

Join GitHub today








[Dismiss](#)

GitHub is home to over 20 million developers working together to host and review code, manage projects, and build software together.

[Sign up](#)

A cross-platform game engine for Blender 3D

[1,007](#) commits[1](#) branch[53](#) releases[11](#) contributorsBranch: [master](#) ▾[New pull request](#)[Find file](#)[Clone or download](#) ▾

 GoranM Merge pull request #1033 from rafcolson/camera ...	Latest commit 7f38cf1 on Feb 9	
 blender/bdx	exporter-fix: avoid duplication in instantiator	3 months ago
 extern	Adding static constant cardinals to Vector3f.	5 months ago
 src/com	Camera.rayDataNormalized - fix	2 months ago
 .gitignore	(#793) libgdx-deps-unconditional for windows	2 years ago
 README.md	Removed reference to 'green button' (github changed that look).	3 years ago
 build.xml	(#793) libgdx-deps-unconditional for windows	2 years ago

README.md

BDX

BDX is a small 3D game engine, designed to work with [Blender](#) (as an addon), and built to leverage [libGDX](#), along with the [Bullet physics library](#) (specifically, the [gbullet](#) port). It features a straightforward execution model, supported by a relatively simple API, enabling the programmer to effectively define object behavior within a typical blender scene.

From a "build and deploy" perspective, BDX projects are simply extended libGDX projects, which means that you can use the same gradle-powered pipeline to deploy BDX games to any platform that's currently supported by libGDX (Windows, Linux, Mac OS X, HTML5, Android and iOS).

License

BDX is licensed under the permissive [Apache 2 License](#) (just like libGDX): You can use this software free of charge, no strings attached, in commercial and non-commercial projects.

Dependencies

For game development with BDX, you only need a relatively recent version of the Java Development Kit (I tested with 1.7).

If you plan on developing the engine itself, you'll additionally need a working version of [ant](#).

Download and Install

You can find the latest release [here](#).

Download bdx.zip. Once you have it, you can install it like any other blender addon - In User Preferences, click on the "Install from File" button, then find and install bdx.zip.

After that, you just need to enable it (you can find it in the Import-Export category - Testing support level), and then Save User Settings, so you don't have to re-enable after every blender restart.

At that point, there should be a BDx panel in the Render properties window.

Use

You can find relevant information in [the wiki](#).