



Game Developers Network

A NEW PROFESSIONAL NETWORK **FOR THE GAMING INDUSTRY**



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2024

ARTICLES

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Welcome to the second edition of our monthly eMagazine, an official GDN publication that contains articles on member's projects, reminders of membership tools, and official updates.

In between issues, please visit the **News & Game Showcase** on our website. We love to hear what our GDN Members are up to so please do send your updates to us. Each article is shared on **LinkedIn** and **X** and automatically displayed on members' profile pages. This boosts promotion, provides valuable insights to fellow companies, enhances trust, and contributes to business growth.

For us to prepare an article, send your news, projects, and pictures or artwork associated with the games you create to Tom at tom@gamedevelopersnetwork.biz. We look forward to receiving your updates!

The only other thing to say is ... **SAVE THE DATE!** Registration as opened for our first P2P event which takes place from 1-3 September 2024 at the stunning Hotel Croatia Cavtat, just 5.8 km from Dubrovnik International Airport.

Thank you for joining us on this inaugural voyage. We hope that GDN becomes a regular companion in your life as we have a driven team, eager to craft a world-class networking platform for video game developers.

Rachel Crawford
GDN Founder

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THE VAMPIRE'S MANOR DEBUT PROJECT: 'FOQUES'

The Vampire's Manor are a **game studio** from the **United Kingdom** who are pleased to share news of their debut project: FOQUES!

A **survival horror** game featuring **puzzles** and **platforming** elements - play as **Kari**, an arctic fox who must escape her home in the North of Canada, as it has become engulfed by an eldritch corruption.

Along her travels, she will come across mutilated animals that were once considered friends, and a part of her home. The studio's diverse team is comprised of recent graduates and friends, with many members being neurodiverse as well as representing the LGBTQ+ community.

They recently took part in the **Tranzfuser** programme from the **UK Games Fund**, alongside other teams, where they showcased a playable prototype of FOQUES at **Insomnia 71**.

"We are now continuing development to produce a more polished playable prototype of the prologue section of our game."

This new section of the prototype will introduce us to the **main mechanics** of the game and begin to **unravel the narrative**. The Vampire's Manor plan on sending out this developed prototype to publishers in **hopes of funding!**



AN INTRODUCTION TO DARK SANDWICH

Dark Sandwich is a **Malaysian-based 3D animation studio** that specialises in **gameplay** and **cinematic animations**. With a current team of **six seasoned professionals** boasting **decades of game industry experience**, they specialise in delivering high-quality character animation, rigging, and 3D asset services.

Expertise:

Utilising **Autodesk Maya**, **MotionBuilder**, and **3DsMax**, Dark Sandwich excel in producing hyper-realistic or stylised animations for humanoids, creatures, robots, mecha, and animals.

From massive kaiju-like creatures to agile characters, Dark Sandwich adapt to each project's unique animation needs

Collaboration and Innovation:

The company offer sincere collaboration, open communication, and a distinctive creative approach to bringing concepts to life.

Their commitment extends to long-term and fruitful collaborations, providing cost-effective solutions and quicker turnaround times.

Proven Track Record:

Prior to Dark Sandwich, the team contributed to renowned projects like **Scalebound**, **Elden Ring**, **Diablo VI**, **Elder Dragon (League of Legends - Worlds 2017 Grand Final)**, **Gears 5**, and **World of Demons**.

"Our portfolio speaks volumes about our commitment to excellence."

Culture of Growth:

The company prioritise creating an environment that fosters growth for all team members. With opportunities for career advancement, leadership roles, and a culture of teamwork, Dark Sandwich ensures a cohesive and productive work environment.

In-House Portfolio:

ArtStation
YouTube



VEALE ASSOCIATES DESIGN AUDIO FACILITIES FOR FRONTIER DEVELOPMENTS



Few things are as evocative as sound; the way the right score can produce an emotional reaction is something film-makers have been capitalising on for decades, and more recently, video game developers too. Games are now telling more complex stories, and we are seeing more **cinematic aspects** incorporated into their **sound design**. There is now a shift towards hyper-realism; delivering cinematic experiences with emotional heft and using **complex, object-based audio** to achieve a more immersive sound environment.

“Put simply, it means more content with more depth & detail, and more demands.”

Mixing on headphones is part and parcel of the mix process, as is mixing in stereo, **5.1** and **7.1**, but many games studios are **predominantly using headphones** to mix due to in-house limitations, resulting in companies being reliant on external facilities to record for them, driving up cost and reducing in-house flexibility. Having internal recording and mix facilities mean that companies are **no longer dependent** on outsourcing and acquire the ability to **respond rapidly** to fast changing game requirements.

Frontier Developments - the brains behind the **Elite** game series - decided they required **new, professional audio facilities** upon moving locations. **Veale Associates** were part of the process to design their new rooms.

James Dixon, Chief Operation Officer at Frontier, said:

“It was important to us to provide quality facilities for our audio team. This change afforded us the opportunity to take our audio to the next level.”

Veale Associates created **acoustic and construction designs**, delivering **twelve sound design rooms**, **two recording studios** with one **Foley pit**, **two Audio Mix suites** and an **AV Editing suite**. The facilities were designed to provide each sound designer with their own independent and acoustically treated working environment, with separate dedicated rooms for accurate recording and mixing on **5.1** and **7.1** surround sound formats; as well as providing the infrastructure for future **Dolby Atmos** productions.

Eddie Veale, Principal of Veale Associates commented: “Our acoustic and studio design knowledge was critical to the design team in order to develop the layout to accommodate the sound facilities. Being involved at the front end when the project was still a green field site enabled us to work with the architects to build the necessary studio isolation into the fabrication of the building rather

than trying to retrospectively fit it.”

The audio team are very happy with their facilities. “We had to strike a balance between rooms that designers could spend all day in, enjoying natural sunlight and rooms that were fully acoustically treated for critical listening” said **Jim Croft, Head of Audio at Frontier**.

“Everything has been used to its fullest and you can hear the results in our games! Happy staff make the best audio.”

Jim Croft had more to say on the **advantages of Veale’s work**:

“Having the pro mix space allows you to mix with true accuracy in surround and stereo, and be confident that what you are hearing is a true picture of what is there. Being able to mix in a properly calibrated reference room as we go along makes mixing in the last couple of weeks before release much easier.”

Looking forward, Frontier faces some **huge** but **exciting challenges**. The quality expectations of audio have grown along with the scale and detail of the games being made. The advent of **professional audio facilities**, designed by Veale Associates for Frontier, have not only proven to be **great value** for money, but given the ever-growing demand for content, Frontier now are able to afford the opportunity to produce more in-house; to **experiment and develop** in a fast-paced industry.



OUR 2024 EVENT REGISTRATION IS NOW OPEN!

Dear GDN Members,

Registration is now open for our first **P2P** event and we would love to welcome you all!

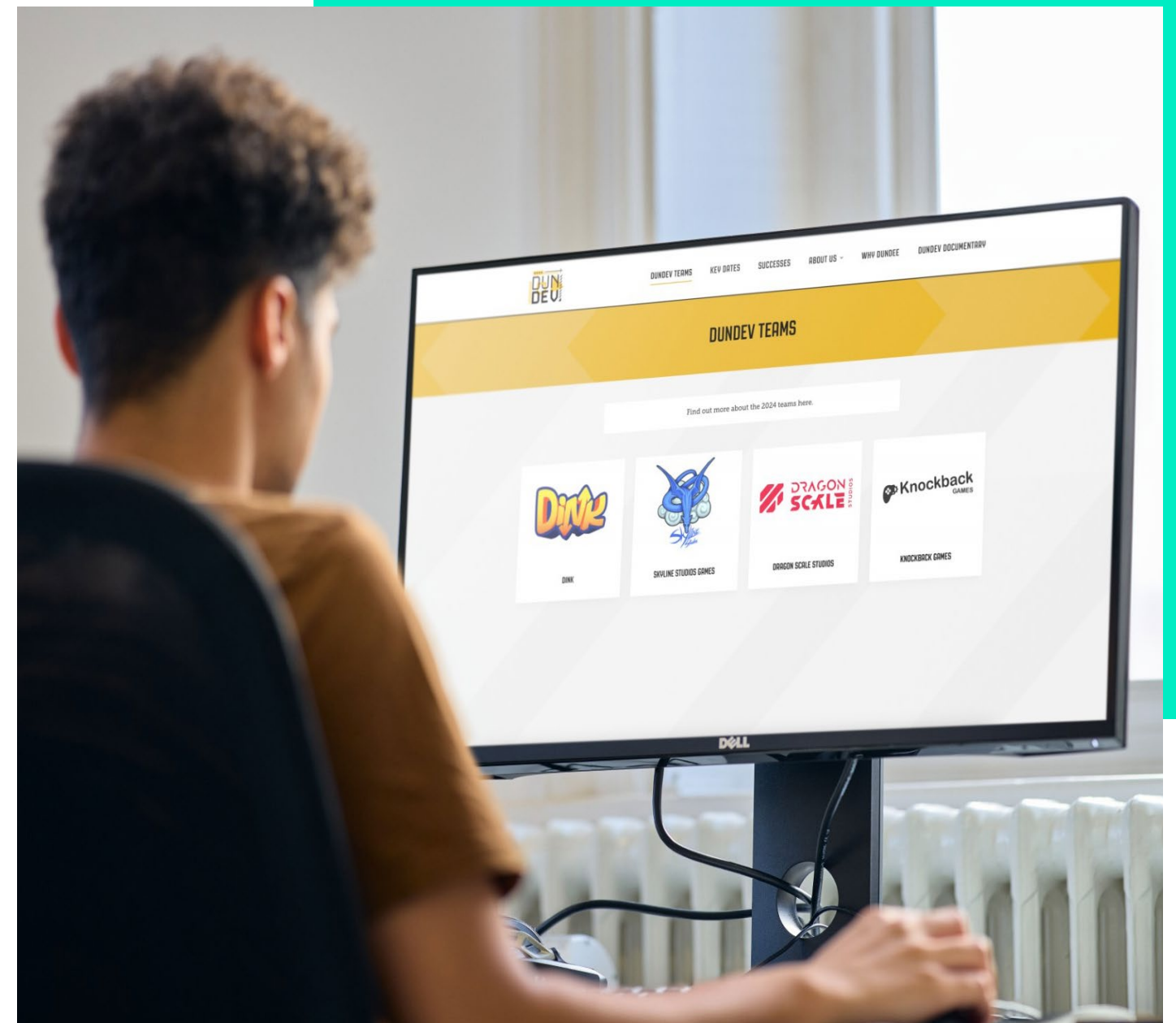
The exciting gathering takes place from 1-3 September 2024 at the stunning **Hotel Croatia Cavtat** - a five-star resort and conference centre just 5.8 km from Dubrovnik Airport.

You can read full details of the event online.

GDN now covers over 30 countries! This gathering offers an incredible chance for our members to save time and money by bringing together industry professionals in one convenient location. Our events eliminate the need for extensive travel and time away from the office. **Read more.**

To book your place, please **register online**. We will send you an invoice for the Registration Fee and once paid, your place is secured (please remember that spaces are limited). The P2P Scheduler will go live on 1 May 2024 when all fully registered delegates will gain full access.

We can't wait to welcome you to our exciting event dedicated to GDN members!



DUNDEV 2024 FEATURES 4 GDN MEMBERS

DunDev is a four-week residential programme for early-stage games developers where studios from across the UK are invited to Dundee to compete for £25K development funding.

We are very proud that the 4 studios selected to participate in **DunDev 2024** are all GDN members:

Dink
Skyline Studios Games
Dragon Scale Studios
Knockback Games

DunDev says "The studios were selected on a competitive basis, each demonstrating a **clear**

passion for their game as well as business acumen and a great potential to be a sustainable, successful independent commercial studios."

DunDev culminates in the face-to-face pitch with the UK Games Fund panel, with each participating studio having the opportunity to make their case for UKGF support for the continued commercial development of their games post-DunDev.

This represents a remarkable achievement and presents a fantastic opportunity. The GDN Team will be closely monitoring the progress of each studio and wish all participants the best of luck!

AN INTRODUCTION TO NIMROD SOUND

Nimrod Sound are a company from rural Oxfordshire in the United Kingdom, who specialise in Audio Post-Production. The studio bring an experienced hand to managing the production and post-production in music & sound.

This encompasses an organised view of the recording and production process, working through the complex requirements of modern mixing and efficient delivery of assets, whilst keeping a focused eye on artistic and creative support.

“We have a history of doing work for high-risk projects, starting with all of the Driv3r games, Killzone and Farcry 2. More recently, we worked on the entire Horizon series and its Burning Shores expansion.”

For Driv3r, Nimrod Sound’s scope covered composition, production, licensing and mixing. Farcry 2 & Killzone also consisted of composition, production, recording and mixing... this might suggest they are a composition team, which is not what they are in the present day!

Nimrod Sound record music for composers, and manage that process through contracting musicians, studios, orchestrators, copyists and conductors.

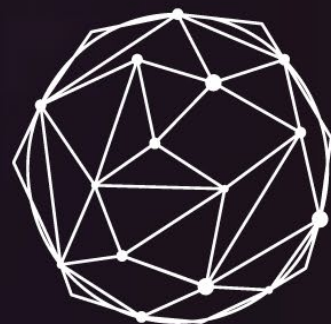
“Our core business is the mixing process, which is where the full weight of experience comes to bear.”

Delivering excellent stems for in-game implementation is crucially important, and Nimrod Sound do all of this from a brilliant sounding studio,

with a mix team with deep experience, capable of meeting the tightest deadlines.



26-27
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VAULTN WELCOMES INDUSTRY VETERANS CLAIRE RALLEY AND ADAM SELCUK

Smart distribution platform VaultN is excited to announce the appointment of **two key figures** to its **executive team**! **Claire Ralley**, an esteemed gaming industry veteran, comes to VaultN after a significant tenure as **Co-Founder of Genba Digital**, a premier digital aggregator.

Claire's extensive experience and innovative approach have been central to Genba's success, culminating in a successful acquisition by Azerion.

At VaultN, Claire will apply her wide-ranging expertise to drive commercial strategies, catalysing growth and reinforcing the platform's position in the market as **Chief Commercial Officer**.

Adam Selcuk steps into the role of **Chief Product Officer**, carrying with him a wealth of experience from his role as interim **Managing Director** at distribution specialist **Exertis Ztorm**. Adam's deep insight into product development and digital distribution will be crucial in refining VaultN's product suite, ensuring it continues to address the needs of VaultN partners in the ever-evolving gaming industry landscape.

Emrah Kara, Founder of VaultN, remarks on their joining:

"The addition of Claire and Adam is an essential event for VaultN. Their proven track record and extensive knowledge of the industry are exactly what we need to push innovation and service expansion of our platform to the next level. Their decision to join our team is a proof for VaultN's potential and the compelling direction in which we are heading."

The recruitment of Claire and Adam signifies VaultN's dedication to innovation and excellence within the game distribution sector.

Since its launch last summer, the platform has made impressive progress, establishing partnerships with notable industry names such as **Bethesda, Fanatical, Gamesplanet, Thunderful**, just to name a few, thus reinforcing its vision to redefine game and license distribution.



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PQUBE TEAM UP WITH 18LIGHT FOR SCI-FI BOSS-RUSH GAME ‘NANOAPOSTLE’

PQube is excited to share that they have been working with 18Light to create the new Sci-Fi Boss-Rush Game ‘NanoApostle’, coming to Steam this year! With intense, reaction-based combat, and a unique “Destruction Point” system, you play as Anita - a child augmented with lethal nanomachines, as she battles against twisted cybernetic experiments to escape a top-secret facility.

For unknown reasons, Anita is the only human able to bond with the “Apostle” nanites successfully. Without any memory of how she ended up at the facility, Anita lives symbiotically with the apostle, and while bonded she named the Apostle “Xiao Hei”. The Apostle is a tactical nanomachine equipped with artificial intelligence. It is the 89th product of the “Nano Apostle Project” and plays a leading role in battle.

On the surface, it is only equipped with a poor language function and shows little emotion, however, it is very protective of Anita. Protecting its host is an Apostle’s top priority.



A previous experiment that Anita met while sleeping in the incubator, Wenny knows everything about the institute but their past has yet to be uncovered. While seemingly very fond of Anita, they are highly wary of the Apostles.

- **Battle Against Merciless Adversaries:** Face axe-wielding mechs, fire-spewing behemoths, and psychokinetic terrors in vicious encounters culminating in the brutal execution of your foes.
- **Evolving Multi-Stage Battles:** When threatened, the destructive bio-weapons feature a failsafe causing them to become more ferocious, often warping environments to enhance their onslaught.
- **More than a Weapon:** The symbiotic relationship between Anita and Apostle grants her numerous abilities such as Dodge, Parry, a series of Slashing Attacks, and a deadly Projectile.



Will you uncover Wenny’s past as you search for a way out?

Please find the announcement trailer for ‘NanoApostle’ here.



- **Master the Destruction Point System:** Utilise Apostle’s nanites to identify structural weaknesses known as ‘Destruction Points’ and exploit your opponent’s vulnerabilities to land devastating blows.
- **Experiment with Skills:** Earn skill points through combat and challenge stages. Whether you favour a tactical or reckless approach, create unique skill combinations that resonate with your style.
- **Step Up to the Challenge:** Earn skill points by completing various tasks in the Challenge System, from defeating hordes of minions to demonstrating dexterity in parkour challenges.



PQUBE SET TO RELEASE LATEST VISUAL NOVEL FOR KONOSUBA

PQube and MAGES are excited to announce the release of a comedy visual novel from the hit series **Konosuba**, coming to **Steam, PlayStation 4 & Nintendo Switch**! This exciting new installment in the series will be available on **February 8th, 2024**. Watch the announcement trailer [here](#)!

Join Kazuma, a reincarnated adventurer in another world, and experience the turbulent days he spends with his unfortunate party members. Enjoy a brand new Konosuba adventure with your favourite characters in visual novel form. Prepare for dress-up, resource management, comedy, and of course, another dreaded curse!

- **'Special Swimsuit' DLC** announced for launch which features exciting additional scenarios and costumes for each of the three main heroines.
- **Fully voiced Japanese visual novel:** enjoy the voices of the original anime cast to bring this visual novel experience to life.
- **A new KONOSUBA adventure:** Kazuma, Megumin, Aqua and Darkness encounter yet another curse and it's your job to break it!
- **A mysterious black slab:** causes a new curse which flips the user's deepest desires, are you ready for reversed versions of your favourite characters?

- **It's time to play dress-up:** the curse can only be broken by satisfying the body and soul of the flipped desires! It's time to dress-up the characters in exciting, unexpected outfits!
- **Work against the clock:** select and schedule in work for the gang to gather the resources and money needed, to craft the outfits you need before the deadline!
- **Can you break the curse?** Enjoy another KONOSUBA story, break the curse that your favourite characters have been hit with by sending them to work to gather resources and make outfits which fulfil their new, twisted desires, in this comedy visual novel.

Witness a new story in visual novel form! Featuring a **full cast of fan-favourite characters** from the series, this wild adventure gives you the chance to build up affection with up to seven heroines!

Each heroine has her own story ending and **special dress-up CGs**, so pick your words wisely and avoid invoking their wrath! Your choices matter! **Collect resources** to create outfits by completing tasks and quests. **Manage your finances** carefully to afford the materials you are missing, and prioritise gathering the outfit-specific ingredients you will need.

Pre-order now for a 10% discount on eShop and PlayStation Store.

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