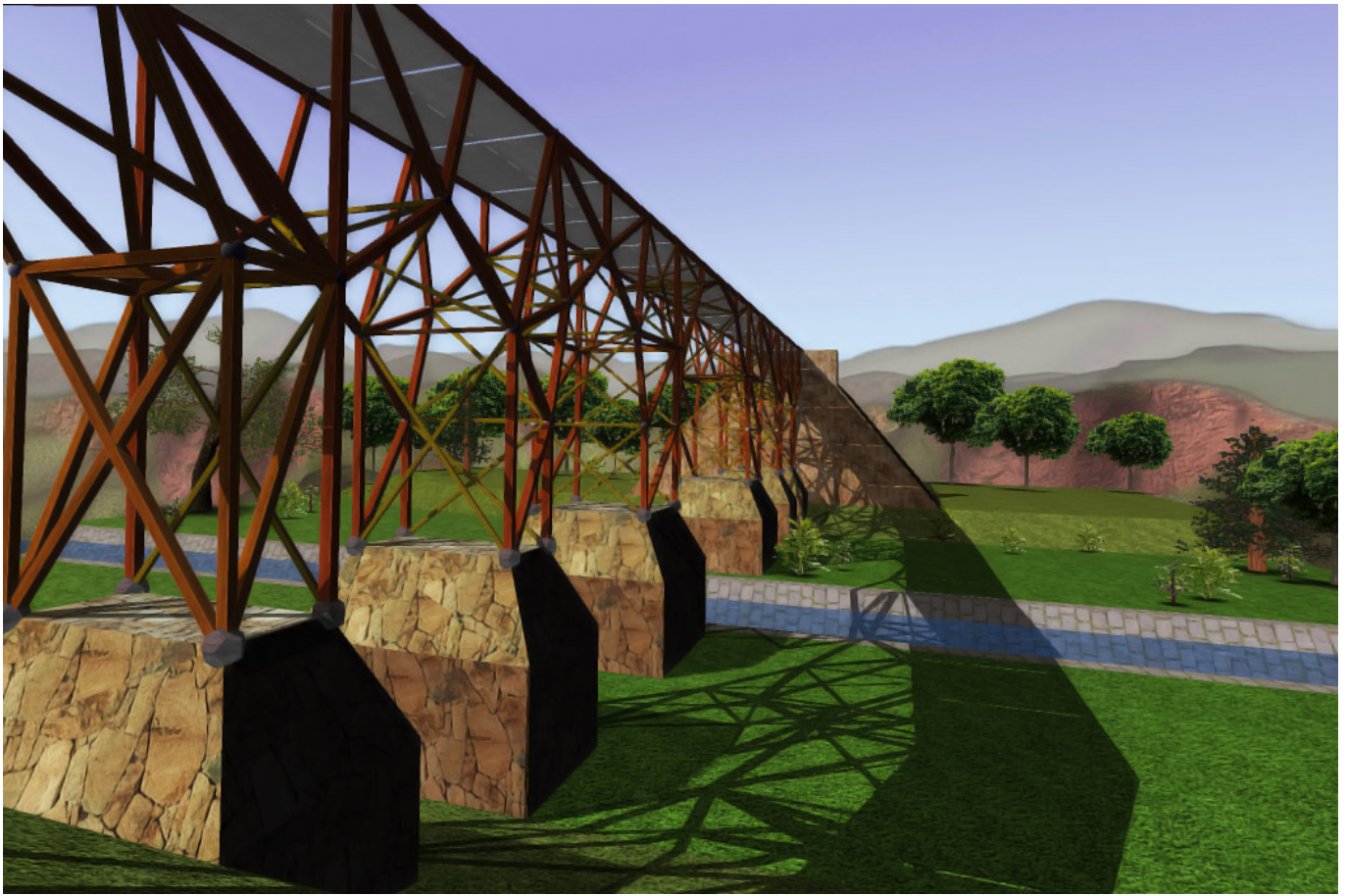

3d Engineers Download 10 Mb



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About This Game

3d Engineers lets you create constructions and mechanics in a physics environment.
Combine simple materials like beams, ropes, hydraulics, rockets aso to build architecture or vehicles from the ground up.

Middle age or space is no topic as you are the inventor.

This game is beeing constantly extended, improved and updated.

3d Engineers is coming with the full version of -3d.Bridges- (avaiable on Steam as well)

35 Leveltasks

8 Tutorial levels

8++ Playground levels

Title: 3d Engineers
Genre: Simulation
Developer:
Robert Dahlenburg
Publisher:
Dahlenburg
Release Date: 10 Feb, 2015

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Minimum:

OS: windows xp

Processor: 2 Ghz

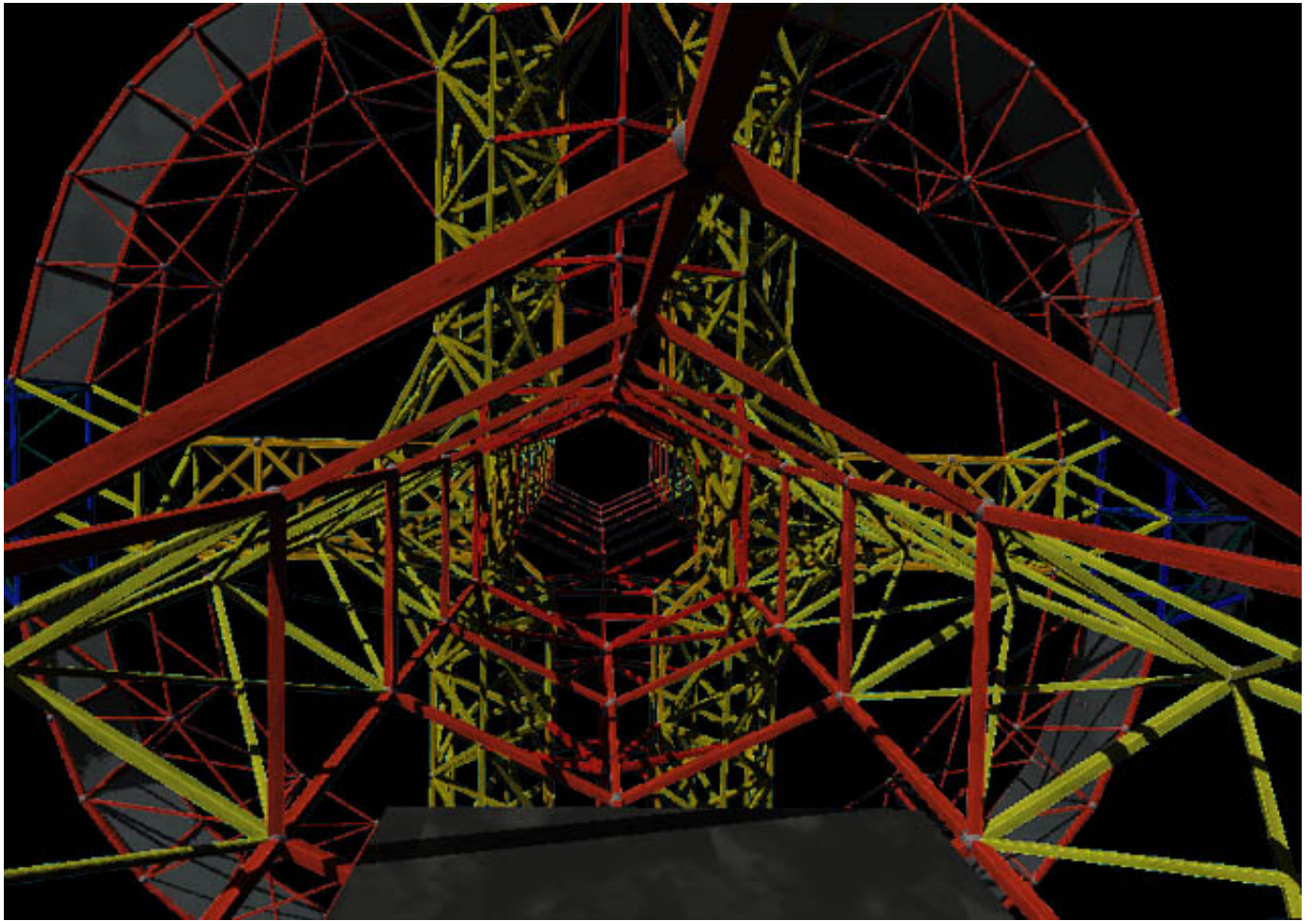
Memory: 512 MB RAM

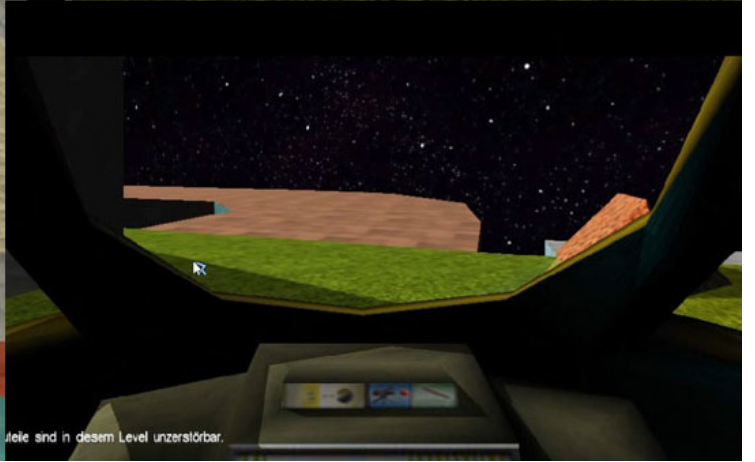
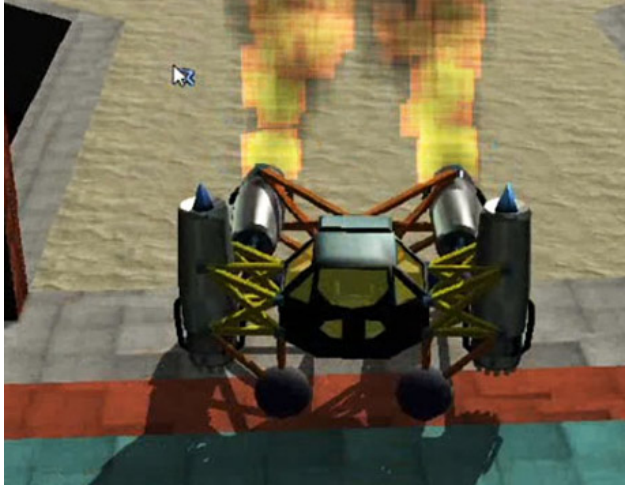
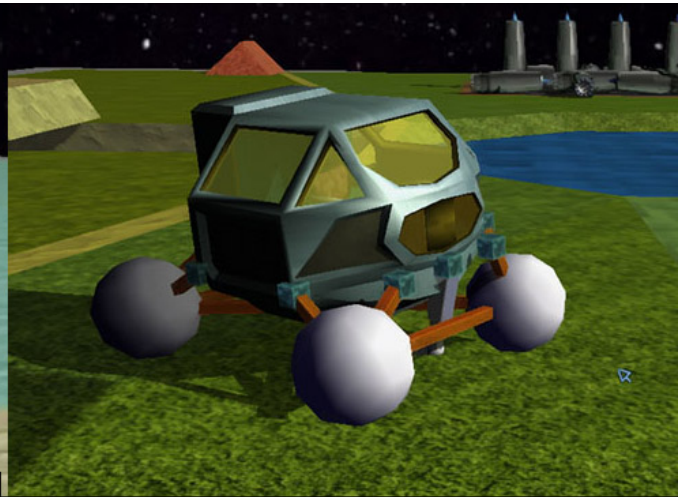
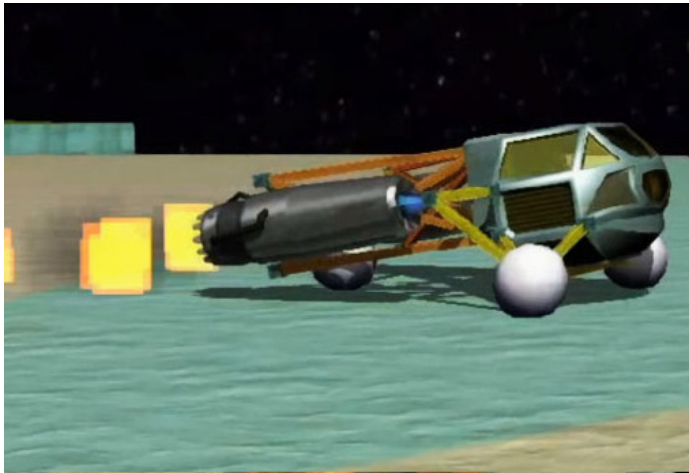
DirectX: Version 9.0

Storage: 210 MB available space

English,German







teile sind in diesem Level unzerstörbar.

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Crappy Interface, Does not support some resolutions, horrible controls.

I forgive the crap graphics because its about physics.

I forgive nothing else.

Shame on you.. Lots of people complaining about this game, and while the controls are a little odd they're still simple enough a monkey could figure it out in five minutes with just the first two tutorial levels. The graphics aren't ultra-real pixar animated but the physics are in fact what count here as you build your way through the scenarios. You learn real quick when thicker beams/ropes are necessary vs when a lighter object will work, and the truck literally couldn't be easier to drive around unless they did it for you (which wouldn't work because some of what you have to do is pretty interesting). The only issue I've encountered is laying down road tiles, sometimes they'll snap to full shape properly and sometimes they'll tell you it's too much. Scrap it and try again. All around a solid 8/10 if you like a bit of challenge while you build stuff, higher if you don't care how good it looks while you do it. Still a better love story than 50 shades.. I want my money back (ಠ_ಠ). I can see that a lot of work has gone into this game. With that said I'm sorry to say that this game is just not up to par with more modern games. The graphics are just god awful with only one setting for shadows. the controls are very un-intuitive. don't expect to be blown away by the level details (the levels are small squares). I can see they are still releasing updates for this game, idk why. The developer (I'm guessing there is only one) should honestly start from scratch or make some major graphics and UI overhauls. In the end I could probably spend an hour or two learning the controls, but I don't have time for that. If you have the time and money, support the developer by buying this game (good luck finding a torrent for it).. I want my money back (ಁ_ಁ). Alright, so I've only played this "game" for an hour, and I actually have to say I'm surprised in a variety of ways for a variety of reasons. 3D Engineers peaked my interest some time in early 2017, I believe, and at the time I was shocked by the pretty negative reception it had. Everyone seemed to hate it with an occasional praising from time to time, but it wasn't until I looked over them that I realized the reasoning for hating it is disgustingly petty. Everyone yelled about the "poor resolution", the "bad graphics", and the like. Is the "game" perfect? No, it has flaws, a few a bit irritating, but I say there's something here worth looking at, and I'll do my best to explain why. I'm no expert reviewer, so this might be painful to read if you are one.

Just quickly to start, it's not a game, at least I'd say barely a game, and more a software, but hopefully most looking at this know that already. The only reason it could be called a game is it seems to have goals for the player to achieve, though for simplicity, I'll still call it a game.

Firstly, I want to address the complaints about the visuals. I've always been one partial to the idea that the graphics are only one piece of a greater "pie" so to speak, and while 3D Engineers might have less ingredients than most other "pies" due to being more a simulation software, I still stand by this. The visuals such as grass, concrete, that's all simply added to give separation, and definition to allow the eyes to break up what is what more easily. Need a road? Okay, there's a road texture on what looks like a road. Want grass around it to define it more? Well, there's the grass texture to bring out the road. What you see is bare-bones because what you see is not the point of the game's creation.

3D Engineers is a physics engine meant to be used to experiment, to solve different scenarios in varying ways, and while it technically doesn't allow you to make your own levels to my knowledge, it gives you make-shift sandboxes from pre-existing levels to play around with. you can experiment with more advanced mechanics which I have yet to touch upon, simple bridges, and a plethora of things in-between. the physics are pretty damn good, and the mechanics are nifty, and fun once you figure them out.

Don't get me wrong, it does have flaws, but they are not as extreme as most would make them out to be, or at least aren't now assuming previous complaints were patched out. The controls take a bit to figure out, and get used to, but there are tutorials to give you a gist of things, albeit in somewhat broken English. The "Profil" (Profile) feature is also mostly pointless, when trying to name a new profile it spazzes out. I won't go into all the issues it has given it's beyond broke, so it's just easier to select the preset named "Available." I would like that to be fixed, but it doesn't hinder the game, so it's not a big issue.

Now, I'm going to let my bias out. I love this game, not only for the gameplay itself, but personally for the visuals. It reminds me of an early 90's sort of software with the really choppy intro video, the way it looks, even how it plays. I fell in love with this game, and I'm even buying a second copy to give to a friend because I feel this game deserves better than the rep it's gotten from people yelling about the graphics not being as realistic as possible. The price is an understandable discouragement, however. Roughly \$15 is a bit much to ask for this when the replayability could potentially end for most, even those with engineering interest, but I honestly do feel that what I got it for on sale was a steal, and is worth more. I'd say \$5.00 to \$7.00 is a really fair price, and I'd encourage purchasing this if it hits those numbers, and would only really recommend full price if you just want to support this guy, which isn't a bad choice, either. He's gotten too much flack over this.

(Also, if this game has a big enough soundtrack, I'd honestly recommend it be put up to sell, because I loved the trailer, and intro music, and really want to slap them on my phone to listen to. Just a suggestion/request, I WANT to buy the soundtrack if there is enough music in the game to buy it.). probably the best game going on steam right now. Lots of people complaining about this game, and while the controls are a little odd they're still simple enough a monkey could figure it out in five minutes with just the first two tutorial levels. The graphics aren't ultra-real pixelated but the physics are in fact what count here as you build your way through the scenarios. You learn real quick when thicker beams/ropes are necessary vs when a lighter object will work, and the truck literally couldn't be easier to drive around unless they did it for you (which wouldn't work because some of what you have to do is pretty interesting). The only issue I've encountered is laying down road tiles, sometimes they'll snap to full shape properly and sometimes they'll tell you it's too much. Scrap it and try again. All around a solid 8/10 if you like a bit of challenge while you build stuff, higher if you don't care how good it looks while you do it. Still a better love story than 50 shades.

It's ugly, it's rough, it's obtuse... and I love it. It has a steep learning curve and the controls are very clunky but once you take some time with it, it's surprisingly fun. I was expecting broken physics but so far failure feels deserved with my own terrible engineering skills. I especially enjoy being able to drive the truck in the full 3d environment instead of simply pushing "play" like in other bridge builders.

I'm still scratching the surface of it, slowly getting through the 3D Bridges content before tackling the more advanced 3D Engineers stuff but I have to say I'm enjoying it all way more than I thought I would. I put a video up where I go over things in more detail: <https://youtu.be/VW17rZ4FFS90>

[Edit 11V23V16 It's still fun but I'm getting concerned this is abandoned... It's still pretty rough and difficult to understand.. The game runs in a tiny window with extremally low resolution and no way to adjust the window size or resolution. Menues and interface is something from a scary past. Interesting idea. but total crap design. Not recommended. Don't waste your money.. Laggy. clunky controls. terrible car-camera view... ESC does not work when driving... Game does not respond to ALT+F4...](#)

[Need to say more?.. Crappy Interface. Does not support some resolutions. horrible controls. I forgive the crap graphics because its about physics. I forgive nothing else.](#)

[Shame on you.. this game blows. this game blows. It's a promising game. but right now. I do not recommend it. I am a big fan of bridge builders and designing games. This one even lets you actually drive your vehicle across it. but the resolution is awful. Even if you max it out. it looks like something out of windows 98. Keep an eye on it. but wait for it to progress. The controls are difficult as well but mostly because of the graphics.](#)

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