SymoEngine 2.0

Bialko Istvan, student, Spiru Haret University Abstract:

This project is aiming to offer a graphical engine, with which anybody can create a virtual world, presentation without the need of any programming skill. Besides the many other engines, my concept differs in the common pipeline and drawing methods. Introducing a new feature to enhance the depth perception.

Keywords: opengl, sdl, cpp, graphical engine, parametric