MANUFACTURE 43

Video Game Creation and Publishing

THE COMPANY

Manufacture 43 was established in February 2017 in Bordeaux.

We create and publish our own video games:

Our first production was **Pawarumi**

It's an original shoot'em up in a «Neo-Aztec» setting

We published it in 2018 on PC and on 2019 on Switch, Xbox One and PS4

Our upcoming title is **City Ambulance: Rescue Express**

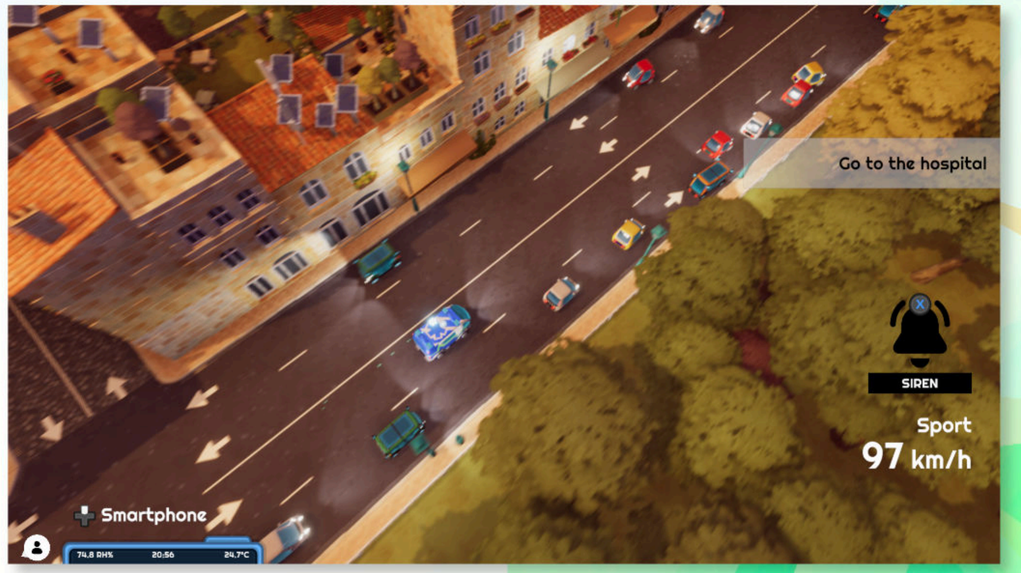
It's an open world adventure/driving game

We plan on publishing it on PC & Nintendo Switch

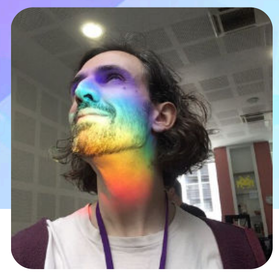
We use this full experience, from prototype to release, to help other companies with their **video game, VR and AR** projects.

PAWARUMI

CITY AMBULANCE RESCUE EXPRESS



THE TEAM



Daniel Borges

Being one of the founders of the company, Daniel is the president and **technical director** of Manufacture 43. With more than **15 years of experience**, he brings to the company his gameplay and engine programming skills, but also his experience with animation, VFX, administration, etc.

PAWARUMI

THE CREW

Microsoft HoloLens

TOM CLANCY'S RAINBOW SIX SIEGE

CENTURY AGE OF ASHES

recore

Thomas Chevenne

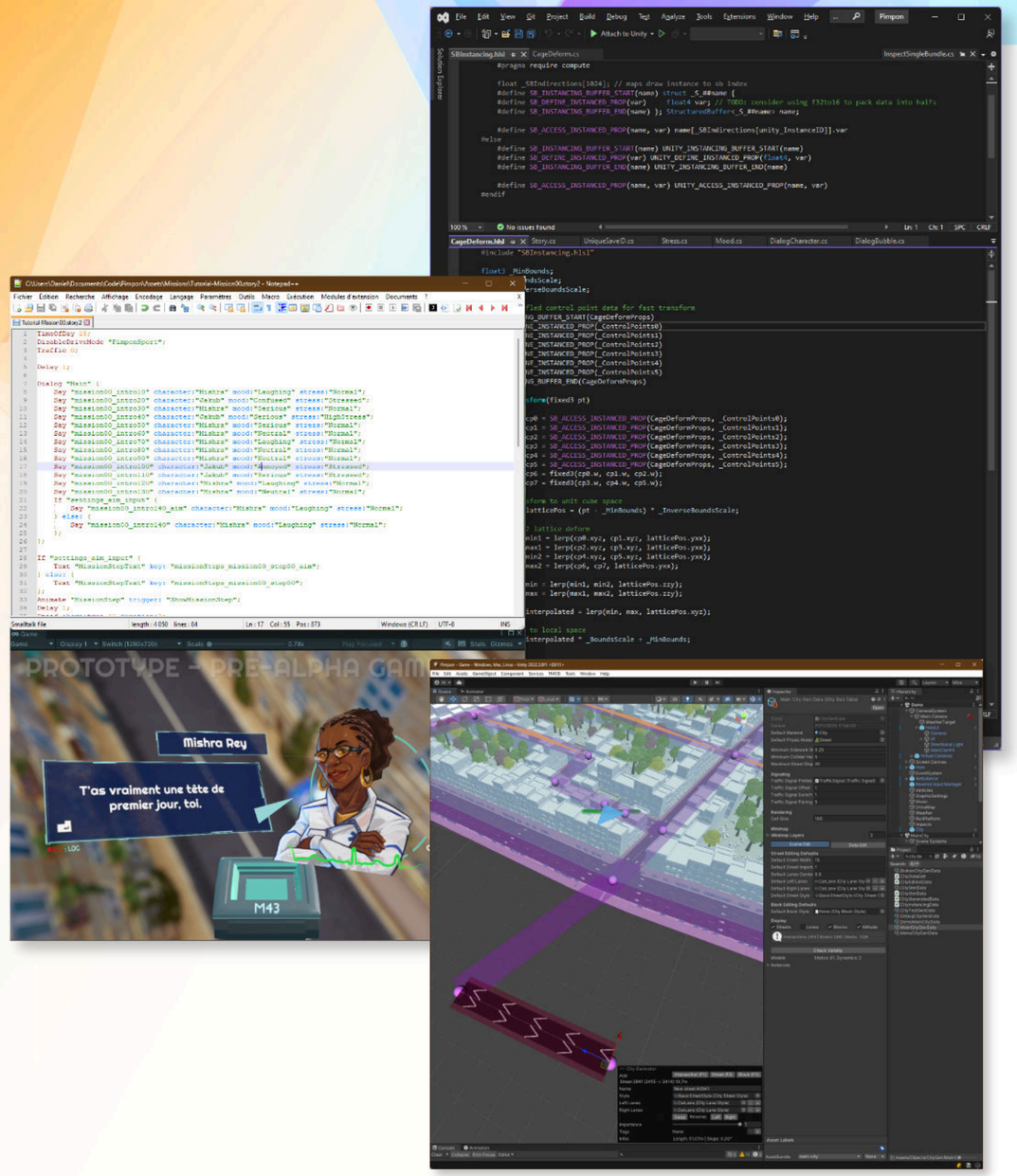
Thomas is the new **art director** of Manufacture 43. Having previously worked at Ubisoft, Asobo and Playwing, he has more than **10 years** of experience in the industry. He brings his expertise in 3D and most notably in environment design.

Wissam Azzi

Wissam is the youngest recruit of the company. First and foremost a **level designer**, he is an all-rounder, capable of handling 3D, shaders, user experience and even some programming tasks.

STEELRISING

Red Sails



PROGRAMMING

Our expertise covers a large range of skills from engine to gameplay programming.

Most notably, we can help you for everything related to:

- Performance optimization
- Porting to new platforms
- Tools creation inside Unity3D
- Scripting language creation

While we have a lot of experience with Unity3D, we also easily adapt to different technologies or programming languages, even proprietary.

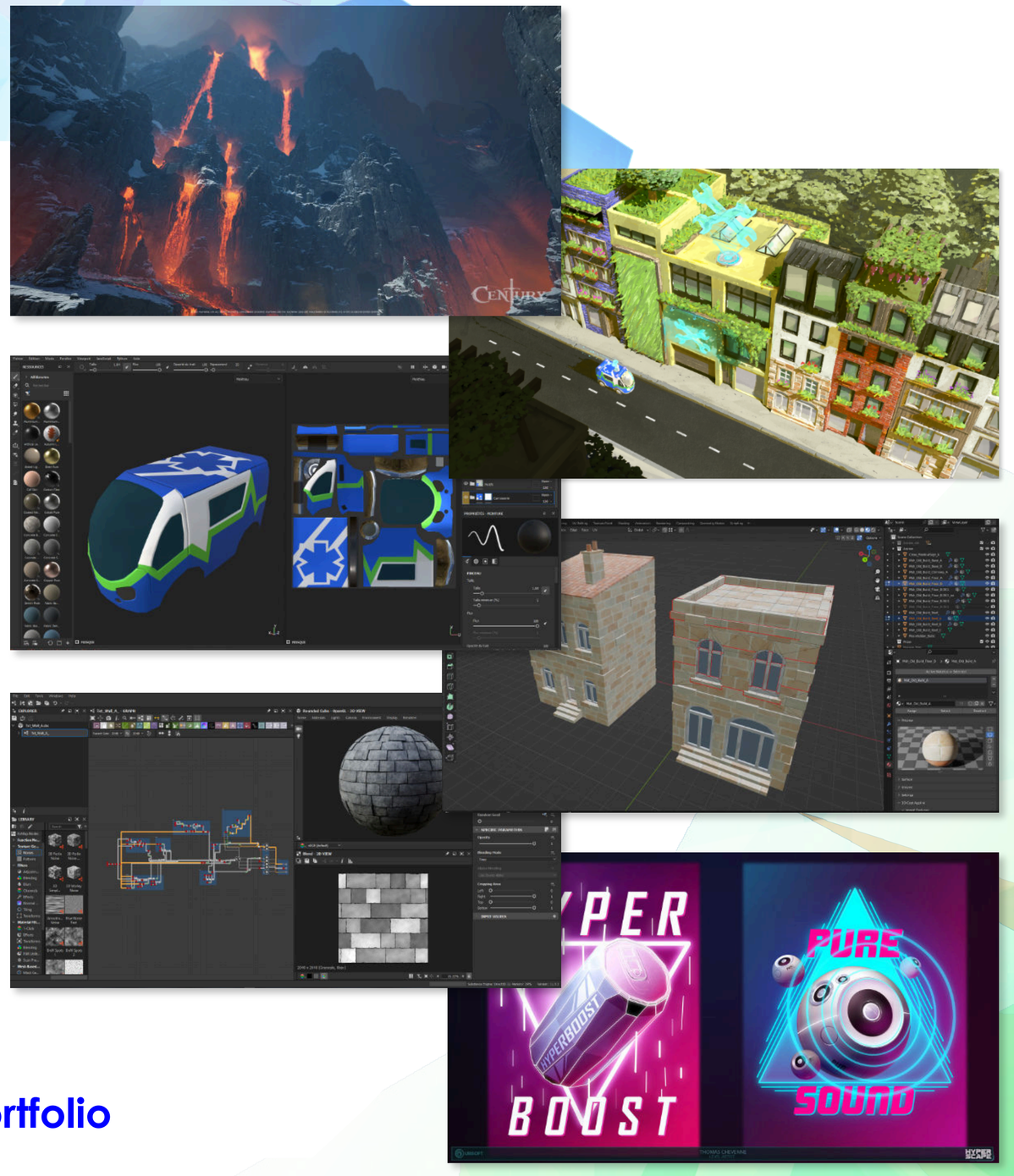
ART

Our artistic expertise focuses primarily in the creation of 3D worlds and their integration into a game engine.

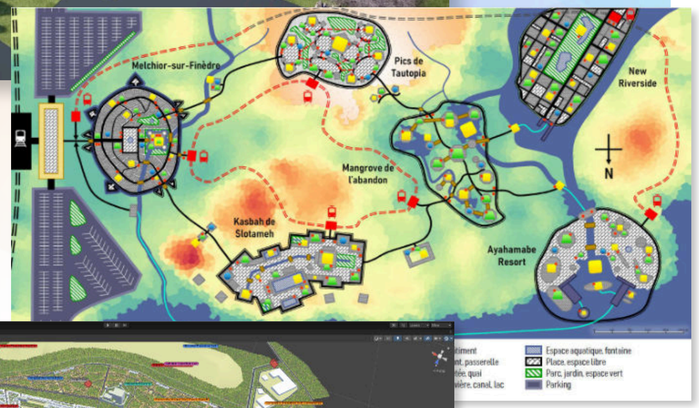
Our strengths lie in :

- Level building
- Texture creation, realistic or stylized
- 3D environment modeling
- Optimization of assets for PC, Consoles, Mobile, VR or AR.

Our main tools are Blender and the Substance 3D family, as well as other industry standards. We can integrate the assets into Unity3D, Unreal or your proprietary technology.



👉 **Portfolio**



LEVEL DESIGN

Our level design expertise focuses on the production of playable 3D scenes in the software of your choosing, highlighting the caracteristics of the Game Design and ready to be dressed by the art team.

We can help you with varied level design tasks:

- Documentation in line with world building
- Maps detailing the shape and course of the level
- Grayboxing of 3D scenes and tracking of the dressing
- Scripting with volumes as well as programming
- Balanced distribution of collectibles & other elements

We will adapt to the engine of your choice, having experience with Unity3D, Unreal Engine and proprietary technologies. The documentation will be written with your tools (Office, Google, Draw.io, Notion, etc).

👉 **Portfolio**

CLIENTS

End of Lines

Nova-box

We **completely rewrote** their narrative game framework to port it from Electron (web stack) to the Unity3D game engine.

Doing so enabled us to bring their exisiting games to the Nintendo Switch and enabled them to raise the quality of their following titles.

Asobo Studio

We contributed to porting their proprietary technology to the **Xbox Series X and Playstation 5**.

Notably, we analyzed their successful title «A Plague Tale: Innocence» to adapt it best to Sony's «Activity» system.

A PLAGUE TALE
INNOCENCE

Studio Black Flag

In the revamp phase of their lead title, we made our skills available to **improve Orphan Age**.

We worked on the game's interface, special effects, gameplay programming and globally improved the performance of the software. (C#, textures, etc.)

THEY TRUSTED US,
WHY WOULDN'T YOU?

If you'd like to work with us, contact us at:
info@manufacture43.com

We will happily study how we can best help you in your **Video Game** creations as well as your **Virtual Reality** or **Augmented Reality** apps.

MANUFACTURE 43

Manufacture 43, SAS au capital de 1500€, RCS Bordeaux 827 742 008
129 Cours du Médoc, 33300 Bordeaux, France