

Gamebryo Engine

The *Gamebryo* engine is a 3D computer game engine based on the [NetImmerse engine](#). It is a direct renaming of *NetImmerse* in 2003. Currently it is owned by Gamebase Co., Ltd. (Korea). Titles such as [The Elder Scrolls IV: Oblivion](#) (2006) and [Fallout 3](#) (2008) are based on it.

A direct descendant of *Gamebryo* is the [Creation](#) engine, an advancement released by [Bethesda Game Studios](#) in 2011.

[[List of Game Engines](#)]

From:

<https://www.mobile-infanterie.de/wiki/> - [mwohlauer.d-n-s.name](#) / www.mobile-infanterie.de

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=en:game_tech:gamebryo_engine&rev=1676652622

Last update: **2023-02-17-16-50**

