Brazil Games
EXPORT PROGRAM

XDS 2023

Organized by

Promoted by

Brazil Games EXPORT PROGRAM

ABRA GAMES

apexBrasil

BRAZIL GAMES EXPORT PROGRAM

The Brazil Games Export Program, is the export program created by the Brazilian Game Companies Association, ABRAGAMES, in partnership with ApexBrasil, the Brazilian Trade and Investment Promotion Agency.

Our goal is to promote the Brazilian Game industry internationally, developing new business opportunities for our companies.

The Brazil Games Program also promotes Brazil as the hub for business in Latin America and invites buyers, investors and publishers for BIG Festival, Brazil's Independent Games Festival, the most important international indie games festival and the hub for international business in Latin America.

ABRAGAMES BRAZILIAN GAME COMPANIES ASSOCIATION

Abragames, the Brazilian Game Companies Association, was founded in 2004 and represents Brazilian studios developing games in various platforms.

Besides catalyzing the game production in the country by training and promoting expertise, Abragames aims at making Brazilian creativity and technology available to the main players of the international game industry.

APEXBRASIL

The Brazilian Trade and Investment Promotion Agency (ApexBrasil) works to promote Brazilian products and services abroad, and to attract foreign investment to strategic sectors of the Brazilian economy. The Agency supports more than 12,000 companies from 80 different industries, which in turn export to 200 markets.

ApexBrasil also plays a key role in attracting foreign direct investment to Brazil, working to detect business opportunities, promoting strategic events and providing support to foreign investors interested in allocating resources in Brazil.

Access **2022 Brazil Games Industry Report**

Brazil Games: **Member Studios**

Get to know the Brazilian Game Industry in 2023.
Check out the trailer!

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We are an emerging art outsourcing studio specialized in the game industry. Founded in 2019 and located in southern Brazil, our purpose is to meet all the creative demands that a successful game needs.

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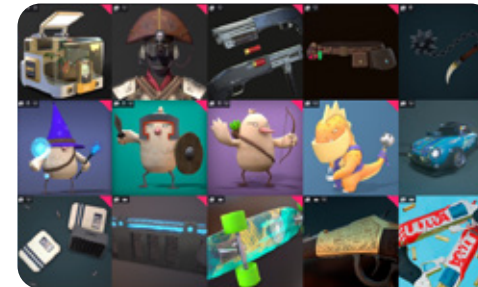
Game Art | 3D Modeling - Characters, Props, Environment

We provide 3D modeling assets in any style for games.

Portfolio: www.artstation.com/artdaggers/albums/6817188
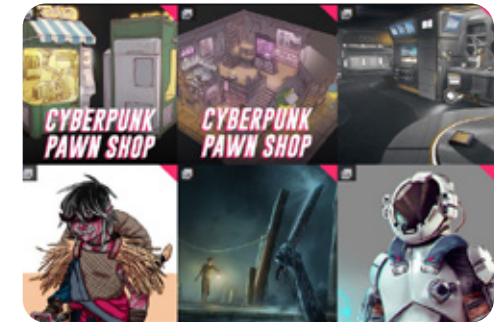
Concept Art - Chacter Design, Environment Design, Visual Devlopment, VFX Design
We do concept art for any game needs, from Characters to Visual Dev.

DIORAMA DIGITAL
www.dioramadigital.com/web

Diorama is an external development company operating in Recife/Brazil since 2015, with 14+ years of industry background going from indies to AAA titles. We aim to offer our partners efficiency, high-quality art, and creative solutions.

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Outsourcing provider

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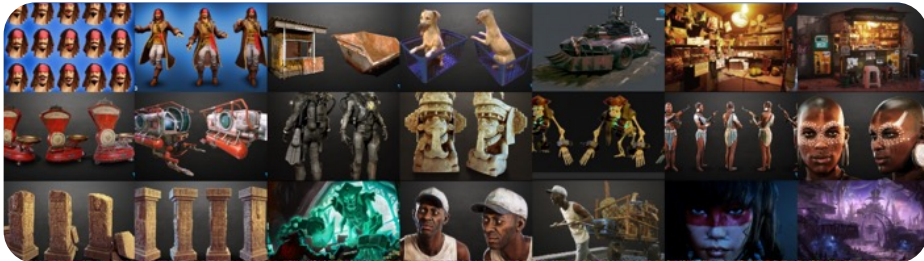
ELDORADO STUDIO
www.eldorado.studio

We are a studio build by artists to make visualy appealing art. At Eldorado, we specialize in creating stunning and unique stylized character art. Over the past three years, we have successfully delivered more than 70 hero characters for games, feature animations, virtual productions, and real-time rendering projects for major game studios in China, as well as leading animation studios in the USA.

Character Art Services
Do you want to create unforgettable characters that will captivate your players? At Eldorado, we offer a range of services, from character design and sketch variations to model sheets and final design, as well as 3D modeling with great control of shapes, final 3D or 2D animation, and key art for your marketing campaigns and splash screens. Check out our deck for a few samples of our work and schedule a consultation to discuss your project in more detail.

Site: www.app.pandadoc.com/document/ dd8083787a406853a7a496c2ca576cb2fc8af7bc

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ELECTRIC MONKEYS
www.electricmonkeys.games

FLUTU MUSIC
www.flutumusic.com

Electric Monkeys is the games division of Studica Solution. We are passionate about turning ideas into fun and exciting games. We love our work and this allows us to deliver a unique shape to each project. Our main objective is to offer complete and innovative experiences. We always aim for quality in the games we create. Here we highly value respect, transparency, responsibility and the ethics applied in each step during the process of creation, as well as commitment and innovation in each project.

Hugo Campos | Technical Director
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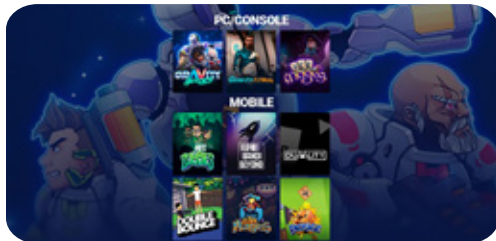+55 11 99781 1510

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Flutu Game Audio is a one-stop-shop for game audio services.   As a creative hub, we bring together a team of talented collaborators who are dedicated to helping game developers to bring their projects to life with stunning music and sfx.

Victor Hime | Audio Director
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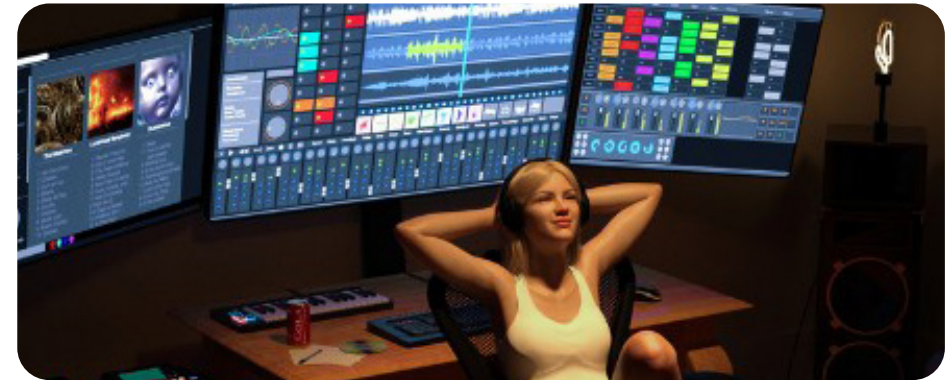**Facebook**
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Game Audio
Flutu Game Audio, under the helm of Victor Hime, offers specialized game audio services, including original music composition, sound effects design, and implementation

Co-development Electric Monkeys
Electric Monkeys offers partners the Co-development service.
A collaboration and cooperation between our studio, which creates arts, mechanics, Game Porting Services in general mobile and console with companies that need this service.

• Concept Art, 3D, Characters, Environments, Illustration;
• Optimization, Tech Art and Post-Launch Support;
• Porting to all consoles and similar platforms;
• Full Game Development

QUARTOMUNDO GAMES AND VFX

QUARTOMUNDO Games & VFX QUARTOMUNDO is an Unreal Game & VFX Boutique Studio that offers high-quality, specialized services at affordable rates from a favorable time zone for clients in the US and Europe. Our core expertise lies in seamlessly integrating art and code, excelling in the realms of VFX for games, Tech Art, and developing tools and solutions that optimize asset creation and streamline workflows. With a team of seasoned professionals, QUARTOMUNDO boasts a management team with over 80 years of combined experience in the gaming industry. This wealth of knowledge enables us to gain a broad understanding of your project requirements and assemble a team that perfectly fits the job. We have a talent pool of over 500 pre-selected professionals that allows us to guarantee the allocation of necessary resources for your project within 30 days, ensuring efficient execution and timely delivery. Moreover, we are proud members of the Indie Studios Alliance, a coalition of tens of studios in Brazil and Eastern Europe. This strategic alliance provides us with access to a diverse pool of senior and expert talents, complementing our service offering with additional specialized services.

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The Light of the Darkness

A hybrid creature awakens with no memories amidst a war between two rival strains. Hunted by both sides, the creature tries to uncover more about its past while seeking an escape from the cursed land in which everyone has been trapped. In this captivating gameplay experience, players embark on a journey as they harness the power of absorbing life essences from other beings in this immersive universe. Unlocking personas such as mystics, archers, blacksmiths, and masters, along with their unique abilities and memories, becomes the key to uncovering the protagonist's true identity and their crucial role in the survival of this extraordinary world. Notably, the game introduces a physics-based flight mechanic, setting it apart with its unique value proposition: aerial exploration and combats. This thrilling feature has garnered significant attention from both gamers and publishers alike, drawing comparisons to beloved classics such as "Demon's Crest" and the recently remade "Actraiser," which also resonates with nostalgic enthusiasts. With stunning high-definition 3D visuals set against beautifully crafted biomes, the game offers a seamless blend of 2D gameplay and intricate 3D environments. Precise platforming mechanics combined with solid controls provide a foundation for exhilarating progression. Combat, presented visually and introduced gradually, strikes the perfect balance between simplicity and sophistication. The streamlined controls allow for quick mastery, ensuring an engaging experience for players while fostering deep immersion within the meticulously designed levels. The Light of the Darkness, "Castlevania" meets "Legacy of Kain" in a next-gen visual experience.

Presskit: ttps://www.notion.so/tlotdaoe/PRESS-KIT-1da1a7639bca4bb6a0457706bc375004?pvs=4

Site: www.tlotd.com

Genres: Action RPG Soulslike Metroidvania
Platforms: PC and Consoles
Game Release Date: 12/2023

VFX & Tech Art Outsourcing Services

Our expertise in VFX for games allows us to create stunning visual effects that enhance the overall gaming experience. We are specialists in realistic particle simulations with a focus on real life phenomena as well as day by day FX tasks. Leveraging the power of Unreal Engine, and tools like Houdini an EmberGen, we push the boundaries of creativity and deliver visually captivating results.

Tech Art: Our Tech Art team possesses a deep understanding of the technical aspects of game visual development, enabling us to bridge the gap between artists and programmers. We excel in developing custom tools, materials, and pipelines that optimize asset creation and streamline workflows, empowering your team to work more efficiently. Our artists keep evolving our pipelines by adopting the the latest technologies and systems - like Nanite, Lumen, and Chaos - and the new development paradigm they implicate.

Tooling and Solutions: QUARTOMUNDO is committed to providing comprehensive tooling and solutions that enhance the efficiency of your game development pipeline. Our team creates tailor-made tools and plugins that automate repetitive tasks, simplify complex processes, and empower your team to focus on creative aspects. We are well-versed in integrating third-party software and APIs to further augment your workflows and maximize productivity. At QUARTOMUNDO, we are dedicated to delivering exceptional VFX and Tech Art solutions while maintaining affordability, efficient execution, and a client-centric approach. Partner with us to bring your creative vision to life and elevate your gaming experience to new heights.

Unreal Engineering Services

QUARTOMUNDO is proud to have a highly skilled development team, led by our experienced manager who has held the position of Lead Programmer at renowned studios and publishers. With a proven track record at Gasket Games, Pearl Abyss, Offworld Industries, Ghost Ship, NapNok, and more, our manager has made key contributions to notable titles including Deep Rock Galactic, Frantics, and Squad, among others. This wealth of experience and expertise in the industry brings a unique advantage to our game development services. Our manager's involvement in successful projects has provided us with a deep understanding of industry best practices and a keen insight into the intricacies of game development. Combined with our team's proficiency in Unreal Engine, specializing in Unreal C++ and Blueprint (BP) gameplay programming, AI programming, tools development, and asset optimization programming, we are well-equipped to tackle any game development challenge. We harness this knowledge and skill set to deliver high-quality, immersive, and polished gaming experiences. At QUARTOMUNDO, our passion for game development and our close collaboration with our manager ensures that we maintain the highest standards of excellence. We bring the expertise, creativity, and technical prowess necessary to bring your game vision to life. Partner with us to benefit from our Unreal Engine expertise and the insights garnered from our manager's extensive industry experience.

ROUNDTABLE STUDIO
www.roundtablestudio.net

RoundTable Studio offers full localization services into LatAm Spanish and Brazilian Portuguese. Our goal is to enhance the gamer inmersion by combining top quality translation with the best dubbing directors and performers in an agile studio environment.

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Full Games Localization
Full localization services into LatAm Spanish and Brazilian Portuguese.

TEMPO FILMES
www.tempofilmes.com.br

We are Tempo Filmes and our passion for storytelling comes to life through exceptional dubbing and subtitling services. Since 1994, we´ve been dedicated to bringing the magic of audiovisual content to audiences in Brazil and beyond. Our team is driven by a deep commitment to research, translation quality, adaptation, and actors direction to ensure that each project we take on is a masterpiece. We understand that every story is unique and deserves to be told in a way that resonates with audiences. That´s why we take the time to get to know our clients and their vision, and work tirelessly to bring it to life. As we´ve grown over the years, we´ve expanded our services to include Latin American Spanish dubbing and Game Localization. Our clients have come to rely on us for excellence, and we take that responsibility seriously. When you work with Tempo Filmes, you can rest assured that your project is in the hands of experts who care deeply about your success. We can´t wait to be part of your journey and bring your story to life.
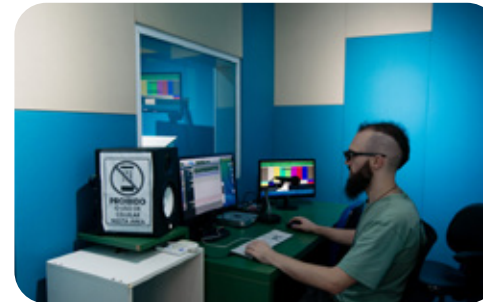
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Game Localization - Brazilian Portuguese

WEBCORE GAMES

Webcore Games, a versatile game development studio based in Sao Paulo, Brazil, brings 20 years of experience to the table. We create engaging experiences for diverse platforms—from mobile and consoles to AR/VR and dedicated platforms like Roblox, Zepeto, Decentraland, Sandbox, and Fortnite. Our services encompass end-to-end game development, including work-for-hire, full development, feature development, co-production, and porting. We pride ourselves on our adaptability, offering tailored collaboration models for fixed-scope, milestone-based projects or ongoing support, with a favorable timezone fit. Our accomplishments include the first original Brazilian game released internationally on consoles, the first F2P game on PlayStation, 10M+ players, and two Best Brazilian Game Awards. Our robust core team of 25 and network of external resources allow us to scale quickly as needed. Licensed to all major console platforms and proficient in Unity and Unreal, we have the tools and talent to bring your vision to life.

Fernando Chamis | CEO
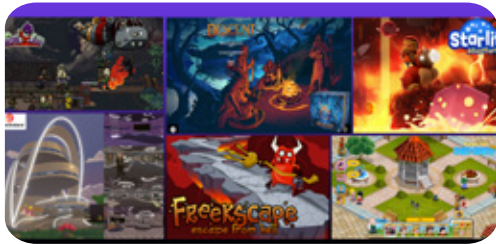fernando@webcore.com.br
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Work-for-hire Game Development and Co-production

At Webcore Games, our Unity and Unreal certified teams are equipped to contribute to your project, whether it be through feature development, co-production, or complete game development. We cater to various platforms such as consoles, mobile, AR/VR, and open-world environments like Roblox, Zepeto, Fortnite, Decentraland, and Sandbox, holding licenses for all major platforms including Microsoft, Nintendo, and Sony. We employ Agile methodologies and work within an optimal time zone for projects based in the Americas or Europe. Our proficient English-speaking team is adept at working with fixed-scope or milestone-based projects, and providing ongoing support through monthly rates.
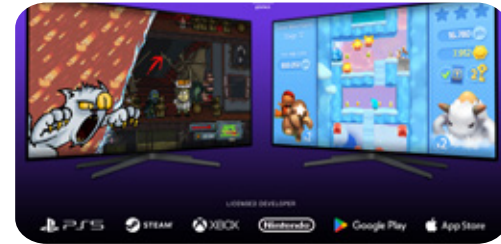
Expert Game Porting

As a proficient game porting team, we specialize in porting games using Unity and Unreal. We collaborate with developers and publishers to ensure that game porting is performed during project development, reducing surprises during the testing phase and platform submission. We have devkits for all major platforms: Microsoft, Nintendo, and Sony. Emphasizing on Agile methodologies, we operate within a timezone optimal for projects based in the Americas or Europe, and our English-speaking team ensures smooth communication throughout the project.