
River Relaxation VR Trainer Download



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About This Software

River Relaxation VR is a relaxing hands-free virtual reality simulation of calmly floating down a river in a kayak. The simulation includes both a "morning" and "night time" experience of the same river.

Watch the trees gently sway as the birds sing and circle overhead while the kayak takes you through sun and shade. Listen to the water trickle from the waterfalls down into the river as butterflies hover over bending flowers. Challenge yourself to stay awake while the crickets chirp, the fireflies dance and the full moon lights up a darkened river.

You may configure the audio levels and kayak speed by turning your head to the back of the kayak and looking at the first two soda cans on the left in the cooler. Look at a can for one full second to bring up a panel with buttons you can look at to configure settings and dismiss the panel.

River Relaxation VR runs for approximately 25 minutes before auto-replaying itself. To end the simulation, either press the Escape key or turn your head to the back of the kayak and look directly at the last soda can on the right, and then at the confirmation button.

River Relaxation VR is a 100% **hands-free kayak-on-rails** simulation. Paddling or any other controlling of the kayak is not supported.

Title: River Relaxation VR
Developer:
Christopher Haag
Publisher:
Christopher Haag
Release Date: 18 Feb, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10 64-bit

Processor: Intel i3-6100 / AMD Ryzen 3 1200, FX4350 or greater

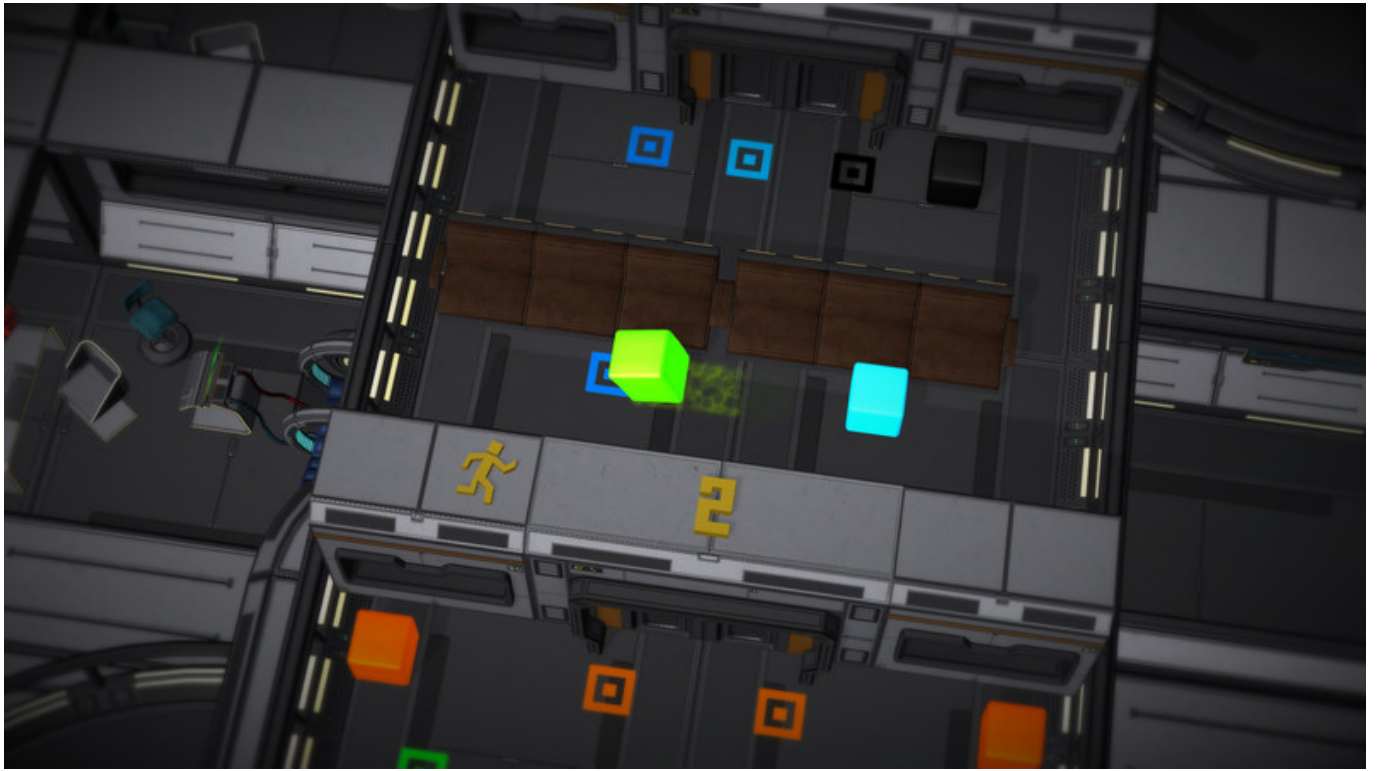
Memory: 8 GB RAM

Graphics: NVIDIA GTX 1050 Ti / AMD Radeon RX 470 or greater

Storage: 2 GB available space

English







river relaxation vr

<https://youtu.be/8wcaPA2nk3g>

Zombie Training Simulator may sound like the most generic VR title so far, joining the ranks of Zombie games, simulator games and Trainer games currently in the SteamVR lineup, but what you get with ZTS is far from generic.

ZTS is packed full of content. Your standard mode is a wave survival style game, you pick a weapon at the start of a game and stick with it for as long as possible. You are always positioned next to a table containing various supplies to help you fight off the undead hoards including steaks which can be thrown to distract the zombies who will gather around the hunk of meat until it is completely consumed, these are essential to survival as the sheer number of zombies on-screen would overwhelm you if not for this element of control. You also have grenades which explode after a set time when you throw them and shootable explosives like propane bottles and jerry cans which can make you feel like a complete badass if you shoot them in the air.

The graphics are simple but effective, the idea of the game is to simulate training yourself for the zombie apocalypse, so you aren't fighting real zombies, but instead some very stylised cardboard cutout zombies, these can only be killed with a headshot meaning that this game is more about precision and strategy than wildly firing at the hoards. The survival mode has multiple maps of various difficulties, zombies will have different paths and items on your table will vary from level to level.

The challenges are all about defeating a set number of zombies in the fastest time possible, Crow's foot is all about precision, eliminating four zombies from both sides in the fastest time possible, where as Zombie bowling has a huge hoard lined up like bowling pins, armed with one grenade and your gun of choice, you have to clear the whole lot in the quickest time you can.

If you feel yourself getting too well aquanted with the game and want to ramp things up a little, you can switch to night time mode, you gun will have a flashlight on it and this will be the only way you will be able to see, it really changes the gameplay and puts you even more on your toes as it's not as easy to know where the zombies will be coming from.

With a variety of weapons which can be gradually unlocked by killing a specified number of zombies which can be used across each gameplay type, each with their own leaderboards, there is a lot here to keep you coming back. You get a lot of value from the game and it's easily one of my favourite Vive experiences so far.. A train that says it can only get up to 140mph, but easily gets over that, making it a more fun train than the ICE3 because of the tilting, and great passenger view. The sounds make me sick.. Big Joust fan here! Love the different game modes and great party game overall.. Amateur hour. The tutorial STILL has problems right at the beginning when explaining picking race. Do not play with the arrows, they do nothing, just click the NEXT button. Secondly it will point to the alternate race selection method, a list at the bottom of level 1 races. The NEXT button will ONLY appear IF you select the TOPMOST race(boleeni IIRC).

Mission gameplay consists of a bunch of shallow arcade minigames.

I have not gotten to fleet battles yet, but I'm going to have to go with a NOT recommended unless on a good sale given how unpolished this 'release' is. I have MANY more polished EA games... OTOH I also have abandoned EA games but TBH this is the ROUGHEST game that I have played in years.... I love it! It is an awe filled psychedelic trip with out the use of mind altering chemicals!

The game is a lot of fun. Definitely worth a look. The story is entertaining and the controls feel really good. And who wouldn't want to play as a snail that can stop time?

<https://www.youtube.com/watch?v=6g0GMZojo-w>. Pros

-tittle

Cons

-ider buying it

Intellectually arousing story, Hardcore narrative pacing, Double Penetration skills for high defense mobs, Eldritch horrors that you can have meaningful relationships with, this game has it all. LOVE this game! Was a bit weary and wishlisted it to come on sale, but after only getting 10% off, I feel it was a very fair price. Says DX11, but looks like DX9.0c to me. Not a bad thing, just an observation. I love you shooting your ememies to power up your shields, a fun and unique style of play. 12 fairly long levels, but bosses are just too easy. Have played early access titles that feel more finished, but it looks like the developers are on the right track with constantly updating the game. Did have problems setting the game to fullscreen from the options menu, would get a black screen and game would lock up, forcing me to restart my PC. Not sure if its because of my ultrawide screen(2560x1080), but if I press ALT+ENTER, it switches to fullscreen and windowed mode just fine. Something that many older dx9.0c title do with Windows10, but this is supposed to be a DX11 title, so I am a little baffled. But if you are sitting on the fence, I can highly recommend this game to any shmup fan, its well worth the asking price.. But don't let the little things like that stop you from buying this title, its an AMAZING game! Its got XBox360 written all over it, really looking forward to see what updates the developer has in store for us, because they have added quite a bit of content from the time it was released until I bought it. And they just added score attack today. The developers are really trying! KUDOS!!!!. Early Access Review!!

Pros:

Floating through space on intercept trajectories with space junk using only your handheld boosters (and your gun if your desperate) to guide you... dont miss your target...

A survival game that is a real challenge

-You have to grow food, in order to grow food you have to source the materials and seeds from the space junk.

-Oxygen and electricity are a commodity, use them wisely.

- Defend you ship from the ever present threat of asteroids that can punch holes in your ship and suck out all your precious O2.

Standing, Sitting, or room space compatable. you'll be flailing your arms around to jockey around satelites to avoid asteroid showers so bring your motivation.

Cons:

Basic graphical design.

The tutorial doesn't explain much.

No music/ over tone sounds

Dieing is frustrating, but your progress on the ship is saved

Conclusion:

No it doesn't have great graphics or a formidable musical score. But the concept is great and very original. If you want something that stands out from the masses of shooters for VR this is the game for you. Coming from a one man studio this is great stuff and he is constantly updating and asking the community for feedback I see this going far and getting more polished along the way.. I to cant use the map - not loaded :-(
Some ideas?

Early Access Update Oct 17th:

A new update has been submitted with the following changes:

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- Floating rocks have been grounded
 - Audio "dead zone" has been populated with sparse bird song to reflect sparse trees
 - Breeze base volume has been increased by 50%
 - There are now four distinct bird flock chatter sound areas along the river rather than just one
 - Additional leaves no longer fall into the river and disappear; but rather drift past the river or otherwise fall elsewhere out of sight

Don't forget to post suggestions and bug reports in the Discussions board!

Also subscribe to my Twitch channel at <https://www.twitch.tv/drgndeveloper> to watch real-time development when I'm online!.

Early Access Update Jan 14th:

It's the new year, and with it comes a big surprise change I promised everyone:

NIGHT MODE!!!. Early Access Update Nov 1st:

This update has the following changes:

- The kayak no longer turns on a dime, but rather glides and slightly tilts toward the predetermined path
- The kayak now slightly bobs up and down
- The ripples are slightly more visible and the water slightly less transparent

The changes are designed to be subtle but still experience enhancing.

I think the water is still too transparent, but if I make it more solid then it turns into an ugly gravy textured flow. It will be a real challenge to improve the water to look more realistic without hurting the frame rate, but I'll see what I can do.. **Early Access**

Update Dec 6th:

Aside from bug fixes this will be the latest update for a little while. Changes are:

- The kayak now "cuts" through the water leaving a thin trail
- Reduced the breeze volume by another 20%
- The "Cancel out of the Exit Menu" button is now a checkmark instead of a confusing round arrow
- The second waterfall height has been cut in half
- The turn before the second waterfall has been eased up

Before I take this out of Early Access there are two more things I'd like to do.

First is do lower the ground level in the last quarter of the map because it just doesn't look right to me.

The second is a big feature which I'm saving for a surprise :)

As always, your feedback is welcome!. **River Relaxation VR Now On Early Access!:**

I'm happy to announce after months of work that my first VR Experience is now available on Steam!

River Relaxation VR is a calming hands-free simulation of a kayak slowly gliding downstream developed using the Unreal Engine. A balance of realistic and quickly rendered assets were used in putting together the vast landscape of trees and rocks. Sound effects were carefully chosen and positioned in the world to make it seem there are flocks of birds within the trees, and that you can both see and hear approaching waterfalls.

RRVR will be in Early Access while I make changes based on user feedback, performance improvement discoveries, and other ideas I have. I won't promise to get them all in, but I will promise to try to fix crashes, visual artifacts and other problems that may come up.

So relax, open a window, put a comforting drink in your hand and enjoy the ride!. **Early Access Update Nov 28th:**
It's been a while, but a new update is available with the following changes:

- New water material: Should look a little less flat, less transparent, have some sparkling near where the sun is and discretely rise and fall periodically.
- Fixed issue where sounds would abruptly stop
- Reduced master breeze background audio volume
- Fixed an issue with kayak turning where the user is nearly thrown into a tree branch and then steered away hard
- Added foliage in some bare spots

I'd like to get some feedback on the water. I think it's better than before but not ideal.

In the next update I'd like to try to fix the bug where you can't interact with the menu cans, make more water improvements, patch up more barren, ugly coastal spots and lower the ground level in the last quarter of the river.. **Early Access Update Nov 6th:**

This is a big yet little update with the following changes:

- The underlying engine upgrade has been updated to improve performance
- Removed "mist" behind the first waterfall
- Increased kayak turn speed so as not to drift so much
- Made the kayak sail in a more centered path between the coasts in some areas

The "big" part corresponds to the engine itself. I just upgraded the app from Unreal Engine 4.19 to Unreal Engine 4.20 to get performance improvements. It works fine for me but engine upgrades are always big under the hood, so if this suddenly stops working for anyone I need to know ASAP.

After upgrading the engine I noticed the mist cloud that existed behind the first waterfall encounter about two minutes in the trip looked really bad, so I took it out entirely since it otherwise added very little value to the experience.

Further testing showed some problems with the kayak floating where it didn't belong in certain turns. I fixed the particularly bad ones and I plan to do more in the next update.

Furthermore I plan to reach out to an artist to help me make the water look better while still keeping the app running very smoothly.. **Early Access Update Jan 17th:**

Today a minor patch was released with these improvements:

- When the kayak reaches the end of the river, it stops for one minute and then restarts at the beginning of the river.
- Fixed issue where the little white dot wouldn't appear on the big main menu buttons.

I thought about having the simulation return to the main menu after finishing, but based on user feedback I decided it would be more convenient to just repeat the river.

Remember, you can always quit the simulation immediately by pressing the Escape key, or looking at the "Exit" soda can in the kayak's cooler.

Meanwhile I'm still trying to duplicate the neverending bug where sometimes looking at the soda cans does not bring up their corresponding menu options!

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