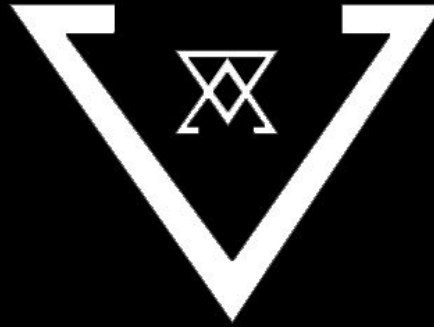


# SWEET ARSENIC

GAME STUDIO



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Production Partnership

# SWEET ARSENIC

GAME STUDIO



1. Who are we?
2. Services
  - a. Concept Art
  - b. Game Design
  - c. 3D Graphics
3. Working together



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

Creation date:	November 2016
Headquarters:	Paris, France
Studio:	Full Digital, France
Data center:	Digital, France

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 are working as a partner with an AA video game studio and are searching for other partnerships as work-for-hire.

Production Tools



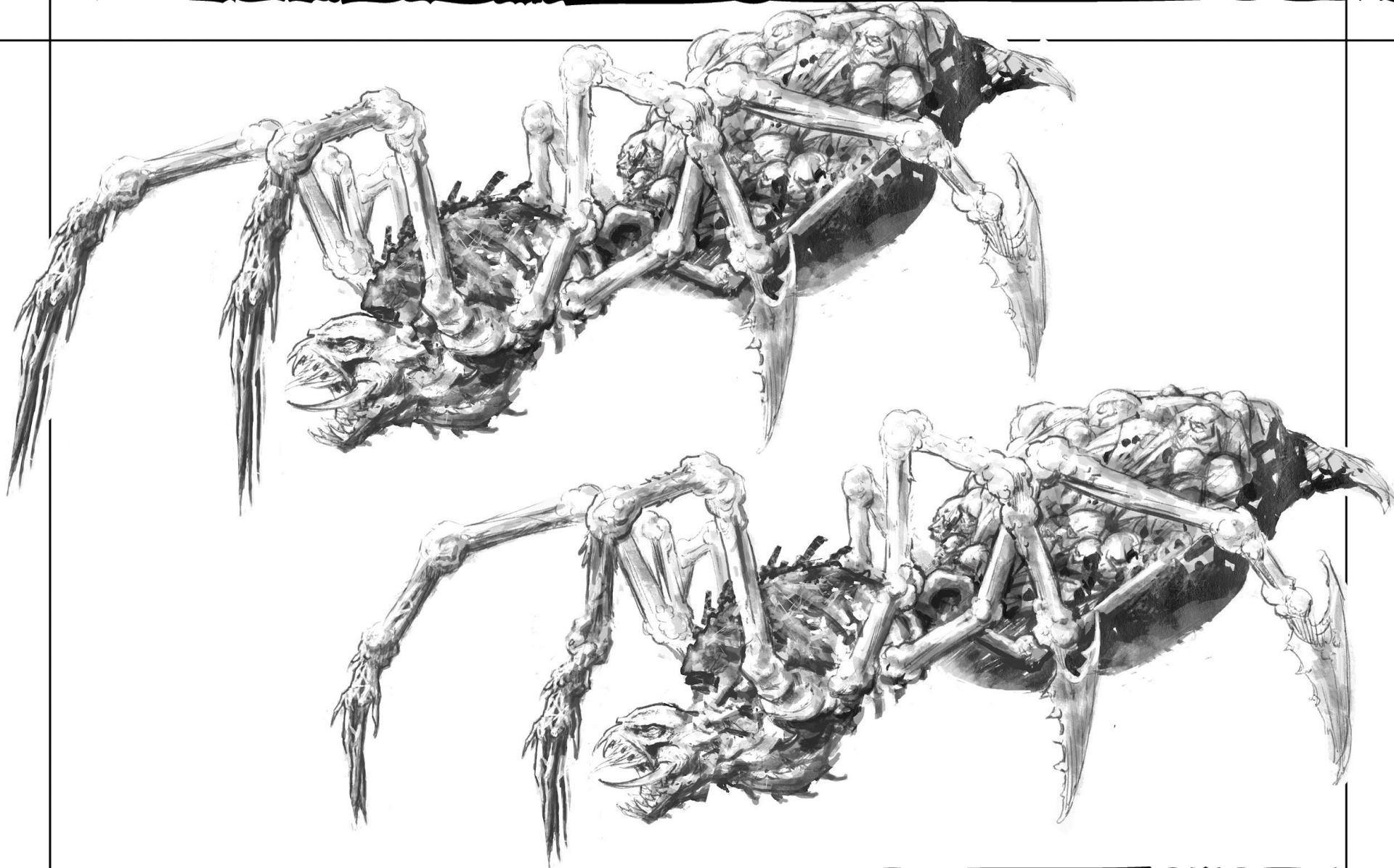
Management Tools

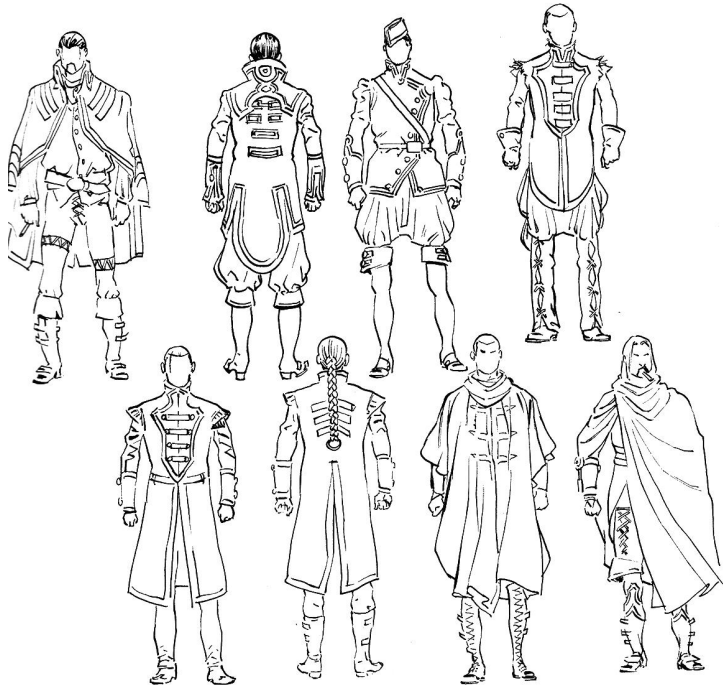


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**Concept Art**





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GAME STUDIO



ARSENIC  
UDIO



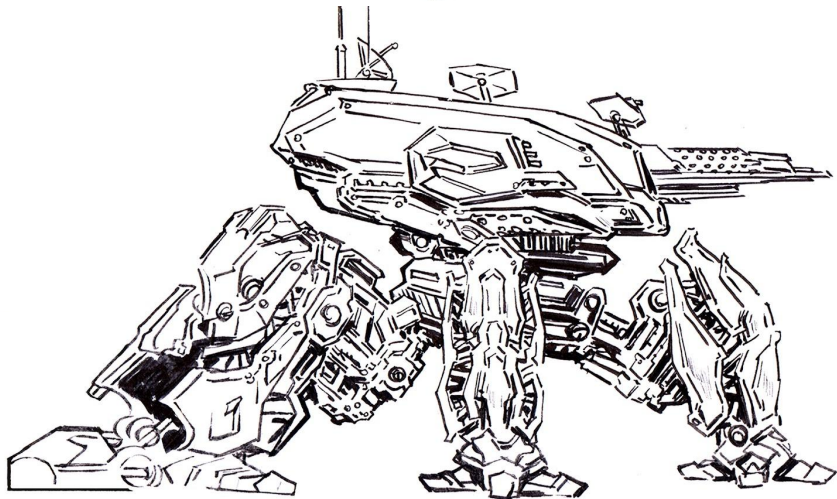
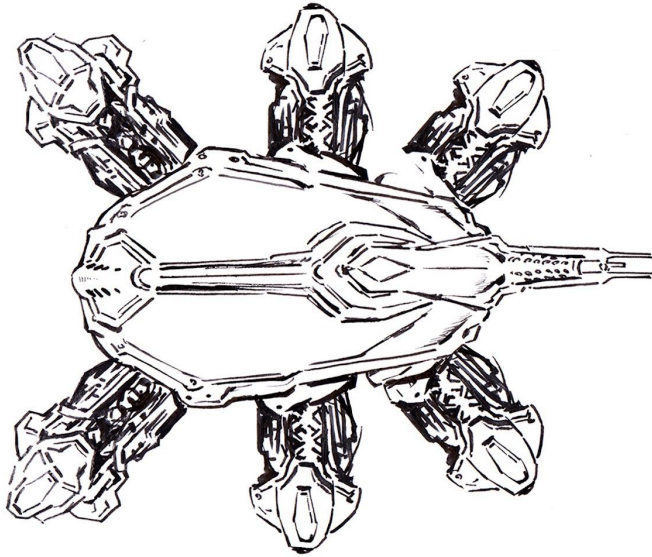




Dust's Clerics / Vortex Project

Daemon / Book Cover Project

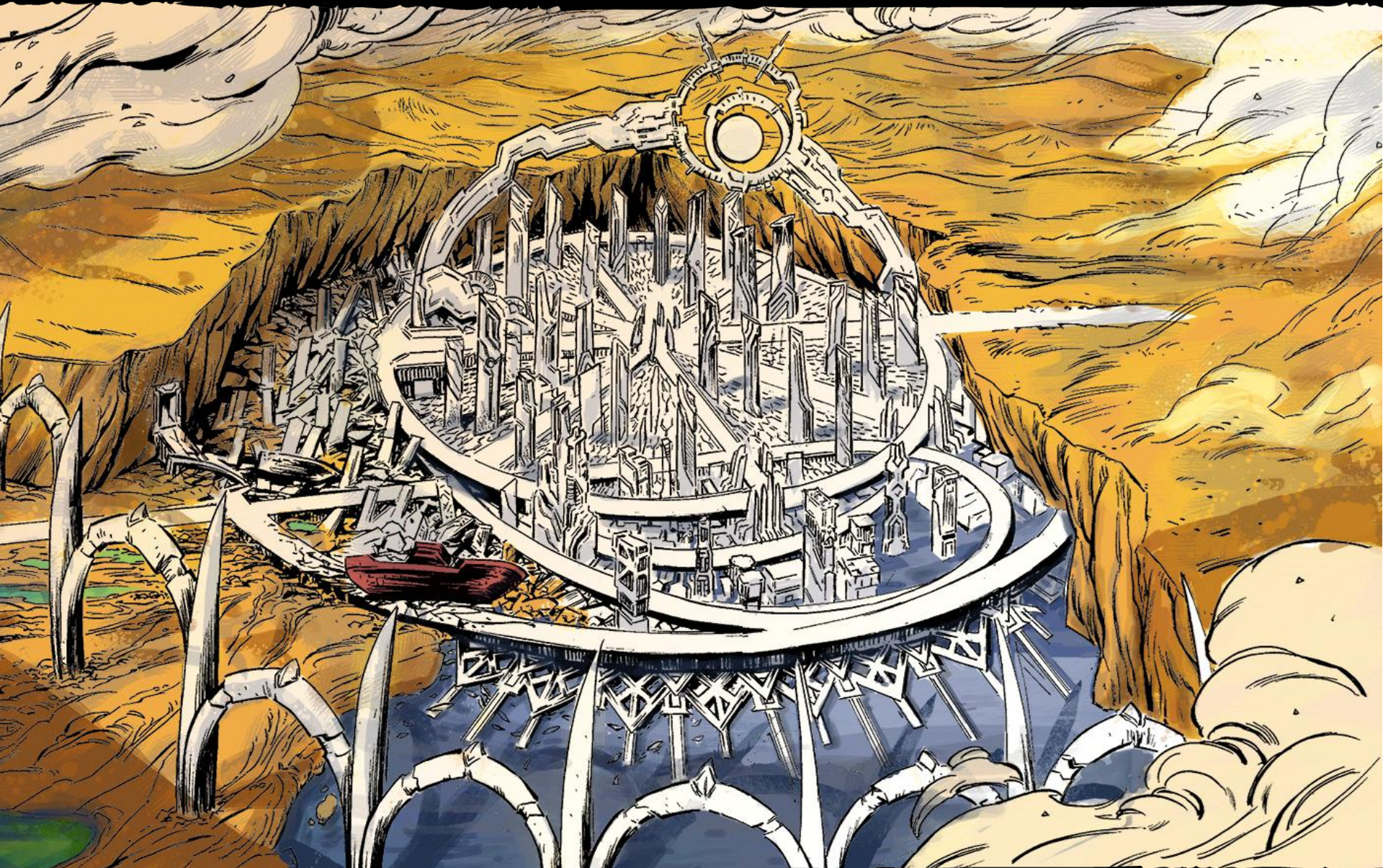




Main Visual / Resilience Project

Starship / Book Cover Project



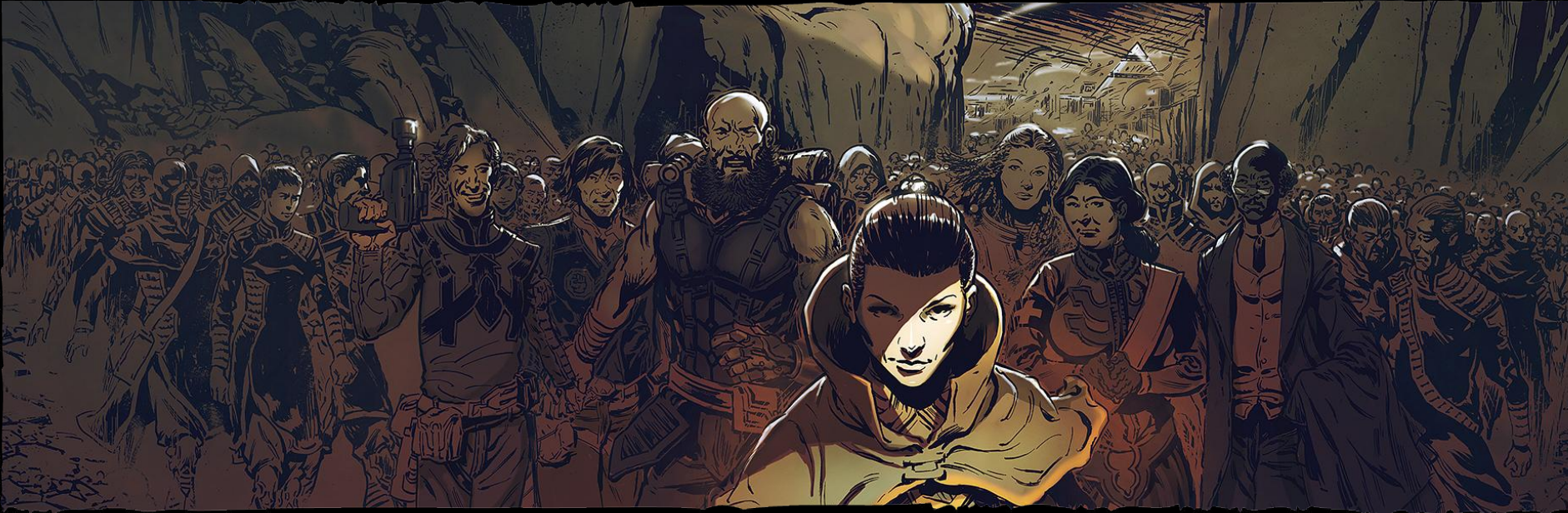




Dragon Knight / Book Cover Project

Citadelle / Book Cover Project

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**Game Design**





## System design

- GDD
- Balancing
- UX & Playtesting
- Molecular design
- Kishotenketsu
- Gamification



## Narrative design

- Writing
- World design
- Character design
- Branching narrative and dialogs

RESILIENCE  
RESILIENCE  
WALK TO SURVIVE





Lives: 4 Loop: 0 Seeds: 8 Score: 1990



## Level Design

- Blockmesh
- Iterative design
- Balancing
- Single/Multiplayer
- Atomization



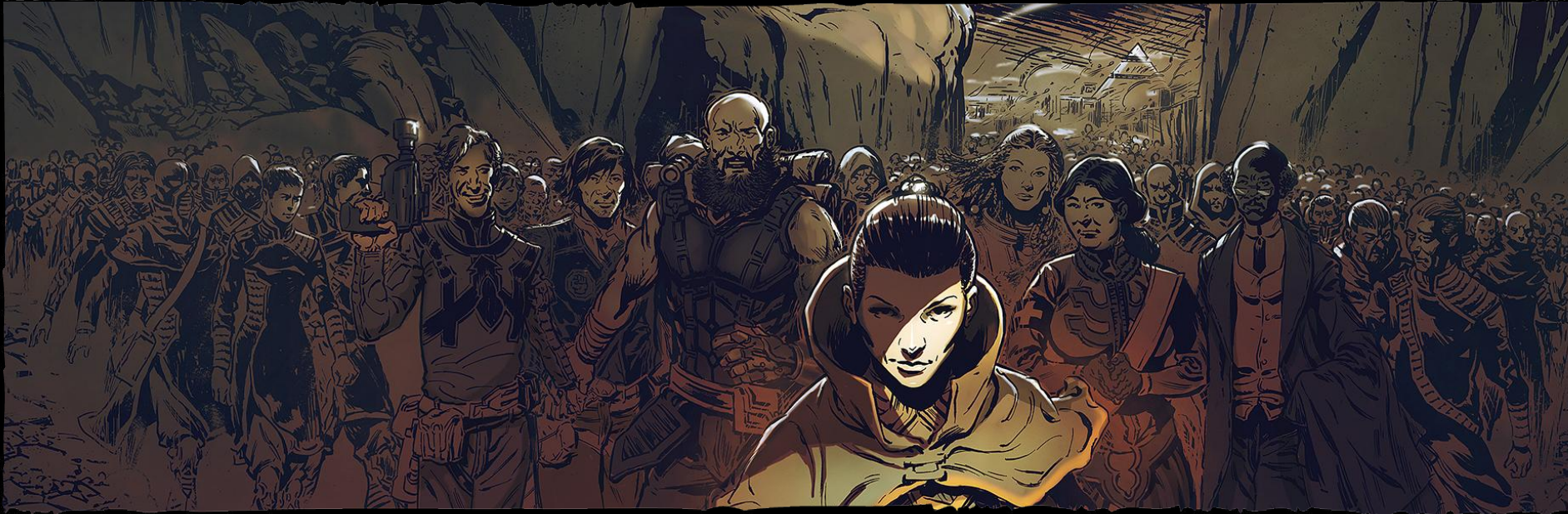


### Level Design

- Blockmesh
- Iterative design
- Balancing
- Single/Multiplayer
- Atomization



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**3D Graphics**



# SOLASTA

CROWN OF THE MAGISTER

Since May 2020 we are production partner for:



- Modeling
- Sculpting
- Retopology
- Baking
- Texturing
- Level Building
- 3D Pipeline Design
- 3D Pipeline Enhancement
- Concept Art



## Wizard Armor (M)

- Modeling
- Sculpting
- Retopology
- Baking
- Texturing





### Fighter Armor (F)

- Modeling
- Sculpting
- Retopology
- Baking
- Texturing







Chain shirt (F)

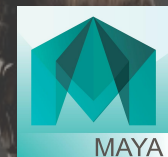
- Modeling LP
- Texturing





### Hide Armor (F)

- Modeling
- Sculpting
- Retopology
- Baking
- Texturing





## Leather Studded Armor (M)

- Modeling
- Sculpting
- Retopology
- Baking
- Texturing





### Leather Studded Armor (F)

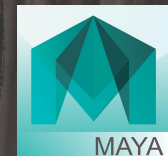
- Modeling
- Sculpting
- Retopology
- Baking
- Texturing





### Orc Skirmisher Armor

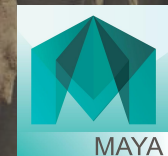
- Modeling LP
- Texturing





## Orc Chief Armor

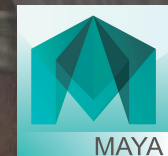
- Modeling
- Sculpting
- Retopology
- Baking
- Texturing





### Minotaur Warrior

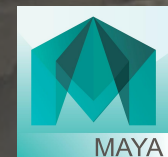
- Modeling
- Sculpting
- Retopology
- Baking
- Texturing





Ogre & Ogre zombie

- Modeling LP
- Texturing

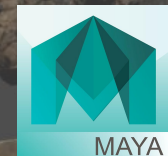






### Elemental Stone

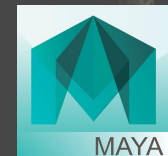
- Modeling
- Sculpting
- Retopology
- Baking
- Texturing





## Weapons

- Modeling
- Sculpting
- Baking
- Texturing





## Weapons

- Modeling
- Sculpting
- Baking
- Texturing





### Weapons

- Modeling
- Sculpting
- Baking
- Texturing





## Weapons

- Modeling
- Sculpting
- Baking
- Texturing





### Monastery & Cemetery

- Modeling
- Sculpting
- Baking
- Texturing





## Monastery & Cemetery

- Modeling
- Sculpting
- Baking
- Texturing





## Monastery & Cemetery

- Modeling
- Sculpting
- Baking
- Texturing

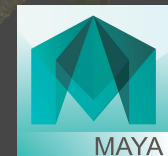


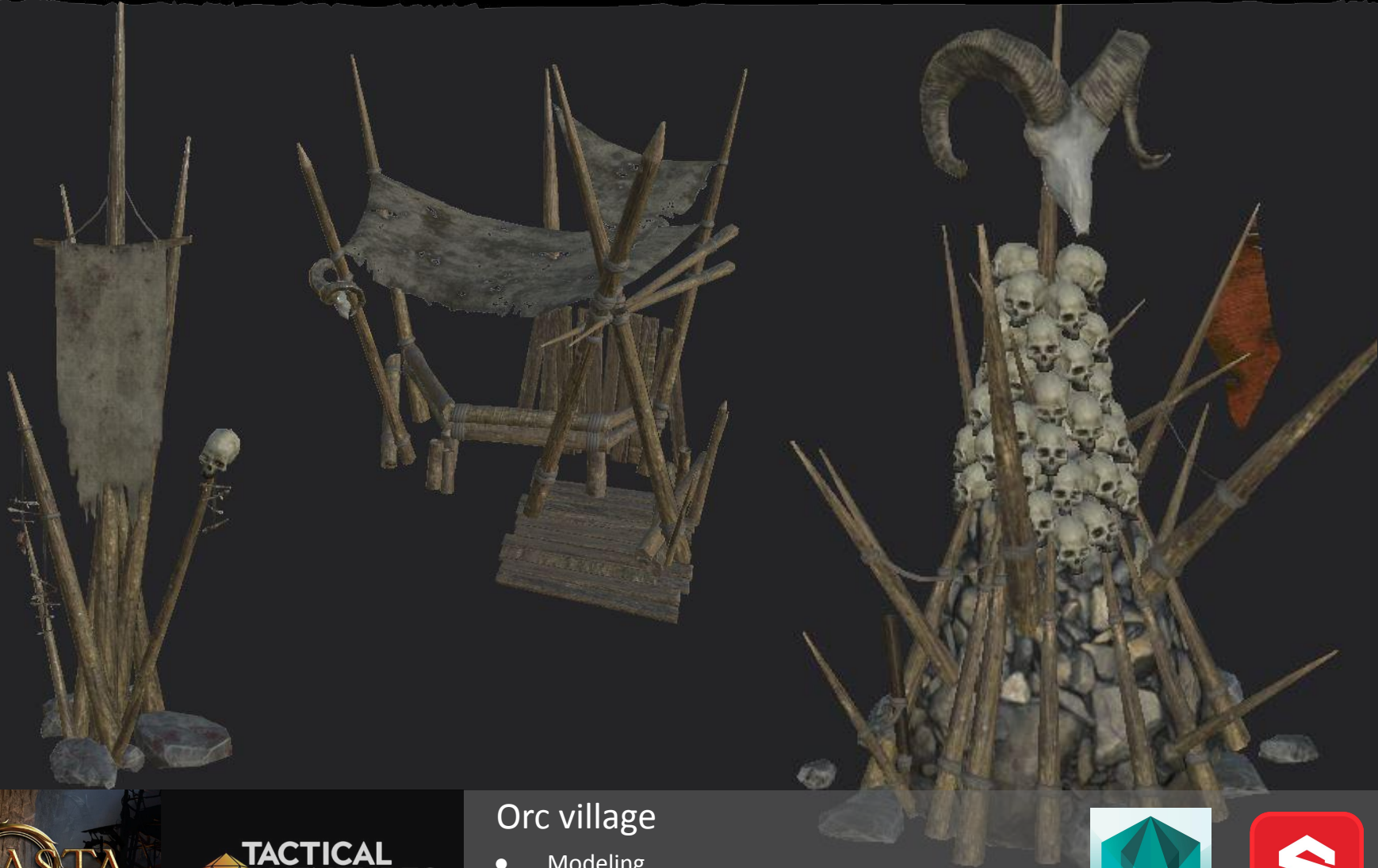




### Nature Blubs

- Modeling
- Sculpting
- Baking
- Texturing

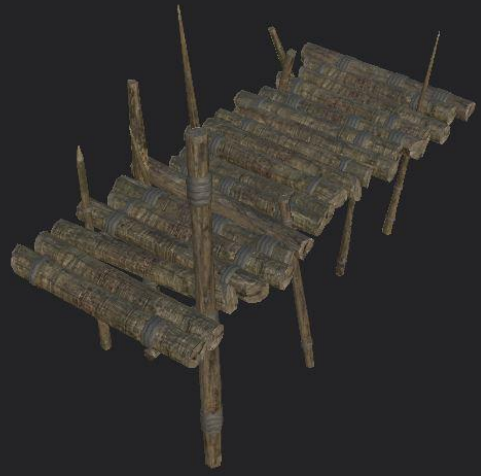




Orc village

- Modeling
- Texturing

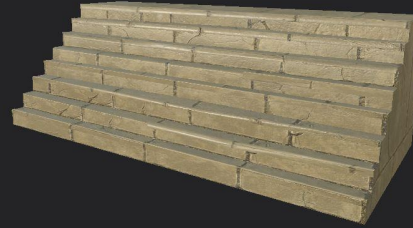




Orc village

- Modeling
- Texturing

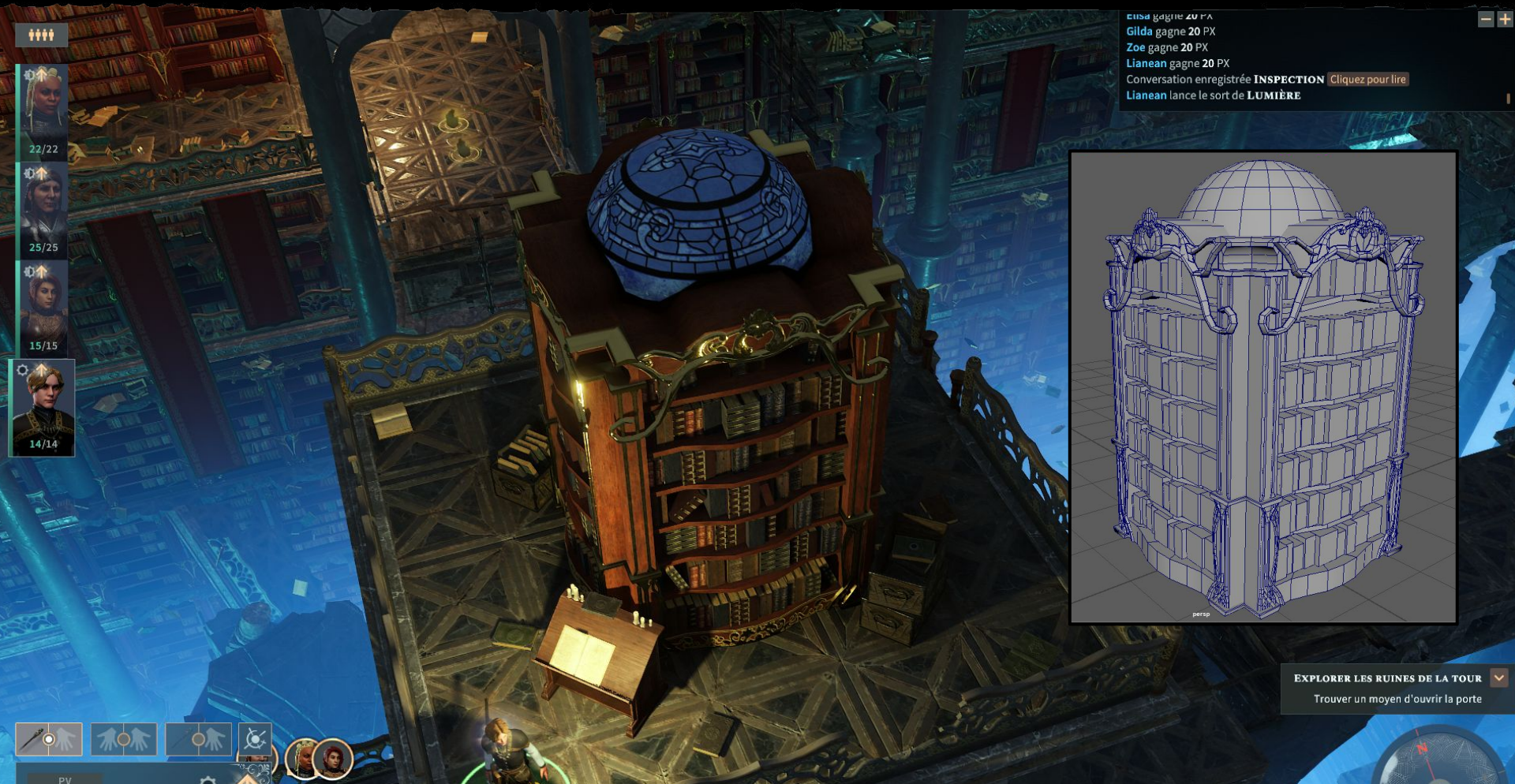




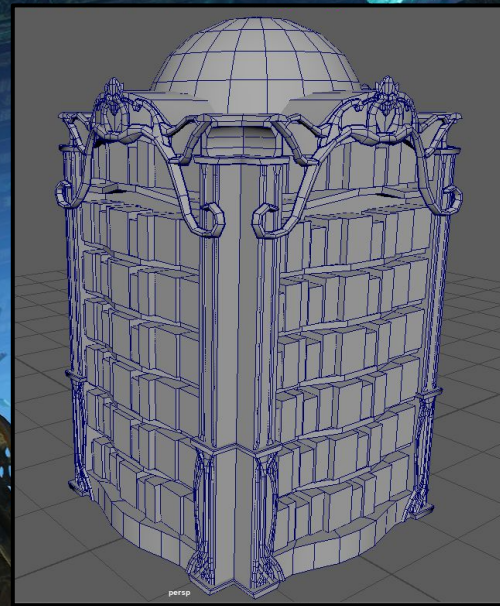
### Sewers

- Modeling
- Texturing





Eusa gagne 20 PX  
Gilda gagne 20 PX  
Zoe gagne 20 PX  
Lianeane gagne 20 PX  
Conversation enregistrée **INSPECTION** Cliquez pour lire  
Lianeane lance le sort de **LUMIERE**



EXPLORER LES RUINES DE LA TOUR  
Trouver un moyen d'ouvrir la porte

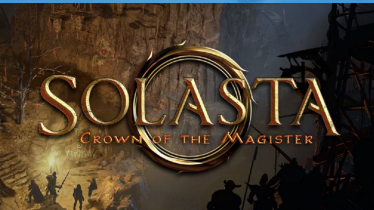


## Library

- Modeling
- Sculpting
- Baking
- Texturing



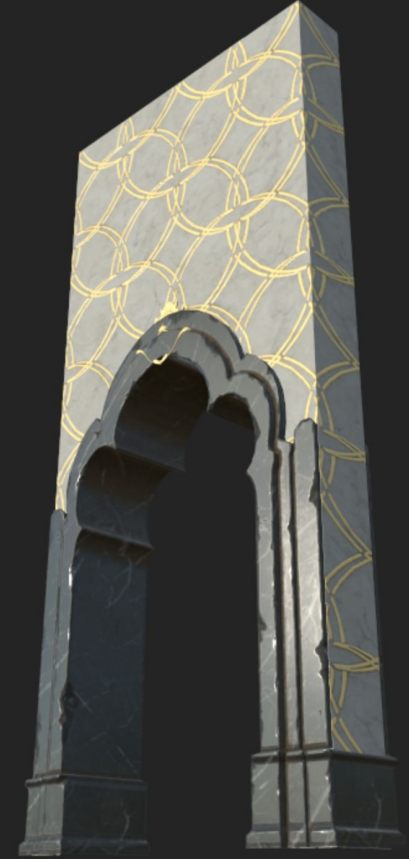
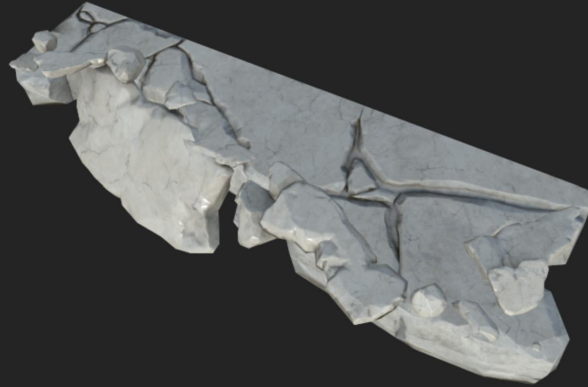
JOURNAL MENU



### Column

- Modeling
- Sculpting
- Baking
- Texturing

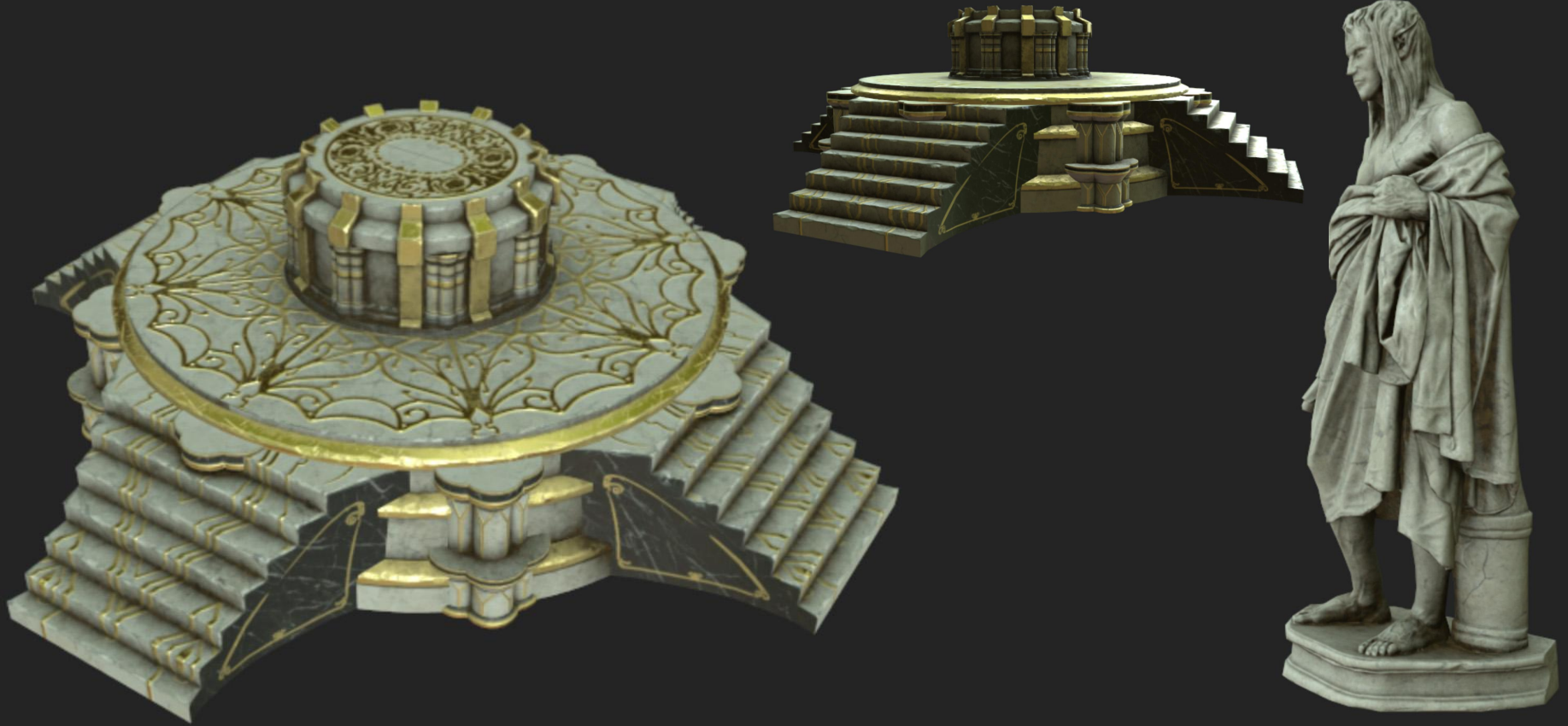




## Crown Room (All Assets)

- Modeling
- Sculpting
- Baking
- Texturing





Crown Room (All Assets)

- Modeling
- Sculpting
- Baking
- Texturing







## Crown Room (All Assets)

- Modeling
- Sculpting
- Baking
- Texturing





Crown Room (All Assets)

- Modeling
- Sculpting
- Baking
- Texturing





## Crown Room (All Assets)

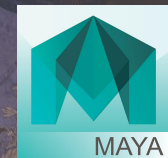
- Modeling
- Sculpting
- Baking
- Texturing

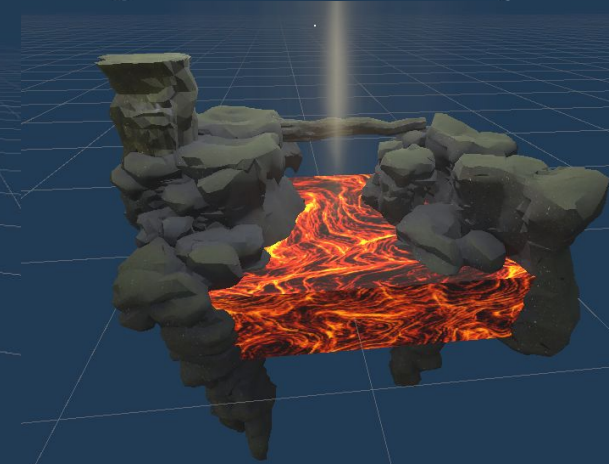
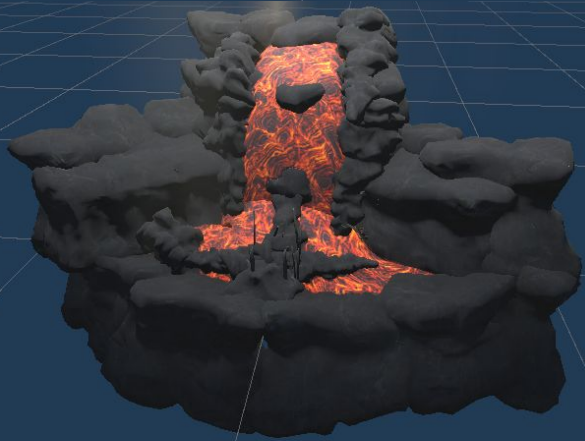
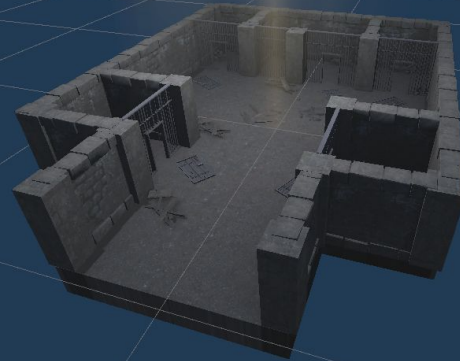




## Crown Room (All Assets)

- Modeling
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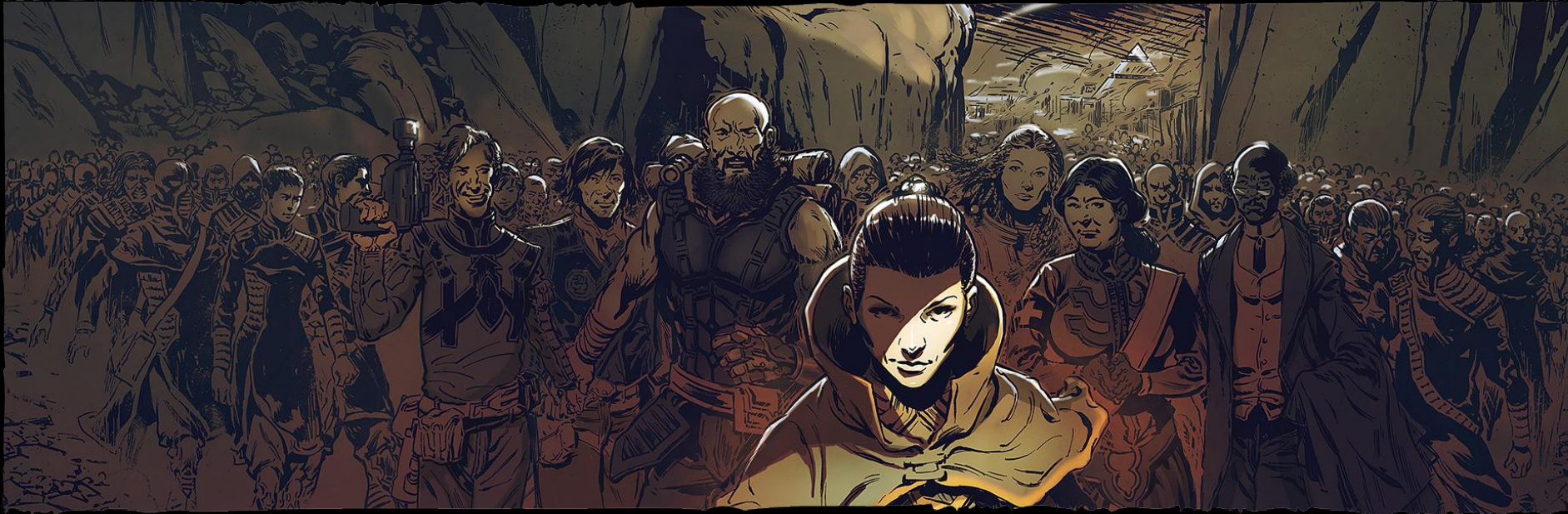


### World Map Icons

- Modeling
- Baking



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**Working Together**

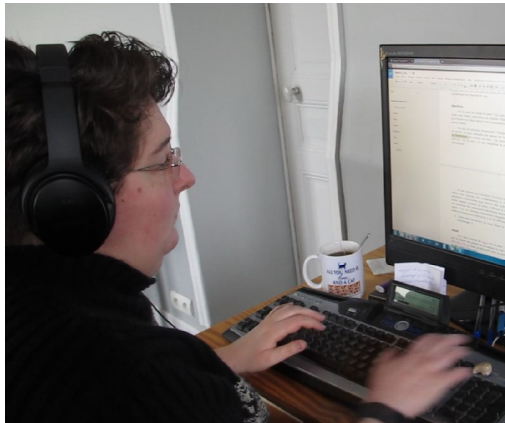
We talk French native & English business.

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!**



**Michael Bondu**

Business Director

0033 (0)6 22 05 39 92

**[contact@sweet-arsenic.com](mailto:contact@sweet-arsenic.com)**

**<https://www.linkedin.com/in/michaël-bondu/>**

**[www.sweet-arsenic.com](http://www.sweet-arsenic.com)**