

CASE STUDY 3

Immortals of Aveum

Professional Services for AAA Game

IMMORTALS
OF AVEUM

TLM Partners with Ascendant Studios

Introduction

In 2021 the pandemic was in full effect. Ascendant Studios was looking for assistance with their AAA game that was to be published by EA. Through key connections, Ascendant Studios was referred to TLM Partners to fulfill their resource needs. After a few remote meetings there was a full review of the state of their game across disciplines, the challenges discussed, and recommendations made to bring on a team to support full game development.

About Ascendant Studios

An INDEPENDENT AAA video game studio with ownership and CREATIVE CONTROL over their ORIGINAL IP. They're passionate and creative. Obsessed with originality. Committed to quality. Focused on fun. Ready to RISE ABOVE the status quo of our industry and live their dreams in an inclusive, collaborative, professional, and sustainable work environment. They're currently finishing their debut game, Immortals of Aveum – a visceral SINGLE-PLAYER FIRST-PERSON MAGIC SHOOTER from the creative director of the original Dead Space and multiple Call of Duty campaigns.

The Opportunity

TLM Partners was engaged to help Ascendant Studios create the original AAA IP – Immortals of Aveum. This first-person magic shooter with a story-rich world and action-packed combat systems is built in Unreal Engine 5.1.

This included support in UI implementation, platform and systems support, graphics rendering optimizations; level design; 3D character and prop art; environment art; combat, environment, and cinematic VFX; tech animation support; cinematic character lighting; along with cinematic, voice, menu, and NPC animation.

Immortals of Aveum is currently in production with an expected release date of summer 2023.

Our Work

Ascendant Studios ensured TLM was well versed in both platforms and systems experience then approached TLM to handle the integration of platforms, trophies/achievements and certifications.

- UX Design Work

Design and implement Immortals of Aveum's Walk and Talk system which lead the player through quest delivery, map navigation and NPC pathing.



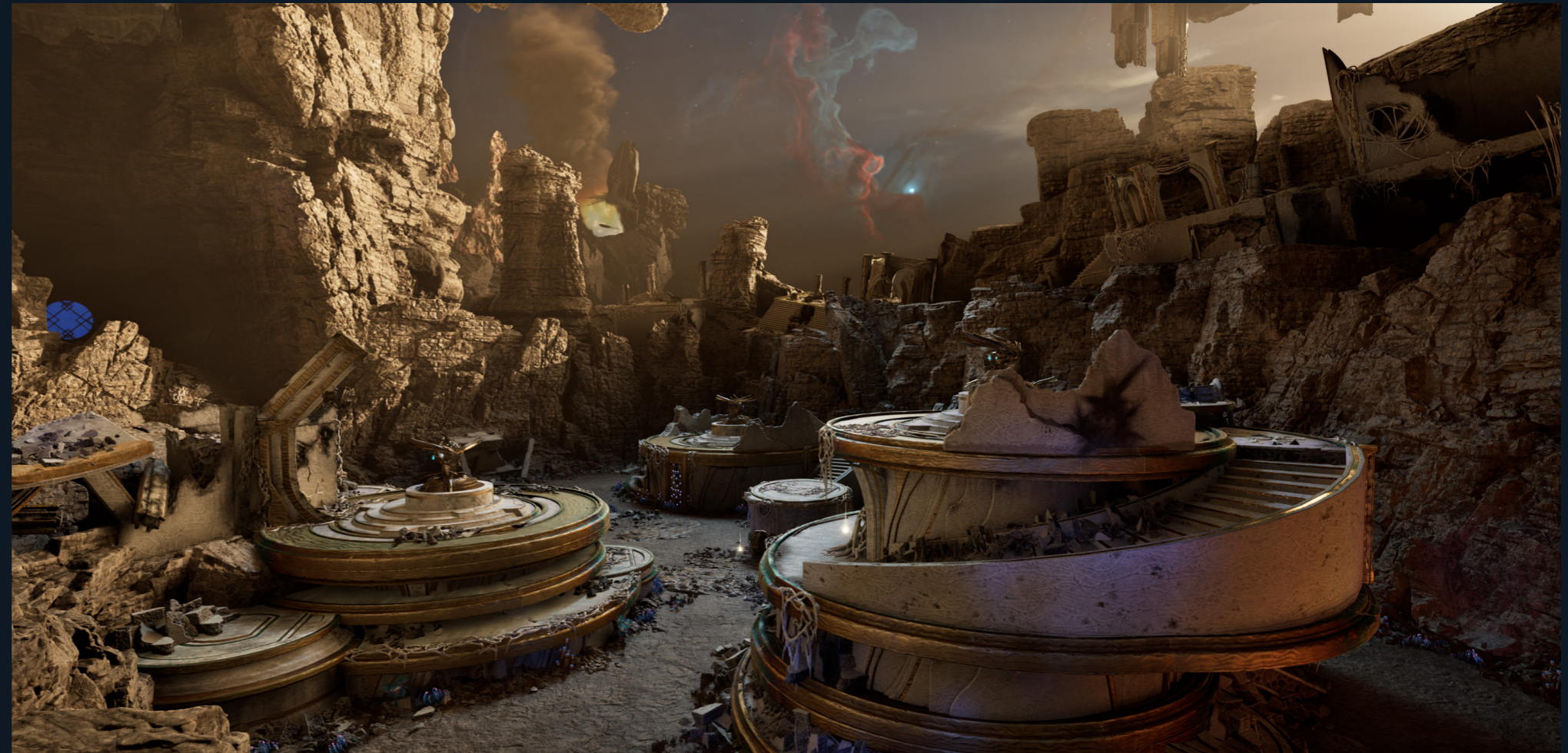
📍 Level Design

Provided level and puzzle design for the IoA; our designers were instrumental in the creative design and execution of those designs in UE5. They incorporated many actors which engaged save, cinematic, enemy spawning and streaming systems.



○ Full Studio Integration

Our Level Artists and Designers owned specific levels within the project for Ascendant Studios and were fully integrated into the studio culture to execute game design as one collective. Artists provided set dressing, polish and optimization passes for the levels.



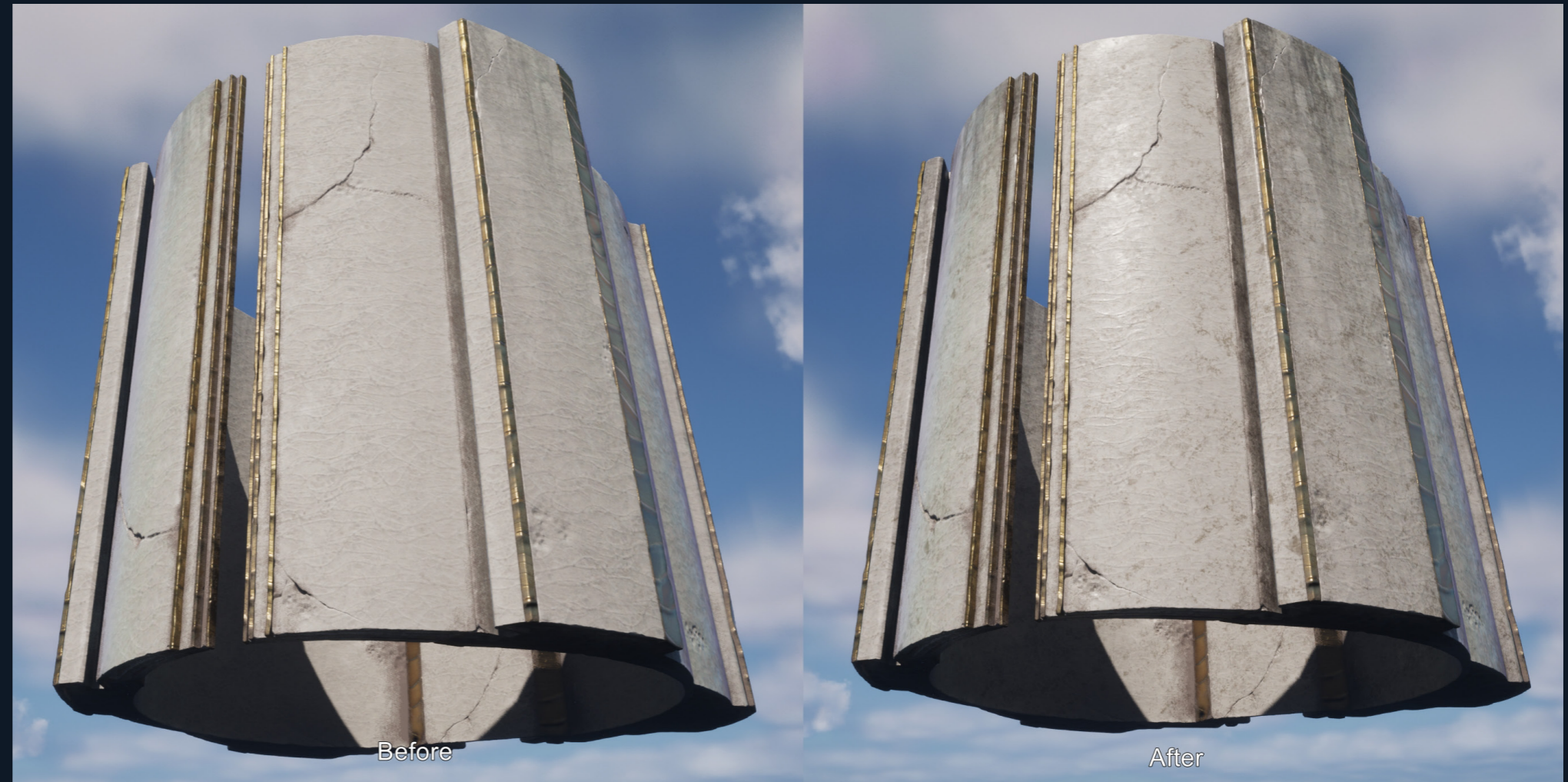
UI Design

UI integration and animation support for the crafting, skill tree, and save menus in the title.



○ Modeling

Modeling and materials optimization by taking rough assets created by 3rd party vendors and elevating the assets to a polished AAA look.



⦿ Experienced Team

Senior VFX Artists created, polished, and optimized VFX in environment, gameplay and cinematic settings, creating an engaging and frenetic experience.



“

Immortal of Aveum, the first game by Ascendant Studios, was an incredibly ambitious project for our new studio and we realized early on that to jump start production, we would need exceptional co-development partners. We started working with TLM Partners to accelerate design, tech-art, and engineering.

Their technical, creative and passionate team supported us in developing key features, delivering on our level design goals and helping realize our visual target. Ultimately, we were able to exceed our expectations for the game and achieve the goals we set forth in creating one of the first titles released in Unreal Engine 5.

TLM Partners stepped up to the plate and seamlessly integrated with our team. There were few distinctions between Ascendant and TLM staff - as our longest lasting co-dev partner, they provided essential to completing Immortals of Aveum and we are very appreciative of their contribution. ”

- Spencer Hunt, Ascendant Studios Chief Operating Officer

About TLM

TLM is a world-class digital entertainment company dedicated to breaking down barriers in the video game industry. TLM Partners is our professional services team of developers that boasts 'follow the sun' development work that includes best-in-class crossplay technology, middleware, physics, engine-level tools, and more! Further...TLM Labs is the center of our company where new game technologies are being developed and documented daily specifically created for our AAA partners.



**Bring Experienced AAA Game Development
Talent to your Game Development**

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