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About This Software

*This package represents the final version

IMPORTANT NOTICE: The IGB is not a game or software application

To be fully utilized, it needs an imaging editing program or game engine. Our graphics have already been tested in many Game Engines available on Steam. The IGB is great for game prototyping, placement graphics, or final product.

Key Features:

- 1) Create Unique Creations** - On purchase, you receive 20,000 graphic files.
- 2) License** - Use the Steam IGB Package for your game, web, print, or other commercial development project. All assets are royalty free, no hidden costs.
- 3) New Content** - Content evolves depending on support. Get us to work on what you specifically want.
EDIT: *This package represents the final version
- 4) Full Access** - You may edit, manipulate, and change the graphics in any way for use with your game development. Some Photoshop files included.

Included Assets:

*Newer - Icon Creation Kit
*Newer - Tank Creation Kit
*New - Animated Character Creator Pack
*New - Animated Bug Invaders & colorful planets
Gems
Interface Builder (5 styles)
Jungle Scene and Platform
Landbuilder
Map Maker (5 styles)
Platform Pack
Puzzle Assets
RPG Interface
Ship Builder (29 styles)
Sky Builder
Solar System
Solar System 2
Space Assets
Top Down Landscape
Weapon Builder future
Weapon Builder modern
Weapon Builder medieval

Title: Indie Graphics Bundle - Royalty Free Sprites

Genre: Design & Illustration

Developer:

Roencia

Publisher:

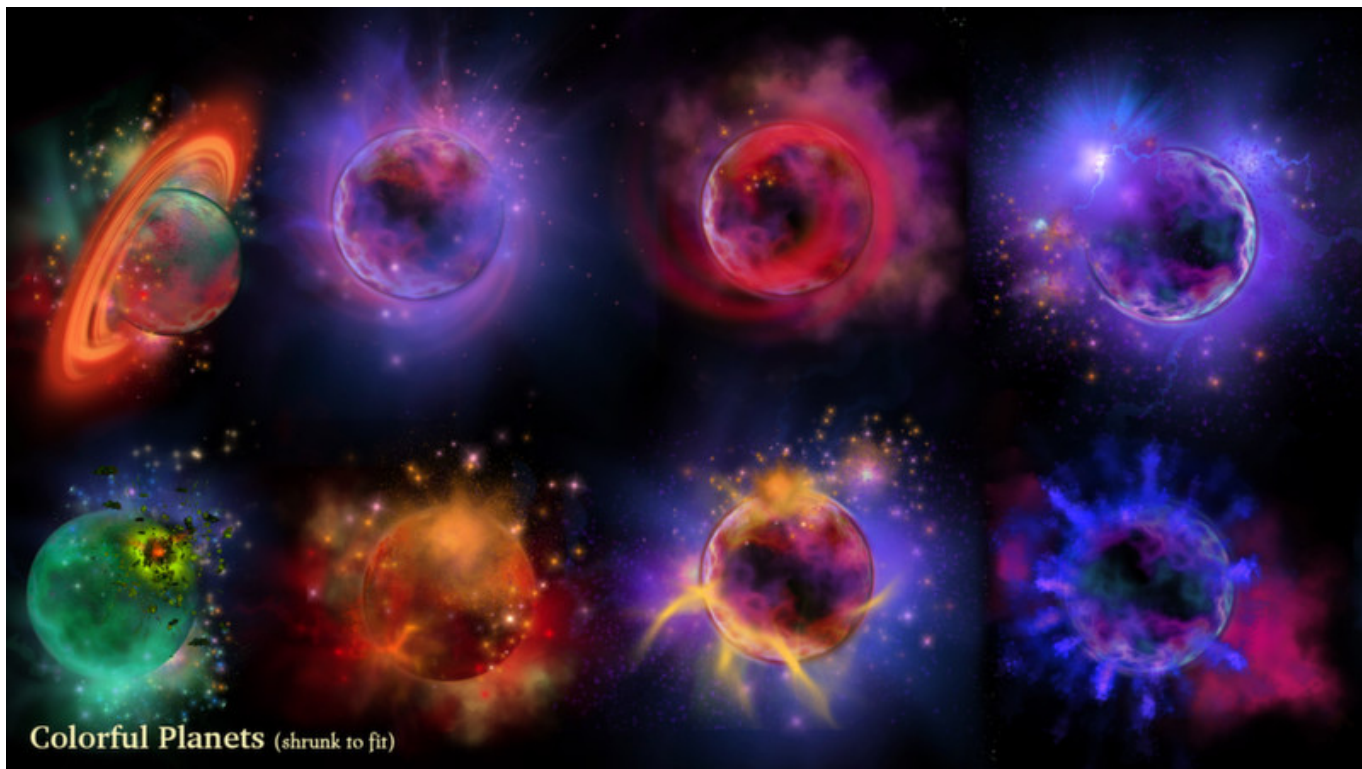
Roencia Game Creators

Release Date: 6 May, 2014

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English







This pack is a MESS! I've read other reviews stating that the files are all over the place and that's pretty much true. There's no logic in the overall system on how the assets are stored, other than a general categorisation, while some assets could also belong to other categories. That means that you need to browse a lot when you're in need of assets for your game.

Then the comment that this pack also includes ALL assets from the other 2 packs (Character Creator - Graphics Pack & Space Galaxy - Graphics Pack) which I both reviewed as good. Those 2 packs hold around 6500 assets and this one just a bit over 20K. So for a bit over double the price you get a lot of extra assets!

Like those other 2 packs, these assets are NOT meant to copy\paste 1 on 1 into your game (though the platform tiles would allow you to). You do need to put in some extra work to model them into what you want them to be and make the game look more 'your own' than just a cheap copy\paste result with assets that have been used in other games.

Couple of (negative) comments on the pack though

- Why on earth are there over 1500 assets of crystal gems that are all looking quite the same while it's only 13 different gems?
- Why are there hammer parts in the weapon creation pack (good pack in general IMO) while there's no wooden stick to connect them to (can make it myself, but WHY?)
- Why make icon packs and give them all different dimensions?
- Why make an platform pack that feels incomplete (though in general is well made)

Also worth to note, the pack is NOT worth the default price of \u20ac135. But I picked it up on the Steam Summer Sale for \u20ac34, which is more around the worth of the pack.... It's ok. But everything is just so haphazard. For example:

-Some graphics have layered PSD versions, some don't.

-Some graphics look painstakingly illustrated, while others look crude and slapdash.

-Some animation sequences are poorly named, causing most programs to display them in the wrong order when importing.

-The folder structure is all over the place. Want some rocky ground? No problem, just go to \\jungle scene & platform\rocksor..... mini packs\spaceforce\terrainor..... \\landbuilderor..... who knows where else. Searching won't always help, because not all files are named helpfully.

-The pack is all over the place stylistically - pixelart, painterly, cartoony, 3D render, etc. - yet chances are that no one style is represented enough to really be useful for a whole game.

Because of the haphazard nature of the pack, and the uneven quality of the graphics, this isn't really suitable for anything more than a backup library that you dip into infrequently, for placeholders or starting points. That's all I personally needed it for, so it's done its job, and I'm reasonably satisfied.

However, for what it is, it's definitely overpriced. I feels very "quantity over quality", yet the quantity of graphics isn't even that great. At this price, I can't really recommend it.. I'm going to be fair. This could be a useful pack for someone who has a LOT of trouble artistically and has a low budget graphics wise.

And by artistic trouble, I mean you can't even make a box in MS paint.

I am by no means a talented artist, and I could probably make these graphics within seconds. They're very lackluster and ugly. Keep in mind that you get what you pay for. High quality assets do not come in this size for less than 100 dollars.

Yes, I know someone might not listen to me and just write me off as having too high standards. But if you don't believe me, at least wait for a steam sale, I purchased this for 25 dollars. I think that was a much more fair price (despite the amount of content).

Most of the content to me is going to be unusable, unless I need a placeholder (but I could just use different colored squares as placeholders for free).

I can't say I recommend this to anyone looking for a high quality asset pack, which is sad. I really wanted to like this. I think what the creator is doing is great, and kindhearted. But I think if his assets are this low-quality, he should be asking a much more fair price.. If you're looking for viable graphics to incorporate into your indie game, this is probably not the bundle for you. The graphics are at best amateurish. This should be called 'indie placeholder bundle'.. Definitely not what I was expecting. Please read the "About the Software" This is NOT a software, its simply a collection of art which could be used in small indie games or at least placeholder art until you get an artist or 2 to do stuff for you.

I don't regret getting this product as it is still helping me come up with ideas of what I would want in my games, but if you are looking for a software to create unique artwork, this is NOT the way to go.

I do feel the "About the Software" is a little bit misleading, since this is not a software nor does it provide you the ability to create "unique" graphics. I suppose if you call different combinations of the same stuff "unique" it could work.. I LOVE graphics of all kinds and shapes and colors. In this bundle there are some VERY useful, nice graphics, and a LOT, I do mean a LOT of FILLER. Overall it is an ok choice for game design graphics (you can do MUCH worse!). There is more than enough here to get you started roughing out a game or two, you should also take a look at Kennys stuff. So ***BUY ON SALE*** and ***ONLY*** "if you have the time to sort through it".. Sprites are not bad. These are good, and useful for developers.

Also, Price is not too bad when i think free royalty and how many sprites are put in IGB.

However, Some folders names are vague (Example as 'Effect2', 'Shot1'). It may be good if they are named more detail (like 'Green color Hit Effect', 'Red color gun shot'). Furthermore, IGB Application in steam isn't useful, Because This app doesn't give any functions to you, If you click 'Open Graphics Folder', this app doesn't open it, just says 'All your files are located in Your Steam\SteamApps\Common Folder or where you had Steam download...'

Anyway, in my opinion, This content is good. If possible, I recommend you buy this when this is in discount sale.. Do not pay \$99 for this. I feel like an idiot for buying it despite the warnings of others. I bought it on sale for \$25 and even that is too much. While I might be able to make use of some of the character sprites as place holders, and some of the gui graphics options, most of this stuff is utter garbage. I mean seriously, there are sprites in here that look like they were drawn quickly by a 5 year old. Really bad stuff. The scenery art is especially atrocious and would be useless in most cases. There are free options that are much better, just google for it. Seriously, don't waste the time.. The idea of making a bundle of graphics for amateur game developers is all right, but the pricing is way to high. a fair price for this bundle would be 20-30 euros in my opinion.. Aside from missing a few odds and ends this package already contains an impressive assortment of tools for building many types of games. The space\sci fi kit is huge, it also has things like map builders and "snes looking sprite" character builders. My only complaints are that the game kits are not fully fleshed out, so you will not be able to get 100% of your resources from this.

With that said, just some amateur GIMP\Photoshop skills and this package will keep you busy making custom game content. It all fits together like legos. I literally just drag drop things into my layout editor. I really like it, and I'm excited that they will add more.

Massive space set, great quality, lots of animations, ships, parts, backgrounds, etc all look great at 720p

Assortment of things that are not as expansive such as a map builder, rpg icons, some avatars.

The only downside is that things aren't fleshed out. Sprites have walk only animations and the ground builders do not match the art style. Creating these things would take considerable work for an amateur. The space kits has more ships than necessary but lacks some things like icons for common gui elements or space inventory. You still have to get your elbows dirty if you're looking to complete a game.

If you're sick of being uninspired by using your own programmer art, I highly recommend this. No worries about licensing, and it's very flexible. At least I'm having fun.

As a whole the package is a failure. There are a great number of resources, but those resources in many cases are small variations of the same item. As an example you have a spinning item. Each of the images of the spinning item are individual images, but also available in a PSD file (Crysyal Gems). This increases the overall number of images in the set inflating the number dramatically. The Crystal Gems are nearly 1500 images in all.

Even the items I would find use for are useless to me because of the size of the original images. You can only shrink an image so much before it no longer becomes useful.

If I were making a top down tank shooter or space arcade game (over 3,000 ship parts) then this set would certainly be useful, but as is I believe the bundle is trying to be too much, to too many at one time. Attempting to cater to many but serving very few.

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