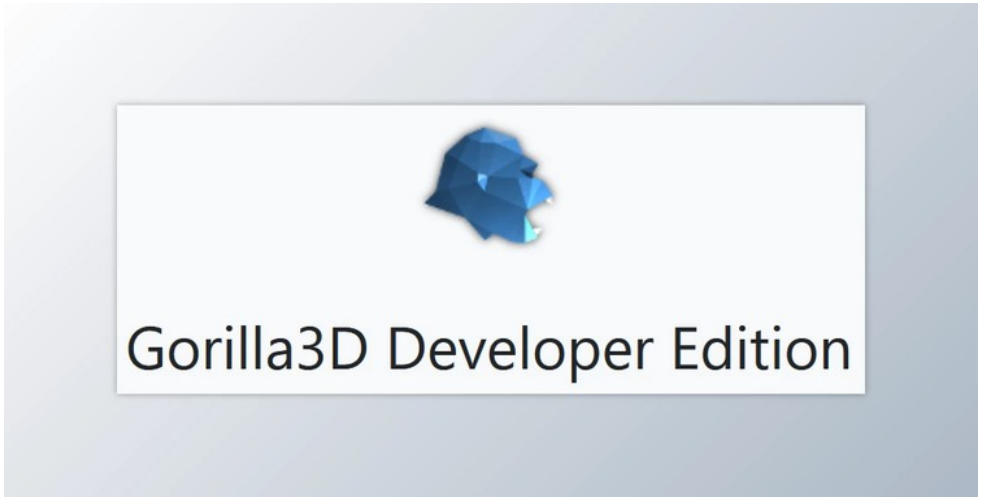
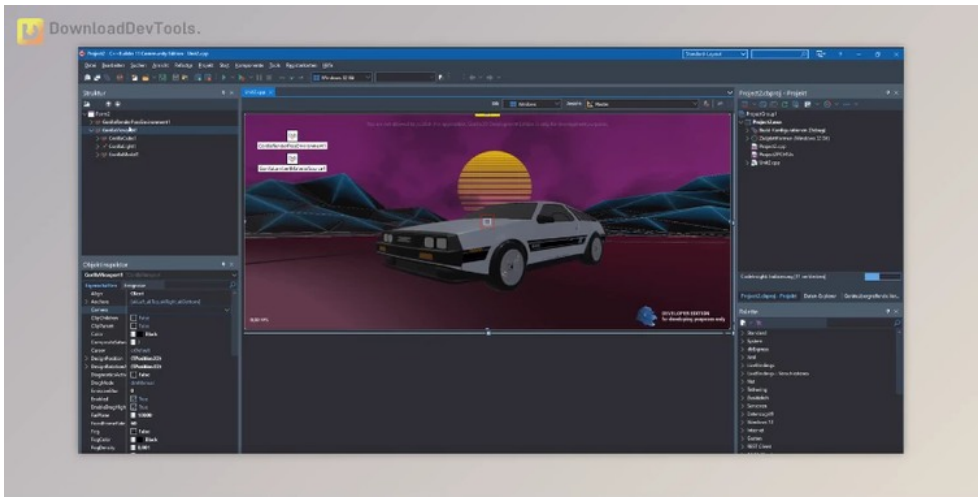
Gorilla3D Developer Edition v1.1.5 for Delphi 10.1-12 Athens Retail

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is a powerful and user-friendly 3D framework designed for Delphi and C++ Builder FireMonkey, catering to both Windows and Android platforms in 32-bit and 64-bit environments. Compatible with Delphi 10.1.1 – 12.0.0 and C++ Builder 11.3 – 12.0, this addon enriches Embarcadero products, expanding the capabilities of the Firemonkey framework.

Thanks to cross-platform support, developers can maintain a unified code base for their projects, allowing seamless development and deployment across Windows and Android. The framework boasts an array of features, including advanced rendering techniques, logical model management, and support for skin, skeleton, and vertex animations.

With its compatibility with various asset formats, flexible systems for dialogue, inventory, and skills, as well as C++ support through header and lib files, **Gorilla3D** caters to a wide range of developers, from hobbyists and students to enthusiasts and professionals. Its commercial nature and availability of source code make it a noteworthy addition to the toolkit for 3D game and multimedia application development using FireMonkey.

Key Features of Gorilla3D :

1. Cross-platform support for Windows and Android in 32-bit and 64-bit environments.
2. Compatibility with Delphi 10.1.1 – 12.0.0 and C++ Builder 11.3 – 12.0.
3. Unified code base for streamlined development and deployment across different platforms.
4. Advanced rendering techniques, including shadow mapping, variance-shadow mapping, frustum culling, and more.
5. Logical model management independent of the FireMonkey tree for efficient handling of numerous meshes.
6. Support for skin, skeleton, and vertex animations, enhancing 3D model capabilities.
7. Integrated Q3 Physics Engine with collision detection for realistic physics simulations.
8. Materials support, including textures, normal mapping, water effects, reflection, layered materials, and more.
9. Terrain rendering from height-maps and procedural algorithms, with variations like SphereTerrain and CVLOD Terrain.
10. Audio features with FMOD AudioManager for professional audio playback.
11. Asset management with an AssetsManager and packaging system.
12. Flexible systems for dialogue, inventory, and skills, allowing dynamic loading, saving, and editing at runtime.
13. InputController for easy handling of hotkeys and input sequence detection.
14. FirstPerson and ThirdPerson character controllers for diverse gaming experiences.
15. GorillaScript for easy scripting implementation and runtime usage of FMX and Gorilla3D.

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标签

Delphi Components VCL

16. Fast 3D model loading and compatibility with existing FireMonkey components.
17. Platform-independent support for WIN32, WIN64, ANDROID, and ANDROID64.
18. Format compatibility with G3D, X3D, X3DZ, X3DVZ, OBJ, STL, DAE, FBX, glTF, Babylon, Sketchfab.
19. C++ support facilitated by header and lib files.

版本列表

Gorilla3D Developer Edition v1.0.0.2576 (18 Mar 2023) for Delphi 10.4.2 Retail

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