Qubicle Voxel Editor Activation.rar

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About This Software

Qubicle is a professional voxel editor optimized for the easy creation of 3D models with a unique, blocky charm. It was used on big hits like Crossy Road and Shooty Skies, and will enable you to quickly design your own 3D models at an affordable price.

Voxels are 3D pixels which allow for a unique aesthetic and workflow:

- Draw and paint intuitively in three dimensions

- Build, color and clean meshes in a single step

- Unleash your imagination in a charming retro style

Features

Qubicle is designed for professionals, with all the tools and options artists expect and need.

- Feel at home with familiar tools of standard 2D and 3D software

- Start creating in an hour thanks to an intuitive interface and workflow

- Create very large models and scenes

- Edit your models easily in component parts

- Get efficient mesh optimization perfect for mobile games

- Edit voxels in 3D or on a 2D canvas

- Get 21 different tools for drawing, selecting and transforming voxels

- Use tool-mirroring symmetry

- Transform and modify selected voxels or whole objects with over 40 different actions

- Create up to 16 million objects per scene with a maximum size of 1024x512x1024 voxels per object

- Import and export all supported voxel formats (QB, QEF, QBT, QMO, QBCL, VOX, Minecraft Schematic)

- Export unoptimized meshes as OBJ, FBX and Collada (Mesh optimization available with Mesh DLC)

- Export slices as PNG

- Customize the user interface, including your own hotkeys

- 3D-print directly at home or upload to i.materialise

- Upload to Sketchfab to share your models

Purchasing Options

Thousands of professionals rely on Qubicle in their creative process. To make the software accessible to hobbyists and modders, Steam users have the opportunity to purchase the full program as available on our website, or start their voxel journey with the basic application and progressively upgrade to the full version with DLC add-ons.

Of course you will get all updates and fixes for Qubicle Voxel Editor 3.0, as we continue to improve and expand the program.

Qubicle Basic Edition
Your departure point into the world of voxel modeling. The basic application contains all the tools required to create, export and share your voxel models and can be expanded with the following DLC modules.

Qubicle Utility Module
Enhance your modeling workflow with landscape generation, height map import and object hierarchy.

Qubicle Mesh Module
Export optimized low poly meshes that run efficiently with all common game engines. Non-optimized mesh export is included in the basic application.

Qubicle Voxelizer Module
Unlock the built-in Voxelizer to effortlessly convert regular meshes to voxels.

Qubicle Indie Edition
The full-featured software as used in the game industry. The indie edition contains all of the available Module features.

Qubicle Professional License
Is required if you want to use Qubicle commercially and your annual revenue is above 80K USD

License

We authorize the use of the Qubicle Voxel Editor to any indie developer or company generating less than $80K USD per year in revenue (based on prior fiscal year). If you are above this limit the Qubicle Professional Licence is required.

What You Get

Qubicle Demo

- Test all features of the Basic Edition for an unlimited time

- Save as .qbcl, Qubicle's default file format. All models made with the demo can be opened with the Basic Edition

- Export functionality can be tested with built-in test models. Export of custom models is disabled.

Qubicle Basic Edition

- Contains all Demo features

- Unlocks export to all supported voxel formats: .qb, qbt, qef, vox, minecraft schematic

- Unlocks export as FBX, Collada, OBJ (optimization for low poly meshes remains locked)

- Unlocks "Export Slices"

- Unlocks "Share On Sketchfab" and "3D-Print with i.materialise"

Qubicle Utility DLC

- Add-on for the Basic Edition

- Unlocks "Import Heigth Map" and "Create Terrain" for custom and random lanscape generation

- Unlocks object type Compounds and all modifiers found in "Modify > Compounds". Enables object hierarchies

Qubicle Mesh DLC

- Add-on for the Basic Edition

- Unlocks low poly mesh optimization for FBX, Collada and OBJ

- Unlocks export as STL

- Unlocks further mesh export options: filename prefixes, texture output folder, face discarding

- Unlocks "Export Cubes"

Qubicle Voxelizer DLC

- Add-on for the Basic Edition

- Unlocks the Voxelizer, a built-in mesh to voxel converter, and the corresponding menu "Voxelizer"

Qubicle Indie Edition

- Contains all available features

- Is the same as Basic + Utility + Mesh + Voxelizer

Qubicle Professional License DLC

- Add-on for the Basic Edition and the Indie Edition

- Does not unlock new features

- Allows you to use Qubicle commercially if you are above the 80K USD annual revenue limit

Title: Qubicle Voxel Editor
Genre: Animation & Modeling, Design & Illustration
Developer:
Minddesk Software GmbH
Publisher:
Minddesk Software GmbH
Release Date: 21 Apr, 2016

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English,German,French,Dutch

Hiber

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这是……我的日记吗。

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Like alot of older games on steam, there is real nostalgia and quality gameplay here but age is showing. Wish there was another rating option between Yes and No that I could choose.

My main issue with the game in 2018 is just some quality of life issues.
- The graphics while well done for the time I just find hard on the eyes and end up with some real eye strain after a while. This seems to be the case regardless of what resolution I select.
- The inability to modify the controls is a real irritation for me when I am used to being able to modify scrolling controls, etc.

I have great respect for the game but at this point I would retire it and play one of the newer offerings that include modern quality of life improvements.. Solid game even in 2019, add mods like EAW Remade or Thrawn's Revenge and it may as well be a new release.

I jest, it's a complete game; way less buggy and doesn't keep asking you to buy stuff.. Wonderful and creative tower defense game.. For a free game this is actually quite decent.
The story is quite twisted and confusing and if you're looking for a short visual read then this is a good one.
I haven't played this in like months and I still find myself thinking about it.. Played less than an hour atm, but like it already.
Rooms: The Unsolvable Puzzle reminds me Spooky Door on mobile, but this game is much better; graphics and in-depth puzzles

Highly recommended!

A generic tower defense game which just suffice as time waster if you're itching for one.

Not so good and it is not really that bad either.. Finally a game where you have to earn the achievements.
The gameplay is simple and not new either, it anniversates on Asteroids from Atari.
Anyone who grew up with games that old will love it too.. I should have known I wouldn't enjoy this given how the previous game ended. chopin becomes some kind of weird\u2665\u2665\u2665\u2665\u2665\u2665\u2665with a keytar at the end of the first game, and then you spend this game running around playing a lot of music that sounds good but some pairings don't make sense, like pairing an abba sounding song with a kiss themed band, cause that makes sense, I saw "Hiss" and was obviously psyched to play a kiss themed song, turns out to be abba and I knew I wasn't gonna enjoy this. baring in mind I skipped every god damn cutscene cause I could not stand them this time around, I watched the first one, realised this was how they were gonna do the rest of them and decided forget it I'll just skip through everything. and honestly I feel like I dodged a bullet with that decision given how much I disliked the rest of the game. Now to explain how impossible it is to play this on pc, so I played the last game with my mouse and had a generally good time the story was dumb and the ending fairly awful, but the music was good , this time you cannot play with a mouse no matter how good you are with one. basically from the onset you are beset with a swarm of notes that you will miss most of, and as you go further it obviously gets harder and more likely you will get a lower score. Keyboard is no better you're undoubtedly off tempo with keyboard, like I changed up the keybindings for keyboard and, even though I followed the tempo i still missed almost every note. So yeah controls are awful seriously just play this with touch input. there is a point where I almost quit because a German dancing robot hit me with a million simultaneous notes at once, like how do you hit all those notes at once? do i just slam my hand all over the keyboard and hope for the best? Maybe I should have headbutt my monitor for best results.

TLDR:

Aside from some decent music, this game is a definite pass.

Play the previous title in the series, way more fun and you get to play as a proper respected Chopin, not some swaglord \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 who by the end of the game goes super saiyan for some ridiculous reason.

If you absolutely must get this game wait for a sale, do NOT buy at full price it's not worth it.

2\/10. great game but needs more variety and balancing. More levels and characters, perhaps?. Short but fun and the little alien is so cute!

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