I'm not a bot

Franchise of role-playing video game creation system software seriesThis article is about the series. For the first entry for the PlayStation, see RPG Maker (video game).RPG MakerOriginal author(s)ASCIIDeveloper(s)Enterbrain Gotcha Gotcha GamesInitial releaseDecember17, 1992; 32 years ago(1992-12-17) as RPG Tsukru Dante 98Stable releaseRPG Maker MZ / August27, 2020; 4 years ago(2020-08-27)Written inJavaScript, HTML5PlatformPlayStationPlayStation 2PlayStation 3PlayStation 4Super FamicomGame Boy ColorGame Boy AdvanceNintendo DSNintendo 3DSNintendo SwitchSega SaturnPC-8801PC-9801MSX2Microsoft WindowsmacOSLinuxAvailable inJapanese, English, Korean, ChineseTypeGame creation softwareLicenseProprietaryWebsitewww.rpgmakerweb.comRPG Maker, known in Japan as RPG Tsukru (RPG, sometimes romanized as RPG Tkool), is a series of programs for the development of role-playing video games (RPGs) with genre-driven varieties as well as machinima, originally created by the Japanese group ASCII. The Japanese name, Tsukru, is a pun mixing the Japanese word tsukuru (), which means "make" or "create", with tsru (), the Japanese transliteration of the English word "tool".[1]The RPG Maker series was originally released primarily in Japan, but it was translated by fans[2] in Taiwan, South Korea, China, Russia, and North America with RPG Maker 2000 and RPG Maker 2003.[3] Most of the later engines have been officially translated and created by successors, Enterbrain and Gotcha Gotcha Games.RPG Maker is a program that allows users to create their own role-playing video games. Most versions include a tile set based map editor (tilesets are called chipsets in pre-XP versions), a simple scripting language for scripting events, and a battle editor. All versions include initial premade tilesets, characters, and events which can be used in creating new games. One feature of the PC versions of RPG Maker programs is that a user can create new tilesets and characters, and add any new graphics the user wants.Despite being geared towards creating role-playing video games, the engine also has the capability to create games of other genres, such as adventure games (like Yume Nikki), story-driven games or visual novels with minimal tweaking.According to Enterbrain, RPG Tsukru Dante 98, released on December 17, 1992, was the first software of the RPG Maker series,[4][5] although there were a few versions of RPG making software by ASCII preceding it, dating back to 1988.[6] This, along with its follow-up RPG Tsukru Dante 98 II, was made for NEC PC-9801, and games created with these programs can be played on a Windows computer with emulators called Dante for Windows and D2win, respectively.[7] RPG Maker was a product that came from various programs that ASCII Corporation had included in ASCII along with other users' code submitted to it, which the company decided to expand and publish into the standalone game-making toolkit.[8]RPG Maker 95 was the first Microsoft Windows-based RPG Maker software. Despite being an early version, RPG Maker 95 has both a higher screen resolution, and higher sprite and tile resolution than the several following versions.In contrast to RM95's high-quality graphics and many customization options, RM95 retains an exceptionally primitive, unrealistic, and unchangeable characteristic, namely, the protagonist-sprite always appears to be walking (due to automatic alternating between two frames), even when it is not going anywhere. This prominent flaw was eliminated in all subsequent versions of RPG Maker. Additionally, the sprites of subsequent RPG Maker versions have three frames for each orientation, rather than only two per orientation as in RM95, because the subsequent versions include sprite-frames for when the sprite is standing-still.RPG Maker 2000, also referred to as RM2k, was the second release of RPG Maker for Microsoft Windows and is the most popular and used RPG Maker so far.[citation needed] While it is possible to do more with RM2k, it uses lower resolution sprites and tiles than RPG Maker 95, but it does not have a noticeable limit of 'sprites'. Unlike RM95, which can only use one 'set', RM2k can use an unlimited number of sprite sheets with specific sizes for each type. The tilesets also have a similar non-limitation, but because tiles must be entered into a database, there is a limit on tiles. This limit however is rarely a problem (normally 5000), and even when it is, an unofficial patch exists which can bump most limits much higher at the risk of potential game corruption. It does not support text output and can program only two buttons, Z and X. There is text in dialog boxes, by manner of overlaying sprites, or maps lain with text, but not plainly on the screen.RPG Maker 2003, also referred to as RM2k3, is largely an improvement of RM2k. RM2k games can be ported to RM2k3 (but not back to RM2k, the conversion is permanent), and most resources are interchangeable. The main difference is the introduction of a side-view battle system similar to that found in the Final Fantasy games on the Super NES and the Sony PlayStation. This was the first version made by Enterbrain, which had previously been a part of ASCII. The popularity of this version among the Japanese RPGmaker community has led to it getting a notable unofficial patch known as the Maniacs Patch,[9] which adds new features and functionality to the engine.RPG Maker XP (also referred to as RMXP) was released on 16 September 2005.[10] It is the first RPG Maker which can use Ruby, making it far more powerful than previous versions programming-wise. Many normal, simplified features present in RM2k(3) however have been removed. Most of these features have been programmed with Ruby, and distributed online. RMXP runs at 1024x768 resolution (though games made in it run at 640x480), while offering four times the playable area of its predecessors. By default, games ran at 40 frames per second, though the game's scripts can be modified to set the framerate to any value. Additionally, it allows greater user control over sprite size (there is no specific image size regulation for sprite sheets) and other aspects of game design. This more open-ended arrangement, coupled with the inclusion of the Ruby Game Scripting System (RGSS[ja]), makes RPG Maker XP more versatile than older versions in the series, at the cost of a steeper learning curve. This was named after Windows XP which was active from 2001 to 2014.The Pokmon Essentials pack, one of the main methods of making Pokmon fan games, was exclusive to RPG Maker XP and never ported to any later engine, causing XP to be widely used for such games more than a decade later, such as in making Pokmon Uranium. It was taken down in 2018 due to a cease and desist order by Nintendo, though it continues to circulate on the internet.[11]A screenshot of a user-created map in RPG Maker VX.RPG Maker VX (RPGVX, RPG Tsukru VX) was released in Japan on December 27, 2007, and in the West on February 29, 2008. The frame rate was increased to 60 frames per second, providing smoother animation. The engine still used the Ruby programming language, but the game's default programming was overhauled to allow more freedom for scripting in new features. A new editor and RTP were included, this time in a much simpler "blocky" style. The default battle system is comparable to that of the Dragon Quest series or its predecessor RM2k, with a head-on view of the battlefield and detailed text descriptions of each action taken.The lack of support for multiple tilesets when mapping, however, represented a notable downgrade from the engine's predecessor, leaving the player with only a finite number of unique tiles with which to depict all the game's environments. Multiple player-made workarounds were created.RPG Maker VX Ace was released in Japan on December 15, 2011,[12] and the West on March 15, 2012. It was later made available through Steam, and is also available physically.[13] VX Ace, an upgraded version of VX, addressed the tileset issue. Battle backgrounds were re-introduced, and are separated into top and bottom halves. Spells, skills, and items can all now have their own damage and recovery formulas, although a quick calculation method reminiscent of the older RPG Makers is available. The VX RTP was redesigned for VX Ace, and a new soundtrack featuring higher quality techno-pop tracks was included. With VX Ace came a large quantity of DLC Resource Packages offered by Enterbrain, also available through Steam.Released by Degica on October 23, 2015, RPG Maker MV includes a large number of changes over previous versions, with multiplatform support, side-view battles, and high-resolution features.[14] It is the first engine in the series to use JavaScript instead of Ruby, with the addition of plugins. Completed games can be played on PC and mobile devices. RPG Maker MV also goes back to layered tilesets, a feature that was removed in RPG Maker VX and VX Ace. Unlike RPG Maker XP, which allowed users to manually choose which layers to build on, MV automatically stacks tiles on top of other tiles.[15] It also came out on consoles under the name RPG Tsukru MV Trinity. It was originally announced to only be on PlayStation 4 and Nintendo Switch but was later announced to also be on Xbox One. This release was later cancelled.[16] It was released on Nintendo Switch and PlayStation 4 in Japan on November 15, 2018, and was released in North America and Europe in September 2020.[17][18]RPG Maker MZ, a minor upgrade to the engine of MV, was released worldwide on August 20, 2020.[19] MZ's new features include the Effekseer particle system, an autosave function, and often-requested XP-style autolayer mechanics. Like MV, it allows users to develop plugins using JavaScript. RPG Maker MZ received mostly positive feedback from users, who praised its additional features and the return of the XP layer mechanics, though its similarity to RPG Maker MV drew a mixed response.RPG Maker Unite is an asset for the Unity game engine based on RPG Maker.[20] It was released on the Unity store in May 2023 and on Epic Games Store in February 2024.The first console RPG Maker, RPG Tsukru Super Dante, debuted in 1995 for the Super Famicom, as a port of RPG Tsukru Dante 98.[5] RPG Tsukru Super Dante was later broadcast via the Super Famicom's Satellaview accessory.RPG Maker GB is the first console[21] portable version of RPG Maker.Main article: RPG Maker (video game)In 2000, RPG Maker was released for the Sony PlayStation, but only a limited number of copies were made for releases outside of Japan. The software allowed user-made characters, and monsters through Anime Maker which was separate from the RPG Maker, which required saving to an external memory card, but there was a limit to how many user-made sprites and monsters could be used in RPG Maker. Also, in Anime Maker, the user could create larger sprites for a theater-type visual novel in which the player could animate and control characters, but these sprites were much larger and unusable in RPG Maker.The RPG Maker interface was somewhat user-friendly, and battles were front-view style only. Item, Monster, Skill/Magic, and Dungeons had a small limit cap, as did the effects of any given Item, Magic or Skill (9,999). Items were all inclusive; Weapons and Armors were created in the Items interface. The types of items were as follows: None (mainly used for Key Items), Weapon, Armor, Key (up to eight sub types), Magic (for binding Magic created in the Magic interface to an item), Healing, and Food (which raises stats and EXP, or experience points in which this particular software is the only one of the series to do so natively).Events were a separate save file from the System file, and are referred to as Scenario files. This is how the user could make multiple parts to one game, provided the user had enough memory cards and card space to create the files.A version for the Nintendo 3DS was released by NIS America on June 27, 2017. While it remains portable on a small screen, users can create games on-the-go and also download games to play as well. The game received some criticism, with NintendoWorldReport saying that the title would be more suitable to hardcore RPG fans, who want to create their own game, rather than for every type of player.[22] Games completed can be uploaded to the RPG Maker Fes Player app for those to download and play on their own systems. It is the second RPG Maker to receive a limited edition (the previous one being RPG Tsukru DS) which includes a CD soundtrack in a jewel case containing all the soundtracks in the game, and a full-color paperback artbook. It is the first RPG Maker on consoles/handhelds to receive a digital release.Historically, few early RPG Maker versions had official English releases. Each Windows version has, however, been subject to unlicensed distribution through the internet in some form or other.[23] RPG Maker 95, as well as translation patches for the Super Famicom titles RPG Maker Super Dante and RPG Maker 2, were translated and distributed by a group called KanjiHack. In 1999, KanjiHack closed upon receiving a cease-and-desist e-mail from ASCII's lawyers. RPG Maker 95 was re-released with a more complete translation under the name RPG Maker 95+ by a Russian programmer, under the alias of Don Miguel,[24] who later translated and released RPG Maker 2000. Later versions, RPG Maker 2003, and RPG Maker XP, were similarly translated and distributed by a programmer under the alias of RPG Advocate.The first official English release of the PC series was of RPG Maker XP on September 16, 2005. The next two versions of the software, RPG Maker VX and RPG Maker VX Ace both received official English releases. Since 2010 English versions of RPG Maker have been published by Degica, who have also officially released English versions of the older titles RPG Maker 2000 and RPG Maker 2003.The first official English language of a console version was the PlayStation version in 2000, simply called RPG Maker, by Agetec. Agetec also localized RPG Maker 2 and 3.RPG Maker variants are re-implemented by the open-source Open RPG Maker, MKXP and EasyRPG editors and interpreters.[25][26]By August 2005, the series had sold more than two million copies worldwide.[4] Later Steam releases are estimated to have sold nearly 1 million units by April 2018, according to Steam Spy.[27] Since its first release, the series has been used to create numerous titles, both free and commercial. According to PC Gamer, it has become "the go-to tool for aspiring developers who want to make a game and sell it", due to being "the most accessible game engine around".[28] In addition to games, the series has been used for other purposes, such as studies involving students learning mathematics through the creation of role-playing games,[29] and programming.[30]Main article: Super Columbine Massacre RPG!One of the early RPG Maker games in the 21st century was Super Columbine Massacre RPG!, generated controversy by audiences and Columbine victims, later attributed the importance of independent video game as an art game.[31]With the release of 2012 video game Ib, it has been credited with helping popularize its engine's use in developing more story-driven and horror games than role-playing games.Some RPG Maker video games received critical acclaim, and later adapted into multimedia franchises only produced in Japan including Angels of Death, Ao Oni and Corpse Party.Main article: List of machinima worksThe RPG Maker engine is sometimes used for machinima as a part of the animation and video game medium. Prominent works made in RPG Maker engine include the web-series Slimey (2011), and Studio Moonchalk's Distortion (2023) and Love and Friendship (2024), all released exclusively on YouTube.Japanese titleEnglish titleDeveloperPlatform(s)Japanese release dateEnglish release datePublisher(s)MamirinPC-88011988ASCIIDungeon Manjirou[32]MSX21988ASCIIRPG Construction Tool: Dante[33]MSX2February 8, 1990ASCIIDante 2[34]MSX2February 8, 1992ASCIIChimes Quest[35]PC-98011992ASCIIRPG Tsukru Dante 98[5]PC-9801December 19, 1992ASCIIDungeon RPG Tsukru Dan-Dan Dungeon[36]PC-9801April 28, 1994ASCIIRPG Tsukru: Super DanteKuusou KagakuSuper Famicom, SatellaviewMarch 31, 1995 (Super Famicom)April 4, 1996 (Satellaview)ASCIIRPG Tsukru Dante 98 II[5]PC-9801July 14, 1996ASCIIRPG Tsukru 2Kuusou KagakuSuper Famicom, SatellaviewJanuary 31, 1996 (Super Famicom)April 22, 1996 (Satellaview)ASCIIRPG Tsukru 95Microsoft WindowsMarch 28, 1997ASCIIRPG Tsukru 95 Value!Microsoft WindowsNovember 21, 2001EnterbrainSimulation RPG TsukruPegasus JapanSega Saturn, PlayStationSeptember 17, 1998ASCIIEnterbrain Collection: Simulation RPG TsukruPegasus JapanPlayStationNovember 29, 2001EnterbrainSimulation RPG Tsukru 95Microsoft WindowsMay 29, 1998ASCIISimulation RPG Tsukru 95 Value!Microsoft WindowsNovember 21, 2001EnterbrainRPG Tsukru 3RPG MakerKuusou KagakuPlayStationNovember 27, 1997October 2, 2000ASCII (Japan)Agetec (North America)PlayStation the Best: RPG Tsukru 3Kuusou KagakuPlayStationNovember 19, 1998ASCIIRPG Tsukru GBKuusou KagakuGame Boy ColorMarch 17, 2000ASCIIRPG Tsukru 2000RPG Maker 2000Microsoft WindowsApril 5, 2000ASCIIRPG Tsukru 2000 Value!Microsoft WindowsMay 14, 2003July 7, 2015Enterbrain (Japan)Degica (worldwide)RPG Tsukru 4Agenda[37]PlayStationDecember 7, 2000EnterbrainUchjin Tanaka Tarou de RPG Tsukru GB 2Game Boy ColorJuly 20, 2001EnterbrainRPG Tsukru 5RPG Maker 2Kuusou KagakuPlayStation 2August 8, 2002October 28, 2003Enterbrain (Japan)Agetec (North America)RPG Tsukru 2003RPG Maker 2003Microsoft WindowsDecember 18, 2002April 24, 2015Enterbrain (Japan)Degica (worldwide)RPG Tsukru [38]Microsoft Windows, Mobile phoneDecember 18, 2002EnterbrainRPG Tsukru AdvanceGame Boy AdvanceApril 25, 2003EnterbrainRPG Tsukru XPRPG Maker XPMicrosoft WindowsJuly 22, 2004September 16, 2005Enterbrain (worldwide)Degica (worldwide)RPG TsukruRPG Maker 3Run TimePlayStation 2December 16, 2004September 20, 2005Enterbrain (Japan)Agetec (North America)RPG Tsukru for MobileMobile phoneApril 17, 2006EnterbrainRPG Tsukru VXRPG Maker VXMicrosoft WindowsDecember 27, 2007February 29, 2008Enterbrain (worldwide)Degica (worldwide)RPG Tsukru DS[39]Nintendo DSMarch 11, 2010EnterbrainRPG Tsukru VX AceRPG Maker VX AceMicrosoft WindowsDecember 15, 2011March 15, 2012Enterbrain (worldwide)Degica (worldwide)RPG Tsukru DS PlusNintendo DSDecember 15, 2011EnterbrainRPG Tsukru MVRPG Maker MVMicrosoft Windows, macOS, Linux, HTML5, Android, iOS[40]December 17, 2015October 23, 2015Kadokawa GamesDegica (worldwide)RPG Tsukru FesRPG Maker FesNintendo 3DSNovember 24, 2016June 23, 2017Kadokawa GamesNIS America (worldwide)RPG Tsukru MV TrinityRPG Maker MVPlayStation 4, Nintendo SwitchNovember 15, 2018September 8, 2020Kadokawa GamesNIS America (worldwide)RPG Tsukru MZRPG Maker MZMicrosoft Windows, macOS, Linux, HTML5, Android, iOS[40]August 20, 2020August 20, 2020Kadokawa GamesDegica (worldwide)RPG Maker WithRPG Maker WithPlayStation 4, PlayStation 5, Nintendo SwitchApril 11, 2024October 11, 2024Gotcha Gotcha GamesNIS America (worldwide)Main page: Category:RPG Maker gamesA number of developers who have created notable games via RPG Maker include:DeveloperGame(s)RPG MakerGenre773Cherry Tree High Comedy ClubXPAdventureDanny LedonneSuper Columbine Massacre RPG!2000Role-playingDark Gaia StudiosOne Night TrilogyVXHorrorDingaling ProductionsLISA: The PainfulVXA, XPAdventure, post-apocalypticFreebird GamesTo the MoonXPAdventure, psychological dramaFrancis CoulombeLook OutsideMV/MZSurvival horrorFummyThe Witch's HouseVX, MVHorror, puzzleGhosthunterGrimm's Hollow2003Adventure role-playingHoshikuzu KRNKRNAngels of DeathVXAPsychological horrorKikiyamaYume Nikki2003Psychological horror-adventureKouriIb2000Psychological horrorLaura ShigiharaRakuenXPAdventureFutureCat GamesOneShot2003, XPAdventureMason LindrothHylicsVXASurreal role-playingMortis GhostOff2003Surreal role-playingNopropsAo OniXPHorrorNishida Yoshitaka "Yubiningy"Palette95Psychological horrorOMOCATOmoriMVPsychological horrorSherman3DAlpha KimoriVXRole-playingStephen "thecatamites" GillmurphySpace Funeral2003Surreal role-playingTemmie ChangEscaped ChasmMVAdventureTeam GrisGrisCorpse Party98AdventureDancing Dragon GamesSymphony of War: The Nephilim Sagacustomized[41]Tactical role-playingMiro HaverinenFear & HungerMVSurvival horrorNemleiThe Coffin of Andy and LeyleyMVPsychological horrorJozef PavelkaFelvidekMVJRPG, AdventureFilms and web-series made in RPG Maker engine can be found on the list below:YearFilm/SeriesDirectorRPG MakerMediaGenreRef(s)2011SlimeyCeliannaVXWeb seriesRomantic comedy[42]2016presentAtis's GazeKenKrath2000Fantasy[43]20222023ElymusGreen AuraMVDrama2023DistortionFrederick C.G. BorromeoFeature filmExperimental[44]One Of U: TragedyZeroDigitzHorror[45]2024Love and FriendshipFrederick C.G. BorromeoAnthologyA former RPG Maker developer Danny Ledonne directed a documentary Playing Columbine, about the controversy surrounding his 2005 video game Super Columbine Massacre RPG!.Fighter MakerGame MakerSim RPG MakerSound Novel TsukruRPG creation software^ Outline of Tsukru Archived 2012-02-27 at the Wayback Machine at the official Tsukru website (in Japanese) (Retrieved on 2010-3-6)^ Zavarise, Giada (2018-09-01). "Are RPG Maker games as bad as people think?". Eurogamer. Retrieved 2021-06-30.^ "International Licensing Business" Archived 2007-09-23 at the Wayback Machine at Enterbrain's website^ a b "RPGXP " (PDF). Enterbrain (in Japanese). 2005-08-16. Archived from the original (PDF) on 2006-12-08. Retrieved March 27, 2024.^ a b c d "Maker web - History of RPG Maker" (in Japanese). 2004. Archived from the original on 2009-02-18. Retrieved March 27, 2024.^ Griliopoulos, Daniel (December 2016). "Engines of Creation". Maximum PC. 21 (12): 4853.^ [1](in Japanese) at Digital Famitsu Homepage^ Ito, Kenji (2005). Possibilities of Non-Commercial Games: The Case of Amateur Role Playing Games Designers in Japan. Proceedings of DiGRA 2005 Conference: Changing Views Worlds in Play. Digital Games Research Association.^ "Steam2003 Maniacs". bingshan1024.github.io. Retrieved 2025-03-09.^ "RPG Maker XP on Steam".^ O'Connor, Alice (2018-08-29). "Nintendo's lawyers shut down tool used to make Pokmon fan games". Rock Paper Shotgun. Retrieved 2023-11-02.^ [2][usurped]^ "RPG Maker VX Ace Release | The Official RPG Maker Blog". Retrieved 2012-08-10.^ "RPG Maker MV announced for PC, Mac". Gematsu. August 4, 2015.^ "RPG Maker MV | RPG Maker | Make Your Own Video Games!". www.rpgmakerweb.com. Retrieved 2016-05-21.^ "RPG Maker MV cancelled for Xbox One". 11 March 2019.^ "RPG Maker MV for PS4, Xbox One, and Switch launches November 15 in Japan". Gematsu. 25 July 2018. Retrieved 25 July 2018.^ "RPG Maker MV for PS4 and Switch launches September 8 in North America, September 11 in Europe". Gematsu. July 2020. Retrieved July 1, 2020.^ "On top of unveiling new features like the Event List, the mouse optimized game UI, and many System options, it is finally time to announce the RELEASE DATE AND PRICE!". Twitter. Retrieved 2023-07-13.^ Romano, Sal (15 February 2022). "RPG Maker Unite announced for PC". Gematsu. Retrieved 19 September 2022.^ "web - RPG". August 25, 2007. Archived from the original on 2007-08-25.^ "RPG Maker FES Review Review. (2017, June 20). Retrieved December 05, 2017".^ "Sad Fact" at Enterbrain's website^ A look at RPGmaker 2000, translated by Don Miguel at gfxartist.com (archived copy)^ Larabel, Michael (2014-01-08). "MKXP: Open-Source, Linux Engine To RPG Maker XP". Phoronix. Retrieved 2023-09-16.^ Schaff, Tobias (July 2016). "EasyRPG - An RPG Maker 2000 and 2003 engine". ODROID Magazine. Retrieved 2023-02-06.^ "KADOKAWA Company Stats". Steam Spy. Archived from the original on 12 April 2018. Retrieved 12 April 2018.^ Sayer, Matt (April 12, 2017). "The surprising explosion of RPG Maker on Steam". PC Gamer.^ Maltempi, Marcus Vinicius; Rosa, Maurcio. "Learning Vortex, Games and Technologies: A New Approach to the Teaching of Mathematics" (PDF). International Congress on Mathematical Education. Universidade Estadual Paulista. Archived from the original (PDF) on 2007-10-09. Retrieved 2007-06-09.^ Ralph, Tiffany; Barnes, Tiffany. "The Catacombs: A study on the usability of games to teach" (PDF). Unknown. Colorado State University, University of North Carolina at Charlotte. Archived from the original (PDF) on 2007-09-27. Retrieved 2007-06-09. One of the versions was developed using RPG Maker XP and provides students with a more exploratory gaming experience than the other, which was created using the BioWare Aurora Neverwinter Nights Toolset and has the user follow linear stages of game play.^ Whiting, Mark. "Slamdance Judge Speaks Out Against Censorship: News from". 1UP.com. Archived from the original on November 8, 2012. Retrieved November 15, 2012.^ Dungeon Manjiro at Generation MSX^ Dante at Generation MSX^ Dante II at Generation MSX^ "RPG". www.uraken.net.^ "yananayika" (The Tsukru Museum) Archived 2007-08-23 at the Wayback Machine at the official Tsukru website (in Japanese)^ Agenda-Game: Products Archived 2010-07-25 at the Wayback Machine (in Japanese). Retrieved on 2010-11-10.^ RPG2003 at Enterbrain's website (in Japanese)^ RPGDS Archived 2015-03-17 at the Wayback Machine(in Japanese) Retrieved on 2010-1-12.^ a b It can build games for Linux, HTML5, Android and iOS, but it cannot be used on them.^ Stringer, Jonathan (2022-06-30). "Symphony of War: The Nephilim Saga Interview". RPGamer. Retrieved 2023-05-22.^ "Slimey - A romantic movie [Kinetic novel] - Lemma Soft Forums". lemmasoft.renai.us. Retrieved 2024-11-17.^ "RMVXA - Atis's Gaze - Film/Motion Novel". RPG Maker Forums. 2016-01-21. Retrieved 2024-11-17.^ "Distortion - A RPG Maker-Machinima Feature". RPG Maker Forums. 2023-02-20. Retrieved 2024-11-17.^ Zero Digitz (2023-07-02). One Of U Game Movie (RPG Maker Horror). Retrieved 2024-11-20 via YouTube.Official websiteRetrieved from " 2For the Super Famicom game released in Japan, see RPG Tsukru 2.2002 video gameRPG Maker 2Developer(s)Kuusou KagakuPublisher(s)JP: EnterbrainNA: AgetecComposer(s)Hayato MatsuoSeriesRPG MakerPlatform(s)PlayStation 2 PlayStation 3 (HD)ReleaseJP: August 8, 2002NA: October 24, 2003Genre(s)Role-playingMode(s)Single-playerRPG Maker 2 (RPG5, RPG Tsukru 5) is the third PlayStation version of the RPG Maker series, following the original RPG Maker (and the Japan-only RPG Tsukru 4), the first version of the series to be released for the PlayStation 2 and the overall fifth installment for home consoles. The game lets players write their own stories and uses 3D models.RPG Maker 2 was the first console RPG Maker to feature full 3D graphics. It was also the first one that allowed players to move in any direction by manipulating the analog stick, but the graphical quality of the game suffered during movement, providing a "blur" effect. The game uses super-deformed character models outside of battle, with somewhat more realistic but still stylized models in battle. Because RPG Maker 2 used 3D graphics instead of 2D, programs like the Anime Maker for RPG Maker were not included in RPG Maker 2.[1] Instead, RPG Maker 2 uses Picture Paradise, software that allows the user to incorporate digital photos into the game.[2] The PlayStation 2 USB port also allows the use of a USB keyboard, speeding up the process of writing text.[3]Like other game-making programs, RPG Maker 2 gives the ability to create different events, drive cutscenes, construct boss battles, and add various effects (activities' execution is tied to pre-generated scripts, as in most programming languages). The game also includes a real-time system that allowed changes in time and weather, letting the creator design time-specific events.[4]The musical score of RPG Maker 2 contains a small collection of samples. Users also have the ability to create their own music tracks if needed.RPG Maker 2 contains the developers' pre-created sample game called FuMa to showcase an example of a fully completed game built with the software.The game was received well by fans for its "dedication needed to master". RPG Maker 2 has a rank of 65 out of a 100 on Metacritic.[5]^ Dunham, Jeremy (June 12, 2003). "RPG Maker 2: Game Design in 10 Easy Steps". IGN. Retrieved August 27, 2021.^ Villoria, Gerald (May 23, 2002). "E3 2002: Agetec to publish RPG Maker 2". GameSpot. Retrieved August 27, 2021.^ "New Details: RPG Maker 2". IGN. May 19, 2002. Retrieved August 27, 2021.^ Designer Series Retrieved August 27, 2021.^ "RPG Maker 2". Metacritic. Retrieved August 27, 2021."RPG Maker 2". RPG.Retrieved from " 3Form of computer-aided engineeringThis article is about computer modeling within an artistic medium. For scientific usage, see Computer simulation.Three-dimensional (3D)computer graphicsFundamentalsModelingScanningRenderingPrintingPrimary uses3D modelsComputer-aided designGraphic designVideo gamesVisual effectsVisualizationVirtual engineeringVirtual realityVirtual cinematographyRelated topicsComputer-generated imagery (CGI)Animationcomputerskeletal3D displayWire-frame modelTexture mappingMotion captureCrowd simulationGlobal illuminationVolume renderingvteIn 3D computer graphics, 3D modeling is the process of developing a mathematical coordinate-based representation of a surface of an object (inanimate or living) in three dimensions via specialized software by manipulating edges, vertices, and polygons in a simulated 3D space.[1][2][3]Three-dimensional (3D) models represent a physical body using a collection of points in 3D space, connected by various geometric entities such as triangles, lines, curved surfaces, etc.[4] Being a collection of data (points and other information), 3D models can be created manually, algorithmically (procedural modeling), or by scanning.[5][6] Their surfaces may be further defined with texture mapping.See also: Environment artistThe product is called a 3D model, while someone who works with 3D models may be referred to as a 3D artist or a 3D modeler.A 3D model can also be displayed as a two-dimensional image through a process called 3D rendering or used in a computer simulation of physical phenomena.3D models may be created automatically or manually. The manual modeling process of preparing geometric data for 3D computer graphics is similar to plastic arts such as sculpting. The 3D model can be physically created using 3D printing devices that form 2D layers of the model with three-dimensional material, one layer at a time. Without a 3D model, a 3D print is not possible.3D modeling software is a class of 3D computer graphics software used to produce 3D models. Individual programs of this class are called modeling applications.[7]Three-dimensional model of a spectrograph[8] Rotating 3D video-game model3D selfie models are generated from 2D pictures taken at the Fantasitron 3D photo booth at Madurodam.3D models are now widely used anywhere in3D graphicsandCAD but their history predates the widespread use of 3D graphics onpersonal computers.[9]In the past, manycomputer gamesused pre-rendered images of 3D models asspritesbefore computers could render them in real-time. The designer can then see the model in various directions and views, this can help the designer see if the object is created as intended to compared to their original vision. Seeing the design this way can help the designer or company figure out changes or improvements needed to the product.[10]A modern render of the iconic Utah teapot model developed by Martin Newell (1975). The Utah teapot is one of the most common models used in 3D graphics education.Almost all 3D models can be divided into two categories:Solid These models define the volume of the object they represent (like a rock). Solid models are mostly used for engineering and medical simulations, and are usually built with constructive solid geometryShell or boundary These models represent the surface, i.e., the boundary of the object, not its volume (like an infinitesimally thin eggshell). Almost all visual models used in games and film are shell models.Solid and shell modeling can create functionally identical objects. Differences between them are mostly variations in the way they are created and edited and conventions of use in various fields and differences in types of approximations between the model and reality.Shell models must be manifold (having no holes or cracks in the shell) to be meaningful as a real object. In a shell model of a cube, the bottom and top surfaces of the cube must have a uniform thickness with no holes or cracks in the first and last layers printed. Polygonal meshes (and to a lesser extent, subdivision surfaces) are by far the most common representation. Level sets are a useful representation for deforming surfaces that undergo many topological changes, such as fluids.The process of transforming representations of objects, such as the middle point coordinate of a sphere and a point on its circumference, into a polygon representation of a sphere is called tessellation. This step is used in polygon-based rendering, where objects are broken down from abstract representations ("primitives") such as spheres, cones etc., to so-called meshes, which are nets of interconnected triangles. Meshes of triangles (instead of e.g., squares) are popular as they have proven to be easy to rasterize (the surface described by each triangle is planar, so the projection is always convex).[11] Polygon representations are not used in all rendering techniques, and in these cases the tessellation step is not included in the transition from abstract representation to rendered scene.There are three popular ways to represent a model:Polygonal modeling Points in 3D space, called vertices, are connected by line segments to form a polygon mesh. The vast majority of 3D models today are built as textured polygonal models because they are flexible and because computers can render them so quickly. However, polygons are planar and can only approximate curved surfaces using many polygons.Curve modeling Surfaces are defined by curves, which are influenced by weighted control points. The curve follows (but does not necessarily interpolate) the points. Increasing the weight for a point pulls the curve closer to that point. Curve types include nonuniform rational B-spline (NURBS), splines, patches, and geometric primitivesDigital sculpting There are three types of digital sculpting: Displacement, which is the most widely used among applications at this moment, uses a dense model (often generated by subdivision surfaces of a polygon control mesh) and stores new locations for the vertex positions through use of an image map that stores the adjusted locations. Volumetric, loosely based on voxels, has similar capabilities as displacement but does not suffer from polygon stretching when there are not enough polygons in a region to achieve a deformation. Dynamic tessellation, which is similar to voxel, divides the surface using triangulation to maintain a smooth surface and allow finer details. These methods allow for artistic exploration as the model has new topology created over it once the models form and possibly details have been sculpted. The new mesh usually has the original high-resolution mesh information transferred into displacement data or normal map data if it is for a game engine.A 3D fantasy fish composed of organic surfaces generated using LAI4D.The modeling stage consists of shaping individual objects that are later used in the scene. There are a number of modeling techniques, including:Constructive solid geometryImplicit surfacesSubdivision surfacesModeling can be performed by means of a dedicated program (e.g., 3D modeling software like Adobe Substance, Blender, Cinema 4D, LightWave, Maya, Modo, 3ds Max, SketchUp, Rhinoceros 3D, and others) or an application component (Shaper, Lofter in 3ds Max) or some scene description language (as in POV-Ray). In some cases, there is no strict distinction between these phases; in such cases, modeling is just part of the scene creation process (this is the case, for example, with Caligari trueSpace and Realsoft 3D).3D models can also be created using the technique of Photogrammetry with dedicated programs such as RealityCapture, Metashape and 3DF Zephyr. Cleanup and further processing can be performed with applications such as MeshLab, the GigaMesh Software Framework, netfabb or MeshMixer. Photogrammetry creates models using algorithms to interpret the shape and texture of real-world objects and environments based on photographs taken from many angles of the subject.Complex materials such as blowing sand, clouds, and liquid sprays are modeled with particle systems, and are a mass of 3D coordinates which have either points, polygons, texture splats or sprites assigned to them.Main article: List of 3D modeling softwareThere are a variety of 3D modeling programs that can be used in the industries of engineering, interior design, film and others. Each 3D modeling software has specific capabilities and can be utilized to fulfill demands for the industry.Many programs include export options to form a g-code, applicable to additive or subtractive manufacturing machinery. G-code (computer numerical control) works with automated technology to form a real-world rendition of 3D models. This code is a specific set of instructions to carry out steps of a product's manufacturing.[12]Main article: Virtual actorThe first widely available commercial application of human virtual models appeared in 1998 on the Lands' End web site. The human virtual models were created by the company My Virtual Mode Inc. and enabled users to create a model of themselves and try on 3D clothing. There are several modern programs that allow for the creation of virtual human models (Poser being one example).Dynamic 3D clothing model made in Marvelous DesignerThe development of cloth simulation software such as Marvelous Designer, CLO3D and Optitex, has enabled artists and fashion designers to model dynamic 3D clothing on the computer.[13]Dynamic 3D clothing is used for virtual fashion catalogs, as well as for dressing 3D characters for video games, 3D animation movies, for digital doubles in movies,[14] as a creation tool for digital fashion brands, as well as for making clothes for avatars in virtual worlds such as SecondLife.3D photorealistic effects are often achieved without wire-frame modeling and are sometimes indistinguishable in the final form. Some graphic art software includes filters that can be applied to 2D vector graphics or 2D raster graphics on transparent layers.Advantages of wireframe 3D modeling over exclusively 2D methods include:Flexibility, ability to change angles or animate images with quicker rendering of the changes;Ease of rendering, automatic calculation and rendering photorealistic effects rather than mentally visualizing or estimating;Accurate photorealism, less chance of human error in misplacing, overdoing, or forgetting to include a visual effect.Disadvantages compared to 2D photorealistic rendering may include a software learning curve and difficulty achieving certain photorealistic effects. Some photorealistic effects may be achieved with special rendering filters included in the 3D modeling software. For the best of both worlds, some artists use a combination of 3D modeling followed by editing the 2D computer-rendered images from the 3D model.A large market for 3D models (as well as 3D-related content, such as textures, scripts, etc.) existseither for individual models or large collections. Several online marketplaces for 3D content allow individual artists to sell content that they have created, including TurboSquid, MyMiniFactory, Sketchfab, CGTrader, and Cults. Often, the artists' goal is to get additional value out of assets they have previously created for projects. By doing so, artists can earn more money out of their old content, and companies can save money by buying pre-made models instead of paying an employee to create one from scratch. These marketplaces typically split the sale between themselves and the artist that created the asset, artists get 40% to 95% of the sales according to the marketplace. In most cases, the artist retains ownership of the 3d model while the customer only buys the right to use and present the model. Some artists sell their products directly in their own stores, offering their products at a lower price by not using intermediaries.The architecture, engineering and construction (AEC) industry is the biggest market for 3D modeling, with an estimated value of $12.13 billion by 2028.[15] This is due to the increasing adoption of 3D modeling in the AEC industry, which helps to improve design accuracy, reduce errors and omissions and facilitate collaboration among project stakeholders.[16][17]Over the last several years numerous marketplaces specializing in 3D rendering and printing models have emerged. Some of the 3D printing marketplaces are a combination of models sharing sites, with or without a built in e-com capability. Some of those platforms also offer 3D printing services on demand, software for model rendering and dynamic viewing of items.Main articles: 3D printing and Rapid prototypingThe term 3D printing or three-dimensional printing is a form of additive manufacturing technology where a three-dimensional object is created from successive layers of material.[18] Objects can be created without the need for complex expensive molds or assembly with multiple parts. 3D printing allows ideas to be prototyped and tested without having to go through a production process.[18][19]3D models can be purchased from online markets and printed by individuals or companies using commercially available 3D printers, enabling the home-production of objects such as spare parts and even medical equipment.[20][21]Steps of forensic facial reconstruction of a mummy made in Blender by the Brazilian 3D designer Ccero Moraes3D modeling is used in many industries.[22]The medical industry uses detailed models of organs created from multiple two-dimensional image slices from an MRI or CT scan. [23] Other scientific fields can use 3D models to visualize and communicate information such as models of chemical compounds.[24]The movie industry uses

models as a standard practice.3D models are also used in constructing digital representations of mechanical parts before they are manufactured. Using CAD- and CAM-related software, an engineer can test the functionality of assemblies of parts then use the same data to create toolpaths for CNC machining or 3D printing.3D modeling is used in industrial design, wherein products are 3D modeled[30] before representing them to the clients.In media and event industries, 3D modeling is used in stage and set design.[31]The OWL 2 translation of the vocabulary of X3D can be used to provide semantic descriptions for 3D models, which is suitable for indexing and retrieval of 3D models by features such as geometry, dimensions, material, texture, diffuse reflection, transmission spectra, transparency, reflectivity, opalescence, glazes, varnishes and enamels (as opposed to unstructured textual descriptions or 2.5D virtual museums and exhibitions using Google Street View on Google Arts & Culture, for example).[32] The RDF representation of 3D models can be used in reasoning, which enables intelligent 3D applications which, for example, can automatically compare two 3D models by volume.[33]List of 3D modeling softwareList of common 3D test modelsList of file formats#3D graphics3D city model3D computer graphics software3D figure3D printing3D scanner3D scanningAdditive manufacturing file formatBuilding information modelingCG artistCloth modelingComputer facial animationCornell boxDigital geometryEdge loopEnvironment artistGeological modelingHolographyIndustrial CT scanningMarching cubesOpen CASCADEPolygon meshPolygonal modelingRay tracing (graphics)Scaling (geometry)SIGGRAPHStanford bunnyTriangle meshUtah teapotVoxelB-rep^ "What is 3D Modeling & What's It Used For?". Concept Art Empire. 2018-04-27. Retrieved 2021-05-05.^ "3D Modeling". Siemens Digital Industries Software. Retrieved 2021-07-14.^ "What is 3D Modeling? | How 3D Modeling is Used Today". Tops. 2020-04-27. Retrieved 2021-07-14.^ Slick, Justin (2020-09-24). "What Is 3D Modeling?". Lifewire. Retrieved 2022-02-03.^ "How to 3D scan with a phone: Here are our best tips". Sculpteo. Retrieved 2021-07-14.^ "Facebook and Matterport collaborate on realistic virtual training environments for AI". TechCrunch. 30 June 2021. Retrieved 2021-07-14.^ Tredinnick, Ross; Anderson, Lee; Ries, Brian; Interrante, Victoria (2006). "A Tablet Based Immersive Architectural Design Tool" (PDF). Synthetic Landscapes: Proceedings of the 25th Annual Conference of the Association for Computer-Aided Design in Architecture. Proceedings of the 26th Annual Conference of the Association for Computer-Aided Design in Architecture (ACADIA). ACADIA. pp.328341. doi:10.52842/conf.acadia.2006.328. ISBN0-9789463-0-8.^ "ERIS Project Starts". ESO Announcement. Retrieved 14 June 2013.^ "The Future of 3D Modeling". GarageFarm. 2017-05-28. Retrieved 2021-12-15.^ "What is Solid Modeling? 3D CAD Software. Applications of Solid Modeling". Brighthub Engineering. 17 December 2008. Retrieved 2017-11-18.^ Jon Radoff, Anatomy of an MMORPG Archived 2009-12-13 at the Wayback Machine, August 22, 2008^ Latif Kamran, Adam, Anbia, Yusof Yusri, Kadir Aini, Zuhra Abdul.(2021)"A review of G code, STEP, STEP-NC, and open architecture control technologies based embedded CNC systems".The International Journal of Advanced Manufacturing Technology. "All About Virtual Fashion and the Creation of 3D Clothing". CGElves. Archived from the original on 5 January 2016. Retrieved 25 December 2015.^ "3D Clothes made for The Hobbit using Marvelous Designer". 3DArtist. Retrieved 9 May 2013.^ "3D Mapping and Modelling Market Worth" (Press release). June 2022. Archived from the original on 18 Nov 2022. Retrieved 1 Jun 2022.^ "Building Information Modeling Overview". Archived from the original on 7 Dec 2022. Retrieved 5 Mar 2012.^ Moreno, Cristina; Olbina, Svetlana; Issa, Raja R. (2019). "BIM Use by Architecture, Engineering, and Construction (AEC) Industry in Educational Facility Projects". Advances in Civil Engineering. 2019: 119. doi:10.1155/2019/1392684. hdl:10217/195794.^ a b c Burns, Marshall (1993). Automated fabrication: improving productivity in manufacturing. Englewood Cliffs, N.J.: PTR Prentice Hall. pp.112, 75, 192194. ISBN0-13-119462-3. OCLC27810960.^ "What is 3D Printing? The definitive guide". 3D Hubs. Retrieved 2017-11-18.^ "3D Printing Toys". Business Insider. Retrieved 25 January 2015.^ "New Trends in 3D Printing Customized Medical Devices". Envisiontec. Retrieved 25 January 2015.^ Rector, Emily (2019-09-17). "What is 3D Modeling and Design? A Beginners Guide to 3D". MarketScale. Retrieved 2021-05-05.^ "3D virtual reality models help yield better surgical outcomes: Innovative technology improves visualization of patient anatomy, study finds". ScienceDaily. Retrieved 2019-09-19.^ Peddie, John (2013). The History of Visual Magic in Computers. London: Springer-Verlag. pp.396400. ISBN978-1-4471-4931-6.^ "Level of Detail". Archived from the original on 30 December 2022. Retrieved 28 June 2022.^ "Level of Detail (LOD): Understand and Utilization". 5 April 2022. Archived from the original on 18 July 2022. Retrieved 5 April 2022.^ Magnani, Matthew; Douglass, Matthew; Schroder, Whittaker; Reeves, Jonathan; Braun, David R. (October 2020). "The Digital Revolution to Come: Photogrammetry in Archaeological Practice". American Antiquity. 85 (4): 737760. doi:10.1017/aaq.2020.59. ISSN0002-7316. S2CID225390638.^ Wyatt-Spratt, Simon (2022-11-04). "After the Revolution: A Review of 3D Modelling as a Tool for Stone Artefact Analysis". Journal of Computer Applications in Archaeology. 5 (1): 215237. doi:10.5334/jcaa.103. hdl:2123/30230. ISSN2514-8362. S2CID253353315.^ International Institute of MetaNumismatics, INIMEN Report 1 (2019-2024)^ "3D Models for Clients". 7CGI. Retrieved 2023-04-09.^ "3D Modeling for Businesses". CGI Furniture. 5 November 2020. Retrieved 2020-11-05.^ Sikos, L. F. (2016). "Rich Semantics for Interactive 3D Models of Cultural Artifacts". Metadata and Semantics Research. Communications in Computer and Information Science. Vol.672. Springer International Publishing. pp.169180. doi:10.1007/978-3-319-49157-8_14. ISBN978-3-319-49156-1.^ Yu, D.; Hunter, J. (2014). "X3D Fragment IdentifiersExtending the Open Annotation Model to Support Semantic Annotation of 3D Cultural Heritage Objects over the Web". International Journal of Heritage in the Digital Era. 3 (3): 579596. doi:10.1260/2047-4970.3.3.579.Look up modeler in Wiktionary, the free dictionary. Media related to 3D modeling at Wikimedia CommonsRetrieved from " 5The following pages link to 3D modeling External tools(link counttransclusion countsorted list) See help page for transcluding these entriesShowing 50 items.View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Applet (links | edit)Adobe Inc. (links | edit)Software (links | edit)Computer vision (links | edit)Rendering (computer graphics) (links | edit)File viewer (links | edit)Global illumination (links | edit)Graphic design (links | edit)Hobby (links | edit)Hierarchy (links | edit)International Space Station (links | edit)Lego (links | edit)Singapore (links | edit)Simon Fraser University (links | edit)Vector graphics (links | edit)Virginia-class submarine (links | edit)Wire-frame model (links | edit)Computer-aided design (links | edit)Lidar (links | edit)CATIA (links | edit)Myth (video game series) (links | edit)Raster graphics editor (links | edit)Printing (links | edit)Star Wars Jedi Knight II: Jedi Outcast (links | edit)Museum of Science and Industry (Chicago) (links | edit)Gouraud shading (links | edit)Workstation (links | edit)Underground hard-rock mining (links | edit)Donkey Kong (character) (links | edit)Lithic analysis (links | edit)Star Wars Jedi Knight: Dark Forces II (links | edit)POV-Ray (links | edit)Animator (links | edit)Phong shading (links | edit)Automation (links | edit)Panorama (links | edit)Kalman filter (links | edit)Cucoloris (links | edit)Astute-class submarine (links | edit)Bentley Systems (links | edit)Sonic Adventure (links | edit)Joust (video game) (links | edit)VariCAD (links | edit)MicroStation (links | edit)Utah teapot (links | edit)Tradesperson (links | edit)Social class in the United States (links | edit)Cornell box (links | edit)Creo Parametric (links | edit)Distance fog (links | edit)View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500)Retrieved from " WhatLinksHere/3D_modeling" Heyo, sorry if this is the wrong place I am very new to all this.I recently wanted to get into rpg making for fun and tried the Lite version out of RPG Maker on Steam. I loved it and bought RPG Maker VX, but joining the forums and seeing how VX seems to be a little neglected and MV has much more tutorials for me to look at I'm starting to feel like I regret not putting in the extra $30 for MV instead. Is it way more worth it? I've been getting frustrated trying to learn VX and not having as much flexibility I feel like I want. Is MV much better? Imo MV has more utilites than VX.MV is written in HTML5 which pretty much compatible with any device so you wouldn't need any converter to a certain extent.MV is worth it because you can pretty much do anything VX can but better. Well, I have spent equal time making Games on both so here is my Perspective on it : VX / VX Ace - Pros and Cons :- Very simple, Which means you will be on your way to make your first Game in no time- Uses Scripts and these can sometimes cause Serious bugs, Hindering Game progress- Falls short on Mapping and Customization features for your Game- Perfect for making Short Games, Database in some places is far more simpler than MV MV - Pros and Cons :- Has a Default side battle system and all the complex features that VX / VX Ace lacks- Uses Built-in Plugin system, i,e, Better version of Scripts, Less Bugs and Way easier to use- Because it has More Features, Takes much longer to Make / Plan / Test your Game- Perfect for making Longer and Complex Games, Because it supports many Batches of Tilesets I would personally recommend RPG Maker MV over all other RPG Maker Engines for everyone, for the simplest fact - MV has highest number of Custom resources / Built-in Resource Generators / Plugins available for it and you can get active support for it from others. There are people who have simply stopped using VX / VX Ace because MV is a better upgrade.PS : Having said this, I must also say I would never have managed to learn MV if i had got it first, Because of its complexity. I'm glad i got VX Ace first and made some games with it, before moving on to MV. That taught me the Basics of the RPG Maker Engine. Last edited: May 25, 2020 A great of portion of people that use VX Ace are kind of bound to it because they started their major projects on VX Ace. And at that time MV did not even exist. And obviously they do not just want to abandon their flesh and blood because there is a new RPG Maker. Then of course there are people that just prefer Ace over MV. But as @Black Pagan said, Ace is more restrictive than MV and is more suited for shorter and less complex games. So if you are freshly starting out, I would also recommend MV. It certainly takes more time getting used to it, but it's not that difficult once you get the hang of it. As someone who has both, tested both and decided to stick with the old, VXAce, I did not see that "MV has more complex feature" than Ace. Granted, I could remember it wrong because I haven't installed MV in this computer yet to double-checked it. However, here is the main difference I could remember so farIn RMMV mapping, you could have two layers of upper mapping layer, while you only have one in VXA. However, mapping in MV is a little bit frustrating because instead of overwriting the tile, it just decide to stack it together and AFAIK you can not control this unless I missed a certain key feature. It doesn't happen in VXA because it will always overwrite the tileIn RMMV, you could have more region id than VXA, it was 64 in VXA and, IDK how you have in RMMV. 256 region id? But as far as I develop my game, I never need such a big region id.The plugin is designed that way so that people who're new into the engine could just drop the code into the plugin folder and toggle it on/off for ease of use. In VXA, you have to copy the entire code/script manually and put it into the game code manually. For new people, this process could be daunting. Especially the script configuration needs you to type the configuration in a correct Ruby syntax sometimes. In MV, it has a neat WYSIWYG plugin configuration which is easier to use.RMMV game is run in a browser, Chromium. Which means, it basically a web game. Being a web game means more portability because many platforms could open a web page.If anyone could list the "MV has more complex features" more specifically, it could be better. I also forgot about it. As for community differenceRMMV has the most support, so unless you know what you're doing, getting RMMV is the best choice as people are actively giving support than the older engines, which only has a handful of a few people giving support.RGSS scripts are in decline. So the chance you're going to see a new script is so little. Many dead links ain't helping it either. Some people I know that are still using this engine specifically had adapted to create and edit their own script. Meanwhile, plugins are still being made in MV more than VXAce and below.I don't know about the graphical resources as I don't follow them much (I have enough resources for my current project). But you could try to check how many DLC is being made. Or free resources. Just adding what @TheoAllen missed. VX is older than VXAce so it is more difficult to find newer and/or working plugin.MV and VXAce is actually not that different in mapping and eventing. MV just had Quality of Life upgrades like Event Search, Plugin management, bigger database, JavaScript language, and portability.Just like @Black Pagan said VX is suitable on a smaller scale game. MV can do smaller scale and bigger scale game. But it's more complicated in managing database. Last edited: May 25, 2020 Did VX even have a Lite version? I thought that was only VX Ace. VX is probably the last version that I would recommend to someone to buy, even behind the older XP and 2K/2K3.If you want an RPG Maker but can't afford MV, my suggestion would be VX Ace (not VX). But if you can afford MV, go for MV. @Seafayste As you can see from the answers above we need you to confirm what exactly you have purchased.VX and VXA/VX Ace are two very different programs. VX is (in most people's opinion) the worst RPG-Maker of all, even the older makers have more advantages to be used than VX)VX Ace was an extreme improvement over VX and can be considered the second-best after MV (although there are quite a number of people who consider RMXP better than RMVXA, that is dependent on personal opinion and if you talk about mapping or databasing). And as said above there is no Lite version of VX, only one of VXA.So we need you to confirm which program you have before any advice. @Black Pagan - I am new to RPG making as a whole and didn't do much research looking into the different versions. I did heavily enjoy VX Ace Lite however which is what made me want to purchase the game to begin with. As someone who has difficulty learning I thought buying the full version would be a great idea! It does make me feel a little better to know that people have both MV and VX and enjoy both for their differences. Tbh I really did want the default side battle system! That's the key feature I wish VX had lmao.@Warilized - Oof that's what I was afraid of. I am a simple man, I know very little about scripting and plugins but am trying to learn. I notice the VX tutorials are very sparse, making it hard for me to even find many. The quality of life upgrades would be lovely for me to have as a noobie I feel.@Shaz - Not just VX, I should have clarified. Steam offers a 'free' trial/lite version for Ace I downloaded earlier last week to try before I buy and went with just regular VX not knowing the difference. It has limited features and lots of them are locked off. It also bars you from licensing any games because it's free. Tbh it's all very confusing for me because as far as I know Steam has at least five different versions of this specific RPG maker in the store and it sort of overwhelmed me. I can afford MV, but if I make the choice to never touch VX again I feel dang foolish to pouring $40 into something I did little research in. I guess I was just excited to buy and thought "Well I'm not TOO serious about this, might as well get the cheaper one!" haha.@Andar - Yes yes, I do indeed own just VX (Ace is the more expensive of the two on Steam with MV being the highest). Well, the VX's features are very poor, compared by MV. But, when you're not taking it too seriously, as you said, the VX is still a great engine and you can do a lot. It's just much harder to create a game which feels more individual, as you won't have many plugins or resources. So a finished game would look like, well, a default VX game.All in all, I did the upgrade to MV and don't regret it! But that's because I want a game with mechanics that are beyond what the Maker initially provides. @V_Aero Definitely! I'm not looking to pour out a huge game or sell it, I just want to kinda mess around with the oc's and ideas me and my friend come up with. I have sadly, come to realize VX is very basic and perhaps too basic for my liking lol. I keep saying it and beating myself over it but I wish I did more research! Being so new and not knowing much with the lack of resources and tutorials is what's making me frustrated with this program. I've been fiddling with the program and getting used to it but even a feature as basic as changing the battleback is hard for me to figure out how to do with VX when in the Ace Lite version it was right there infront of me.As far as going beyond what the maker gives... are you talking about plugins and scripts? I'm not even sure where to add those in VX if I'm able to even do that at all, lol! To make the matter worse for VX, their script is now gone. There was once a site dedicated for VX (rpgmakervx dot net) with a collection of scripts for it, however, it went to the void (the reason is kinda complicated, but it all boils down to the site host owner didn't care). And no one didn't even bother to salvage the script resources as Ace was better engine overall. As far as going beyond what the maker gives... are you talking about plugins and scripts? I'm not even sure where to add those in VX if I'm able to even do that at all, lol! In VX, Ace and XP these are called scripts, in MV plugins. In the end there are almost the same.In VX, the button to go to the scripts is in the upper right, next to database and testplay and so on. There you will find a text editor with lots of text files. The one advantage to owning both VX and VXAce is you can legally use resources for one in the other engine. So at worse you spent $40 for a soundtrack collection if you do decide to get both. I personally own all of the RPGMakers that have been brought stateside, though I'll probably never dev in 2000 or 2003. But I can now use their resources if I wish as well in my game, though I may need to convert it. Steam should have a summer sale in June sometime, they always do. I'd just wait until then and get both ACE and MV, they should be affordable then. Use the time until then to learn eventing and such in VX and how to do the basics. @TheoAllen - Ahk! Yeah I was definitely trying to look up scripts a couple of days ago but couldn't find much for VX alone. All for Ace and MV. Suppose I don't blame the host with all these newer better versions coming out.@V_Aero - Thank you for clarifying! That's so unfortunate it's not longer supported. I read many of the Steam reviews but MOST of them seemed positive and don't recall seeing the lack of support. That was actually my first time opening the script editor lol.@bgillisp - I do enjoy a lot of the music in VX. I was kind of thinking about the summer sale but was unsure if it was going to go sale since it's considered a 'software' and not really a game. I'll wait til then! Learning VX has been fun but once again difficult because the lack of tutorials and support on the internet. Steam offers a 'free' trial/lite version for Ace I downloaded earlier last week to try before I buy and went with just regular VX not knowing the difference. Ah, that makes sense. However, the trial version is not 'Lite'. Ace is the only RPG Maker that had a 'Lite' version, and it also had a trial version. The trial gives you access to everything, but only for a limited time. The Lite version was not limited by time, but you could only have a maximum number of items in each database tab (10), a maximum number of maps (10), a maximum number of events on each map (10), and no access to scripts.You can certainly use VX and make a game with it. Many people have. It's not being used as much as Ace and MV anymore, but you can still get support for it here. There are a few differences between VX and the later versions (areas/regions on maps for enemies, only one tileset for the entire game, etc) and you probably won't see any/many new scripts being released for it. But what you learn by using it can be applied to Ace or MV if you decide to get either of those in the future. @Andar - Yes yes, I do indeed own just VX (Ace is the more expensive of the two on Steam with MV being the highest). In that case I strongly suggest watchingIsThereAnyDeal.com until you get either Ace or MV from a sale (Ace is usually available for less than 10$ multiple times a year somewhere, MV is still a bit more expensive even on a sale) MV is available for ~$20 every few months, I think earlier this year it was like 15 dollars or something. There's a one month free trial for MV as well if you just want to screw around with it and see how you like the editor Let me Talk About It. VX/VX Ace: Simple For Everyone. Better Than MV If You Hate MV. MV: Also Simple but a Little Complex. Better If You Wish to Port Your Game To Mobile or Want Better Graphics This Means That MV IS Better than VX/VX Ace. MV is arguably better for the following reasons:It's the most recent so it has the most supportThere's a ton of resources (plugins, etc) out there for itIt's deployable to multiple platformsIt uses windowed fullscreen instead of fixed ratio fullscreen from the 1990s.

Game maker mv. Mv game. Rpg maker mv features. Rpg maker mv best games. Rpg maker mv game.