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FRYOS

Outsourcing Services

www.fyrosstudios.com

2024

We work on creating Anything That You Can Imagine

FRYOS STUDIOS

Game developer studio from Colombia, we create innovative, fun and unique games.

ABOUT THE
COMPANY!

Fryos Studios

It is a prominent game development and digital entertainment studio in Colombia. Our focus is on innovation and creativity, providing high-quality outsourcing solutions for a variety of platforms. Our highly skilled team of designers, programmers, and artists works closely together to deliver high-quality products that stand out for their creativity and fun.

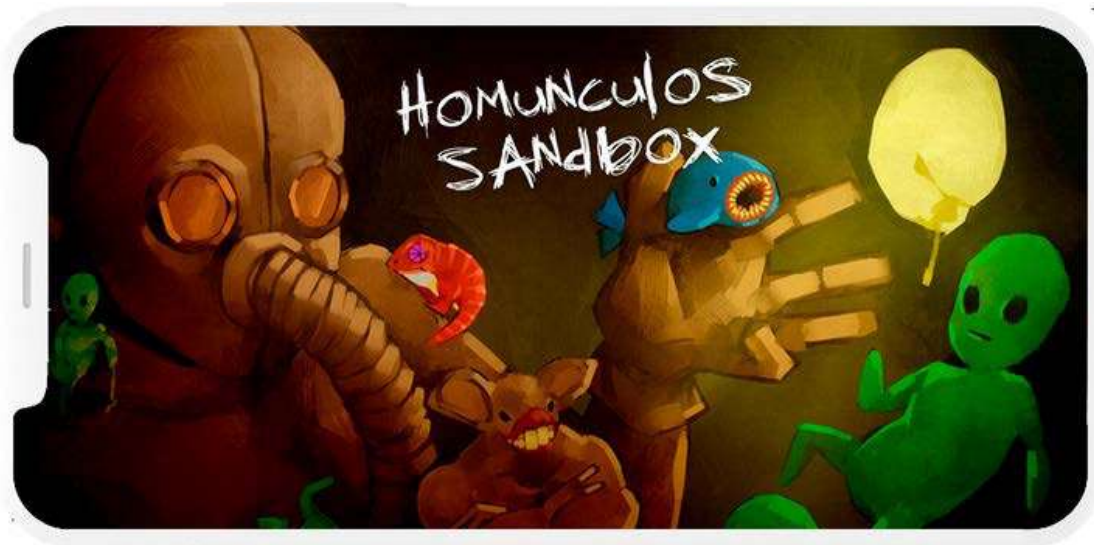| +1M	21	9
Download	Countries With users	Years of Experience

Some of **our games**

HOMUNCULUS SANDBOX

Do you want to create your own homunculus, but don't want to wait? The creation of a homunculus requires the exact observance of the postulates of alchemy and can take several years. Homunculus SandBox is a simulator in which you can create this creature!

RATIO WORLD

Grow up and have fun with 1: 2. Learn about the world of proportions with this great adventure. It is a video game for the whole family, from the smallest to the largest, you canenjoy this game.

Fryos outsourcing services ──────────────

We use a hiring model used by videogame companies to supplement their existing teams with external talent on a temporary basis. Ensuring the timely delivery of high-quality games

What are the services of
FRYOS STUDIOS

1. Staff augmentation

This implies the hiring of specialized professionals such as developers, artists, testers, and designers to work alongside internal staff to complete a specific project or complete a skill gaps. I allow game companies to scale their workforce quickly, reducing recruitment costs and ensuring the timely delivery of high-quality games.

2. Asset pipelines

We dot the creation and management game 2 engine-ready assets such as 3D models, textures, animations, and sound effects, this allows game companies to focus on core development and production while reducing costs and increasing efficiency..

3. Full scale development

We can do game development from ideation to store release + post-launch support.

Development
Cycle

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01. Conceptualization

An initial idea for the game, such as the theme, story, characters, game mechanics, and other key features of the game target audience and competition

02. Pre-production

develop the initial concept of the game and create 2 a detailed plan for development. This may include creating a game design document, creating storyboards or sketches of key scenes or characters, and creating a development timeline and budget.

03. Production

This stage involves several sub-stages, such as:

• Prototyping

• Programming

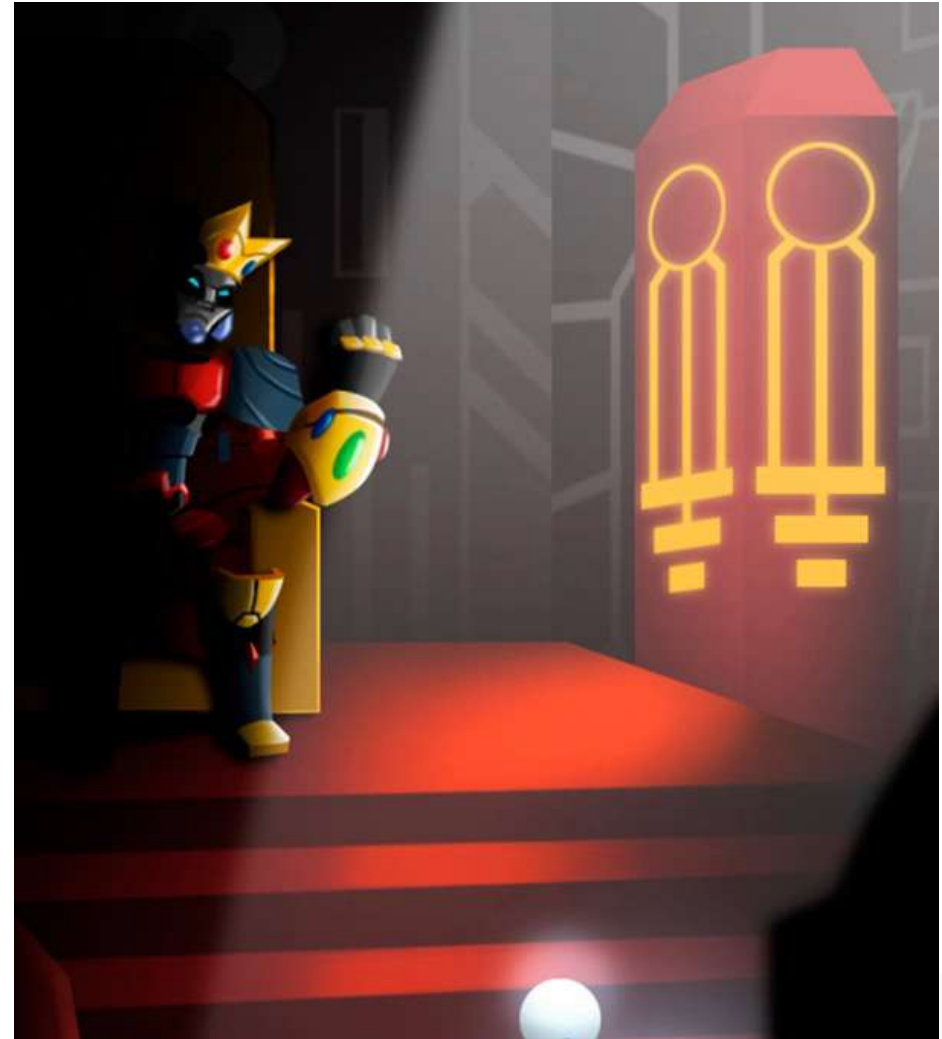• Art and asset creation

• Sound design and music

Development
Cycle

04. ### Testing and Quality Assurance

Testing the game thoroughly to ensure that it is free of bugs and glitches and meets desired quality standards.

05. ### Post-launch technical support:

This stage involves ongoing support for the game, such as fixing bugs and glitches.

Fryos outsourcing services ———————

Unity
Programming

Development

Our technical team is one of the best and we are experts at developing highly technical products and solving complex problems. We are one of the leading mobile game developers having successfully launched games in various genres such as Arcade, AR/VR, Puzzles, Strategy, Endless, Educational, Sports, Card, Trivia, Casual, Hyper Casual and more.

Art Expertise

We have a great team of great concept artists, UI artists, 2Da rtists and 2D animators who are capable of managing the entire pipeline or doing everything the necessary assets for a 2D game, bringing it to life hand in hand with any development team. 3D art for video games involves the creation of three-dimensional models, textures and animations used to create environments, characters, and objects in a game. Here is an overview of 3D art for video games, this is what we offer to our clients:

Sprites & Backgrounds

Pixelart, Sprites, Concept art , Toon sprites, Stylised, Environment

User Interface Elements

Menus, buttons, and other interface elements in the game.

3D Assets

3D Modeling: Stylized Textured, Hand Painted, Stylized PVR, Texturing in Surfaces (color, texture and detail), Environment creation and LODs.
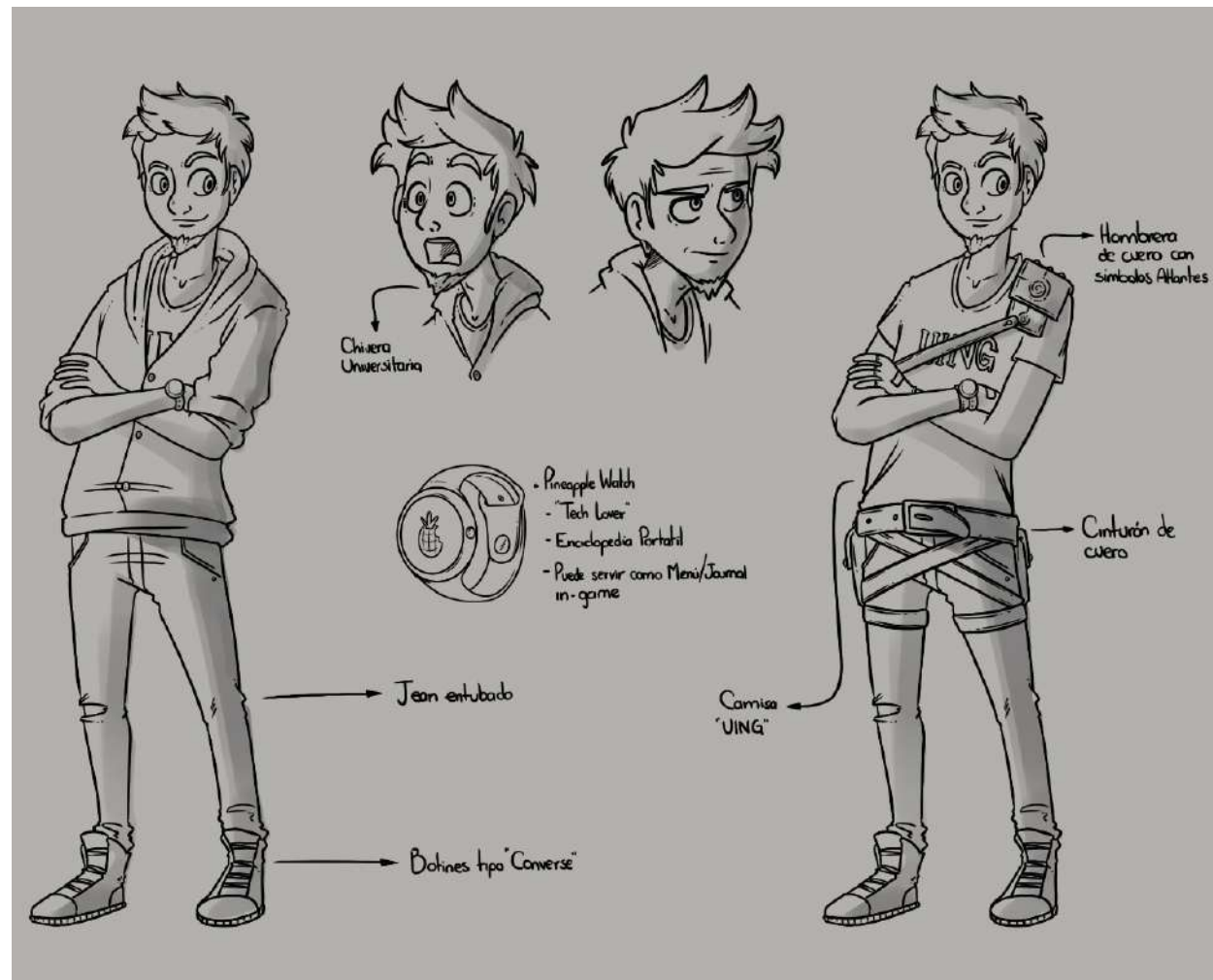
Animations

Cut-out, Frame by frame, 2D Puppet, Spline, Rigging, Skeletal systems animation: keyframe animation, motion capture, rigging, acting.
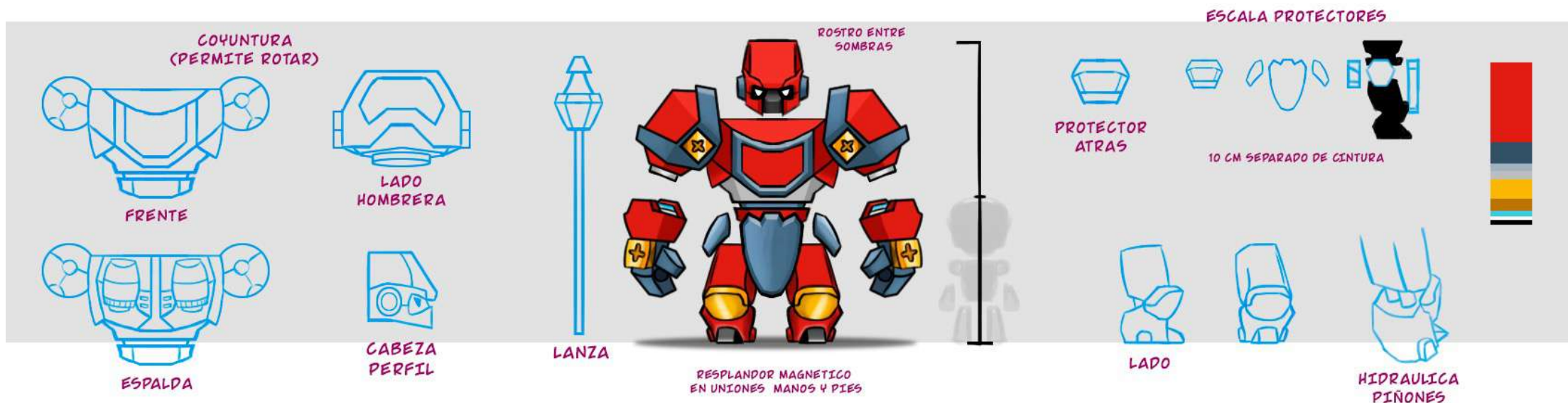
Concept art Examples

Concept art Examples

Concept art **Examples**

2D **Examples**

2D **Examples**

Pixel Art Examples

Pixel Art Examples

3D **Examples**

3D **Examples**

3D **Examples**

3D **Examples**

Fryos outsourcing services

Detail Contact

Office Hours

Monday – Friday

08:00 – 17:00

Our Address

Bucaramanga, Colombia

Get In Touch

John Ayala

CEO & FOUNDER

John.ayala@fryosstudios.com