

- > 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.

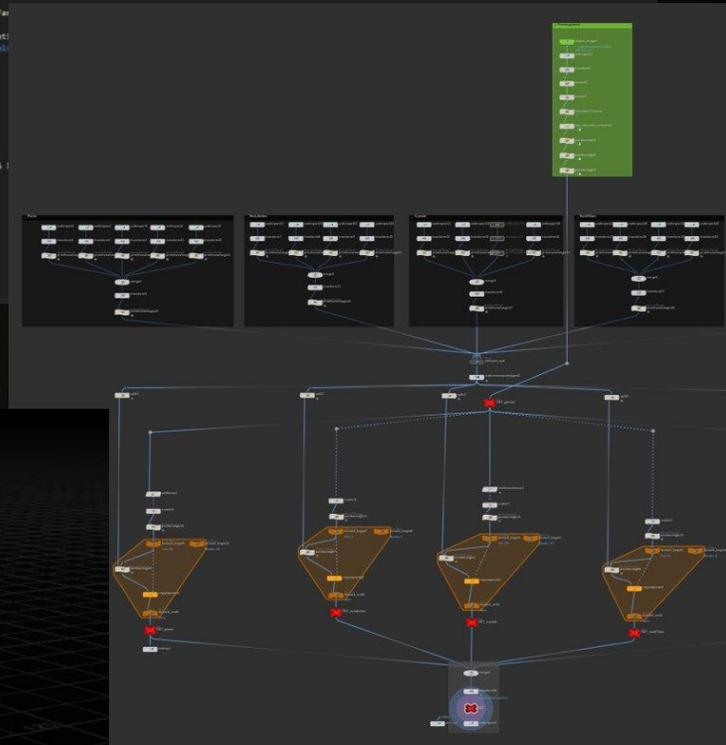
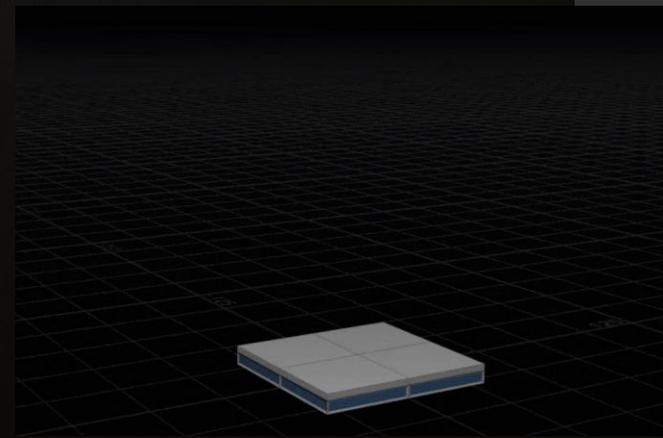
• **Problem-Solving Expertise:** Technical artists troubleshoot visual and performance issues, offering solutions to complex challenges in real-time.

• **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

```
1 #include "ARH/00/GameplayTasks/LockedTargetsValidationTask.h"
2 #include "ARH/00/ABRCharacter.h"
3 #include "Kismet/KismetSystemLibrary.h"
4 #include "ARH/Shared/Events/EventManager.h"
5 #include "ARH/Utils/ARHUtils.h"
6
7 ULockedTargetsValidationTask::ULockedTargetsValidationTask(const FObjectInitializer& ObjectInitializer)
8 : Super(ObjectInitializer)
9 {
10     bTickingTask = true;
11     TargetToTrackIsSet = false;
12 }
13
14 ULockedTargetsValidationTask* ULockedTargetsValidationTask::Create(UGameplayAbility* owningAbility, ABRCharacter* Instigator, TSubclassOf<ULockedTargetsValidationTask> taskType, ECollisionChannel collisionChannel)
15 {
16     ULockedTargetsValidationTask* task = NewObject<ULockedTargetsValidationTask>(owningAbility, taskType);
17     task->InitTask(owningAbility, owningAbility->GetGameplayTaskDefaultPriority());
18     task->Instigator = Instigator;
19     task->CollisionChannelInternal = collisionChannel;
20
21     task->ConeParams = NewObject<UConeParams>(owningAbility, task->ConeParamsArchetype);
22     return task;
23 }
24
25 void ULockedTargetsValidationTask::TickTask(float deltaTime)
26 {
27     if (!ConeParams)
28     {
29         return;
30     }
31
32     UpdateTrackedTargetAvailability();
33
34     const EDrawDebugTrace::Type traceDebugType{
35 #if WITH_EDITORONLY_CODE
36         ConeParams->IsShowDebug() ? EDrawDebugTrace::ForDuration :
37 #endif
38         EDrawDebugTrace::None };
39
40     TArray<PHITResult> outHitResult;
41     TArray<AActor*> targetsFound;
42     const FVector scanLocation = Instigator->GetActorLocation();
43     FGameplayAbilityTargetData_ActorArray* targetArray = new FGameplayAbilityTargetData_ActorArray;
44
45     if (!UKismetSystemLibrary::SphereTraceMultiForObjects(Instigator, scanLocation,
46         { UEngineTypes::ConvertToObjectTypes({CollisionChannel::ECC_Pawn}) }, false,
47         traceDebugType, outHitResult))
48     {
49         return;
50     }
51
52     for (const PHITResult& hitResult : outHitResult)
53     {
54         AActor* const hitActor = hitResult.GetActor();
55         const ABRCharacter* characterTarget = Cast<ABRCharacter*>(hitActor);
56
57         if (!IsValid(characterTarget) || !characterTarget->IsCharacterDead())
58         {
59             targetArray->TargetActorArray.AddUnique(hitActor);
60         }
61     }
62
63     if (targetArray->TargetActorArray.Num() > 0)
64     {
65         TargetValidationDelegate.Broadcast(targetArray);
66     }
67 }
```





> TECHART

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AMBER
ART STUDIO



 Sony Immersive Music Studios



FORTNITE
AMBER
ART STUDIO

CONCERT EVENT

PARTYNEXTDOOR

 Sony Immersive Music Studios



FORTNITE
AMBER
ART STUDIO









CONCEPT



3D





CONCEPT



3D



CONCEPT



3D

















> TECHART

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AMBER
ART STUDIO















CHOOSE YOUR DRIVER

AGORTEGA

ENVIRONMENT

0
WINS

AGORTEGA 

PLATINUM 
JACOB ALLEN

PLATINUM 
SPENCER BAYSTON

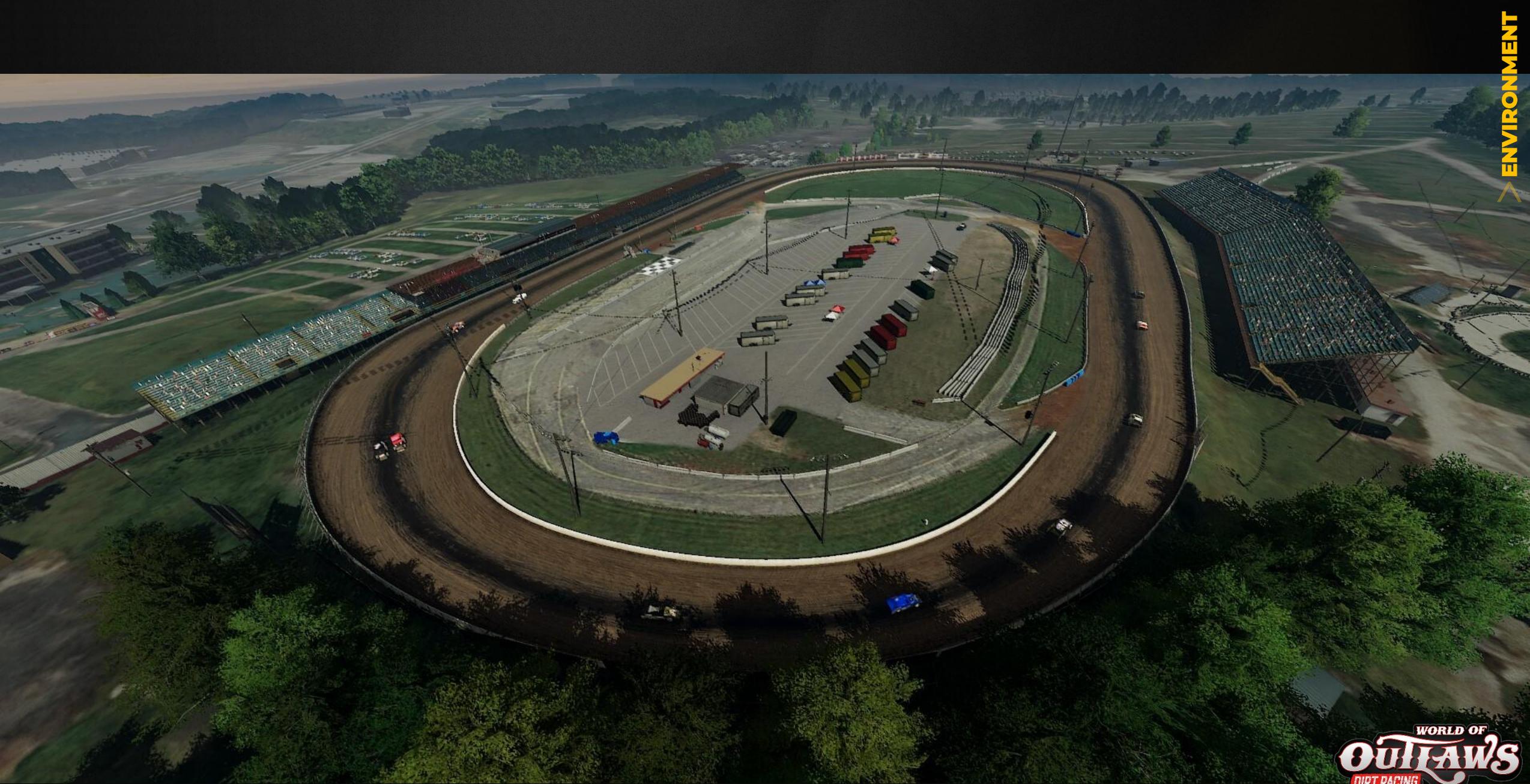
PLATINUM 
NOAH GASS

PLATINUM 
DAVID GRAVEL



(A) SELECT

BACK ARTER
ART STUDIO





ENVIRONMENT

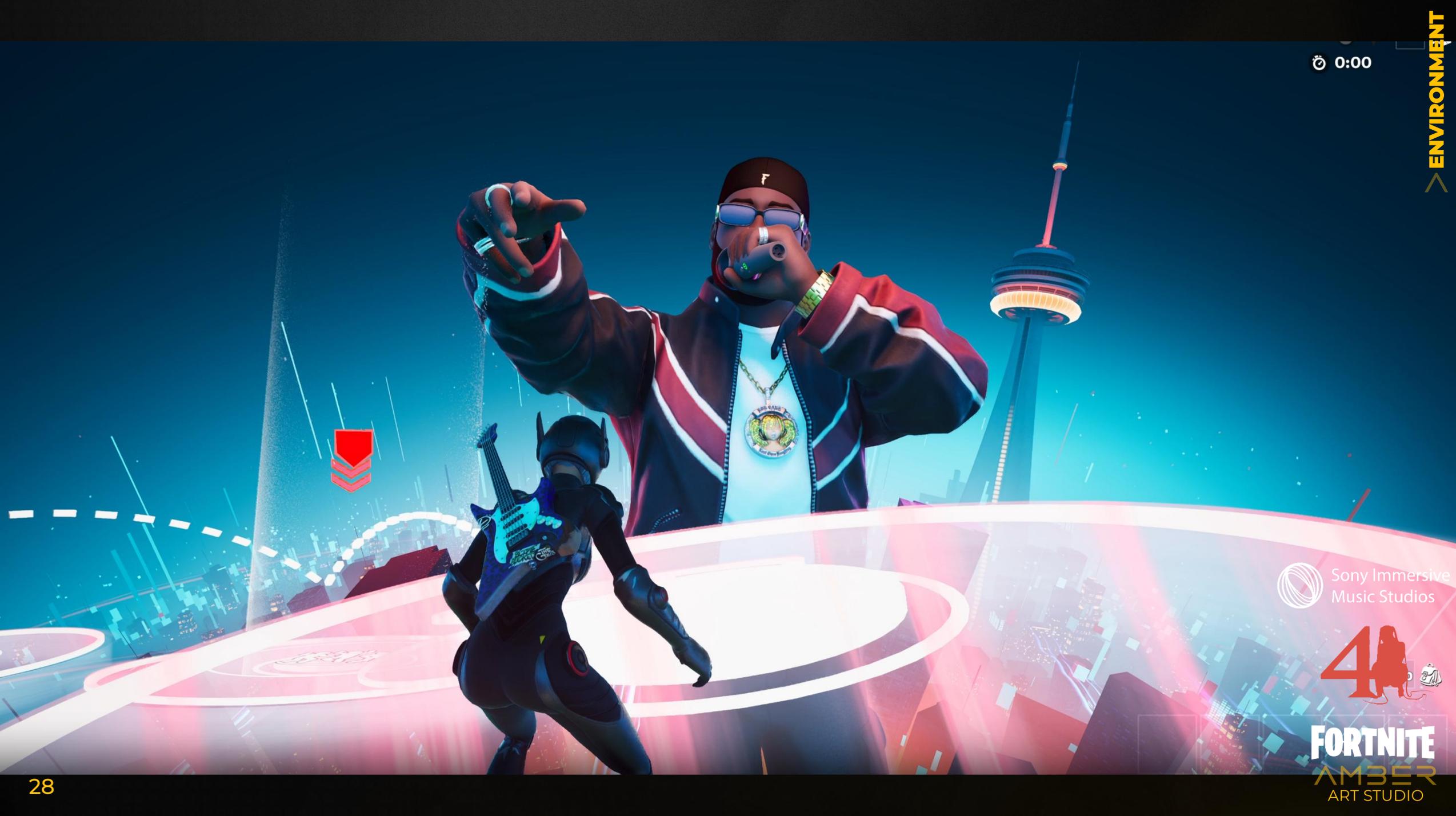




Sony Immersive Music Studios



FORTNITE
AMBER
ART STUDIO



Sony Immersive Music Studios



FORTNITE AMBER ART STUDIO



ALPHA DOG
GAMES

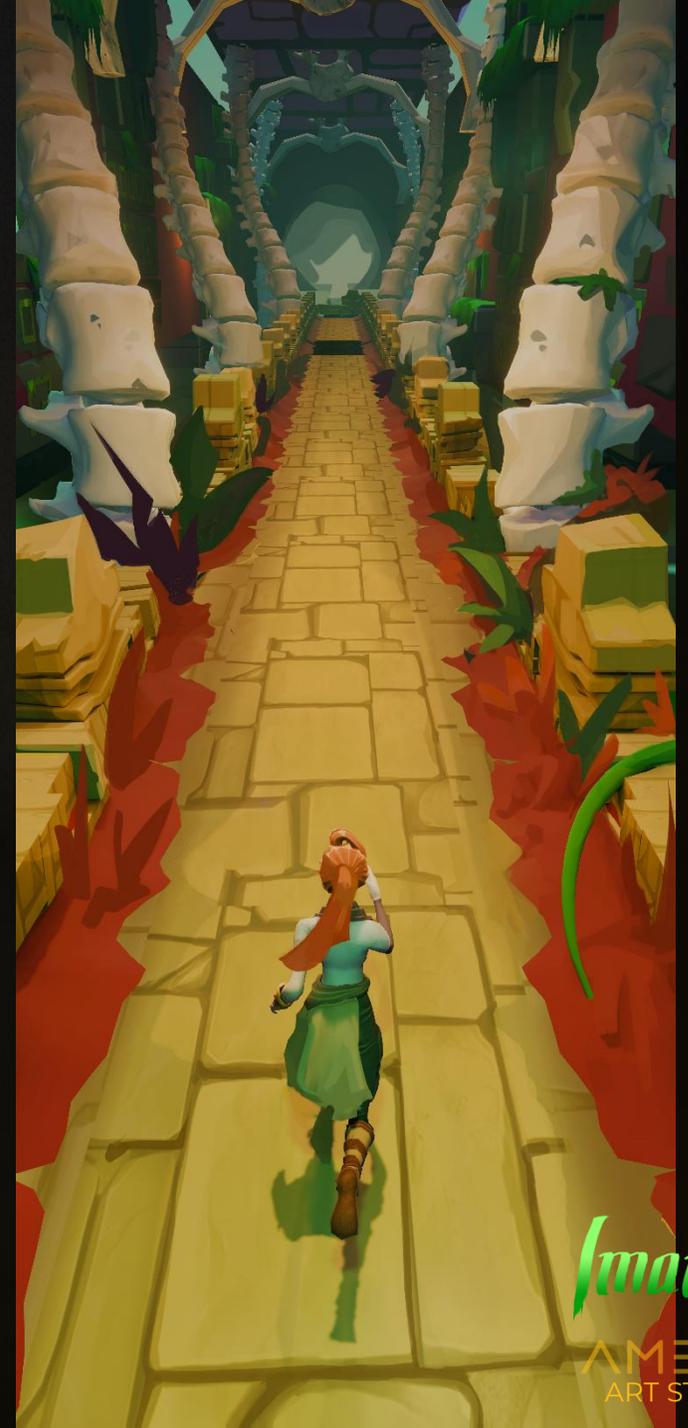


AMBER
ART STUDIO

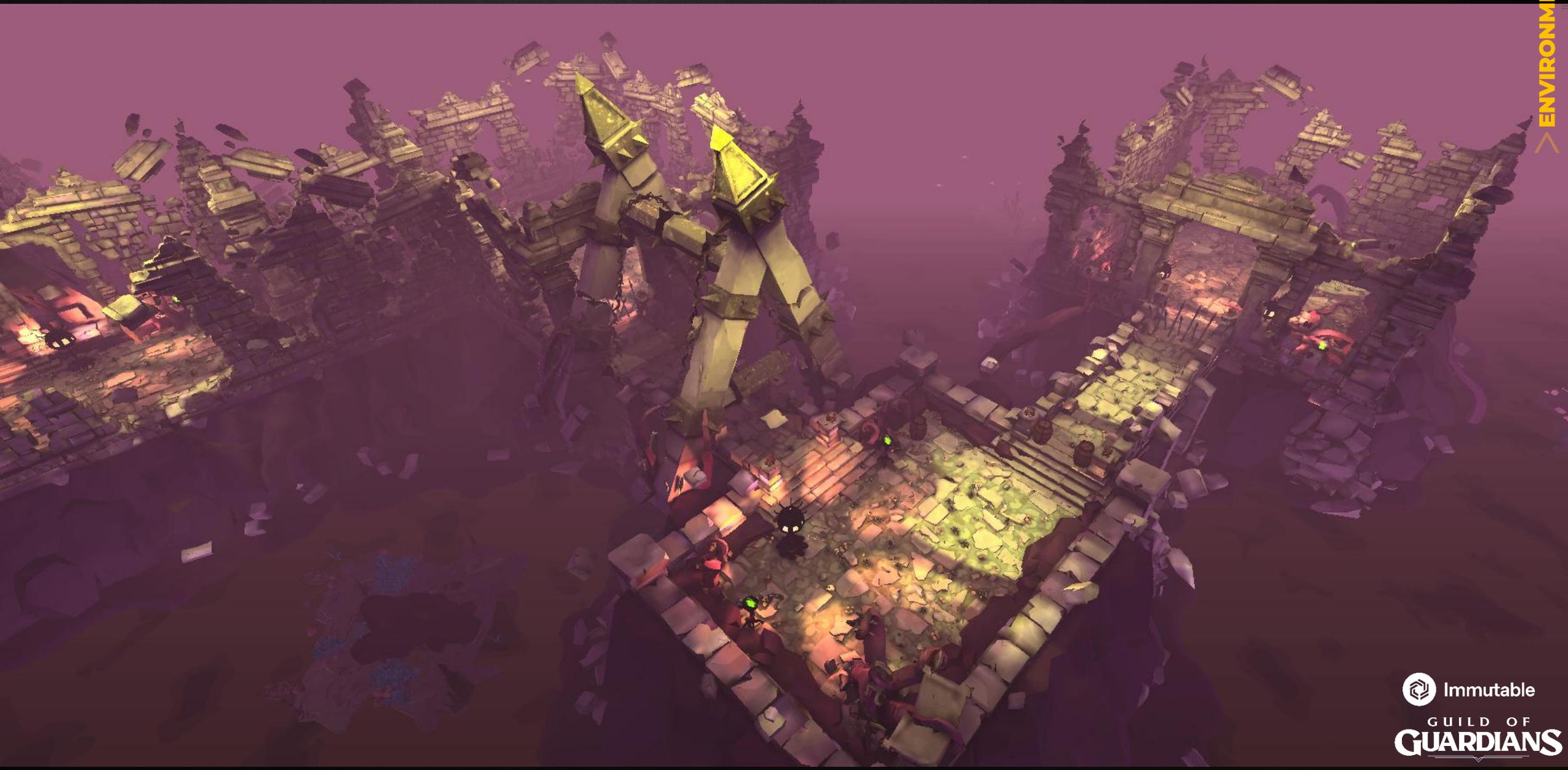


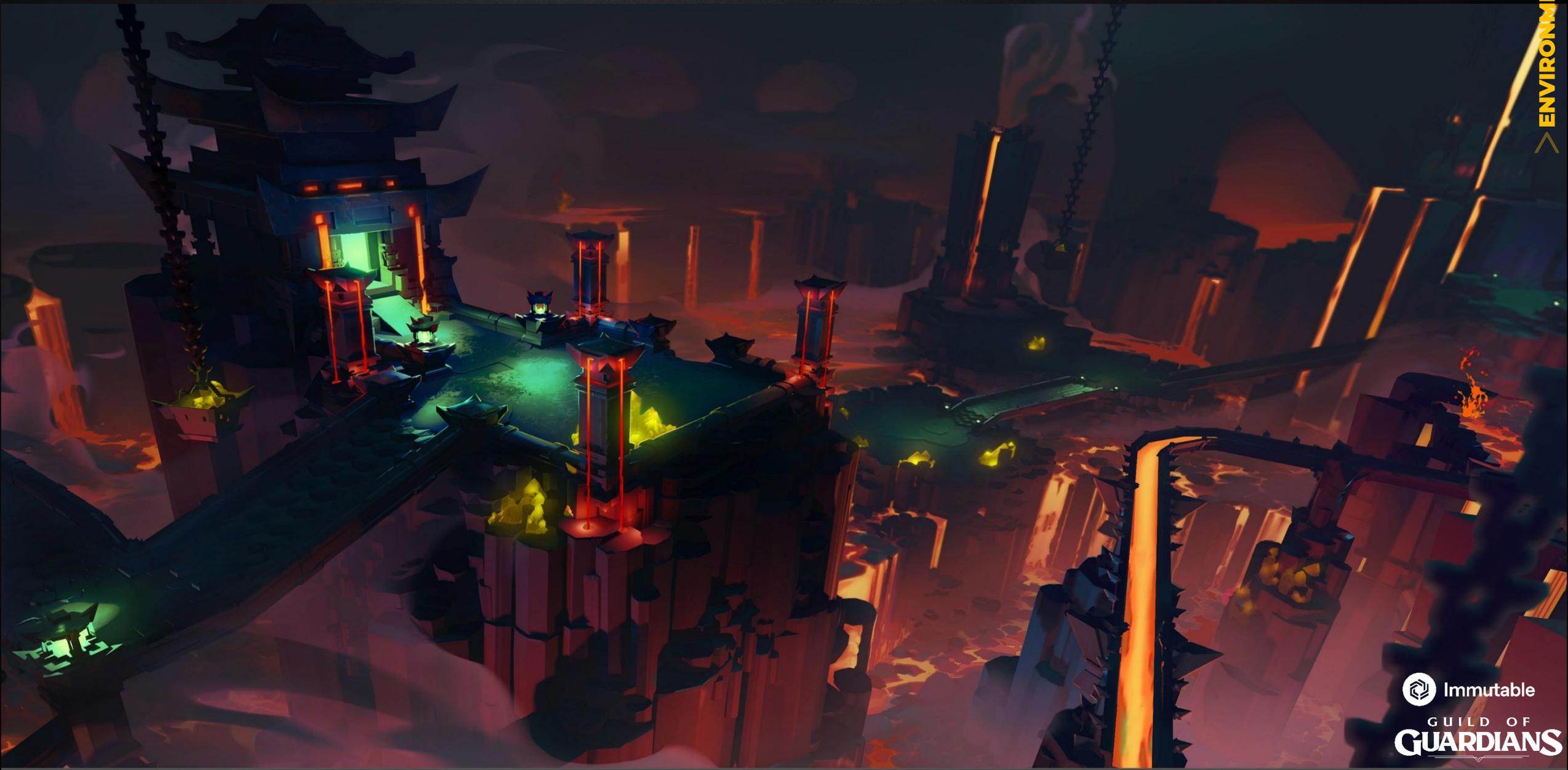
> ENVIRONMENT















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AMBER
ART STUDIO





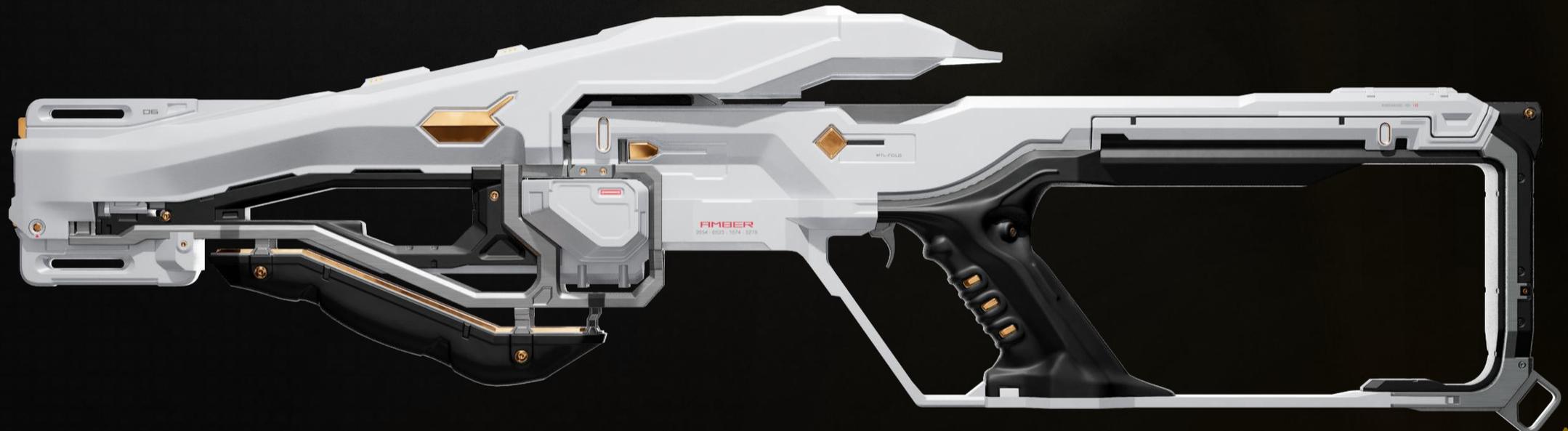
















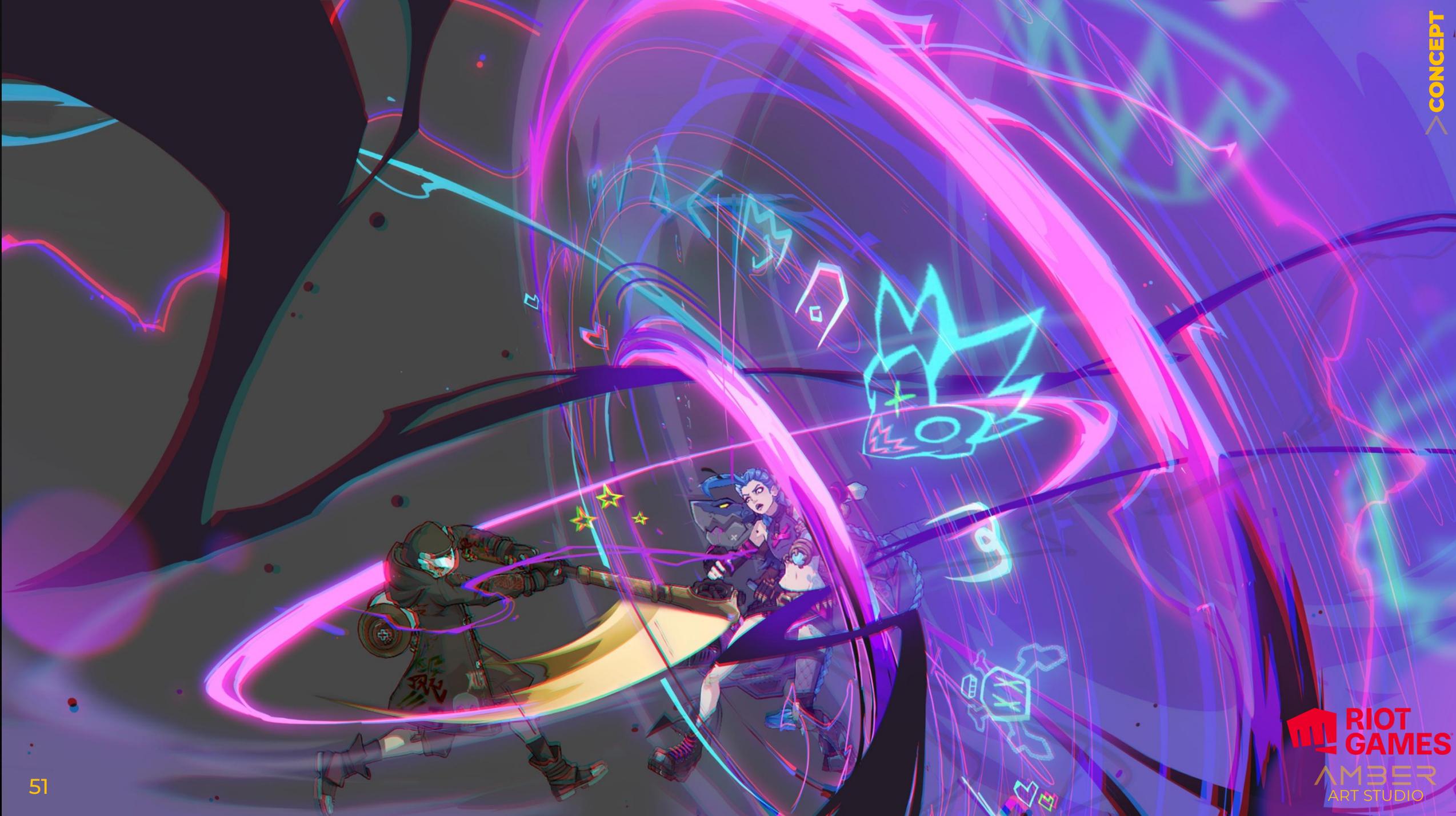


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AMBER
ART STUDIO

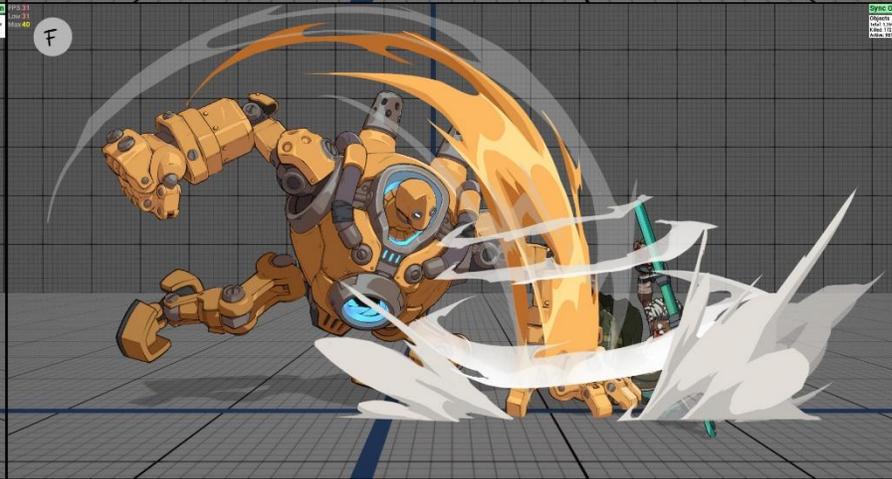
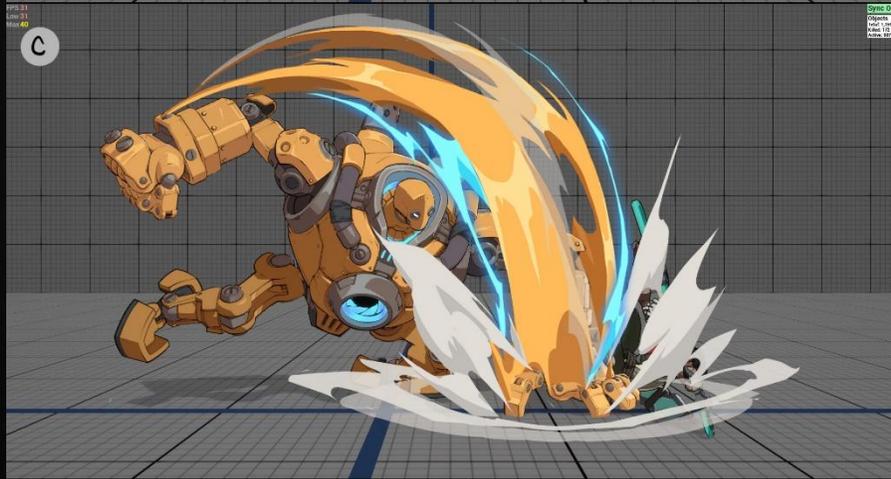
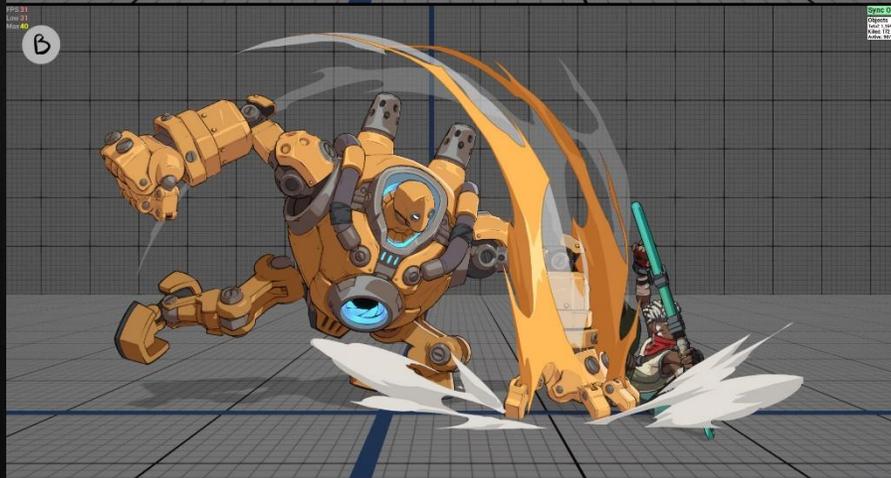
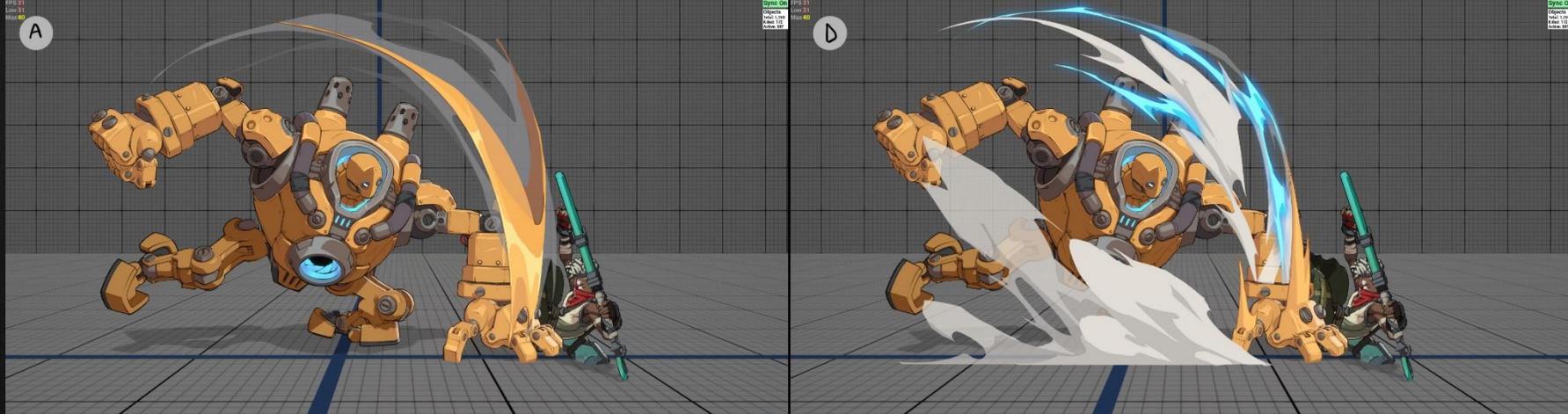
Vi's Down A3 - Debris Concept















> CONCEPT



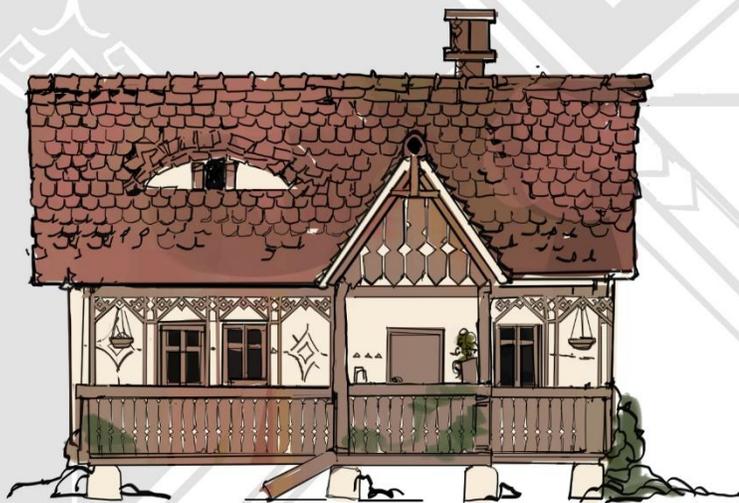




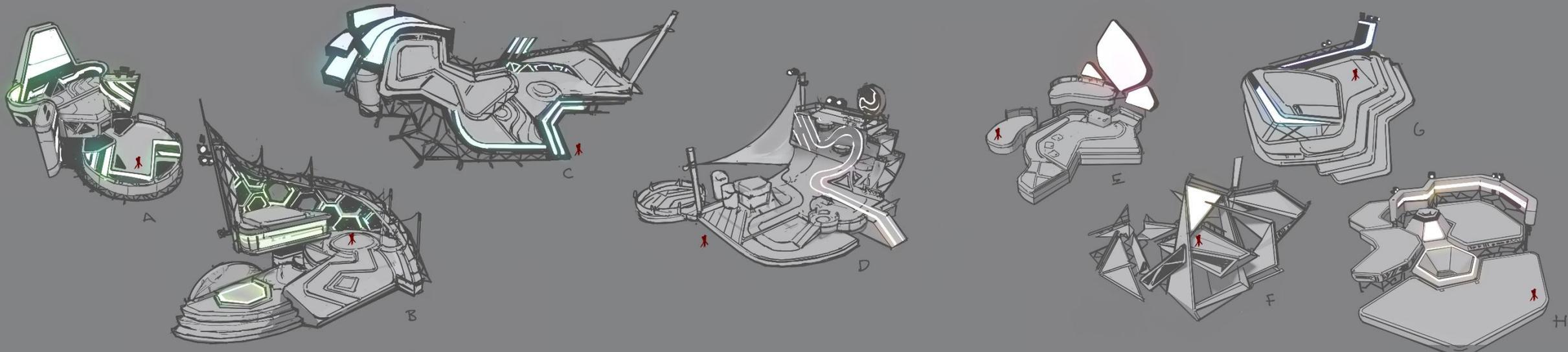
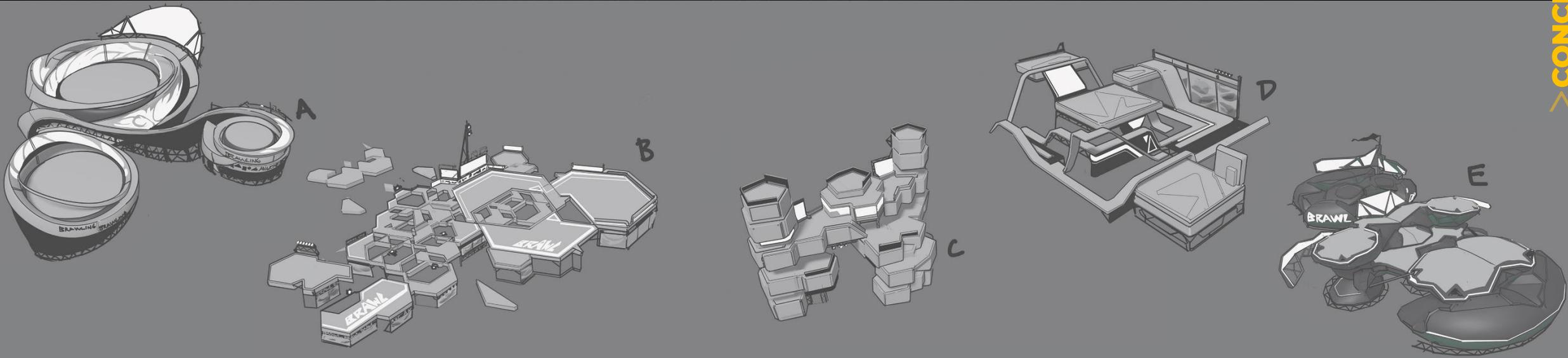




CASA BATANEASCRA



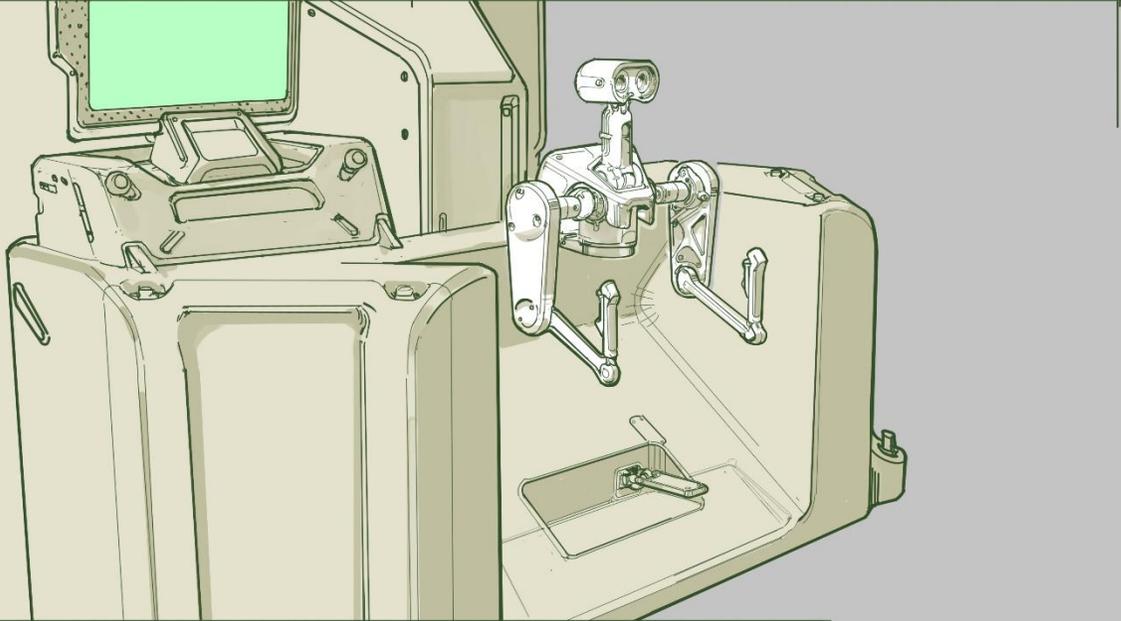
CONCEPT



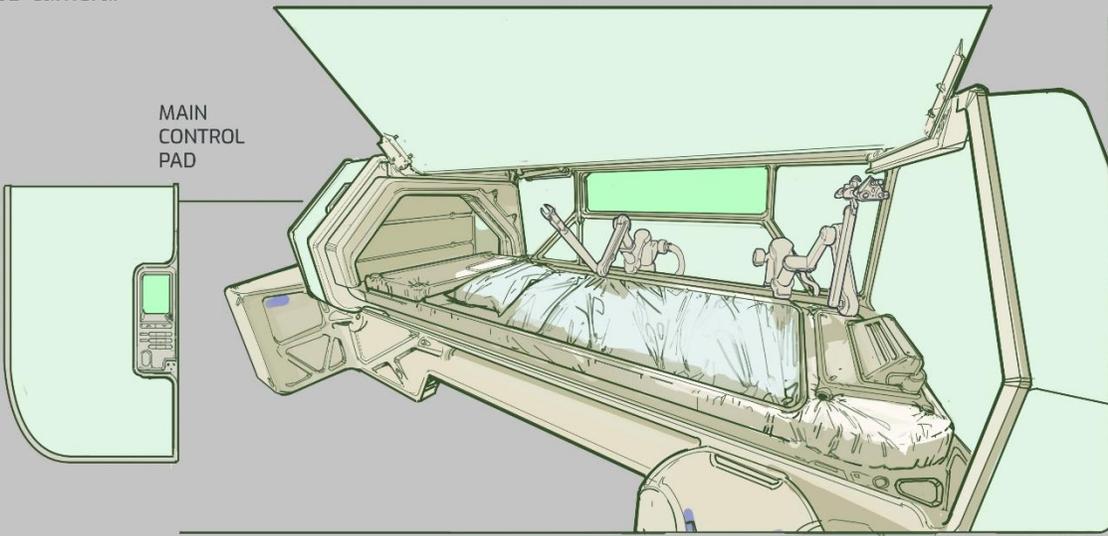
MEDICAL CAPSULE

ROBOTIC ARM CONSOLE

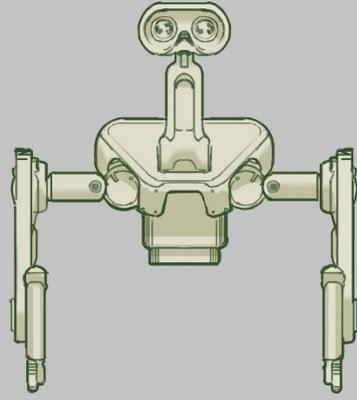
A surgeon operated console equipped with robotic arms controlled by two joysticks, triggers, a pedal, and a 3D camera. 3D imagery captured by cameras on the robotic arm is transmitted to the stereoscopic display.



MAIN CONTROL PAD

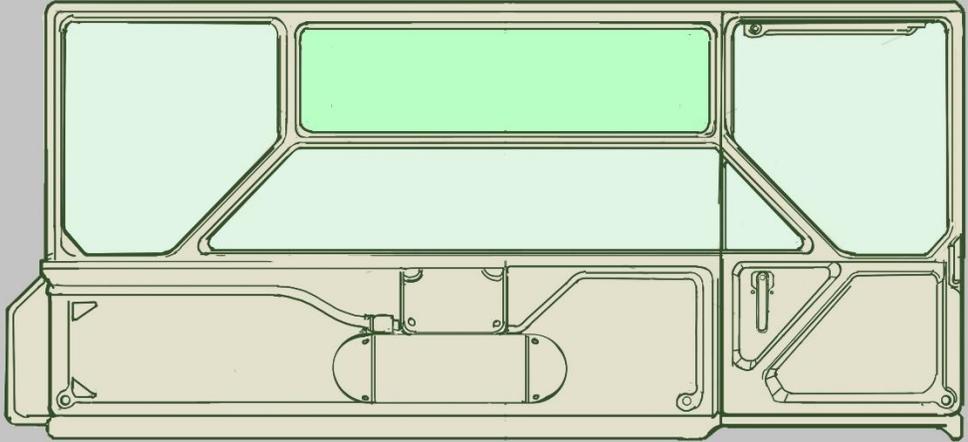


INTERIOR VIEW

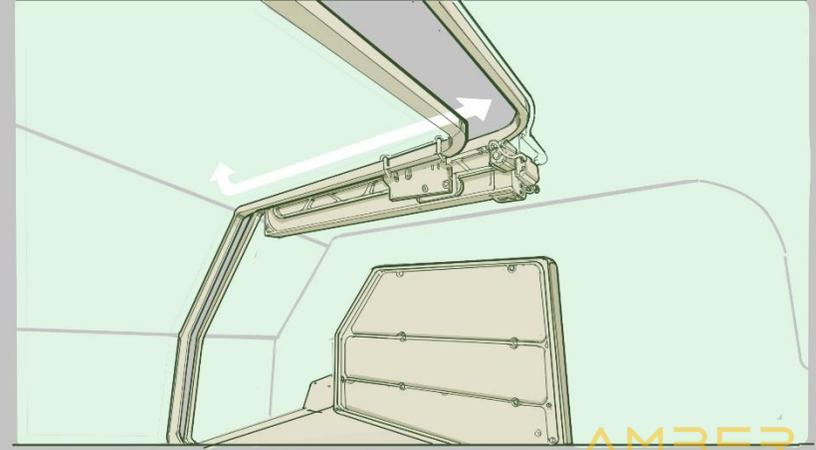


FRONT VIEW

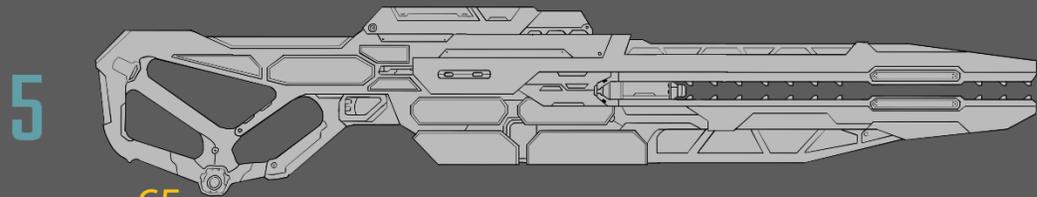
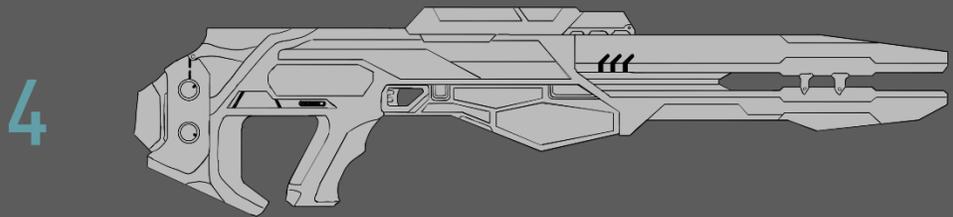
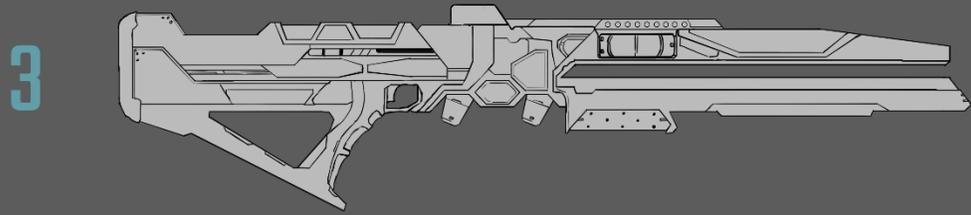
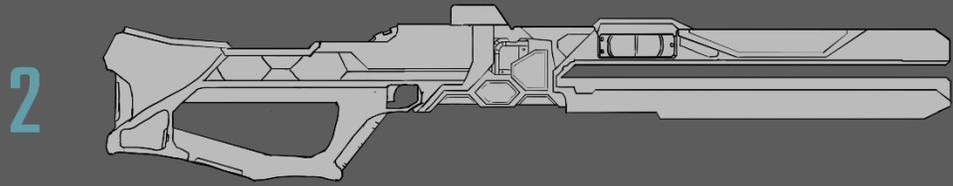
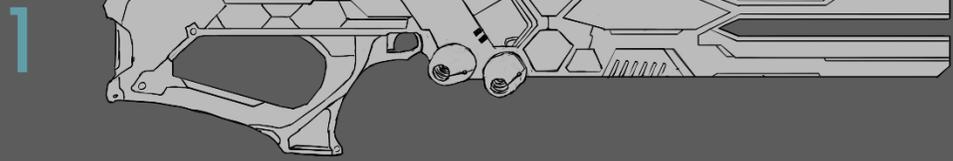
CAPSULE BACK VIEW



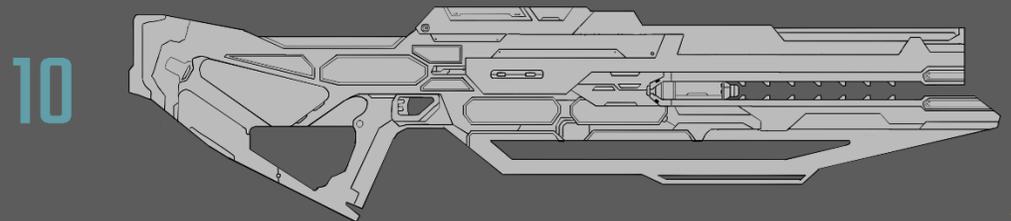
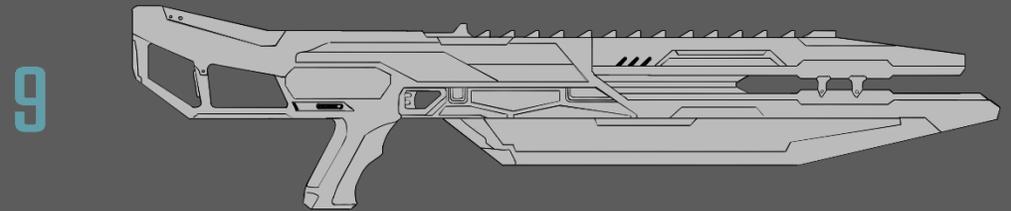
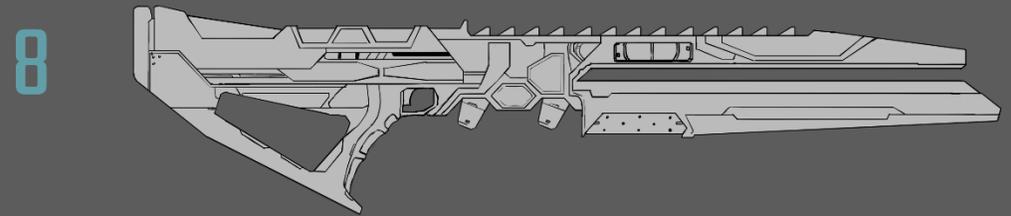
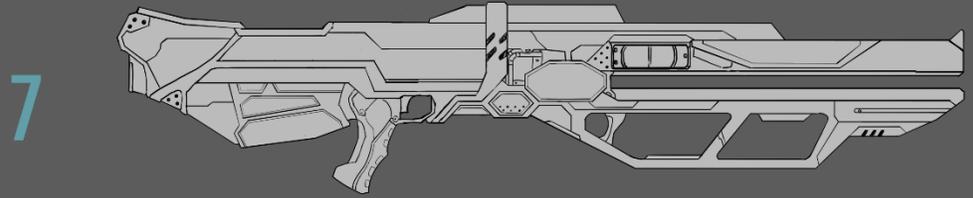
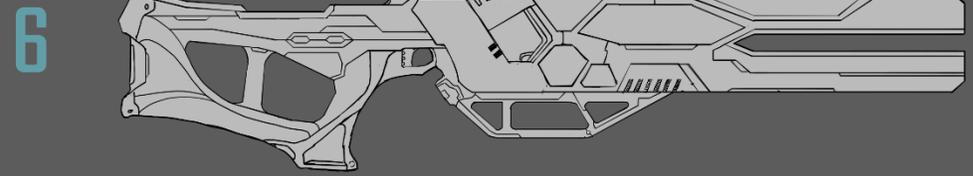
SLIDING DOOR MECHANISM



RAILGUN RIFLE



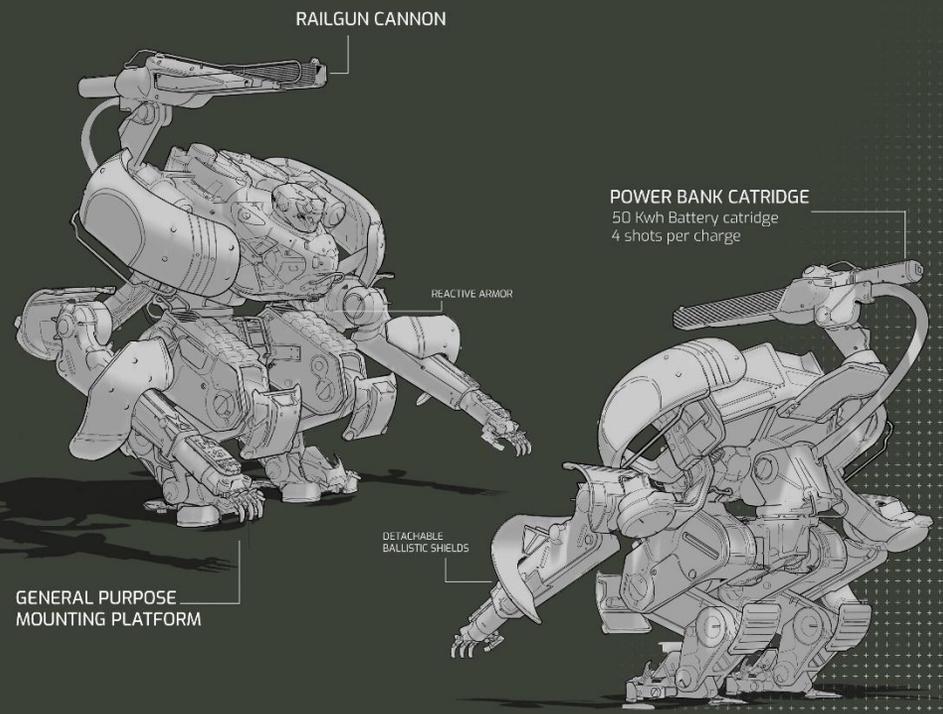
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MECH - ARMADILLO

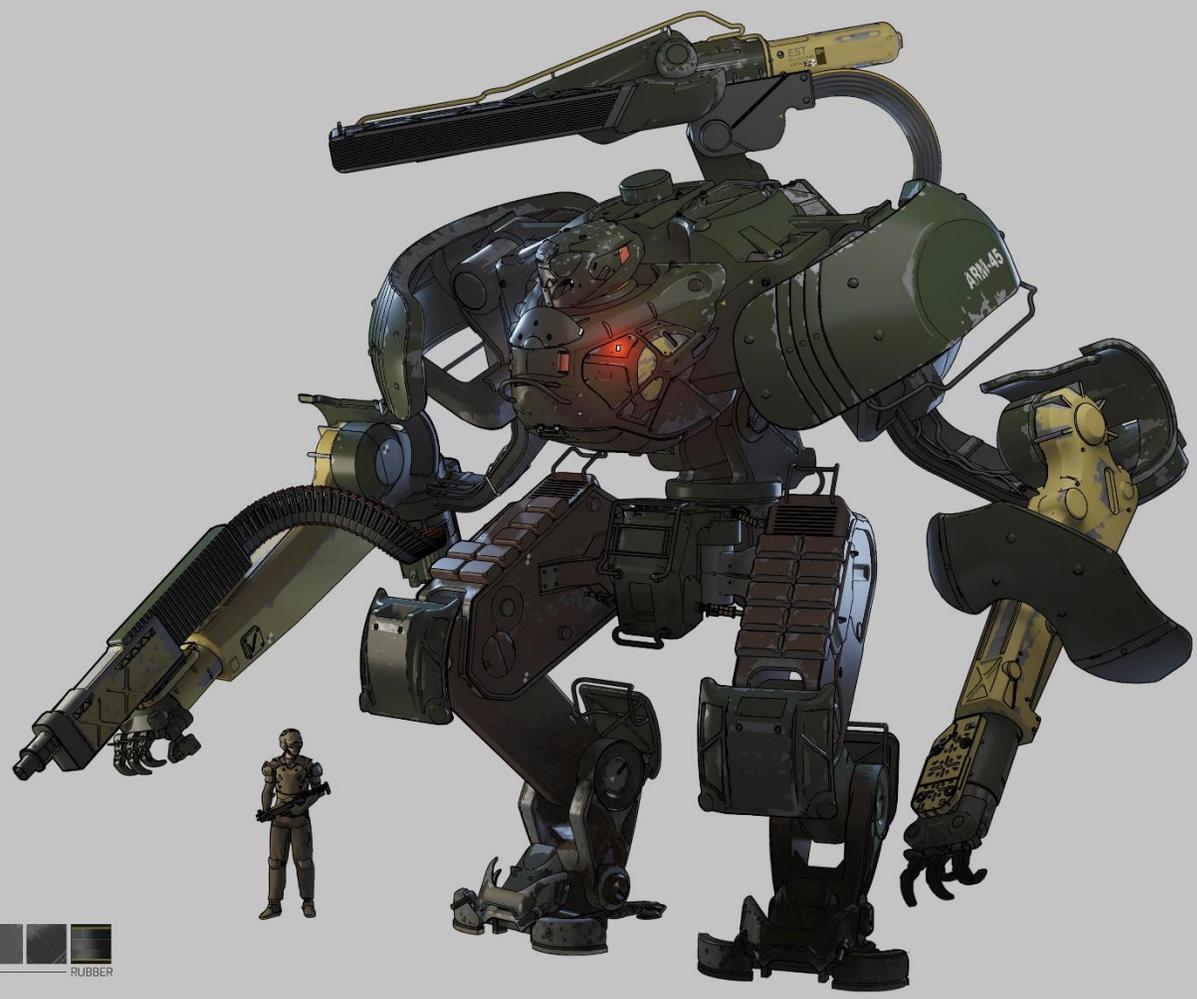


CONCEPT



POWER BANK CARTRIDGE
50 Kwh Battery cartridge
4 shots per charge

COCKPIT
Door opening sequence









VISION
FUTURE

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AMBER ART STUDIO

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