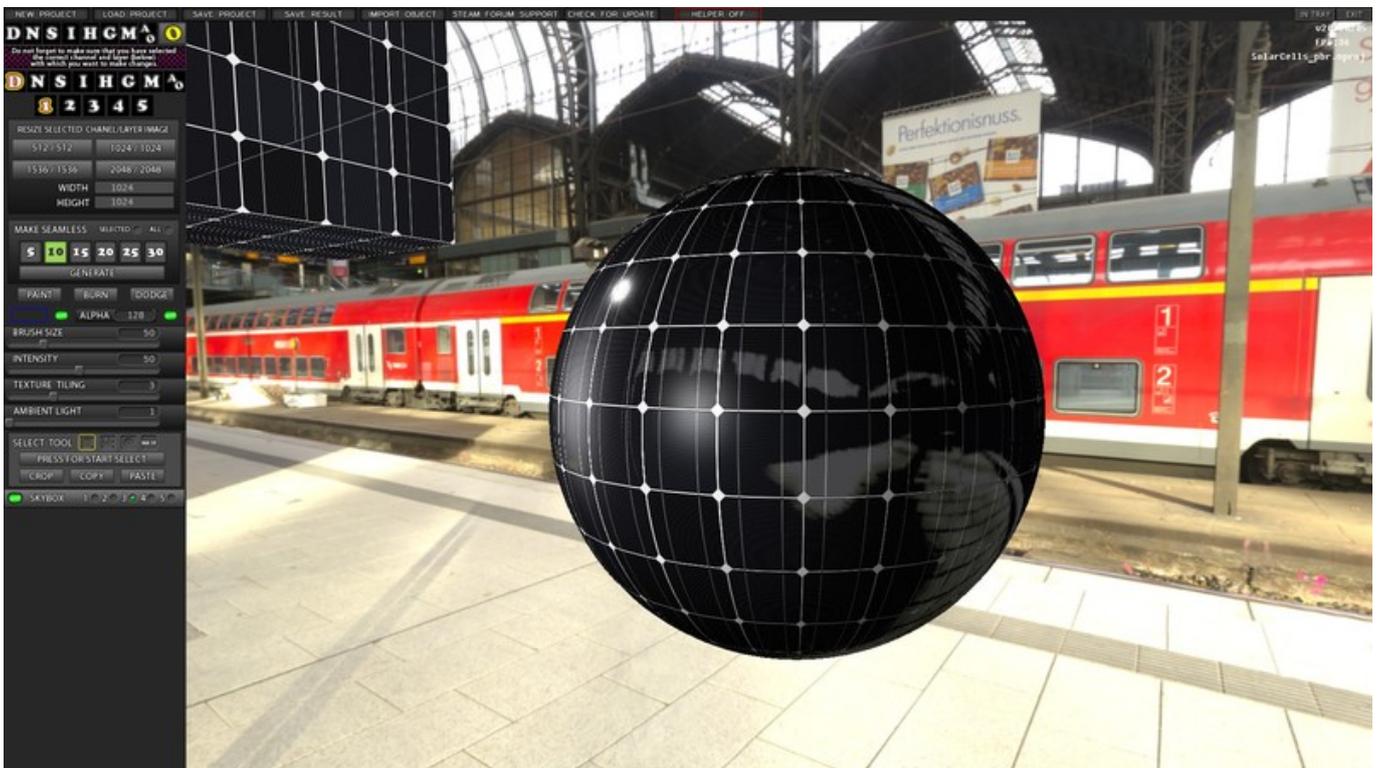


NORMALIZATOR Ativador Download [hack]



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About This Software

This utility is designed to create textures used in computer games.

Conventional photos or images you can easily convert to maps diffusemap, normalmap, specularmap, illuminationmap, heightmap, glossmap, metallmap, ambient occlusion map.

This utility can also mix different images in separately editable channels for obtaining excellent textures that you can use for your gaming projects and not only.

At the moment there is a recommended limit on the size of the image in the map channel, this is 2048x2048 pixels.

Title: NORMALIZATOR
Genre: Animation & Modeling, Design & Illustration, Photo Editing, Utilities
Developer:
AuroraCorp
Publisher:
Aurora software
Release Date: 5 Dec, 2017

b4d347fde0

Minimum:

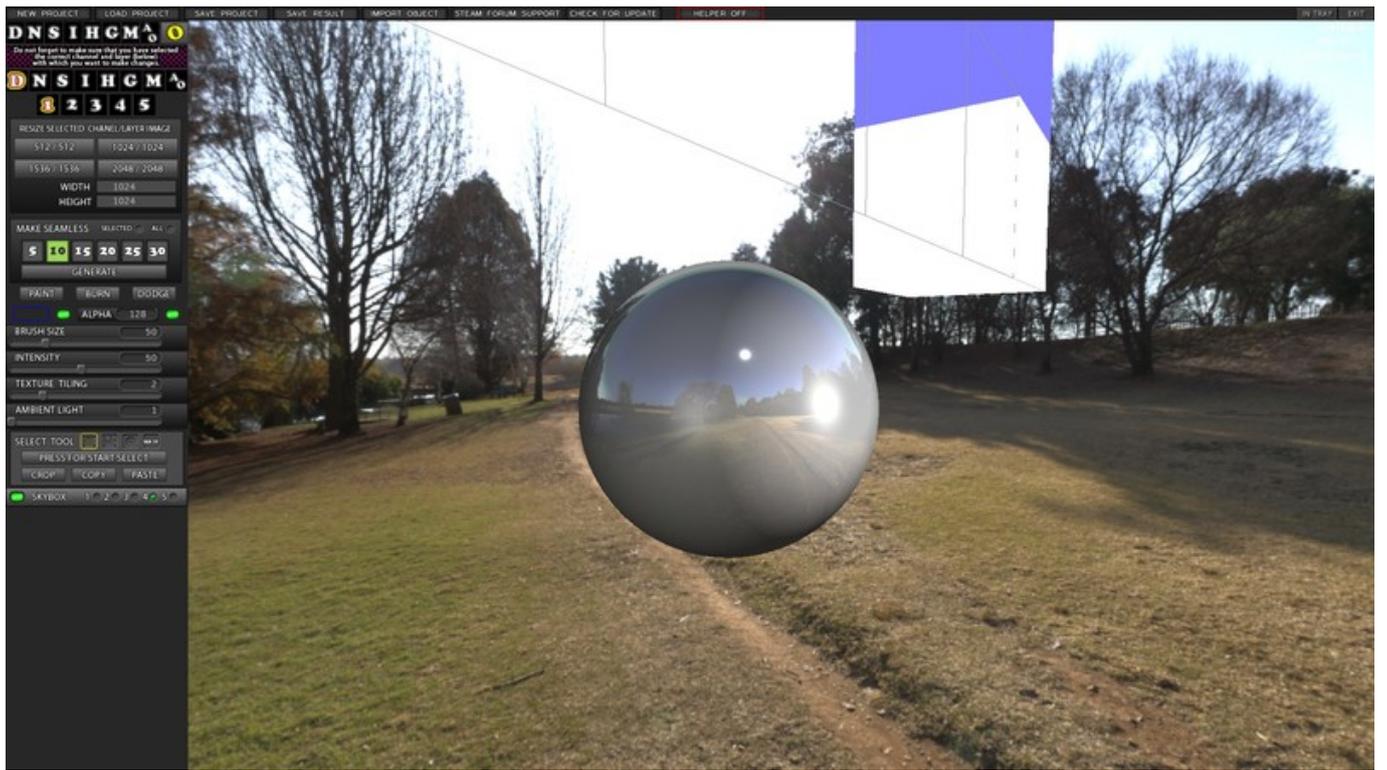
OS: Windows 7

Memory: 1024 MB RAM

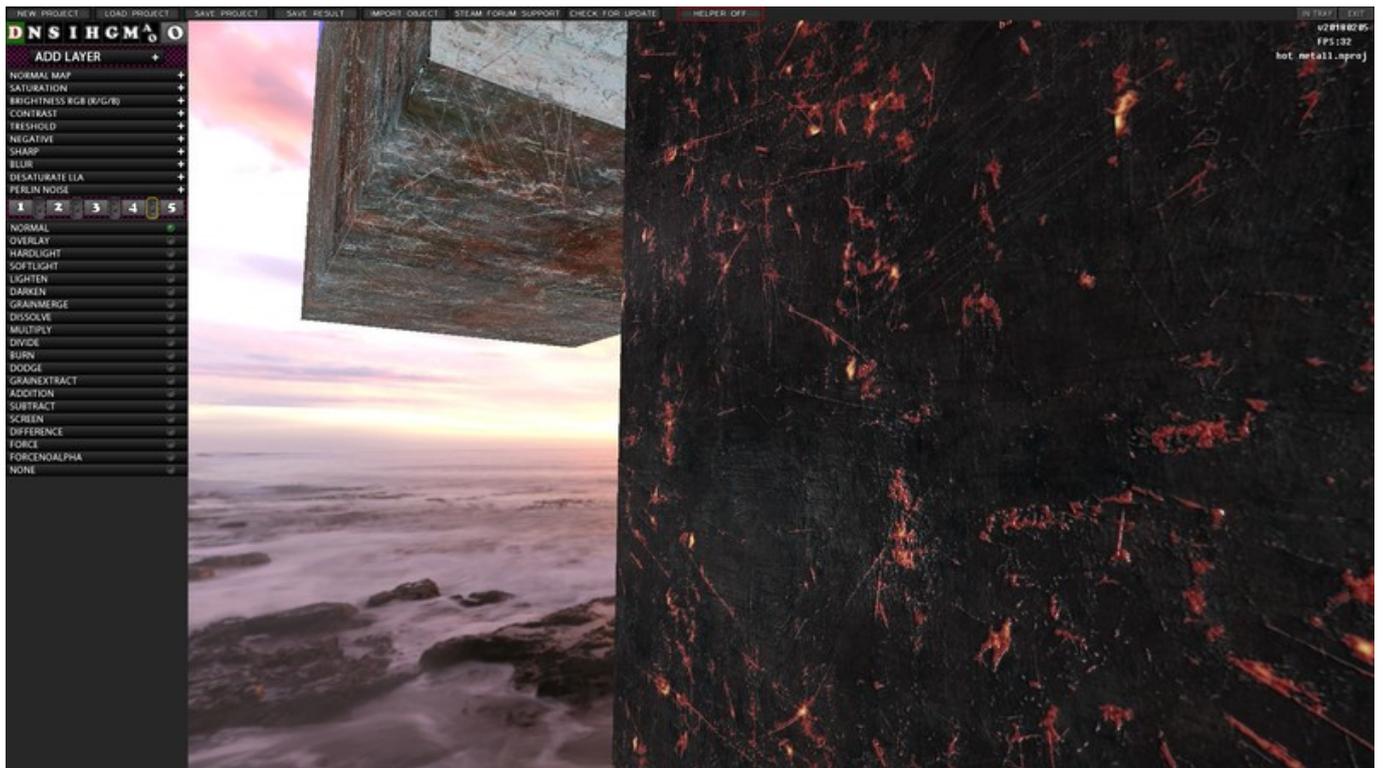
DirectX: Version 9.0c

Storage: 450 MB available space

English







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Wow! I bought this before the last few updates. Loved it then but held off on a review until it was polished out. Not only is it an amazing price, but this is a really good program to with lots of features. Much easier than other pbr and texture programs. It even has a "helper" button now which seems to describe every button you hover over. For this price it is a must have if you are into texturing.. This is one of the worst programs I have come across yet. The only file you can import is .X file. They should make it so you can import objs and fbx! Don't buy this program! I don't think there is anyway to export a file either.. It would be a nice an easy program to create normals, if it wouldn't crash. Once the program crashes, not even restarting the PC solves the issue. It needs to be uninstalled.. Wish I could leave a good review but I cant. Software crashes every time I try to add an image larger than 1024X768. Its just not what is needed in todays world. There is no training or information videos on how to use the software? Not even online can I find one video with a step by step process in any language other than some elevator music playing in the background with other versions of NORMALIZATOR other than the one I purchased. What can I say other than this seller just can not support the product. Its a million dollar idea with a 5 dollar manual. Just dont have the time to guess how it works. Not worth 10 bucks... I could not attach one diffuse map. Spent half an hour of it constantly crashing to desktop. Talked to dev, redownloaded it and used it as per instructions (no .TIFF)

Used it to for another 25 minutes, and discovered it's really, really basic. Yes, It does make normals, gloss, AO etc, but no better than going into photoshop and doing it yourself.

I prefer shadermap 4.0 to this product.

V 22122017 update:

Today a small update has been uploaded - V 22122017

Corrected:

Load and save the project. Now the default directory for saving and load of the project is the "/ Projects" folder in the application installation directory.

Added by:

The name of the current project is displayed in the upper right corner.

Added a test project demonstrating work with the alpha channel. The name of the project is "10122017.nproj". **Update v10042018:**

List of changes:

Fixed incorrect use of filters while loading the project.

Fixed a delay when using the STAMP brush.

Added UNDO \ REDO for drawing operations. Currently only works for brushes PAINT, BURN, DODGE, CLONE, does not work for STAMP brush, PASTE IMAGE, PASTE CHANNEL, etc.

The use of UNDO \ REDO for all drawing operations and PASTE functions will be added within 48 hours.

That's all for now.

A reminder of future discounts and changes in utility costs.

Starting on April 10, a weekly promotion will be launched with a 25% discount, after the completion of this promotion, the utility cost will be increased to \$ 19.99.

. BBBiggest UPDATE v05022018:

Today the biggest update is released. v05022018

The properties of the filters have been changed (now it is possible to apply filters to both the entire RGB image and its separate RED or GREEN or BLUE channels)

Now we have 20 modes of mixing channels.

Added a change and visualization of skyboxes.

Added a new filter DESATURATE LLA.

Added generator PERLIN NOISE.

Added a visual helper displaying information when you hover mouse over the interface elements. While not ideal and not the entire interface is covered, but I intend to add and improve this helper weekly.

Added brushes BURN and DODGE.

Added separate and combined drawing RGB / alpha.

Several new projects have been added.





. Expected update - presumably July 10:

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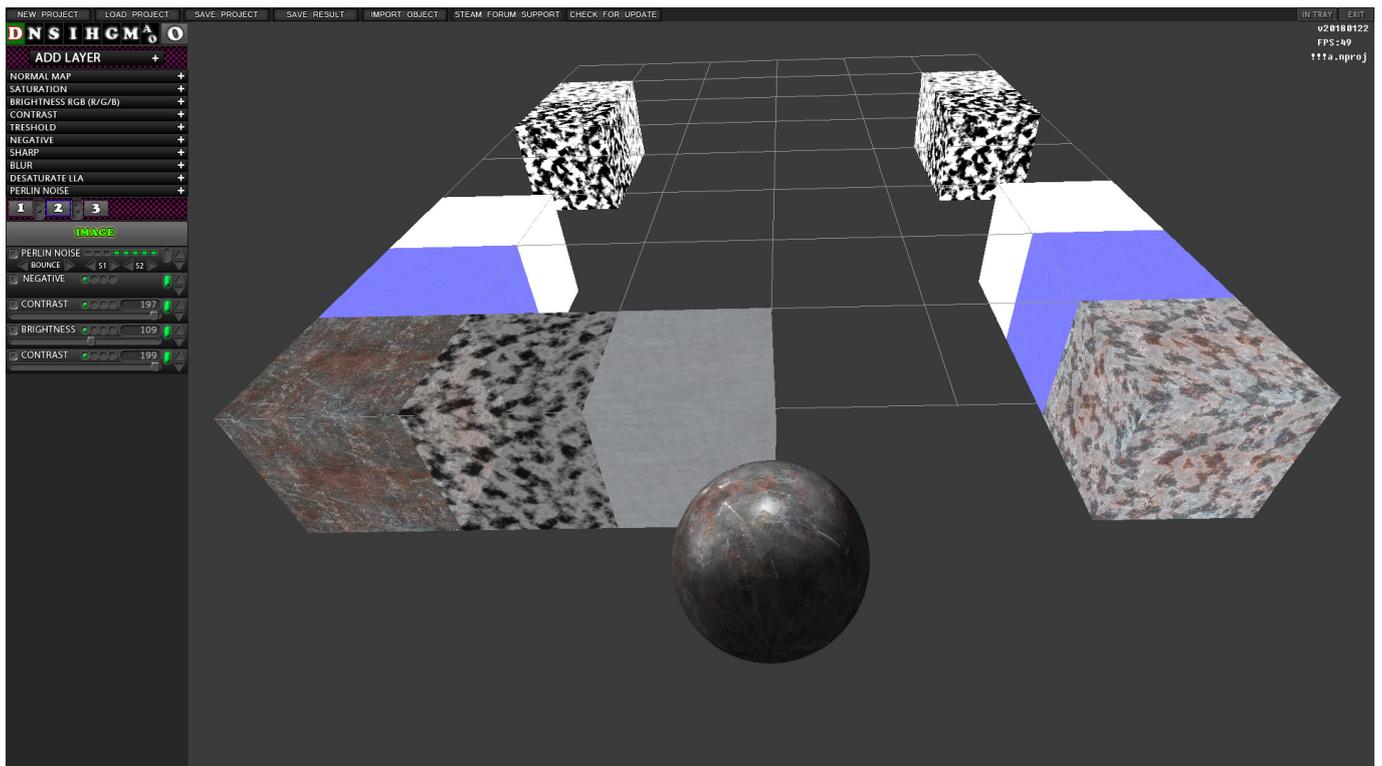
In the next update:

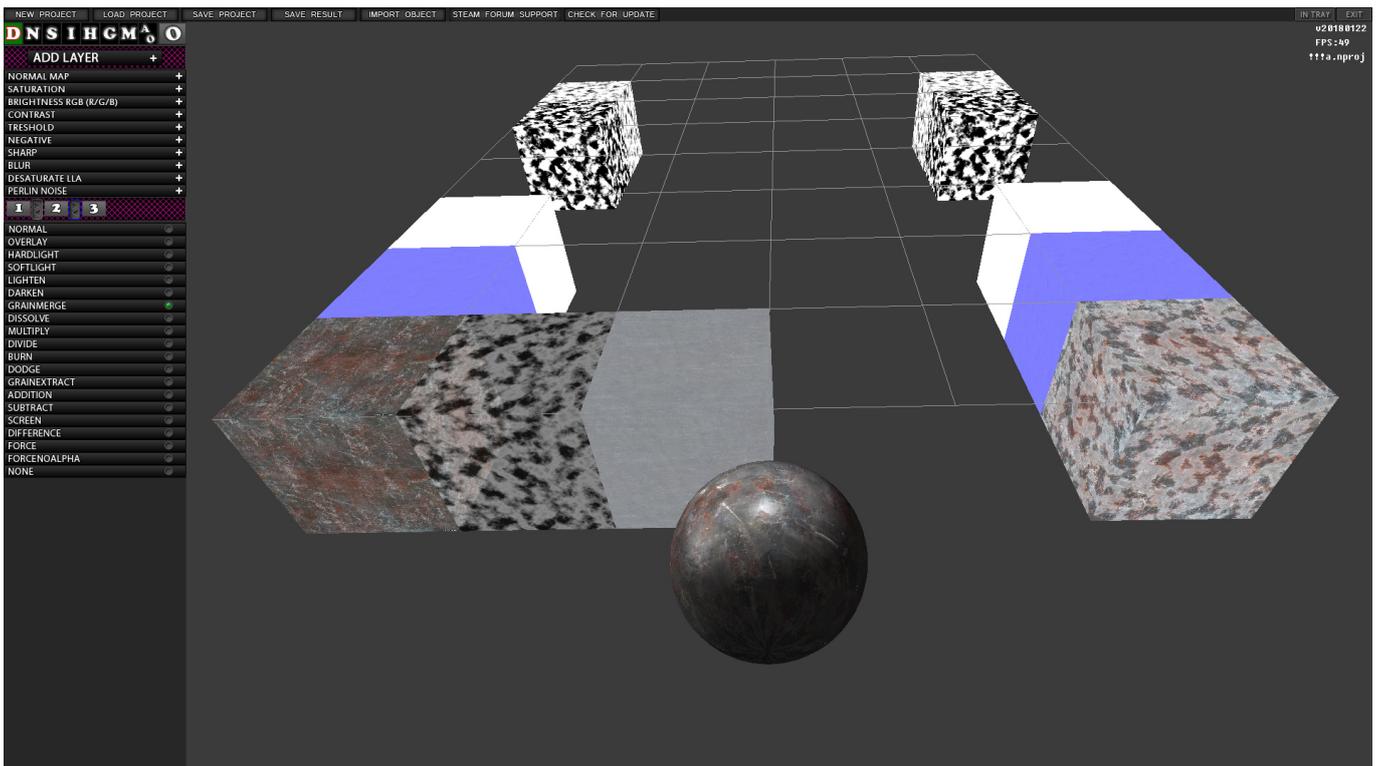
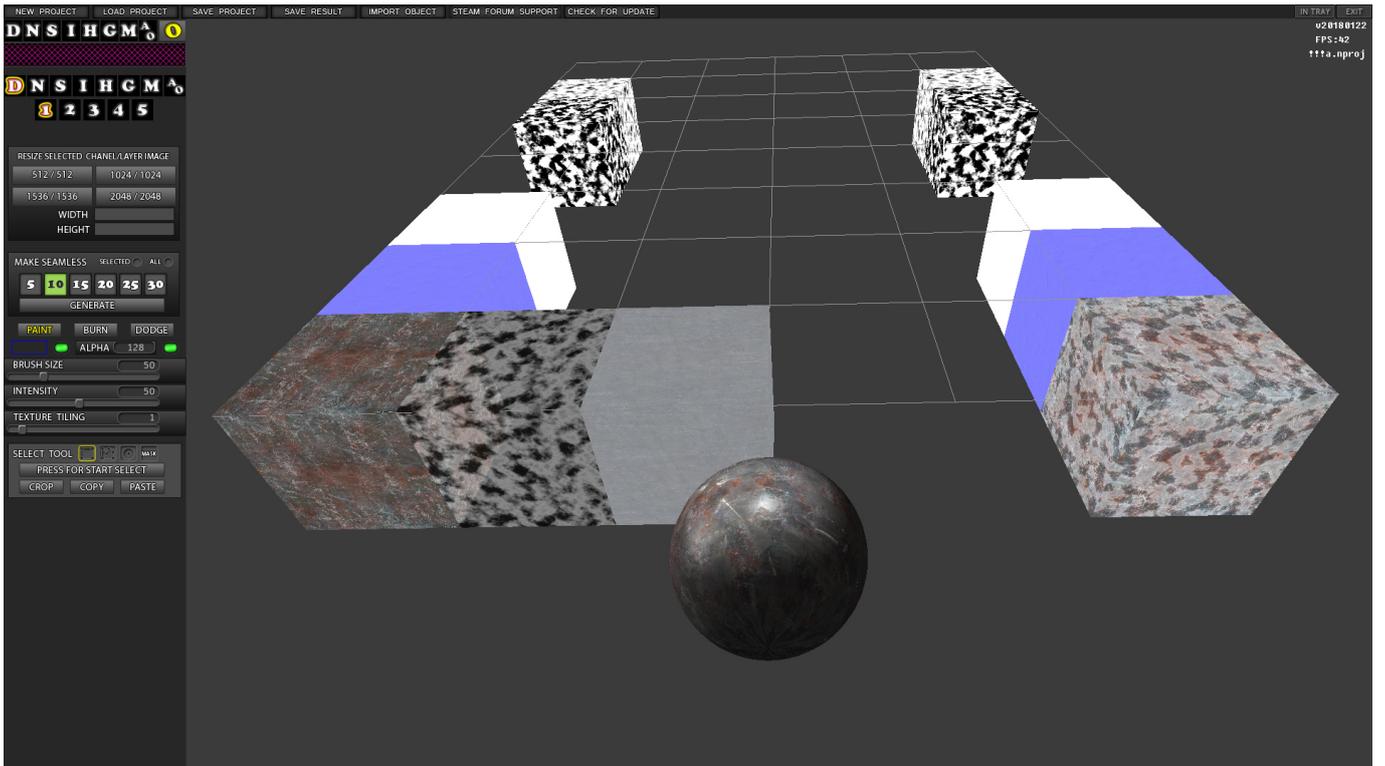
Magic button is a button that you just need to select an image and one of the preset sets. It is expected that this is all you need to do to create a complete PBR texture (provided that you select the appropriate preset)....

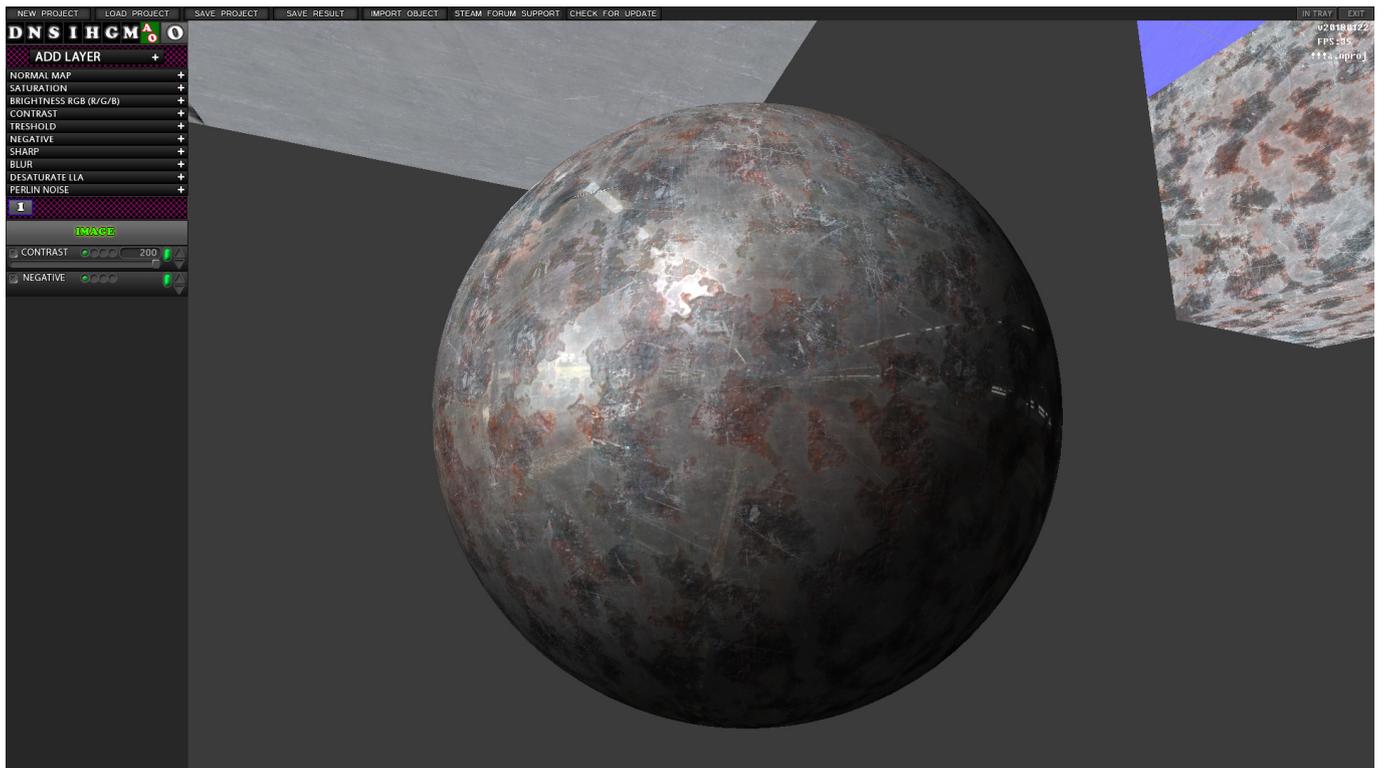
Plus some fixes.. **Screenshots of the interface for future update.:**

Just a few days and you will get interest and great guidance.

Here are a few cookies from the future update.







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