

TOOLS & SERVICES



CURRENT VIDEO GAME MARKET

Video games are made for the public, the public is becoming more and more demanding.

This is why video games are changing, they are more and more sophisticated and producing them becomes more and more expensive both in terms of resources and money.

- Video Game contents are constantly growing in size
- Video Game details are growing in complexity
- The type of input data is changing; Machine learning models, photogrammetric contents, etc.. are becoming a regular part of video games

For these reasons the time spent by the Artists and the Design team is increasingly spent to deal with technical limits and with long and tedious (and often repetitive) tasks.



THE OPPORTUNITY

LiquidCube Games™ is a Software service company.

- Our Focus is on Videogames and the Procedural creation of game contents.
- The team is founded and Directed by members that participated to multiple AAA titles.
- In our vision the procedural systems are a more efficient and finally necessary way to realize the Worlds for the new generation of games.

ADVANTAGES

Our Goal is to improve the productivity of your company and the day-to-day life of your team.

Increasing the number of iterations

You have no constraints, free your creativity

- Make it beautiful.
- Achieve your vision.
- Update it to work with Design mechanics.

” Don’t Be Blocked by processing times or technical issues ”



Focus on Art & Design, not on tech

Our tools let the artists focus on the Visuals & Mood.

Think about the gameplay.

Don't always train Artists to be technicians.

” Use the skills of the team on what they are best at ”

Mockup / Vertical Slice Prototyping a new Idea or a new World

Use our tools to quickly get a section of your idea into Engine.
Prepare a map => export it to Unreal/CryEngine/Unity (or any agreed engine).

“Evaluating the look & the value of a new idea should be an approachable task for your company”



Design and Art Driven Contents

Our AAA experience has taught us that:
Procedural is Not ~~Random~~.

All Placements and Creations are based on user inputs:

- Source assets and textures
- Splines
- Distribution Maps: images to project the contents to the world
- Rules: design flows, cover metrics, biomes, etc...
- Metadata: configuration files for each process
- Geometry assets: handmade, photogrammetric, procedural
- Machine Learning: models trained to process contents

“The nature of the result is always deterministic and repeatable. If the input is unchanged, the output results identical”



Make you contents bespoke

At any point of your production, you can lock and export your content to be modified in any chosen DCC (3dsmax, maya, etc..)

Bespoke areas can be easily masked by the users (artists and designers).

“Don’t worry about Hero locations, bespoke contents and tutorial levels”

Personalization of the Plugins and services

- The tools can be crafted/modified to satisfy your company needs.
- We can work to fit-in with your current tools pipeline.
- Milestones are agreed with your company.
- Changes are reviewed in a transparent workflow.

” A dedicated person will be assigned to communicate the team work on the tasks and to communicate the updates ”



Debugging and Fixing will become easier

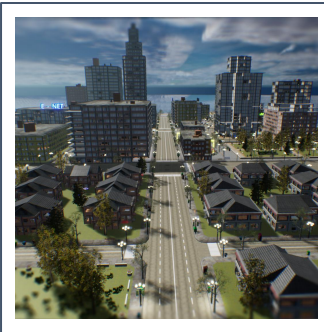
- Procedural contents can be updated with nightly/remote processes.
- Local fixes can be tested on a small section of the content.
- You can push your changes to the rest of the map with Automation/Remote services.

“ If a procedure is fixed in one small section it will be fixed in all the map automatically ”

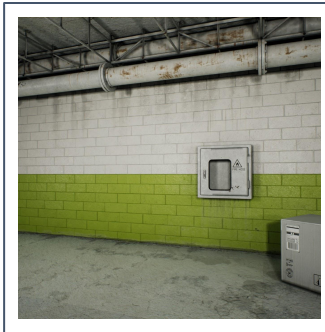
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TOOLS

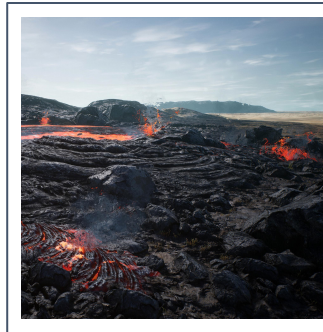
The tools will export LODs, Collision, Instances and Materials to your Engine



**LCG City
Maker**



**LCG Interior
Maker**



**LCG Map
Maker**



**LCG Road
Maker**



**LCG Forest
Maker**



LiquidCube Games™ CITY MAKER

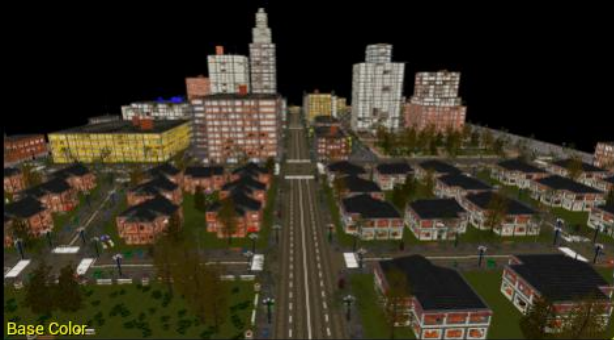
What is it?

A plugin to generate Cities starting from an Open Street Map vector file.

In addition to the building shells, you can also generate playable interiors for all the buildings.

How to use it

- Create facade modules.
- Create Bespoke/Hero Buildings and locations.
- Import/Modify/Create Openstreetmap Data.
- Process the Map with our tools.
- Play the resulting map in your Engine.



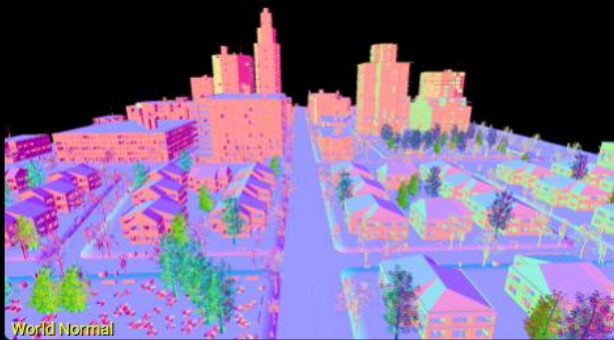
Base Color=



Specular



Subsurface Color



World Normal



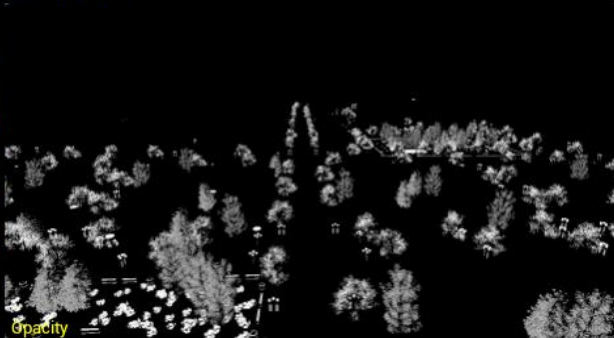
Separate Translucency RGB



Separate Translucency Alpha



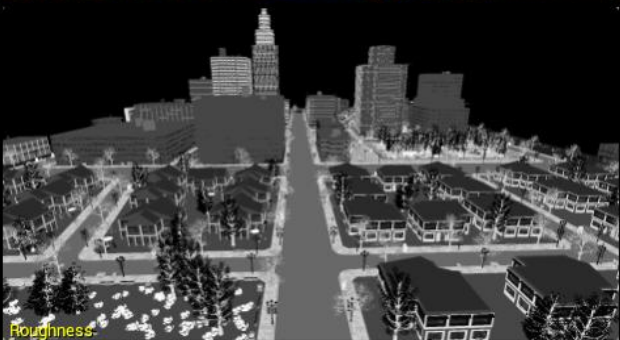
World Tangent



Opacity =



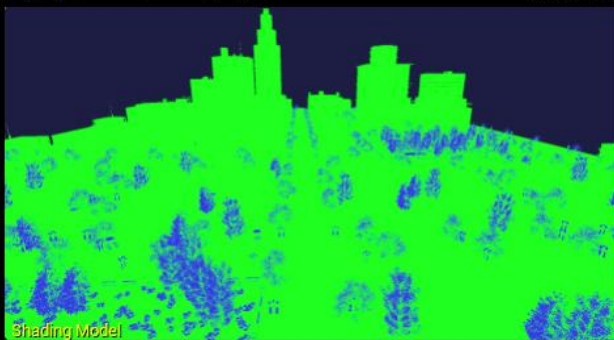
Scene Depth



Roughness

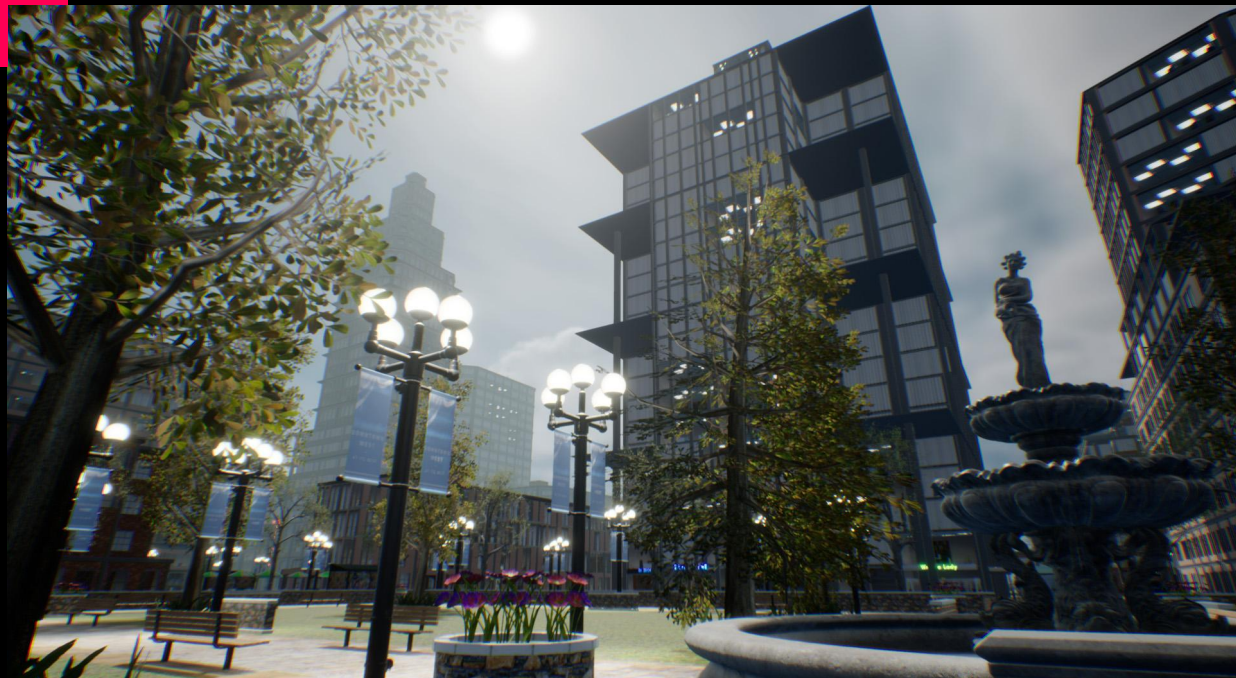


Metallic



Shading Model







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INTERIOR MAKER

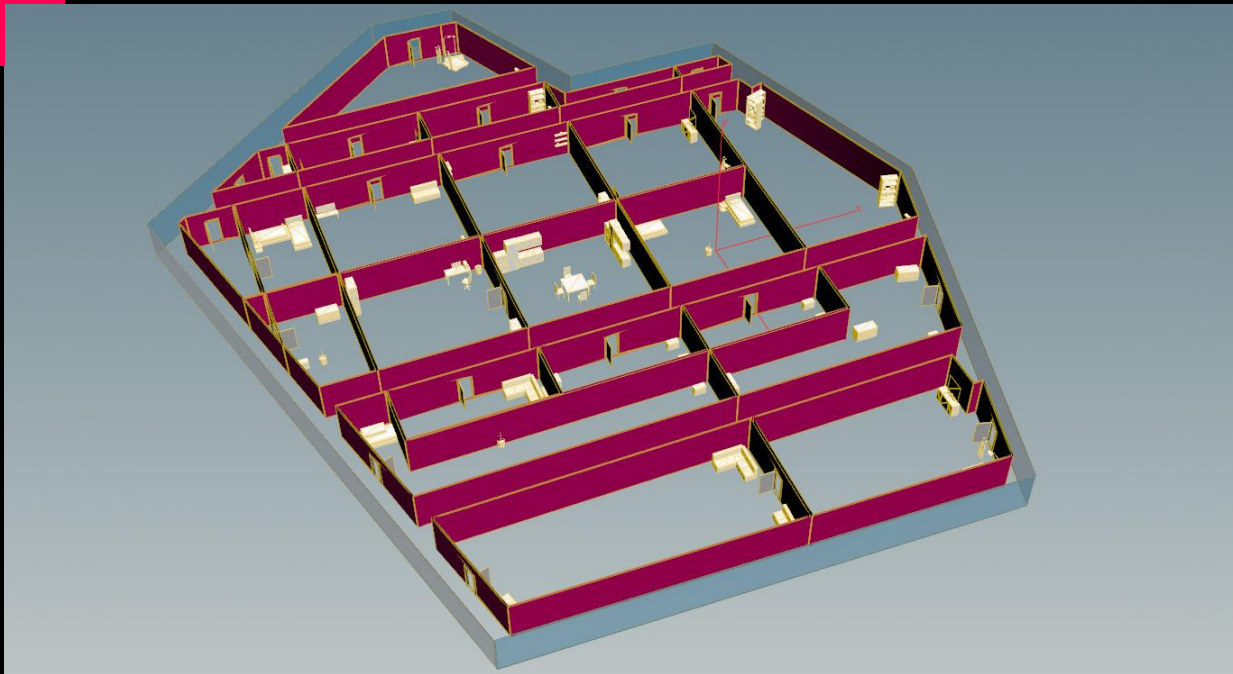
What is it?

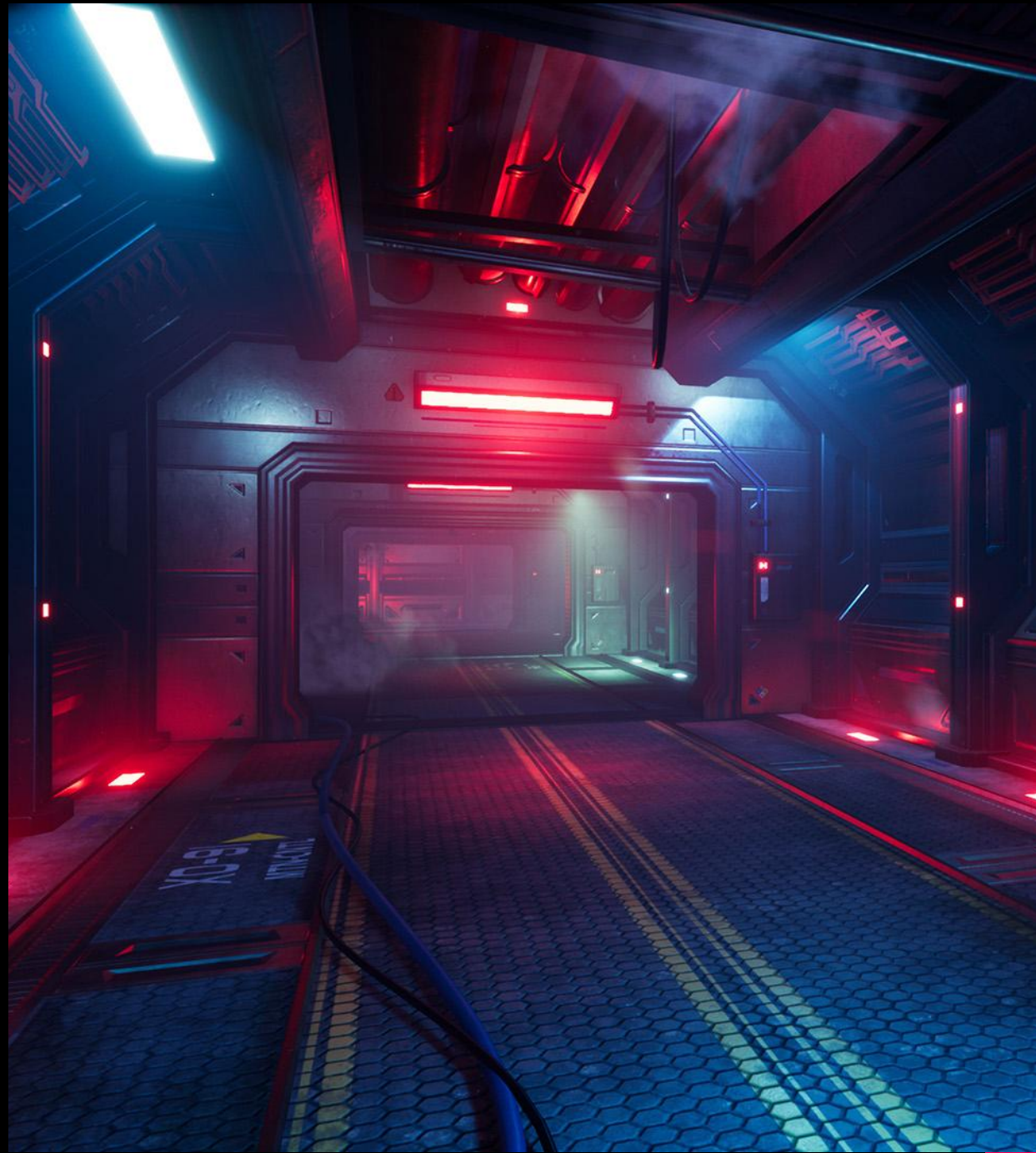
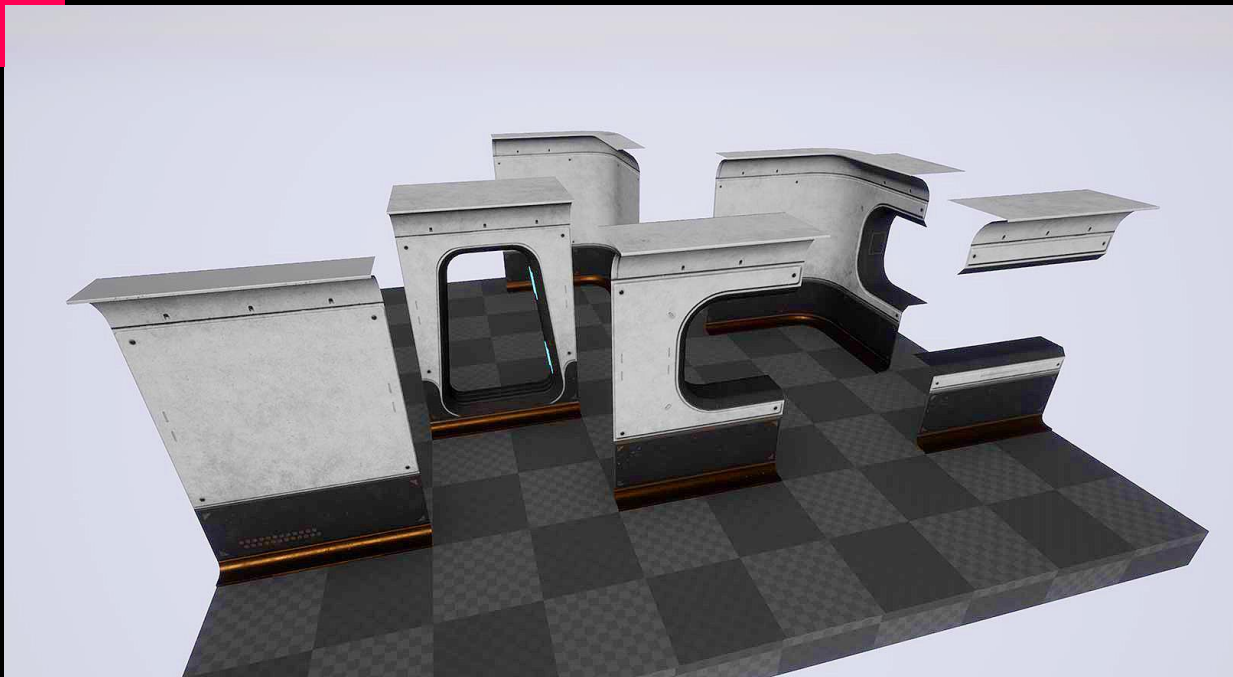
A plugin to generate building interiors starting from the vectorial footprint perimeter.

In addition to the interior walls and path we also place props and furniture according to metrics.

How to use it

- Create wall modules.
- Create Bespoke/Hero Rooms and locations.
- Import/Modify/Create the interior perimeter.
- Process the perimeter with our tools.
- Play the resulting level in your Engine.







LiquidCube Games™ MAP MAKER

What is it?

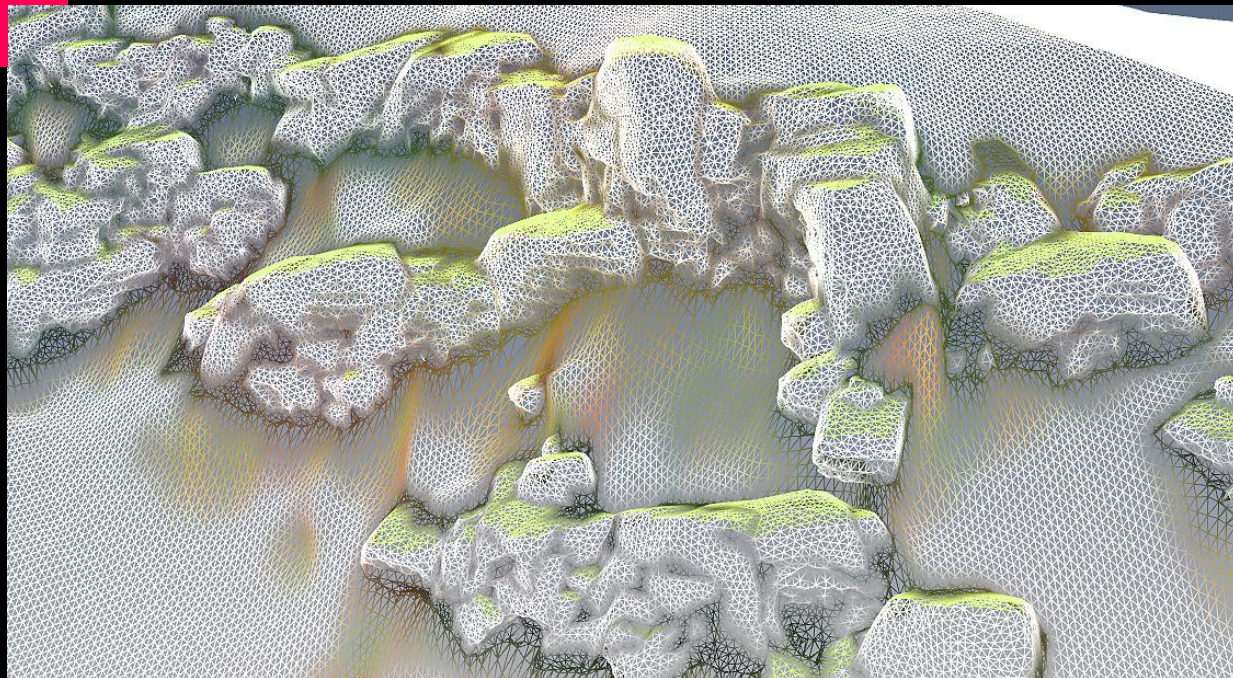
A plugin to generate the map terrain and its materials, LODs, tiles, cliffs, and color attributes.

The tool integrates the outputs from other Liquidcube Games tools (cities, towns, roads and forests).

In addition to this part Unreal/CryEngine also scatter the grass and flowers according to it.

How to use it

- Create an hand made terrain mesh Or a heightfield in Houdini Or a user generated heightmap.
- Create the rock input models and the textures.
- Process the contents with our tools.
- Play the resulting map in your Engine.





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ROAD MAKER

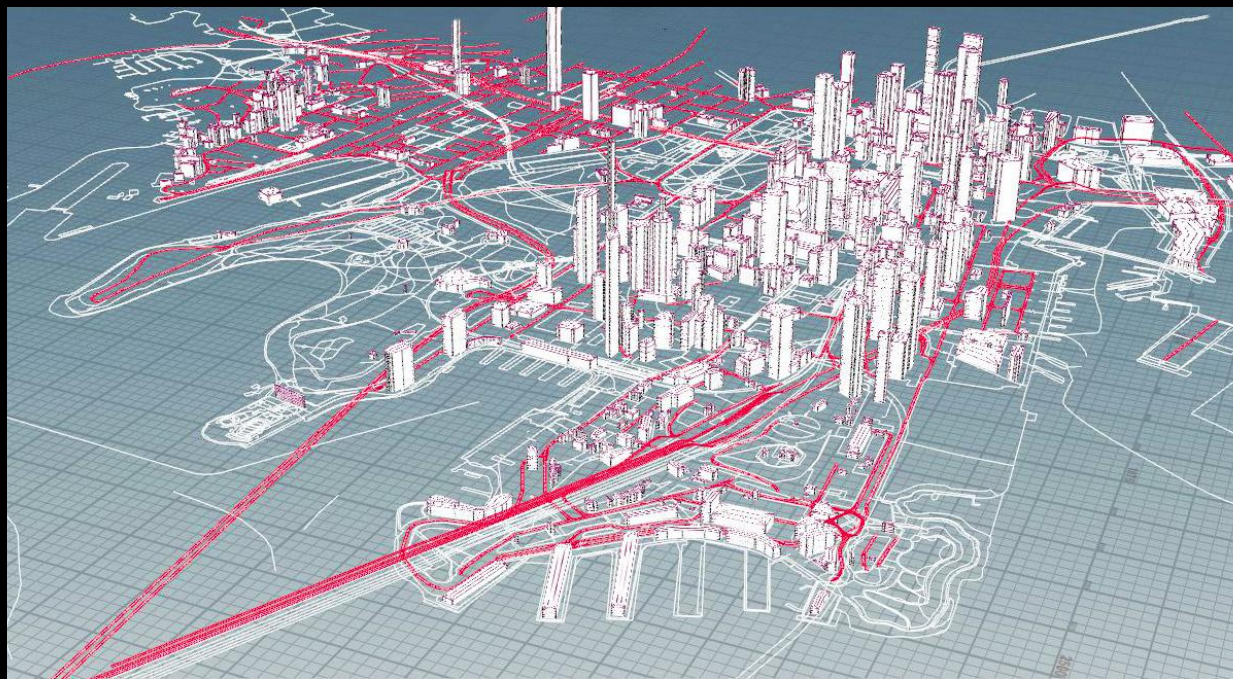
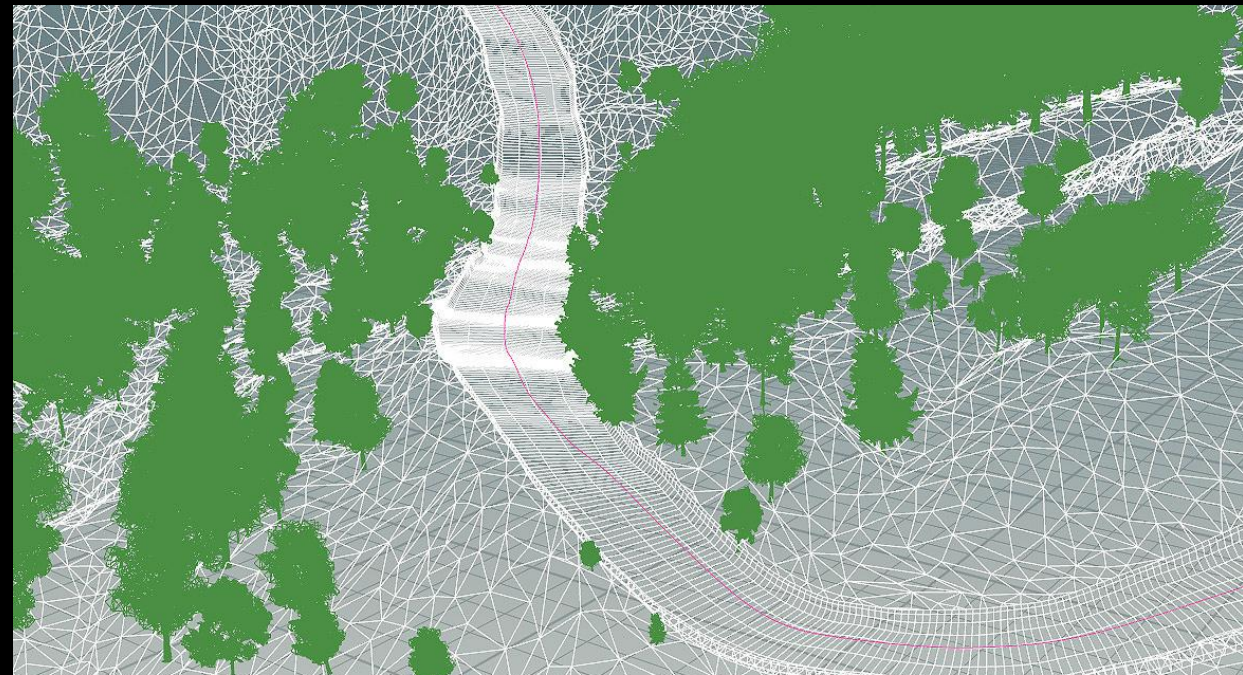
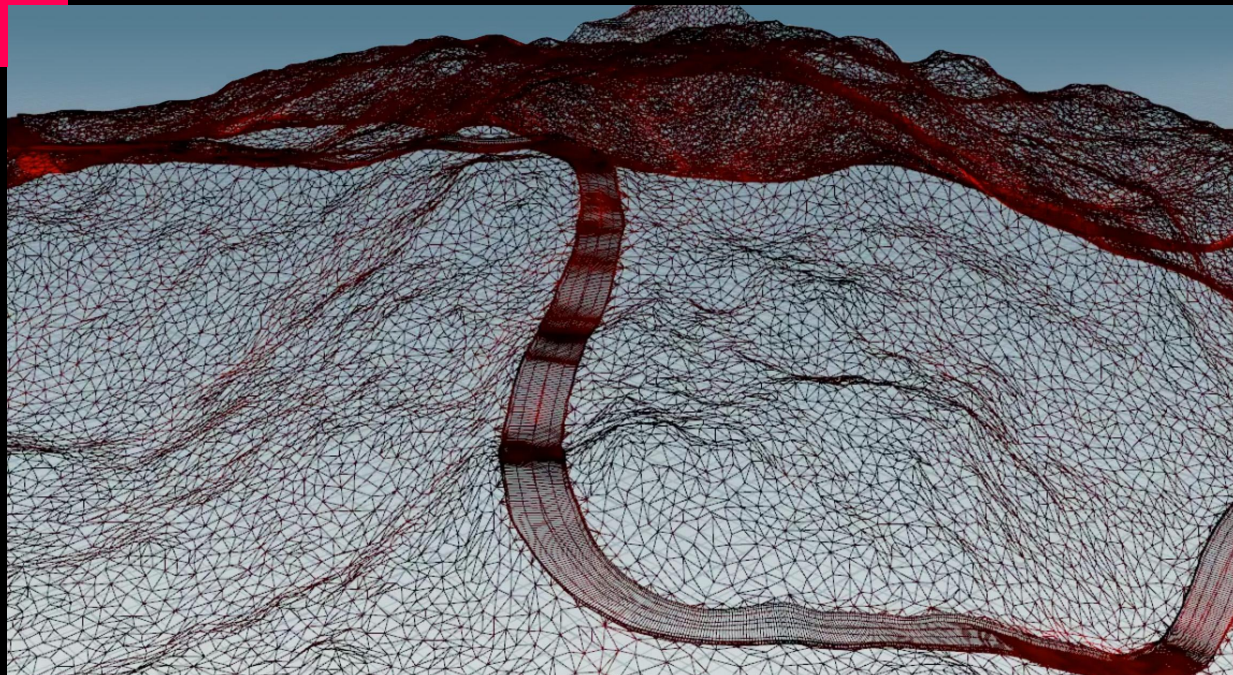
What is it?

A plugin to generate roads.

The plugin can generate Highways, city roads or mud-tracks and integrate them with the terrain.

How to use it

- Create a spline for your track/path.
- Add attributes along the spline for: type, size and banking.
- Create the road modules or the road profile curve.
- Process the contents with our tools.
- Play the resulting map in your Engine.





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FOREST MAKER

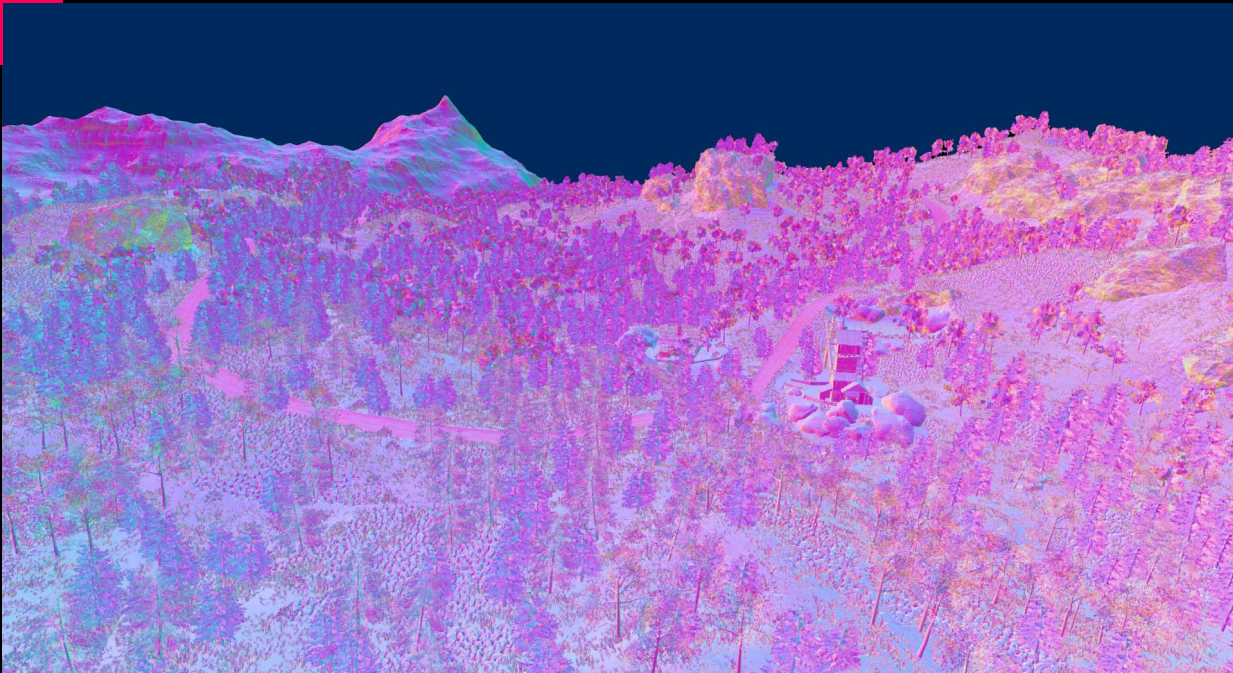
What is it?

A plugin to generate natural looking scattered forests.

The tools will use erosion, slope and height cap logics to scatter the assets.

How to use it

- Create your trees
- Create your bushes
- Create your terrain (see previous slide)
- Process the contents with our tools
- Play the resulting map in your Engine







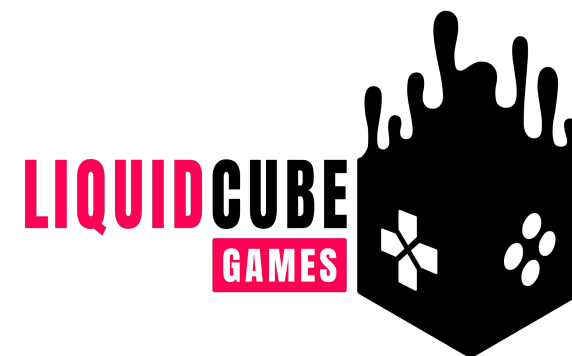
LiquidCube Games™ VIDEO

- [Click here to show the video presentation](#)
- Put on your headphones

LiquidCube Games™ ADDITIONAL SERVICES



- **Tech Art Direction**
Preparing your team for a new mindset and directing the change.
- **Training for LiquidCube Games™ Tools**
Training the team to use the new pipeline at its best. Training is additional to tool documentation and video tutorial.
- **Co-Development**
We know how to discuss co-production and data/pipeline integration. This allows your company to assign the development of a part of your game to LiquidCube Games™ (nature, cities, etc..).



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