
The First Class VR Download] [crack]



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About This Game

The First Class VR is an interactive experience that recreates historical moments of innovation throughout mankind's journey of air and space exploration. Utilizing state of the art VR interactive gameplay, you will experience humanity's journey to the stars – from the Wright brother's legendary first flight to the development of SpaceX's Falcon 9 rocket, and beyond to a technologically advanced distant future.

Our original design intention was to create the most immersive and lifelike environment possible by pushing the limits of virtual reality. We want to put players into those great moments that define human aviation history.

The First Class pushes modern VR technologies to pay tribute to human innovation and historic scientific advancements. Our story was inspired by the Hugo Awards Best Novel Winner "The Three-Body Problem", and we are very privileged to have had the author, Cixin Liu, both play and praise the finished game.

TIPS for the interaction?

<http://steamcommunity.com/app/630020/discussions/0/1483235412203181206/>

Title: The First Class VR
Genre: Indie, Simulation
Developer:
Light & Digital Technology
Publisher:
Zodiac Interactive
Franchise:
Zodiac Interactive
Release Date: 14 Dec, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1

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

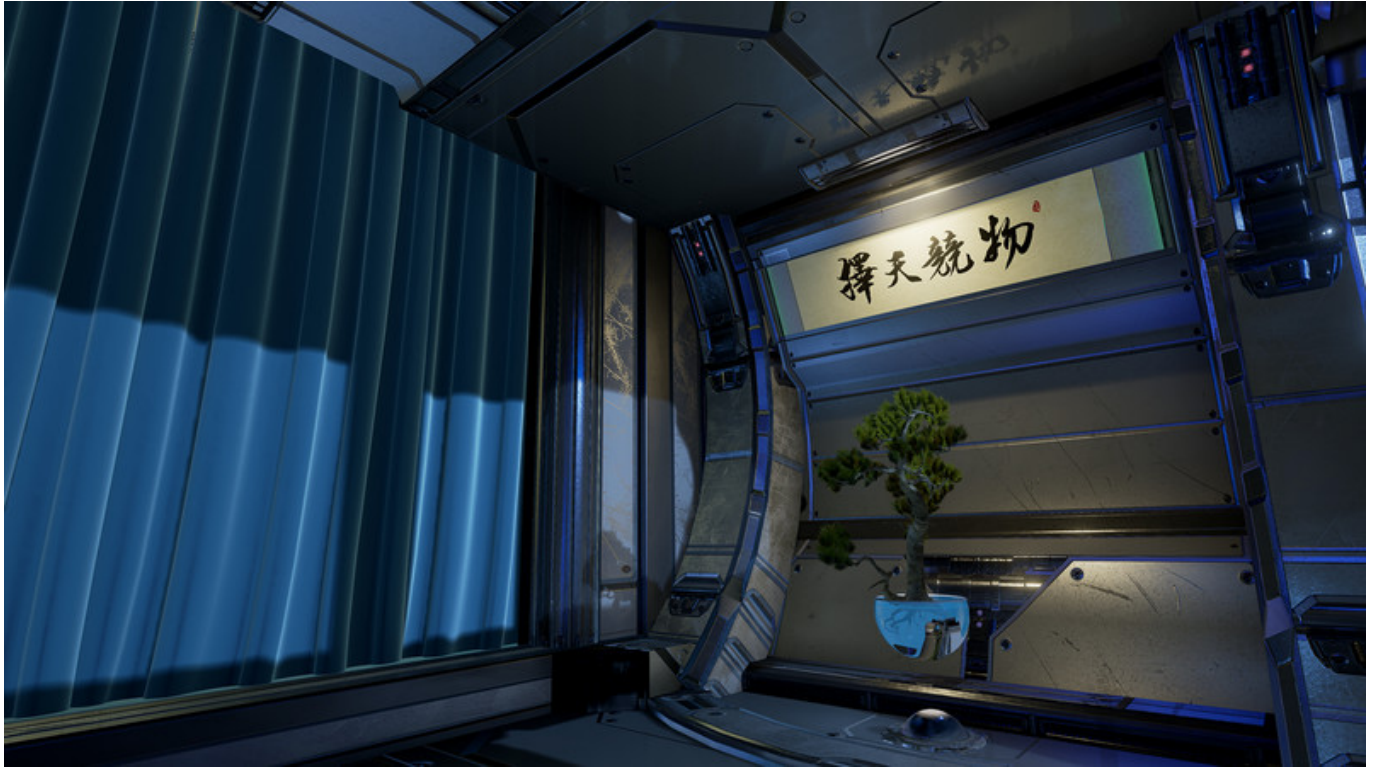
Memory: 4 GB RAM

Graphics: NVIDIA® GeForce® GTX 970, AMD Radeon™ R9 290 equivalent or greater

Storage: 6 GB available space

English,Russian,Japanese,Simplified Chinese







This is fun, short little experience that I highly recommend. The only complaints that I have are that it seems that your left hand doesn't work on the computer in the beginning area and I'd like to see more information about the aircraft as they are presented and not just after the fact. Other than that, I found the audio and visuals to be above decent and I look forward to the other segments presented. Maybe something about the evolution of guns? or boats? Regardless, as someone who loves aviation, this was amazing and I will go through the aviation one at least a few more times because of how exciting it is.. Wow, This was way better than expected! I only bought it because, I Noticed you're "Riding in a Helicopter" which, is something I've always wanted to do...Well, for less than \$10 I was able too and The Rush Was There and it was Amazing!

Things I liked:

- Beautiful Graphics, Excellent Music, and "Great" Sound Effects!
- Controls are Accurate & Work very well!
Note: They did well designing how the controls work!
Very comfortable and easy to use. I Actually Got A Work Out! "Flapping My Wings!"
I Never Flown, So High in My Life it was Amazing! Only in VR can you do this....
- Very Relaxing and Move at your Own Pace with Teleport Locomotion.
Note: You Can Spend "Hours" in here if you like!
- The Freedom to Use the Program Standing or Sitting is Great!
Note: No Motionsickness while Standing/ Some Motion sickness while sitting due to camera moving on it's own.
"But, Recommend "Sitting" is More Relaxing!
- Not Only is this a Fantastic Ride! But, Afterwards, You Own Your Very Own VR Museum!
Note: It is Huge!
- Very Unique & Cool Design, The Amount of Detail makes it Amazing!
Note: It turned My little VR Room into a "Massive World!"
- Educational Program with More to Come...
- Price! for under \$10 This Program is Magnificent!

Things I Disliked:

- I really don't have "Any" of course, There is Always Room for improvement. but, for the price and what is there...I don't have any dislikes. I Recommend one thing, When the Jets come Roaring by You could Amp up the volume to have it tinkle the "Ears" to help add to the realism...hahaha. but, the sound effects used are Good! and are probably Best! We don't want anyone to lose there hearing...

Overall:

I Can't Believe How Well this Program is Made for the Price that I have Paid for it...It Works Very Well! The Ride is Amazing! But, with a Bonus! You Own your Very Own VR Museum! This is a Great Way to Introduce any one to VR for the First Time. Because, the use of Size makes it feel Massive! and, How they Executed the lay out of using the controls is Very Nice! I Recommend this Program to Everyone. Yes it is "Truly Magnificent!" Add it to your Collection you'll Thank Me Later! 100% Worth it.... It's a short 15-20 minute cinematic experience celebrating the human pursuit of flight and is well worth the purchase if you ever wanted to feel what human flight might be like in our distant future (You will become an angel taking flight into the stars!). The build up is fantastic and gave me goosebumps and a surge of adrenaline in those final few minutes. Don't expect any gameplay. Enjoy the feeling of self-propelled flight (you have wings!) and I look forward to additional content in the future. Highly-recommend.. nice presentation and very impressive. some interactive content but mostly just need to sit and watch. Be aware if you have 3d nausea like me. The later half of the game has fast moving camera and can hit you quite fast.... Great VR experience. Only about 15 minutes long but very immersive. Looking forward to more chapters being available. If you got the cash to spare it is worth the quick ride.. At normal price of \$6.99 and sale price of \$6.29, I cannot recommend this experience. The good news is that it is roughly 20 minutes long experience if you take your time, especially at the end which is a walkthrough of the things mentioned. So there is quite the bit of content. The First Class VR is a very ambitious project that has some nice ideas. I wish I could give a neutral recommendation, there's just now way I can say yes on a recommendation with the flaws it has and for the money they are asking for.

First of all, even though this is mostly a cinematic experience, there is no story here. It mentions different moments in the history of flight but it does so in a very generic and often, confusing manner. It's like a mish mash of events thrown together.

But it just didn't make sense. Why are these exhibits in the water? Why do you need to know this before your own space flight?

Secondly, the graphics\visuals are just subpar. For example, you get on this helicopter ride and it's supposed to feel epic. Instead, it's a rather tame ride and you never really feel like you are in a helicopter because there is no sense of flight at any point on this helicopter ride. The visuals are that rough. I got a better sense of a helicopter ride from Island 359. Also, several flight and space rockets, satellites, and shuttles are shown. But they are lacking details and textures that you find yourself not all that interested in their presentation.

Lastly, there is just not much information given about these events the experience tries to capture. There is almost zero information given about the Wright brothers and the first flight even though it is a highlighted event. This experience adds zero knowledge to anybody watching this who may not know about this flight in history.

I appreciate the ambition. I see what the developer was trying to do. They just fell flat on their face probably due to inexperience in developing a AAA experience in VR. Icarus is an appropriate analogy.

Rating 4.5/10 "Do not go gentle into that good night, rage, rage against the dying of the light". Not very good, it's starts off looking promising when you're in the introduction area but soon goes downhill.

The textures are of yucky low quality, something you'd expect to see on mobile vr, not on a rift.

Soon into the experience you're on a helicopter flying through a cave with various iconic aviation things floating in the cave, it was just ridiculous, not helped by the very low textures. Now I know it's about the history of flight, but it would have been better had it been set inside a museum and being sat on ride.

Once the ride ends, you're free to teleport along the sea looking at aviation history and reading about it, the reading was the most interesting part of this, the walking on sea was another silly idea, why the sea, why not make a museum, it all came across as cheap and half arsed effort imo, there were a couple of nice moments near the beginning but it was far outweighed with by all the negatives, quite disappointing, refunded.. I think this is great, note that this is not a big budget documentary piece but more of an artistic, emotional experience. For me it was around 20 minutes, but I understand that they are looking to add more content so you can't winge really. This is a very nice experience to show friends and family, I quite enjoyed it and I think it's would be a great example of VR to show any visters.

. Fun little experience. I think it took me about a half hour to get through. Learn a little about the history of flight and space exploration vehicles. Interesting to see what comes next.. 3/10
Poor graphics marred this for me. Why make a documentary in VR and make it hideously ugly by setting a ultra-low resolution? It sort of spoils the experience. DEVS: need a resolution slider.

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