Perfect Full Crack [Crack Serial Key



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# About This Game

RELAX | DISCOVER | ESCAPE

Perfect is virtual reality escapism at its purest. Leave behind the daily grind and slip away to beautiful and relaxing locations, made possible through VR. Visit several stunning and interactive destinations, from sun-drenched beaches and peaceful mountains to the spectacular northern lights. Instantly accessible yet endlessly captivating, Perfect is the ideal companion to show off your HTC Vive or Oculus Rift.
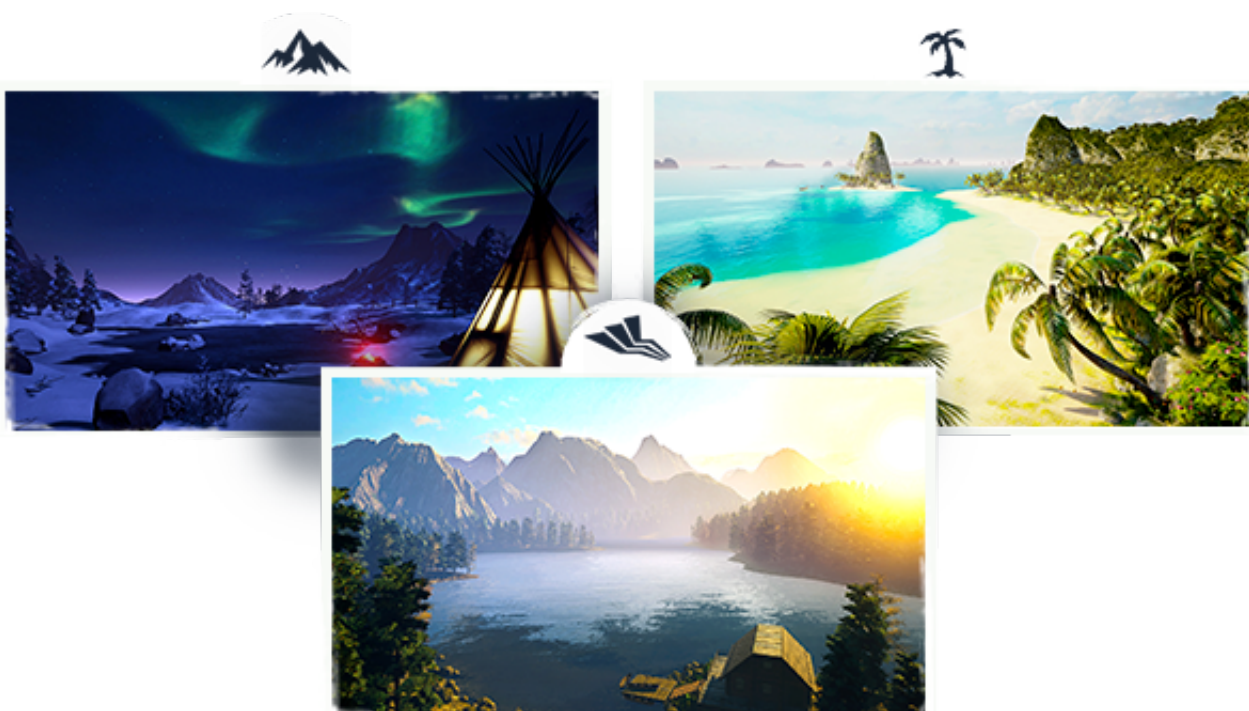
# ACCESSIBLE VR SHOWCASE

Breath-taking sights and simple controls make Perfect an ideal way for family and friends to experience the wonders of virtual reality.

# MULTIPLE DESTINATIONS

Discover three idyllic locations - Tropical Beach, Northern Lights and Mountain Wilderness. Choose different times of day and viewing points to find that perfect place for you.

# INTERACTIVE ENVIRONMENTS

Immerse yourself in natural surroundings and find special moments that will make your visit more memorable. Then settle back, relax and listen to music.

Interested in more VR games and experiences? Check out the rest of the nDreams VR catalogue here!

Title: Perfect
Genre: Simulation
Developer:
nDreams / Near Light
Publisher:
nDreams
Release Date: 16 Dec, 2016

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**Minimum:**

**OS:** Windows 7 SP1 or newer

**Processor:** Intel i5-4590 or AMD FX 8350 equivalent or greater

**Memory:** 8 GB RAM

**Graphics:** Nvidia GeForce GTX970, or AMD Radeon R9 290 equivalent or greater

**DirectX:** Version 9.0c

**Storage:** 5 GB available space

**Additional Notes:** Video Output: HDMI 1.4 or DisplayPort 1.2 or newer, USB Ports: One USB 2.0 or greater

English,French,Italian,German,Arabic,Danish,Dutch,Finnish,Japanese,Korean,Polish,Portuguese,Russian,Swedish,Norwegian

PICKUP

I really, really, really wanted to like this. Atmospheric locations in VR, especially with rich ambient sound and detail, are my absolute favorite.

Pros:
- Some wonderful vistas
- Radio is a neat addition
- Great sound
- I like what they were going for?

Cons, Unfortunately:
- Weak sound for the grabbable objects
- Controllers will amost constantly vibrate, because if either controller's tip meets a grabbable object in a straight line, it will highlight the object white and vibrate the controller -- both of which detract from immersion
- Looking at your controllers detracts from immersion because there's constant white text overlaid on them
- Also detracting from immersion are the huge red columns that "highlight" teleport points. But then come up if you're looking in their general direction. I'm sensing a pattern here. For a game that tries to immerse you, there's a lot taking you out of the experience.
- You cannot teleport within the unique environments once you've teleported to them. Why? I want to stroll around but am greeted by my boundaries, and I do not have a small play space. I understand limiting the player to see only what you want them to see, but if I can walk somewhere physically, why can't I just teleport there?
- There was light emphasis placed on discovering\/exploring...but there's really only 9 locations, and while their mid-and-foregrounds are nicely detailed, your immediate surroundings have weak texture work and nothing to discover. The fires are nice (and their sound!) and I LOVE the way the tents' rippling sound effect works out (and the way they're inner-lit at night), but beyond that, you're relegated to throwing the exact same rocks and sticks.

Bizarre :(. I like the lantern and the moths at night though. Those are the sorts of minutae I tought would fill these levels. Instead, the soundscapes take centre-stage. On one single occasion, I smoked a certain euphoria-inducing plant, went to a campground's night location, and closed my eyes a tiny bit to blur my vision and remove the awful pixelization, and for a few moments I was totally 100% immersed.I was able to walk around without seeing Chaperone boundaries, and it was wonderful. Then a nearby wolf howl scared the\u2665\u2665\u2665\u2665\u2665out of me (is there light 3D sound work here? It sounds so dynamic and lifelike!) And for that one moment, I loved it. So real! Then I came-to. And the rest of the problems flooded back.

I think these guys read their Steam reviews. I'm not trying to ceaselessly bash Perfect. I'm typing so much because I care; because I love these developers and really appreciate the gap they were trying to fill with this experience, but my hype wasn't met and I wish there was more attention to detail paid in a lot of respects.

. 3 locations with 3 spots to teleport between in eash location. Nothing to do in those locations.
This might be cool for a free demo, but not for 10$ software.

There are free 360 videos on YouTube that will give you much better VR experience.... This is awesome! Found it very relaxing and peaceful -- everything it advertises. Great work!

The environments were very lively, and combined with what feels like truly life-like audio ambiance, offer a great escape and a place to unwind. It changed my small bedroom into an island paradise (and more)... Brilliant.. Despite the low cost, I would expect much better graphics for what is essentially a few static locations where you can not move around at all.. Simple yet fun game. Would be cool if you could skip the stones on the water though! I haven't seen every map but it's neat from the ones I've seen. But yeah the water stone skipping would add a lot I think. For the price, it's not too shabby.. I had high hopes for this experience, since I loved Perfect Beach on GearVR. Perfect did not disappoint. It is the highest quality relaxing experience on the Vive, the only one that brings me a true state of chill. The little details really make it, such as the realistic splash when you throw a stone into the water, or the sparkles of ice crystal facets on the snowballs. The three environments are well chosen, and well worth the price.

A couple comments for the devs:

Vive convention is trigger selects and trackpad teleports. You mostly abide by this except on the main menu. Trigger, not trackpad should select.

In Perfect Beach on GearVR, I loved the perpetual beach sunset. I would love a sunset time of day on the beach map.

Also, it would be nice to be able to turn off haptics once you know what is interactable.

Vive pro tip. Turn chaperone bounds to Developer in settings. An option for this in-game would also be nice.

I really want to like Perfect, even if the name is a bit pretentious. I would gladly pay more for an application that convincingly transports me to beautiful locations I couldn't visit normally. The graphics and sound design, however, don't really accomplish this. Let me explain.

To start, the aliasing is quite bad. After cranking the graphics (which only has five dots indicating higher or lower quality) and supersampling at 2.0, distant objects would continue to unrealistically shimmer. The aliasing is somewhat mitigated during nighttime scenes, but it's still noticeable. The textures are also subpar. Considering Perfect is all about the audio\/visual experience, I expected higher resolution textures on rocks, wood, trees, and other objects.

On the positive side, the snow, campfire, and water effects are great. The Aurora Borealis is also quite beautiful.

The sound design is a mixed bag. You constantly hear birds during the daytime scenes at the beach and lake retreat, yet you never see them, which is odd. Sound is used to much better effect at the nighttime artic location. You hear wolves in the distance, but it makes sense given you wouldn't be able to see them in real life (unlike birds). The background sounds are often a bit too loud as well, with no way to adjust them.

Also, every throwable object make the exact same "swoosh" sound, which takes me out of the experience. The ambient radio music, however, is quite good.

Another problem is the background events that take place at locations, which I guess is an attempt to make the locations more exciting. I was enjoying the feeling of being alone in nature when all of a sudden a hot air balloon and a hang glider appeared and flew across the sky (the hang glider flew directly above me). It felt as though some adventure-seeking \u2665\u2665\u2665\u2665\u2665\u2665\u2665s had ruined my quiet moment in nature.

In its current state, I cannot recommend Perfect for those looking for a convincing relaxation experience. If some of these issues are addressed in future patches, I'll be sure to update my review accordingly.
. In "Perfect" the player is encouraged to relax and drink in the vista. It seems the goal of the devs is to place the player in a destination where they can forget about the hustle and bustle of our fast paced modern world. I enjoyed this VR experience. After playing for an hour listening to music and skipping rocks, I actually felt more relaxed then when I started. I imagine the best way to enjoy this game is to plop a chair in the middle of the play space and relax. It's an escape. With that said there are some things I would like to see in this game. Being able to choose my music to listen to while in the environments. A multiplayer option to allow friends to relax together. A moon\/space environment. More environments and I want to jump in that canoe and paddle down the river. I didn't mind spending the $9.99 for it. If they continue to update and add environments it will be worth it. Remember when buying this game it is all about drinking in the vista and being calm and still. There is no story. Check out my gameplay in the link below.

https:\/\/youtu.be\/--gf0LcEv-4. The "interactive" part is stones or sticks that you can pick up and throw into water. There is also only a few places you can move between in each location making it a very static and boring experience. Just use destinations to look at various places instead.. This is a visually spectacular experience. It does what it promises. Breathtaking views. If I had to find an imPerfection it would be the limited teleporting options, but that's something they can always add later.. This is mostly as expected and I enjoyed it.

There are a couple of things that really need urgent attention.

1) You really need to be able to EASILY select your own music in-game from a directory on your HD. I like to relax to my own music library not music deemed relaxing by the devs :( You can play the music on your desktop and then switch off the radio so perhaps this is the way around this.
2) Stop the excessive vibrations when you're hovering over the interactable items. The controllers are forever rumbling and they do distract a bit from the overall ambience.

Going ahead, the following would make this an essential purchase.

1) Invite friends to join you a'la VTime for the Oculus\/Gear VR

2) More movement and interaction. To be able to light the fire, scratch things into the snow with the stick, a fishing rod on the

pier would be an utterly amazing side game and really add something special to this - catch things to put on your pier - and for it to be able to save!

3) More variation over longer times. You could perhaps see a shark come over from the distance, Changing weather conditions would also be amazing :) Perhaps actually see a wolf in the woods after several minutes of peering into the darkness :)

4) Seasonal variations and special editions- such as a zombie shuffling about in the trees at Halloween, Santa shooting across the snowy skies on his sleigh over the Christmas period etc.

5) A splash in the water etc of a manta ray coming up to skim the surface would add something extra :)

Ok, perhaps I got a bit carried away but this certainly has potential. The graphics were great, the sounds were good and I really enjoyed it for the price!

Recommended!. Ambient environments for relaxing. Graphics are good, but not great. Very limited movement options. Little interaction. Only three environments available. Good concept, but there are better options out there (for example The Blue and Guided Meditation VR).. Not visually good enough for what it is