National Centre for Computer Animation

The Victory! Game Engine

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Features:

- non-linear animation system
- node-based architecture (*runtime inheritance/extendibility*)
- scripting using Lua (*for all aspects of the engine*)
- rendering using OpenGL API and NVIDIA's Cg

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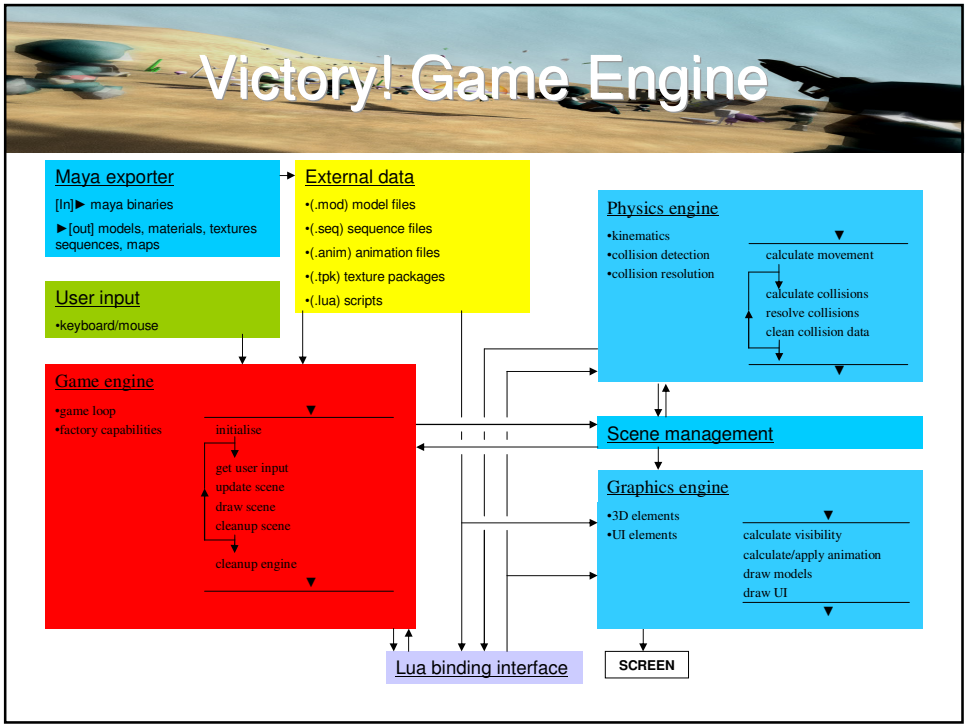

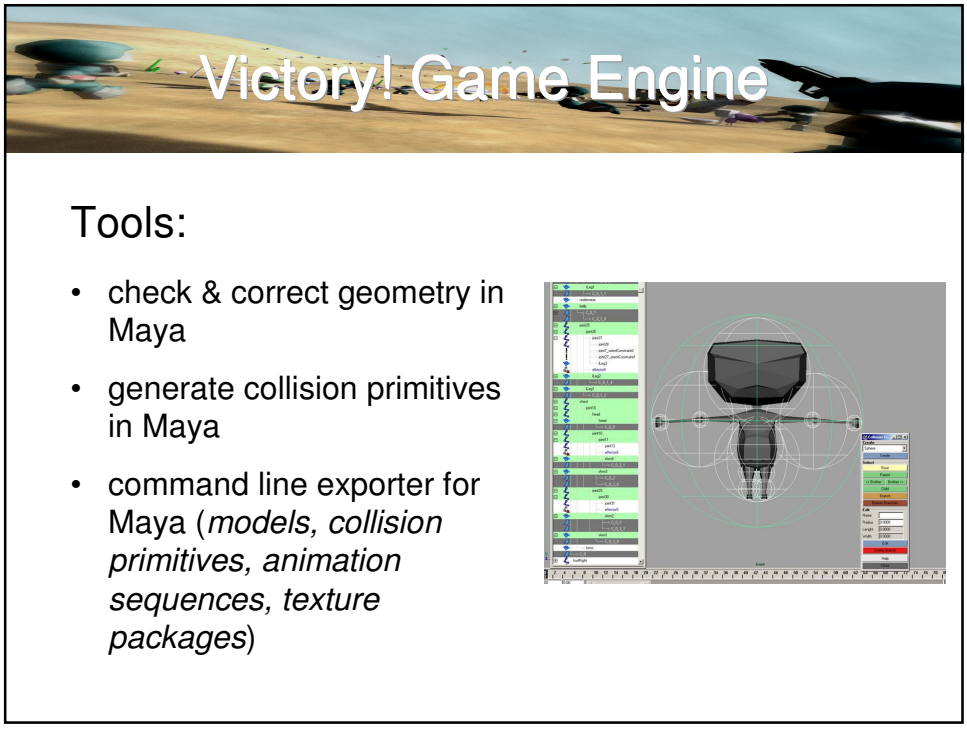

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download the demo from http://ncca.bournemouth.ac.uk

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