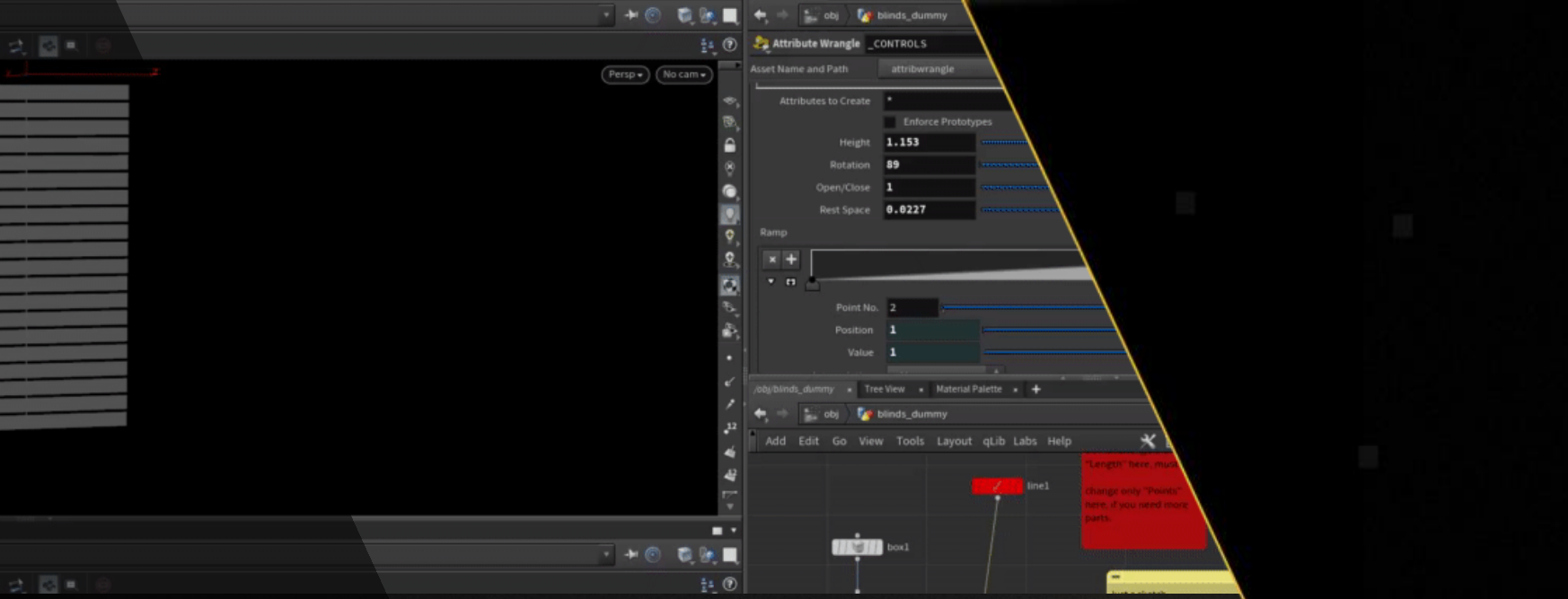
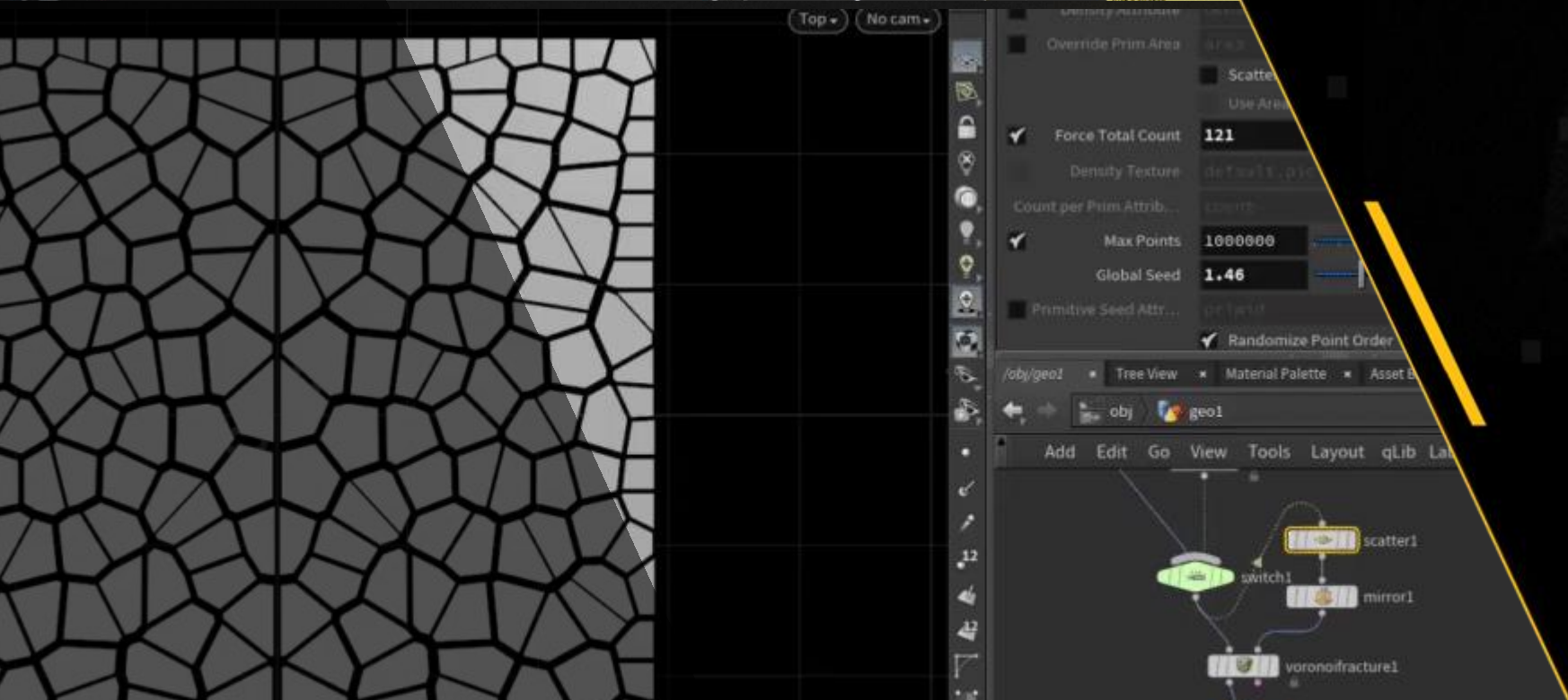




AMBER ART STUDIO

- TECHART
- CHARACTER
- ENVIRONMENT
- HARD SURFACE
- CONCEPT
- VFX

Technical Art Services

•Bridges Art and Engineering: Technical artists ensure seamless collaboration between artists and developers, optimizing assets for both visual quality and performance.

•Performance Optimization: Efficient asset creation, LODs (level of detail), and shader optimization enhance frame rates and reduce load times, ensuring smooth gameplay.

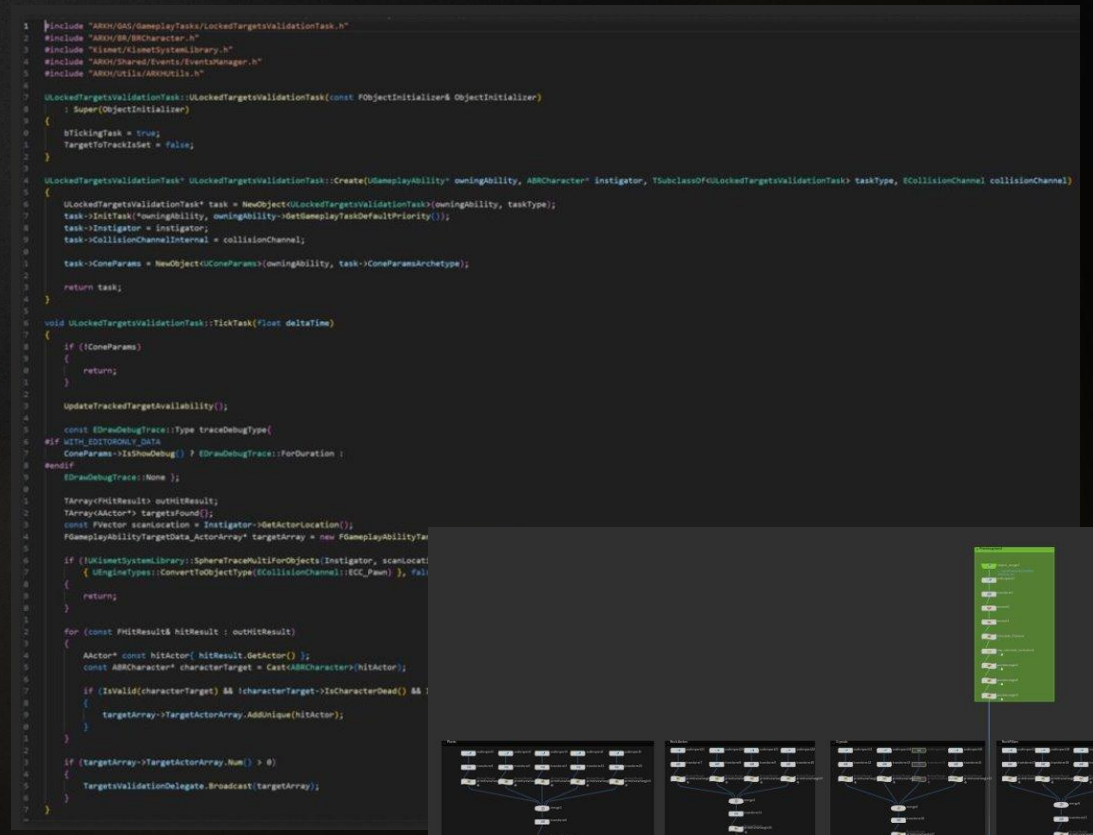
•Tool Development: Custom tools and pipelines streamline workflows, allowing artists and developers to focus on creativity rather than repetitive tasks.

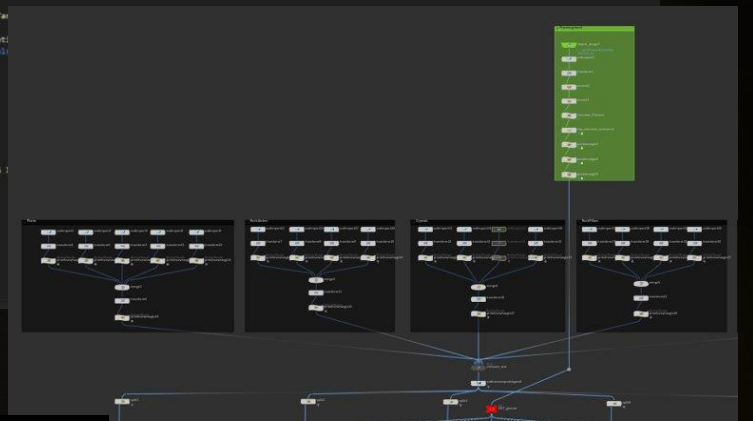
•Problem-Solving Expertise: Technical artists troubleshoot visual and performance issues, offering solutions to complex challenges in real-time.

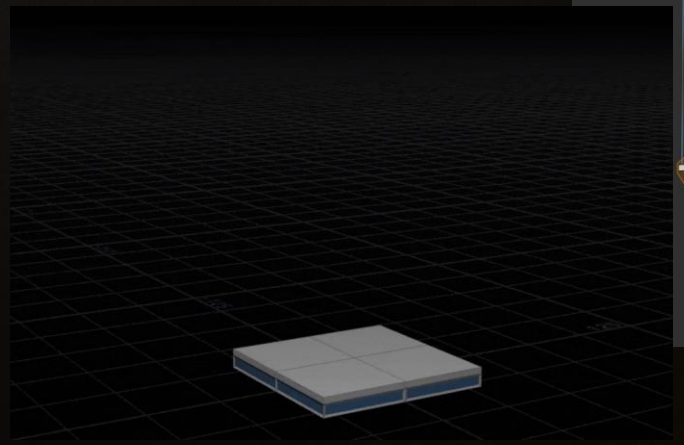
•Maximizing Platform Potential: Expertise in multiple platforms ensures that assets are optimized for each, delivering the best possible user experience across devices.

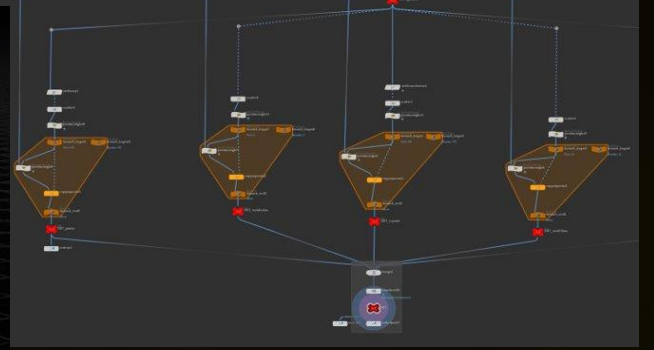
•Services:

- C++, Python, VEX, UE Blueprints
- Blender, Unreal, Houdini, Substance
- Experience with multiplayer game development
- Procedural generation/animation
- Custom character controllers
- Art and animation pipeline automation
- VFX creation | UE Niagara
- Shaders & Look development
- Lighting
- Profiling and optimization
- Rigging









TECHART

AMBER ART STUDIO

AMBER
ART STUDIO

- TECHART
- CHARACTER
- ENVIRONMENT
- HARD SURFACE
- CONCEPT
- VFX

Sony Immersive Music Studios

FORTNITE
AMBER
ART STUDIO

CONCERT EVENT

PARTYNEXTDOOR

Sony Immersive Music Studios

FORTNITE AMBER ART STUDIO

FIFA
TEST PROJECT
AMBER
ART STUDIO

FIFA
TEST PROJECT
AMBER
ART STUDIO

CONCEPT

3D

Immutable
GUILD OF GUARDIANS
AMBER ART STUDIO

CONCEPT

3D

CONCEPT

3D

Immutable
GUILD OF GUARDIANS
AMBER ART STUDIO

Imangi Studios
AMBER
ART STUDIO

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AMBER
ART STUDIO

AMBER
ART STUDIO

- TECHART
- CHARACTER
- ENVIRONMENT
- HARD SURFACE
- CONCEPT
- VFX

WB GAMES MONTRÉAL
AMBER ART STUDIO

WB GAMES MONTREAL
AMBER ART STUDIO

OVERWORLD

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ART STUDIO

OVERWORLD

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ART STUDIO

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ART STUDIO

WORLD OF OUTLAWS DIRT RACING
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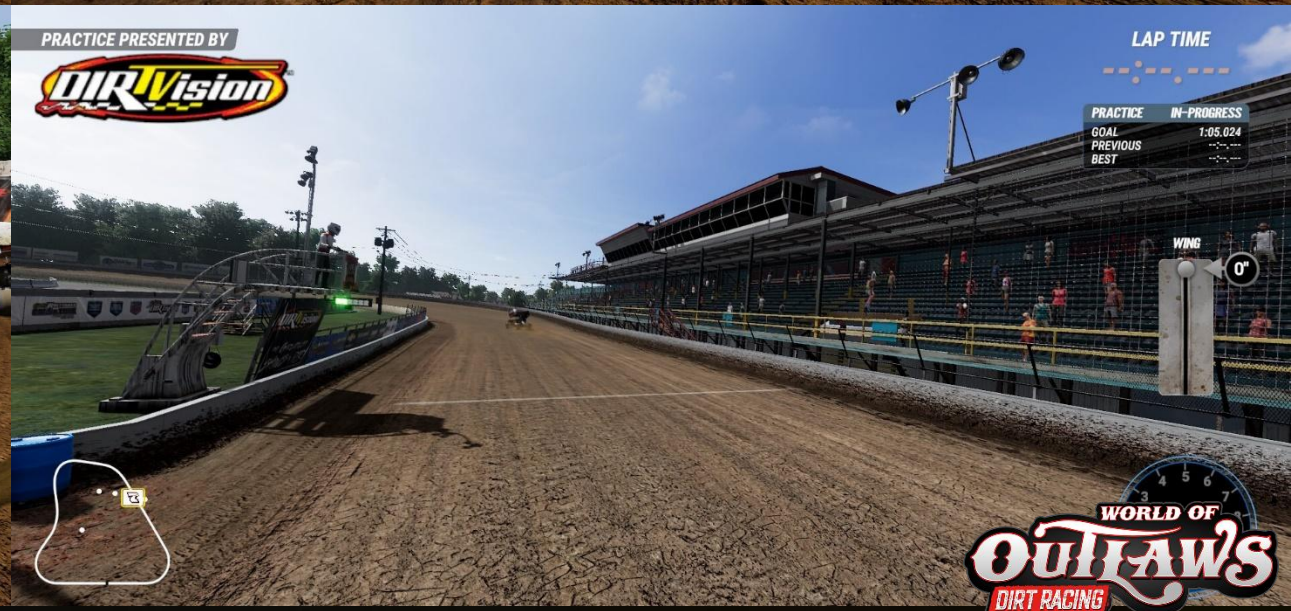
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Sony Immersive Music Studios

FORTNITE
AMBER
ART STUDIO

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Sony Immersive
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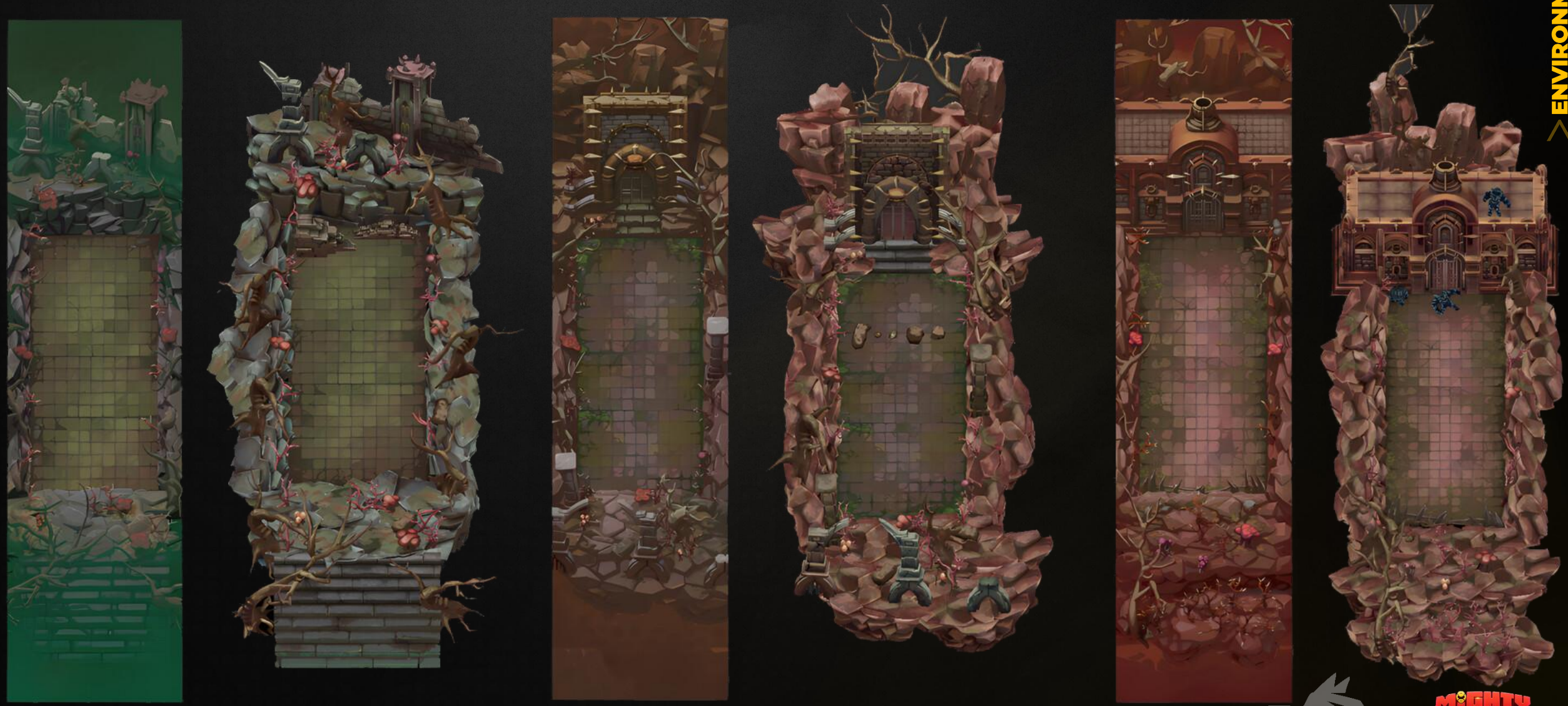
AMBER
ART STUDIO

BETHESDA GAME STUDIOS

ALPHA DOG GAMES

MIGHTY DOOM

AMBER ART STUDIO



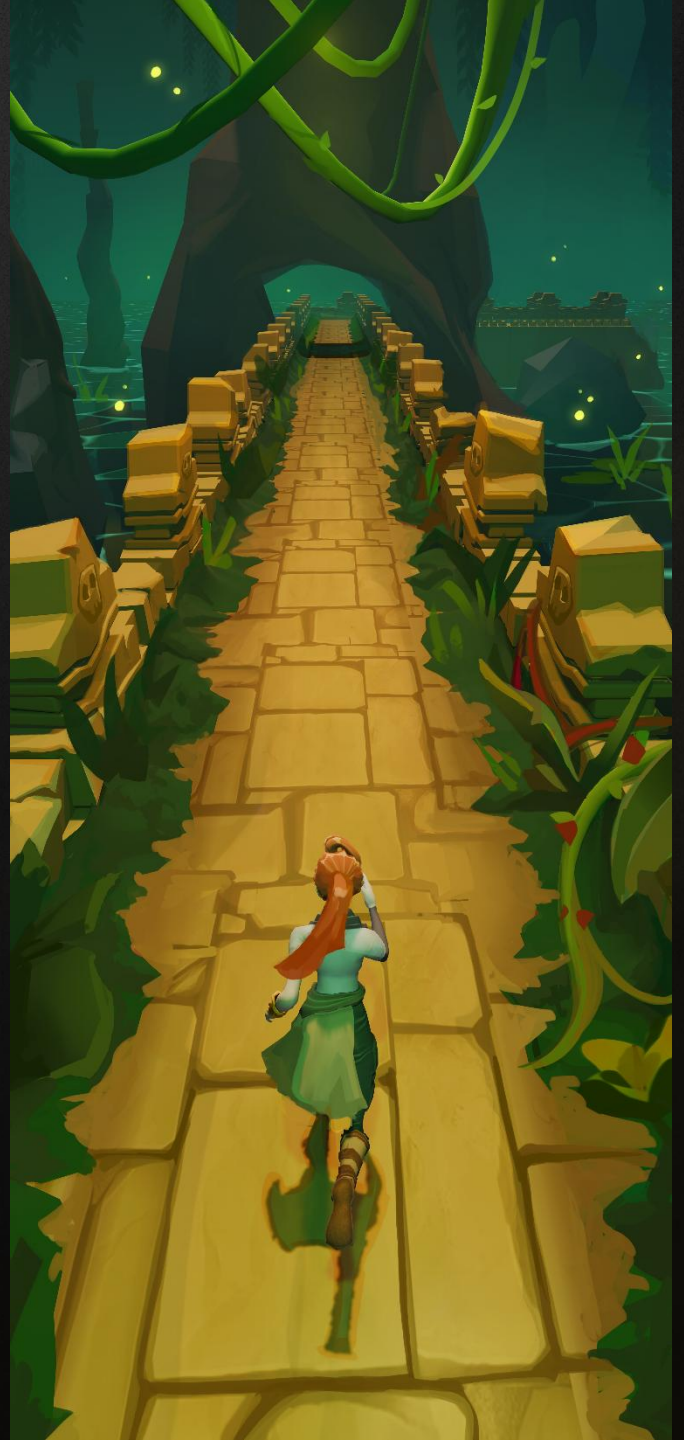
AMBER ART STUDIO

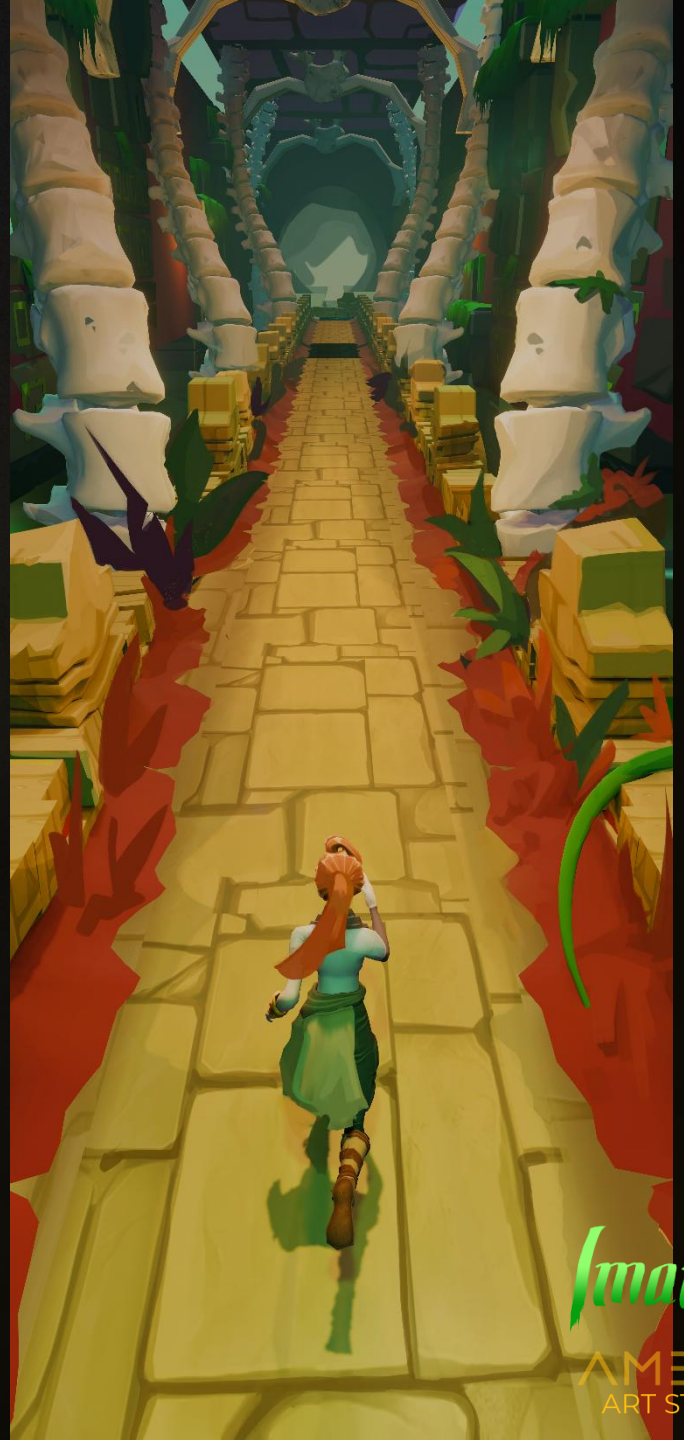
BETHESDA GAME STUDIOS

ALPHA DOG GAMES

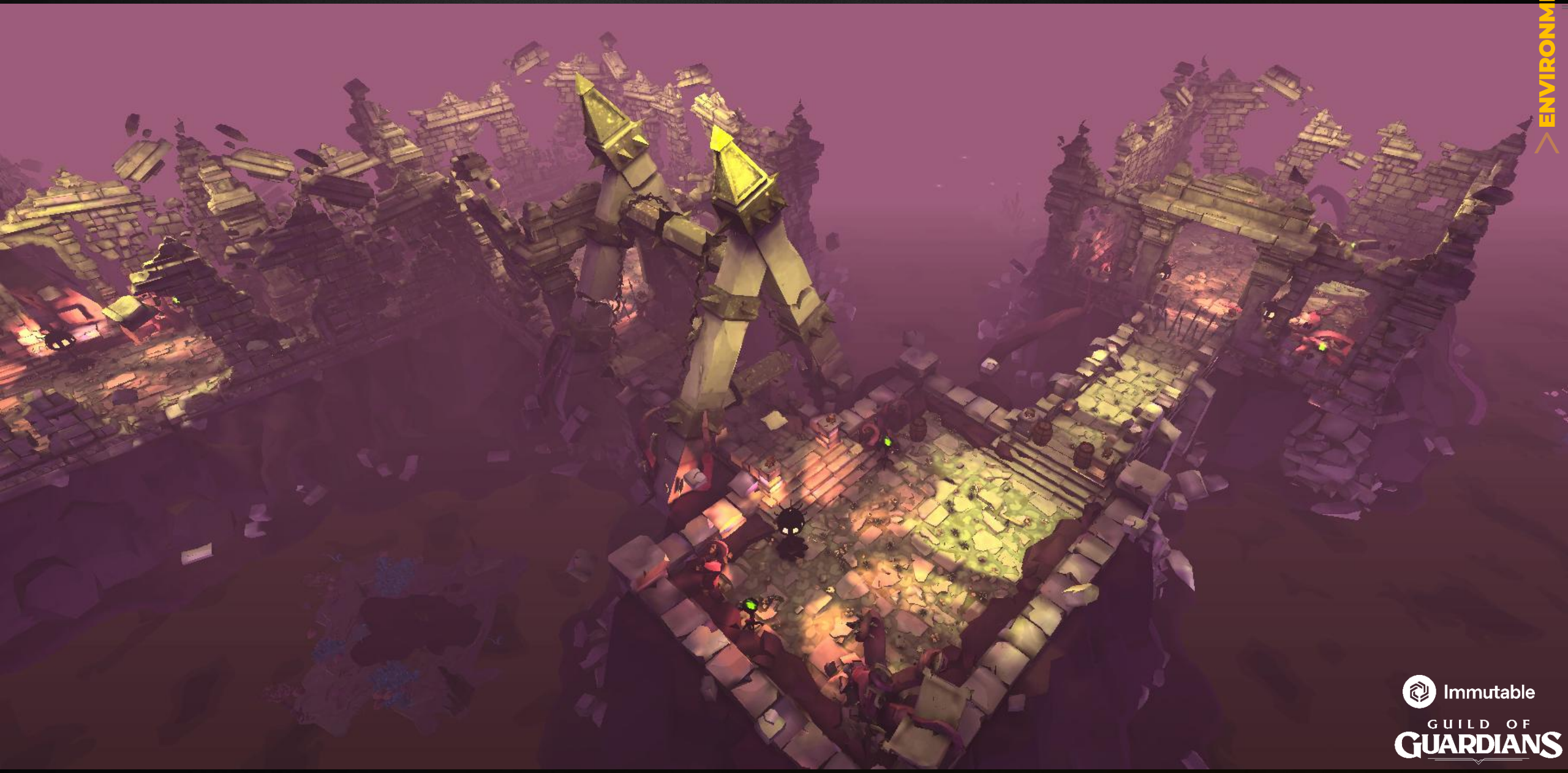
MIGHTY DOOM

Studios
AMBER
ART STUDIO

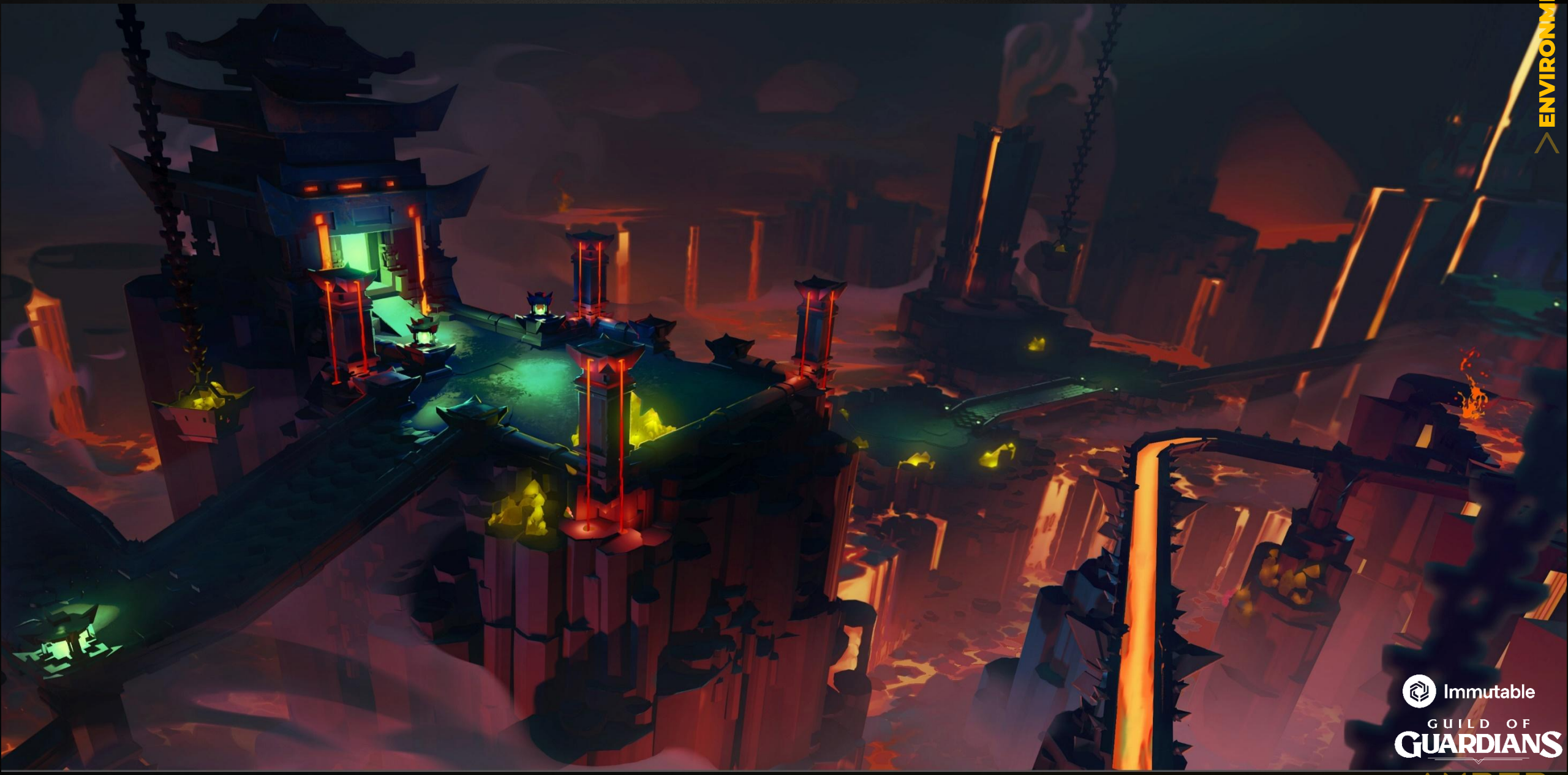




Imangi Studios
AMBER ART STUDIO



Immutable
GUILD OF GUARDIANS
AMBER ART STUDIO



Immutable
GUILD OF GUARDIANS
AMBER ART STUDIO

AMBER
ART STUDIO

- TECHART
- CHARACTER
- ENVIRONMENT
- HARD SURFACE
- CONCEPT
- VFX

L32
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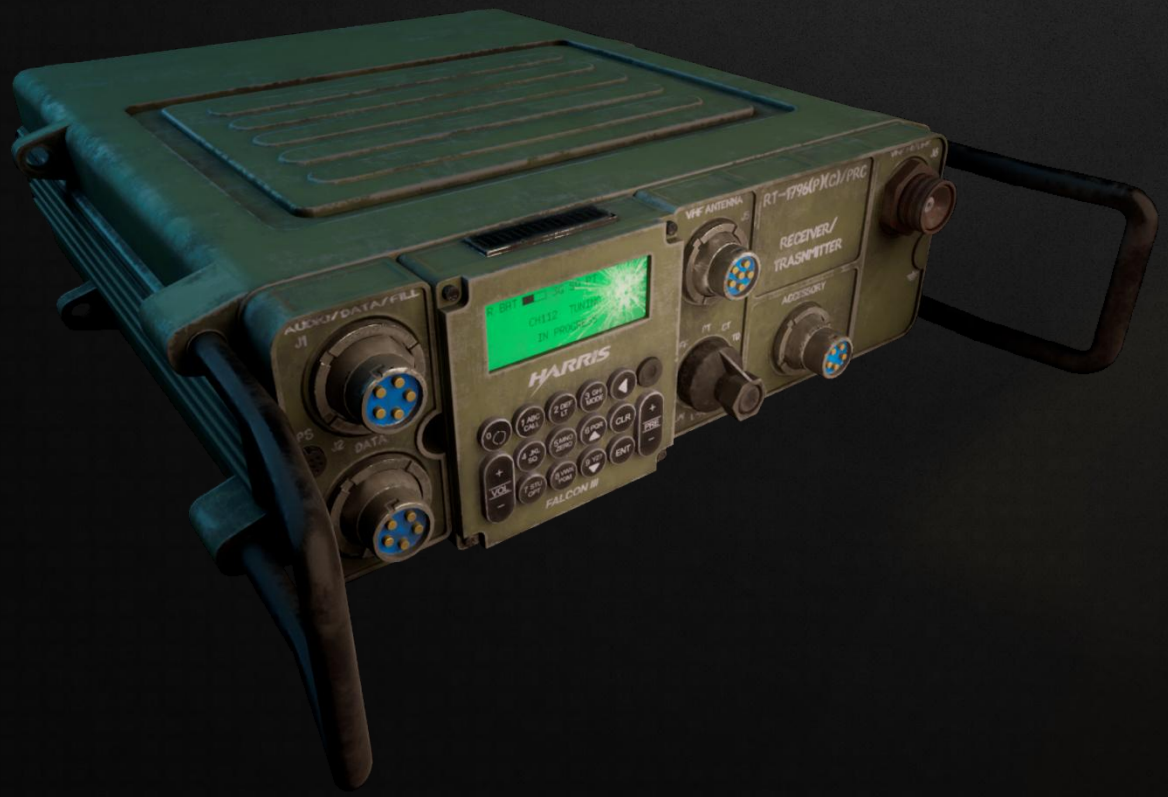
BEWARE OF CANNON BLAST!!
DANGER
AIRLOCK
SPORT MAX X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SCSI-3
SIGMA 200
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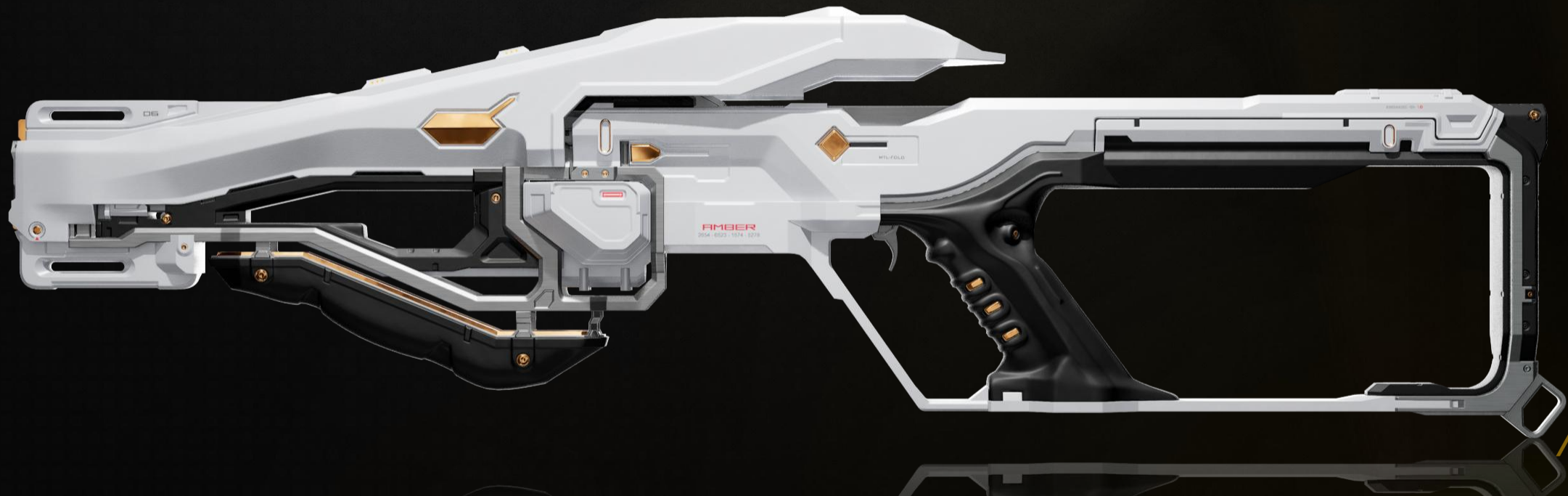
AMBER


AMBER

AMBER
SUPPRESSOR
CARBINE
SEMI-AUTO

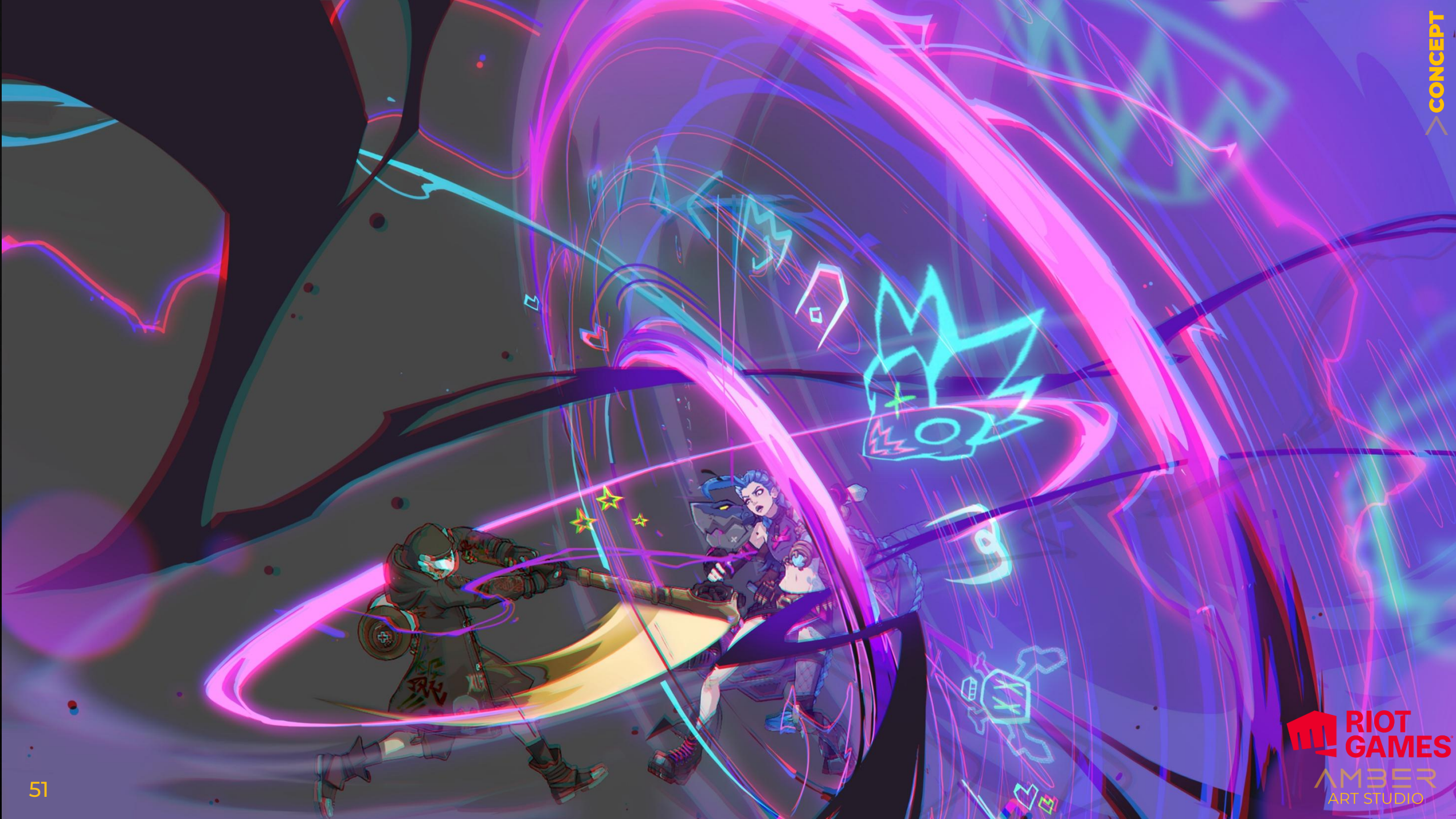
J-16

AMBER
ART STUDIO

- TECHART
- CHARACTER
- ENVIRONMENT
- HARD SURFACE
- CONCEPT & 2D
- VFX

Vi's Down A3 - Debris Concept

RIOT GAMES
AMBER
ART STUDIO



RIOT GAMES
AMBER
ART STUDIO

RIOT GAMES
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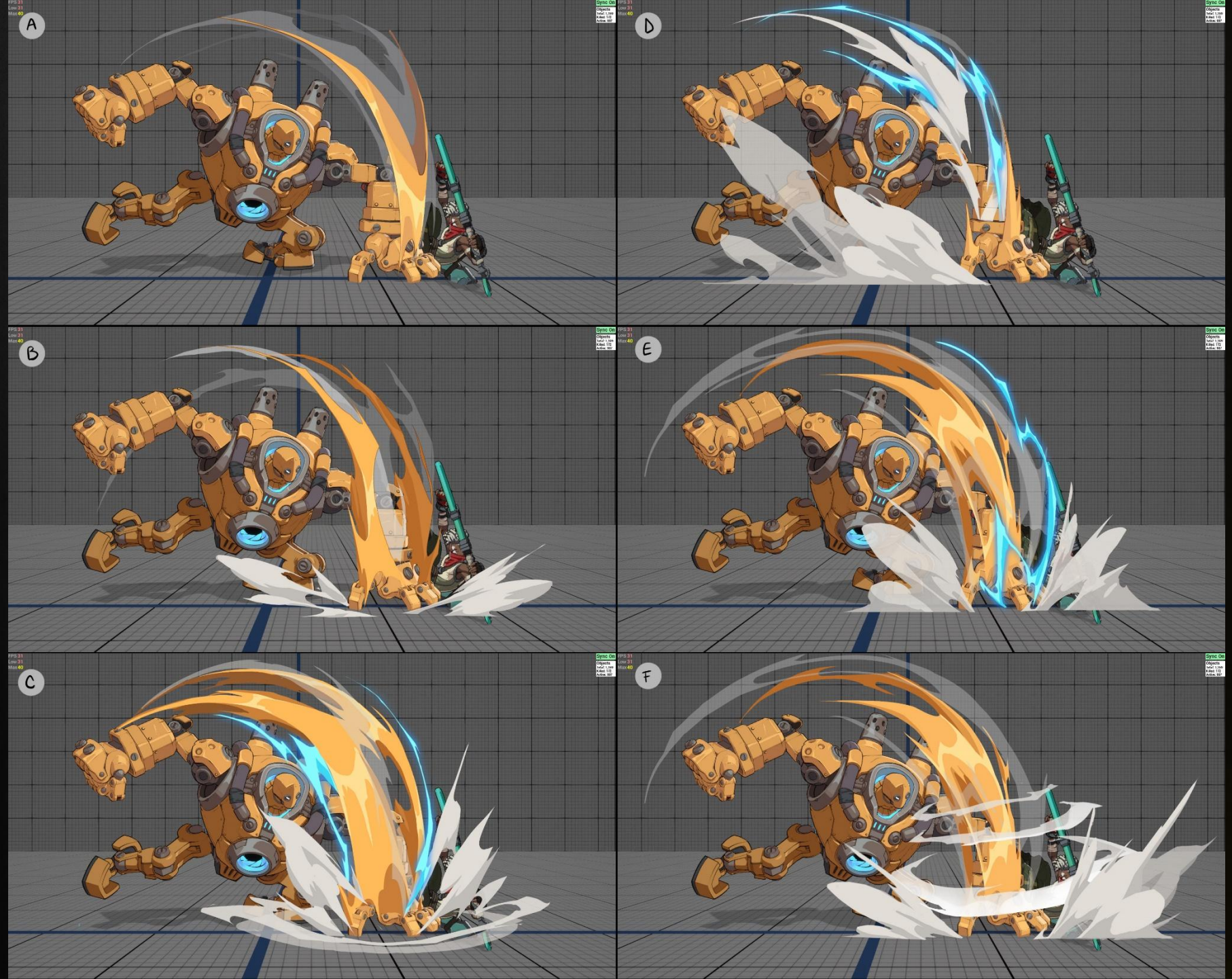
ART STUDIO

CONCEPT
RIOT GAMES
AMBER
ART STUDIO



RIOT GAMES
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RIOT GAMES
AMBER
ART STUDIO

MARVEL PUZZLE QUEST

AMBER ART STUDIO

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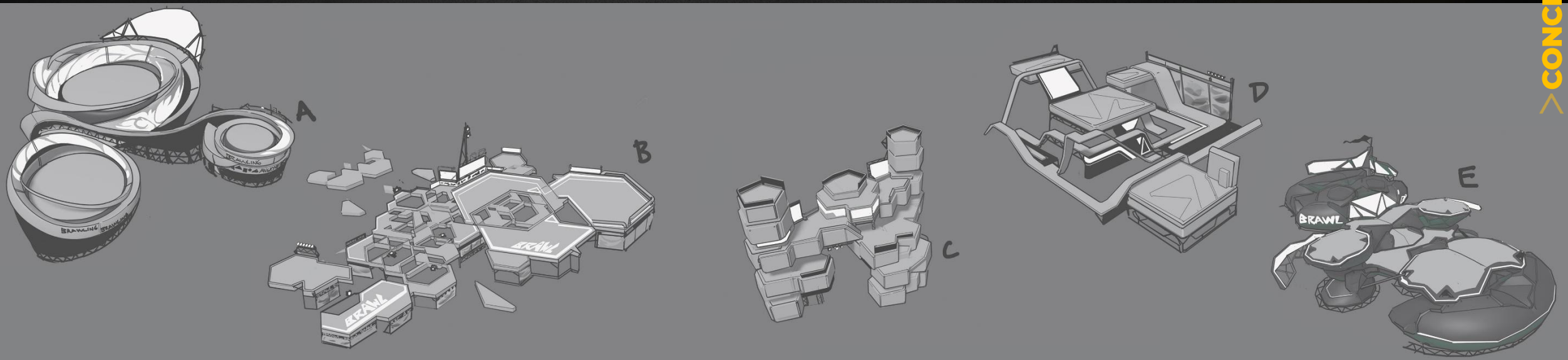
AMBER ART STUDIO


A
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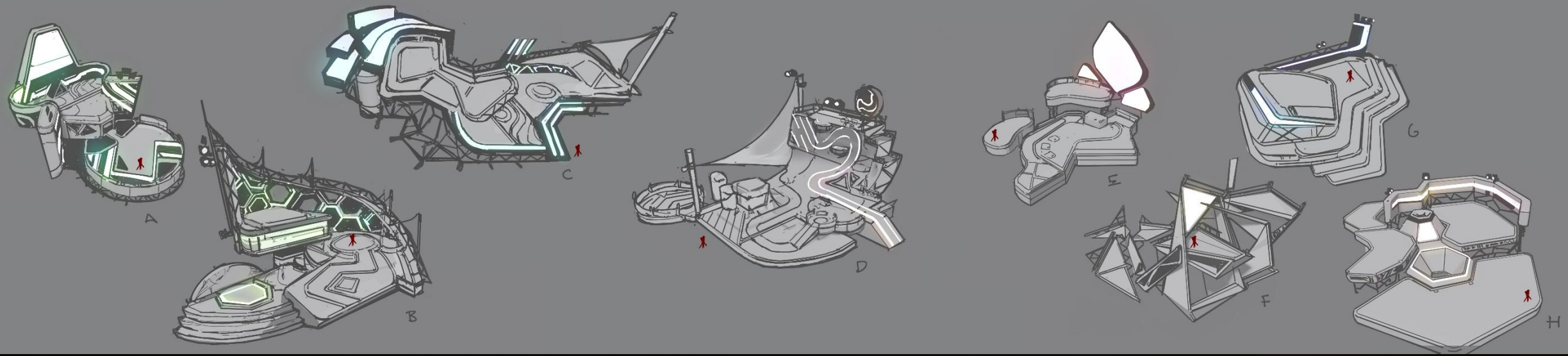
BRAWL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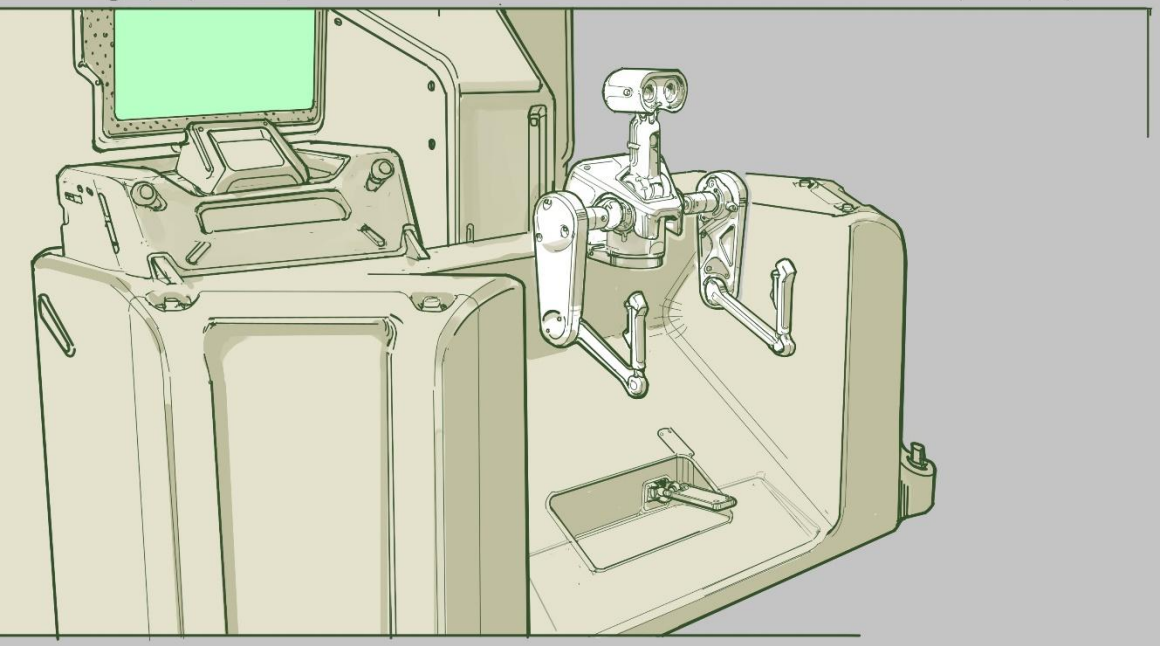
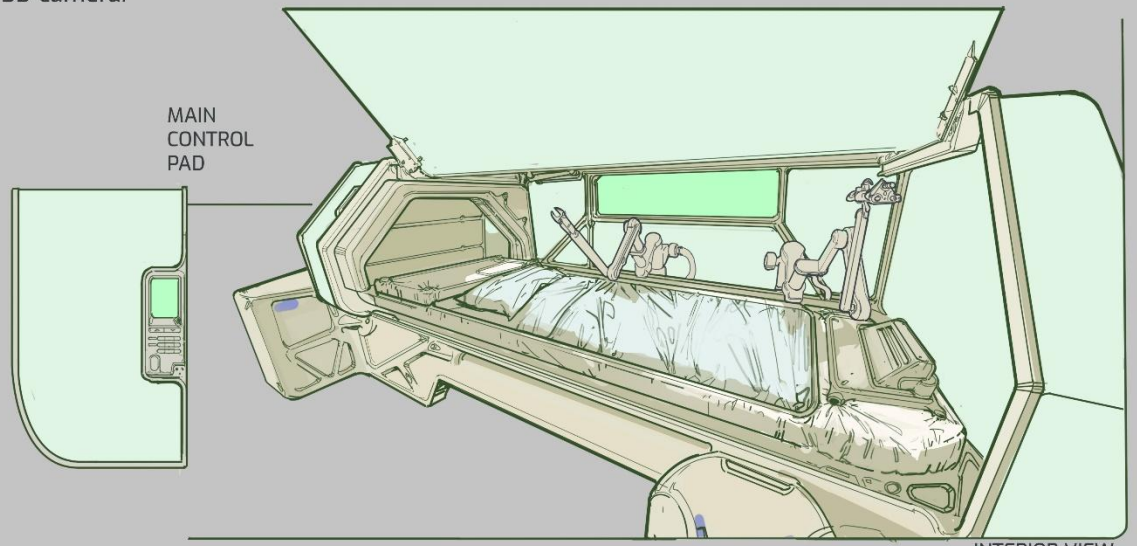
H

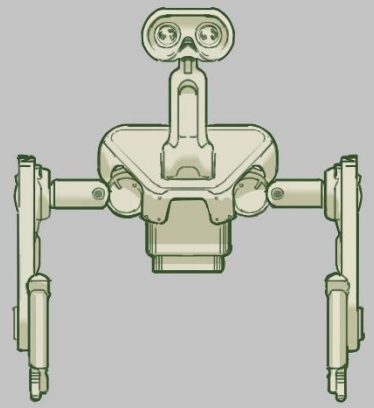
MEDICAL CAPSULE

ROBOTIC ARM CONSOLE
A surgeon operated console equipped with robotic arms controlled by two joysticks, triggers, a pedal, and a 3D camera.
3D imagery captured by cameras on the robotic arm is transmitted to the stereoscopic display.



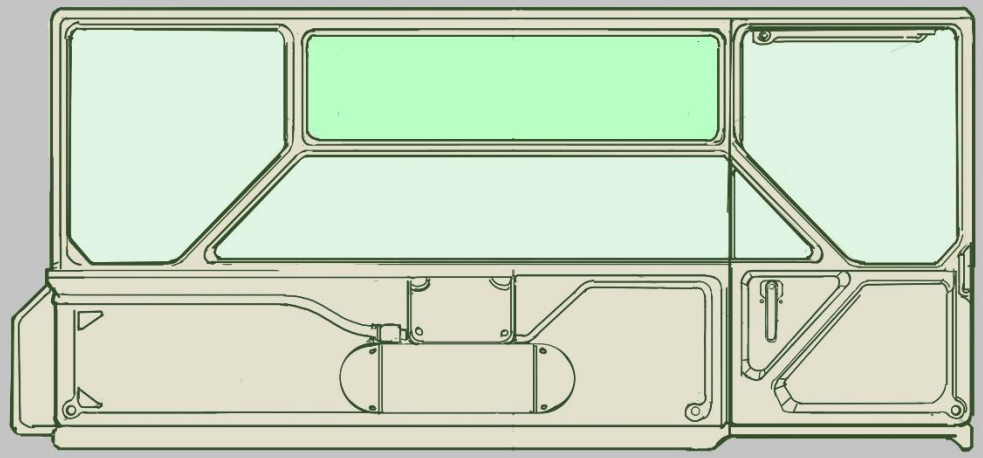


INTERIOR VIEW

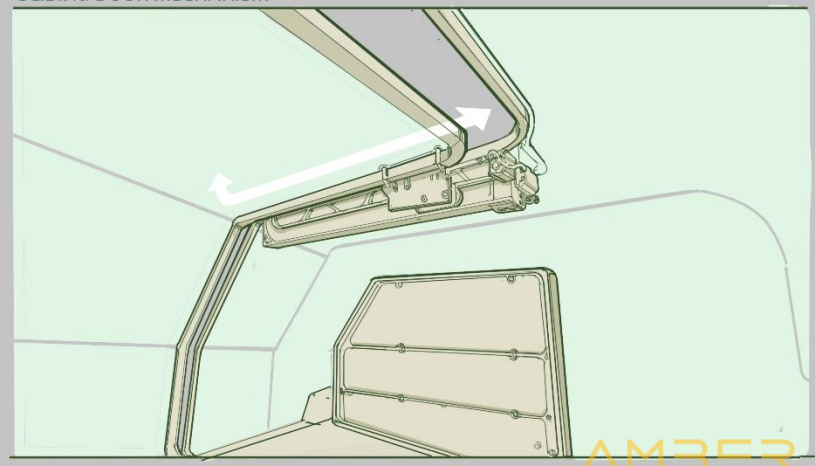


FRONT VIEW

CAPSULE BACK VIEW



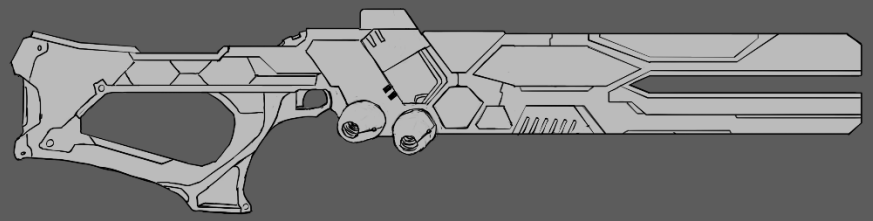
SLIDING DOOR MECHANISM



AMBER
ART STUDIO

RAILGUN RIFLE

1



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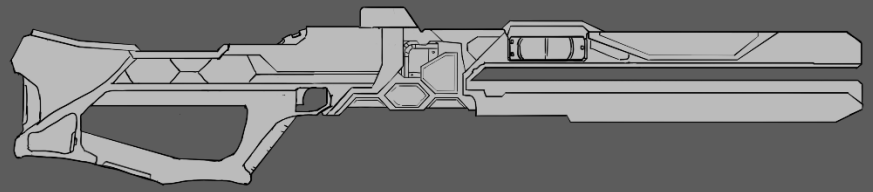

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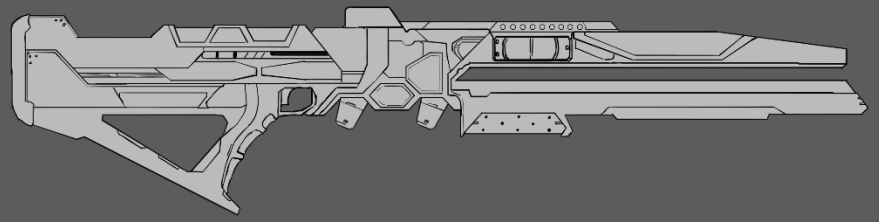

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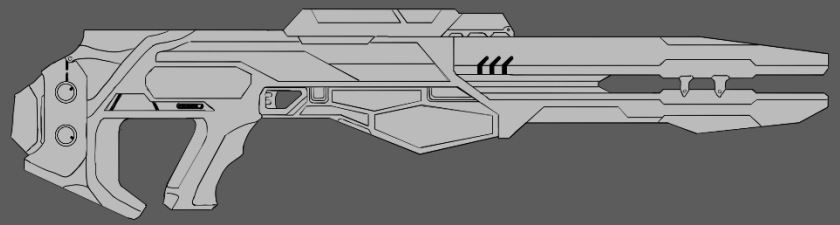

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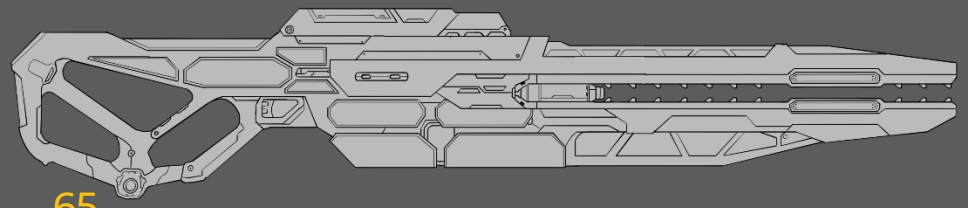

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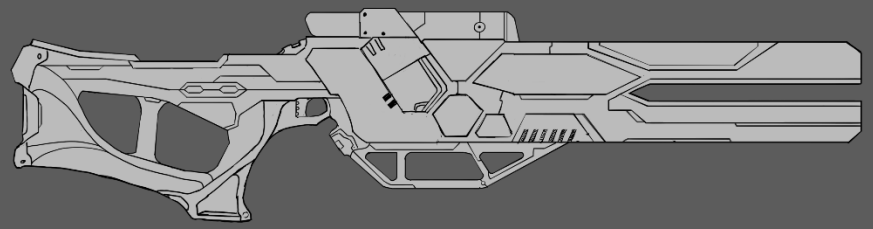

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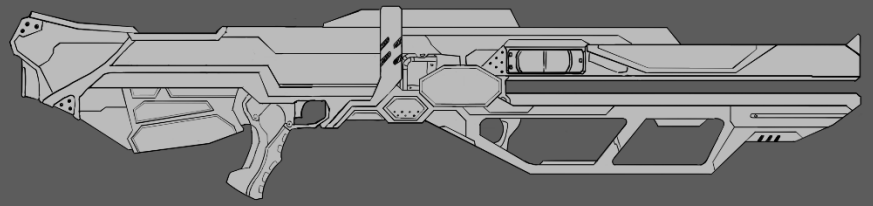

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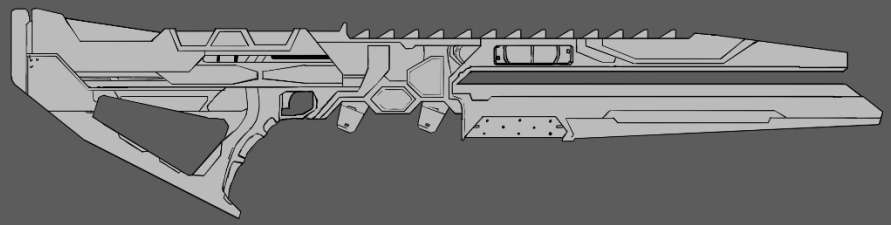

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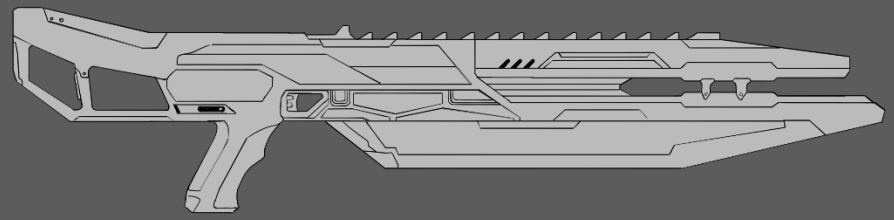

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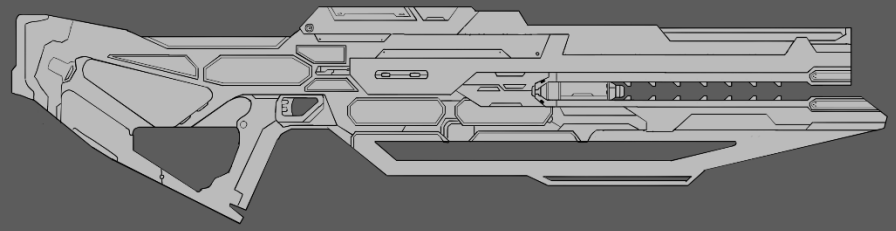
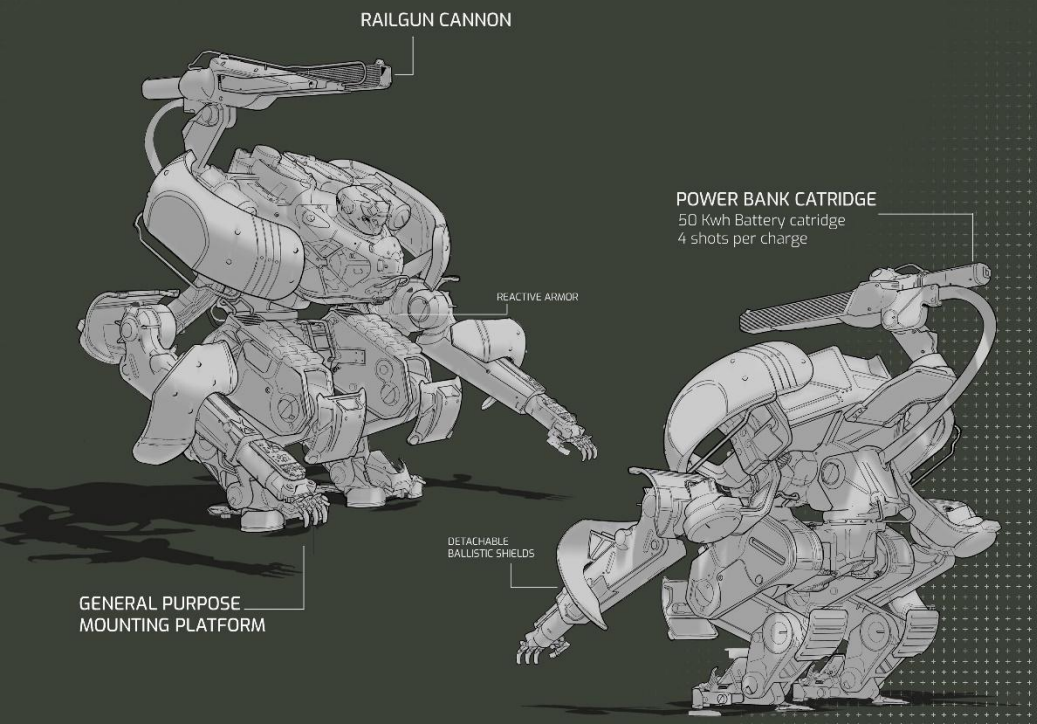
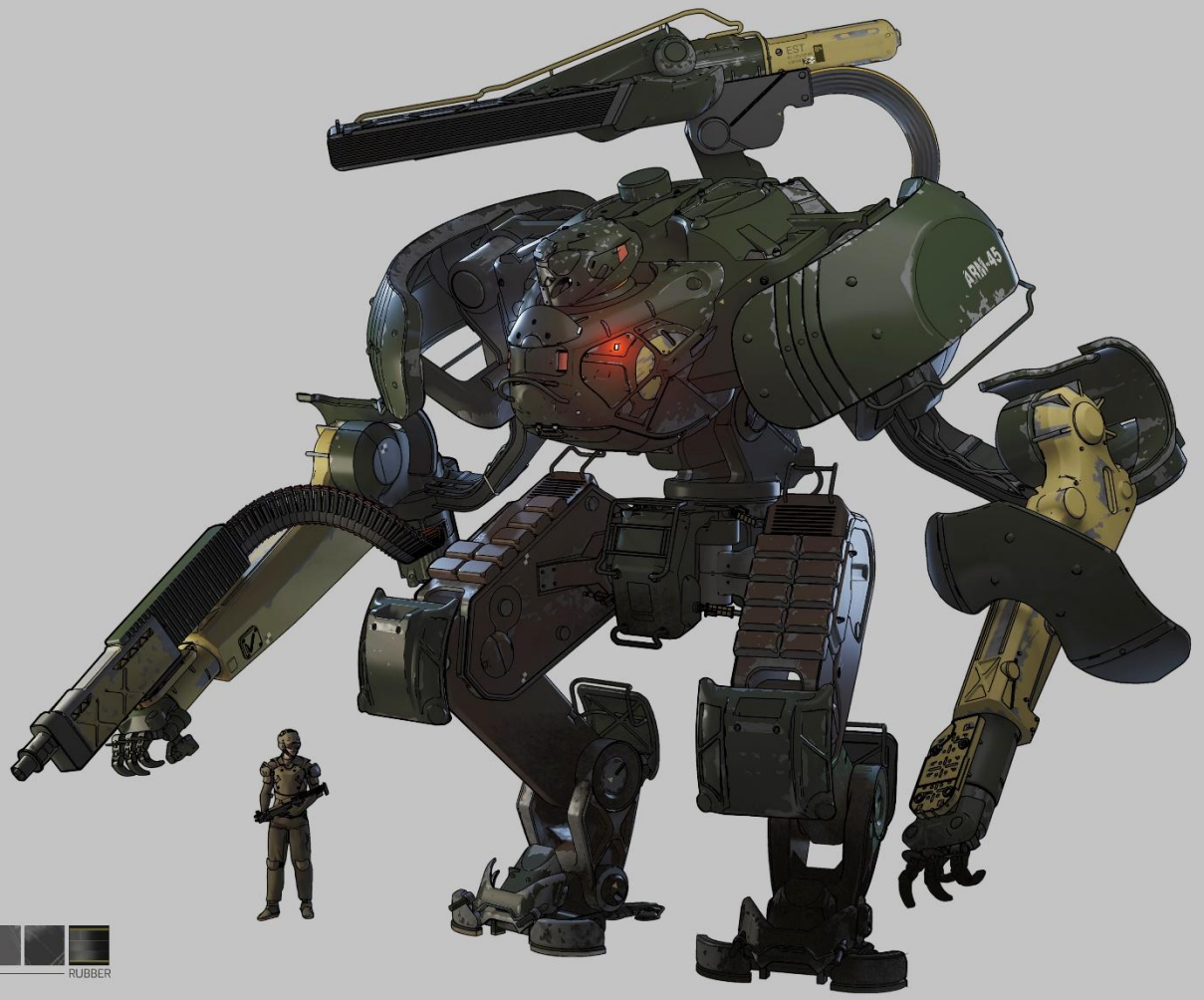


MECH - ARMADILLO

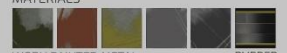


COCKPIT

Door opening sequence



MATERIALS



WORN PAINTED METAL — RUBBER

AMBER
ART STUDIO

80

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/ CONTACT US!

bizdev@amberstudio.com

UI VFX ANIMATION CONCEPT ART ILLUSTRATION CHARACTERS ENVIRONMENTS PROPS