
Mesh Maker VR Addons

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About This Software

Mesh Maker VR is an intuitive, easy to use, and easy to learn VR 3d modeling tool based on vertices. Nearly zero learning curve. Just hop into VR and start making 3d mo 5d3b920ae0

Title: Mesh Maker VR

Genre: Animation & Modeling, Early Access

Developer:

CreateThis.com

Publisher:

CreateThis.com

Release Date: 1 Jan, 2017

English

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Making 3D models in VR was something I'd wanted ever since I first witnessed Room Scale in action. Mesh Maker is fairly bare bones, but in it's current state it already delivers on this promise. As someone who does not have an artistic bone in their body but still wants to make games, waiting on others to create 3d models for me has always been an issue. Now thanks to Mesh Maker VR, I can at the very least make my own placeholder art, or create my own models for a simpler looking game. Mesh Maker is perfectly capable of making more complex and detailed models to be sure, though it is missing many quality of life features that would speed up model making considerably, for this reason I feel actual 3d modellors might find it limited in it's current state, but I would urge you to keep an eye on it at the very least. Fairly useful and incredibly cool little tool in it's current state with the potential to be something truly amazing.. Okay, I bought VR software solely for 3d design, and this is the best piece of software out there for it. Period. Seriously, If you are looking for VR design software, you can stop here. If you can draw a triangle, you can build whatever you want. It's that powerful. However, Mesh Maker VR is still very much Early Access software. It was not designed for freeform art and experimentation in mind. In fact, it feels more like engineering software, since it's very measure twice, cut once. Why? No (at least obvious) "undo" command. I also find a lot of redundant movements.

I wish there was just a "place triangle" tool, that let you move vertices and auto joined any overlapping ones. The same tool would need to flip Normals too, as the program seems to confuse what is normal sometimes. Since the joysticks go mostly unused, compressing multiple functions into one tool shouldn't be too bad. You can select sub functions of the tool with the joystick. (Never abandon the button presses, they are satisfying.) Another thing (and i might be wrong about this) the program may be able to be optimized further. As it is now, I feel like the selectable vertices are actually object spheres. If I'm right, then the program needs to map out all the polys for every point. The work around is to place a sphere texture on a plane that always faces the user (like a particle effect). This way, the vert is readable, but only costs 2 triangles at most to display. Other than that, seriously, best design software. Is it made with artists in mind? No. It's made to accomplish goals. That's what makes it so powerful. I find software that targets artists are usually more pretty than functional. Mesh Maker VR started with function, and, dear god, when it gets the polish. Well, let's just say, it's my already my Go To design program, and makes 3dsMax feel archaic.. I've been searching for a tool to manipulate polygons, and I can't find anything better than this. This is after trying maya, mondo, and any other relevant software that is free or looks like it's aimed at poly shaping. I think I'm having trouble with naming files, but I might just have to read the manual.. Great dev that updates a lot and adds really cool tools! I am a beginner in this, and it's great for me to be here while it is being created. The new 3d scanner mode is especially exciting and i will try to keep up with the dev and actually learn to use this software to its fullest potential.. Great dev that updates a lot and adds really cool tools! I am a beginner in this, and it's great for me to be here while it is being created. The new 3d scanner mode is especially exciting and i will try to keep up with the dev and actually learn to use this software to its fullest potential.. I've been searching for a tool to manipulate polygons, and I can't find anything better than this. This is after trying maya, mondo, and any other relevant software that is free or looks like it's aimed at poly shaping. I think I'm having trouble with naming files, but I might just have to read the manual.. This is excellent. I had a blast with this today. It's allowed me to look at my meshes with a whole new perspective. I imported a mesh I'd done a while back in Blender, which only have vertices and edges. No edges on import, so just vertices. However the layout of the vertices was enough for me to then use it to create some great geometric patterns. Anyway, I'm really looking forward to improvements on this one.

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