





DEVELOPER INFORMATION

Established in 2012, [GC Studios](#) is a technology-focused full service studio developing work for hire and original IP for [VR-based technologies, console and PC games](#).

The company have developed and optimized a proprietary engine, [GC Engine](#), for console and PC since 2011. Beginning in 2015, the company began the development of its second iteration, [Lodestone Engine](#); designed for develop VR experiences. The Lodestone Engine has been used to create [content for the gaming, pharmaceutical, automotive, oil/energy and marketing](#).

GameCoder partnered with [Bandai Namco Entertainment](#) in 2015 to release their first original IP, [Attractio](#); a first person puzzle game for consoles, handheld systems and PC. In 2016, GC Studios released [Sophie's Guardian](#), a VR focused game exclusively for HTC Vive and distributed on [Viveport and Steam](#).

The studio has achieved great experience designing VR for training and entertainment and still working on original IP's.

RECENT PROJECTS

STRANDED DEEP

WFH SUMMARY

- General programming
- Console implementation
- Console stabilization
- Multiplayer implementation

PRODUCT SUMMARY

Stranded Deep is a survival video game developed by Australian studio Beam Team Games for Microsoft Windows, macOS and FunLabs for PlayStation 4, Xbox One .



KERBAL

SPACE PROGRAM

WFH SUMMARY

- General programming
- Localization Implementation
- Hounded o files processed
- Many tools implemented

PRODUCT SUMMARY

Kerbal Space Program (KSP) is a space flight simulation video game developed and published by the Mexican studio Squad for Microsoft Windows, macOS, Linux, PlayStation 4, and Xbox One.



Select the language you wish to play this game in:

English

English

Español (Spanish)

简体中文 (Simplified Chinese)

Русский (Russian)

日本語 (Japanese)

UNUNANNOUNCED SURVIVAL GAME

WFH SUMMARY

- Gameplay implementation
- Design
- Art
- AI
- Tools and stabilization

PRODUCT SUMMARY

- Multiplayer open world video game



UNANNOUNCED LICENSED IP FPS

WFH SUMMARY

- AI
- VFX
- DESIGN
- Tools and stabilization

PRODUCT SUMMARY

- Multiplayer fast paced FPS



- SOPHIE'S - GUARDIAN

GAME SUMMARY

- Horror Horde Shooter
- A little girl's nightmare narrated in this VR Title
- Break score boards
- Play with friends locally
- Modder friendly

PRODUCT SUMMARY

- Released on Early Access in November 2016
- Platforms: Steam (HTC Vive), Viveport (HTC Vive).
- Licensed in Canada, UK, Mexico, and the US in VR Arcade; being Canada one of our most important territories for the game (100+ VR stations showcasing Sophie's Guardian in Canada).



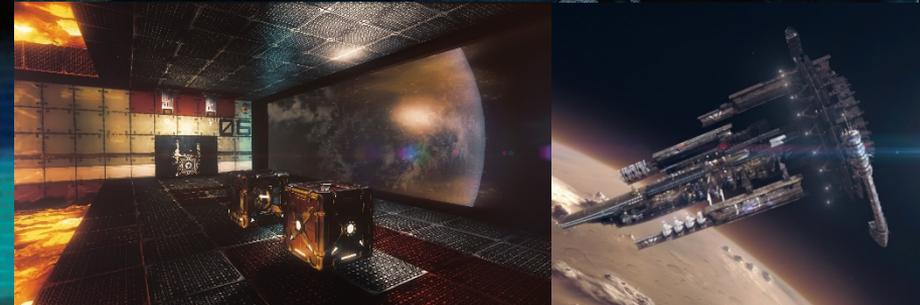
ATTRACTIO

GAME SUMMARY

- FPS Action Puzzle Game
- Manipulate gravity and challenge your expectations about physics
- Multiple playable characters with unique back story
- Discover the secrets behind Attractio.

PRODUCT SUMMARY:

- Published by Bandai Namco
- Platforms: PS4, PS Vita, PS TV, PC/Steam
- Release Date: January 2016
- Total sales till date: 70k +



Sony
Interactive
Entertainment



RENEWAL

GAME SUMMARY

- Action, Adventure, Story Driven, VR.
- Stop-motion applied in video games using stop-motion capture techniques and tools.
- Most of the characters, sets and props of this VR game will be physically constructed.

PRODUCT SUMMARY

You must help the inhabitants and save the treasures of Atlantis while a massive flood is happening. Using the environment, the force of elements and allies support, you can achieve your mission immersed in a Stop-Motion world.

RENEWAL
Teaser making of



RENEWAL

PRACTICAL EFFECTS



- Hand made practical effects
- In partnership with studio that works with Guillermo del Toro



- Photogrammetry
- Capture practical models
- Scan image with HD photography



- Custom mo cap suits for objects 😊
- Motion capture stop motion animations



- Full integration into game
- Characters come to life!!

Click below to see full process:

[LINK TO RENEWAL'S MAKING OF VIDEO](#)

TECHNOLOGY AT GAMECODER STUDIOS

Programming

- Experts in C++/C#, HTML 5, Java and API's (OpenGL/Vulkan).
- Full projects with UE4 and Unity.
- Stop-motion animation Tools.
- Photoshop, Maya and 3DS Max Tools.

Platforms:

- PC
- Consoles
- VR
- Mobile
- Web



Third Party Engines:



Proprietary Engines:



VARIOUS PROJECTS

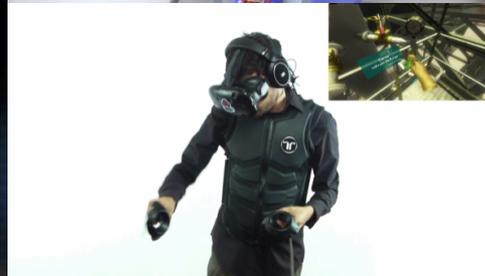
PROJECT SUMMARY

- Full cycle
- Design
- Programming
- Art

PRODUCT SUMMARY

20+ VR projects for different companies.

- Video games
- Training
- Education
- Marketing
- UE4 and in-house engine



KEY PARTNERSHIPS



PUBLISHER



Centro de Investigación en Matemáticas, A.C.

RESEARCH CENTER



VFX, 3D AND CINEMATIC



GOVERNMENT



TECH ORGANIZATION



VR ARCADE



Programming services



Programming services



VR and 360 video



Augmented reality



VR for training

KEY CLIENTS

CORE VALUES

Innovation: Focus on developing the most efficient and effective production pipelines with our programming expertise as a foundation.

Technology: Adopt the latest technologies on cutting edge platforms to create the most immersive experience for players and consumers.

Best Practices: Continue to organize our company with the best methods, practices, and standards to maintain the highest standards of performance and appeal for our titles.



OUR SERVICES

DESIGN

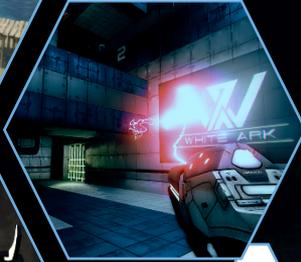
VFX &
ANIMATION

GAME
DEVELOPMENT

3D ART

PROGRAMMING
/TOOLS

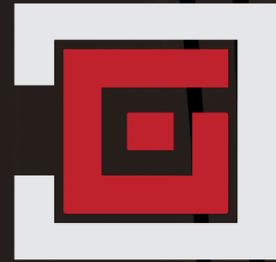
VR



Mexico: A Great Place To Do Business

- **Highly educated talent pool** recruited from leading universities offering advanced degrees in computer science, engineering, and animation. GC Studios has a privileged relationship with universities in the region, including of the most important Mathematics and Computer Research Center in Latin America (CIMAT).
- Mexico is internationally recognized as a **leader in arts, film, and entertainment**, producing incredible talent such as multiple Academy Award Winner *Alexander Gonzalez Iñarrítú* and *Guillermo Del Toro* and in film, and video game developers, *Squad*, creators of them multimillion unit selling game Kerbal Space Program.
- Labor costs at a quarter of average US costs, **exceeding cost advantages in Eastern Europe** and other geographies worldwide.





GAME
CODER
- S T U D I O S -