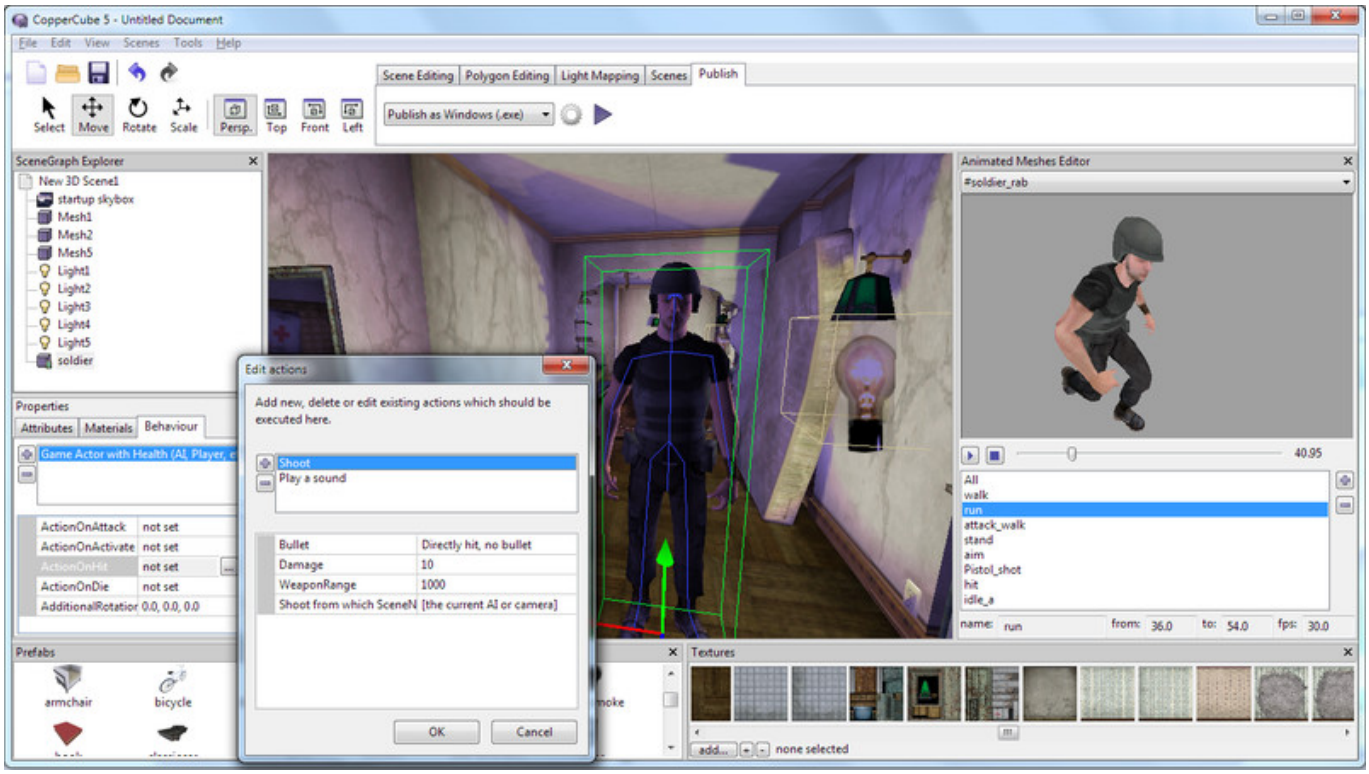
CopperCube 5 Demo Free Download [full Version]



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About This Game

Free demo of the CopperCube 5 game engine: Create games without programming. Create 3D games, apps and even 3D websites quickly. Includes terrain editor, low poly modelling tools, 3D models, precreated game AI, effects and more. There are also plenty of features for advanced users, like JavaScript scripting and shader support.

Create your own 3D worlds and 3D models, set camera controllers, materials, behaviors, click 'publish' and your game or app is ready. As Windows or Mac OS X apps, WebGL websites, Flash .swfs, or Android apps. You can do all this without programming.

High performance 3D engine

CopperCube includes manually optimized 3D engines for all supported targets, running with OpenGL, Direct3D, WebGL and Stage3D.

Simple-Click game system

No programming needed: Wether you want to create a simple 3D game, a complex, epic adventure, or a first person shooter: Select from lots of created behaviors and adjust them accordingly.

Terrain Editor

Create your own 3D worlds directly in the editor, textures can be painted quickly with automatic texture blending into the

terrain. There are also tools for placing grass and bushes, and creating trees.

Physics Engine

Next to the the built-in blazingly fast collision and repsonse system, there is also a full physics engine integrated when publishing as Windows .exe and Mac OS X .app.

Character Animation

You can model and animate characters using any 3D software, export it into one of the supported file formats and then import them into Coppercube. Also, it is possible to download existing 3D models from the web and use them in the editor.

Low poly editing tools

You can edit your own 3D models directly in CopperCube: It includes a simple 3D modelling tool for creating levels, models and items.

Cross Platform Script system

For advanced users, there is a Javascript API working on all publishing targets. Additionally, when using Flash, you can use ActionScript 3. And for WebGL, there is even a second big JavaScript library with direct access available, which is even open source.

High quality Light Mapper

The editor includes a high quality light mapping tool. Place your lights, click on 'calculate' and your 3D levels will look great.

Native WebGL support

Unlike in other 3D engines, CopperCube's WebGL code is handwritten and highly optimized: Your 3D game will download quickly and run fast, even if run directly on a website. CopperCube's WebGL client is just about incredible 200 KB in size!

Many publishing targets

Create 3D games for these targets, with one single click:

- Windows (.exe) apps
- Mac OS X (.app) apps
- WebGL websites (.html)
- Android (.apk) apps
- Flash websites (.swf)

With the WebGL and Flash targets, your games work basically everywhere, even on iPhone and iPad.

Title: CopperCube 5 Demo
Genre: Indie
Developer:
Ambiera e.U.
Publisher:
Ambiera e.U.
Release Date: 26 Apr, 2015

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Minimum:

OS: Windows XP, Vista, 7, 8, 8.1, 10 or later

Processor: Intel Celeron, Athlon Sempron or better

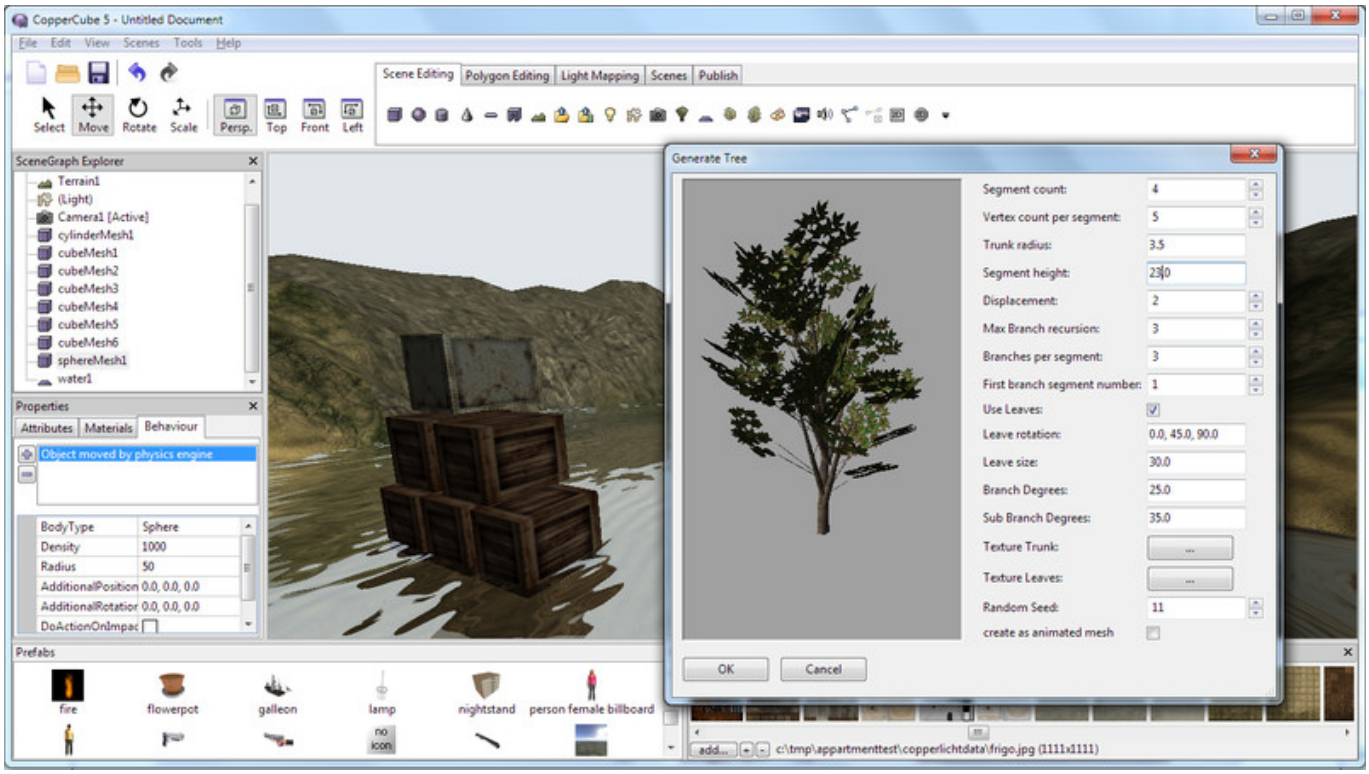
Memory: 1 GB RAM

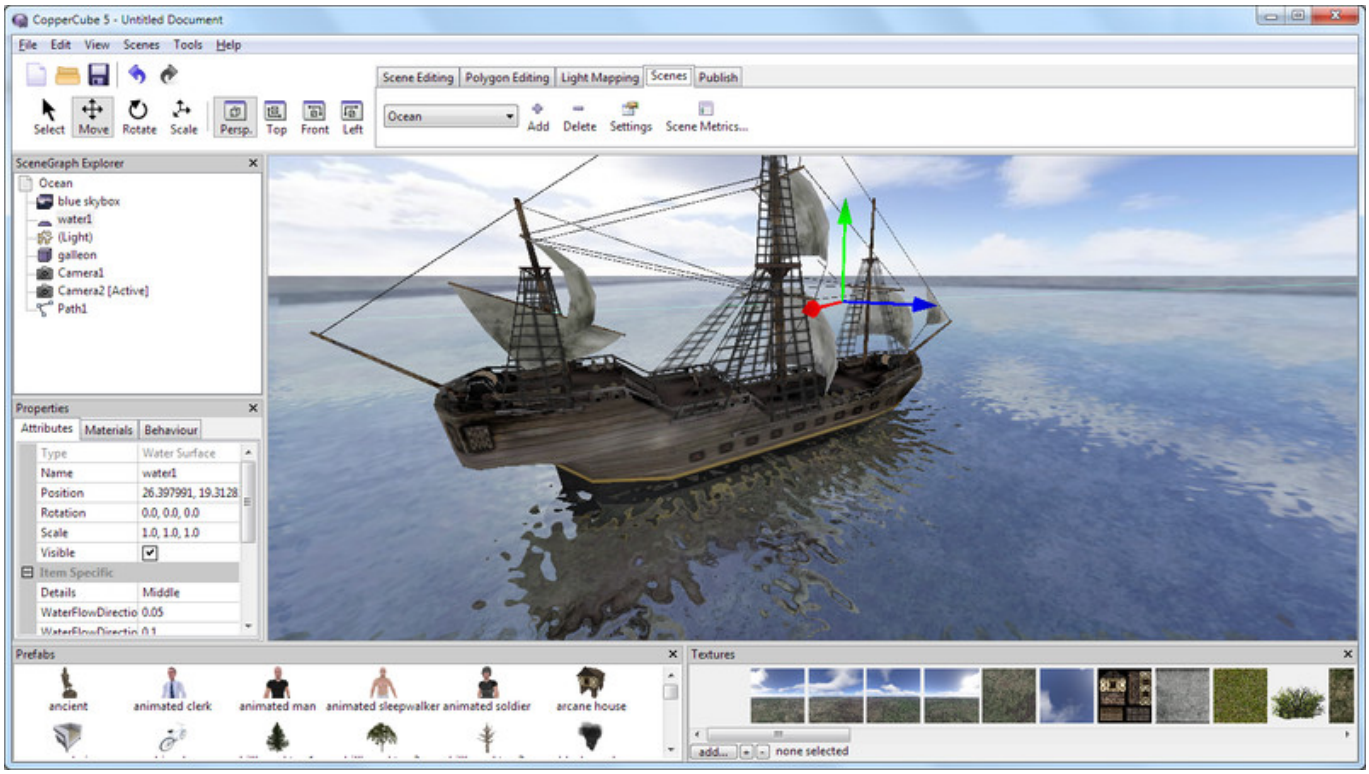
Graphics: Direct 3D 9 compatible or better

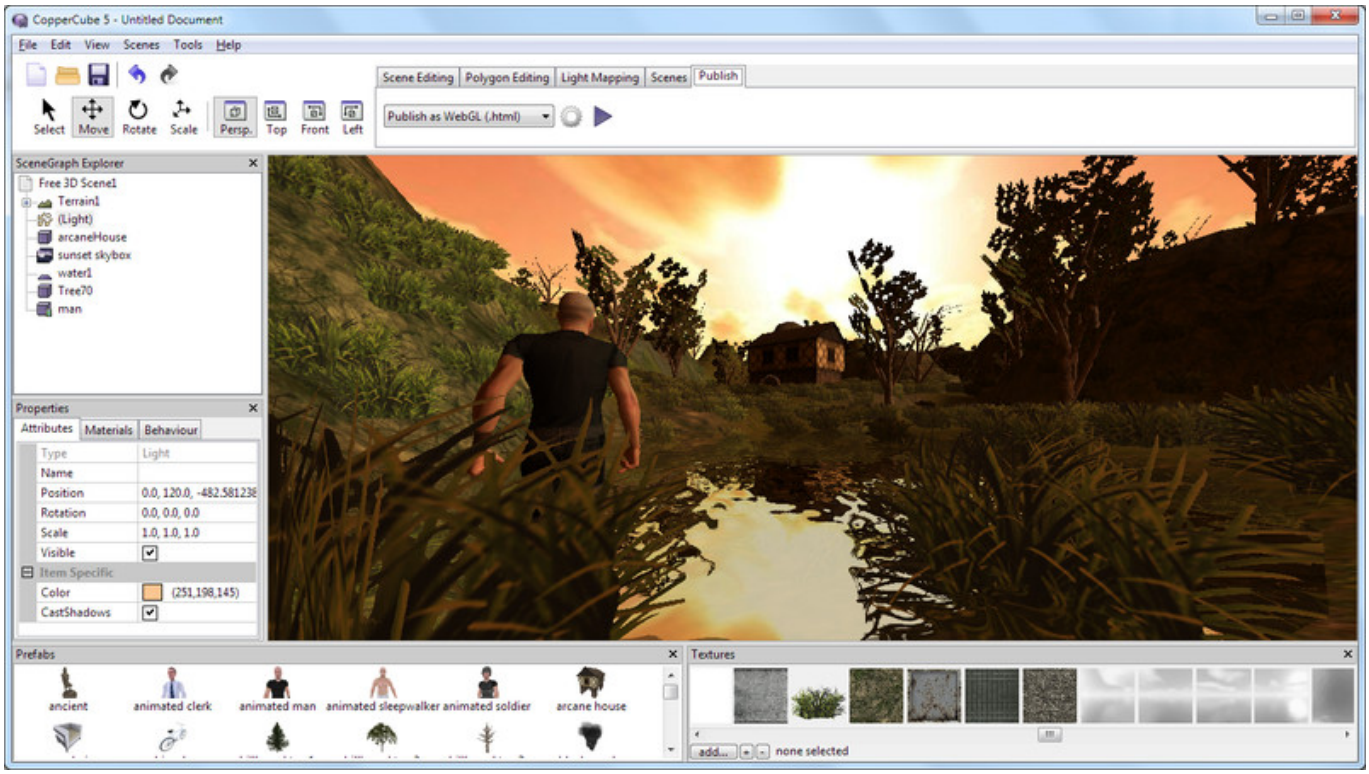
DirectX: Version 9.0c

Storage: 60 MB available space

English,German,Russian,Turkish,French,Arabic,Simplified Chinese


CopperCube 5 - Untitled Document
File Edit View Scenes Tools Help
Select Move Rotate Scale Persp. Top Front Left
Scene Editing Polygon Editing Light Mapping Scenes Publish
SceneGraph Explorer
Terrain1
(Light)
Camera1 [Active]
cylinderMesh1
cubeMesh1
cubeMesh2
cubeMesh3
cubeMesh4
cubeMesh5
cubeMesh6
sphereMesh1
water1
Properties
Attributes Materials Behaviour
Object moved by physics engine
BodyType Sphere
Density 1000
Radius 50
AdditionalPosition 0.0, 0.0, 0.0
AdditionalRotatior 0.0, 0.0, 0.0
DoActionOnImpac
Prefabs
fire
flowerpot
galleon
lamp
nightstand
person female billboard
no icon
Generate Tree
Segment count: 4
Vertex count per segment: 5
Trunk radius: 3.5
Segment height: 23.0
Displacement: 2
Max Branch recursion: 3
Branches per segment: 3
First branch segment number: 1
Use Leaves:
Leave rotation: 0.0, 45.0, 90.0
Leave size: 30.0
Branch Degrees: 25.0
Sub Branch Degrees: 35.0
Texture Trunk:
Texture Leaves:
Random Seed: 11
create as animated mesh
OK
Cancel
add...
c:\tmp\appartmenttest\copperlichtdata\frigo.jpg (1111x1111)


CopperCube 5 - Untitled Document
File Edit View Scenes Tools Help
Scene Editing Polygon Editing Light Mapping Scenes Publish
Select Move Rotate Scale Persp. Top Front Left
Ocean
Add Delete Settings Scene Metrics...
SceneGraph Explorer
Ocean
blue skybox
water1
(Light)
galleon
Camera1
Camera2 [Active]
Path1
Properties
Attributes Materials Behaviour
Type Water Surface
Name water1
Position 26.397991, 19.3128
Rotation 0.0, 0.0, 0.0
Scale 1.0, 1.0, 1.0
Visible
Item Specific
Details Middle
WaterFlowDirectio 0.05
Prefabs
ancient
animated clerk
animated man
animated sleepwalker
animated soldier
arcane house
Textures
add...
none selected


CopperCube 5 - Untitled Document
File Edit View Scenes Tools Help
Scene Editing Polygon Editing Light Mapping Scenes Publish
Select Move Rotate Scale Persp. Top Front Left
Publish as WebGL (.html)
SceneGraph Explorer
Free 3D Scene1
Terrain1
(Light)
arcaneHouse
sunset skybox
water1
Tree70
man
Properties
Attributes Materials Behaviour
Type Light
Name
Position 0.0, 120.0, -482.581238
Rotation 0.0, 0.0, 0.0
Scale 1.0, 1.0, 1.0
Visible
Item Specific
Color (251,198,145)
CastShadows
Prefabs
ancient
animated clerk
animated man
animated sleepwalker
animated soldier
arcane house
Textures
add...
none selected

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