Chernobyl VR Project Download] [Crack Serial Key



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About This Software

At The Farm 51, we believe that Virtual Reality (VR) is not only about entertainment. It is a fast developing technology which can serve as an excellent tool also when it comes to addressing important social issues. It is specifically with this aspect of VR in mind that we are developing the innovative application Chernobyl VR Project. It is the very first virtual tour around the Chernobyl and Pripyat area, compatible with multiple VR headsets.

We decided that this should not be a simply commercial project. We aimed to reach the people, for whom the disaster had an intimate, private, and sometimes family aspect to it. We met lots of people who had been near Chernobyl when the disaster happened, including the so called liquidators, who helped clean up the disaster site, often at the price of acute radiation sickness. We also managed to reach very famous people willing to support our project, among others the Nobel Prize winner Svetlana Alexievich (author of Chernobyl Prayer) and the legendary boxer Vitali Klitschko, now Mayor of Kiev).

However, the most important decision is the declaration of donating part of the proceeds from the sales of the Chernobyl VR Project to foundations helping the victims of the disaster. In association with the Polish-Ukrainian Open Dialog Foundation, we will select organizations to provide support to. In doing so, we hope that we contribute to helping the victims, and that the initiative will give our project another educational and social dimension.

Chernobyl VR Project began with the simple plan of bringing people into the Exclusion Zone, but over time it has grown into something much more personal as we find new stories to be told and places to be explored. This is not the end of Chernobyl VR Project. Plans are already in place to visit the area again to collect even more footage and bring more of the area's history to life later this year.

Title: Chernobyl VR Project Genre: Education, Early Access

Developer:

The Farm 51 Group SA

Publisher:

The Farm 51 Group SA Release Date: 26 Sep, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: i5-4590

Memory: 8 GB RAM

Graphics: Geforce 970 GTX

DirectX: Version 11

Storage: 13 GB available space

Additional Notes: SteamVR Playspace 2m x 2,5m

English







I have always wanted to visit Chernobyl, but I couldn't. Chernobyl VR Project made it possible for me. Except of giving me great fun it has also an education value. The biggest expression made on me pleaces which can be easly explored. It is exactly how I imagin using of VR- traveling and education.. This will make my first time ever having to request a refund. This is just total garbage. I have been following this project for months, waiting for the release.. and now this? I could deal with it just being a 360 video (you can't walk around, at all)... but the resolution is so bad - nothing at ALL like the screenshots! So disappointing. This should be removed from the store entirely. Do not waste your money or your time.. I never normally write reviews (I think this is my first one). I was very excited when I heard this was coming to SteamVR, it sounded like a great experience and bought it straight away. Although the content is great (360 videos and photogrammerty) the application itself is awful, truly one of the worst made VR experience I have ever tried (and I was around in the Oculus DK1 days). So why so bad? Well the interface is clunky and strange to navigate and switching between rendered 3d experiences (such as the photogrammerty) and 360 video is a little strange I could easily put up with this. Its simple, the resolution is awful! Its so bad everything is a pixelated mess. No matter I thought, I'll just modify the supersampling for the app.... nope! when you change the supersampling settings everything becomes way off, the video stretches and warps strangely as you look around and the 3d environment itself seems scaled (no idea why this is). To put it short what could have been an amazing experience has been utterly destroyed by bad programming. I will be getting my money back for this one. When they fix the issues I will happily rebuy it but for now no way!

Edit: I corrected "render scaling" to "supersampling", also to clarify I was not expecting the video resolution to get any better but the photogrammetry, text and controller rendering to be better. Although the video resolution is poor it would be much easier to put up with if everything else were rendered at the correct resolution. This seemed like it had so much potential, I could have gotten through the 360\u00b0 videos if they where at least on the proper scale, some photogrametry scenes are cool but you have to go through dreadful pixelated 360 videos where you feel the size of an ant to find those scenes. Don't really get why this has such bad reviews. It has a few issues - scale in the 360 video\u00b0photo scenes is off, and teleporation is clunky - but the photogrametry scenes are top notch, and the tour itself is very fascinating and informative. I've always wanted to visit the exclusion zone and now I feel like I have.. I found this to be a short but powerfully emotional and involving journey to a place I thought I would never go. With the Chernobyl VR Project, The Farm 51 have shown that virtual reality is capable of superseding television as the ultimate entertainment and informational medium. I believe this is a landmark achievement, and will inspire others to exploit the potential of VR for education and awareness. While some other reviews are quite critical regarding the video resolution, I found it did not prevent me from getting a sense of the place, and surely this is offset by the impressive scanned environments in the explorable areas. Indeed, physically exploring these scenes added immensely to the feeling of being there. I look forward to The Farm 51's future projects!

https://www.youtube.com/watch?v=m9SzvaG9j5g. I am a big fan of Chernobyl and its history. I play many game's based in or arround Chernobyl. This VR experience crashed often and it gives you a crappy 360 VR veiw so it does not feel like your there. Im using a HTC vive and a good gaming PC, the cameras there using to map out Chernobyl are embarrassing old tech. I can go to Google images and get the same experience. Even if you are a fan of Chernobyl I do not recommend this. There are a few rooms they made for you to walk arround in but its still not good.

It's not often I leave bad reviews, but I'm afraid that this app (in it's current state) really isn't nice to use. It's not true VR, its only photos with 360 view, and the rendering for the photos is too slow, so when the camera is moving over the picture it gives me motion sickness type symptoms. The movement with the controllers is also pretty hit and miss, I can only move every now and again, no matter how often I try.

There are positives in this app in as much as the interviews are quite interesting and the narration can be interesting too. Apart from this, I would either wait until it's either on sale or until the bugs are ironed out.

I will happily update this review if it changes, but for now I would give it 4V10. This is really cool! The photogrammy and drone flight views of Pripyat are excellent. I wish the resolution was higher on the 360 vids - the 360 photos look good. The locations themselves can't be beat though.

The teleportation in the 3D scenes was very hit and miss, often not appearing when I pressed the trigger and when it did, being very fussy about where it let me move to. Also I couldn't get as close as I wanted to a lot of objects without the game fading to white. A few areas I couldn't get closer to the windows than arms length.

Don't expect a game - the pace is slow and a little clunky. All in all though, I'm enjoying exploring it and getting a real feel for the city I've read so much about.. I love the history of chernobyl and it can be a great way to discover more about it but, 360\u00b0 camera doesn't work at all in vr every developers should note that and when it's a 360\u00b0 picture same, and this software is 3\text{\forall}4 videos and photos.

Photogrametry zone are not so bad but windows don't show corectly outside.

But the worst thing is on top of the antennas, i was dreaming about watching the entire zone on top of this huge thing and you put a view with fog everywhere so you can't see all the beauty of the zone you just watch fog. Interesting experience, quite short but very informative, looking forward to the full release!. I haven't tried it yet but my girlfriend is amazed by it. This is the first time I've gotten her truly excited about a VR experience. Despite the somewhat blurry (low res) 360 degree video I've found it to be a really enjoyable and informative experience. The video quality really doesn't detract that much from the experience and gives a good feel for the layout of the area. The modelled areas are high quality and the interviews interesting. I've not finished it yet but seen enough to post an opinion.

All in all a good job by the devs and recommended for anyone genuinely interested in the Chernobyl disaster and aftermath. Even better value if bought in the sales ... as I did.

. There is a mix of fully-3D environments and photo\video spheres. The fully 3D parts are fantastic and worth the problems that the app has. The UI is glitchy and has not super intuitive (probably worth going to the tutorial section), and there are lots of rough edges, but I really loved being in those environments. The narration is OK. The video spheres had choppy playback on my system. If you have a really beefy system, that probably won't be a problem for you.

The \$10 was worth it to me, for sure.

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