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jMonkeyEngine 3.0 is a high level Open Source game development environment that supports advanced 3D graphics, techniques, and hardware. Built on Java, it is integrated with OpenGL and its SDK is built on Netbeans. The jMonkey platform allows developers to build sophisticated high-end 3D graphics and

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jMonkeyEngine (jME) is a game engine made especially for modern 3D development, as it uses shader technology extensively. 3D games can be written for both Android and desktop devices using this engine. jMonkeyEngine is written in Java and uses LWJGL as its default renderer (another renderer based on JOGL is available).

~~jMonkeyEngine — Wikipedia~~

After 3 months of beta testing, the Java game engine's long-awaited v3.3 release arrived on 30 March. With it came exciting new features: AppState ids, light-probe blending, a better ragdoll control, and an animation system rewritten from the ground up. As often happens, a few key bugfixes missed the cutoff for v3.3.0-stable.

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jMonkeyEngine 3, better known as jME 3, is an open-source 3D game development engine written entirely in Java. Using this engine, game developers can exploit Java's capabilities to develop games not just for modern operating systems, but also for the Android market.

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