LavGames

We help studios with co-dev support and art production

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Lav Games is a co-development and art production studio with proven experience in building our own original IPs.

With a team of 18 artists with 9 years of average experience, we specialize in creating *breathtaking environments* that not only look stunning but are also functional and enhance the gameplay while following design vision and art direction.

We provide an end to end support: from concepts, through level design, content creation and world building to optimization of the environments.

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Company overview

Company Name: Lav Games LLC
Founder: Vuk Banovic
Size: 23
Founded in: January 2018

Website: lav-games.com

Specialization: Art for Video Games
We help studios scale their projects with co-dev support and art production

Current in-house IPs:
Somber Echoes – *Metroidvania built in UE5*
Cactus Karts - *Multiplayer Racing & Singleplayer Adventure built in UE5*

Recently released partner/client IPs:
Indiana Jones and The Great Circle - Treehouse Ninjas / *Machine Games*
UFL - Strikerz / Xten Limited

Upcoming partner/client IPs:
Chronicles: Medieval - Raw Power Games
Unannounced Title - Final Strike Games

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Founder overview

Name: Vuk Banovic

Years of xp: 16 years / 15 titles shipped

With a dual focus on original IP development and co-development services, Vuk created Lav Games to fill a niche in the gaming industry: a studio capable of producing AAA-quality games while maintaining the agility and originality of an indie developer.

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Competitive advantages

Narrative-Driven Visuals: Lav Games builds worlds that resonate emotionally with players, creating stories that endure beyond gameplay.

Artistic Excellence: Experience in AAA art direction sets Lav Games apart for its high attention to detail and production values. Our proven workflow helped ship many games with reduced iteration cycles.

Agile “Strike Team” Approach: Operating with a small but multi-skilled teams, Lav Games maintains flexibility, allowing it to pivot quickly and deliver quality without overheads. We help partners accelerate production timelines by up to 30%.

Experience with Our Own IPs: We don’t just support games, we create them and we understand the challenges our partners face and can provide efficient solutions. As certified partners of Sony and Microsoft, we have access to Playstation and Xbox development kits.

Optimization and Performance: Lav Games understands the full production pipeline, from concept to optimization and ensures environments are not only visually stunning but also performant across all platforms.

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The Team

162 years of combined experience between 18 Seniors, averaging at 9 years of individual industry experience.

Games we contributed to as a team and individuals:

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Services / co-dev / art production

Art Direction: Offering expert guidance to enhance the visual and artistic cohesion of other studio's IPs. We help refine style, lighting and composition to create a distinctive and immersive look.

Environment & Asset Creation: Developing high-quality environments, models and textures optimized for performance and artistic impact. We specialize in both **realistic and stylized** art styles.

World-Building & Level Design: Designing game worlds that enhance storytelling and gameplay. Our team ensures environments are rich in detail, atmosphere and player driven exploration.

Content & Level Optimization: Lav Games helps partners optimize game levels and assets for performance. As certified partners with Sony and Microsoft, we have access to their development kits, enabling seamless development and testing on PlayStation and Xbox platforms.

Workflow Optimization & Tech Art: With a focus on efficiency, Lav Games works with partner studios to establish optimized workflows, from level design through asset creation to environment / tech art, ensuring that resources are used effectively without compromising quality.

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Case study 01 / co-dev - SOMBER ECHOES

Title: Somber Echoes (original IP)

Developer: Lav Games & Rock Pocket Games

Genre: Metroidvania

Engine: Unreal Engine 5

Release Date PC: January 21st, 2025

Release Date Consoles: July 8th, 2025

No. of Players: Single player

Play Time: 15 hours

Platforms: PC, Xbox, PS5, Switch

Steam: store page link

**Lav Games handled full environment art production from the ground up, including Art Direction.*

- Story inspired by Greek tragedies and Mythology
- Unique Greco-Roman science fiction setting
- Visceral combat and acrobatic player freedom
- 7 distinctive biomes with their own visual identity
- Multiply endings

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SOMBER ECHOES

SOMBER ECHOES

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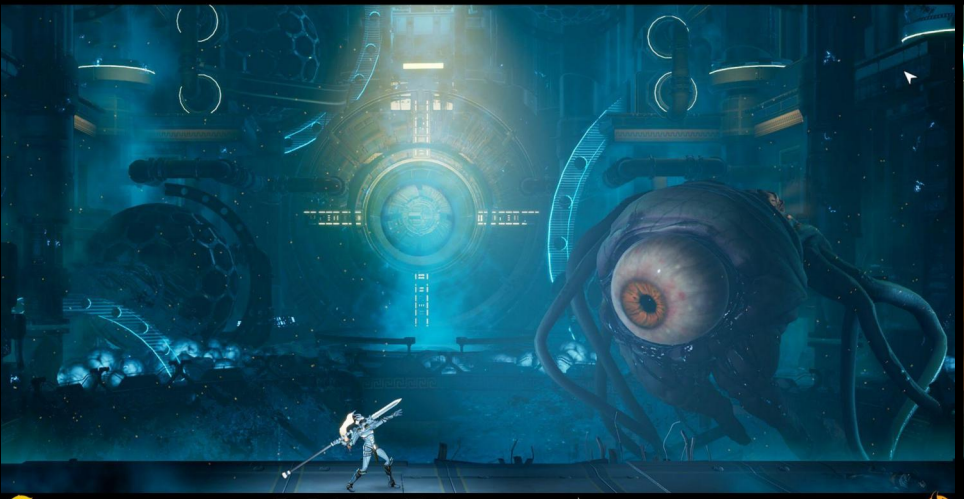
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Case study 02 / original IP - Cactus Carts

Title: Cactus Carts
Developer: Lav Games
Genre: Multiplayer Racing & Singleplayer Adventure
Engine: Unreal Engine 5
Release Date: Q1 2027

- High octane, competitive racing multiplayer with stunning visuals
- Singleplayer story inspired by European inventors
- Four game modes: Time Attack, Rounds, Ride Up! and Parking Mayhem.
- Ride Up!: Adrenaline rush race to the top! Obstacles and puzzles included!
- Parking Mayhem: First to find a parking spot - wins!
- Built procedurally
- Mod tools available

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TEAM BULLET
TEAM COWBOY
LavGames
UNREAL EDITOR
FOR FORTNITE

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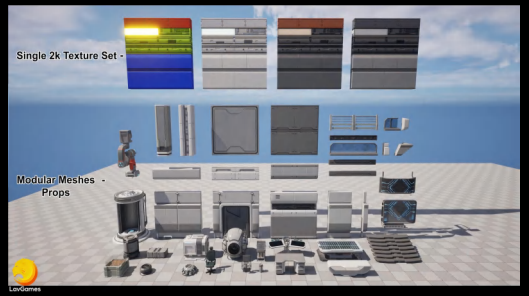
Case study 03 / INSURGENCY SANDSTORM - Full Environment Art production

Single 2K Texture Environments: The environments utilize a fixed trim sheet template ensuring that all structural elements rely on just one 2K texture set.

Key Benefits:

- Highly reusable with strong artistic flexibility
- Visual consistency
- Optimized performance with a single material draw call
- Minimal memory footprint
- Rapid iteration cycles
- Increased production efficiency
- Consistent workflow applicable to all generic decorative assets



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Case study 04 / art production - Indiana Jones and The Great Circle

Art Production: Partnered with Treehouse Ninjas / MachineGames to support the asset development.

- Maintained **authenticity and historical accuracy** in asset design, ensuring the game captured the signature Indiana Jones aesthetic.
- Delivered assets that met the **high fidelity and performance** benchmarks required for a modern cinematic action-adventure game.
- Collaborated closely with Treehouse Ninjas to refine materials / textures.

**All images shown are from the official "Indiana Jones and the Great Circle" store page. Lav Games contributed AAA asset production to the project.*

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Case study 05 / Cancelled FPS - *Full Environment Art production & Art Direction*

Cancelled FPS:

- Levels scale: 1x1 km.
- Fully accessible interiors for player exploration.
- Dynamic Day/Night and weather cycles.
- Interactive objects and destructible environments.
- Procedurally generated level sections, providing new layouts with each playthrough.

** All content is unpolished and screenshots reflect early development.*

Lav Games handled full level production from the ground up, including Art Direction.

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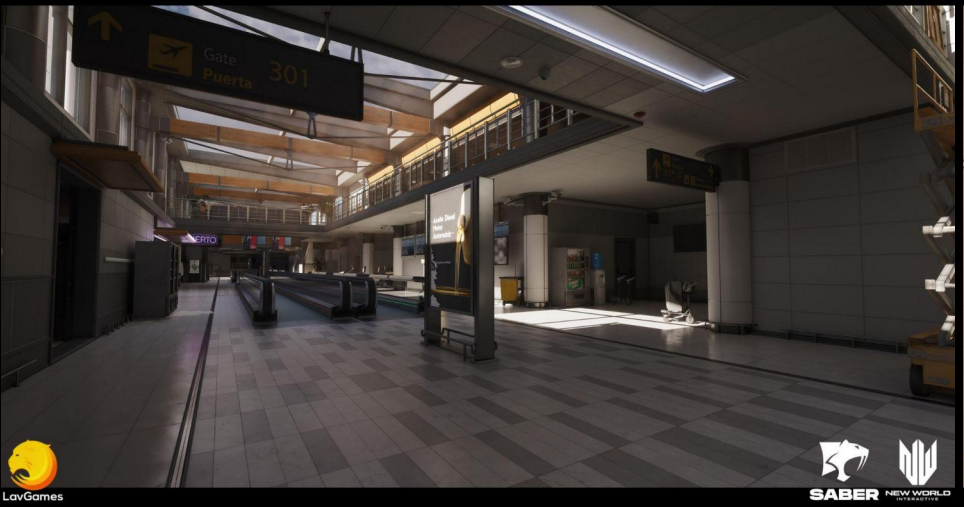

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Case study 06 / art production - Chronicles Medieval

Art Production: Worked closely with Raw Power Games to contribute to the asset library for the game world.

- Crafted hundreds of assets with meticulous attention to authenticity and historical detail, reinforcing the medieval storytelling.
- Contributed to the production of environment art texture library.
- Handled integration, profiling and optimization of assets in-engine.

**Images displayed are taken from Chronicles Medieval store page, used with permission from Raw Power Games.*
Specific examples of our contributions cannot be shared at this time.

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Showcase 01

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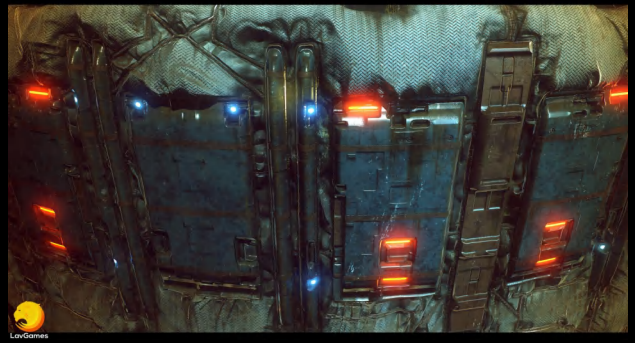
Showcase 02



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Showcase 03

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Showcase 04

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Clients

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Looking for a co-development or art partner?

contact@lav-games.com

www.lav-games.com

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