FULL-CYCLE STUDIO
AUTHORIZED EPIC GAMES PARTNER
WE ARE BAD RHINO

Who we've worked with...

Chances are you've probably seen some of the work our team has contributed to but might not know who we are. Bad Rhino has had the honor and privilege to work with several amazing partners; ranging from shoestring budget Independents to Massive AAA Brands. Our team of Artists, Designers, Engineers, Animators, & QA have assisted teams across all aspects of production; from Concept to Development, Pipeline Improvement, Porting, and LiveOPs.

SEASONED GAME DEVELOPMENT PROFESSIONALS **CAPABLE OF** FULL CYCLE PRODUCTION

Service Partner
2024
★ ★

APPROVED SERVICE PARTNERS
2023

WHO IS BAD RHINO?

Founded in 2015, Bad Rhino is the result of brilliant minds and creative talent from around the gaming industry working together to solve complex problems and make beautiful things. We're an independent, Authorized Unreal Engine Partner Studio headquartered in the Kansas City, KS and distributed around the world. We are mad scientists with crazy ideas. We are storytellers and world builders. We turn ideas into realities.

Our team of seasoned Unreal Engine Developer have extensive experience in developing games for PC, PS4/5, XBO/X, and Nintendo Switch. Our team has worked on amazing titles such as: Wayfinder, Ben10: Power Trip, Spellbreak, Fortnite, Borderlands 3, Battlefield 2042, Master of Orion, Quantum League, & Silent Hill.

We highly value trust, transparency and collaboration, and share a common drive to push ourselves and projects to the limits of our craft. We are Bad Rhino Studios. We are Bad Rhino Studios.

OUR STRENGTHS...

Unreal Engine Experts specializing in Full Cycle Game & LiveOps Development

Our specialties...

- IP Development
- Full-Cycle Game Production
- Co-Development
- Optimizations & Porting
- Adventure/Story Games
- FP/3P FPS
- Narrative Driven Experiences
- RPGs
- Unreal Engine 4 & 5

- Animation
- 3D Art & Content Creation
- Level Design
- PS4/5, Xbox, & Nintendo Switch
- Environment & Narrative Design
- Engineering
- Gameplay Abilities Systems
- ARPGs
- LiveOps

FULL CYCLE, UNREAL EXPERTS

Our Studio can handle every aspect of development including Concept, Pre-Production, Vertical Slice Prototyping, Full Game Production, Optimizations, Porting, and LiveOPs support. We are experts in every stage of Game Production. Our unique blend of Cross-functional, T-shaped experts allows our team to integrate into existing pipelines and production teams whether it's embedded co-development or full IP development.

Project: Wayfinder

Wayfinder is a collaboration between Airship Syndicate & Digital Extremes and is actively in development. This MMO is an online, character based, third-person action game set in a brand new, original world where adventure with friends is the name of the game. Bad Rhino is proud to partner as a full-cycle, embedded partner for the project. Bad Rhino Studios is providing development support in the following:

- 3D Environment & Assets modeling
- Level Design & Blockout
- Environment Dressing & Propping
- Engineering & Tech Art
- Environment Design & Layout
- Environment Propping & Dressing
- Lighting & Prefab Library Design

- Systems Design, Engineering & Implementation
- C++ Engineering
- Interactive components design & engineering
- UI/UX Design
- PC/Console Performance & Optimizations
- Porting for Gen8/9 Platforms (PS4/5, XBO/X)
- LiveOps Co-Development

Project: Borderlands 3

Bad Rhino Studios was proud to serve as an embedded partner on this massive, world renowned AAA title. Our primary responsibility was to optimize and stabilize this title for release on a hardware-constrained platforms, regain lost visuals from previous optimization attempts, and ultimately ensure LotCheck passability.

- Performance Improvements & Stabilization
- Landscape/Foliage Rework
- Atmospheric System Optimizations
- Asset Optimizations
- Level Asset Refactoring & Performance Improvements
- Dynamic Lighting & Shadow Optimzations
- Skeletal Mesh & Rig Optimizations
- Time-of-Day System Optimization

- Shader & Material Optimizations
- VFX Culling Improvements
- Post-Processing Refactoring
- Skybox System Refactoring
- AI Optimizations
- Blueprint & C++ Code Optimizations
- UI/UX Optimizations
- Load time Improvements

UNREAL EDITOR FOR FORTNITE

Project: Unreal Editor for Fortnite

Bad Rhino Studios continues to support and align with Epic's grand ambitions for the Metaverse using Unreal Editor for Fortnite.
Our team is currently building single player and multiplayer experiences, deploying to the UEFN Ecosystem.

Project: Spellbreak

PC · PS4 · PS5 · SWITCH · XBOX

Spellbreak is a multiplayer action-spellcasting game where you unleash your inner battlemage. Master elemental magic to fit your playstyle and cast powerful spell combinations to dominate other players across the Hollow Lands. Bad Rhino Studios was proud to partner with Proletariat to provide supportive services for the following aspects of Spellbreak's development:

- Cloudburst/Afterglows (CB/AG)
- Artifact Concept/Design
- CB/AG Design & Implementation
- CB/AG VFXs
- Character Design
- Artifact FXs

- Animation Blueprint Setup & Optimization
- Character & Artifact Rigging/Integration
- 3D Design, Modeling, Optimization & Implementation
- Texture & Material Creation
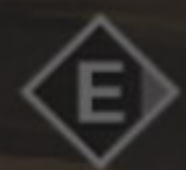- Artifact/Character Animations & Integration
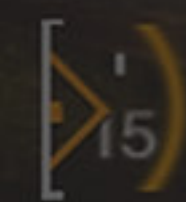
TM & © 2020 Twentieth Century Fox Film Corporation.

# Project: Predator Hunting Grounds

Predator: Hunting Grounds is an immersive asymmetrical multiplayer* shooter set in the remote jungles of the world, where the Predator stalks the most challenging prey. Play as a member of an elite 4-person Fireteam and complete paramilitary operations before the Predator finds you. Bad Rhino Studios was responsible for providing the following services:

- PS4 Platform Code Porting & Stability
- TRC Prechecks & Patching
- PS4 Stability Improvements

- Debugging & Code Patching
- Platform QA Testing
- Platform Compliance
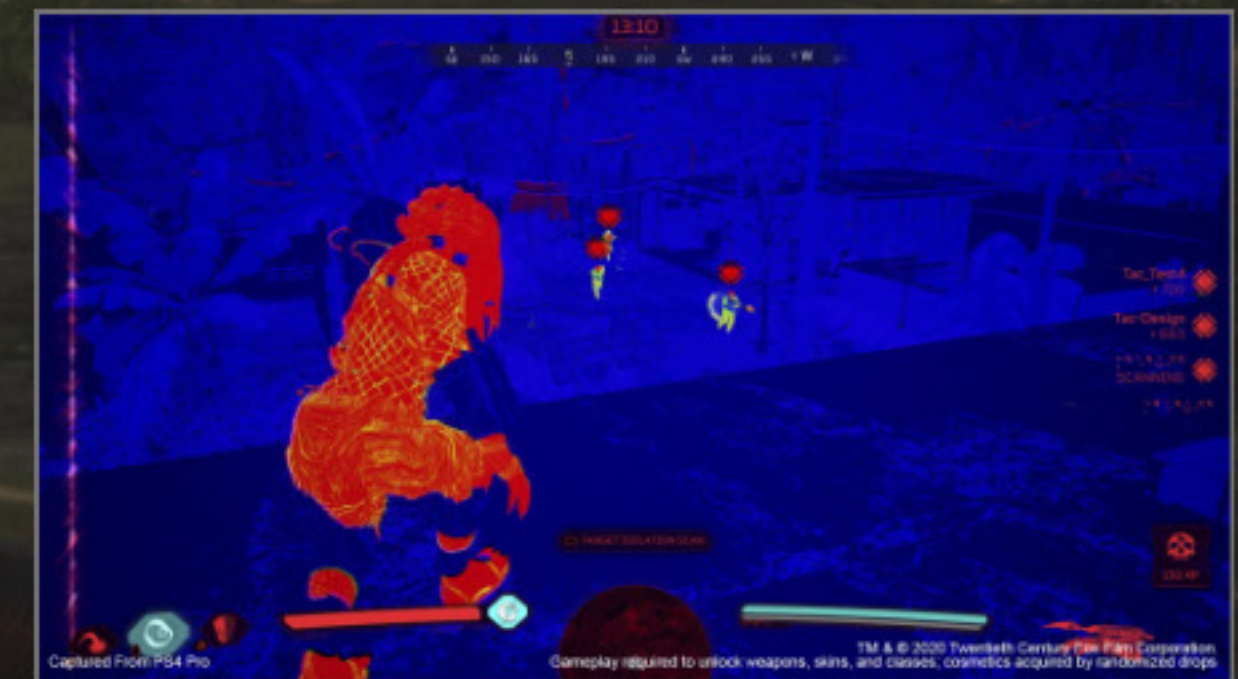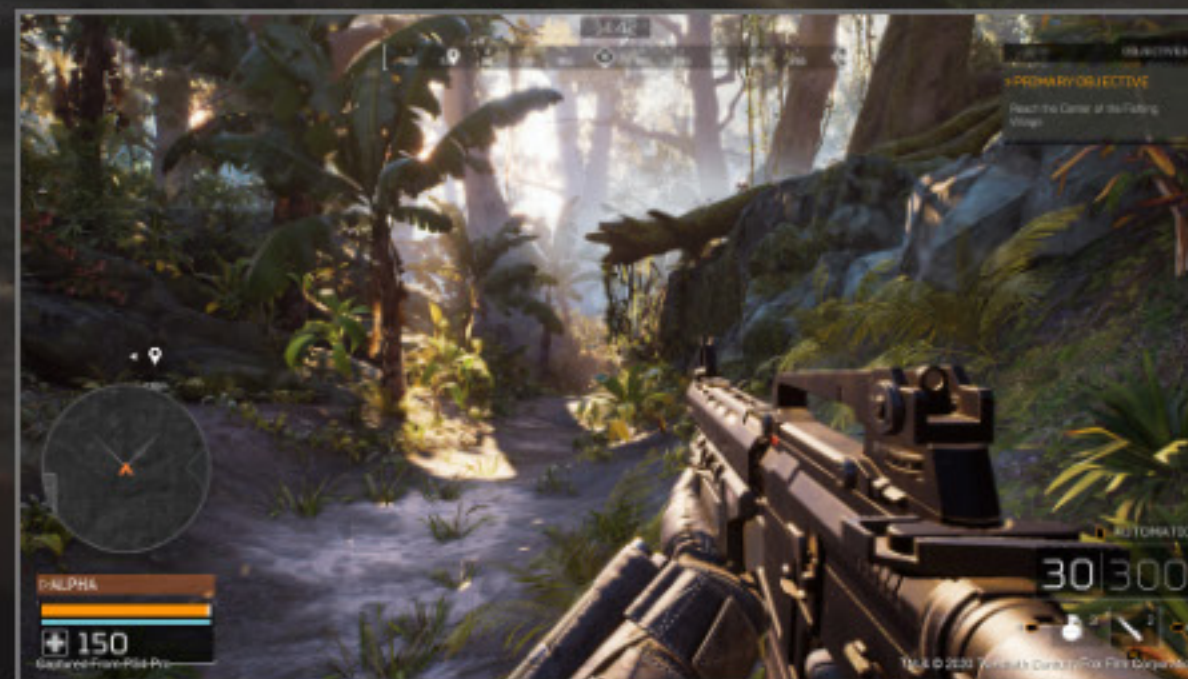
Project: Ben10: Power Trip

BEN 10: POWER TRIP. Ben and his family are enjoying their European vacation... until evil magician Hex unleashes the power of four mysterious crystals! Only Ben 10 can break the curse – so get ready to transform into powerful aliens to battle enemies, solve puzzles and freely explore an exciting 3D world.
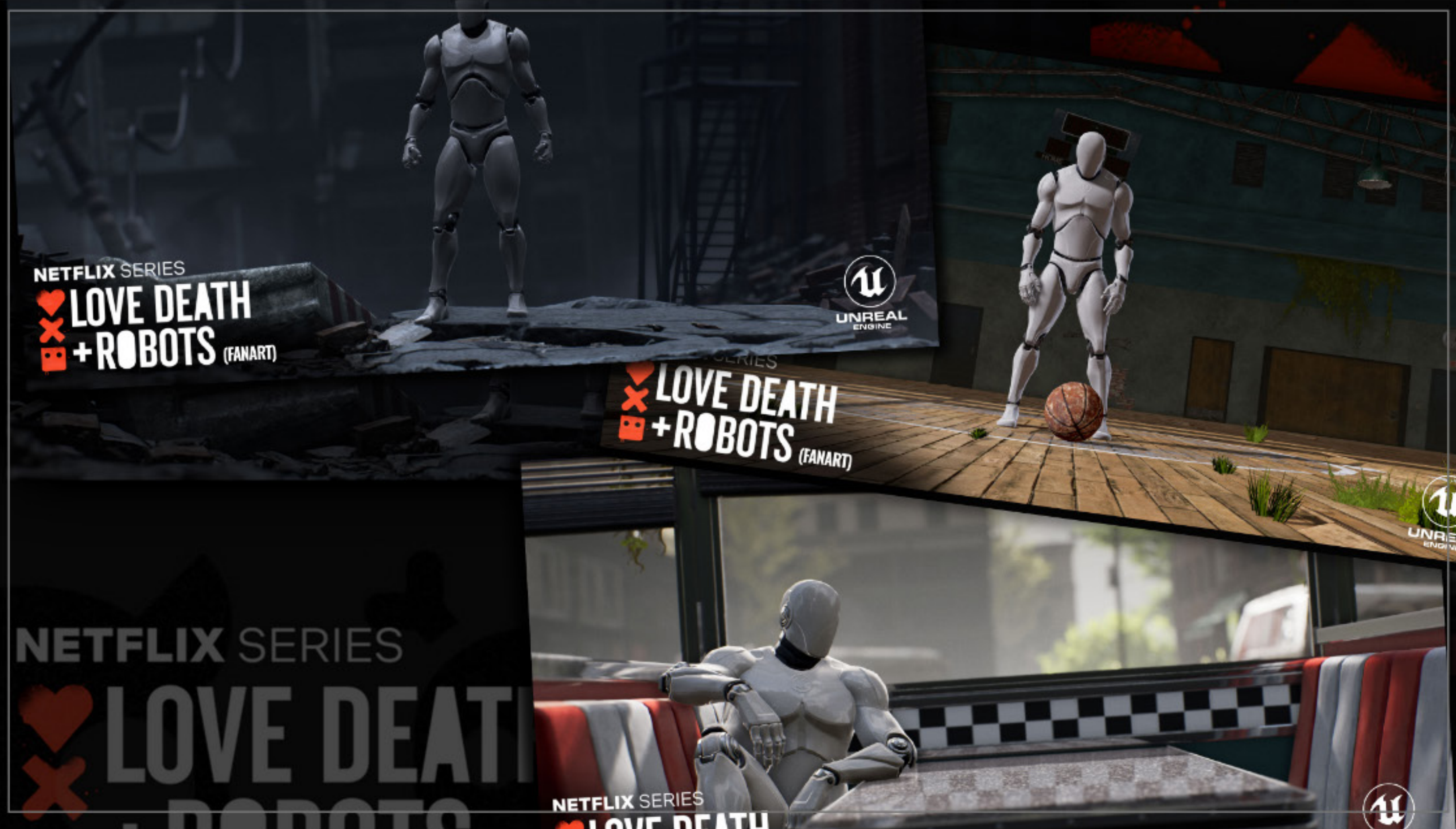
Bad Rhino Studios was responsible for creating over 190+ assets for Ben10: Power Trip. Bad Rhino performed all modeling, surfacing, and level of detail tasks. The assets contained in these packs are highly optimized, performant, and designed for the strict platform and performance requirements of the PS4, XB1, and Nintendo Switch Consoles. Our studio delivered over 190+ individual in-game meshes including up to 4 levels of detail per asset, and a maximum texel density of 128px/m.

Project: Love Death + Robots

NETFLIX SERIES
LOVE DEATH +ROBOTS (FANART)

The Netflix Mini-series "Love Death + Robots" is a collection of animated short stories spans several genres, including science fiction, fantasy, horror and comedy. While it's raw and edgy, it got us thinking…what if we recreated a few of the scenes from LD+R Episode 1 using the real-time cinematic power of Unreal Engine 4? Thus, this fan-art experiment to recreate scenes from Love Death + Robots in UE4 was born! We love LD+R and we love UE4! The internal project was our chance to flex our muscles as a studio and leverage the real-time capabilities of Unreal Engine to produce Cinema-quality result. In less than 5 days, our team was able to replicate various shots from LD+R in UE4, all while running at a minimum of 24 FPS! Everything render from these shots was captured (and edited) directly in Unreal Engine 4.

Project: Astro Nomad

PC · Nintendo SWITCH

Astro Nomad is the story of a nomadic, trans-dimensional traveling character who must channel their abilities to repair the rift that have isolated the seven tribes and restore harmony between them. Along their journey, they'll discover their purpose and that of the seven tribes. The player uses their tent to travel between the ancient lands left behind by the ancient tribes and repair the rifts that have separated them.

Bad Rhino Studios was responsible for the complete, full-cycle development of Astro Nomad; from concepting, pre-viz, look-dev, through production and into deployment to the Nintendo Marketplace (Switch). Presented as a high-level concept, our team translated the original vision of Astro Nomad into a viable product for release on the Nintendo Switch.

VIRTUAL PRODUCTION SET

BAD RHINO STUDIOS
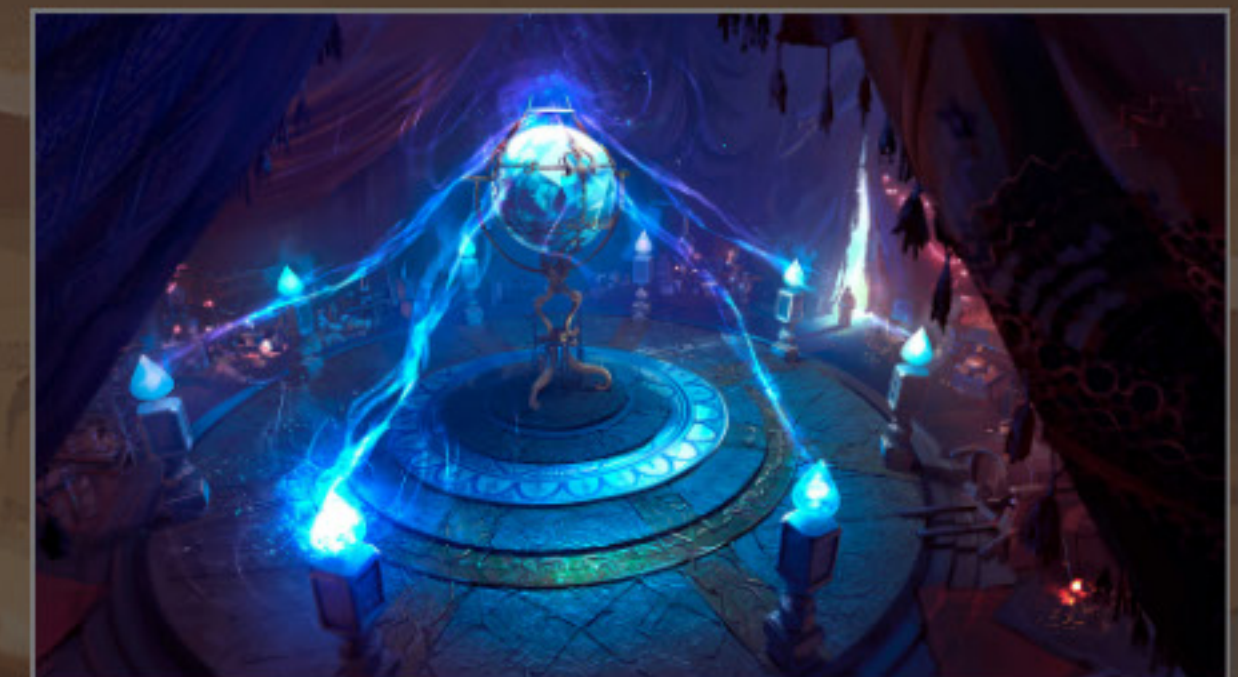
Project: Lumberjack

Project Lumberjack was designed and created from the ground up as a feature complete, hands-on production tool specifically tailored to the world of Virtual Production. This project includes industry-leading, fully complete systems for virtual production within Unreal Engine. This project includes: nested cinematic sequences, control-rig characters and animations, fully dynamic set lighting, a fully built lighting stage for both interior and exterior shots of the house & environment, production-ready cinematic sequences, and over 280 individual assets for use in creating a fully functioning virtual production environment.

Project: Ground Branch

In GROUND BRANCH, you will play as the elite paramilitary arm of the CIA's Special Activities Center/Special Operations Group (SAC/SOG) and lead other special operations forces through challenging deniable ops all over the globe. Bad Rhino Studios was proud to partner with Blackfoot Studios to provide the following development services:

- Character Animation
- Character Rigging
- Unreal Game Sync Configuration & Deployment
- Code Base Optimizations
- 3rd Party Systems Integration
- Platform Optimizations
- Unreal Networking System Integration & Optimizations

- Material Master Creation
- Material Performance & Visual Balancing
- Texture Optimization
- Lighting & Atmospherics Overhaul
- Blueprint Prefab Creation
- General recommendations for maximizing performance of Unreal Engine

Project: Artifact

This project was a direct collaboration with Beyond FXs. Project Artifact was built from the ground up to serve as a living project for VFX artist to explore and build advanced FXs for a game-driven experience. Project Artifact is a fully encapsulated vertical slice of a large narrative story. Project Artifact had a hard requirement that it must be fully complete in its own right. The project took roughly 6 months from concept to completion.

- UE Project Design & Setup
- Level Design, Blockout, Dressing & Propping
- 3D Environment & Assets modeling
- Environment & Set Dressing
- Lighting Design & Time-of-Day System
- Narrative construction & implementation
- Blueprint Prefabrication

- Gameplay mechanics
- Player/Camera Controls
- Systems Design, Engineering & Implementation
- C++ coding
- Interactive components design & engineering
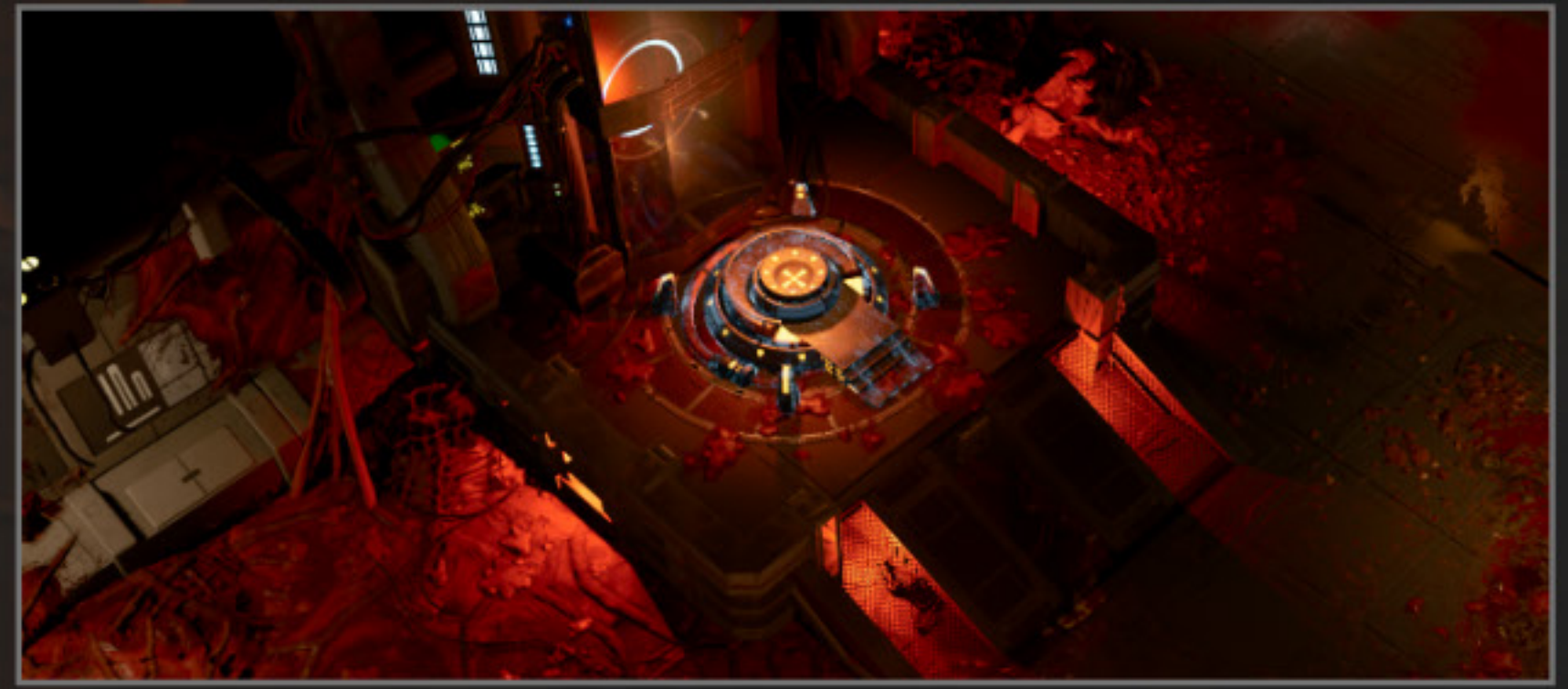- Puzzle Design
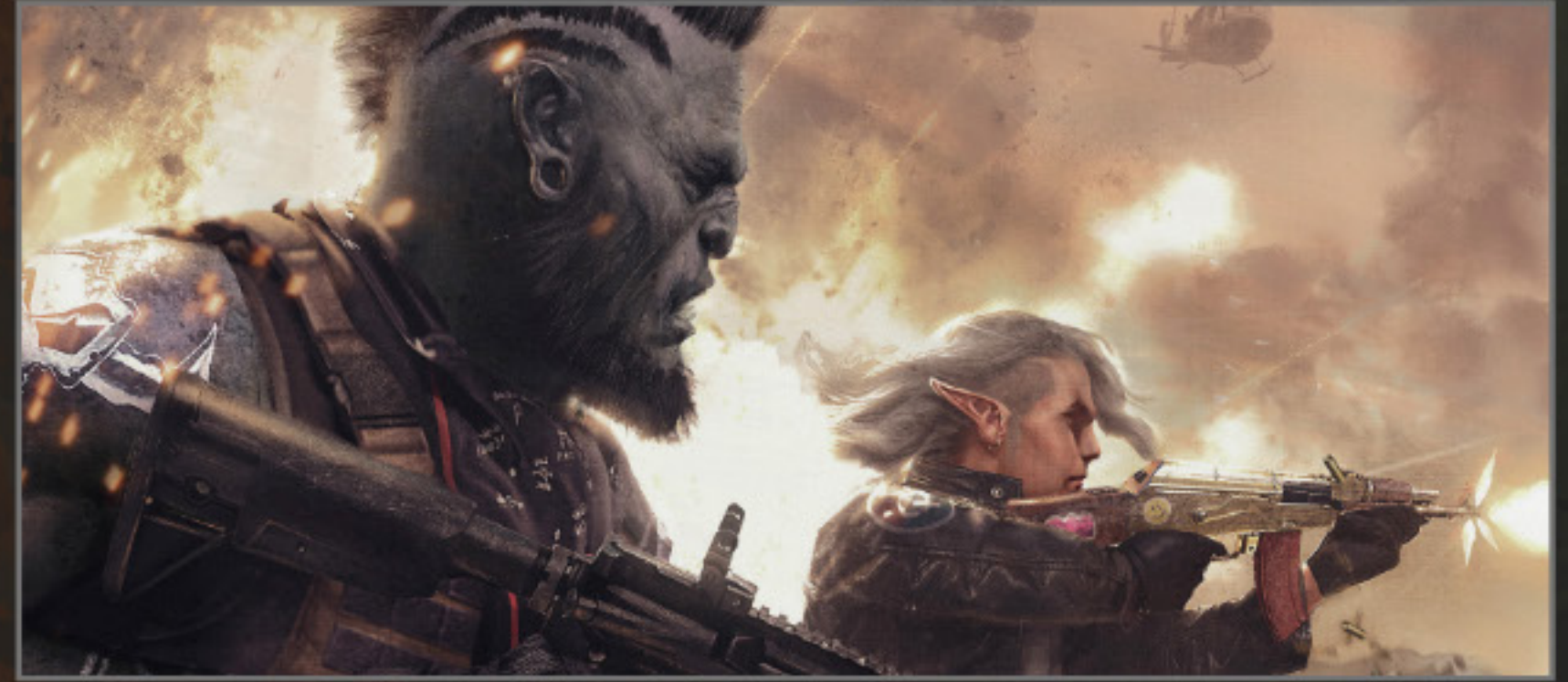- Performance & Optimization

OUR ENGINEERS REALLY WANTED TO BE A PART OF THIS SHOWCASE!

LEADERSHIP TEAM

RYAN MANNING
CEO/STUDIO HEAD

16+ years game development experience. 10+ years managing and directing teams, overseeing studio operations, staffing management, studio directives, and the creative processes.

COLIN DONALDSON
BIZ DEV CONSULTANT

Colin's aim is to provide exceptional value to Game Developers to help them build the Business of their Dreams.

ADAM CREIGHTON
ADVISOR

Business owner, studio leader, product manager, and producer making video games, consumer goods, and other expressions of intellectual entertainment properties.

HOWARD DONALDSON
LONG-TERM STRATEGY ADVISOR

Howard has over 20 years' experience as a senior operating and financial executive at global entertainment and technology companies

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FULL CYCLE, UNREAL EXPERTS

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PC · PS4 · PS5 · NINTENDO SWITCH · XBOX · VIVE · oculus

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