

REVANCHE  
Studio

For your demo or full game project, get in touch with us : <https://revanche.studio>



# Art direction and Concept art

We provide a thorough art direction process to give color to your projects and guide your pre-production, through iterative **concept art creation.**







## 3D Art and Game Production

Our multi-talented team of senior 3D game developers will drive your **game or prototype** to unexpected highs.





# Meet the core team



Julien Sosthène  
Engineer



Clément Fortuné  
Concept Artist



Samuel Monneau  
Lead Artist  
3D Animator



Benjamin Perrot  
Tech artist  
VFX artist



Antoine Leclerc  
Environment artist  
Material Artist



Revanche studio is a team of senior independent developers specialized in game production.  
This document aims to give an overview of our workflow and showcase our skills.

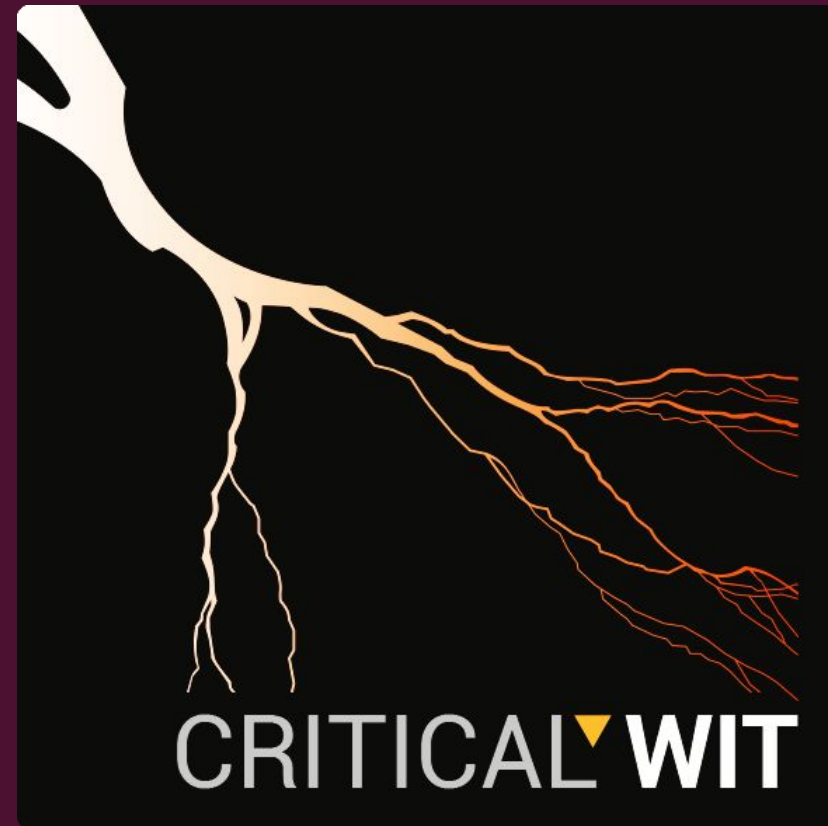
You can also benefit from our extended network of french game developers (producer, sound designer, composer, game designer, various artists and programmers).



## Current Partners

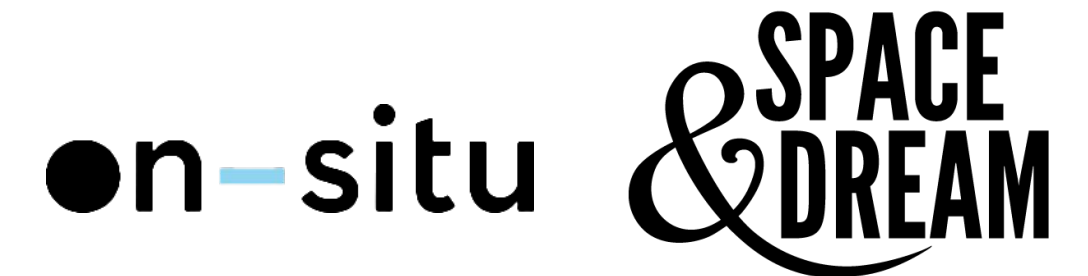


## And past Companions



Critical Wit is a writing, editing, narrative consulting and VO studio.

With them, we developed the demo of a narrative game named AI Confidential.







# Our engineering workflow

**Brief**

**Engine and Tools**

**Custom Tooling needs**

**System Design**

**Coding and QA**

Choose the **right tools** for the job

Determine which **custom tools** need to be developed for your project (engine plugins, asset transformation pipelines, custom asset types, design tools, narrative tools, etc.)

Design a **strong, modular architecture** for the game's gameplay and UI systems

The whole team participates in **QA** in an **iterative process**



Julien Sosthène  
Software  
Engineer



# Our technical toolbox

## Game engine Versatility

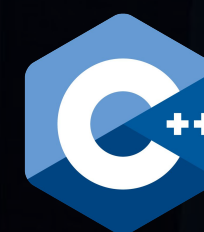


UNREAL  
ENGINE



Three.js or  
custom

## We speak your Language(s)



## Engineering goes Beyond gameplay

GLSL & HLSL shaders, custom tooling & engine plugins, asset pipelines, console porting, Mobile Gaming, web exports and interactivity with a website, multiplayer game server... you name it! We have done it before.





# Our Concept Art workflow

## We put our art in service of Your ideas

Concept art production requires a thorough research process. We provide **art direction guidance** during this step to find together the right style for your ambitions.



Clément Fortuné  
Concept Artist

### Brief

First call :

- Style intentions
- Emotional aim
- Technical frame

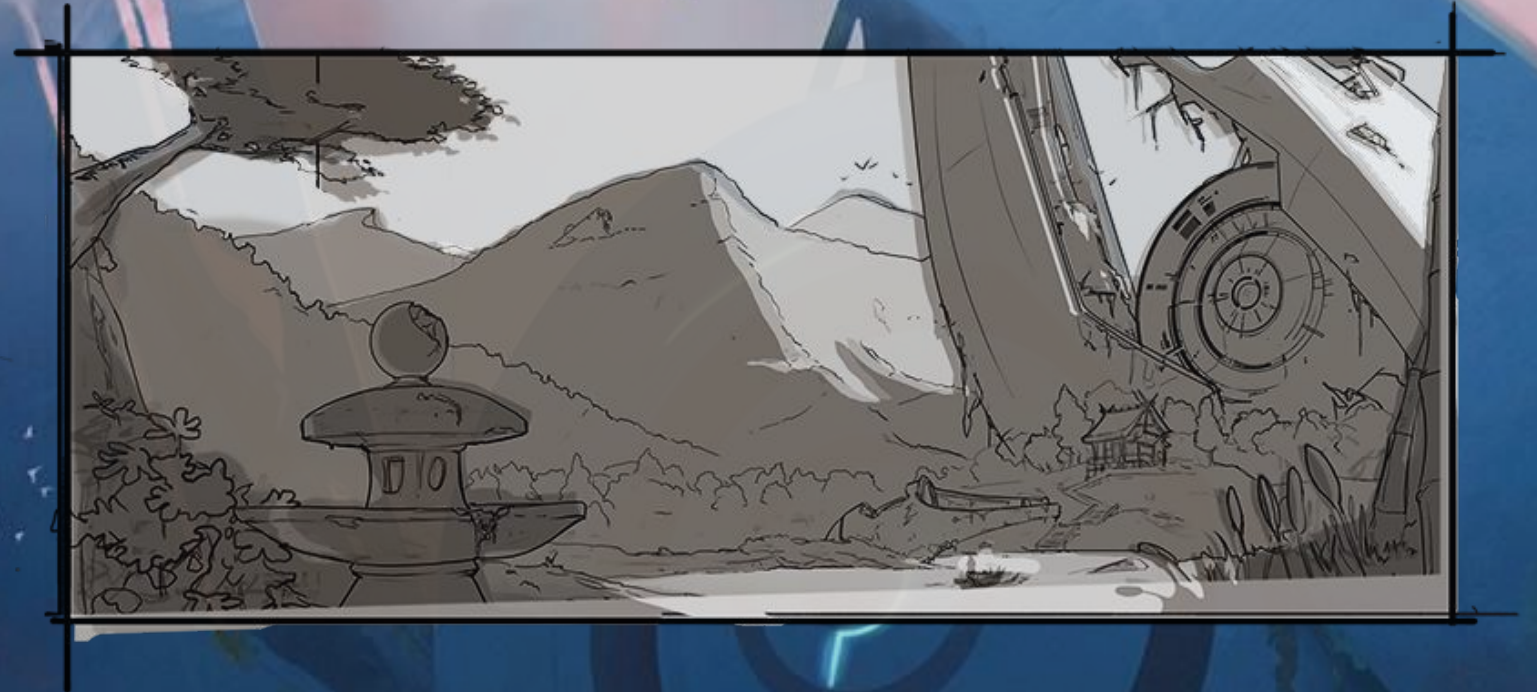
### Research

- Inspiration
- Moodboard
- References
- Planning



## And we work together towards your vision

Through our **feedback-led iterative process**, we create striking in-depth concept arts that will serve as foundation for the 3D production.

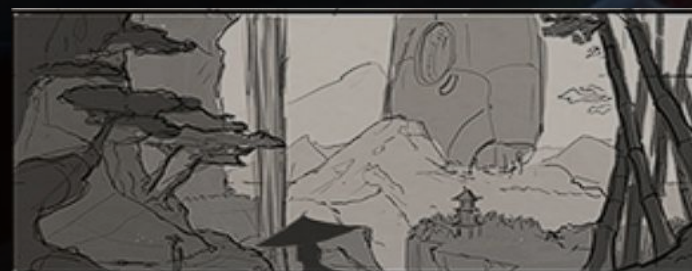
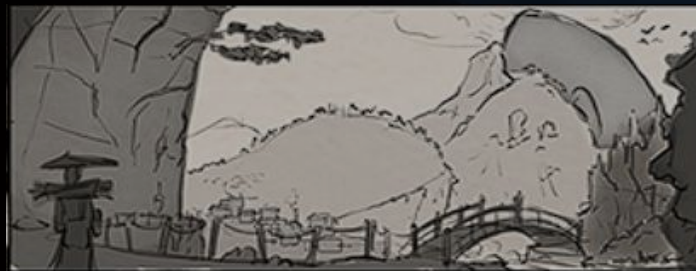


Sketching

Feedback

Iteration

Delivery



To 3D Department





# Our 3D Art workflow

## Concept art



- Attributing tasks
- Scheduling milestones
- Planning two Weekly calls

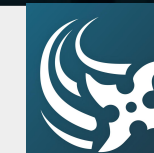
## Production management

## Lead artist



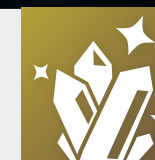
- Sculpting
- Retopology
- Texturing
- Rigging
- Animation

## Tech art



- VFX
- Lighting and integration
- Tool development
- Procedural creation

## Environment art



- Modeling & Sculpting
- Procedural texturing
- Level art
- Optimisation

## No one is an island

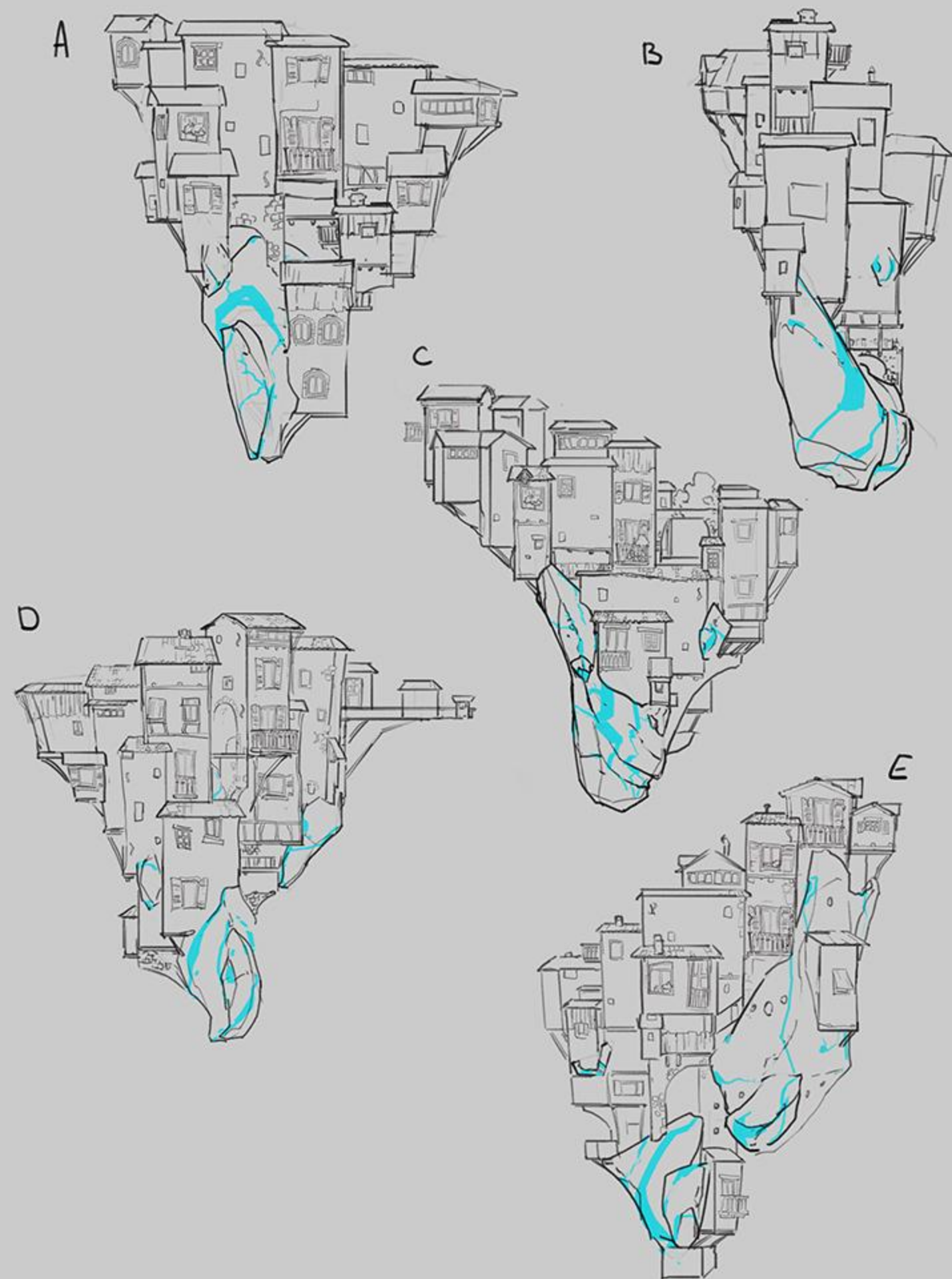
Our 3D production workflow is flexible as each expert benefits from the other ones skills & experience.

Through cooperation with game designers and engineers, this creates an iterative process prone to **innovation and reactivity.**









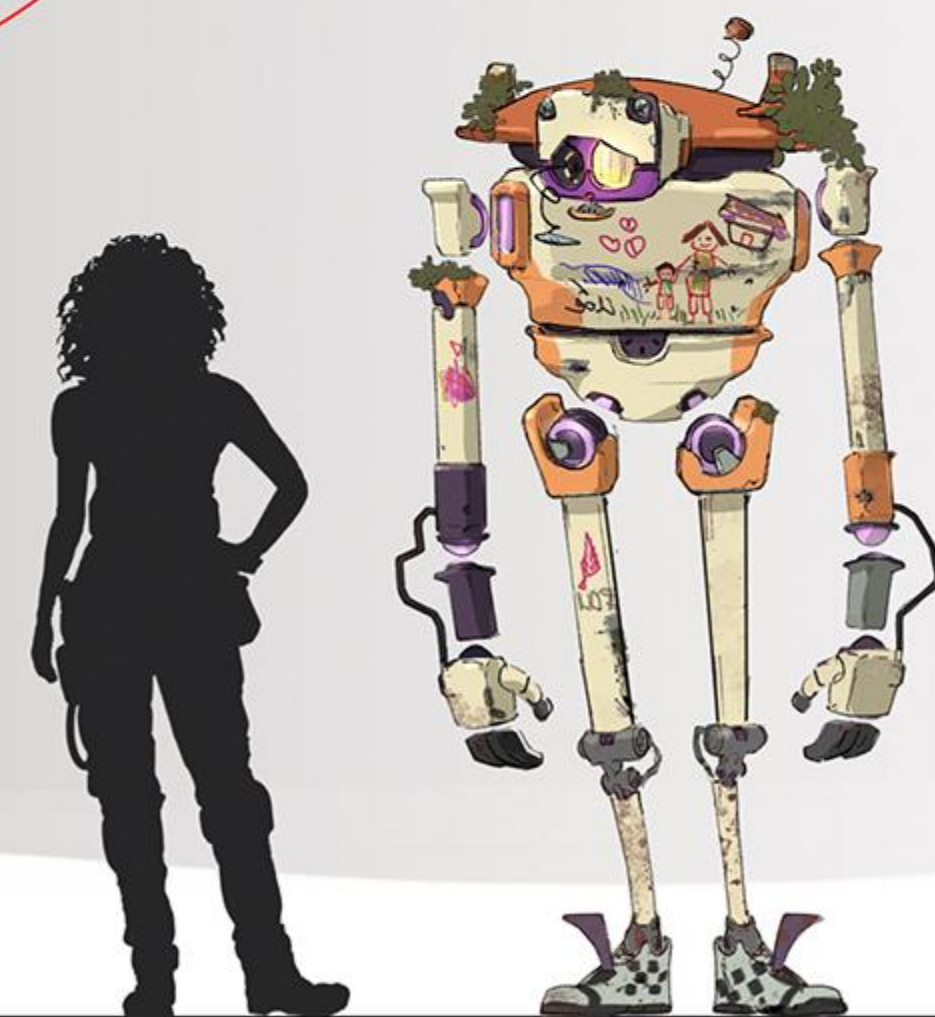
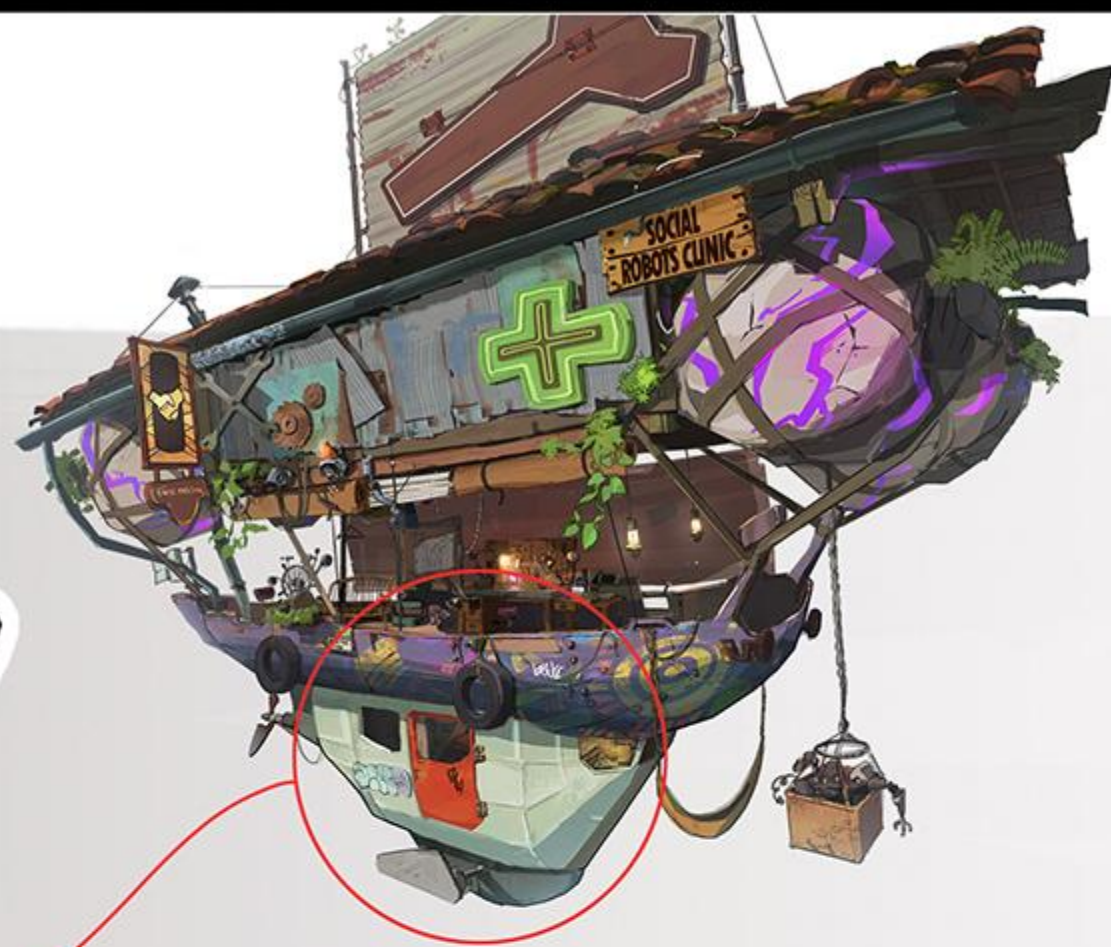




































Need a talented team ? Let's talk !  
**contact@revanche.studio**



<https://revanche.studio>

