Axiom Verge Making-Of Documentary Free Offline

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About This Series

Over five hours of behind the scenes content with the developer of Axiom Verge, Tom Happ, and his business/marketing mastermind, Dan Adelman. Videos include a documentary, an extended interview with Tom Happ, a "let's play" by Tom and Dan, and a speedrun by GVirus with commentary by Tom and Dan.

As a special bonus, this also nets you PDF versions of the world map, poster, and "The Art of Axiom Verge" that were included with the physical console releases.

Title: Axiom Verge Making-Of Documentary
Production:
2 Player Productions
Release Date: 21 Dec, 2017
Country: United States
Video Resolution: 1080p
Aspect Ratio: 16:9
Audio: Stereo
Bonus Videos: 4

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Minimum:

OS: Windows 7

Processor: Intel Core 2 or AMD equivalent
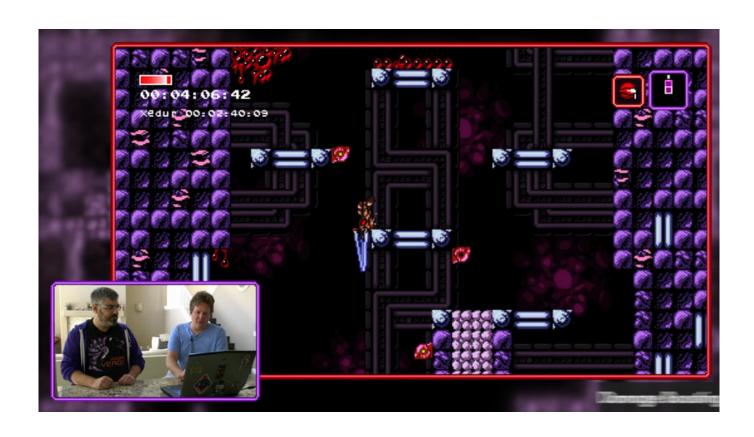
Memory: 1 GB RAM

Network: Broadband Internet connection

Storage: 200 MB available space

Additional Notes: Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.

English

Not until only a little less than a year ago have I been able to even think about making my Metroidvania game a reality. This documentary seemed like the perfect little piece on information that would give me insight on what it would take to do it. With all of the books of infromation and software available to lend no-experienced game makers a hand I thought that making a game would be plausible. Of course I knew that it would take a lot of extremely hard work, sleepless nights, emotional highs and lows and lots of money. I can handle all of that. However after watching this doccmentary I discovered the amount of knowledge you need when it comes to the actual coding of the game itself has to be extraordinary. I am a really fast learner, crazy hard worker and I never give up. I have heard of other somewhat successful Indie games being made with the dev having little to no coding experience but to make a game like this... What Tom Happ knows is inconcievable to what I know. I am now truly heart broken. I am literally willing to spend my life savings, live in basically a box with nothing but my hardware, a microwave a sink and a toilet, and give up EVERYTHING to make this game. My willingness to make a game is so huge that I sometimes lose days of sleep dreaming of the vision thats in my head. So I made the decission to finally do it. I have the imagination, an artfull hand, the skill neded to build the hardware (I already have a custom built rig that is more than capable) and the funds. All I need is the time and the game making know-how. This doccmentary is a great place to start. Along with several (and somewhat expensive) books that I bought. Tom Happs Doccmentary is very meaningful in that it shows you how only ONE MAN developed an extremely successful Metroidvania type game. It shows you the dedication and determination that Tomm Happ needed to complete his vision. It gives a whole new meaning to Axiom Verge. I have always believed that the best people... The ones who are truly good and have the purest of hearts are always put through the hardest of tests. When you are such a good and wonderful person. Evil will do everything it can to make that person break and slide. Evil will do its best to make a true heart false and bring a happy person down... Depress them, sadden them, tear them away from their loving and happy nature and the ones they love. This is what happened to Tom. The struggles he encountered towards the end of his Axiom Verge adventure were enormous, but yet he stayed true to his heart and remains to be the same caring, loving, imaginative person that he is. This doccmentary is also an eye-opener for anyone who is interested in developing their own Indie Metroidvania style game. I am not talking about the 20 somethings that think it would be so cool to make a game and become a millionaire. I'm talking about those of us who are willing to do whatever it takes to make a dream come true. Those of us who do not want to do it for the fame and the money. We want to do it because we have a dream... A vision that won't let us sleep. An idea that has haunted us for our entire lives ever sense we had that moment of realization when we popped that game in our NES many years ago. For those of us who had their dreams smashed when we were old enough to make a decision to follow that dream. Besides being physically and emotionally abusive, my parents were never supportive in anything I was interested in that had to do with art, imaginmation or computers. My parenets were never supportive for me in anything. This caused me a lot of problems and long story short - Life during and after high school wasn't easy and I had to work HARD for everything. It payed off though because now I have the ability to make my dream a reality. All of the hardships I encountered made me waht I am today. Now evil seems to be showing up to drag me down again. Although I have the means to make my dream a reality I lack the know-how. Clearly Tom Happ posesses a remarkable amount of coding ability that in order for me to learn would take me years. Although I have the artistic ability, the concept, the story, the hardware, and the money... I do not have the most important part... The knowledge. The knowledge that I believed if I worked very hard I could learn with the help of books, DOCUMENTARIES, local and online coding classes and forums. I also thought that I could maybe bypass some thigs by using avaiable "game making" software. Oh wow was I mistaken... Watching Tom explain the process had me sinkiung farther and farther down in my seat the more complicated I knew this process was going to be. Tom Happ is an EXTRAORDINARY individual in so many EXTRAORDINARY ways. One of the things that impressed me the most was the love for his dog and his kid. The love for his child is amazing. It definitely takes a special dad to endure the pain of having to watch your child struggle in ways that we can not comprehend or understand. But yet Tom marches on. Then there is Toms dog Max which is also Toms BEST friend. I can 100% understand the love between a man and his dog. My dog whould definitely be there with me while I was making my game. Shes here with me now and she will be with here with me then. Max and Tom are just another beautiful aspect out of the many that make Axiom Verge that much more special. I can only hope that one day I will be able to say that I developed a game that has such a decicated fan base and that is wonderful in an infinite number of ways. Only time will tell. I will work had and I am willing to give up everything that I worked so hard to gain. My house, my car, all of my furniture and decor. I literally am willing to do WHATEVER it takes. Toms doccmentary is the first out of many stepping stones that I will be walking on during my long journey. It was definitely worth watching and it was definitely worth every penny. If you are interested and serious about making your own video game then you NEED to watch this doccmentary. If you are serious then the price doesn't matter. Tom Happ will let you know what it takes to make your game while at the same time give you insight on what making Axiom Verge was like for him emotionally, mentally and physically. PLEASE... If your serious about your game than watch this. Tom Happ is now my game making hero! His inspiaration is mind blowing and now I want to make my game not only for be, but for Tom!. I love axiom verge and Tom happ! great videos!. How come this documentary doesn't have any reviews?!

Personally, I enjoyed listeing to everything that Tom (**the dev of Axiom Verge) had to share about the game, about life, and his future projects.**

If you are interested in the indie game scene you'll probably enjoy this documentary. Recommended, even at full price!

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