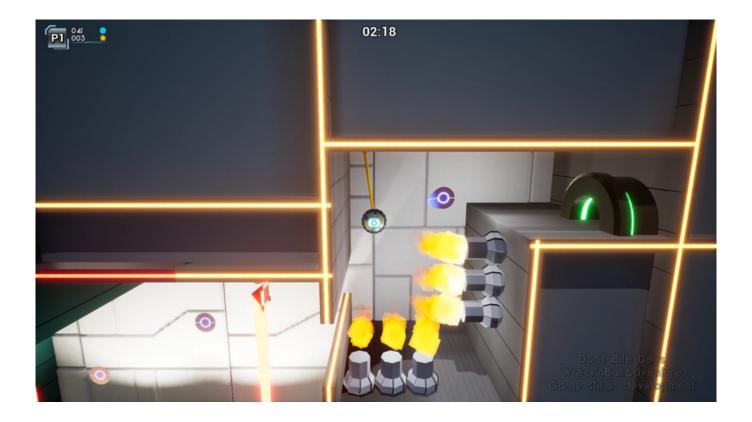The Physiology Of The Eye Torrent Download [portable]

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About This Game

"The Physiology of the Eye" is an interactive VR platform, that features two modes. It starts in a real-time automatic training mode that guides you through our visual content. Then, at any time in the application, the user can push the "Mode" button on the VR controller and switch to our interactive training mode. This allows the user to choose which areas they need to focus on and learn at their own pace. This includes a new labeling system which allows you to expand each label to find out more about the exact 3D piece you have selected and to get an in-depth understanding of each structure.

These new labels also have audio clips attached to them so you can hear exactly how to pronounce the various parts of the model. Even in Chinese. This application also includes an assessment system to judge your learning comprehension with our interactive testing system. It will also provide you with a final GPA at the end of the course.

Quotes:

- *"...facilitates learning through active engagement in the content and allows learners to apply content in ways that quickly and effectively solve challenges and create new opportunities."* **- Charles H. Patti, Ph.D.**, University of Denver and Queensland University of Technology.

- *"...photorealism aesthetics and scientific accuracy, the perfect mix to take education to the next level."* **- Alban Denoyel**, CEO & Co-founder @ Sketchfab

- *"A beautiful example of how virtual reality is poised to transform life sciences and education."* **- Sean Wagstaff**, NVIDIA

Features:

- Automatic mode: Like a traditional text book, with sections in the chapter and voice over talking to you about the model in front of you.

- Interactive mode: Use this mode to pick the models up, scale, rotate, as well as pull on different parts of the model to see how it functions. You can also select the different parts of the model to find out what they are and learn at your own pace.

- Scientifically accurate representations

- Quizzes with final GPA

About the team:

Intervoke is a startup company with a dynamic group of people who are responsible for creating award winning 3D animations for over 20 years. This company was started to create world class scientifically accurate content and 3D animation to effectively communicate various complex biological interactions inside the human body. Our team consists of 3D animators, medical illustrators, Unity code engineers, virtual reality specialists, and custom tailored physicians. We have come together to custom engineer virtual reality training programs and 3D animations for scientific visualization. Using photo-realistic thought provoking visuals, we can achieve detailed scientific accuracy. All while presenting content using custom designed clean interactive interfaces. We are passionate about science and technology and maintain the highest possible quality.

Title: The Physiology of the Eye
Genre: Casual, Simulation
Developer:
Intervoke
Publisher:
Intervoke
Release Date: 19 Jan, 2017

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Minimum:

OS: Windows 7

Processor: Intel® i5-4590 / AMD equivalent or greater
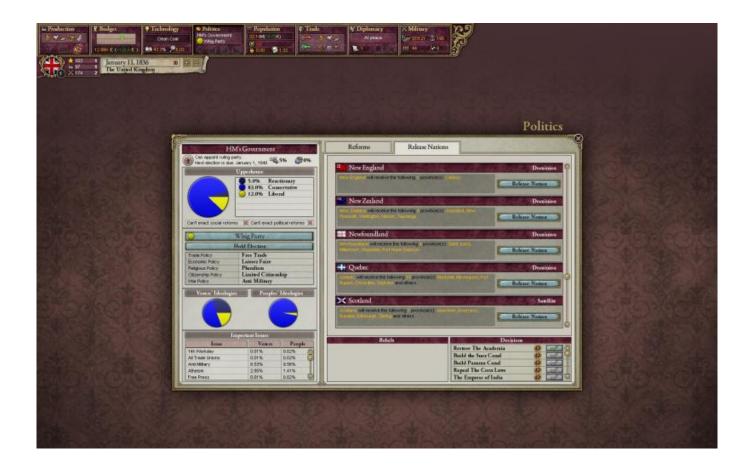
Memory: 8 GB RAM

Graphics: NVIDIA Geforce® GTX 970 / AMD Radeon R9 390 or greater

DirectX: Version 10

Storage: 3 GB available space

English,Simplified Chinese

Perfect when you're too scared of kidnappers and serial killers and you just want to play the hacking mini games.. Painfully hard. I really wanted to like this one, and there was a lot to like about it, to be sure. The premise wasn't bad. The unlockable path of upgrades looked like it would have had promise, had I reached the point of further upgrades. The werewolf model was attractive, even if I found the protagonist's human model wedge hair and violently colorful outfit for a Gothic horror action adventure game a bit startling to the eyes. I was interested enough to buy it, to play it, to want to see how the story unfolded. I don't tend to talk much about games I dislike, but this one...well, it had promise, but didn't deliver, and that saddened me.

The controls just aren't smooth. Jump physics are strange, both in timing and in propulsion style -- holding down the jump button for a longer or higher jump feels 'floaty.' Aiming the crossbow might work well on a desktop with a proper mouse, but I find it much harder to do on a laptop with a touchpad. Yes, I certainly understand that laptop gaming is not the primary concern of the developers, but I'd call into question the entire aim-and-fire system by mouse in a game like this. In werewolf mode, it's strange to keep a hand on the mouse just to slash-attack, when there's no aiming involved. And yes, sure, I can remap the werewolf's attack to a key...but then, I'm switching between mouse and keyboard when I change forms, my hand off the controls for a moment.

The early enemies have slow, blobby, floating "attack clouds" that are easy to dodge, but huge. As I climb a ladder or jump around to avoid being hit, the enemy's position changes, relative to my mouse crosshairs. Unless you have exceptional digit isolation, handling the WASD directionals plus thumb on SPACE for jumping, while precision-gripping the mouse and tapping to loose an arrow, is pretty annoying. I'm going to want to use my right hand to jump for the platform elements, and to aim and fire my weapon, and switching back and forth between two-hands-on-keys and one-hand-on-mouse just isn't viable.

Combine poorly thought out control mapping issues with weird game physics, and you end up with a game that just isn't smooth and natural to play, and that introduces frustration regularly.

The game calls itself a "love letter" to classic horror\/monster movies, but I don't think this game has really decided to whom to address that love letter. One moment we have flickery lights and black and white titles ("THE SEWERS!"), the next we're back to our cartoonishly anachronistic protagonist in a Castlevania-like setting with Teenage Mutant Ninja Turtles-style glowing green slime as a miss-a-jump toxic hazard. Levers gleam with rich F-stop-enhanced wooden handles. Above ground in the intro, we have a burning house, a vivid transformation, and slash attacks at scarecrows. I see elements of Karloff, of Chaney...of Castlevania, of Troma films, and a strange sort of pastel art style with our strangely-attired lead character that doesn't fit in with any of it. I think the developers would have been wiser to pick one, or at least two, key visual themes, instead of throwing in everything they thought might potentially fit into a werewolf game. This game could have been gorgeous with hyper-realistic visuals, with flickery-candlelit sepia tones and a brush-illustration or woodcut-like decor, or even the shadows of early silvered cinema. There are too many thematic elements, and they clash visually. Too much color, too much saturation, too loud and bright and intense a gamescape for the sort of Gothic horror vibe at hand. The Castlevania series managed to blend rich colors with a Gothic horror story, but then, it also went for painterly, stylized tableaus. The sparse, dark backgrounds of this game don't support the rich, saturated pools of color of the objects and ledges.

The music tries to be Gothic and atmospheric, and clearly borrows a page from Castlevania. I would have liked to hear a more compelling soundtrack, but I haven't progressed far enough in the game to hear much of it. Perhaps it gets better; for now, it's a step in the right direction, but the journey's far from over.

This could have been an amazing game. It had promise, and it's clear that its creators put a lot of thought into it, and had a real vision for what they were hoping to create. I see so much to like about this game that it just...doesn't deliver, when push comes to shove. The saddest part, for me, is that it feels like poor technical and executive choices are to blame. The controls could have been tighter and smoother. Jumps could have felt organic and natural, and not physics-defyingly floaty. The weapons system could have been designed for easier, less switchy-swappy hand positioning. The game could have been limited to one or two thematic and visual tropes. Real estate could have been used more wisely onscreen, leading to a less sparse-and-empty level vibe. The visual rendering might have sepiatoned the game, added brushstroke-like quality to the key outlines, and given the shapes in game weight, eye-magnet quality without cranking the saturation -- or, if the saturation remains, lush and lavish painterly backgrounds could have been added, making the rooms beautiful and striking.

This feels like a pre-alpha rushed to release. It had the makings of a great platformer, and it just didn't deliver one, due to

several little "just not quite there" limitations. I'm not sad because it's a disappointing game -- there are many of those out there. I'm sad because I can see the solidly good game it could have been, and wasn't quite. It could have been more than it is, and *that* saddens me.

I really can't recommend this game, and it's the first I've reviewed that I couldn't. A shame. I see where they were going with it, and if only they'd pushed harder, demanded more of it, it might have been the game it almost was.. If you know Wings of Fury and you like(d) it, then there is nothing more to say about this game. It is not a special game, but it is good for spending some time and have fun. Graphics are nice, controls are good and 5 bucks are more than worth it.. The game is not bad, it's pretty much a "meh" puzzle adventure.

The puzzles weren't blatantly easy, which is always a plus, but the biggest challenge didn't seem to come from figuring the puzzles out, but in the mechanics to interact with the puzzles. If a puzzle took me a bit to get it was because the mouse controls didn't respond properly.

The biggest negative to the game, however, is that there is no ending. When you finish the last puzzle you are just sent to the main menu screen with a "Thanks for playing" message. I know these kinds of games are short, but there should at least be a small payoff for beating the game.. Forget everything you have ever been taught about butterflies.. I Can't Shoot For Some Reason.

The Game Is Good I Recommend It But There Are A Few Glitches.. Many spoiled kids complaining about graphics, gameplay, etc. For a 41 year-old geek like me, whose first videogame experience was Pong... this game is my childhood dream come true. Maybe it's not the fanciest game I've ever played, but this time I really felt I was in the holodeck.
Of course, as with any new technology, there are many challenges and limitations... but we have to consider that only a few years ago affordable VR was a chimera.
I salute developers willing to work with these constraints, trying to turn their vision into reality despite the difficulties, and setting the path for others to profit when things become easier.

. The whole series went to $h!t the moment this game was released. This and every Rainbow Six game after this has been either a bad sequel or a successful spinoff. Rainbow Six is dead.

https://steamcommunity.com/sharedfiles/filedetails/?id=936020164

Good paintjobs. this is a very fun train to drive. Looks and sounds great also!. This game is nowhere near as fun as it looks in the trailer..

The controls are actually pretty bad (I even tried sitting in a chair to add realism..) and the chair is hard to control.

When you fall out the chair it makes you want to vomit.. And it glitches out (skips frames) and gives you a third person camera of your body and it all happens too quick.

I get what the game is trying to do.. And I appreciate the thought of it. But the game itself is so unpolished and skips frames like a man with a Frame Phobia running through a huge Museum of "Fantastic Great Frames". Umm..

yeah, it's a no from me.. Is it deep? Yes. As deep as a handsome stranger's eyes.

 Is it dark? Hell yes. Darker than the tall stranger himself.

 Will it take you to the fight? Not only will it take you to the fight, it will break your mother-f*cking spine in two, and have you begging for more, you sexy, sexy boy, you.

 ...

 Okay, so I lied. This game makes a bucketful of steaming camel-turd look tasty.

 Not so long ago, I reviewed a game called Deep Dark Fantasies. That wasn't exactly a masterpiece either, but I begrudgingly bestowed upon it a 5\/10, on the grounds that it was at least...erm...morbidly curious. This game - which disappointingly seems to bear no relation, dev-wise - is unworthy of even THIS level of deference.

 It's CRAP, plain and simple; although it's clearly MEANT to be a tad on the perplexing and enigmatic side. (I'll bet you've never heard phrases like "boy next door", "that turns me on", and "just lube it up" after killing enemies in a game before? Come on. You have not. F*cking liar.)

 The "memes" might almost be worth it, if the game was at least kind enough to give you more than one life before declaring "Game Over". It isn't. Save your money for a bus ticket to a public park with fully implemented glory-hole facilities instead.

 Verdict: 3\/10.

(PS If you enjoyed this review, feel free to check out my two Curator pages:
http:\/\/store.steampowered.com\/curator\/9284586-ReviewsJustfortheHELLofit\/
http:\/\/store.steampowered.com\/curator\/10868048-Truly-Horrible-Horror-Games\/?appid=398210
Cheers!). Great soundtrack, but.................................it would be nice if it was put in-game as a patch.. So here's my full review of Junk Jack (it's kind of lengthy):

Note: this game used to be known as Juck Jack X, with the original Junk Jack being called, well Junk Jack. They have renamed it because this is now their main project and they don't really support Junk Jack Retro anymore, aside from bug fix updates and things like that.

Many are familiar with the Junk Jack series because of iOS because that's where it originated from, but this is definetly the best version of Junk Jack. Touch controls haven't been a very likeable control scheme to me, so porting this to Steam is just what I needed. Thanks PixBits for that :)

Many people are calling this game a Terraria clone, and I do see many similarities (2D action-adventure sandbox game) but this game is much different than Terraria. Attacking, buliding, crafting, and mining are all very very different, so don't judge a book by it's cover: give this game a chance! It's a very fun game.

Other than that the game does feel a little, I guess boring at times. There is certainly music in this game and the music that's here is very good (has a very 16-bit feel to it) but Terraria has music constanly playing, so I can see how the music can turn people

off from the game. I also get why people don't like the combat that much. Attacking enemies with melee weapons (swords, spears, mauls, etc) feel a little off, but you get used to it after about an hour of playing. But the music problem definetly helps make the game feel kind of boring (although, like I said, the music that's here is very good).

In conclusion, it's a very good game that you have to sit with and just get used to, just like really any other game you never played before. And remember to DON'T JUDGE A BOOK BY IT'S COVER! That applys to every game you play, not just this game. I hope you found this review helpful. At the end of the day, if you like 2D action-adventure sandbox games like Terraria or Starbound, get this game. It's cheap too, so it's not like you're losing a lot from getting dissapointed from this game.

. What we have here is a proud, noticeable improvement to Gigantic Army. Let me offer some bulletpoints so far, and I may change my post depending on how far I get into the game.

----Pros
+I'm pleased to say that the controls are fantastic. A bug or two persisted at launch, but the developers have swiflty patched it out and I can report that everything works smoothly. I'm more of a gamepad kind of guy, but I must say their use of keyboard controls is refreshing, and anyone who likes either scheme will not be disappointed.
+the graphics are nice, once again utilizing fine spritework instead of lazy pixel art like it's become a habit of in indie games
+there's about 7-10 tracks of music in the game, but they're really catchy. I've often left the game open just to listen to some of the boss music (incase you're wondering why I have so much playtime). Soundtrack when?
+the pacing is smooth, in that you'll never suffer a massive whiplash in difficulty. Also, the game advertises 4 planets to explore, and each has 8-10 levels each. The length of each level is about 1\/3rd of the length of your average GA level, so I'd reckon this game is almost twice as long.
+overall it's an enjoyable experience with a good difficulty curve. Expect to die a bit
+The game, unlike its predecessor, utilizes a save system, where you can start off where you left at certain checkpoints, so you don't have to do the whole game in one run. In exchange, your mech can't tank hits anymore. A few shots and you're dead, and hazards are actually a threat to you now.
+you trade in the shield of the GMR-SALADIN in favor of multiple weapons, each of which function as your basic damage dealers, but there's enough variety for each playstyle.
+the game makes good on its promise of large, imposing bosses. Each has a distinct feeling to them, a strategy to take them down, and even unique arenas to fight them in. Whether you're soaring through the sky, or running on a collapsing bridge, they change up the formula to keep you on your toes.
+the store page says they make several references to their older works, like Satazius and Vulkaiser and I think even Armed Seven reared his robotic mug. I won't spoil anything for you, but the way they reference each is pretty cool, and they're not just background murals or small missable things.
+Nyu Media and Astro Port have been quick to keep watch over and work out any issues with gameplay or other bugs (as with all their games) so you can expect a quality product. I definitely love this game enough to fully recommend it, so it's hard to contain my enthusiasm in a single review.

----Cons
-achievements are a little bugged(doesn't affect the game, so if you're not a dedicated achievement hunter, this shouldn't be a problem)
-not too many configuration options, as you can't personally drag the screen to your desired size, but it does offer some choices.

On that note, I think that, along with Xenoblade Chronicles X, Earth Defense Force for the PS4, and Final Fantasy 15 (and the promised magitek missions), robots are coming back in style. Steel Strider is a fine staging point for that. Now if only Astro Port could make a 3D robot game where you drive it around like in XCX. That would be cool, but that's for another day. For the meantime, I'll be busy trying to beat this game on hard, which will take me alot of hours, because I'm a total casual. I admit it.