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Thread: [R5RS Scheme 3d engine, \(and a rant about LISP\)](#)

MiguelSanchez - *March 4, 2022, 11:27 am*

I spent a while putting a bunch of my old work together on my site, I think everyone should appreciate this 3d engine/library

I just wanted to flex how powerful lisp is with a very basic demo of what can easily be done from scratch once you learn to think in a lispy way, all 3d support was built in ground up and to remind everyone that the should start learning Emacs, we could network our lisp machines, distribute optimisers, have them improve our code for us, and become programmer gods.

[LISP 3D Engine multiple object generators with demos](#)

For non lisp users, it may look messy but in all default lisp the code is data and a homomorphism of the abstract syntax tree (what your interpreter or compiler generates after it parses your content) so it's not the best for human readability, but you could easily write your own shortened syntax that parses into lisp, and write code that reads lisp and converts it into your shorthand.

It may sound difficult but these are exactly the task it's made to excel at, it's how you're supposed to use lisp, if you've ever wanted to see a language study and understand itself get on-board.

If this reflective programming interests you, read about the meta-circular evaluator, LISP is usually written in itself so you can use the language to modify its evaluator and create offshoot dialects on the fly (though there are easier ways to do it, via syntax and macros, this is the powerful 1337 way)