL optimized
- Directional, Bulb, Spot, and Ambient Lighting
- Texture Mapping
- Mesh based models
- Keyframe based animations
- Free floating camera
- Z-Buffering
- Particle Effects
- BillBoarding
- Shadows
- Transparency
- Object Manipulation
- Easy to code with and add onto