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Thread: [OpenGL 3D world Camera movment](#)

SneakyPyro - February 15, 2017, 10:33 pm

Hello I currently have an assignment to create a game through basically any language. I reckon Python would be the best for me as its the language I have used the most which is most suitable. So I was planning to try and design a 3D FPS style game using pygame and OpenGL.

How hard on a scale of 1 to 10 is it to create a 3D world using OpenGL that includes camera movement in an FPS style? The only methods I have found are matrix methods that move the world rather than the camera, is there any possible way to simply move the camera.

If not, is it worth trying to learn this and are there any other python library's I should use? I do not wish to use any programs like unity3D or Unreal Engine.

There is not much information online for OpenGL especially for python so any resources would be greatly appreciated.

Thanks ?????

Edit: I forgot to I say I use python3. Thanks

Infamia - February 15, 2017, 11:36 pm

>opengl

>is there any possible way to simply move the mouse

bro there is nothing simple in opengl, either a) just use pygame b) use unreal/unity3d or c) give up because you won't be able to make any type of game in general without knowledge of atleast some kind of mathematics (linear algebra?).

mathematics is key.

SneakyPyro - February 16, 2017, 12:38 am

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Thank you for your response, I know how to move the mouse and get mouse input using pygame that is not the problem.

I know there is nothing simple in opengl I have read from other sources as it is 20+ years old and the users mostly use old methods.

Thanks for the advice I think I will aim for a smaller project as I have no education in a higher level of mathematics.

.eXe - February 16, 2017, 6:17 am

(Feb 16, 2017 01:38 AM)SneakyPyro Wrote: [\[CITE\]](#) Thank you for your response, I know how to move the mouse and get mouse input using pygame that is not the problem.

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Thanks for the advice I think I will aim for a smaller project as I have no education in a higher level of mathematics.

If you can design any game, why not do a simple ASCII PacMan or something? Aim small for now.

TheWarOwl - February 16, 2017, 9:55 am

Are you coding this from scratch? If so that's tough, could be realistic for an assignment but I've never done it (not 3D anyways)

You could use Blender3D, which has its own game engine and uses python and openGL. This way the amount of programming required isn't crazy, you can 3D model whatever assets you need and parent them accordingly. Then code from scratch all of the controls which wouldn't be too difficult. There is a logic editor but I'm sure doing it this way will work fine.

I've made a few first person type games with it myself. Nothing serious, just for fun as it was relatively easy to learn.

TheWarOwl - February 17, 2017, 5:31 pm

There's a cool little tutorial for stuff like this here btw:

<https://pythonprogramming.net/coloring-pyopengl-surfaces-python-opengl/>

it's not horribly difficult if you know how 3D Works, but from scratch will be a bit tedious