

# Re: Game Programming: Newbie Needs Advice on Engine

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*Source:* <http://coding.derkeiler.com/Archive/General/comp.programming/2005-10/msg00682.html>

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- *From:* "Phlip" <[phlipcpp@xxxxxxxxxx](mailto:phlipcpp@xxxxxxxxxx)>
  - *Date:* Wed, 26 Oct 2005 04:37:56 GMT
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jfjfkkkkkk11111 wrote:

> Good evening.

It's morning in many places receiving your post ;-)

> I am an video artist with some scripting skills (Perl,  
> UNIX scripting, Jscript, VBscript)

The magic acronyms are OpenGL and Lua there. You are using tools from the far opposite side of the industry.

> and want to make an interactive 3D  
> game. My problem is I have been looking around and have no idea where  
> to start with a gaming engine or software, the choices are  
> overwhelming. I am looking for something with a easy learning curve,  
> free (artist=broke), easy on the hardware, etc., ... Can you help?

Download any of the free game systems from sourceforge.net . Whichever one you can actually figure how to compile and run, that's your platform.

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Phlip

<http://www.greencheese.org/ZeekLand> <-- NOT a blog!!!

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- *Follow-Ups:*
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◇ *From:* anandmu@xxxxxxxxxx
  - *References:*
    - ◆ **[Game Programming: Newbie Needs Advice on Engine](#)**  
◇ *From:* jfjfkkkkkk11111

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