

SWEET ARSENIC

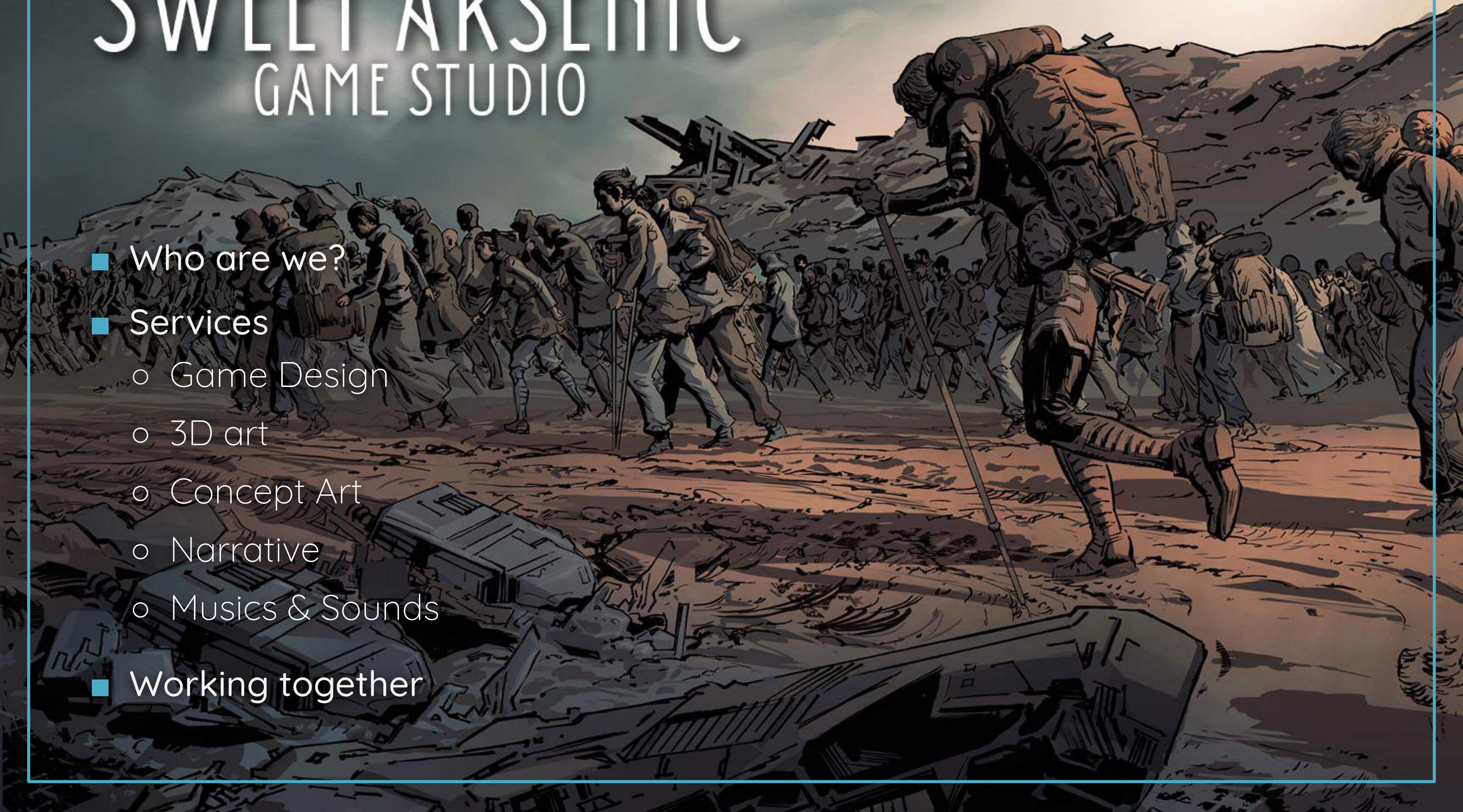
GAME STUDIO

Production Partnership

SWEET ARSENIC

GAME STUDIO

- 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



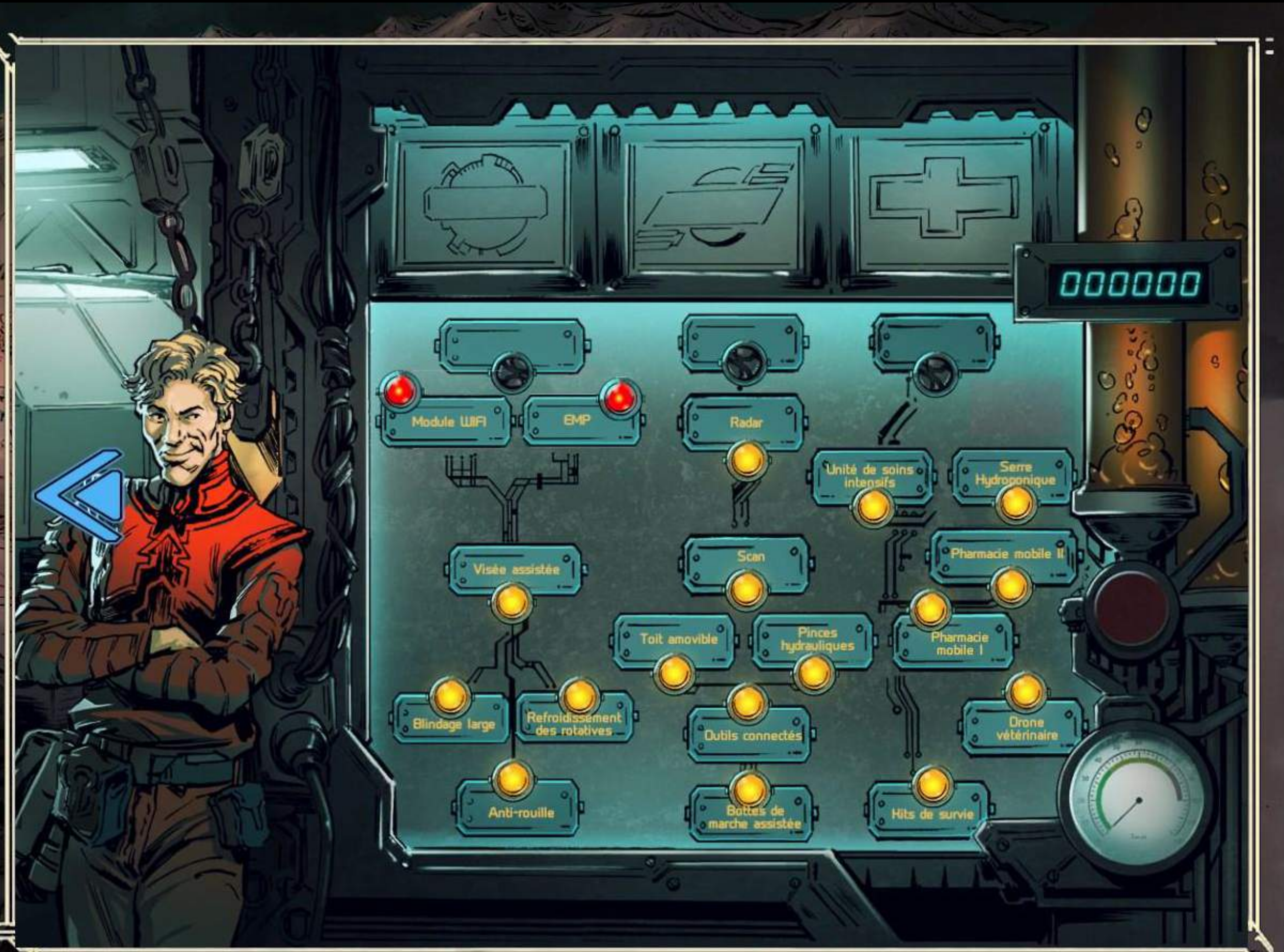
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GAME STUDIO

- Services

- Game Design











SWEET ARSENIC

GAME STUDIO

- Services

- 3D Art



SOULASTA

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



























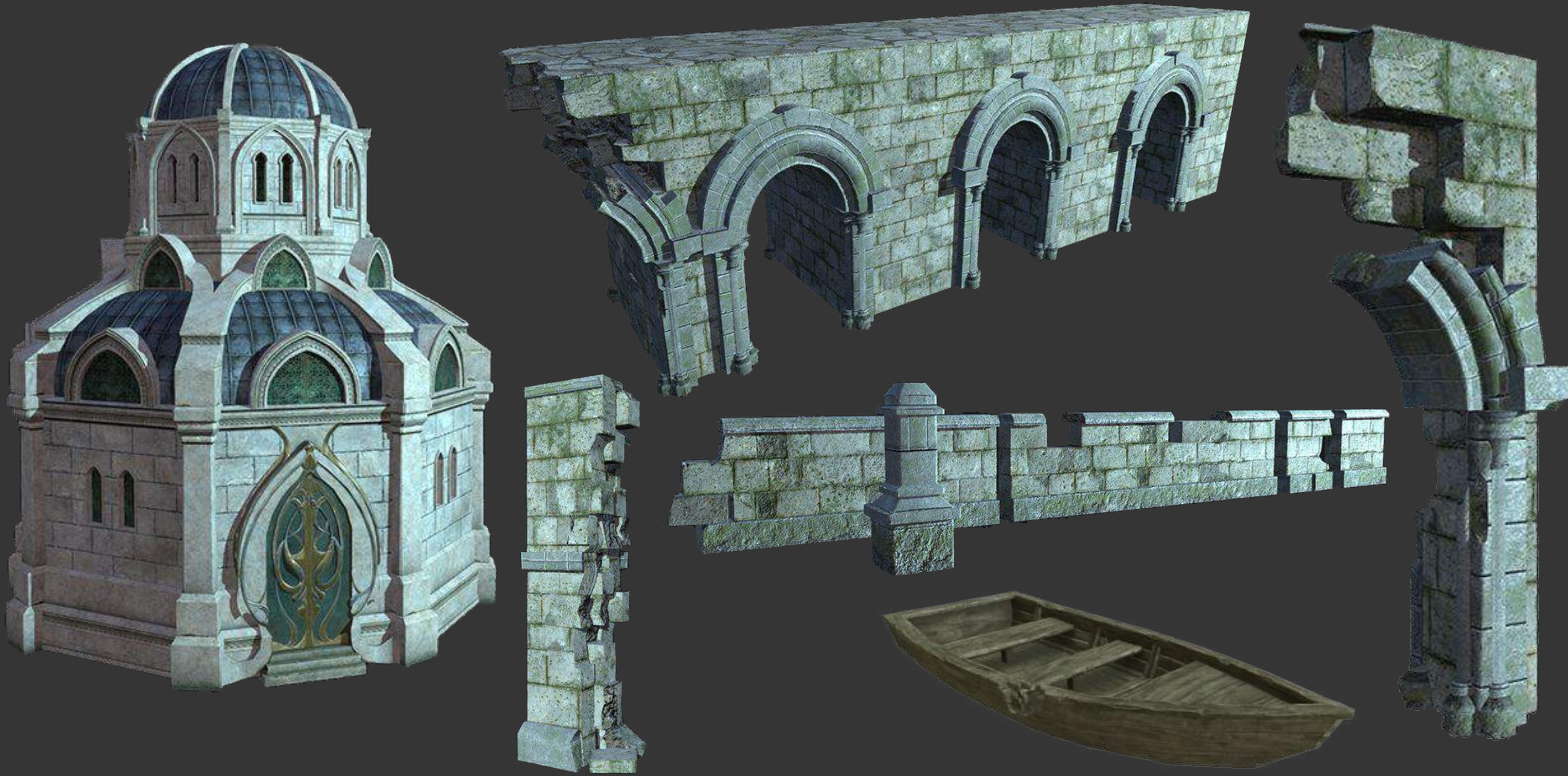




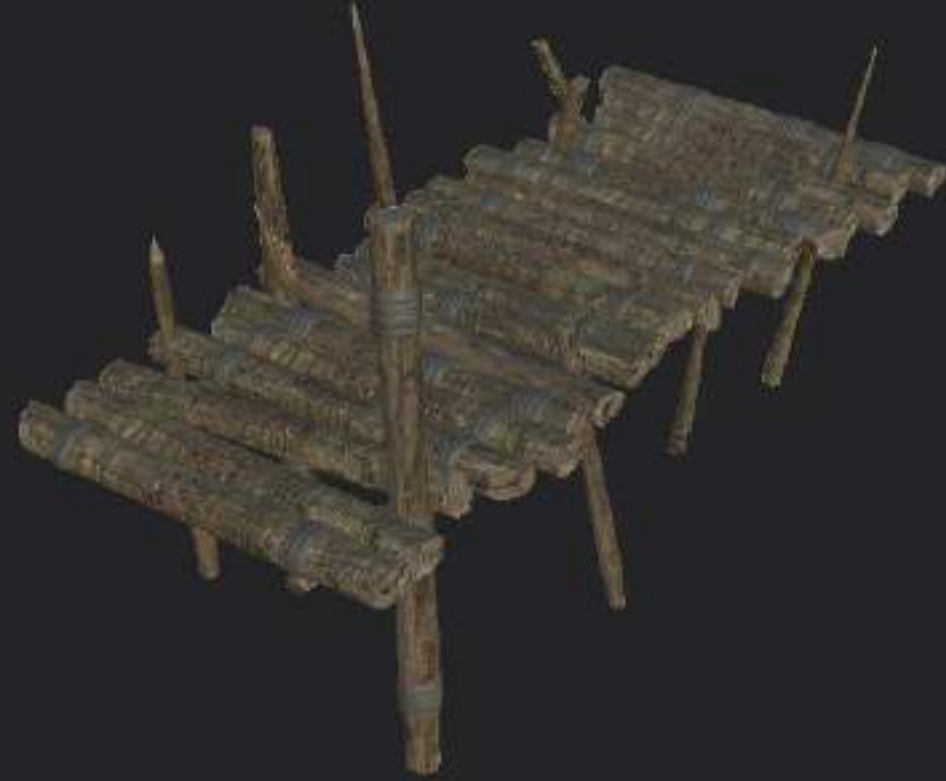




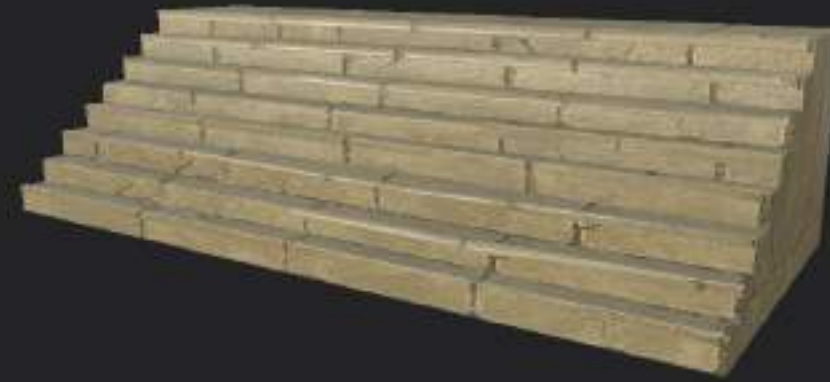




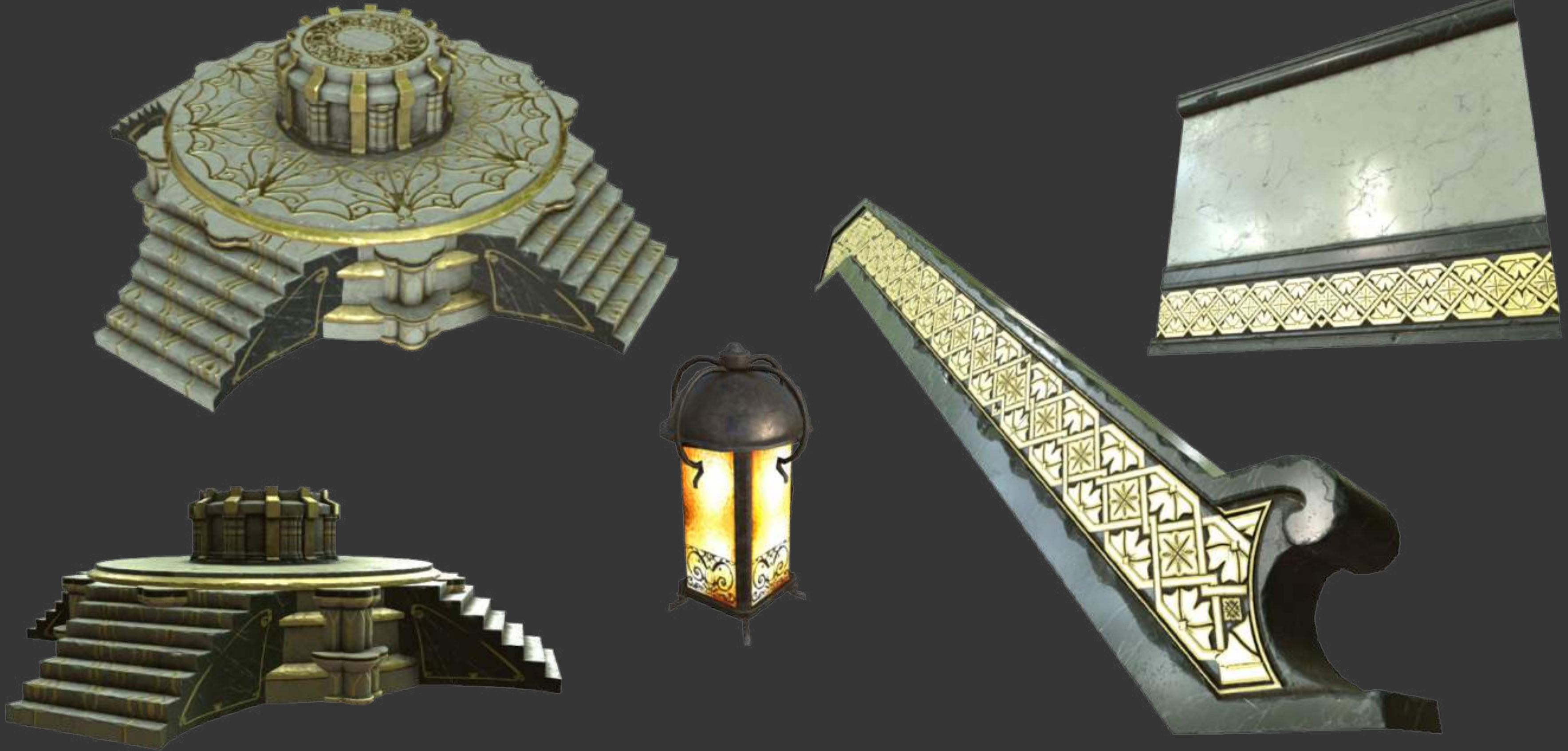






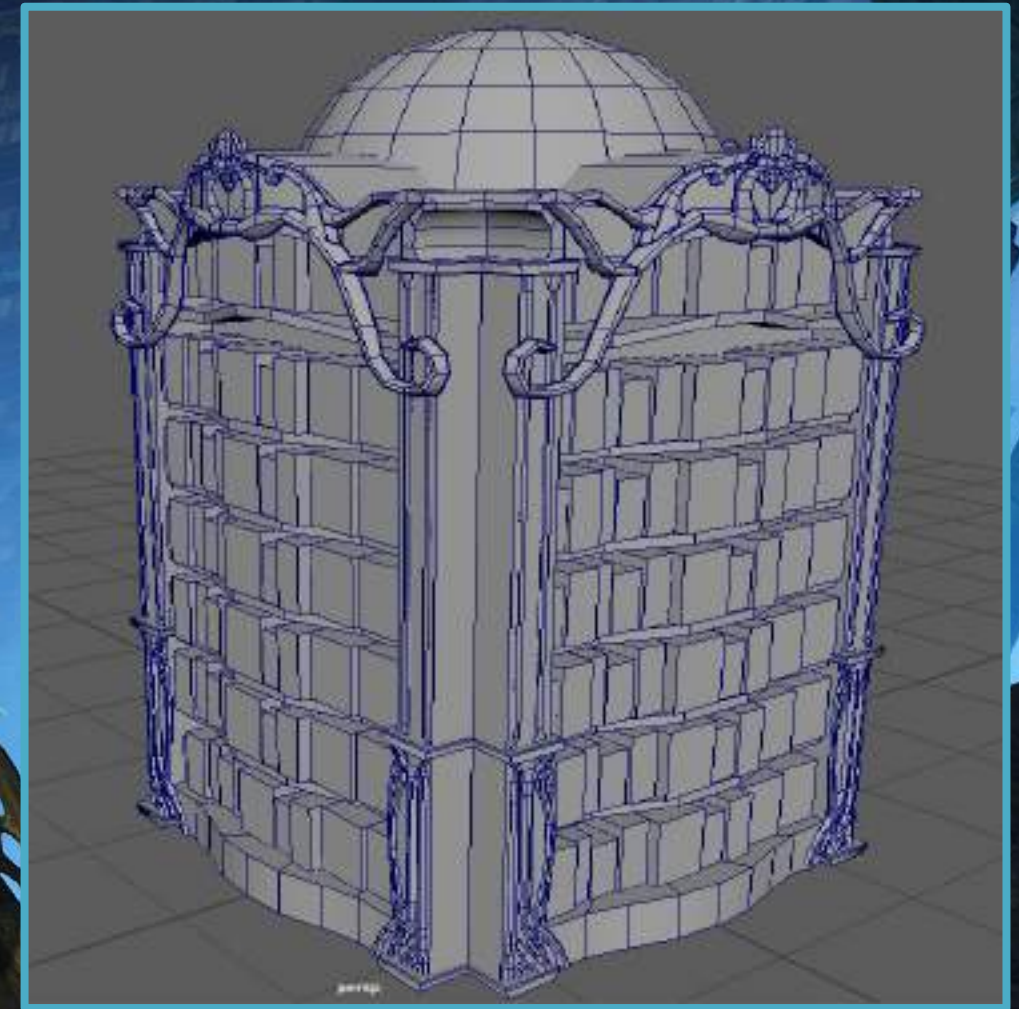








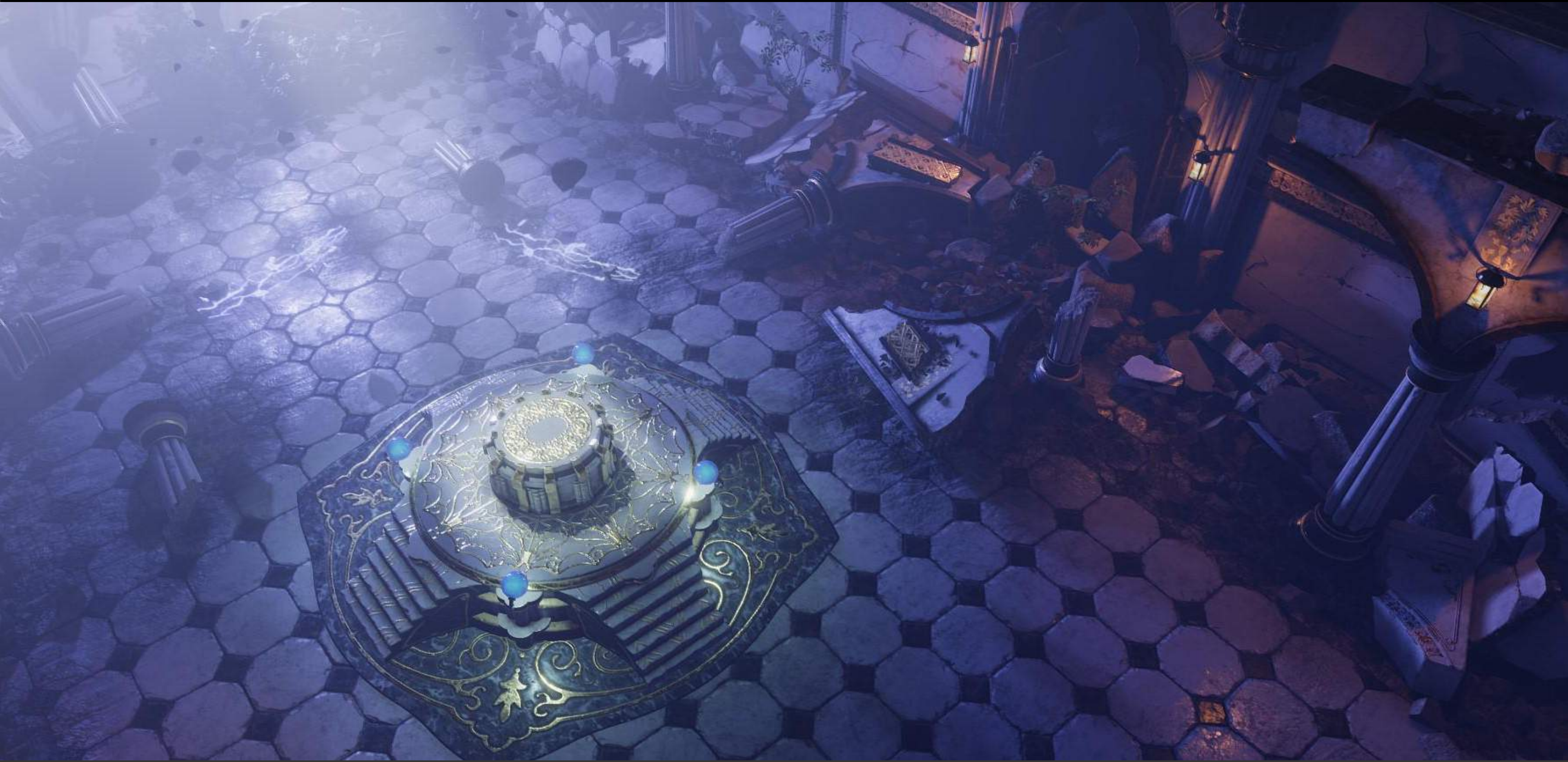
Lianeane gagne 20 PX
Conversation enregistrée **INSPECTION** Cliquez pour lire
Lianeane lance le sort de **LUMIÈRE**



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

Game UI elements including a character portrait with a gear icon and a health bar (PV 14).









■ Since May 2023 we're production partner for:

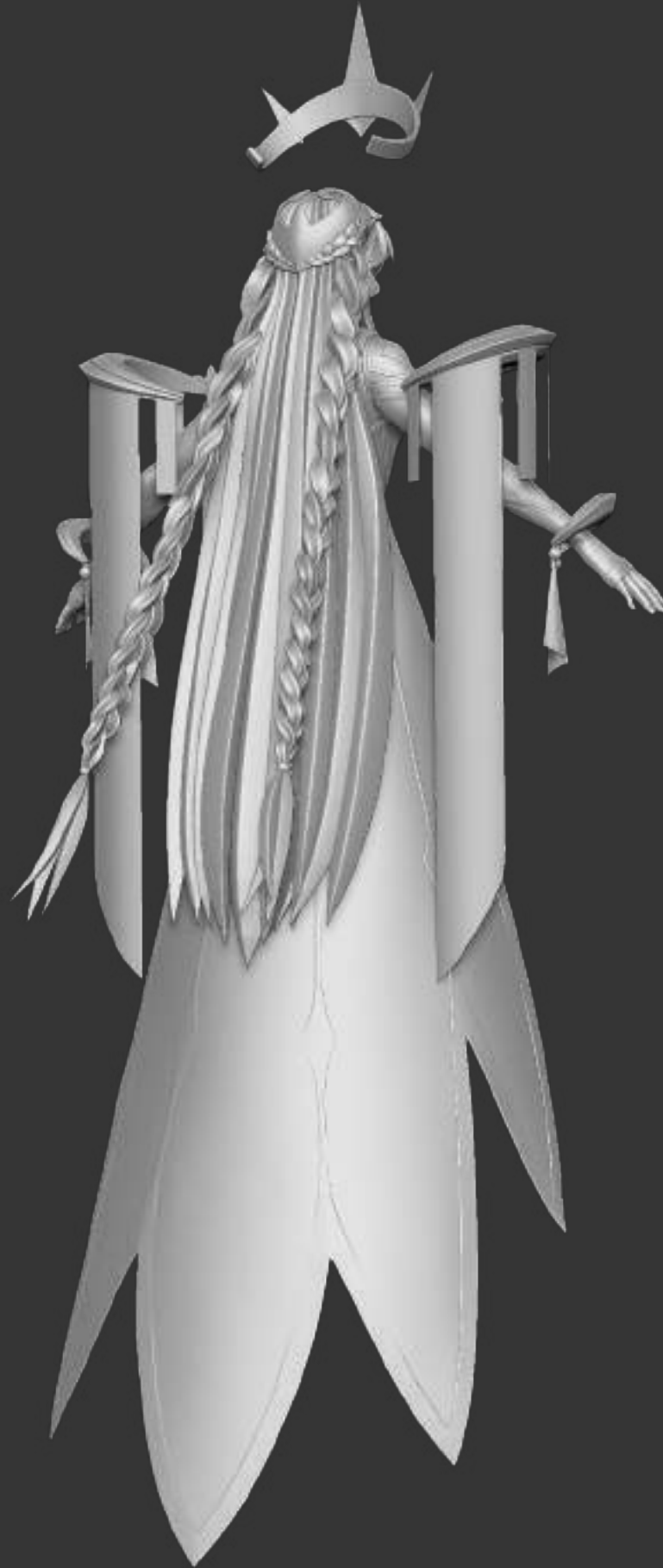
- Modeling
- Sculpting
- Retopology
- Baking
- Texturing

SKY GARD
A R E N A









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■ Concept Art | Illustrations

Sylvain Guinebaud

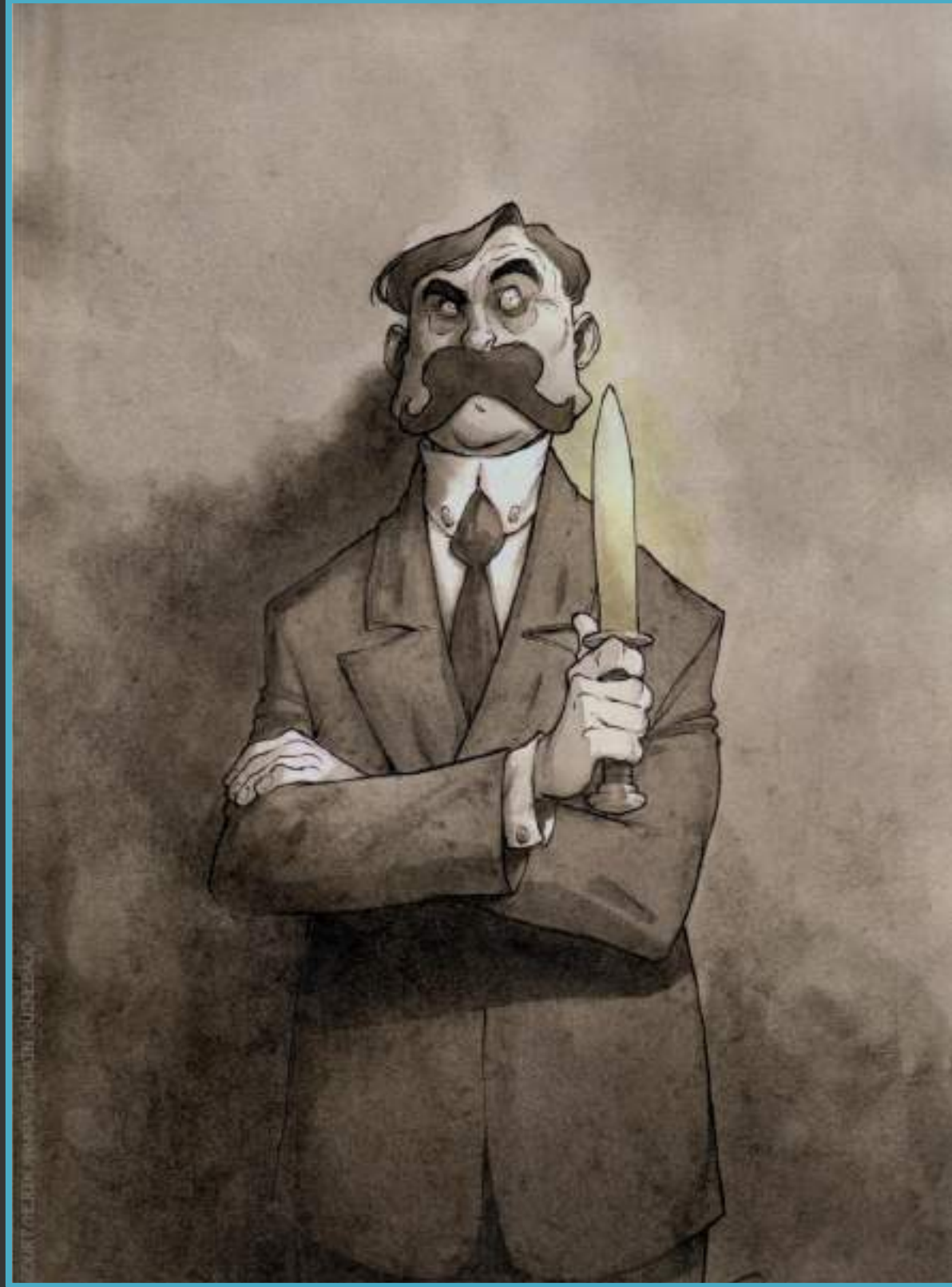




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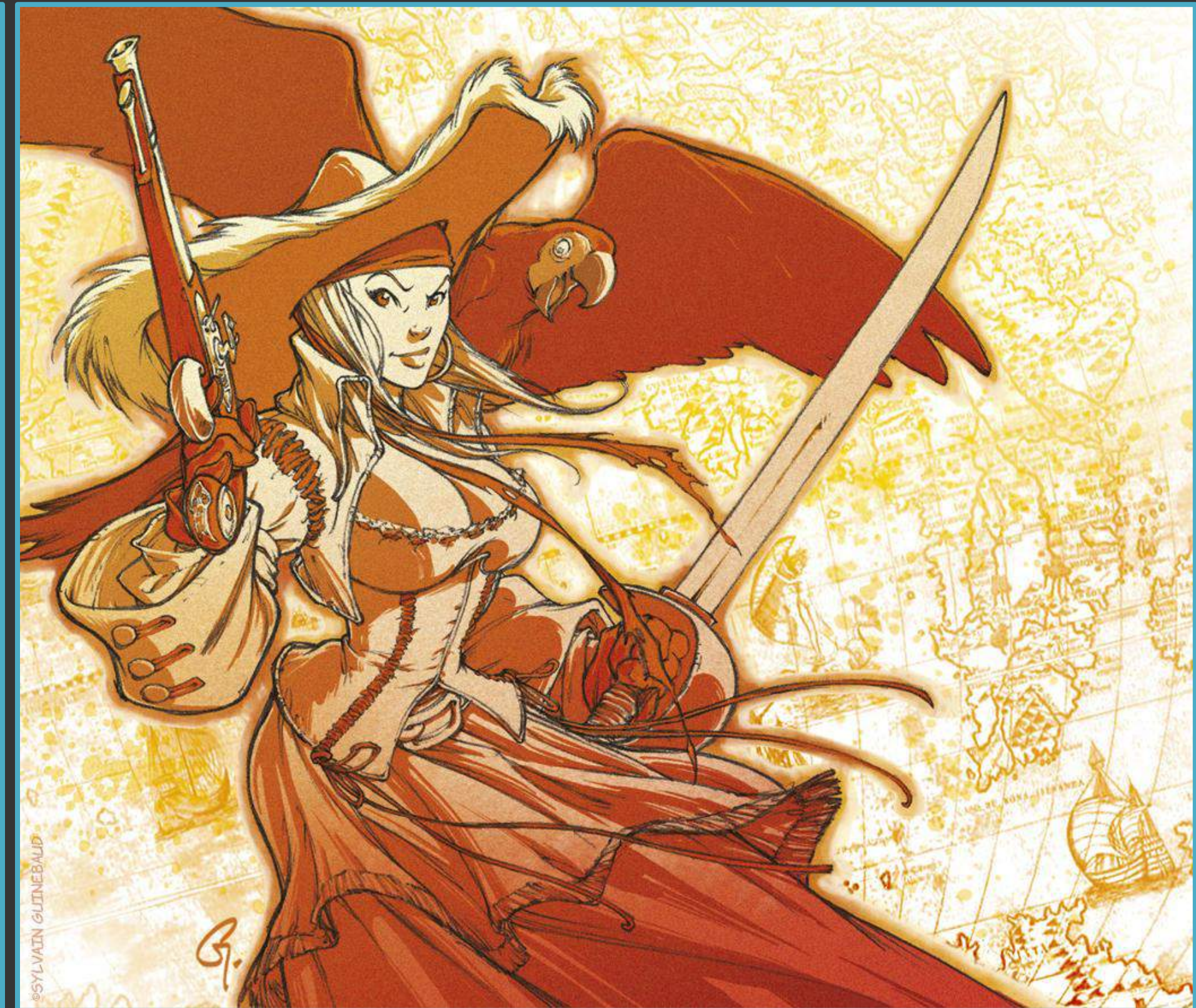


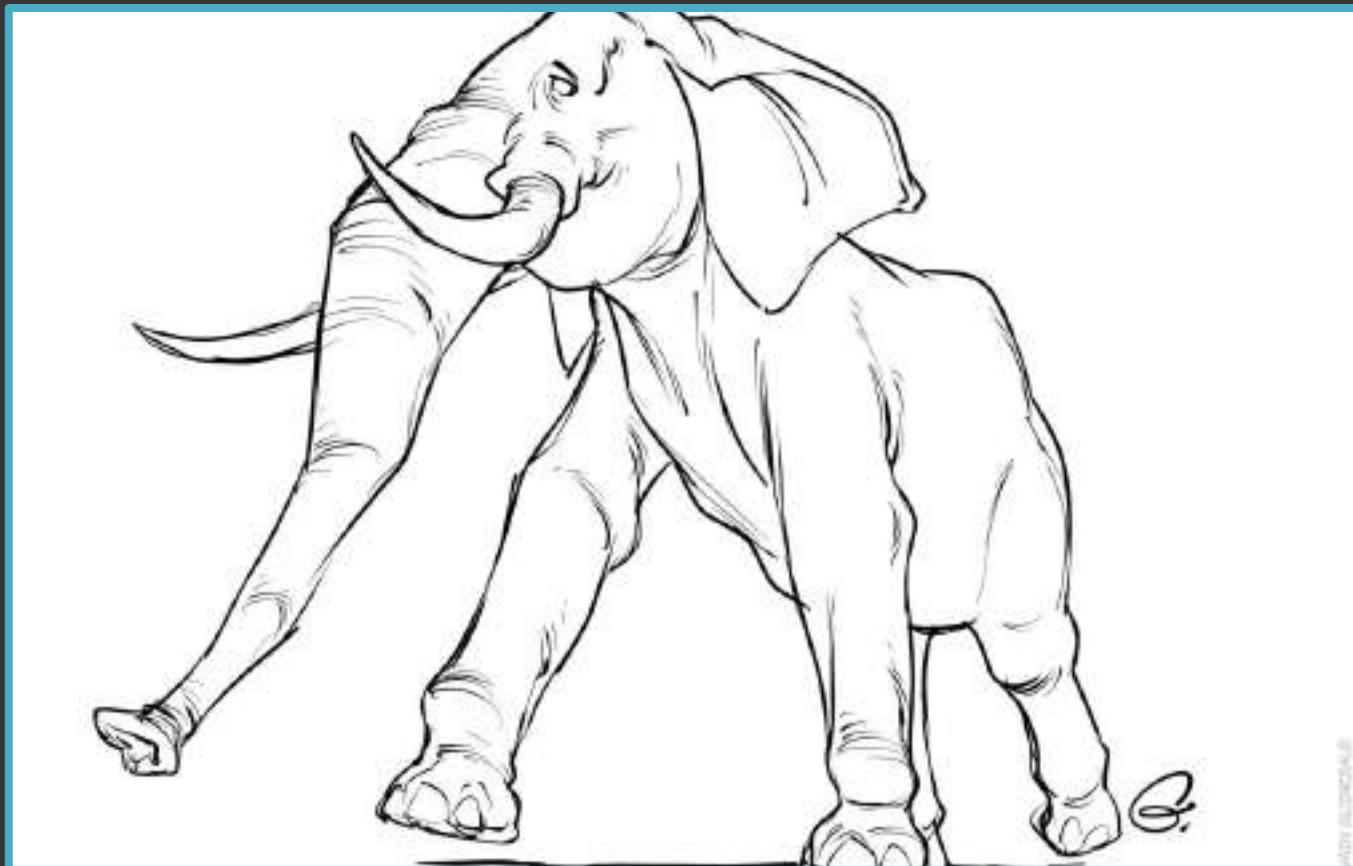
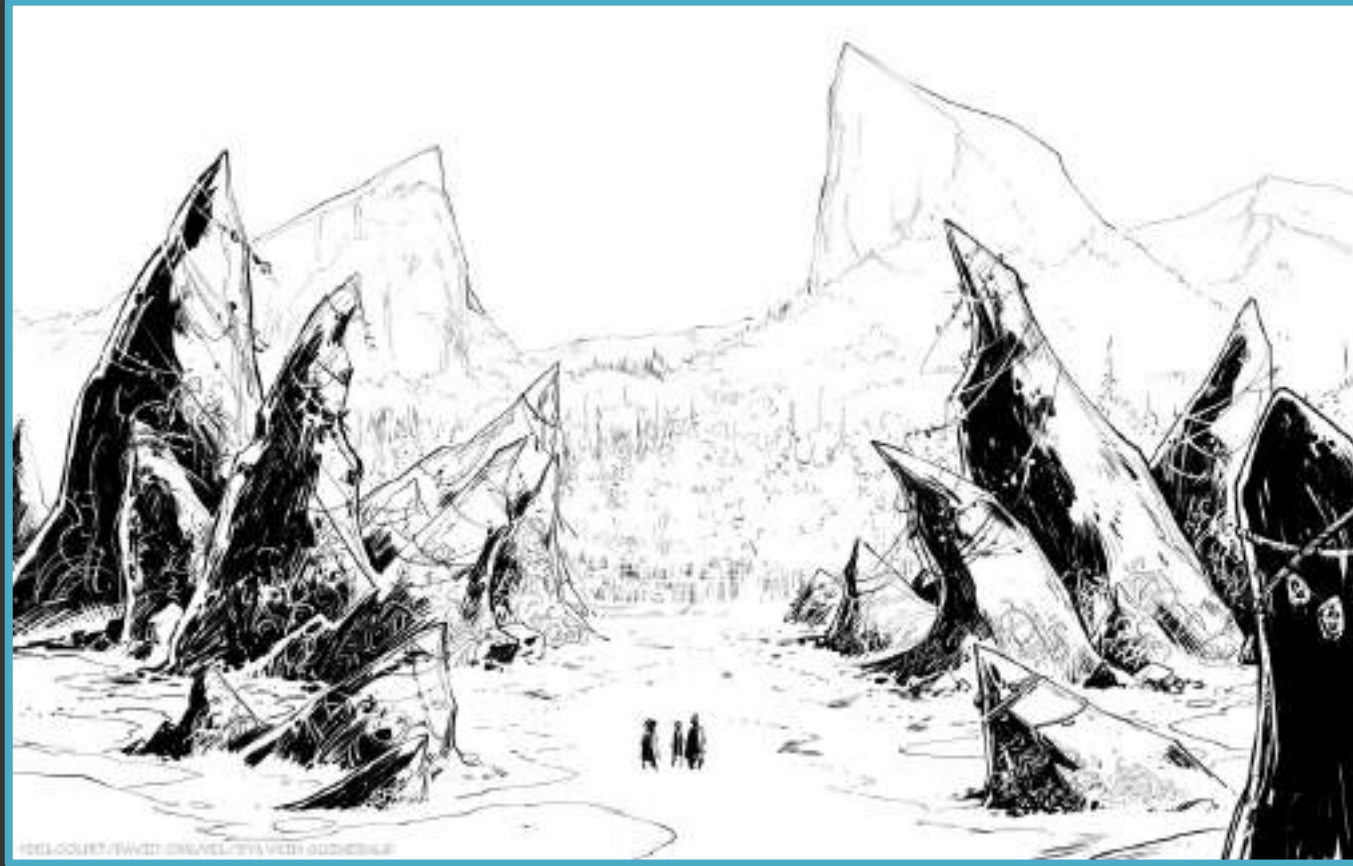












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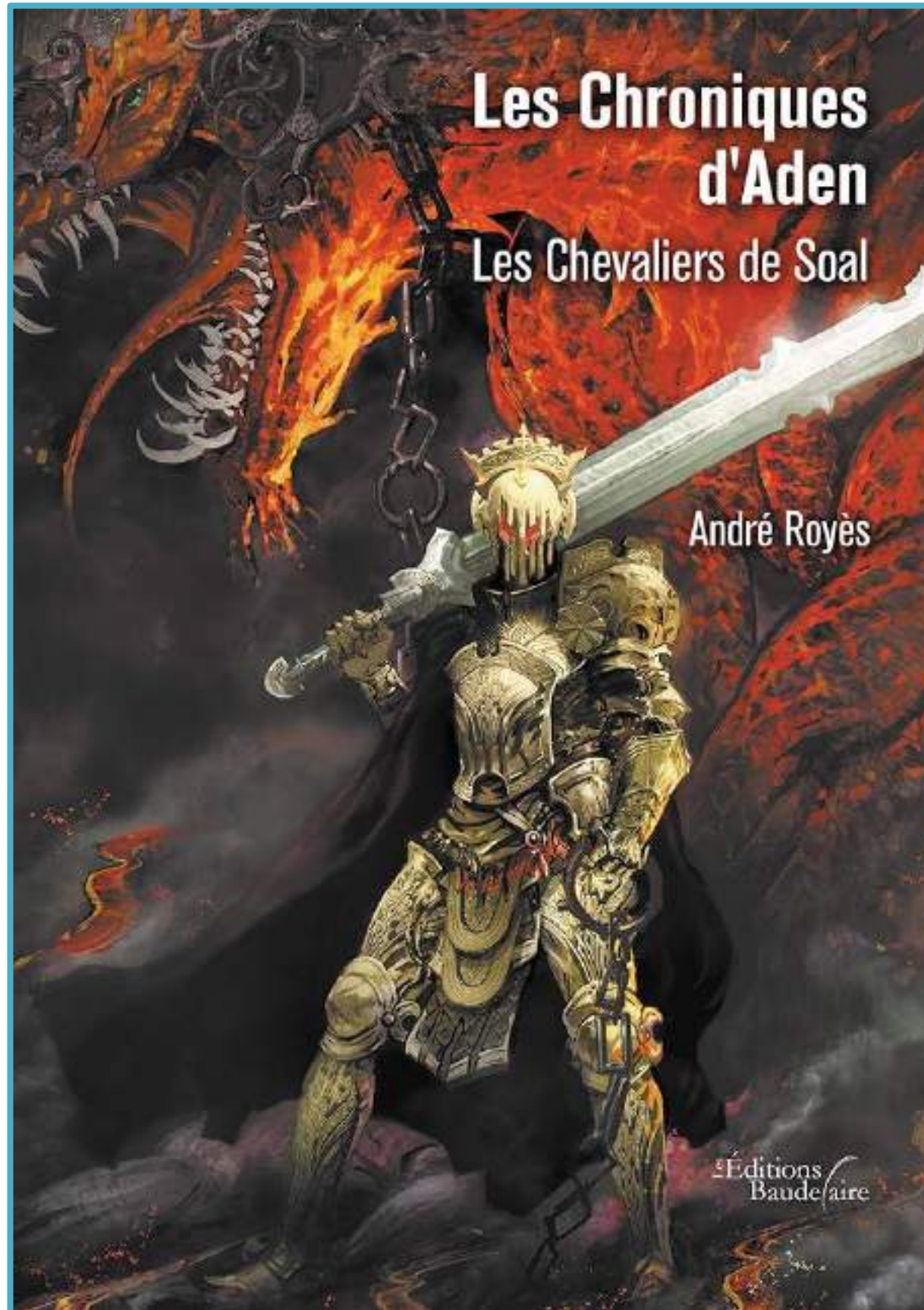
- Services

- Writing





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



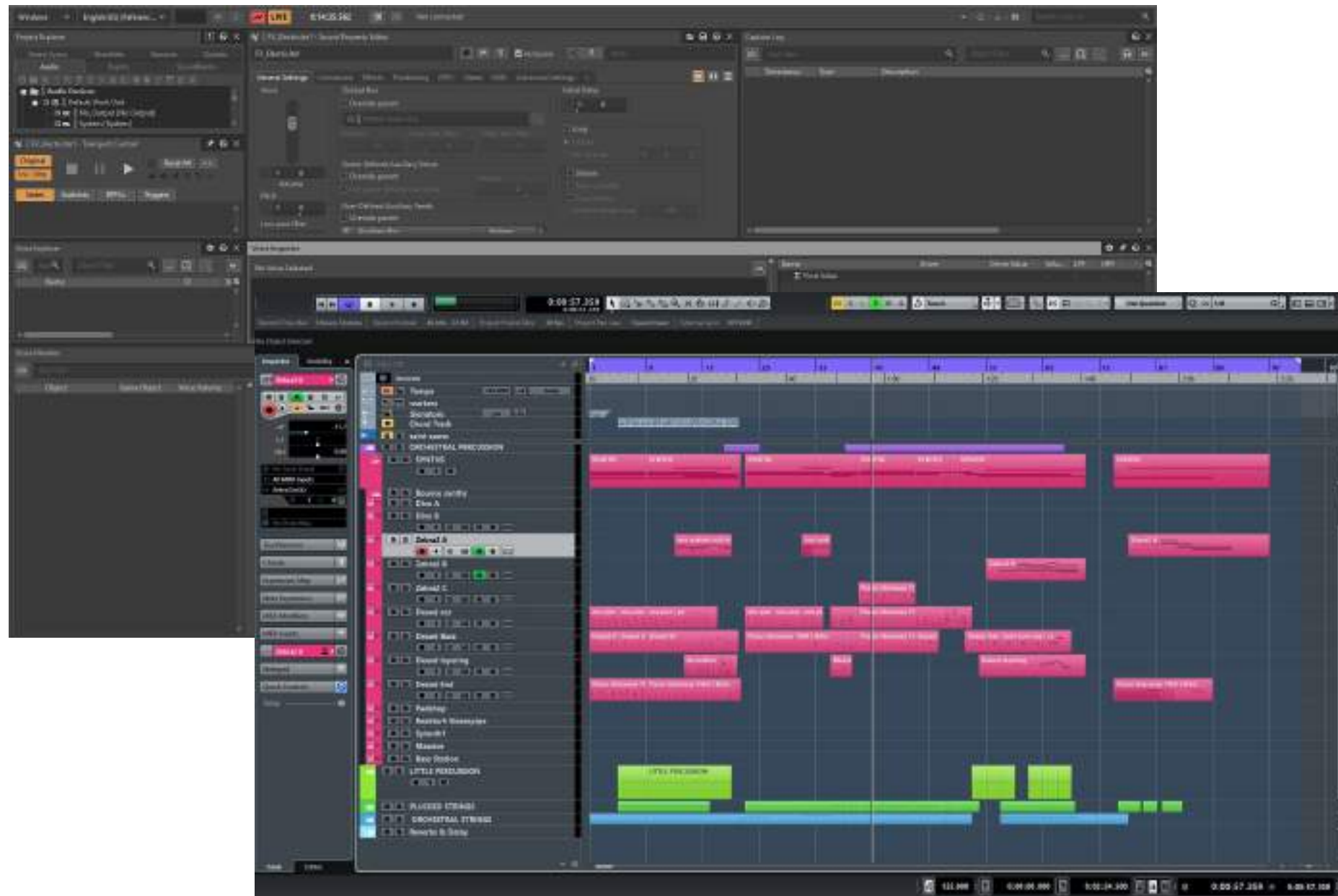
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- Services

- 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

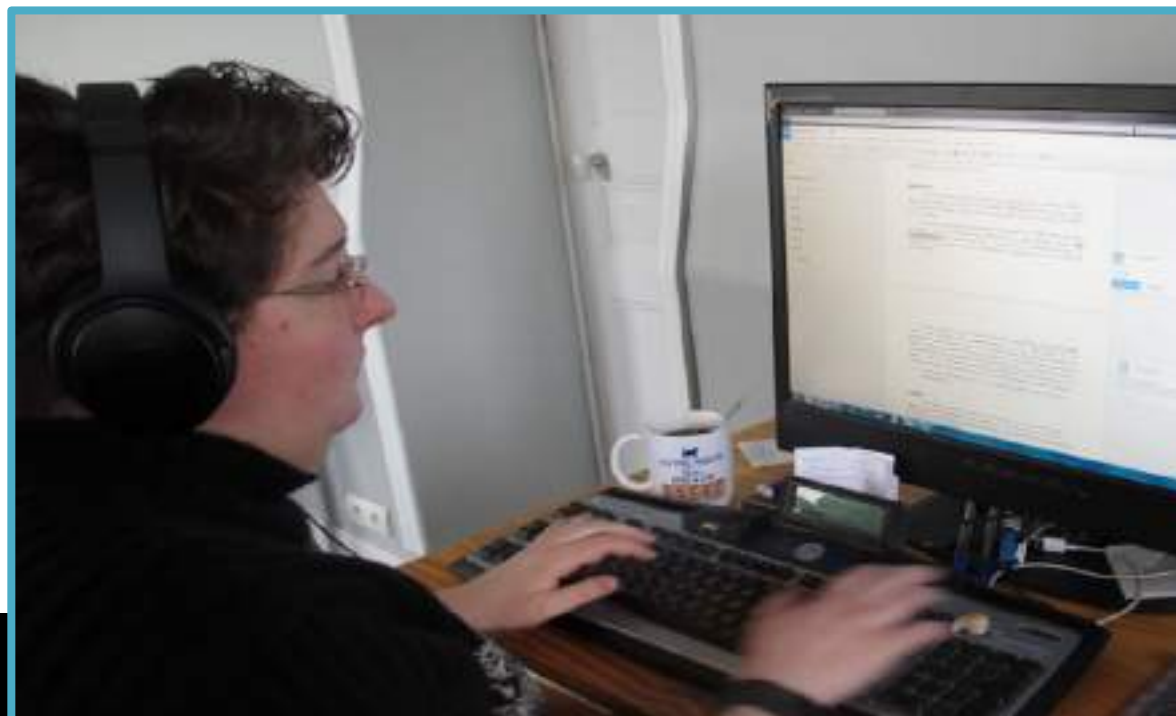
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GAME STUDIO

■ 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!



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