

**INGENIOUS**  
studios

**HAVE A GAME IDEA?**

**WE ARE HERE TO  
MAKE IT REAL**



**FULL CYCLE DEVELOPMENT**



**2D/3D GAME ART**



**UNITY DEVELOPMENT**

## WHO ARE WE?

**Ingenious Studios** is a game development studio powered by **Ingsoftware** - a full cycle development agency. People with over 13 years of development experience are supporting us.

We are a team of game designers, artists and developers passionately working together on something we love the most: making games.

# OUR SERVICES



## FULL-CYCLE DEVELOPMENT

Let us turn your game idea into a finalized product ready for publishing. We can help define project details when needed, sketch everything out, develop and polish your game from start to finish. We can work together with you, adjust the product based on your feedback and turn your dreams into reality.



## 2D/3D GAME ART

If your game has everything except that special artistic element that will make your game unique, we offer a game art team or even a dedicated individual to help you out. Our art services include everything from concept art to asset production, along with animation, special effects, UI/UX and promo art.



## UNITY DEVELOPMENT

You may already have your game's graphics and just need someone to develop and polish it. Maybe your development team needs help, or you just want to improve a previously started project. We can offer you a dedicated individual or a whole team to help you out.

# WHY US?

## PASSIONATE TEAM

Creating games is our passion and we have put our heart and soul into it and you can expect us to do the same for your project. Your game is our legacy as well and we want it to succeed because the effort we put into it is a reflection of our commitment.

## ON TIME DELIVERY

Having your product reach the market on time to stay ahead of the competition is as important as having it reach that stage without any issues. We will work with you from start to finish to make sure that the product is released at the best possible moment.

## COLLABORATIVE APPROACH

The best games are built as a result of creative collaboration. We believe in building a partnership approach with our clients. All with a goal to fully understand the potential of your project so that our team can fulfill your requirements.

# PLATFORMS AND TECHNOLOGIES



**FULL CYCLE / UNITY  
DEVELOPMENT**



## HELIOS

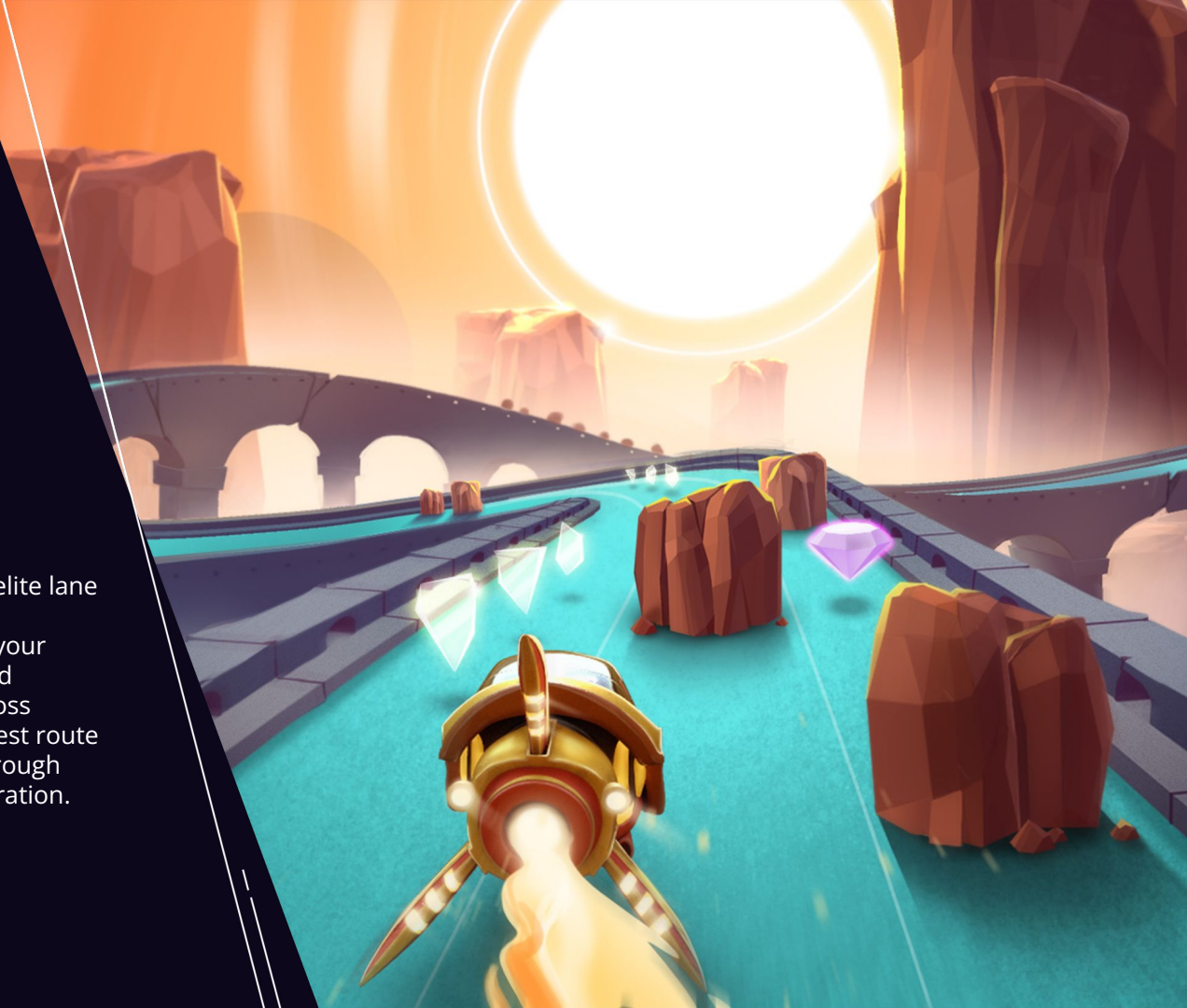
Client: Playpulse

Platform: Smart Bike

Status: In development

Genre: Roguelite runner

Our team is honored to be a part of this Roguelite lane runner. This game, designed for a smart bike, is all about exploring new worlds with Helios, your trusted old spaceship. Collecting resources and valuable upgrades as the player navigates across different planets. The task is also to find the best route and avoid obstacles as they work their way through the different segments of this planetary exploration.



# ANCIENT ALLIES

## TOWER DEFENSE

Client: Beanstalk Games  
Platform: Android  
Status: Early Beta  
Genre: Tower Defense

A tower defense strategy game where you travel back to ancient civilisations and ask for aid in the battle against alien forces in the future.

Our art team created 5 factions of reskinable soldier characters, 5 map tiles, splash screens, ability icons, base environments and other.

Our devs developed different game mods, difficulty levels, upgrades and rewards systems, powerups, in app purchases and many other things to make this game rich and replayable.



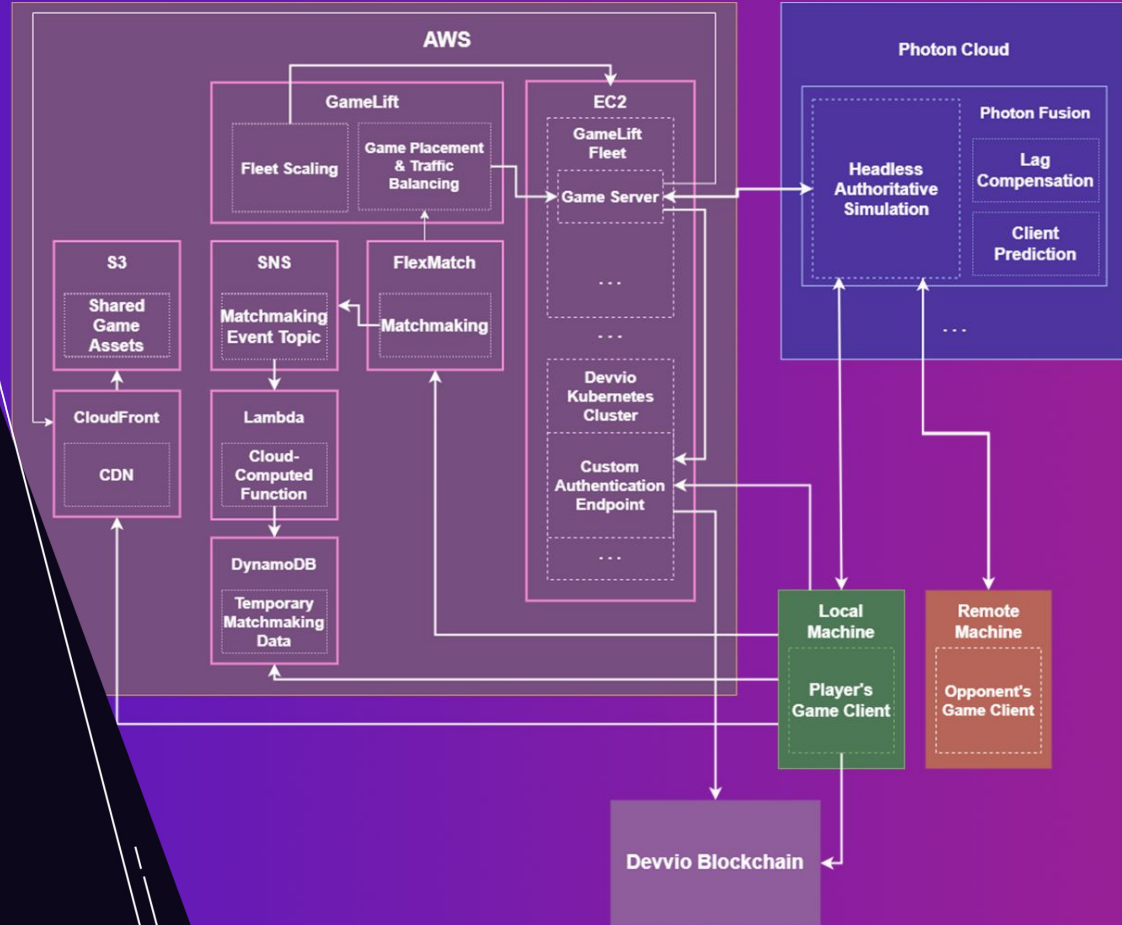


# LITPETS

Client: Devvio  
Platform: Windows  
Status: In development  
Genre: Collectible Monsters / Tactical Battle Game

Our team embraced the intimidating task of designing and building a modular and scalable multiplayer architecture for this 1v1 collectible monster game. The journey included integrating a simulation framework for gameplay, engineering a flexible cloud infrastructure to support a growing player base, and transforming the game itself from a single-player experience into something players across the world can enjoy together.

More than simply building a game, our modular framework represents the foundation of our client's future multiplayer business.



## GO NUTZ!

In-house Project

Platform: Mobile

Status: Beta Published

Genre: Tower Defense, Shooter

Go Nutz! is a slight twist to a tower defense genre. The goal of this 2D mobile game is to defend treetops from flying enemies by aiming and shooting them with acorns. The player has a role of a tiny squirrel rushing between multiple bases in a single level and trying its best to keep the golden leaves on the branches. The gameplay also introduces power up cards, special weapons and a lot of different types of enemies.



## BOUNCE IT

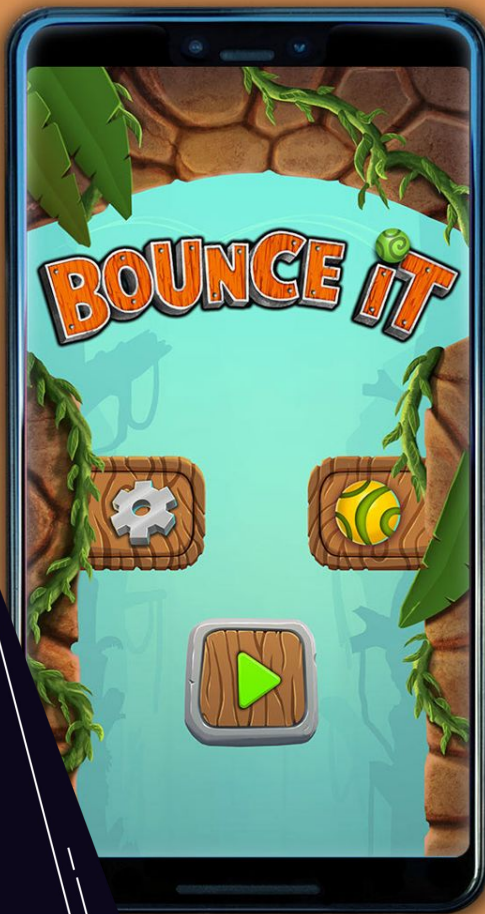
In-house Project

Platform: Mobile

Status: Beta Published

Genre: Hyper-casual, Breakout clone

Bounce It is a hyper-casual mobile game in which your main objective is to bounce the balls into one of the four hoops placed on both sides of your screen. If one ball falls into the abyss below, you lose a level. Do not worry, you will have a few platforms that should prevent the balls from falling right away, but they break easily, so be careful. As you progress through levels, different ball types appear so you never truly get used to the weight of it all. Try and reach level 10 if you can.



## CRATES AND CANNONS

In-house Project

Platform: Mobile

Status: Beta Published

Genre: AR, Multiplayer Shooter

Crates and Cannons is a 3D mobile game that uses AR technology to let you spawn a battlefield on your desk and look at it from different angles through your phone camera. It is an online multiplayer game, so you can create a room and let your friend join. Just take the 'target', like a magazine cover with your phone, and let the game project the images on top of it. The objective is to shoot the enemy cannon and avoid its attacks. Inside the crates you'll find some secret health points are hidden so be sure to collect them as well.



## SHOPENKRAFT'S MAGIC GOODS

In-house Project

Platform: VR

Status: In development

Genre: Crafting

Shopenkraft's Magic Goods is a VR experience which lets you play the role of a magical shopkeeper and interact with customers that come to your store. Your pet dragon will bring you a variety of metals so you can forge your swords and daggers. Use the available ingredients from the shelf and brew your potions or poisons and enchant it all on a magical alchemy stone. The project was done to showcase our abilities but we also wanted to make something we are proud of with a potential to grow in the future. We are still developing the game, and new features, characters and props are on their way.



## 2D / 3D GAME ART



## KAMELOOT BOARD GAME ART

Client: Blue Orange  
Platform: Board Game  
Status: Published  
Genre: Card Game

We had a pleasure of working for Blue Orange. This job included a complete art for a board game called Kameloot.

We created overall concept art for the whole game, we proceeded making card art, tokens and box cover.



## PIRATE BOX BOARD GAME ART

Client: Blue Orange  
Platform: Board Game  
Status: Published  
Genre: Memory and Sabotage

Our team was charged with a complete visual development of this board game. Starting with sketches and character designs, along with Maps, flyers, tokens, dice symbols cover design and a separate box design.

We enjoyed working on this game and now we enjoy playing it.





## NEOVILLE BOARD GAME ART

Client: Blue Orange  
Platform: Board Game  
Status: Published  
Genre: Tile Placement

Board game art done for a game about building an environmentally friendly futuristic city.

Our team has created a complete visual development for the game including concept art, illustrations for the cards, tokens, vehicles, buildings and also box cover. The client wanted something different from our previous collaborations with them, such as less cartoony art and a more futuristic, but less fantasy concept.



## FARMERAMA HOPA BACKGROUND

Client: Bigpoint

Platform: Browser Game

Status: Published

Genre: Farming, Hidden Objects

2D art for a HOPA minigame in Farmerama, a browser farming game.

Our team was commissioned to do a background art and to follow a specific, already established artstyle.



## PEDAL TANKS ENVIRONMENT

Client: Playpulse

Platform: Smart Bike

Status: Published

Genre: Tank Arena Game

The client approached us with a request to make a map for their existing demo at a time: A multiplayer game with different tanks playing 'capture the flag'.

We provided a full moodboard, which was followed by concept art, modeling, texturing and assembling all of the assets in the game engine.

We were given a lot of artistic freedom and we proposed a rural aztec temple yard with 'ancient tank' imagery scattered across the map to make it less generic.



## VARIOUS GAME LOGOS

Some of the logos we have created for games we worked on.

We can provide various sketches in different styles from simple vector flat logos to illustrative painted ones.

**SHOPENKRAFT'S**  
magic goods

**KAMELOOT**

**ANCIENT ALLIES**  
TOWER DEFENSE

**HELIOS**

  
**BEANSTALK**  
- GAMES -

**GO NUTZ!**

## CHARACTER DESIGN

Time spent: 50h

Visual exploration and multiple ideas finally narrowed down to a single painted character illustration.



## CHARACTER DESIGN

Time spent: 40h

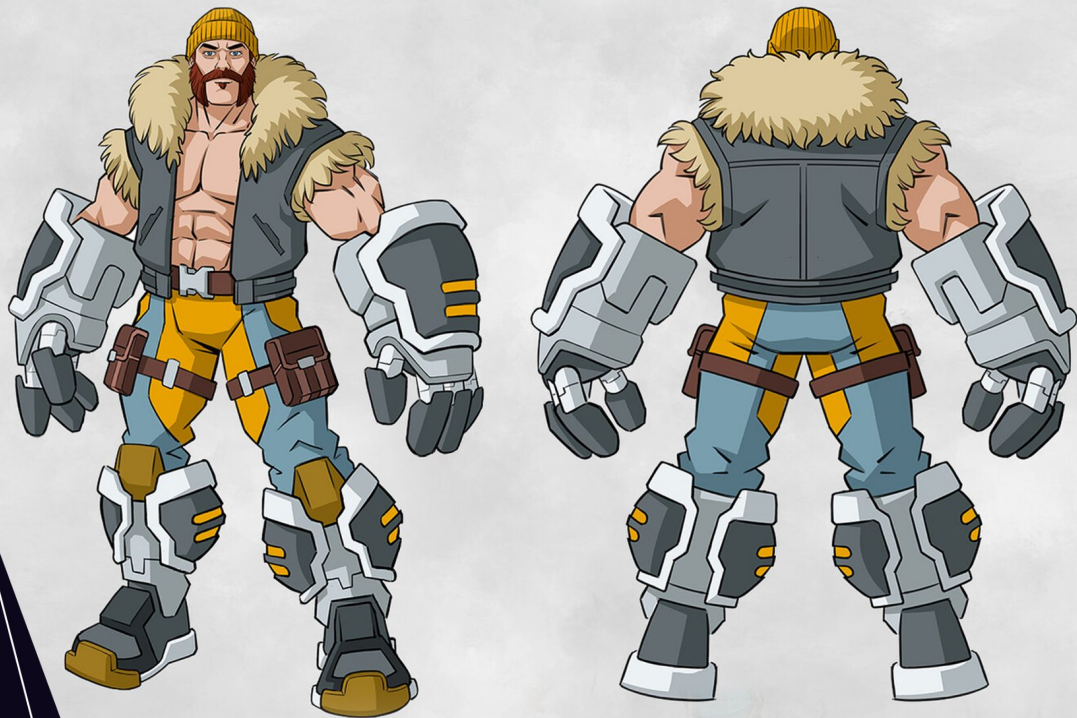
Visual exploration and multiple ideas finally narrowed down to a single character sheet with front and back view, with a painted front and a cell shaded back view.



## CHARACTER DESIGN

Time spent: 40h

Visual exploration and multiple ideas finally narrowed down to a single character sheet with front and back view, along with some details on the side such as facial expressions, weapon or prop design.



## CHARACTER MODELING

Time spent: 160h

A fully game ready 3D model of a character based on a previously established character design, or a sketch.

This involves high poly and low poly modeling, UV mapping and texturing.





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## ENVIRONMENT AND PROPS CONCEPT

Time spent: 60h

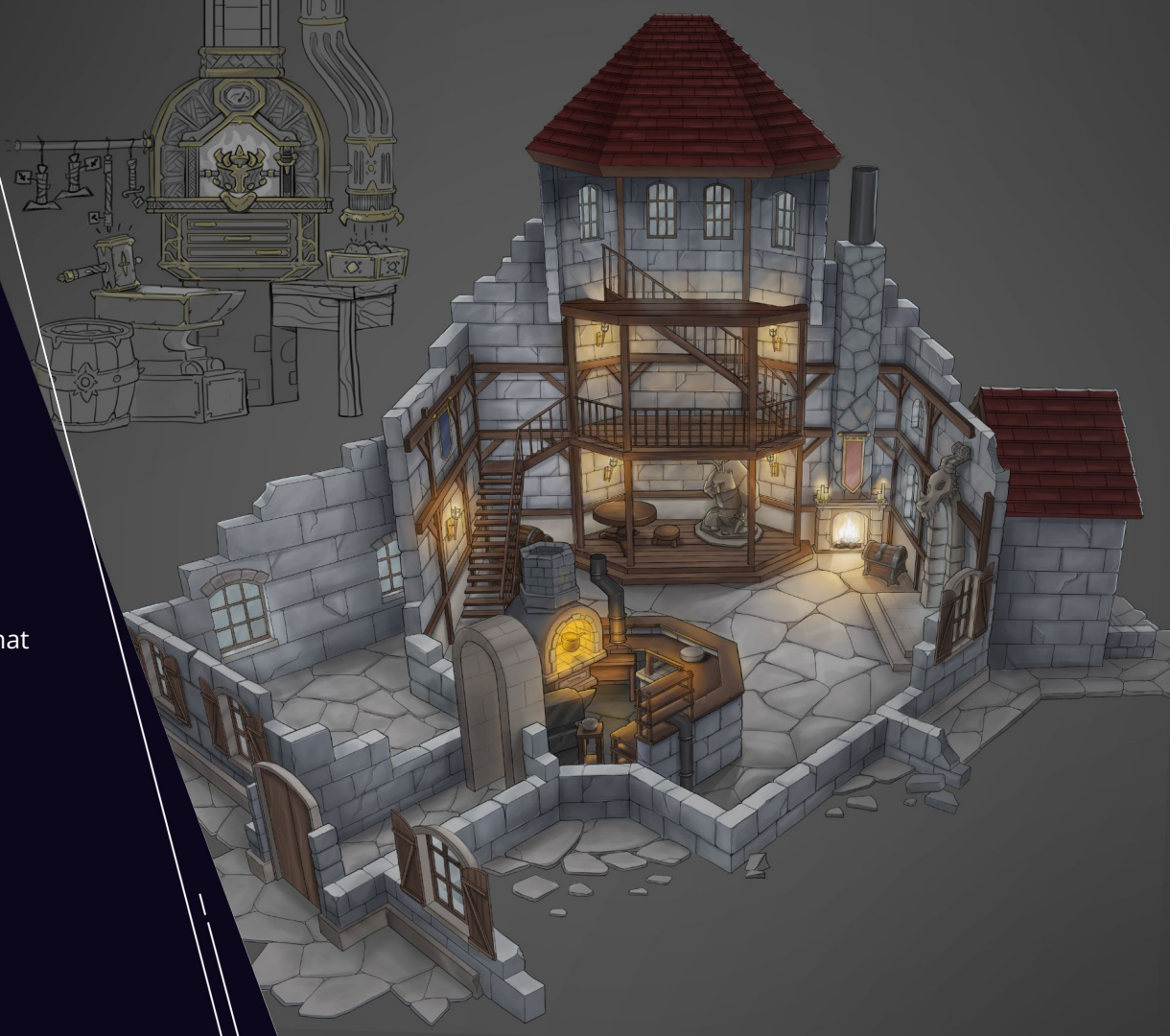
Environment concept art along with some props that the environment would be filled with.



# ENVIRONMENT AND PROPS CONCEPT

Time spent: 120h

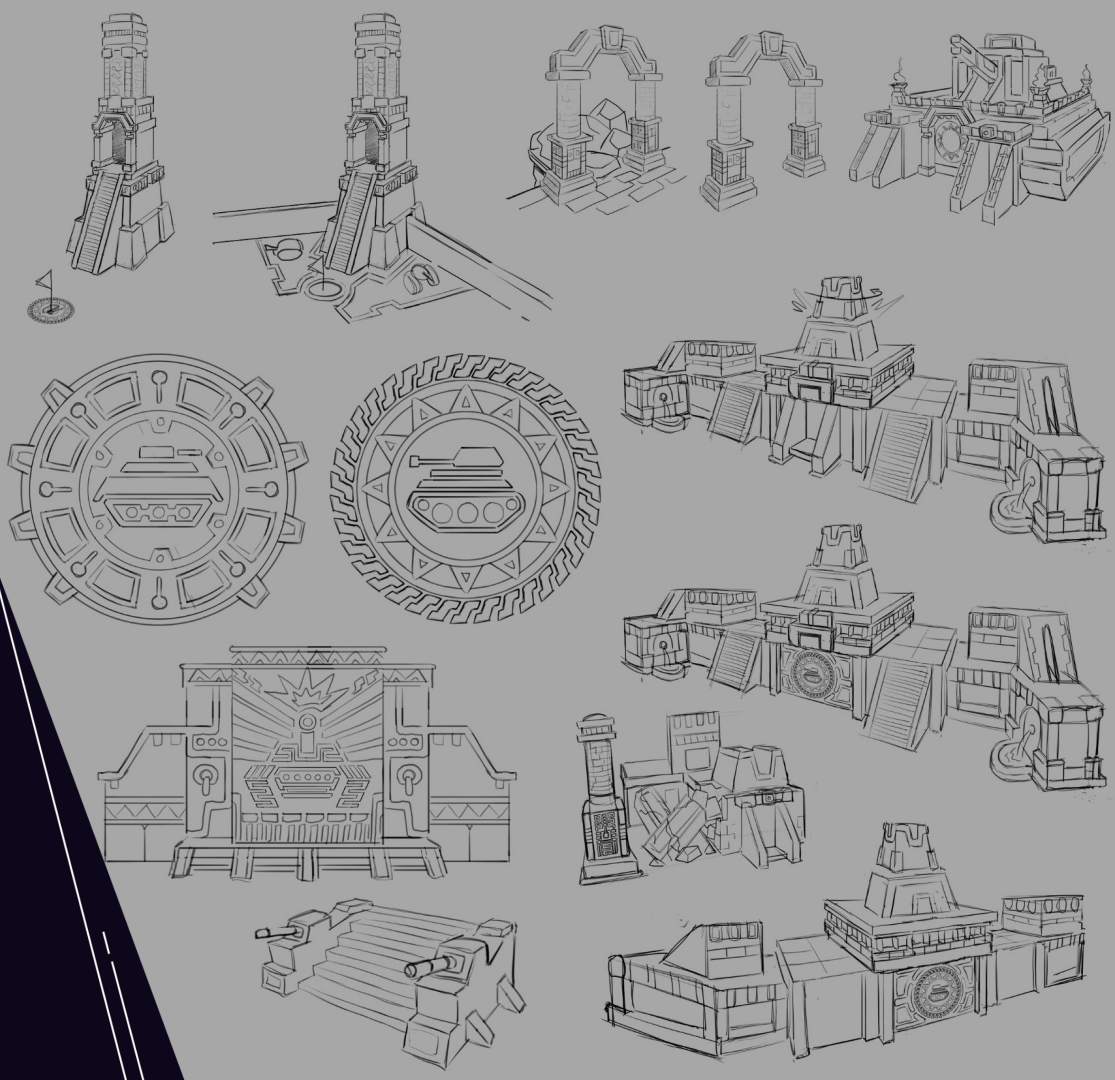
Environment concept art along with some props that the environment would be filled with.



# ENVIRONMENT AND PROPS CONCEPT

Time spent: 40h

Quick sketches and visual exploration of  
environment and its elements.



## SPLASH ILLUSTRATION

Time spent: 50h

Detailed character illustration for promotional or in-game use. The artist would provide a series of thumbnails and sketches before finalizing one of the ideas.



## **SPLASH ILLUSTRATION**

Time spent: 120h

Detailed illustration with multiple characters for promotional or in-game use. The artist would provide a series of thumbnails and sketches before finalizing one of the ideas.



## 2D ANIMATED CHARACTER

Time spent: 80h

Character design of a 2D character, polished and exported into Unity and animated with skeletal system: Idle, Walk and Attack animations.



ATTACK

FLOATING IDLE

WALK CYCLE



## 2D BACKGROUND ART

Time spent: 40h

2D art of a scene background in a point and click game.

