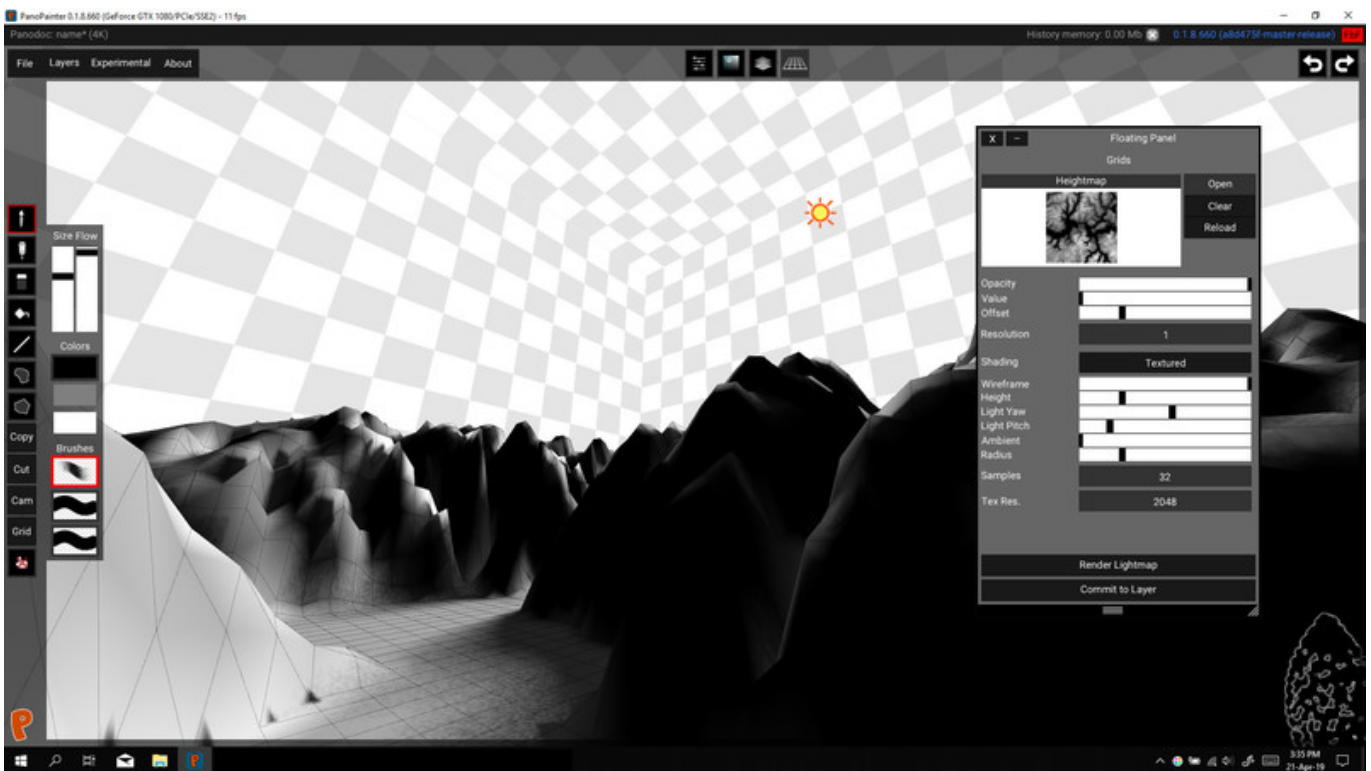


PanoPainter Verification Download



Download ->>>>>> <http://bit.ly/2SHI7Hn>

About This Software

PanoPainter is the first software ever made to enable an immersive experience for artists that want to sketch, paint, and animate on a full 360° panoramic canvas.

Its native workflow allows artists to work in an intuitive environment and create amazing illustrations that can also be viewed using any virtual reality headset and be immersed inside the artwork.

These are the main features you will find:

- Import regular images and place them in the scene
- Share across Apple devices using AirDrop
- Copy/paste and transform the selection
 - Immersive 360° panoramic canvas
- High-Performance GPU Accelerated Paint Engine
 - Intuitive gestures to navigate
 - Dynamic cross-platform User Interface
 - Native Apple Pencil support
 - Native Sonar Pen support
 - Massive resolution up to 8K panorama
 - Highly customizable brushes
- Cloud Storage for device interoperability
 - Timelapse
 - Layers
- Side panel for quick access to brush settings.
 - Popup panels.

-
- Height-map tool for landscapes generation.
 - Ray-traced shadows generation.
 - Multi-threading for faster computation.
 - Overall performance optimized.
 - Import Photoshop Brushes ABR file.
 - Improved color picker.
 - Layer blending modes.
 - Improved Brush Engine with Dual-Brush and Patterns.
 - VR Painting
 - High DPI display support

More features will be added as the software evolves.

Title: PanoPainter
Genre: Animation & Modeling, Design & Illustration, Photo Editing
Developer:
OmixLab LTD
Publisher:
OmixLab LTD
Release Date: 20 May, 2019

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Minimum:

Requires a 64-bit processor and operating system

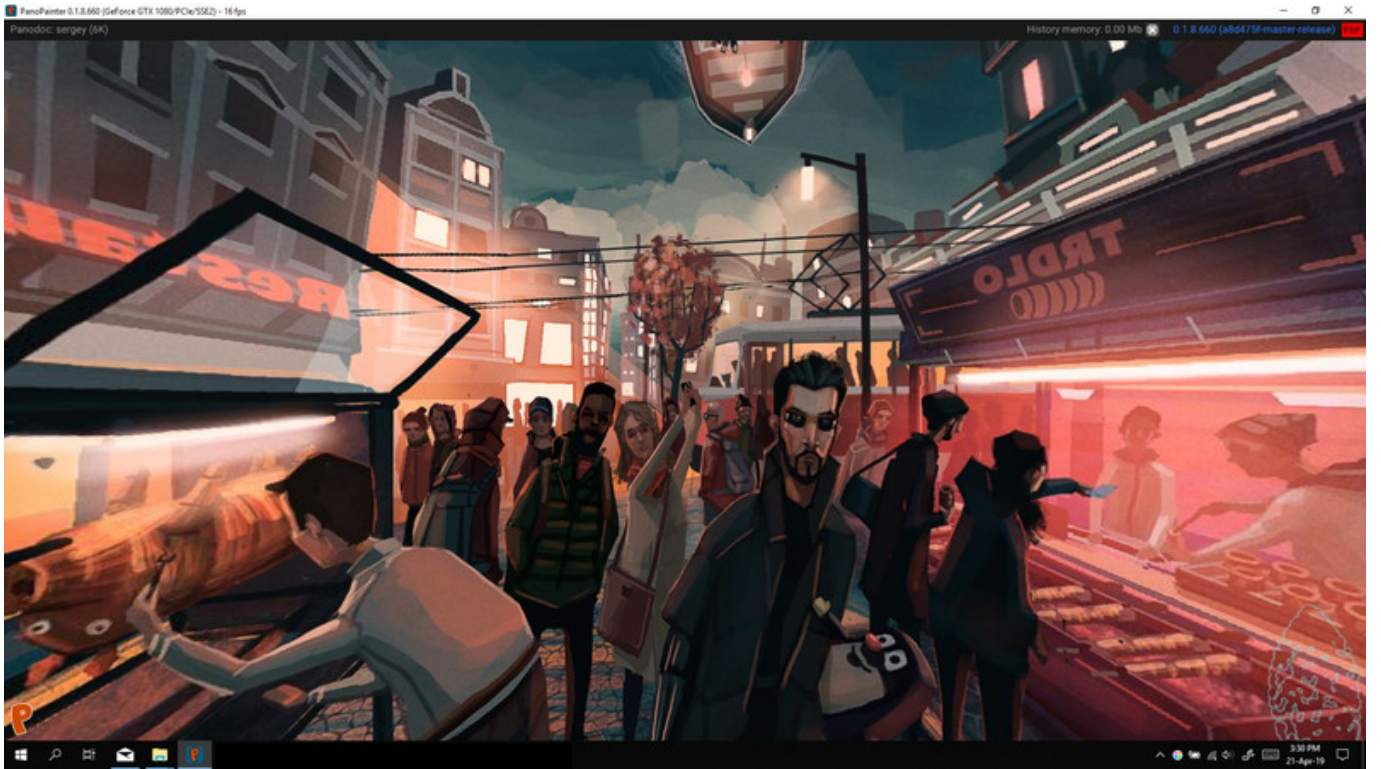
OS: Windows 7

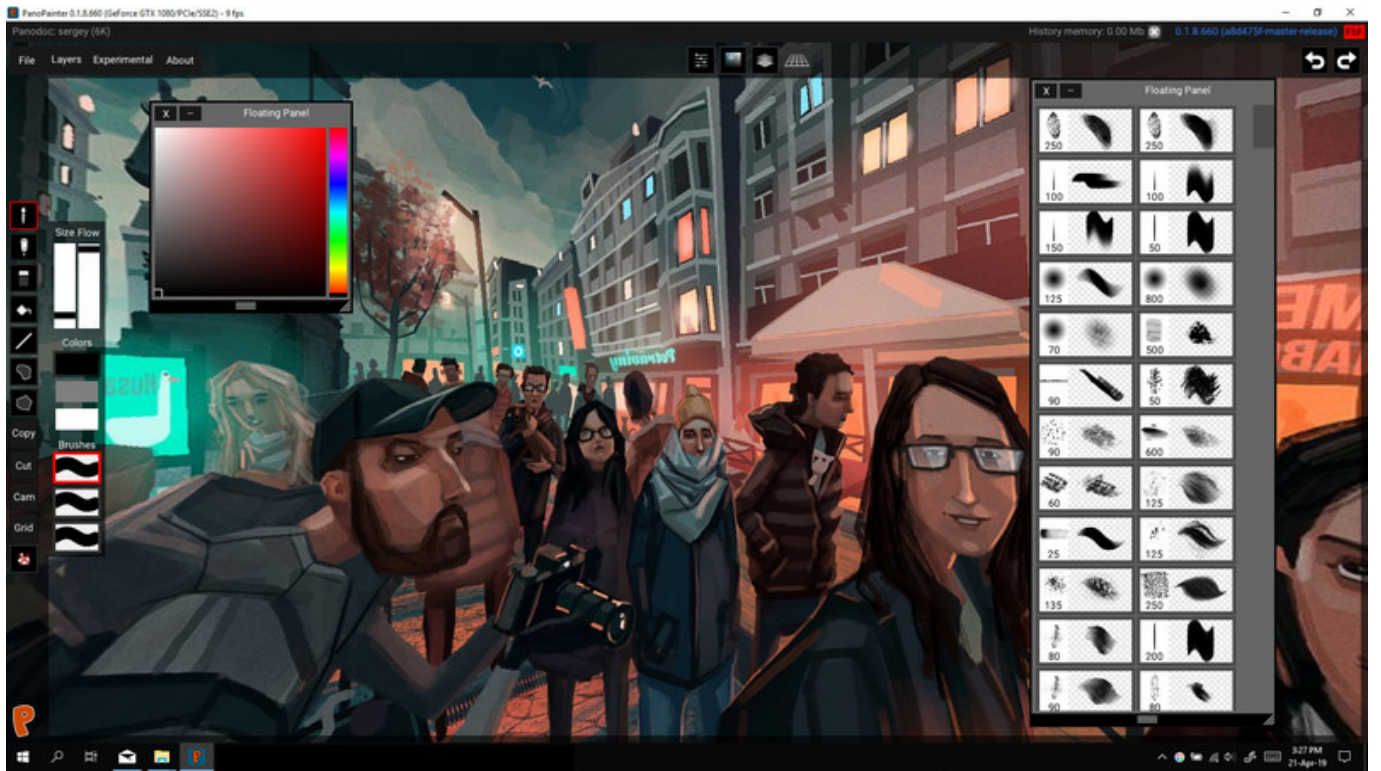
Memory: 1 GB RAM

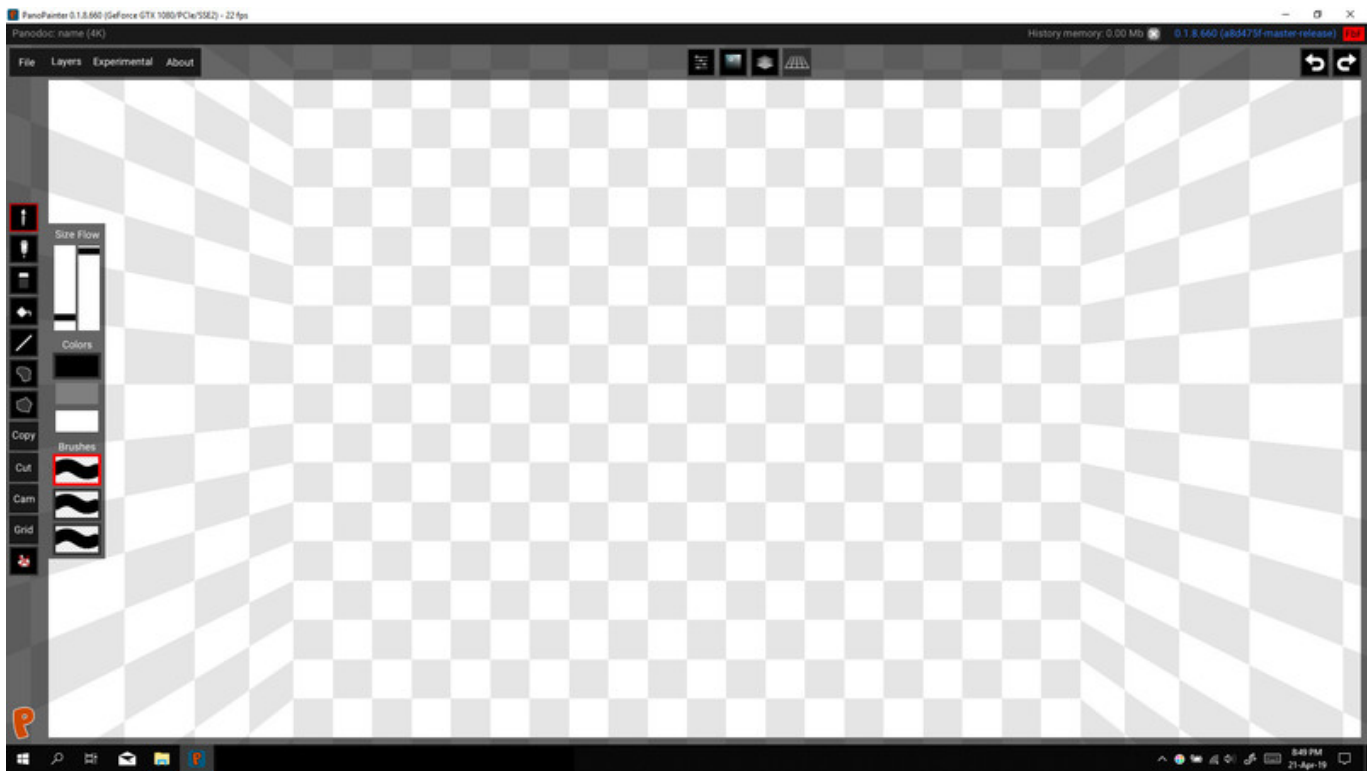
Graphics: OpenGL 3.1 supported

Storage: 20 MB available space

English







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tl;dr; Get if you're into 360 painting. If you're looking to make cube maps, it's not supported (yet?).

Only tried on screen, can't talk about VR side as I've not tried it. Absolute gem of the Steam's software section. Provides you the tools to make a compelling panorama pictures currently for example into Facebook. At the moment it already feels good and provides extensive brush setting (and photoshop brush import option), there's left handed version which I as a leftie appreciate a whole bunch. You can animate the panoramas and generate heightmaps as well. It's basically a slightly limited painting program with 360 support.

When it develops further though, the possibilities could be unlimited and me I'm personally eager to see if I could use this (eventually) to make a skybox or a cubemap somehow.

- + Feels good
- + Pen support
- + Unique concept
- + Photoshop brush import
- + Animation
- + Working UI (with considerate touches, though each click only closes 1 menu at a time can be bit frustrating)
- + Runs on Surface Pro (even on battery saving mode)
- + Responsive Dev

+V/- Importing pictures is possible, though it seems we can't import 3D objects yet.

+V/- Guides (though bit hard to position as there's no snapping, you have to wing it)

+V/- Exporting to panorama, but can't export to cubemap (or at least into 6 slice pictures where one could create a cubemap)

- Some bugs that caused a lock up (I kept clicking same spot with polyline tool)
- No touch support for rotating camera (you can finger paint though)
- Can't tell exact value numbers in brush, grid etc. settings
- Paint bucket fills the whole screen (e.g. selecting an area to fill would be nice)
- Selection line is black which is invisible against black background

That's most I could think of at the moment.. I like it. It's very immersive. I like to make some 360 art.. This is a fantastic piece of software, I gotta say. It definitely is an amazing new way to paint. I love how intuitive it feels and how easy it is to use. After about ten minutes of fiddling around with it, I was able to figure everything out. This is a definite must for any concept artist out there, especially those that love to paint environments. I'm pretty jazzed about all the things that I'm gonna do with this software. I've only played with it for 1.5 hrs so far, but I haven't had any issues with it as of this posting.

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