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About This Software

MasterpieceVR is the easiest, most natural way to quickly create 3D content. Sculpt and draw using intuitive dynamic tools that let you easily create high quality models for use in games, animation, digital art, VFX, industrial design and 3D printing. Immerse yourself - create collaboratively with colleagues, friends, or teach others in real time in the same virtual space. Perform and engage with others using advanced Mixed Reality and room camera features.

[Available for Arcades on SpringboardVR](#)

CORE FEATURES:

Clay & Mesh Creation - *Create with Intuitive & Powerful Tools*

Clay Sculpting

Shape your creativity with intuitive and powerful clay sculpting tools. Create organic characters, creatures, and scenes with ease.

Ribbons & Meshes

Add detail, hard surfaces and effects to your creations with ribbons and meshes.

Grid & Guide Tools - *Create with Precision*

Grid

Turn on the Grid and snap your tools to precise points in space.

Angles

Angle Snapping controls the precise orientation of your tool in space.

Guides

Use Point, Line and Plane Guides to add precision to your sculpting.

Gizmo

Change the shape of the basic Sculpting Meshes (Cube, Sphere, Cylinder, Pyramid, Cone and Torus) with the Gizmo for even more modeling power.

Remix your Workflow - *Explore New Creative Possibilities*

Exporting

Export your creations as OBJ, STL, FBX, GLTF. You can render them in other 3D programs, or 3D print them.

Importing

Fill your virtual creative space with inspiration. Import browsers, images, videos, and 3D models as references or as part of your creation.

Convert to Mesh

Convert parts of your sculpted creations into meshes that act as independent object, allowing you to reach new levels of detail and complexity.

Rasterization

Rasterize imported meshes and edit them with our powerful clay sculpting tools.

3D Library Integration

Our Google Poly and Sketchfab integration allows you to browse for models from these libraries and import them as references, or to Remix with our Clay Editing tools.

Stamps for Kitbashing

Use Stamps from our Featured Stamp library and build amazing, complex creations with ease. You can also create your own stamp library using our sculpting tools and our Save Stamp feature or download 3D kitbash sets online and expand your kitbashing possibilities.

Social - *Share Your Creations in Multiple Ways*

Collaborate with Friends in the Same Virtual Space

You can create collaboratively with friends or colleagues or teach others in real time in the same virtual space with our networking feature.

View Mode

Share your work with your friends by taking pictures and videos in View Mode. Our lighting studio brings your model to life with Shadows, Ambient Occlusion, Bloom and up to 3 directional lights.

Sketchfab Integration

Our Sketchfab integration lets you save your models directly to your Sketchfab account.

Streaming

Set up a streaming studio with multiple cameras and make your creation videos for Twitch, Facebook or Youtube more dynamic and interesting.

Mixed Reality

MasterpieceVR is the most full-featured creative app for mixed reality performance available. Our Mixed Reality capabilities allow you to demonstrate your work in fun and engaging ways. Learn about our Mixed Reality features and how to set it up here: <https://www.masterpiecevr.com/blog/mixedreality>

Title: MasterpieceVR
Genre: Animation & Modeling, Design & Illustration, Education
Developer:
MasterpieceVR
Release Date: 14 Sep, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10, 64bit

Processor: CPU: Intel i5

Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX 970 or equivalent

DirectX: Version 11

Network: Broadband Internet connection

Storage: 2 GB available space

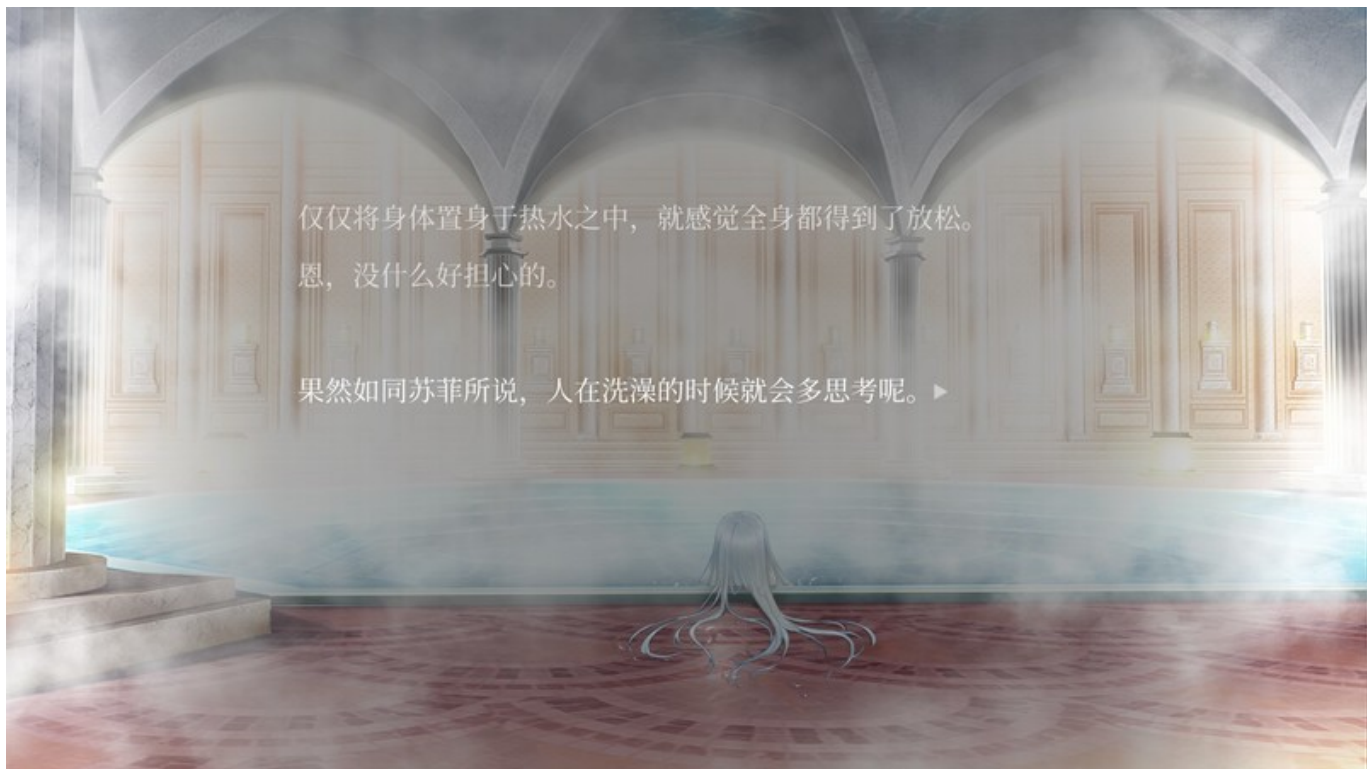
Sound Card: N/A

Additional Notes: Windows 7 does not currently support the DirectX 11.1 features required for MasterpieceVR.

English







仅仅将身体置身于热水之中，就感觉全身都得到了放松。
恩，没什么好担心的。

果然如同苏菲所说，人在洗澡的时候就会多思考呢。▶

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Nobody is playing online (that was the only way to play this back in the day) because the "remaster" is really just the same game from 20years ago setup to run on modern hardware. Don't buy this unless you want to play against weak AI bots that you'll bore of after the first hour of playing.. For people who have played the Nazi Zombie Army Trilogy, this game will feel very familiar, as it controls and progresses very similarly, while also including some aspects of Left 4 Dead. It can be played and beaten entirely in single player, but also completed in a co-op campaign with up to 3 other players. The game is broken into multiple campaigns, each with multiple sections/checkpoints. Much of the gameplay involves fighting hordes of undead, with special undead that are more difficult and possess better abilities. The final battles are obviously the hardest. Weapon upgrades can be purchased with the loot gathered in each level, and there are other abilities that also enhance the variety of the battles. Each of the 4 playable characters contain unique advantages, but they are minor in importance, and each persons play style should work with each character. It should not be seen as a class based character selection, as it is not. The game is very easy to pick up and play, and each checkpoint can be started at if you quit the game, so you don't have to replay levels in single player if you don't want to. The wealth of secrets make replay more appealing, which is rare for me. The graphics and style of the game are very appealing to me, having a pulp adventure quality mixed with some tongue and cheek humor. A bit of the 1998 Mummy film, a bit of Indiana Jones, and a bit of Tomb Raider. I bought this game on sale because I was very fond of Rebellions other titles. I can honestly say this might be my favorite game they have made to date. I highly recommend it.. Nice music - bad bad game.. Flaming turd. Thank you Ace Combat for being a part of my childhood memory, a decade later and with this game, I can safely say that I do not regret being a fan of this franchise. Thank you, Ace Combat.. wait i had a archer rune?. nice stabbing simulator. Video Review: <https://www.youtube.com/watch?v=dYmOrZ5dv5s>

[Welcome to Lair Gaming's review of Project Graviton for PC.](#)

[Do you want to collect blue collect-a-thon bits or just race to the finish? I asked myself this question several times over the couple of hours I spent playing Project Graviton. While the main "narrative" only spanned about 30 minutes for me, the appeal of trekking back through Project Graviton's tougher sections in hopes of snagging all of the collectible items kept me bordering entertained and fuming for about 2 whole hours.](#)

[This game is tough. From the start, it is made abundantly clear that precision platforming is key in Project Graviton. In regard to gameplay, think Super Meat Boy. You'll even encounter saw blades that call back to that title - and tons of red things to be gravely afraid of. The platforming here is very tightly controlled. You can move, jump, and combine a dedicated running button with jumping to clear larger gaps and shoot past obstacles. After some minor frustration - or, maybe challenge is a better word - you'll acquire a suit that allows you to change gravity's effect on the protagonist. This allows for the already pretty challenging levels to immediately rocket off into hellishly difficult territory that will cause you to do one of several things. You will be faced with the terrifying reality that collecting all of the little blue bits and finishing the level you've been stuck on for 20 minutes might be mutually exclusive ideas. I cranked the speed up to 11 and motored through these levels like I'd never even been introduced to the concept of collectibles on my first playthrough. To this point, I still have not been able to grab every blue treasure-y bit in Project Graviton. Luckily, in this endeavor, I'm becoming more familiar and capable of utilizing the 3 checkpoints given at the beginning of each level. The player can place these checkpoints at will, but each one disappears when you die - meaning that it's back to the starting line if you die and then forget to place another checkpoint. This lead me to some infuriating moments when I placed a checkpoint somewhere unsafe - died, and immediately reloaded to find that I'd died again in a blink of an eye. Back to the beginning, I guess.](#)

[I was impressed with the techno soundtrack and felt that it meshed well with the gameplay and aesthetic - and it never felt like it was droning on. As far as visuals go, this is standard 2D platformer fare. While smart, quirky animation goes a long way to giving the protagonist some personality, it's regrettable that this adventure looks so much like ones you've taken with other running and jumping characters over the years.](#)

[Lastly - there actually is some story at play here. I mean, don't think you're going to be enthralled by a tale of love and loss - but do expect some kinda funny dialogue and a short enough running time for the game that the dialogue doesn't have a chance to be anything other than endearing. I was actually shocked at how much I wanted to see the plot keep moving forward when the credits started rolling.](#)

Project Graviton is fun and challenging. In no way are you gonna discover some unique platforming experience you'll never ever have again - but you will find something that tows the line between fun and rage-inducing long enough to leave a pretty good impression for the price of a low-premium phone app.

Gameplay - 63

Visuals/Art Style - 61

Sound - 71

Content-to-cost at \$1.79 - 73

For what it's worth, I give Project Graviton on PC a 67/100.. Devil May Cry V is an amazing game, but Capcom has gone overboard with the Red Orb and especially the Blue Orb micro transactions.. Great game fun and addictive.

Disoriented is a simplistic first person view puzzle game, set within a three dimensional abstract bent-space labyrinth environment. The aim of each level is to find the way out. Visually it resembles **Antichamber** and thematically the upcoming [2017] **Manifold Garden**, which presumably are the strongest marketing catches **Disoriented** has on STEAM.

The gameplay to myself feels lacking further challenge or purpose, despite the puzzles growing gradually more tricky and the aim of each stage being clear. Perhaps it is the case of murky "zen" factor. The difficulty curve starts low, therefore if you find the early maps too easy, skip it to the second page. The developer is engaged in the project and responsive, therefore additional contents may eventually be expected.

All in all, if you are keen on puzzlegames and seek something to stretch up your mind, **Disoriented** may as well be the choice, especially if you are particularly into the first person view style. The score is 6/10 wHATs grade. Recommendable to fanboys of the minimalist design. The price of four Euro is approachable. Nonetheless, if you expect **Disoriented** to bestow you with a second **Antichamber** experience, let go of it.

I would also like to point out first person view puzzle games have already been discovered, even the ones featuring bizarre physics.. Great Game For A Match 3[?]. This game definitely has a steep learning curve, which stopped me from playing it for a while, but once you learn how the game actually works it becomes a lot of fun. It has some drawbacks, like how upgrading anything but weapons at the beginning leads to instant death, and the default settings being weird, but it also has some fun gameplay, oodles of replayability, and bunch of weapons and enemies. Furthermore, this game looks great and I have yet to encounter any bugs in it.

In short: Worth the two dollars you should get it.

. There is very little text in between too many uninteresting fights. The French translation is rather [poor. The gameplay during fights is driven by too much pointless randomness. The music is extremely repetitive. There are better gamebooks by Tin Man Games. e.g. \u00ab An Assassin in Orlandes \u00bb.. Hidden Object with a twist. It's got some weird stuff in it, but it's enjoyable.. It was really great to not play to become a hero, or a king/queen, but to uptain godhood. The story was capitvating and it was nice to see your choices really mattered and had an inpact on the story. Your choices really matter as it can determine what kind of god you will become.](#)

[The text is easy to read and udnerstand, there is a nice balance between the length of the text and language. Not to mention all your choices that keeps you engaged and on your toes.](#)

[I can reccomend this game greatly, i really enjoyed it and i hope you will too!. Taken 4: Putt Putt Travels Through Time. Very boring and old but if you like to risk yourself go ahead](#)

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