



# KALESCENT STUDIOS

Services List 2005 -2006

## Introduction

Welcome to Kalescent Studios.

This booklet is your window into our world class studio that specializes in creating content for games.

With over 25 years of combined industry experience, we are a professional group of artists, programmers and musicians all with a burning passion to create content for our favorite form of digital entertainment.

Just 12 months old, Kalescent Studios has already produced content for some of the most highly anticipated games of 2005 – 2006:

**Stargate SG1: The Alliance.** The amazing first person shooter from Perception and JoWood.



**Retribution:** a next generation first person shooter from U-235 Studios.



Like these projects, we hope to provide that extra edge in your next project and look forward to working with you.

- The Kalescent Studios Team

## Concept Art

Concept art provides the foundation for any successful project.

Kalescent Studios specialises in bringing fantastic characters, creatures and their environments to life in traditional and digital mediums.



Aqua Mage Concept

[www.kalescentstudios.com](http://www.kalescentstudios.com)

by Herman Ng



Dreg Beetle Concept

[www.kalescentstudios.com](http://www.kalescentstudios.com)

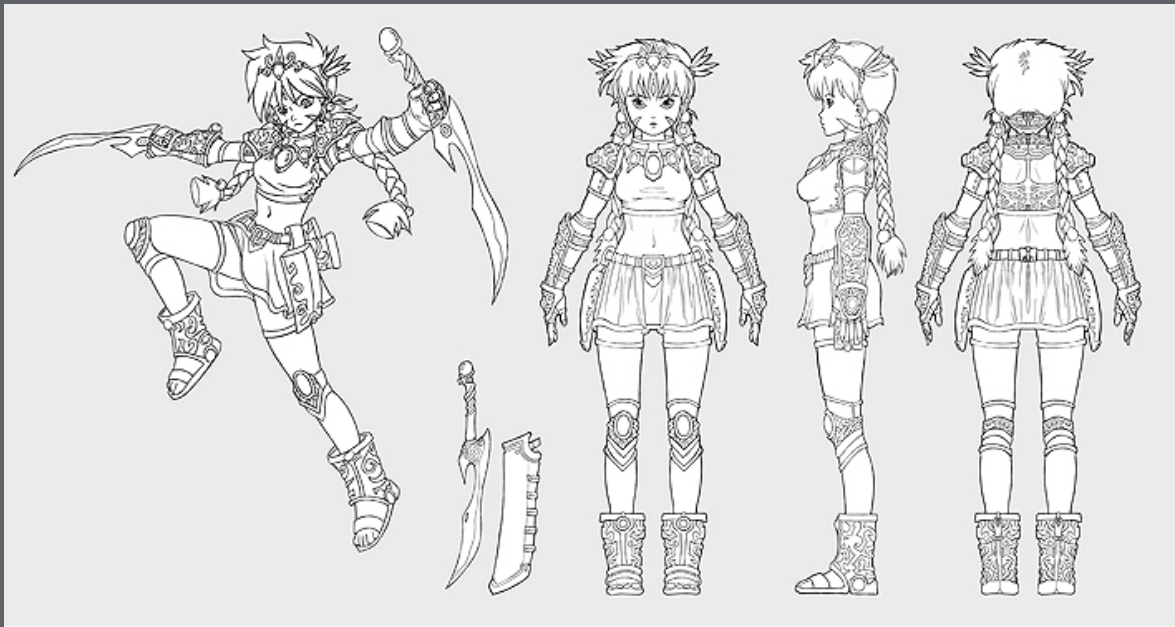
by Herman Ng

## Model Sheets

Model sheets are a pivotal process, allowing 3D modellers to accurately reproduce the concept art.

Kalescent Studios expertly creates front, side and back profiles with magnified areas of high detail.

Our model sheets are custom designed for each project.



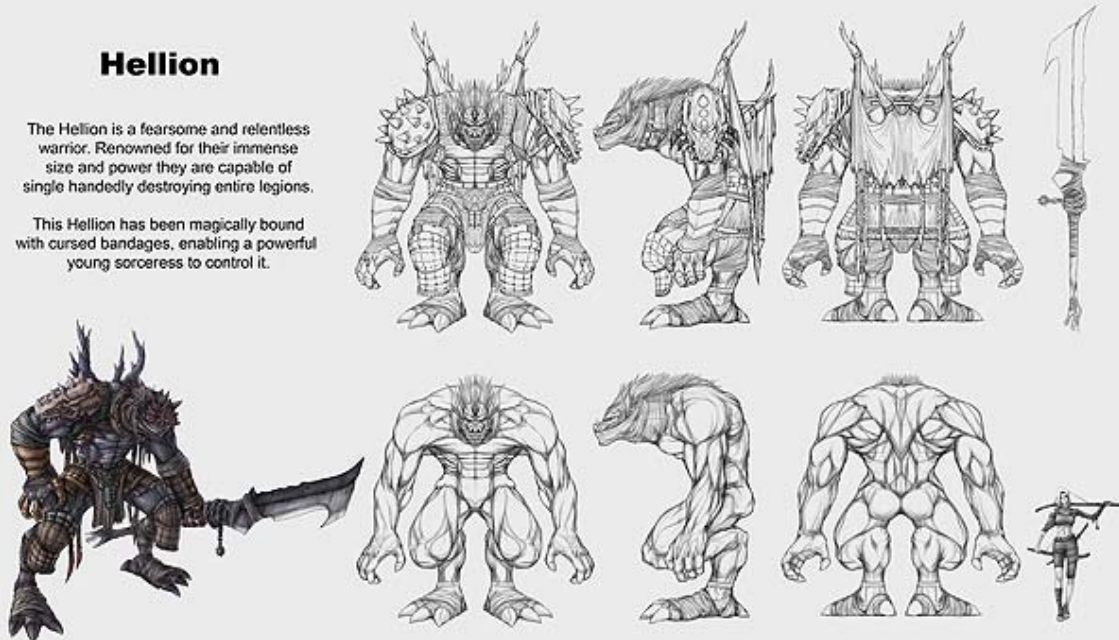
Fci Fei Model Sheet

[www.kalescentstudios.com](http://www.kalescentstudios.com)

### Hellion

The Hellion is a fearsome and relentless warrior. Renowned for their immense size and power they are capable of single handedly destroying entire legions.

This Hellion has been magically bound with cursed bandages, enabling a powerful young sorceress to control it.



Hellion Model Sheet

[www.kalescentstudios.com](http://www.kalescentstudios.com)

## 3D Modelling

The core art of any 3D game project.

Using concept art and model sheets, Kalescent Studios crafts polygonal assets in any style and for any genre.

From simple low detail environment objects to complex and highly detailed characters and creatures, our 3D Models are custom built for every project, ensuring originality.



## Texture Art

Textures help define the theme and atmosphere in any project.

From low resolution painted and fantasy stylised worlds to photo-realistic characters and materials, all of our textures are crafted with your projects art in mind.



## Animation

Giving life to characters and assets is a key factor in setting your game world apart from the rest.

Whether it is believable lip-synching or exaggerated comic book super hero antics, we bring out the personality in our characters with expertly crafted hand animation.

## Sound and Music Design

Kalescent Studios is in partnership with world class audio production facility Lava Injection Studios.

With an international list of credits in music, sound design and voice over, Lava Injection Studios maintains an equally high level of standard in all areas of audio production

From music in any style or theme, through to purposely recorded sound effects for character animation, Lava Injection Studios and Kalescent Studios work together to provide an unequalled audio service for your product.

## Final Words

We believe there is no better judge on service and quality than the client themselves, so please take a moment to read a testimonial written by two of our clients:

*"Kalescent were our first choice when it came to outsourcing the character work needed for the game Stargate SG-1: The Alliance.*

*The reason for this is that we were looking to achieve an incredibly high standard with our characters and even from the initial brief, Kalescent showed that they had all of the skills to provide us with assets of this level.*

*On a day to day basis in our working relationship, we soon found Kalescent to be not only highly skilled at producing all of the assets to our strict needs, but to also provide us with a very high level of professionalism in all areas, such as adhering closely to concepts and contributing their own ideas where needed, taking onboard and developing the assets through feedback on progress, always delivering on time and to schedule and an overall strength in communication through the process that proved vital.*

*Kalescent never failed to deliver all assets on time and to the highest standards that we had set across multiple game platforms, we are very pleased with the results from this process and I personally would not hesitate to recommend their services to anyone looking to use their skilled and professional services in any area of asset creation."*

*- Jason Morris  
Lead Artist, Perception PTY LTD*

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*"Troy and his team at Kalescent Studios did some amazing model work for our next generation AAA title here at Vision Studios. They turned the work in ahead of time and went above and beyond all of our expectations. We will be using Kalescent for all of our upcoming projects, you simply can't find a better crew."*

*- Mike Hamlett  
President, Vision Studios, USA*

If you are looking for an outsourcing solution that goes beyond simply providing a service, feel free to contact us and inquire about how Kalescent Studios can give your project that extra edge.

- The Kalescent Studios Team

## Frequently Asked Questions

### **Q. How much do you charge for your services?**

**A.** As most projects are of a varied nature, there is no strict pricing structure, though the following factors will effect our service fee:

- Our availability
- The delivery schedule
- Contract terms and conditions

We charge a flat fee per asset which both parties will agree to in advance.

All estimations and quotes are in \$AU, and are valid for 30 days from the date of issue.

### **Q. Do you offer any discounts?**

**A.** For large scale projects we offer discounts based on the quantity of services or assets required. We also actively encourage the growth of Independent Developers and consequently offer discounts for projects of this nature.

### **Q. Do you require any Contracts?**

**A.** Yes. We have our own contract which details the projects terms and conditions, delivery schedule, and agreed prices.

Work will not commence until we receive a signed contract along with the deposit payment.

We will mail a counter signed copy for client records.

We are also happy to review, negotiate terms and conditions, and proceed with work based on a contract supplied by our clients.

### **Q. Do you require a deposit?**

**A.** Yes.

- 100% deposit for projects less than \$1000.
- 50% deposit for projects less than \$20,000.
- For projects above \$20,000 we will establish a milestone based payment schedule.

### **Q. What do you require from us to start working on an estimate?**

**A.** We require a comprehensive listing of all the assets or services you would like us to provide an estimate for, and a ballpark delivery date - this will be adequate for us to provide you with our initial estimate of the project cost.

**Q. Do you require concept art to build models from?**

**A.** Yes. We will only produce 3D environment models based off a clear piece of concept art, and 3D character models based off a clear model sheet, this is to eliminate as much of the 'guesswork' element as possible, which can result in extension of deadlines and extra costs to the client for each revision.

**Q. How do you handle revisions?**

**A.** We provide frequent progress updates for each asset through-out the delivery schedule. This ensures that any significant revisions are kept to a minimum.

However, revisions fall into two categories: Major revisions and minor revisions.

We understand that all projects are subject to a certain element of surprise, we therefore only treat all major revisions or more than 3 minor revisions as grounds for charging.

Revision prices will be charged on an hourly basis by negotiated agreement.

**Q. How much creative control do you need?**

**A.** As little or as much as our clients would like to provide us with. We will however, as a part of our service to clients, always draw upon our experience and provide suggestions to improve workflow, or to eliminate any unforeseen gray areas in subsequent procedures that occasionally pop up.

**Q. Do you work for royalties or other methods of deferred payment?**

**A.** Generally no. But depending on how successful the project appears we may be willing to forgo a portion of the outstanding balance for royalties.

**Q. Supplied Formats?**

**A.** We can supply files in either 3D Studio Max or Maya formats.

**Q. How can I contact you?**

**A.** For all project enquiries please email us at [info@kalescentstudios.com](mailto:info@kalescentstudios.com).