



Torque Shows Off with New Art Pipeline Tool

GarageGames announced today the new Torque ShowTool Pro (TST Pro) for viewing and understanding Torque Game Engine DTS files on Windows and Mac OS X.

Eugene, OR ([PRWEB](#)) December 22, 2004 -- "I've been a member of the wonderful GarageGames and indie game development community for a number of years now. Over this time I've noticed a common trend: we all need more good tools to make the most of what little time we have," comments Dave Wyand, TST Pro designer and developer. "The goal of Torque ShowTool Pro has always been to help the indie developer - both artist and programmer alike - create better content."

TST Pro improves production work-flow efficiency by quickly allowing modelers, animators, and texture artists to view their art in the Torque Game Engine environment without having to wait for their game to load. The quality of art is greatly improved by increasing the ease and speed of this iterative process. TST Pro's easy to use features also provide a baseline for the game programmer to ensure that all art fulfills a game's structural and technical requirements.

"The ShowTool Pro is of such a high quality and delivers such a strong benefit to our development teams, we put the Torque brand on it," said Jay Moore, GarageGames Evangelist. "The passionate response that Dave has already received from artists and coders is proof he's exceeded the expectations of everyone who has enjoyed using TST Pro."

"ShowTool Pro has dramatically changed the way in which I work with DTS shapes by making things extremely flexible, fast, and simple," enthuses Danny Ngan, animator and educator. "All Torque artists absolutely need to have ShowTool Pro in their toolset. There simply is nothing better."

The Torque ShowTool Pro full retail version is available on a 30 day trial basis at <http://www.garagegames.com/tstpro> and retails for \$34.95.

About Torque ShowTool Pro:

TST Pro is a 3D visualization tool for the Torque Game Engine. It helps artists and programmers inspect their DTS shapes for esthetic and technical accuracy by simulating the in-game environment, and providing easy access to behind-the-scenes structures.

About GarageGames:

GarageGames mission is to change the way games are made and played. GarageGames provides the technology, community and market to empower game makers to build commercial quality multiplatform games. Known for bringing the Torque Game Engine to independent developers for \$100, GarageGames is located in Eugene, Oregon and on the web at <http://www.garagegames.com> and is the annual presenter of IndieGamesCon.

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Quotes from GarageGames Community Artists:

The Torque ShowTool Pro has increased our productivity and allowed us to make models quicker and of higher quality. This tool, while in beta, has saved us thousands of dollars in the cost of labor to produce game assets



-Joe Maruschak

Every tools programmer out there should take a minute and study ShowTool Pro...this is how it's done. If ShowTool Pro were any simpler or more intuitive you'd think an artist wrote it.

-Weston Tracy

The Torque ShowTool Pro is an excellent tool that any serious Torque Artist should immediately add to their development tool list. TST Pro's plethora of features and easy-to-use interface allows any artist to prototype, test and troubleshoot their work more efficiently than ever before.

-Logan Foster



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Online Web 2.0 Version

You can read the online version of this press release [here](#).