Production Partnership

Who are we? Services • Game Design • 3D art

o Concept Art

o Narrative

o Musics & Sounds

Working together

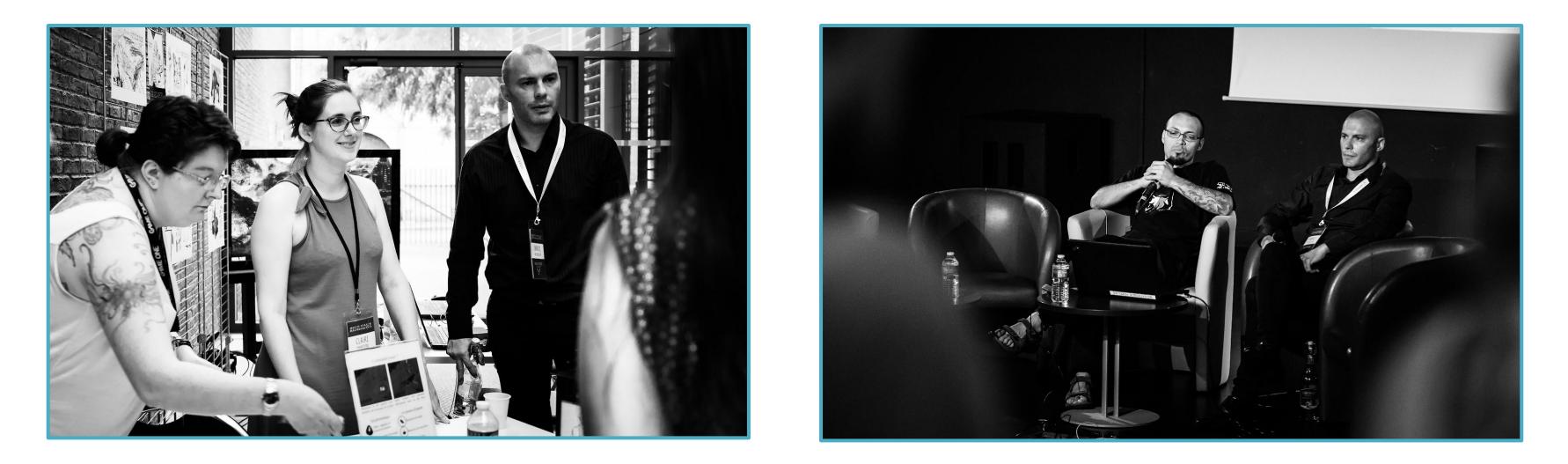


Creation: November 2016
Location: Paris, France
Studio: Full remote, France
Data center: France

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

• Who are we?

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.

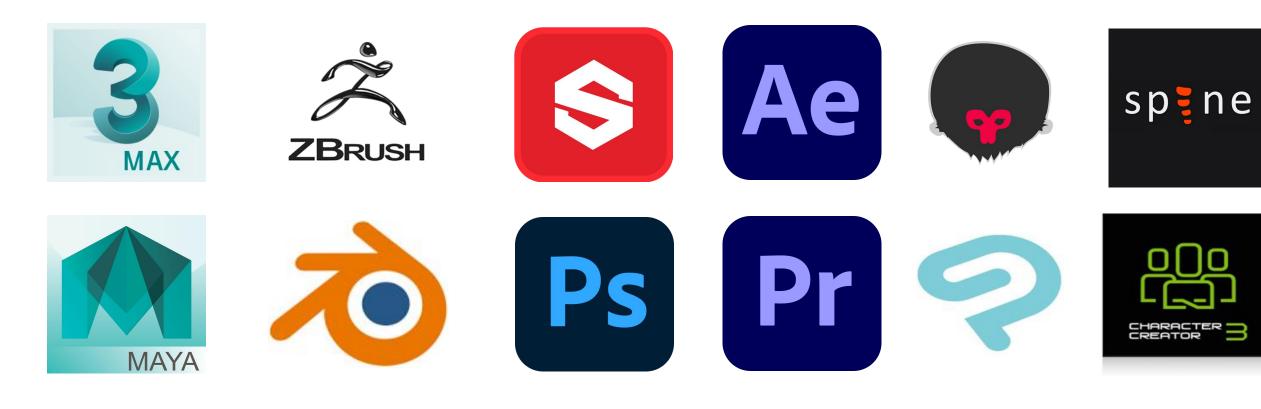


After creating several demos as well as launching an arcade game SpringBack, we worked as production partner with AA video game studios and are searching for other partnerships as work-for-hire.

Who are we?



Production Tools



Management Tools









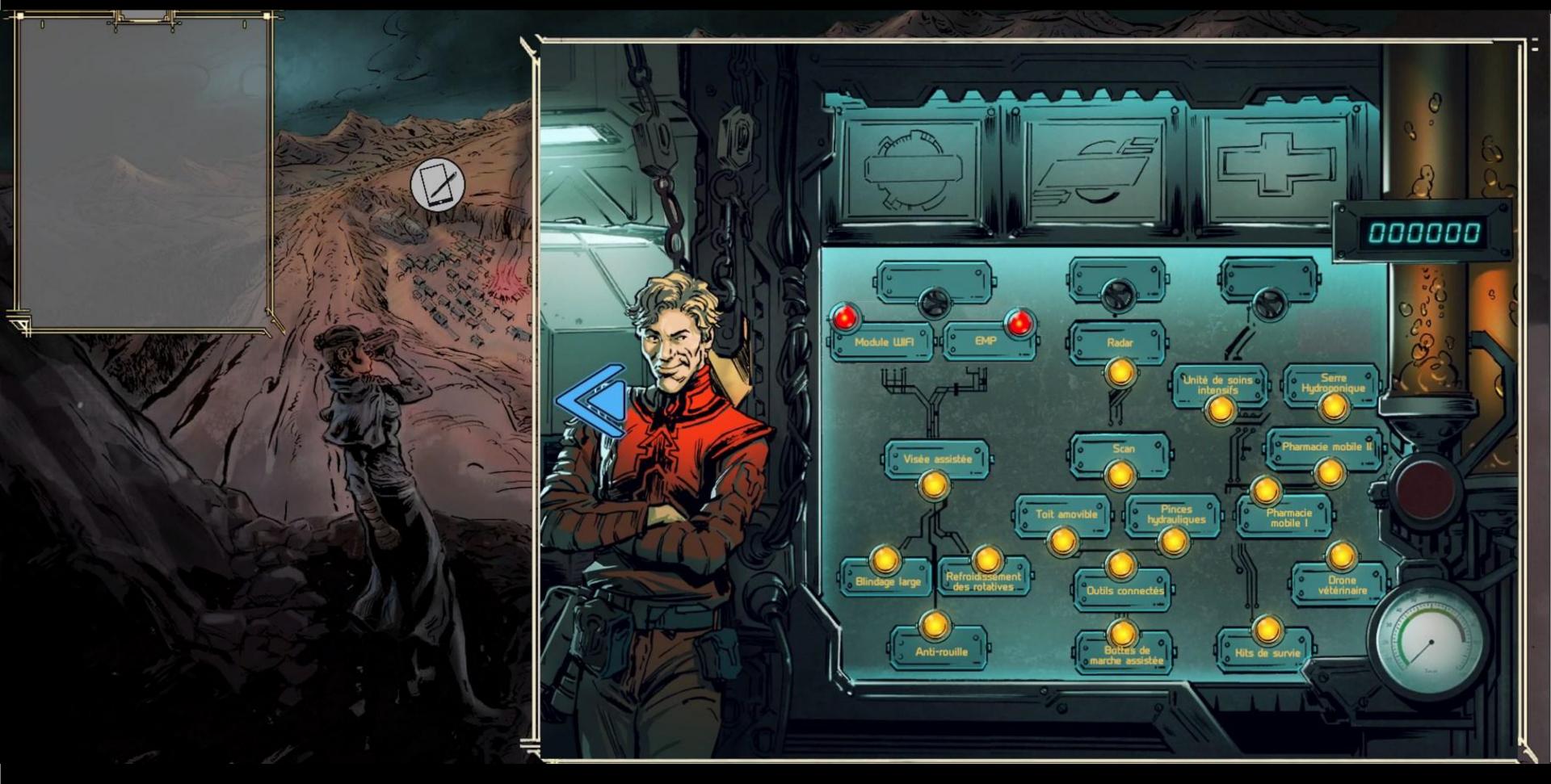


Services

o Game Design







Resilience Project | System Design | GDD | Balancing | UX | Molecular design | Kishotenketsu | Gamification

• Services | Game Design







Resilience Project | Narrative Design | Writing | World Design | Character Design | Branching & Narrative Dialogs

• Services | Game Design









Spring Back | Level Design | Blockmesh | Interactive Design | Balancing | Single/Multiplayer | Atomization

• Services | Game Design







Light Up | Level Design | Blockmesh | Interactive Design | Balancing | Single/Multiplayer | Atomization





Services

o 3D Art

"REBOOTING SYSTEM 24%

May 2020 - February 2023 we're production partner for :

Modeling
Baking
Sculpting
Retopology
Level Building



• Services | Work for hire

o 3D Pipeline Design
o 3D Pipeline Enhancement

ER







3D Character Design









3D Character Design







































3D Character Design









3D Character Design





































































































































3D Environment

































3D Environment



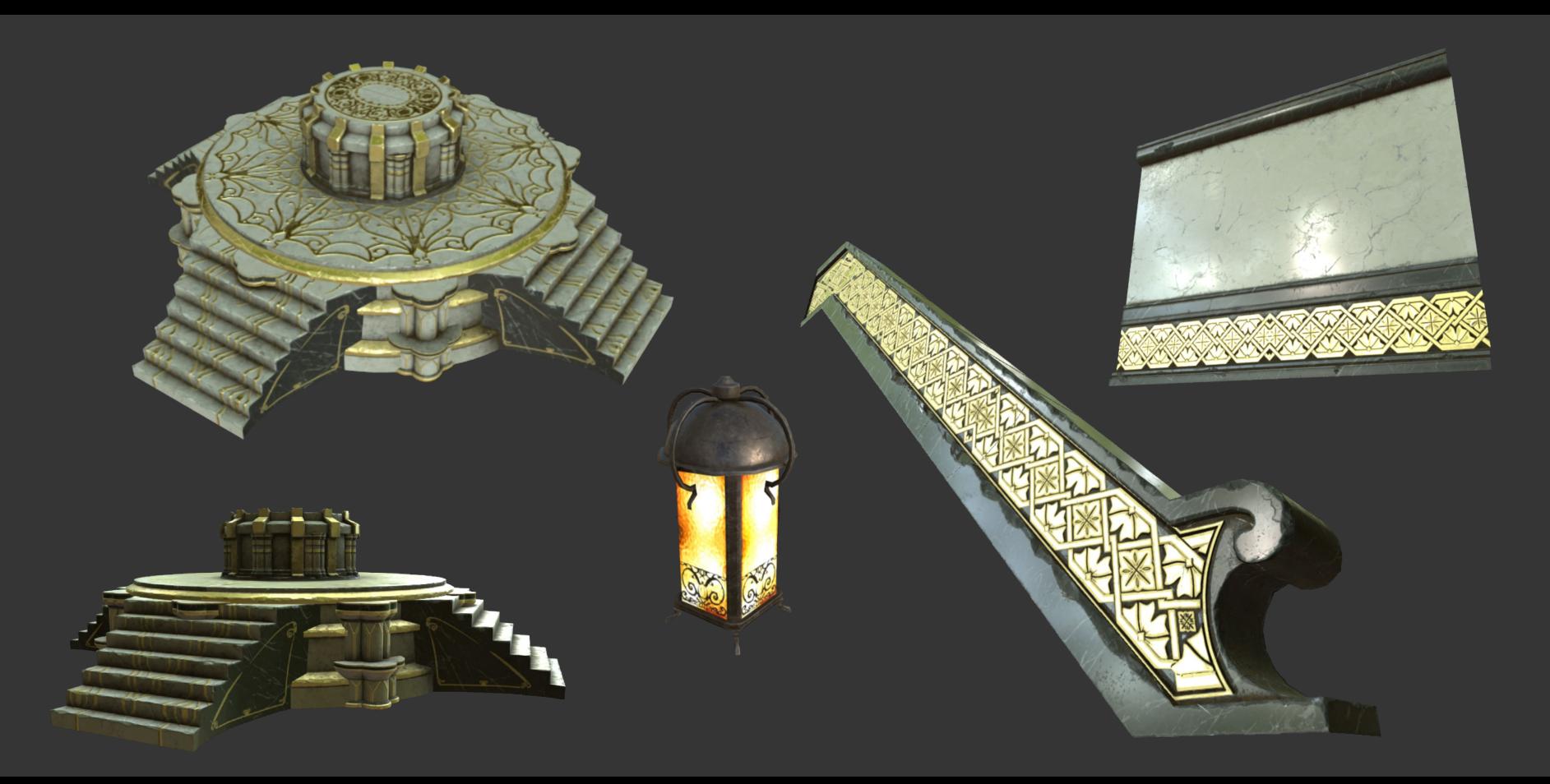






3D Environment















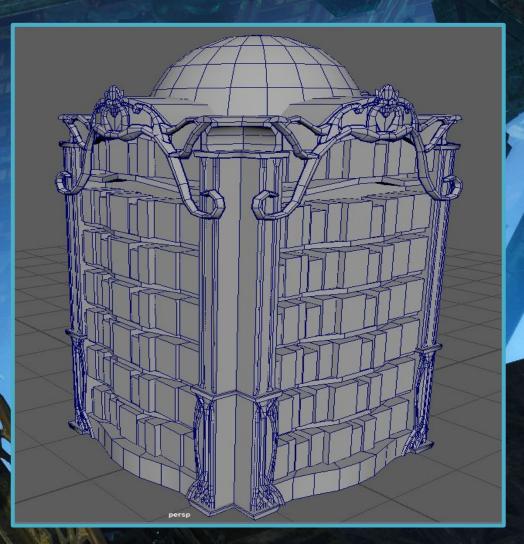






• Services | 3D Art

Lianean gagne 20 PX Conversation enregistrée INSPECTION Cliquez pour lire Lianean lance le sort de LUMIÈRE



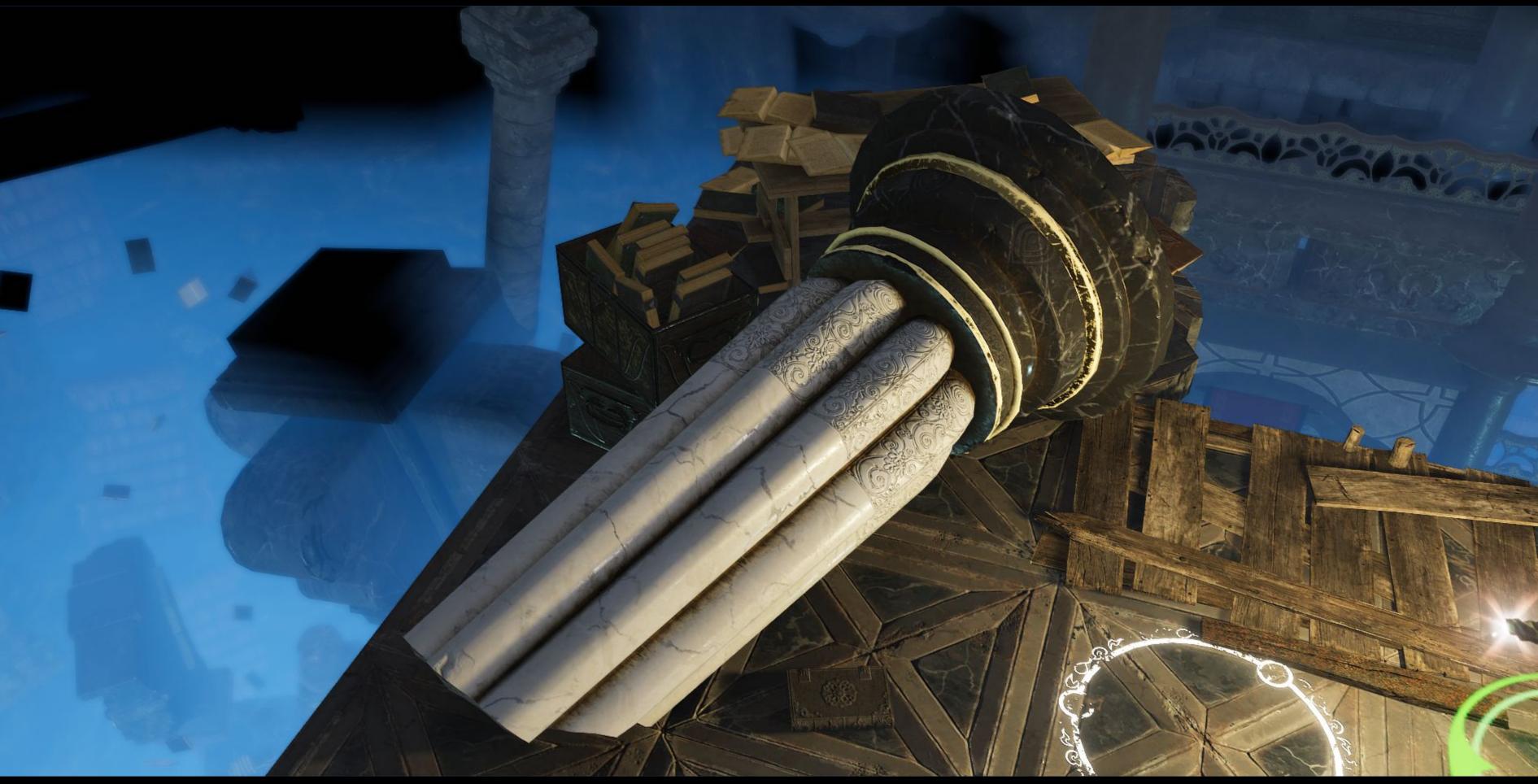
EXPLORER LES RUINES DE LA TOUR VINCE UN moyen d'ouvrir la porte























































LISTERANCEA THE TIME SHIFT WARRIOR

February 2022 - Septembre 2023 we're production partner for : • Modeling

o Sculpting

o Level Art

o Lightning



• Services | Work for hire











• Services | 3D Art

Cobjectif actuel Accèdez à la Haute-Ville de Mayura











• Services | 3D Art

Accèdez à la Haute-Ville de Mayura













• Services | 3D Art

Trouvez Kehör dans la Haute-Ville de Mayura











• Services | 3D Art

XXXXX

Au camp, parlez à Grennos











• Services | 3D Art

Objectif actuel Atteignez la ville de Balara









3D Environment

• Services | 3D Art

Objectif actuel Trouvez Kehör au temple de Bala















• Services | 3D Art

🚸 Objectif actuel

Arrivez au Palais Royal de Balara et sauvez Kehör

























• Services | 3D Art

🚸 Obj

Téléportez vous à la Porte dés Profondeurs pour amener le cube à Kehör,













3D Environment

• Services | 3D Art

Objectif actuel

Trouvez un cube dans le temple de Kham pour ouvrir la grande porte









3D Environment

• Services | 3D Art

Objectif actuel

Suivez la trace d'Arya dans les Laboratoires











• Services | 3D Art

Objectif actuel Allez au site du rituel et stoppez la folie d'Arya



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

ModelingSculptingRetopology



• Services | Work for hire

BakingTexturing

SK GARD







3D Character Design















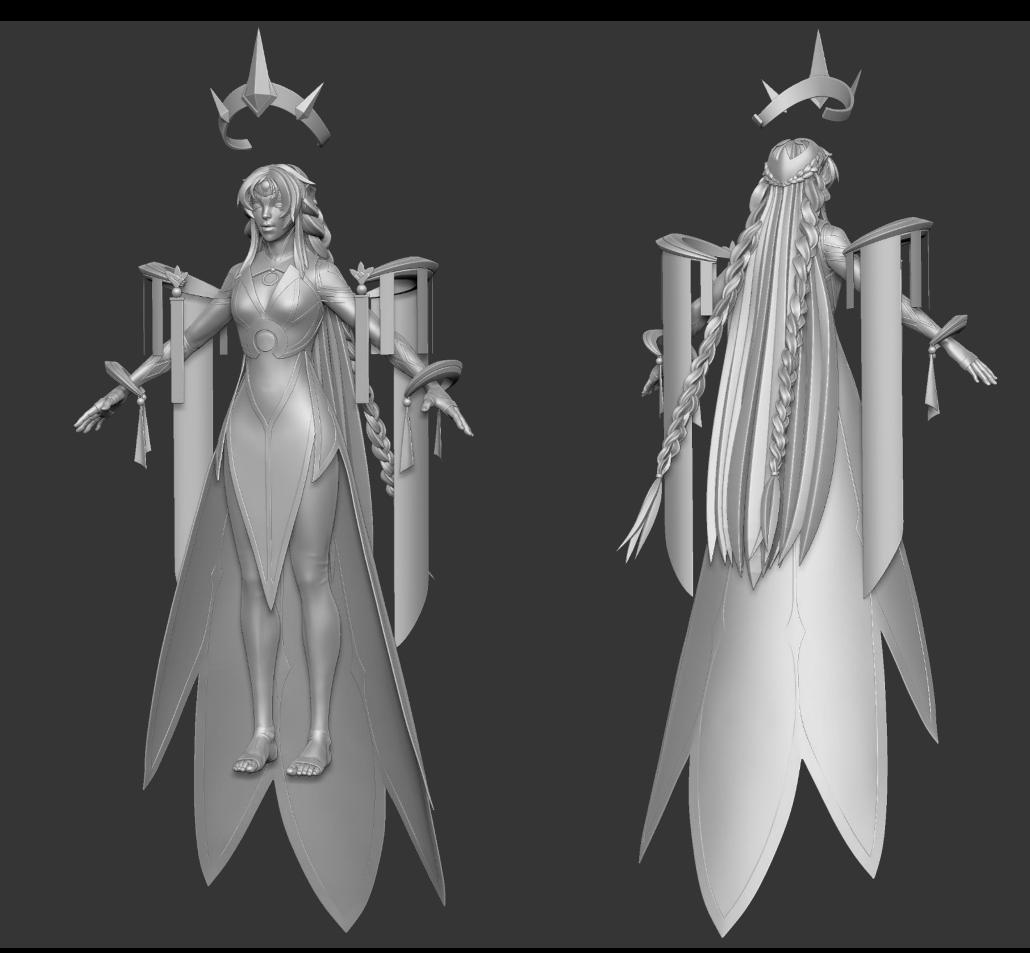














SKY

GARD A R E N A







Concept Art | Illustrations

Sylvain Guinebaud

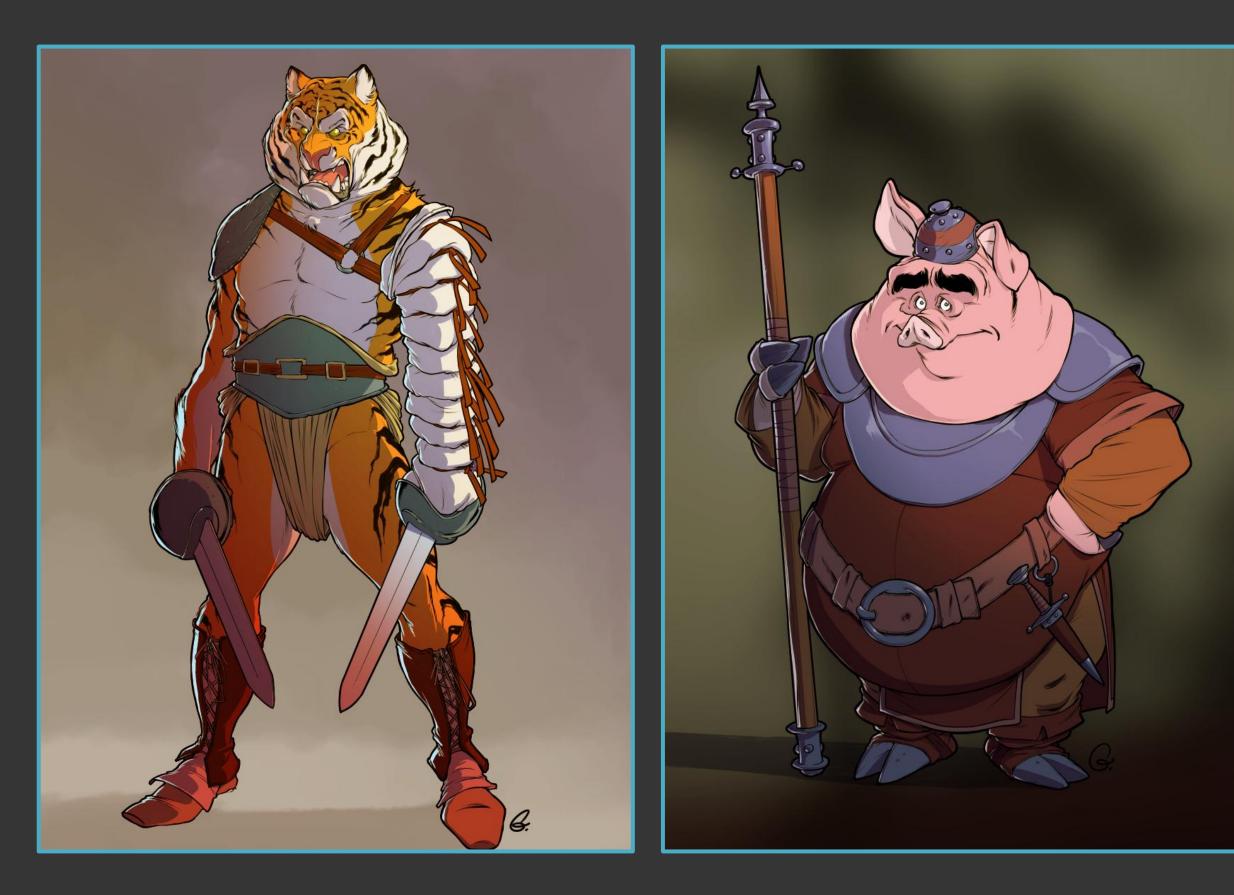




SYLVAIN GUINEBAUI IRT/DAVID CHAUVEL

Editions Delcourt

• Services | Concept Art



Character Design

• Services | Concept Art





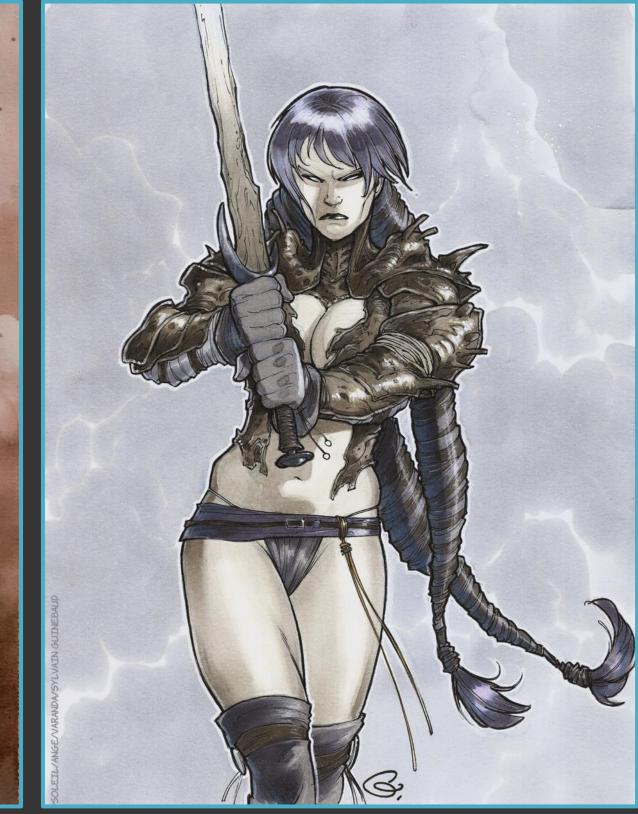
Character Design

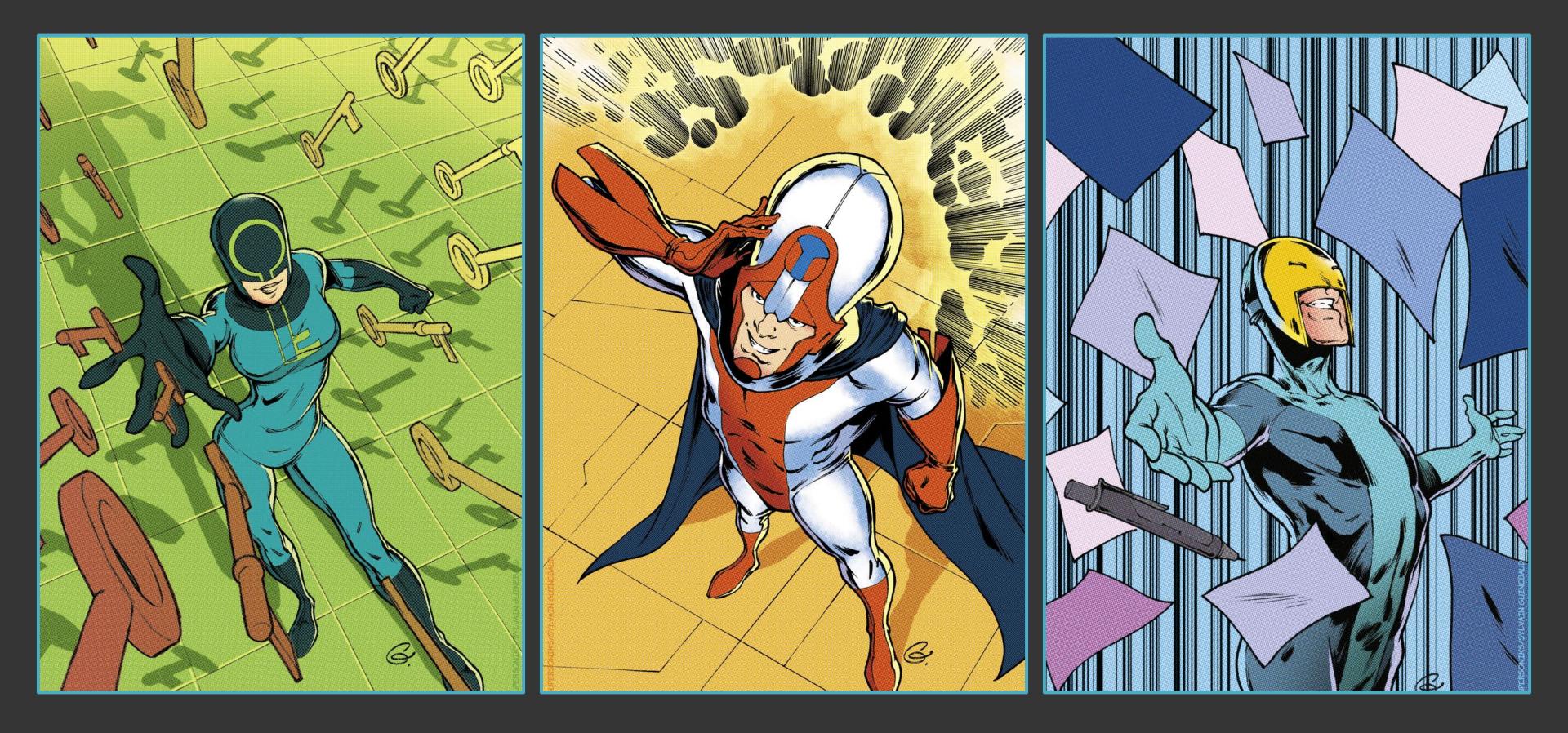
• Services | Concept Art



Éditions Delcourt | Illustration 1 & 2 | Éditions Soleil | Illustrations 3

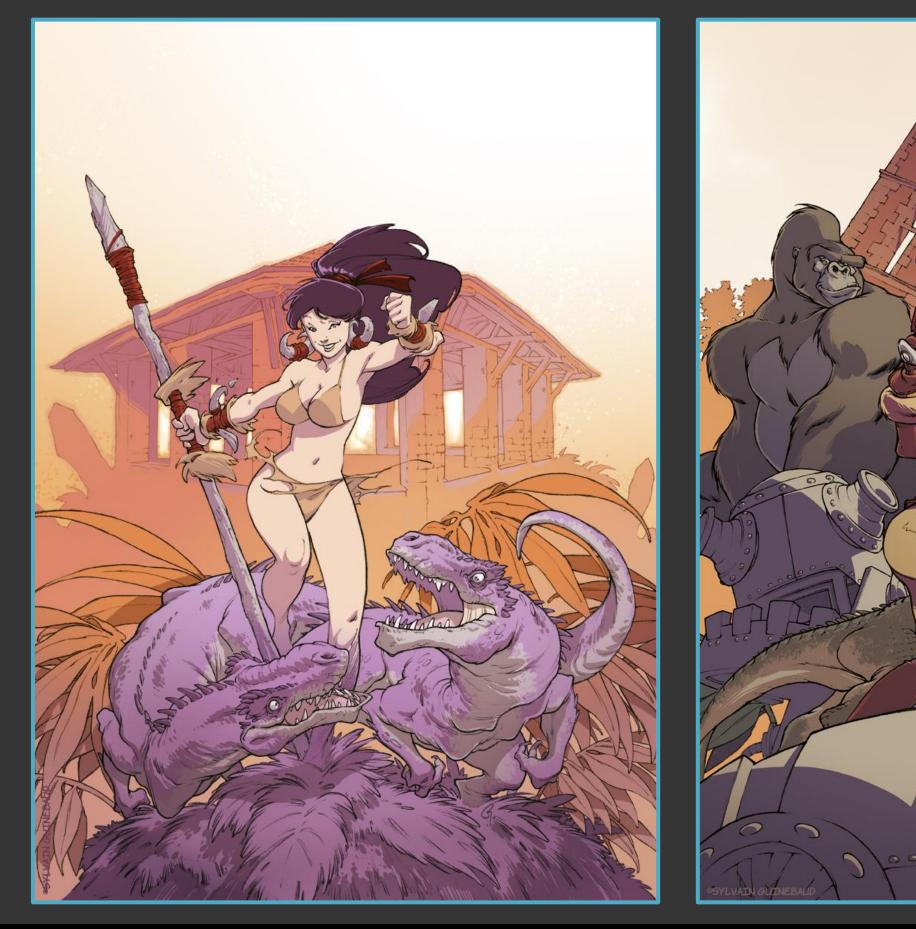
• Services | Concept Art





Supersoniks | Illustrations 2016

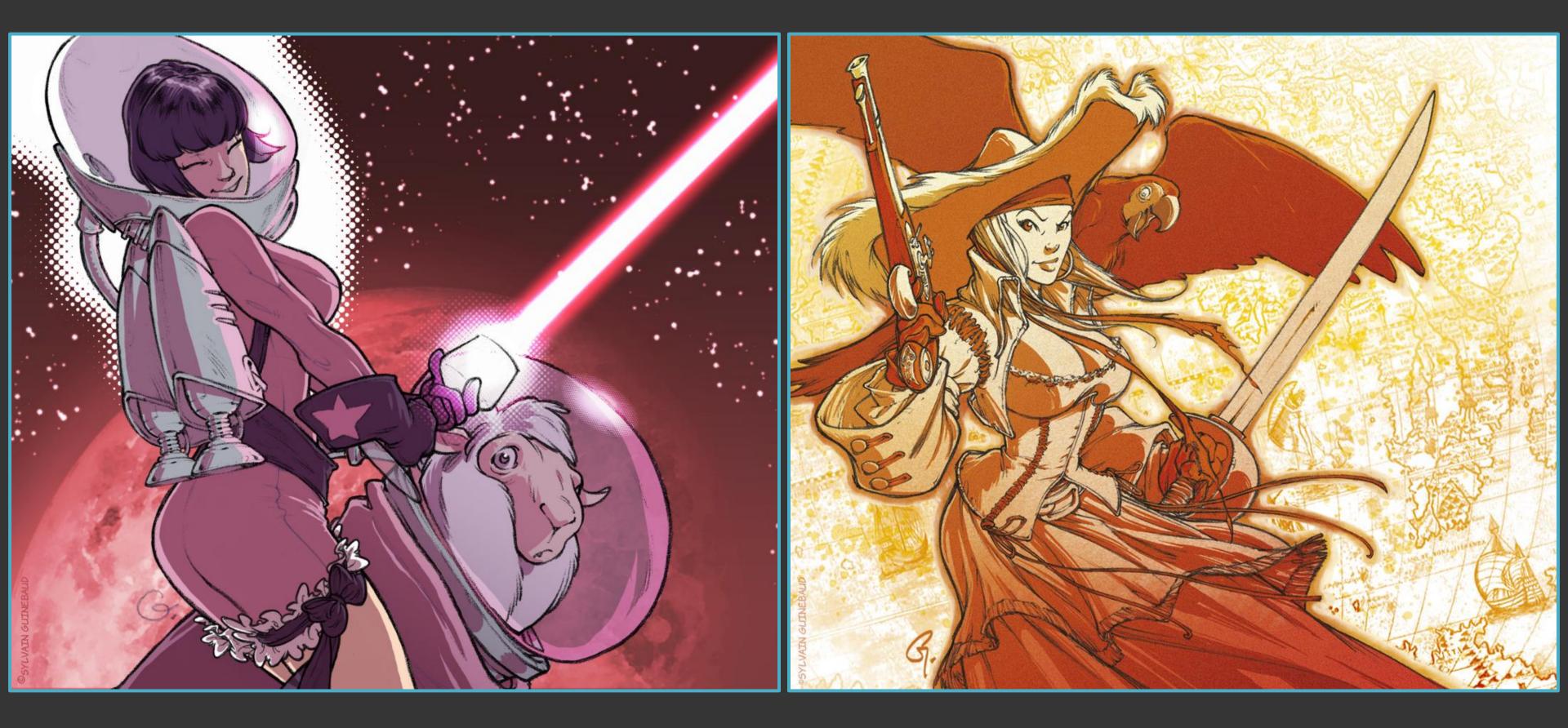
• Services | Concept Art



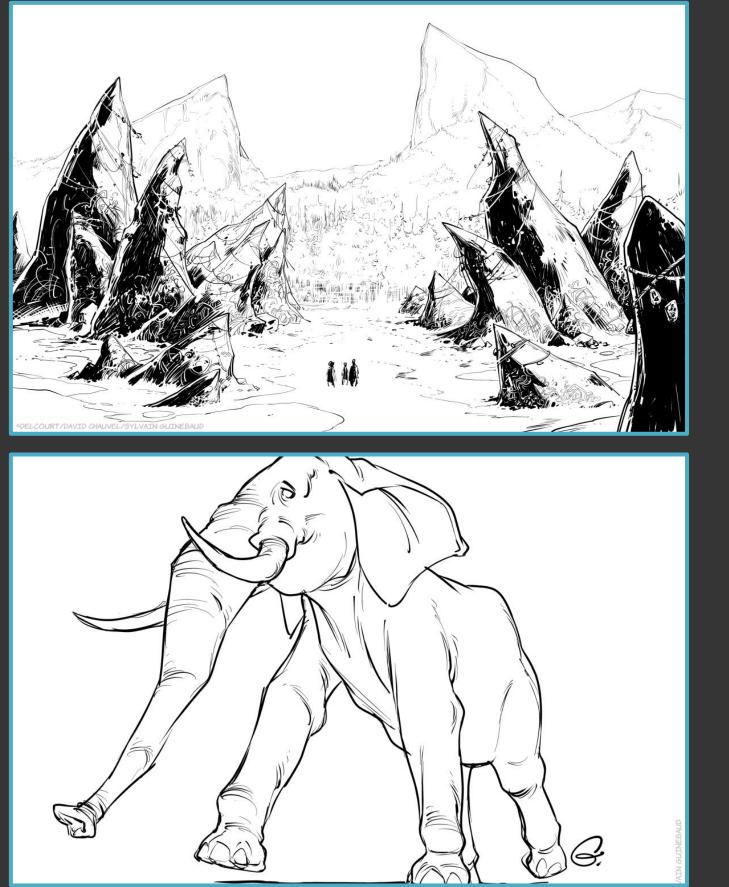
Affiches festival | Martel 2012 | Bulles En Val 2011

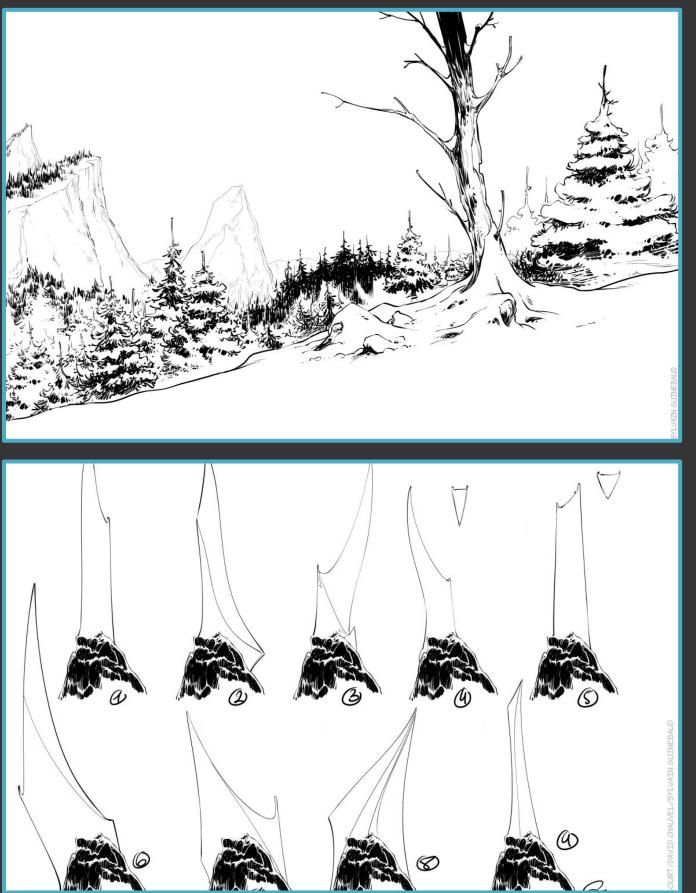
• Services | Concept Art





• Services | Concept Art

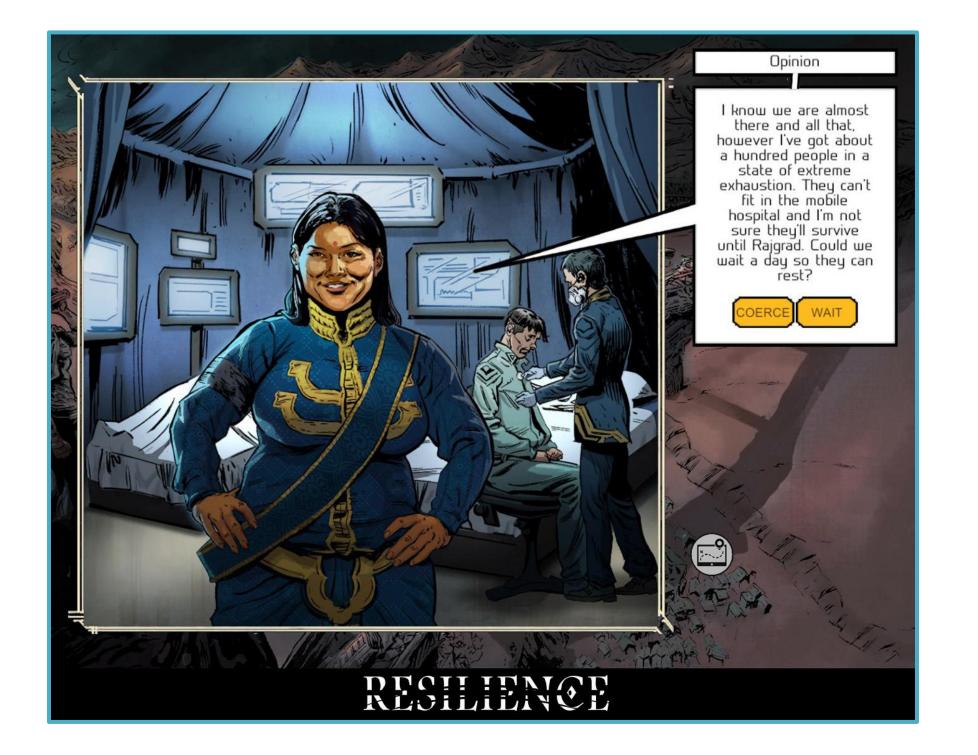


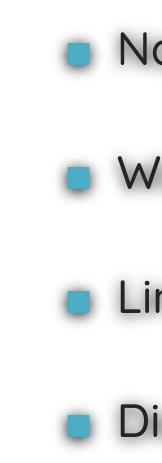


• Services | Concept Art

- Services
 - o Writing









Narrative Design

World / Character Design

Linear / Branching Stories

Dialogs

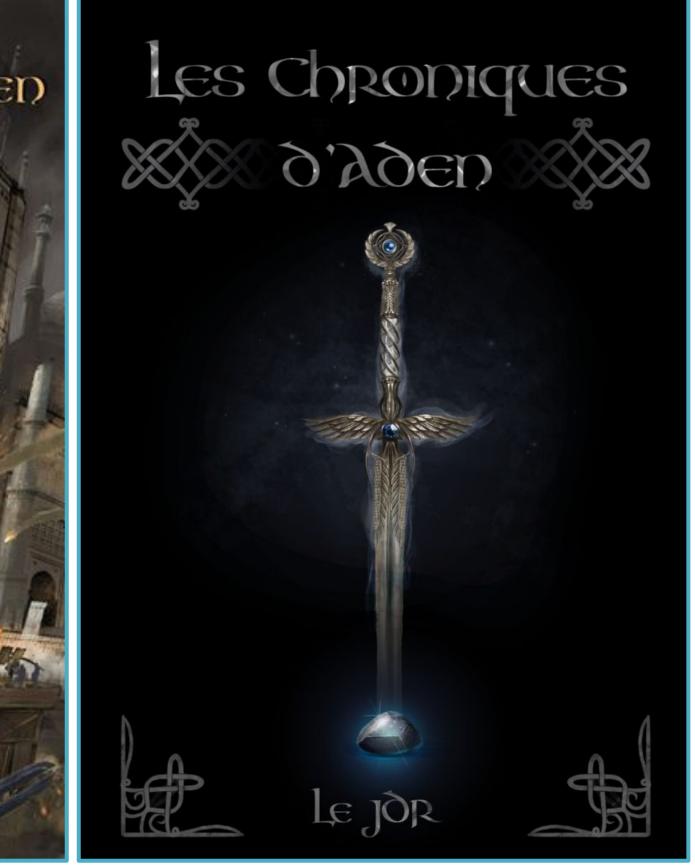


André Royès

Éditions Baude aire André Royès Les Chroniques d'Aden La cité éternelle

1010000000

• Services | Writing (FR Only)



Written by Frédéric Soyer

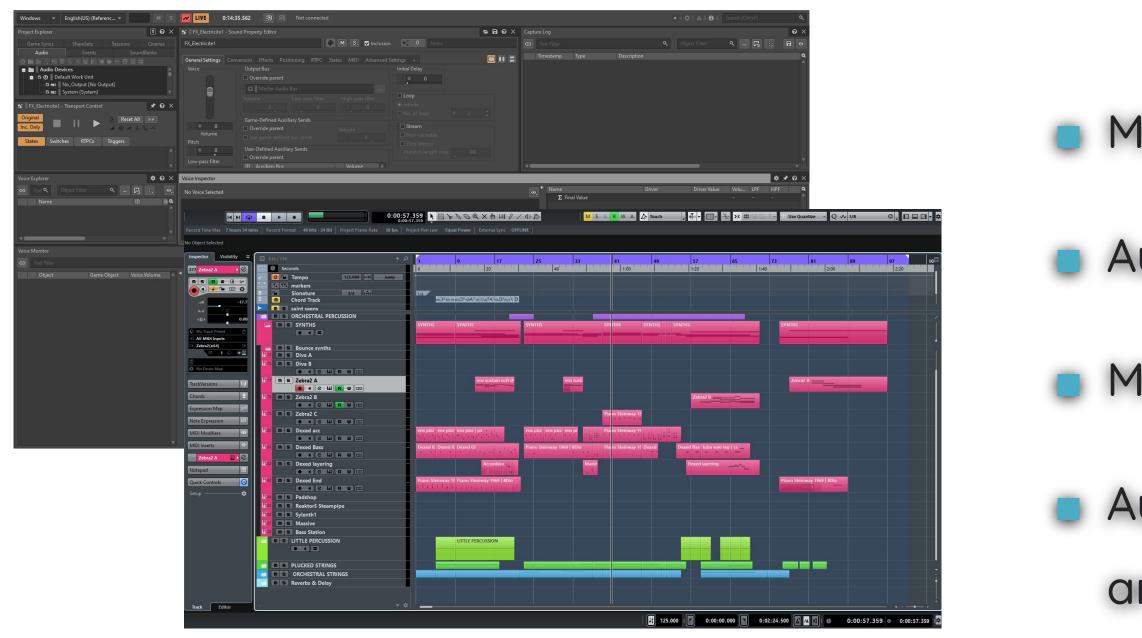


Services

Music composition & audio design

Alder Her





• Services | Musics & Sounds

- 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 Arsenic

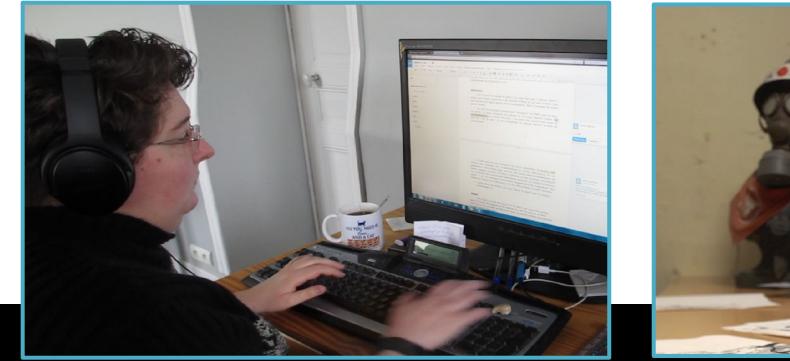
• Services | Musics & Sounds

Violinist Yelena Yergoryan has worked as a recording artist for Sweet

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.





Working together



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 https://www.linkedin.com/in/michaël-bondu/ www.sweet-arsenic.com

• Working together