GAME
CODER
STUDIOS

DEVELOPER INFORMATION

Established in 2012, GC Studios is a technology-focused full service studio developing work for hire and original IP for VR-based technologies, console and PC games.

The company have developed and optimized a proprietary engine, GC Engine, for console and PC since 2011. Beginning in 2015, the company began the development of its second iteration, Lodestone Engine; designed for develop VR experiences and virtual productions. The Lodestone Engine has been used to create 3D content for the gaming, pharmaceutical, automotive, oil/energy and marketing.

GC Studios partnered with Bandai Namco Entertainment in 2015 to release their first original IP, Attractio; a first person puzzle game for consoles, handheld systems and PC. In 2016, GC Studios released Sophie's Guardian, a VR focused game exclusively for HTC Vive and distributed on Viveport and Steam.

The studio has achieved great experience programming, designing and releasing content for training and entertainment and still working on original IP's.

OUR TRACK RECORD

ATTRACTIO

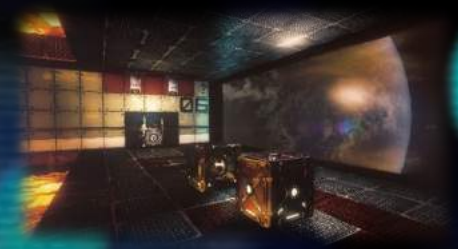
GAME CODER STUDIOS

GAME SUMMARY

- FPS Action Puzzle Game.
- Manipulate gravity and challenge your expectations about physics-based puzzles.
- Multiple playable characters with unique back story and different abilities.
- Discover the secrets behind Attractio.

PRODUCT SUMMARY:

- Published by Bandai Namco
- Platforms: PS4, PS Vita, PS TV, PC/Steam.
- Release Date: January 2016.
- Total sales till date: 75k +



BANDAI NAMCO Entertainment

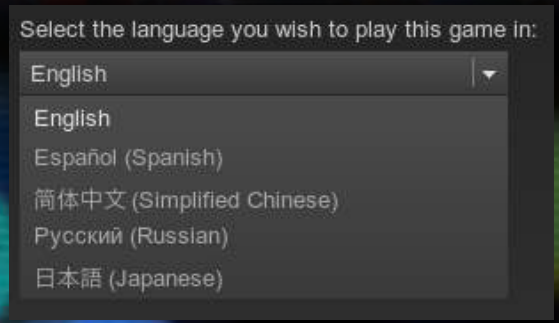
Sony Interactive Entertainment

STEAM

KERBAL SPACE PROGRAM

WFH SUMMARY

- General programming
- Localization Implementation
- Hundreds o files processed
- Many tools implemented



PRODUCT SUMMARY

Kerbal Space Program (KSP) is a space flight simulation video game developed and published by the Mexican studio Squad for Microsoft Windows, Mac OS, Linux, PlayStation 4, and Xbox One.

GAME CODER STUDIOS

WFH SUMMARY

- Debugging and QA modules
- Steam port

PRODUCT SUMMARY

Agent Awesome is a strategy game for Microsoft Windows and Mac OS, where players combine stealth and tower offense genres.

-SOPHIE'S- GUARDIAN

GAME SUMMARY

- Horror Horde FPS
- A little girl's nightmare narrated in this VR Title
- Break score boards
- Party mode: Play with friends locally
- Modder friendly

PRODUCT SUMMARY

- Released on Early Access in November 2016
- Platforms: Steam (HTC Vive), Viveport (HTC Vive)
- Licensed in Canada, UK, Mexico, and the US in VR Arcades; being Canada one of our most important territories for the game (100+ VR stations showcasing Sophie's Guardian in that country)

VIVEPORT

Ctrl

STRANDED DEEP

WFH SUMMARY

- General programming
- Console implementation
- Console stabilization
- Multiplayer implementation

PRODUCT SUMMARY

Stranded Deep is a survival video game developed by Australian studio Beam Team Games for Microsoft Windows, Mac OS and FunLabs for PlayStation 4, Xbox One.

WFH SUMMARY

- Gameplay implementation
- Design
- Art
- AI
- Tools and stabilization
- Replication and net code

PRODUCT SUMMARY

Multiplayer open world video game with hunting and lots of adventures.

STEAM®

RENEWAL

GAME CODER STUDIOS

GAME SUMMARY

- Adventure, Story Driven, VR.
- Stop-motion applied in video games using motion capture techniques and virtual production tools.
- Most of the characters, sets and props of this VR game will be physically constructed.

PRODUCT SUMMARY

You must help the inhabitants and save the treasures of Atlantis while a massive flood is happening. Using the environment, the force of elements and allies support, you will advance in your mission immersed in a Stop-Motion world.

RENEWAL
Teaser making of

PRACTICAL EFFECTS

1

- Hand made practical effects
- In partnership with studio that works with Guillermo del Toro

2

- Photogrammetry
- Capture practical models
- Scan image with HD photography

3

- Custom mo cap suits for objects ☺
- Motion capture stop motion animations

4

- Full integration into game
- Characters come to life!!

Click below to see full process:

LINK TO RENEWAL'S MAKING OF VIDEO

UNUNANNOUNCED:
LICENSED IP, FPS

WFH SUMMARY

- AI
- VFX
- DESIGN
- Tools and stabilization
- Replication and net code

PRODUCT SUMMARY

A multiplayer fast paced FPS with boss fights, using a licensed IP.

UNUNANNOUNCED:
LICENSED IP, FIGHTING GAME

WFH SUMMARY

- 3D Art
  - Character modeling

PRODUCT SUMMARY

Multiplayer fighting game, platforms, crossover characters.

OUR EXPERTISE:
TECHNOLOGY AND DESIGN

TECHNOLOGY AT GC STUDIO

Programming

- Experts in C++/C#, HTML 5, Java and API's (OpenGL/Vulkan).
- Full projects with UE4 and Unity and in-house engine.
- Port experience for PS4, XBOX, PC (windows, linux, mac).
- Tool development for Art workflow and Virtual Productions workflow.
- Photoshop, Quixel, Substance, Maya and 3DS Max know how.

BEST-IN-CLASS TECHNOLOGY TEAM

Platforms experience

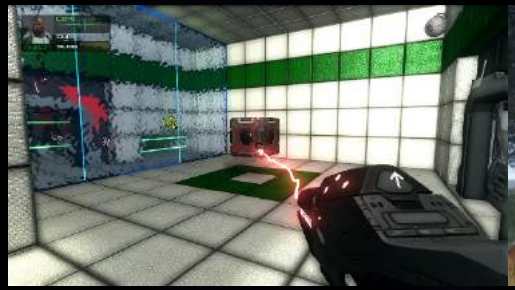
Proprietary Engines

Third Party Engines

DESIGN AT GC STUDIO

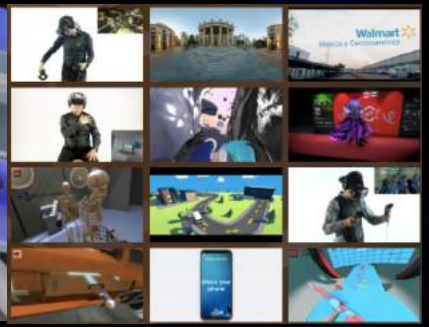
3 Original IP titles

- Attractio (FPS, physics based, puzzles)
- Sophie's Guardian (Party game, FPS, horror)
- Renewal (Adventure, narrative experience, stop motion in VR)



30+ VR projects for different sectors

- Video games
- Training
- Edutainment
- Marketing
- Health care



Interactive 360 events

- Taking games and gamification to virtual events
- 5 interactive virtual events during last year

KEY PARTNERSHIPS, VALUES AND SERVICES

KEY PARTNERSHIPS

PUBLISHER	RESEARCH CENTER	VFX, 3D AND CINEMATIC	GOVERNMENT	TECH ORGANIZATION	VR ARCADE
BANDAI NAMCO Entertainment	CIMAT Centro de Investigación en Matemáticas, A.C.	RENDERFARM STUDIOS	gto orgullo y compromiso de todos · Secretaría de Innovación, Ciencia y Educación Superior	CANIETI www.canieti.org	Ctrl V

KEY CLIENTS

Programming services	Programming services	VR and 360 video	Augmented reality	VR for training
KERBAL SPACE PROGRAM	FUN LABS	AMGEN	SAMSUNG	PEPSICO, Walmart, PEMEX, ITPE Instituto Tecnológico del Petróleo y Energía, Mercedes-Benz

CORE VALUES

Innovation: Focus on developing the most efficient and effective production pipelines with our programming expertise as a foundation.

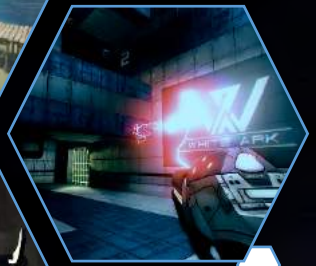
Technology: Adopt the latest technologies on cutting edge platforms to create the most immersive experience for players and consumers.

Best Practices: Continue to organize our company with the best methods, practices, and standards to maintain the highest standards of performance and appeal for our titles.

OUR SERVICES

GAME DEVELOPMENT

DESIGN



PROGRAMMING /TOOLS

VFX & ANIMATION

VR

3D ART

Mexico: A Great Place To Do Business

- **Highly educated talent pool** recruited from leading universities offering advanced degrees in computer science, engineering, and animation. GC Studios has a privileged relationship with universities in the region, including of the most important Mathematics and Computer Research Center in Latin America (CIMAT).

- Mexico is internationally recognized as a **leader in arts, film, and entertainment**, producing incredible talent such as multiple Academy Award Winner *Alexander Gonzalez Iñarritú* and *Guillermo Del Toro* and in film, and video game developers, *Squad*, creators of them multimillion unit selling game Kerbal Space Program.

- Labor costs at a quarter of average US costs, **exceeding cost advantages in Eastern Europe** and other geographies worldwide.

GAME
CODER
STUDIOS