GeoVox Addons

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## About This Software

## GeoVox

GeoVox is the latest real time world generation software application created by Axis Game Factory, Inc. GeoVox is a completely new st 5d3b920ae0

Title: GeoVox
Genre: Animation & Modeling, Design & Illustration, Education, Photo Editing, Software Training, Utilities, Video Production
Developer:
Axis Game Factory, Inc.
Publisher:

**Minimum:**

**OS:** Windows XP SP2 or better

**Processor:** Intel Core 2 Duo / AMD Athlon X2 or Better

**Memory:** 2

English

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Garbage. Refunded.. Very good. for Work 3D animation with few click, but not recommend for advance devoloper.. Reminds me of an old program I loved waaaay back when called VistaPro.which allowed you to create terrain and foliage using a very

basic computer system.at the time a 486? Love the ease of which you can create your scenery or control to a degree of what is generated. Powerful tool, but unsure how to integrate what is created here to be used in Unity or AGFPro.. This is the best terrain editor I have ever used. It is simple to use and is truly AAA terrain. I have also used their other software such as AGFPro and I gotta say that also impressed me. You can tell that they put time and quality work into these peices of software. I would reccomend this to all game developers who are looking to have high quality terrain in their game.. 20 years of tool and game development experience gives me this opinion. 'Basically, this tool feels and appears like it wants to be a big boy tool made for the little guys. but in the end, it serves no one correctly.*YET*. There is a potential here to morph this into a tool that many many people would want.but the question is; do the devs have the experience and knowledge to evolve this into what it is expected to be ? .and then go beyond that into being the best tool to find within its' ranges of purpose ? - I'm going to guess 'not with their current plans and knowledge as well as experience'. .but if they find the right couple of people to add to their team, the sun *could* shine on these guys and make this a true $50 component tool. Currently IMO, it's an overly-made $15 specialty-niche tool that ignores all but one market. .'Features only matter if they matter. *shrugs* Developers. I hope you'll find the time to look into the areas that are holding you guys back from ruling this area. Listen to the complaints of your current marketed demographic. then plan your next stages.THEN, and most importantly, find someone like myself(I may have time to help, depends on when/where) to analyze what the plans and workflow will bring to the various levels of "game creators" and also of course "game developers". There is potential here with this as a decent base framework. but the current package is mind bendingly crooked and dead-end'd. .one last thing. why are you requesting internet access so often ? [ I selected that I would not recommend this product, but only at this time of course. Perhaps that opinion will change based on the future of this product. .as of June 2017, I do not recommend this tool. To Unity users nor to non-unity users. .UNLESS. you're just fiddling around and learning game development and the price is around $15.. Easily THE best terrain maker I've ever used, already when I first open it I can see already how many visions I have of how i'm going to design my game, and make the terrain that goes a long with it, It's really simple to use, and makes everything look amazing with the terrain aspect of it. I'm really glad that I decided to try it out, i'm really excited to see what this and AGF combine to be in the future. Right now, I recommend this to all game developers, or people that just like to design and make games.. Amazing! Ten minutes in and I have made a more fantastic terrain than with any other software. Definitely a must have for game developers, or even anyone who just wants to play around and make stuff.. First off the software is okay. Personaly I enjoy making my own world during video game production but this software was a strech off of my regular wants while i did enjoy it it did have its confusing parts and not the best graphicts (to be expected) When using it it was of very nice quality and I thoroughly enjoyed it but the inability to export the files from another game engine than unity/AGF did prove to be frustraiting. Regardles it was fairly nice, but I did not enjoy it as well as others might have. Note* if you are looking to make/sell a video game this migh not be the best software as it runs off of unity which requires any orginisation using it making over $100,000 to buy unity, just a tip.. i got this on sale for 9.99 and it even then was not worth it . problems when exporting there is a moderate to high chance of crashes the terrains are NOT UV unwrapped which makes it useless for using in other 3d applications no native support for Blender Cycles node setup -Dealbreaker incase you are wondering what my system specs are here they are Intel i7 4790k 4.2ghz 32gb RAM DDR3 1600mhz GTX 980ti 6gb Windows 8.1 64bit i checked the ammount of RAM i was using for exporting and it never breached 8 gb and still crashed when trying to export "high resolution, Grass, Prefabs(trees water) Textures, heightmap" if my issues were fixed i would reccomend but seeing as i doubt it will be even looked at (last update was not that recent) dont buy and save your money and spend just a tad bit of time making the terrains yourself as this application will only increase your workload not decrease it this requires compatibility with Blender Cycles nodes and the "memory" issue needs to be fixed and the terrain needs to be automatically UV unwrapped then it will be a great simple terrain exporter .. REALLY AWESOME TOOL! It can be imported right into Axis Game Factory and used on any DLC for it. So far tested on ARPG and Platormer DLC! Really gives that piece of mind having more control (as far as caves, etc) than the already ever-expansive tools and resources provided within Axis and its DLC.

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