

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 November 2011.

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