



RUNES STUDIO

PRESENTATION DOCUMENT



WHAT WE OFFER?

EXPERIENCE

Experience in AA or Indie
productions



QUALITY

High quality multiplayer or
solo game



PRODUCTION

Controlled budget and
production plan



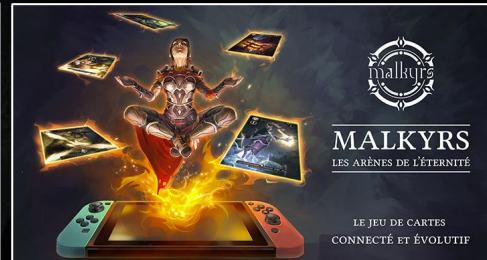


THE TEAM'S PREVIOUS WORK

▼ gamedesign



▼ development



▼ artistic direction



▼ IA



▼ vfx | animations





SOME EXAMPLES OF WHAT WE CAN DO

MULTIPLAYER OR SOLO
BRAWLER ARENA GAMES



HACK 'N' SLASH
AND TOP DOWN GAMES



INFILTRATION
GAMES



COLLECTIBLE CARDS
GAMES





FOCUS ON PAST PROJECT

MALKYRS

Released in 2016 and sold exclusively in France, the game was a hybrid physical and virtual card game that allowed players to upgrade and trade physical NFC cards.

SOME FIGURES FROM FRENCH MARKET

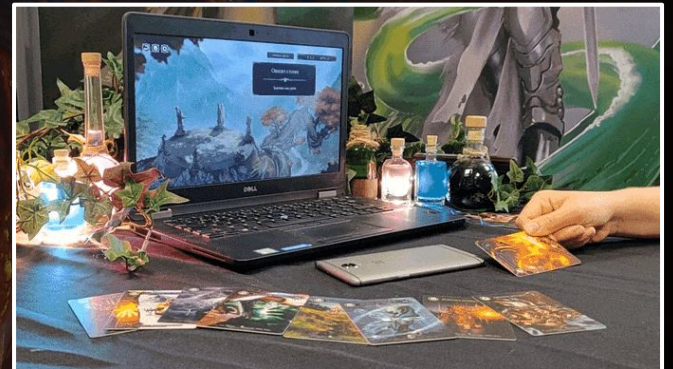
Ranked mode | Tournament mode | Regular liveops contents

2M Game played

1 M physical cards sold

240€ avg annual spending for players

70h avg time by player





WHAT WE OFFER?

PROFILES	TASK
MANAGEMENT	
Producer	Product owner, production supervision
Artistic direction	Creation of the artistic direction of the project and management of the associated teams
Game Director	Creating the user experience of the product. Responsible for user perception.
SENIOR PRODUCTION	
Unreal 4 & 5 Developer	Implementation of Unreal development projects
Unity Developer	Implementation of Unity development projects
Concept artist	Visual character research, environment and promotional illustration.
Game Design & Level design	Creation of the experience concepts and the layout of their levels
Sound Design	Creation of sound environments adapted to the project
Music composition	creation of new dedicated music
FX artist	Creation of special effects
UI Artist	Creation of user interfaces adapted to the project
Environment 3D	Complex 3D model, lightning
PRODUCTION	
Environment 3D	3D model and environment creation
Character 3D	Creation of 3D characters or 3D creatures to be animated
Unity Developer	Unity development
Unreal Developer	Unreal development
Animation	Creation of rigging and animations

The image shows a lush, stylized game environment. A large, leafy tree dominates the upper left. A path or clearing leads through the scene, illuminated by a soft blue glow and scattered with glowing blue particles. Several small, brown, pot-like objects are visible on the ground. The overall aesthetic is artistic and atmospheric, with a focus on natural elements and magical lighting. In the top right corner, there is a small white icon resembling a lightning bolt or a stylized 'F'.

PRODUCTION EXEMPLE

STYLIZED GAME



PRODUCTION EXEMPLE

REALISTIC HACK N SLASH



OUR CONTACT

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