2020/3/31 Redump

## **REDUMP**



Our expert teams produce video games that are tailored to specific design requirements, technical specifications and client expectations. Here is the game demo we made.

We are highly experienced and provide outstanding design and production services, regularly contributing to the success of some of the most renowned video games in the industry. With many passionate and experienced game developer, and our own schools to develop and nurture upcoming talent, we can deliver the best tailored games offerings for our client's video game

2020/3/31 Redump

requirements. Our impressive deliverables include game created for console, PC and mobile games built by industry-leading studios and developers. The depth of our service line offering is unrivalled and includes:

- Game level design
- Game numerical system design
- Game cutscenes design
- 3D concept art
- 3D characters & creatures
- 3D vehicles
- 3D objects
- Visual effects
- Environments
- 3D animation
- In-game and pre-rendered cinematics
- Live action and video production
- UI/ UX design and animation
- Original language audio production
- Casting and talent management services
- Voice recording and video facial capture
- Sound design and music
- Asset integration
- International in-country voice over recording (30+ countries)
- International casting and talent management
- Asset management, pre-production and script adaptation
- Post-production, voice EFX, audio QA

2020/3/31 Redump

## Mastering and mixing

We deliver video games, produced by the well-trained developer using the very latest tools. Our global footprint continues to expand and we have dedicated game design studios located around the world. Working with American, European and Asian developers, our footprint across 3 continents helps ensure that we can adapt to and serve diverse market cultures. We are continuously increasing the product quality of video game as technology advances.

Contact us today to learn more about our Game Design Services

Redump2@outlook.com