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Subject: What is the easiest 3D console to emulate and what are good resources?

Posted by [TrevorNoah](#) on Mon, 20 May 2019 17:17:38 GMT

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I want to learn a little about 3D programming and an emulator could be a cool project to start.

I've started an NES emulator which I'll finish soon™ and I have an idea how OpenGL work, so these aren't the problem.

My question is: which 3D console should I try? How much harder it is from the NES?

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Subject: Re: What is the easiest 3D console to emulate and what are good resources?

Posted by [bj](#) on Mon, 20 May 2019 17:34:38 GMT

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This does not appear to be the correct forum for your question. This Forum is dedicated to the Metric Halo audio products.

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Subject: Re: What is the easiest 3D console to emulate and what are good resources?

Posted by [sisawo2252](#) on Wed, 04 Dec 2019 11:25:07 GMT

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TrevorNoah wrote on Mon, 20 May 2019 22:47 I want to learn a little about 3D programming and an emulator could be a cool project to start.

I've started an NES emulator which I'll finish soon™ and I have an idea how OpenGL work, so these aren't the problem.

My question is: which 3D console should I try? How much harder it is from the NES?

Hi buddy, there are top 5 which you may go for. But as this forum is not related to this so I will suggest you to search your term on google, and you will get the list.

Regards,  
S.Smith

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