Ogre3D presents

User Survey 2011

conducted August 2011
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by the Ogre3D team
www.ogre3d.org
1. Introduction

This survey was conducted to collect some information about the nature of the Ogre user base and the utilization of the engine. It therefore offers a means to get an impression how Ogre3D is used and which platforms and tools it is most commonly used with. Additionally, this survey serves as a guide for the Ogre3D Team to identify weak points and hence help it to decide on future developments.

The survey was conducted throughout the month of August 2011 and was advertised on the Ogre3D homepage (www.ogre3d.org) as well as in the Ogre3D forums (www.ogre3d.org/forums) to get as many community members to participate as possible, in order to get a reliable and representative result. In the end we received 1020 responses of which 875 result sets contained answers to all 20 questions and respectively 145 which covered only a proportion of the questions.

In order for the results to be comparable to the previous Ogre3D User Survey conducted in 2008, this year’s survey also included those questions from 2008 (questions 1 to 5). The results of the previous survey are also incorporated in this report to simplify comparison, which is easily possible due to a similar number of responses in both surveys (1034 in 2008).

We, the Ogre3D Team, would also like to use this report as an opportunity to say “Thank you!” to all the participants of this survey as well as the whole Ogre3D Community in general for their active involvement in the forums and the wiki. After all it is the combination of the skilled and dedicated Ogre3D developers / contributors and the highly motivated and supportive forum members that sum up to the great experience that using and working with the Ogre3D engine is!

So “Thank You!” to everyone involved!

Your Ogre3D Team
2. Results

Q1: In which sector are you using Ogre?

Note: Multiple answers per person were possible.

Results 2011:

In which sector are you using Ogre?

Results 2008:

In which sector are you using Ogre?
Q2: For which application types do you use Ogre?

Note: Multiple answers per person were possible.

Results 2011:

For which application types do you use Ogre?

- Games: 854
- Training / Education: 193
- Simulation: 288
- Public Works: 16
- Research: 139
- Architectural: 48
- Industrial: 30
- Embedded: 16
- Tools: 25
- Virtual World: 193
- Other: 141

Results 2008:

For which application types do you use Ogre?

- Games: 465
- Training / Education: 103
- Simulation: 62
- Public Works: 21
- Research: 41
- Architectural: 31
- Industrial: 155
- Embedded: 72
- Tools: 21
- Virtual World: 0
- Other: 0

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Side-by-side comparison 2011 vs. 2008:

For which application types do you use Ogre?

- Games
- Training / Education
- Simulation
- Public Works
- Research
- Architectural
- Industrial
- Embedded
- Tools
- Virtual World
- Other

Optional input of respondents who flagged “Other”:
- Advertising
- Augmented Reality (2x)
- Civil Engineering
- Computer vision
- Entertainment
- Hardware diagnostics
- Media Player (3x)
- Mobile
- Photo presentation
- Prototypes
- Real time broadcast graphics
- Robotics
- Video (2x)
- Video post-production
- Virtual Reality simulator
- Visualization (2x)
- Weather presentation
Q3: Years of experience with Ogre

Note: This question was slightly expanded compared to 2008, so a direct comparison is not possible.

Results 2011:

Results 2008:
Q4: Size of team using Ogre

Results 2011:

Size of team using Ogre

Results 2008:

Size of team using Ogre
Q5: Organization size

Results 2011:

Results 2008:
Q6: Which OS are you developing on?

Note: Multiple answers per person were possible.

Results 2011:

Which OS are you developing on?

- Microsoft Windows: XP or below: 290
- Microsoft Windows: Vista or above: 644
- Linux: 375
- Apple Mac OS X: 159
- Other: 17

Optional input of respondents who flagged “Other” [excerpt]*:
- Android (4x)
- FreeBSD (3x)
- iOS (4x)
- Windows 7 (3x)
- Windows CE 6
- ...

* Only a proportion of the data is listed here, since some participants seem to have misinterpreted the question and answered for which OS they develop rather than which OS they use to run their IDE. This might also apply to the listed responses.
Q7: Which IDE are you using?

Note: Multiple answers per person were possible.

Results 2011:

Optional input of respondents who flagged "Other" [excerpt]*:

- Bluesfish (2x)
- Codelite (8x)
- DevC++ (2x)
- Editor (4x)
- Emacs (14x)
- Geany (7x)
- Gedit (5x)
- Kate (3x)
- MonoDevelop (3x)
- Notepad++ (4x)
- SciTE (2x)
- Vim (25x)
- ...

* Only a proportion of the data, namely entries that appeared at least two times.
Q8: For which platforms are you developing with Ogre?

Note: Multiple answers per person were possible.

Results 2011:

For which platforms are you developing with Ogre?

- Microsoft Windows: XP or below: 525
- Microsoft Windows: Vista or above: 755
- Apple Mac OS X: 231
- Android powered mobile device: 98
- Apple iOS: 118
- Sony Playstation 3: 25
- Microsoft XBox 360: 32
- Other kind of Computer: 230
- Other kind of Mobile device: 28
- Other kind of Games console: 15

Note: Multiple answers per person were possible.
Q9: For which OS are you developing with Ogre?

Note: Multiple answers per person were possible.

Results 2011:

For which OS are you developing with Ogre?

- Microsoft Windows: XP or below: 523
- Microsoft Windows: Vista or above: 756
- Linux: 436
- Apple Mac OS X: 235
- Apple iOS: 105
- Android: 92
- Other: 11

Optional input of respondents who flagged “Other” [excerpt]:
- Any OS which can run Java
- Attempting Xbox and BlackBerry
- FreeBSD (3x)
- Meego
- ...

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Q10: What configuration of builds for your applications are you using?

Note: Multiple answers per person were possible.

Results 2011:

What configuration of builds for your applications are you using?

- 32-bit only: 397
- 64-bit only: 403
- 32 and 64-bit: 70
Q11: Preferred shader language

Results 2011:

Preferred shader language

- CG: 272
- HLSL: 131
- GLSL: 185
- None / I do not use shaders: 131
Q12: Preferred Render System (if you have a choice)

Results 2011:

Preferred Render System (if you have a choice)
Q13: Main programming language in conjunction with Ogre

**Results 2011:**

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<thead>
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<th>Language</th>
<th>Count</th>
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<tr>
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<tr>
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<td>59</td>
</tr>
<tr>
<td>C#</td>
<td>14</td>
</tr>
<tr>
<td>Java</td>
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<td>Python</td>
<td>25</td>
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<tr>
<td>Ruby</td>
<td>11</td>
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<tr>
<td>objective-C</td>
<td>10</td>
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<tr>
<td>Other</td>
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<tr>
<td>Optional input</td>
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<tr>
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<td>Common Lisp</td>
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<td>erlang</td>
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<td>FreePascal</td>
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<tr>
<td>Javascript</td>
<td></td>
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<tr>
<td>Lua (2x)</td>
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<tr>
<td>PHP</td>
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<tr>
<td>PUREBASIC</td>
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<tr>
<td>VB.NET</td>
<td></td>
</tr>
</tbody>
</table>
Q14: Primary modeling tool

Results 2011:

Optional input of respondents who flagged “Other”:
- 3DCrafter/3DCanvas
- AC3D (2x)
- DAZ Studio
- DeleD
- Houdini
- Luxology modo (2x)
- Milkshape3D (3x)
- My own molecular dynamics C++ code
- Not just one
- Only few manual meshes
- Own tools
- Procedural geometry
- Silo
- ZBrush
Q15: Which GUI library do you use the most with Ogre?

Results 2011:

Which GUI library do you use the most with Ogre?

Optional input of respondents who flagged “Other” [excerpt]:

- Awesonium (2x)
- Berkelium (2x)
- Canvas
- Custom made / in-house (23x)
- Flash
- Gtk
- MFC
- JoyUI
- libRocket (7x)
- Lugre
- Miyagi (7x)
- Ogre SDKTrays (7x)
- Nifty GUI
- Ogre Overlays (2x)
- QT (19x)
- WPF (2x)
- wxWidgets (4x)
- ...
Q16: Which Ogre physics wrapper do you use the most?

Results 2011:

Which Ogre physics wrapper do you use the most?

Optional input of respondents who flagged “Other” [excerpt]:
- Box2D
- BulletSharp
- Custom wrapper (18x)
- Havok (2x)
- Lugre
- OgrePhysX
- OpCode
- PhysX (5x)
- PhysX Candy Wrapper (4x)
- Rigs of Rods Physics (2x)
- ...
Q17: Which Ogre SceneManagers (SM) do you use?

Note: Multiple answers per person were possible.

Results 2011:

Optional input of respondents who flagged “Other”:
- Custom (8x)
- ETM
- GameKit Occlusion Culling
- Ogre::Terrain Component (4x)
- PLSM
- PLSM2
Q18: Most severe drawback(s) of Ogre

Q19: Most important/anticipated future change for Ogre

Note: These were free text questions. As a consequence the result cannot be properly displayed via a chart, but instead the below written summary tries to outline the most common answers.

Within the 805 responses we received for these two questions, the following points are the most frequently listed ones that would help improve the overall experience and/or are highly anticipated (in no particular order):

- Official console support and official Android port
- DirectX 11 and OpenGL3+ support
- Updated and more extensive documentation
- Enhanced mobile platform support
- Good and free 3D Max exporter / better exporters in general
- Official tool chain (scene editor, material and shader editor, ...)
- Modular design with the math part or the resource handling being own sub-libraries
- More books, tutorials and other resources to help mastering the steep learning curve
- More frequent releases and faster processing of bugs and patches
- Better shadow support
- Official C-API
- Improved performance
- Generally improve rapid-prototyping by offering more tools and pre-created content such as complex shader
- Official x64 builds
- Multithreading / multi core support
- Instancing
- Inverse Kinematics
- Very large scene support / scene manager redesign

PS: Rest assured that even though your specific remarks and suggestions for the further, future improvement of Ogre3D might not be in the list above, they will be taken into account. The Ogre3D Team is currently discussing internally how to best address and proceed on the feedback received by this survey.

Additionally, there are also multiple ways for you to get active yourself and help develop the engine further, e.g. by participating in the discussions in the “Developer talk” forum section, creating patches to fix issues or add new functionality or help improving the documentation in the wiki.

In case of any questions, just send us an eMail and we will get back to you as soon as possible. Details can be found on the last page of this report.

Developer talk forum section
Ogre3D wiki
Bug tracker
Patch tracker
Q20: Feedback on the Ogre User Survey 2011

Note: These was a free text question. As a consequence the result cannot be properly displayed via a chart, but instead the below written summary tries to outline the most common answers.

The 153 responses we received for this question, mainly focused around the following points:

- Overall huge appreciation that the community gets a voice
- A lot of congratulation and gratitude for the engine and the Ogre3D project in general
- Desire to have more questions to get even further insight into the community and the use of Ogre3D and its ecosystem
- Plenty of good ideas for new questions on suggestions on how to improve the current ones
- Request to conduct that kind of survey on a regular basis
Thank you for your participation and interest!

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mail: webmaster@ogre3d.org
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