

BSE Core Team | 100+ Developers*

NEW IP | 5 

OPERATIONS | 12 

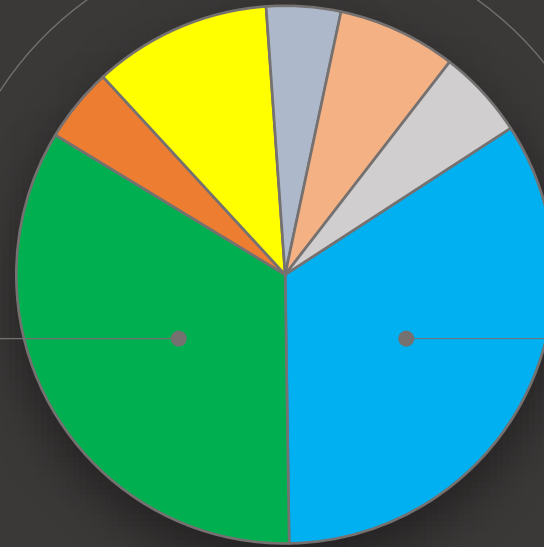
QA | 5 

PRODUCTION | 8 

DESIGNERS | 6 

ENGINEERS | 32

- Memory + performance profiling/optimization
- Multi-thread pipeline engineering
- Certified Developer on all current and former generation consoles
- Render feature implementation + engineering
- Multiplayer/Networking Support
- Console compliance review + implementation. TRCs/TCRs
- UX/UI engineering
- AI Programming



ARTISTS | 38

- Worldbuilding: Environment + Props
- Technical Art Specialists
- VFX
- Character
- Animation
- Cinematics
 - RT | In-Engine
- 3D Modeling + Materials
 - Max | Maya | ZBrush
 - Substance
- UX/UI
- Concept Development
- Scripted Tools

TURN KEY | AAA CO-DEVELOPMENT TEAM

- Large Scale AAA titles + Remastering
- AR | VR Development + Original IP
- Mobile + Social Gaming
- * BSE Team can scale to 175 Developers

AAA TITLE | Unannounced



- Partner proprietary engine
- Main P4 Branch Integration
- From Test to Full Levels in 1 year
- Custom Art team
- Team expansion via internal training + process documentation
- Technical Art Tools Support

MAFIA 3



- Launched: October 7, 2016
- Proprietary Fusion engine
- Engineering
 - Console UI/UX
 - Console port support
- Design
 - Level and Event Scripting
- Art
 - UI/UX
 - Lighting
 - Worldbuilding

XCOM 2



- Launched: September 27, 2016
- Unreal 3
- Engineering
 - Memory + Performance optimization
 - Rendering feature implementation
 - Multiplayer/network support
 - Console compliance review
 - Patch feature implementation
 - Tech art support + general bug fixing

BIOSHOCK | The Collection



- Launched: September 13, 2016
- Unreal 2.5 + 3
- Re-mastered three award winning games
 - HD Resolution / 60 FPS @ 1080P
 - PS4/ Xbox One / PC
- Engineering
 - Render pipeline multithreading
- Art
 - UX/UI
 - Environment, Lighting + VFX
 - Characters, Weapons + Cinematics

Case Study | Unannounced AAA Title Project Timeline | January – December 2016

Jan	Feb	Mar	April	May	June	July	August	Sept	Oct	Nov	Dec	2017		
<p>BSE completes the Art Test : a self contained section of level.</p> <ul style="list-style-type: none"> • 4 Month schedule • Concept provided by partner studio • Created in Unreal 4 • BSE provides: <ul style="list-style-type: none"> • All geo and materials: architectural tile-set, props, foliage (~80 components) • Visual Effects + Animation • Lighting + Skybox • Team Size: 8 <ul style="list-style-type: none"> • Art Director/CG Supervisor: 1 • Worldbuilder/Lead Artist: 1 • 3D Artists: 2 • Technical Artist: 1 • VFX /Lighting Artists: 2 • Associate Producer (AP): 1 				<p>BSE tasked to create 7 additional level sections:</p> <ul style="list-style-type: none"> • Augmentation of modular architectural tile-set (20+ components) • Worldbuilding/Architecture only • Based on layouts provided by partner studio • Team Size: 5 <ul style="list-style-type: none"> • Art Director: 1 • 3D Artists: 2 • Technical Artist: 1 • AP: 1 			<p>BSE tasked to create:</p> <ul style="list-style-type: none"> • Development of additional (new) modular architectural tile-set for BSE use and Partner internal worldbuilding use. • BSE is given the partners engine and integrated into a P4 Branch for check-ins from our studio. BSE creates a secure VPN tunnel into partner network • Team Size: 9 <ul style="list-style-type: none"> • Art Director: 1 • 3D Artists: 4 - Zbrush Artists: 2 • Technical Artist: 1 • AP: 1 			<p>*BSE created a tool to aid our worldbuilding work. Partner adopted the tool and BSE has been tasked with developing additional capability and refinements of the tool for use in production.</p> <p>Team Size: 1 Technical Artist</p>				
<p>BSE completed the test portion of this project from a major studio for what could be characterized as a AAAA game.</p> <p>The partner had never outsourced entire levels of their games nor had they ever given their engine to an outsource studio.</p> <p>On the basis of the test BSE was contracted to move to the next phases of development.</p>				<p>Although this was considered a production task it was, in essence, a continuation of the test as we ironed out several process issues .</p> <p>One of the challenges faced in this part of the project included receiving timely feedback.</p> <p>We worked closely with our partner studio to reduce feedback time to 1-2 days and introduced regularly scheduled face-to-face reviews with their Art Director.</p>			<p>BSE is tasked to create a vegetation asset pack for BSE and Partner worldbuilding.</p> <ul style="list-style-type: none"> • Multiple variations • LOD's and vertex painting tool* • Team Size: 3 Senior 3D Artists 			<p>BSE tasked to create:</p> <ul style="list-style-type: none"> • 7 additional layer sections to Beta Quality • 3 (new) unique level areas to Beta Quality • Revise modular asset kit to provide more variation and additional visual motifs. • Integrated into Main P4 Branch • Team Size: 8 <ul style="list-style-type: none"> • Art Director: 1 • 3D Artists: 2 - Technical Artist: 1 • Worldbuilders 2 – Zbrush Artists: 1 • AP: 1 				

BSE | Thank You