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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).

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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

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