

SWEET ARSENIC

GAME STUDIO

Production Partnership

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3D Outsourcing

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- Who are we?
- Services
 - Game Design
 - 3D art
 - Concept Art
 - Narrative
 - Musics & Sounds
- Working together



- 
- Creation: November 2016
 - Location: Paris, France
 - Studio: Full remote, France
 - Data center: France

*As you know, the dose makes the poison.
Sweet Arsenic makes small sweet doses of good gaming.*

Our team is a multidisciplinary group passionate about video games. We've joined forces to create computer games with a twist. Each universe we create is rich and innovative.

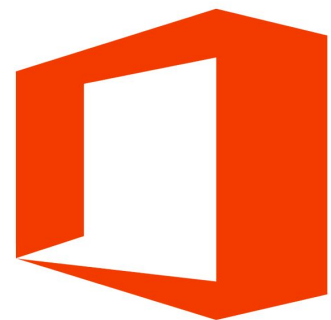


After creating several demos as well as launching an arcade game SpringBack, we worked as production partner with AA video game studios and are searching for other partnerships as work-for-hire.

- Production Tools



- Management Tools



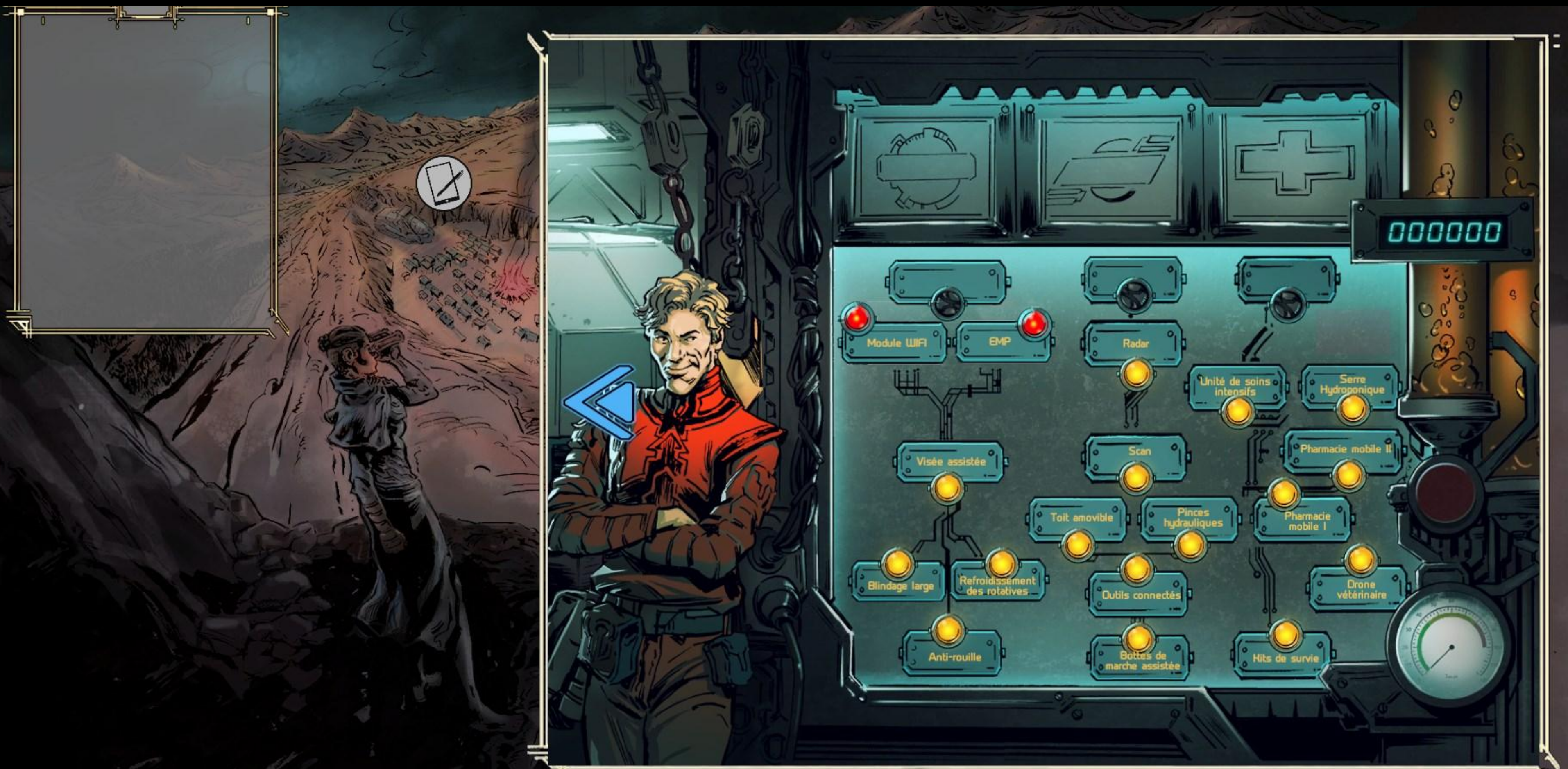
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- Services

- Game Design











SWEET ARSENIC

GAME STUDIO

- Services

- 3D Art



■ Since February 2024 we're production partner for :

- Modeling
- Sculpting
- Retopology
- Baking
- Texturing

SOLASTA II

Machinika Atlas

the sequel to Machinika Museum

■ February 2024 - May 2024 we're production partner for:

- Modeling
- Texturing
- Baking







■ May 2023 - February 2024 we're production partner for :

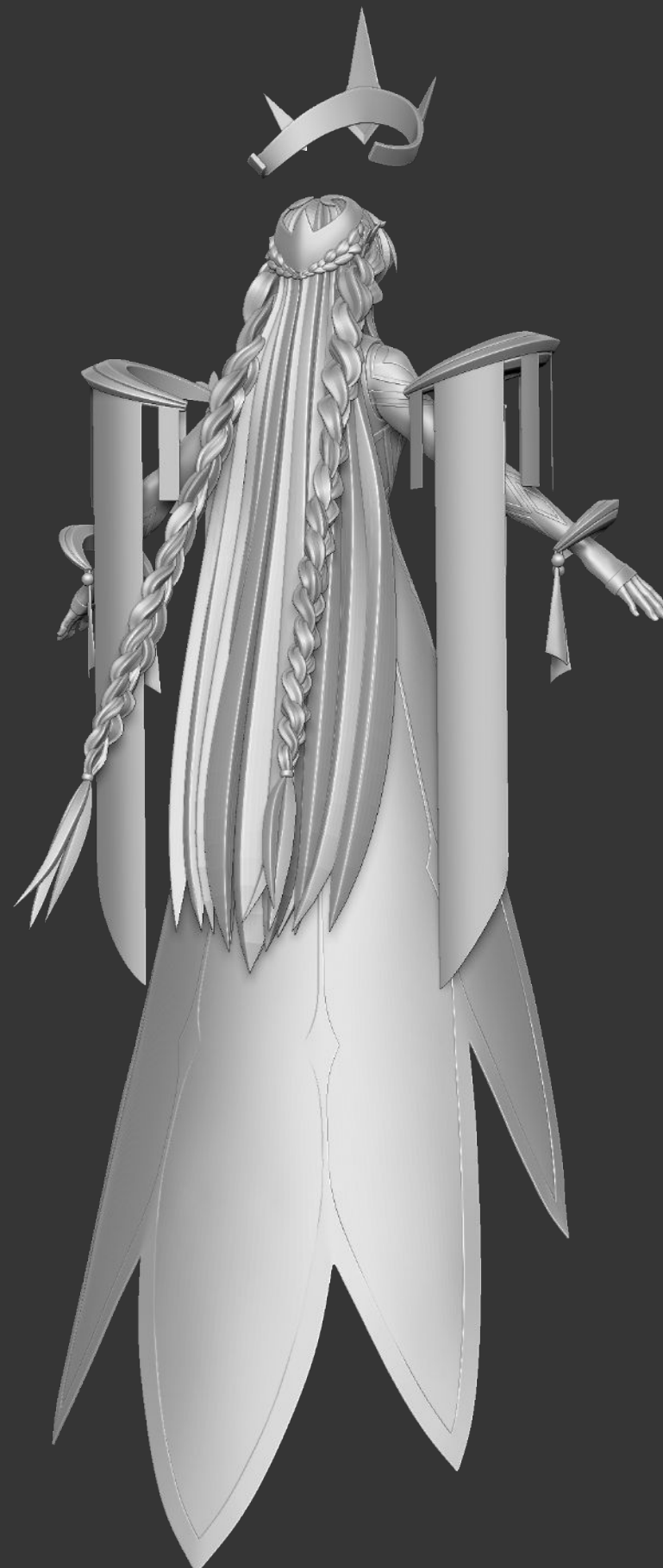
- Modeling
- Sculpting
- Retopology
- Baking
- Texturing

SKY GARD
ARENA













LYSFANGA

THE TIME SHIFT WARRIOR

■ February 2022 - Septembre 2023

we're production partner for :

- Modeling
- Sculpting
- Level Art
- Lightning





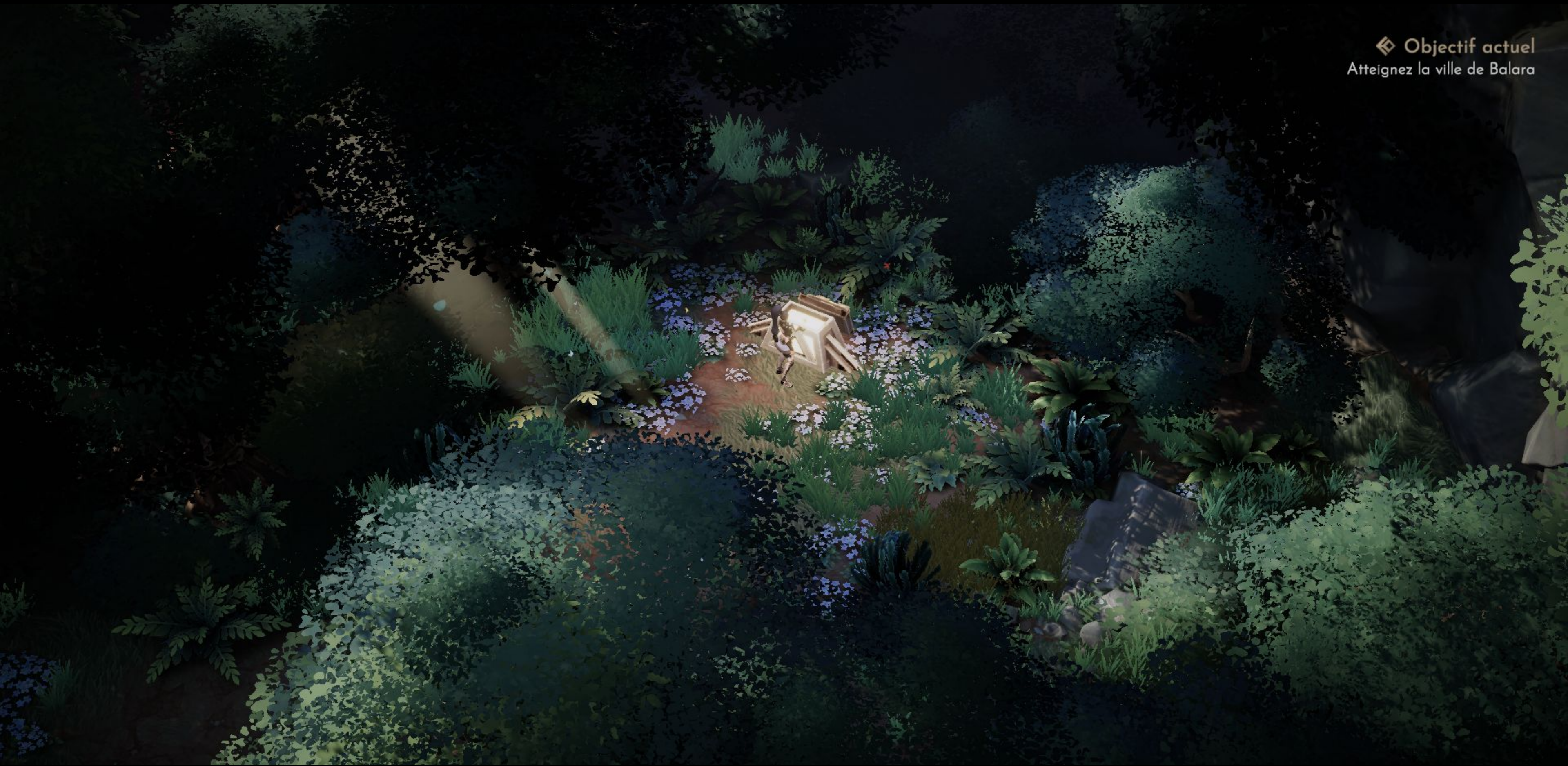
Objectif actuel
Accédez à la Haute-Ville de Mayura





◆ Objectif actuel
Au camp, parlez à Grennos

❖ Objectif actuel
Atteignez la ville de Balara



Objectif actuel
Trouvez Kehör au temple de Bala



◆ Objectif actuel
Arrivez au Palais Royal de Balara et
sauvez Kehör





Objectif actuel
Atteignez l'entrée du temple de Kham



Objectif actuel
Téléportez vous à la Porte des
Profondeurs pour amener le cube à Kehör







SOLASTA

CROWN OF THE MAGISTER

- May 2020 - February 2023 we're production partner for :
 - Modeling
 - Sculpting
 - Retopology
 - Baking
 - Texturing
 - Level Building
 - 3D Pipeline Design
 - 3D Pipeline Enhancement































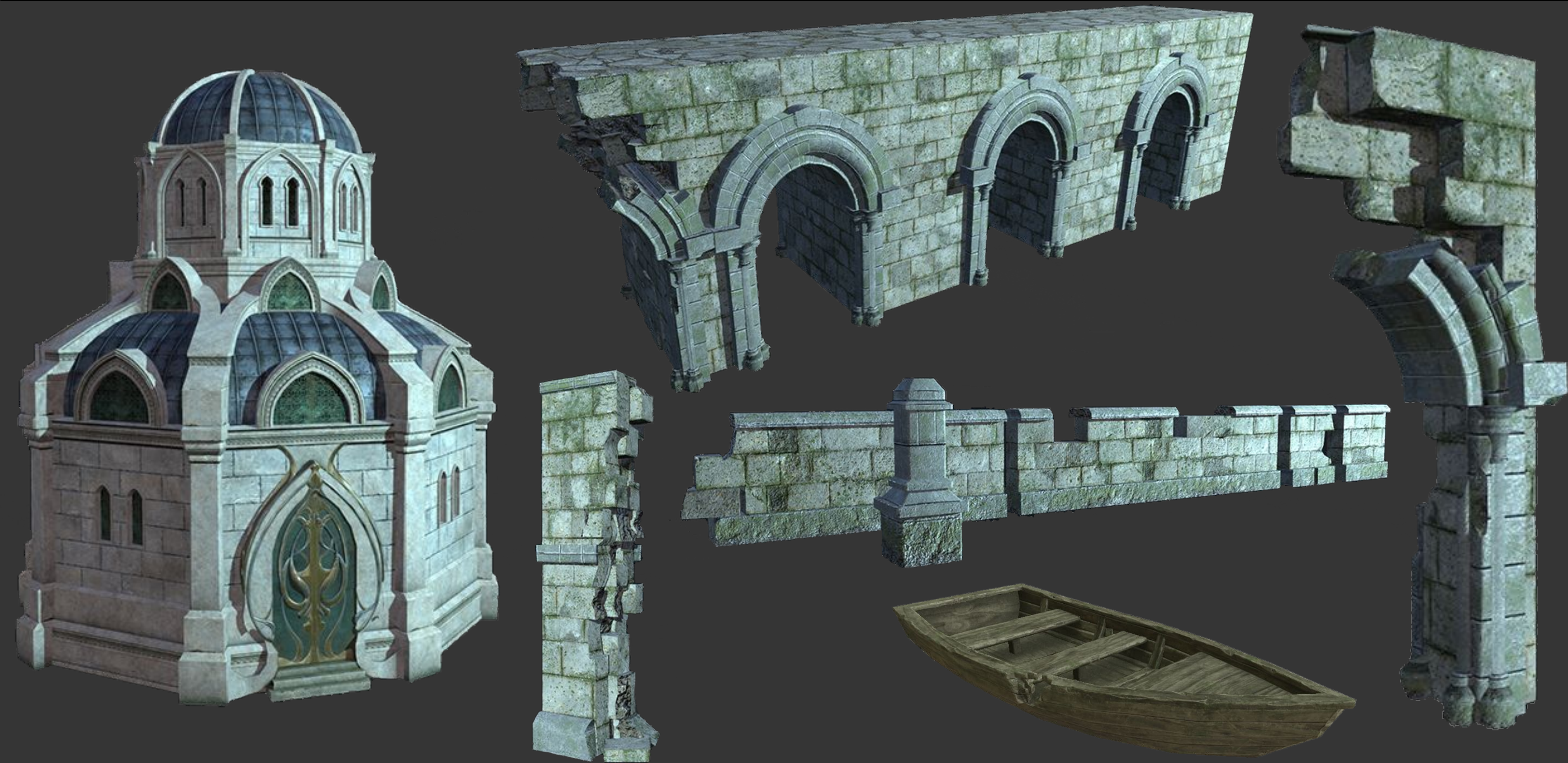








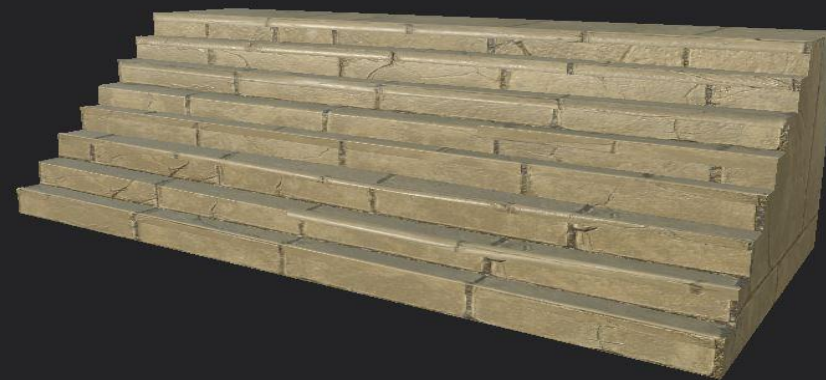




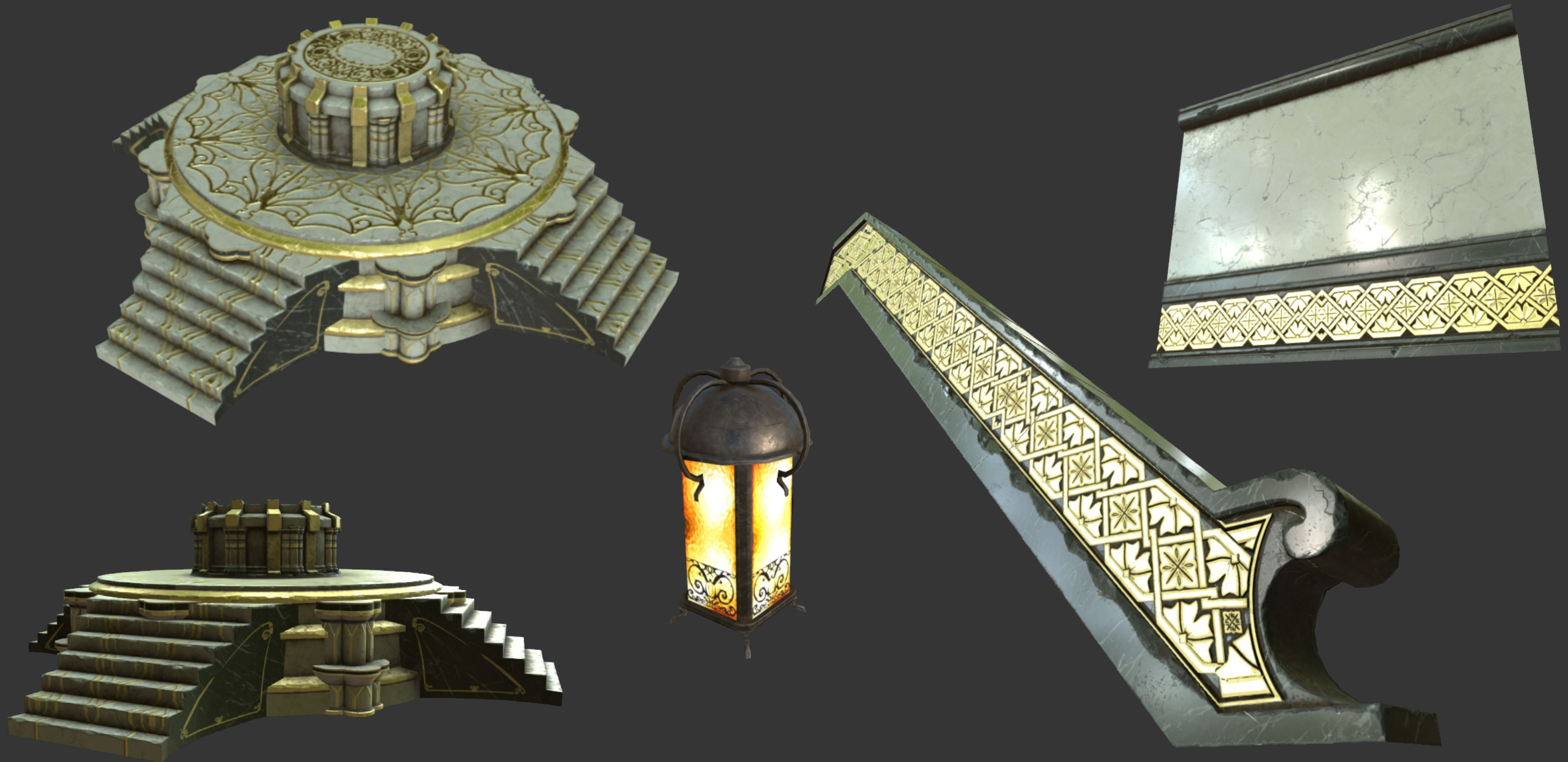






















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■ Concept Art | Illustrations

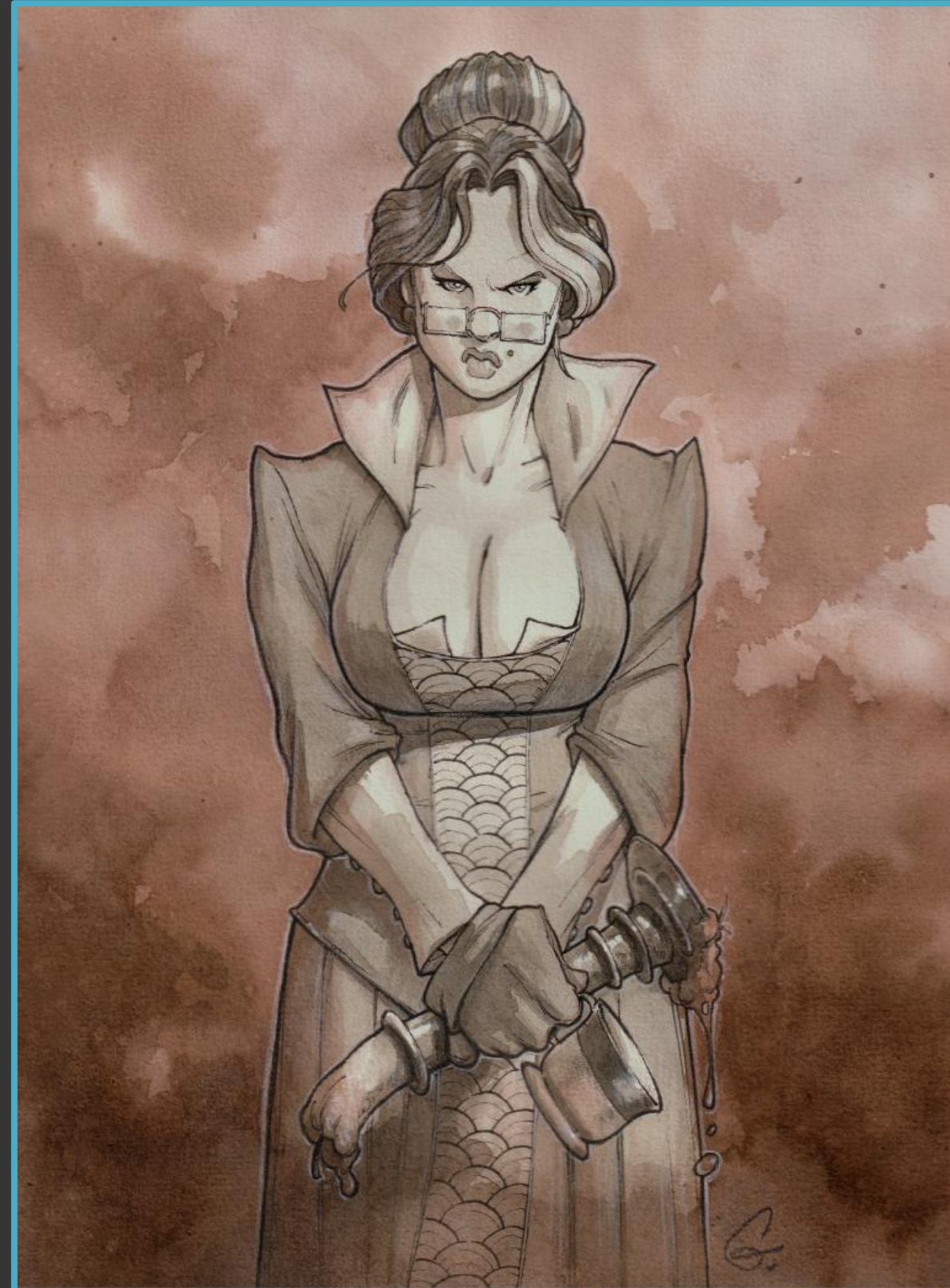
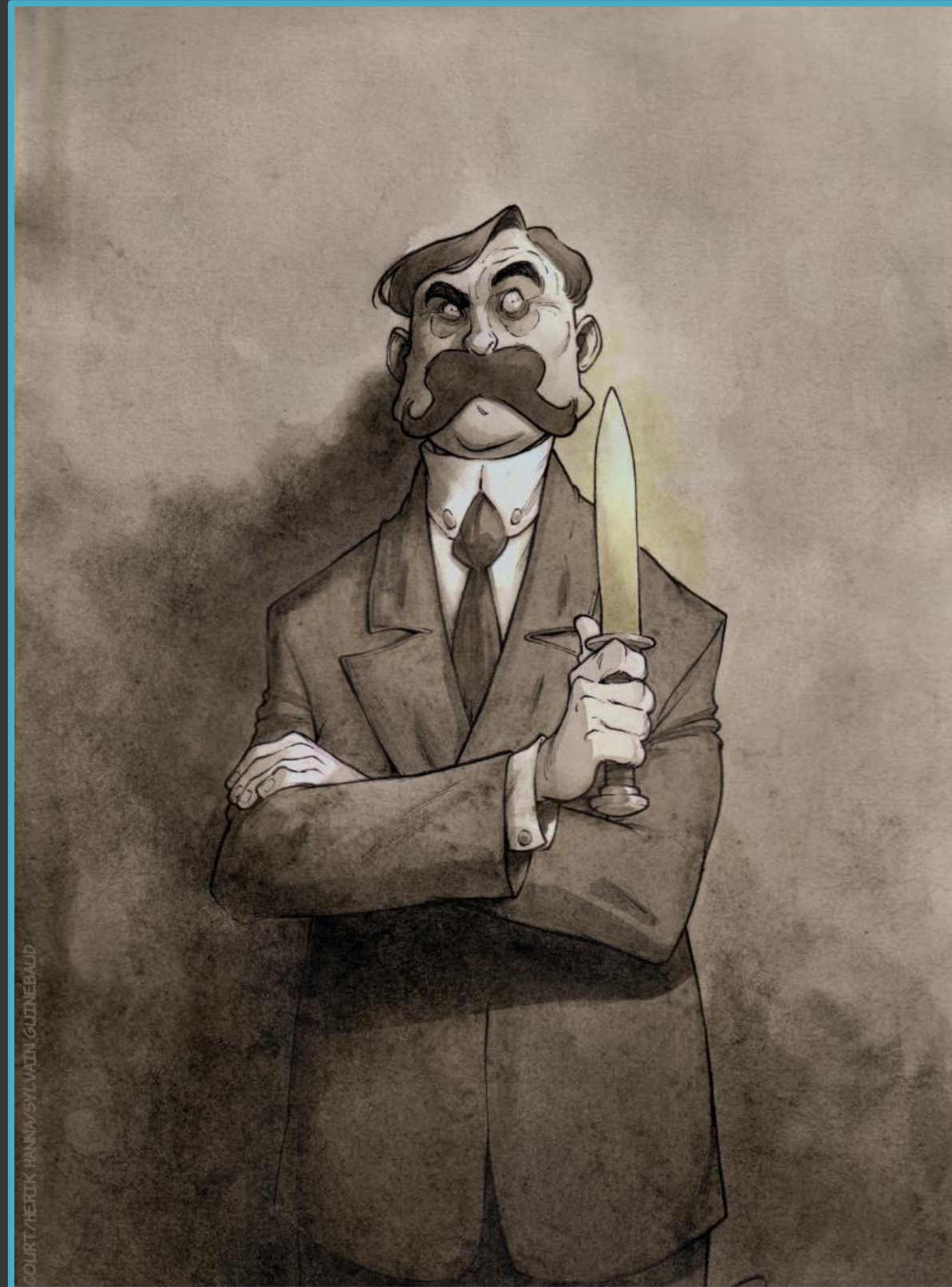
Sylvain Guinebaud

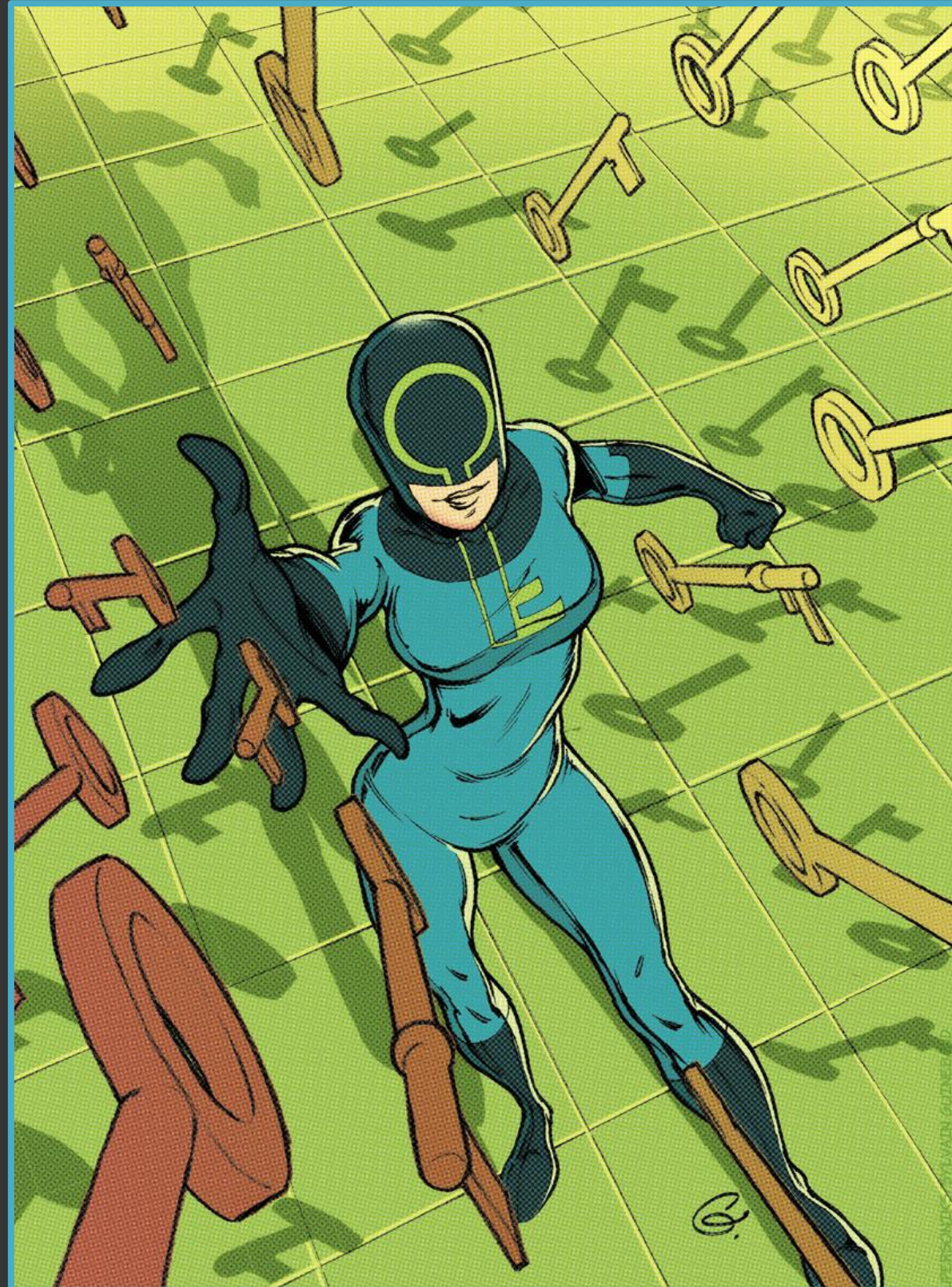


©DEL COURT/DAVID CHAUVEL/SYLVAIN GUINEBAUD

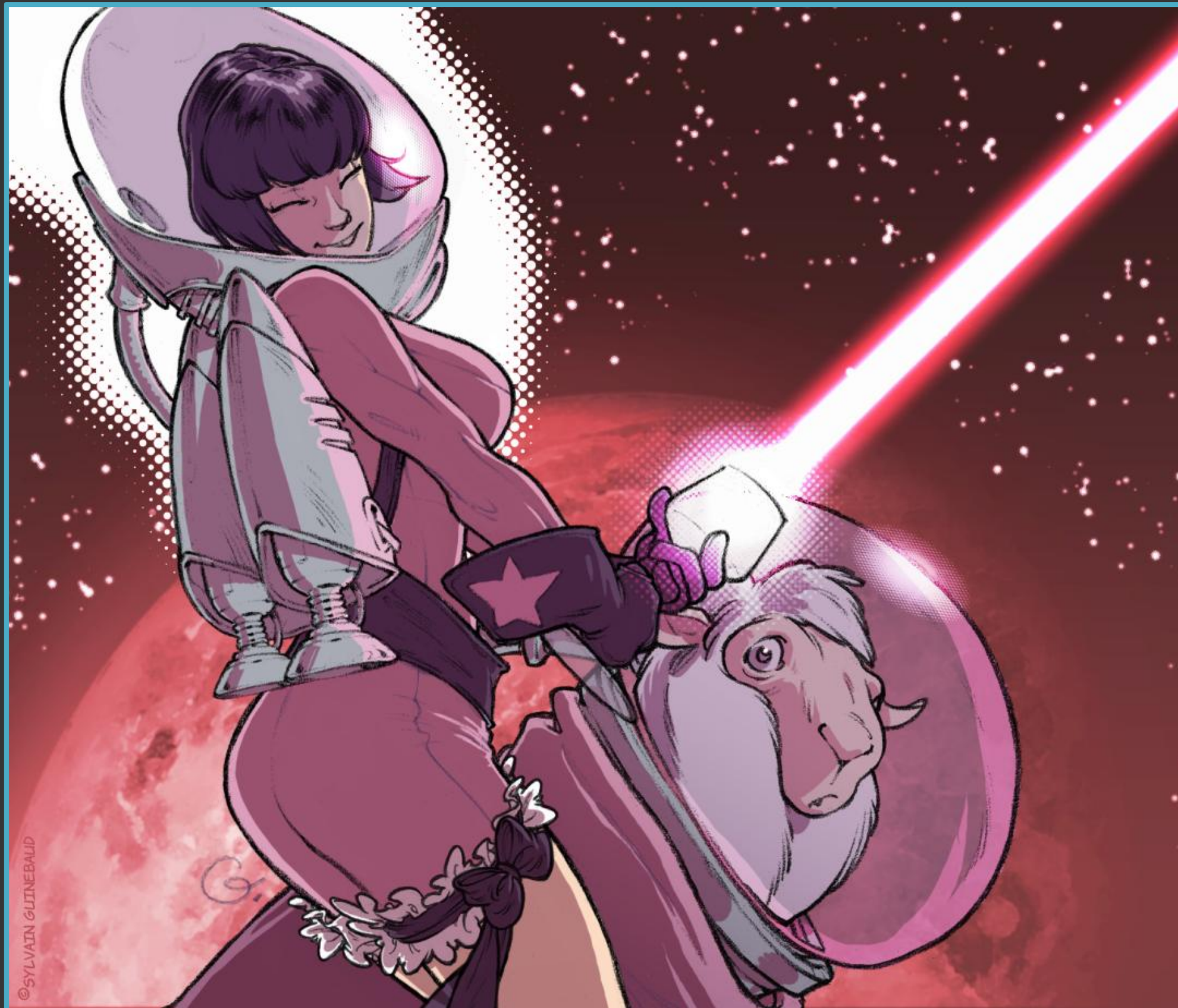


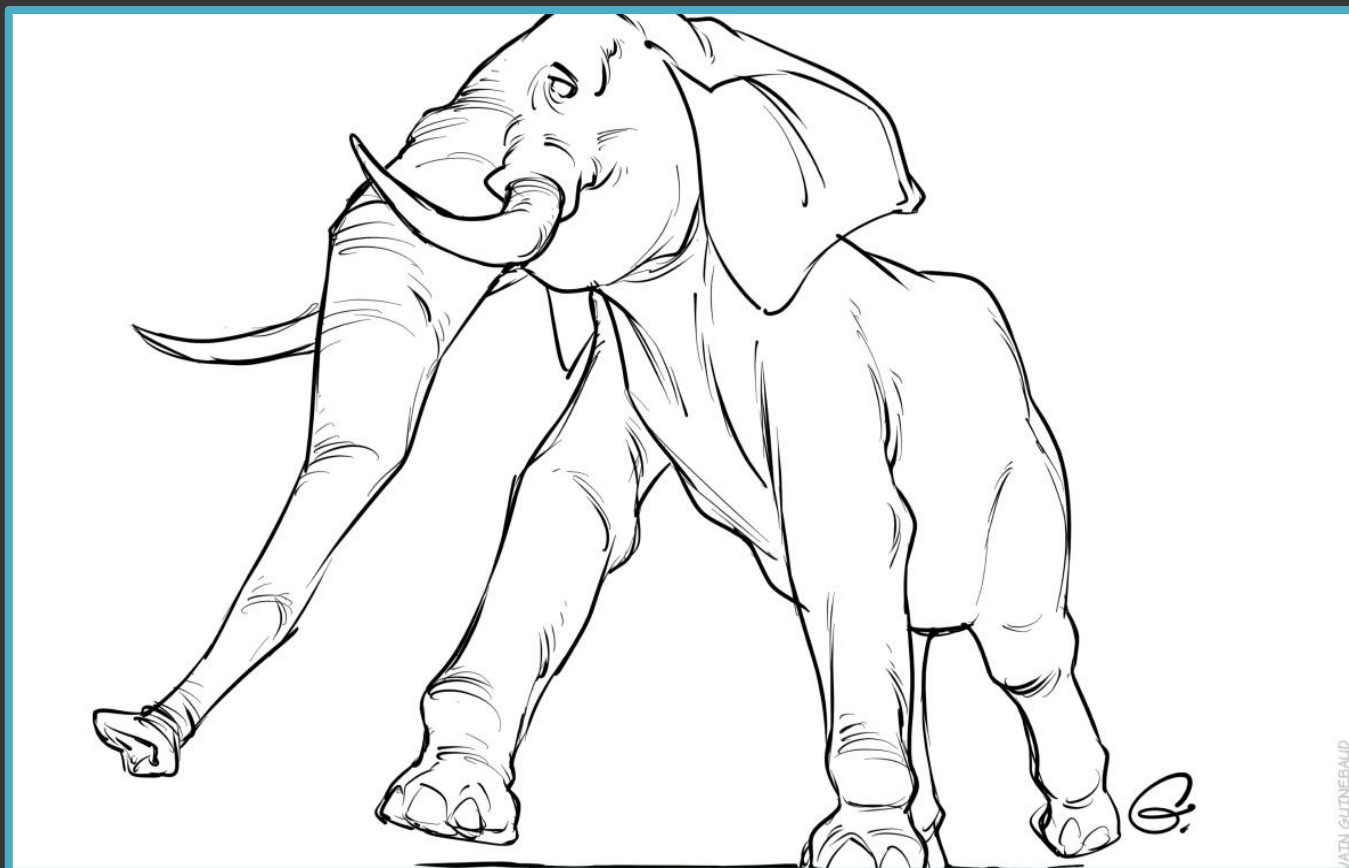
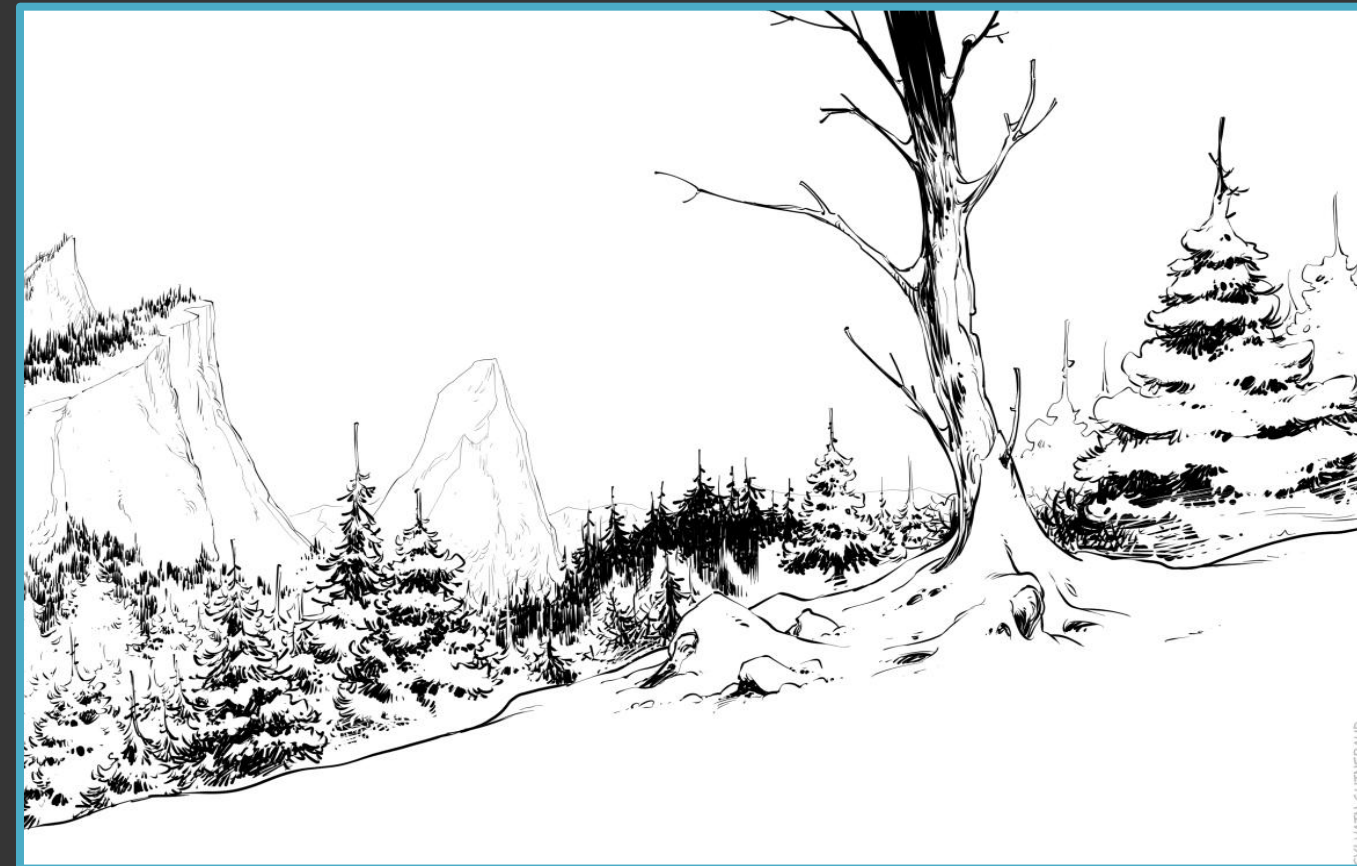
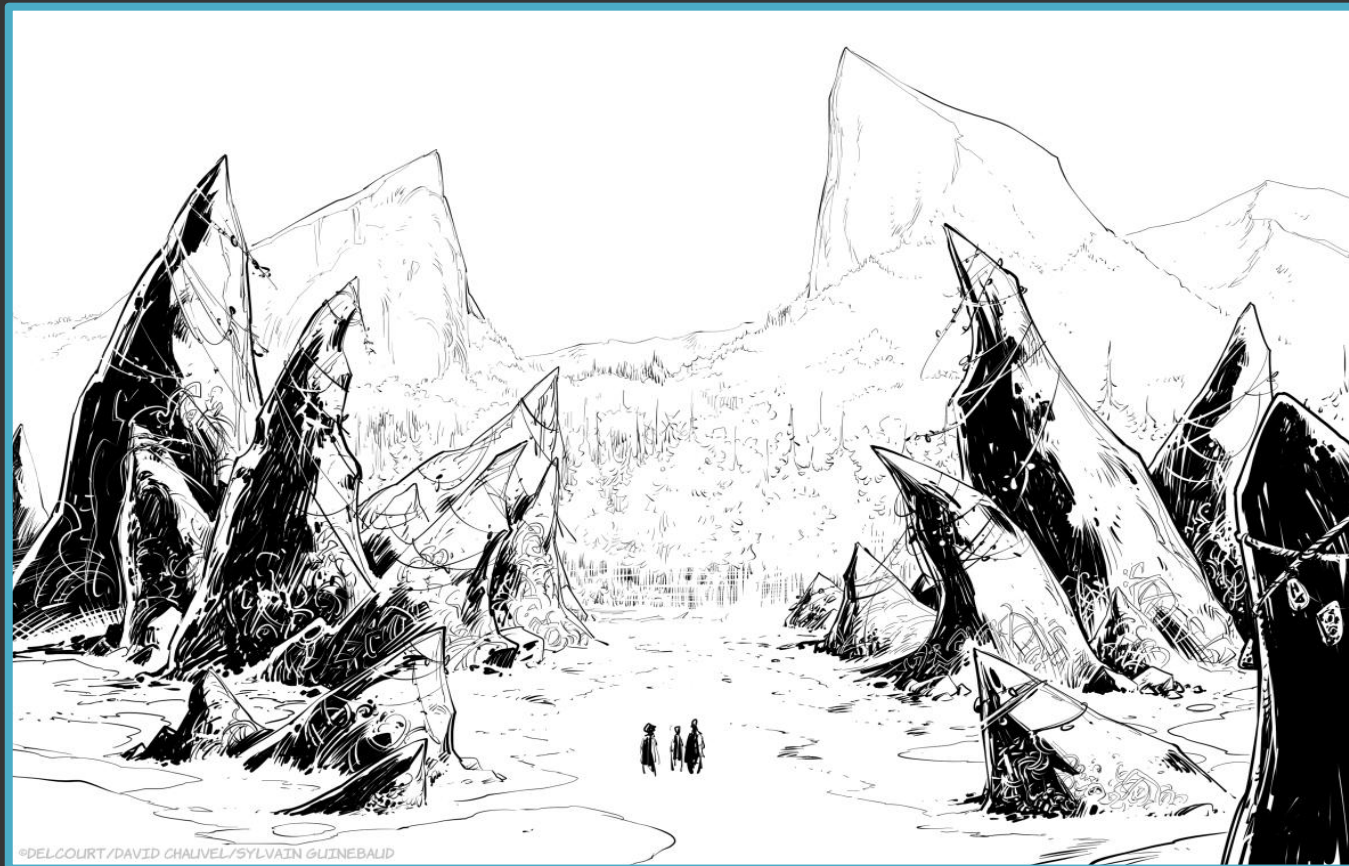












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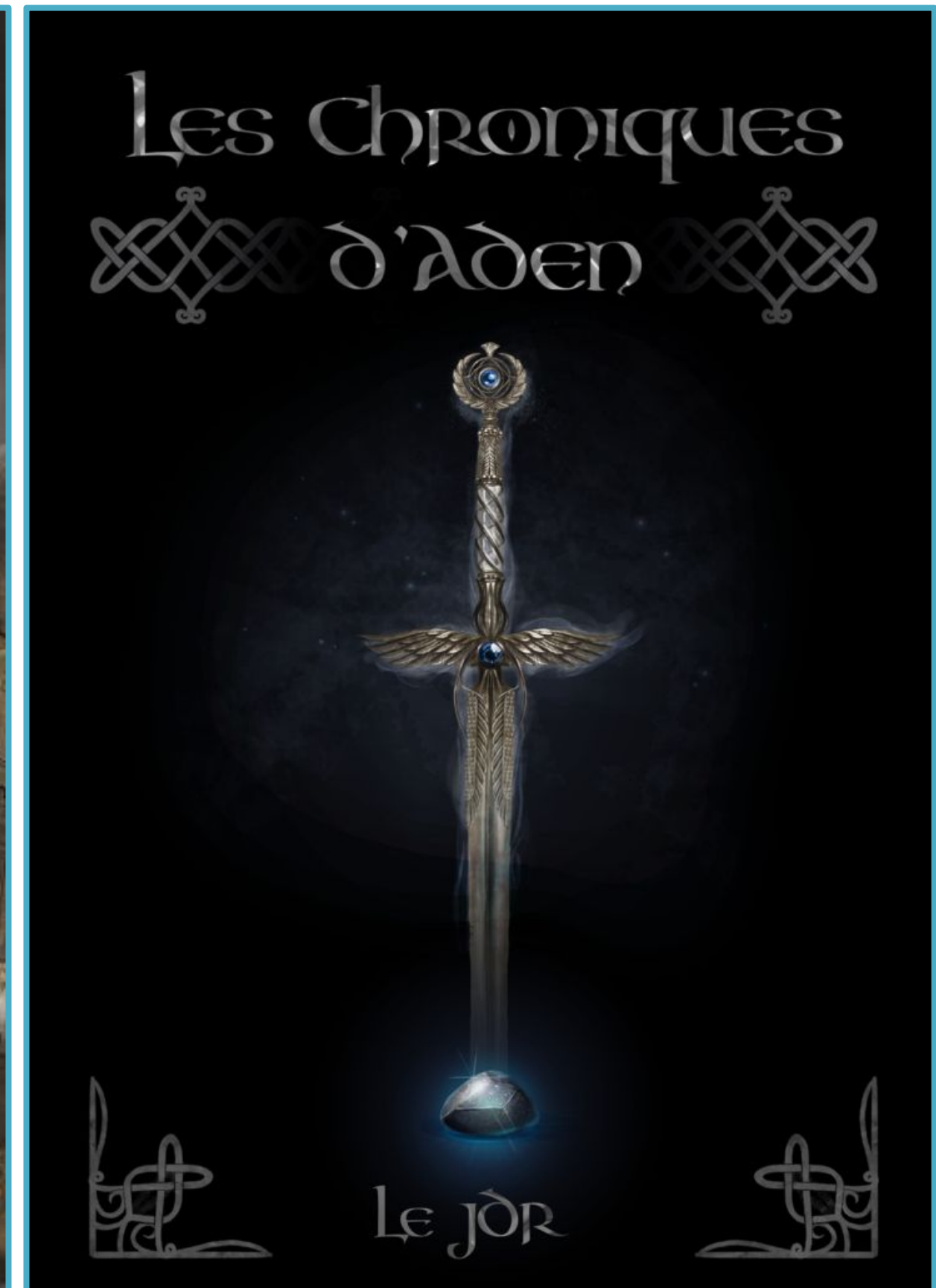
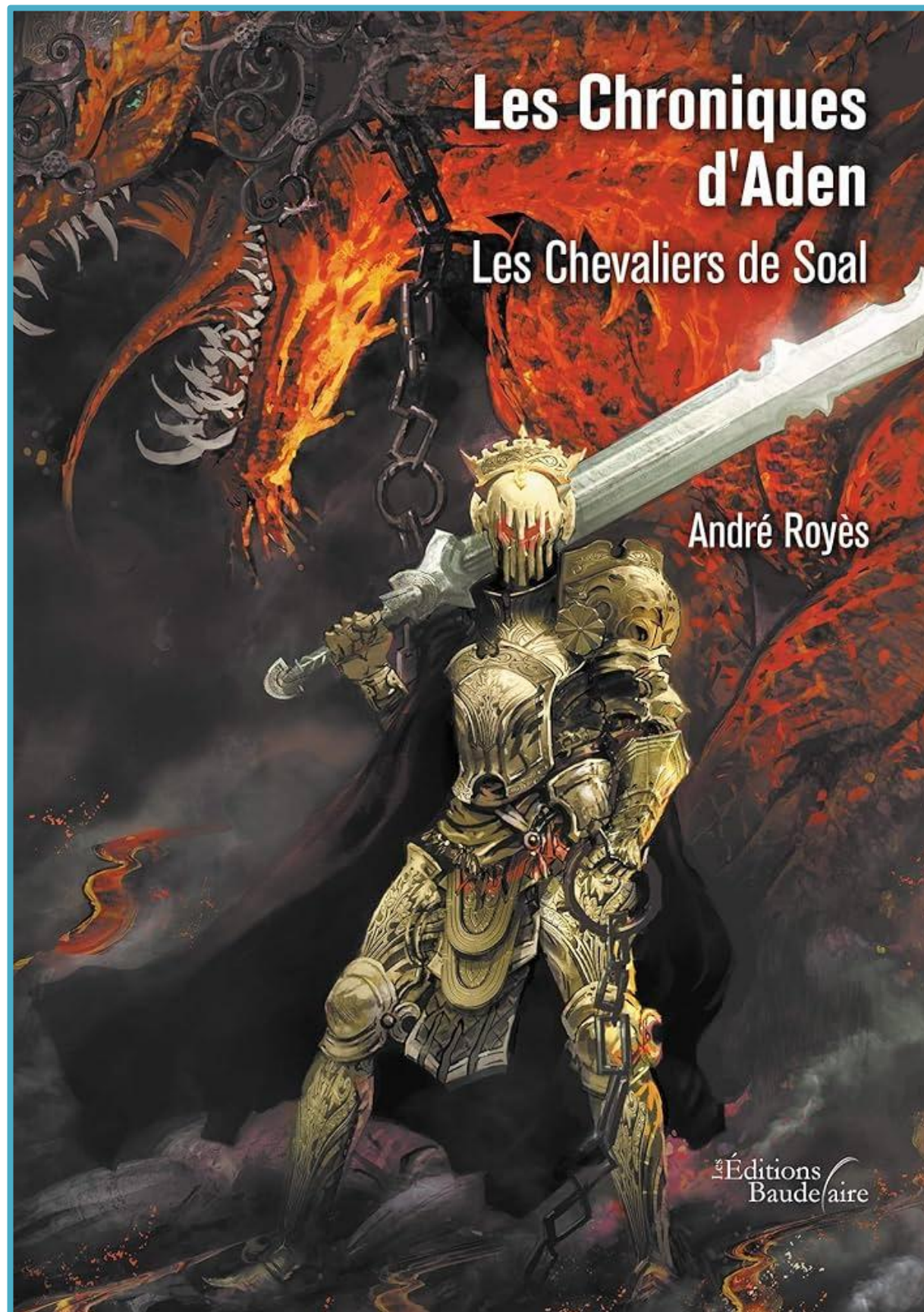
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- Services
 - Writing





- Narrative Design
- World / Character Design
- Linear / Branching Stories
- Dialogs



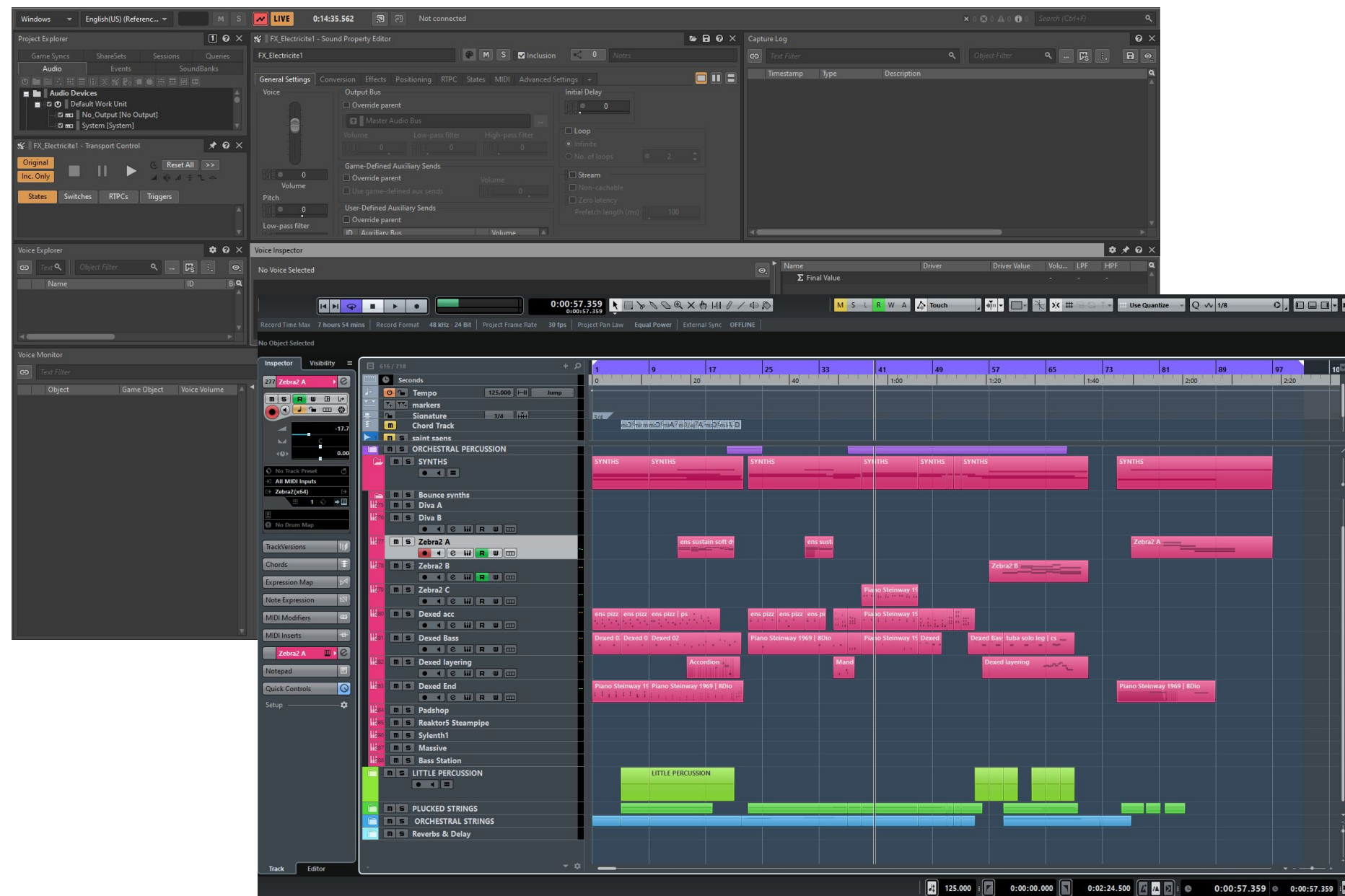
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GAME STUDIO

- Services

- Music composition & audio design



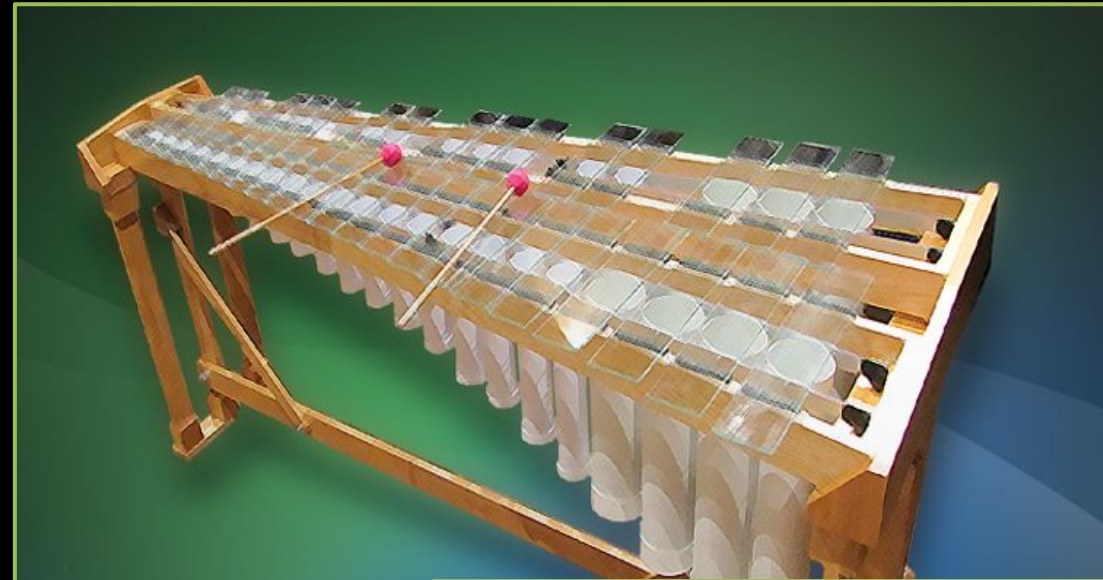


- Music composition
- Audio design
- Music design
- Audio integration (Wwise and Fmod)

Good vibrations

The role of audio design in any project is two-fold:

- It provides the player with vital feedback for him or her to understand the main points of the project's gameplay.
- Music being the ultimate hack to the player's emotions, it provides a powerful support for the game's story and cinematic momentum.



Violinist Yelena Yergoryan has worked as a recording artist for Sweet Arsenic

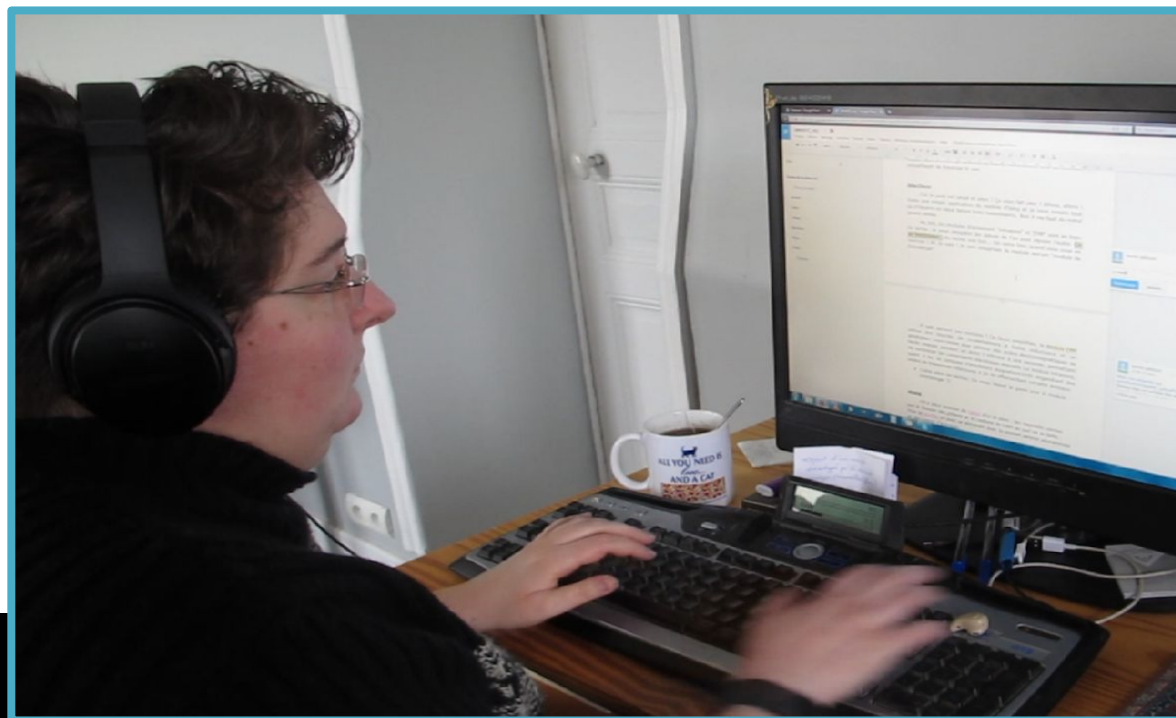
SWEET ARSENIC

GAME STUDIO

■ Working together.



- We talk French native & English business.
- We are **a full remote and digital studio**: even during a lockdown, we have your back!
- We are flexible and will **adapt our team to your needs**.
- As a production partner, we believe in **trust** and **quality**.
- As passion gamers & artists, **we do our best to improve your game**.



Contact us for more information
on how to work together!



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