

A cinematic still from the video game The Last of Us Part II. The character Ellie is shown from the waist up, standing in a dark, dense forest. She has her signature red hair tied back and is wearing a grey button-down shirt over a grey t-shirt. She is holding a wooden rifle with both hands, looking off to the right with a serious expression. The lighting is dim, with some light filtering through the trees. A bright green rectangular box is superimposed over the center of the image, containing the text 'VISUAL DART' in a bold, italicized, sans-serif font.

***VISUAL DART***

## 게임아트에서 공동개발까지

비주얼다트는 언차티드, 라스트 오브 어스, 오버워치 등 다수의 트리플A 게임 제작에 참여한 전문 게임아트 회사입니다.

이러한 능력을 기반으로 아웃소싱 매니지먼트, 컨셉 연구 개발 프로토타입 제작 및 공동 개발까지 게임 산업의 풀필먼트 서비스를 제공하고 있습니다.

VISUAL DART is a professional game art company involved in the production of multiple Triple-A games such as Uncharted, Last of Us, and Overwatch.

Based on these capabilities, we are providing fulfillment services in the game industry from outsourcing management, concept research and development, prototyping and joint development.

# 우리는 당신과 함께 역사를 써 내려가고 싶습니다.

비주얼다트는 20여 년간 수많은 게임개발에 참여한 전문 게임개발 업체로 여러분과 함께하기를 항상 기다리고 있습니다.

Visual Dart has participated in numerous game developments over the past 20 years. I hope to be with you as a professional game developer. I'm always waiting.



## 2018-9

Establishment of Jakarta office  
 Netmarble <Blade&Soul:Revolution>  
 Amazon Games <New World>  
 Com2uS <Soccer Spirits>  
 Naughty Dog <The Last Of Us>  
 Respawn Ent. <Apex Legends>  
 Friends Games <All star Smash>  
 Moai Games <Traha>  
 Netmarble N2 <Stone Age>  
 Cle Games <Soul Seeker>



## 2016

Naughty Dog <Uncharted4>  
 Blizzard <Starcraft Remastered>  
 Webzen <Mu legend/ 奇迹2>  
 Beacon Studio <Mafia>  
 433 <Arrow2>  
 Klab <Bleach>  
 King soft <Extopia/ 自由禁区>  
 Joy city <3on3 Freestyle>



## 2014

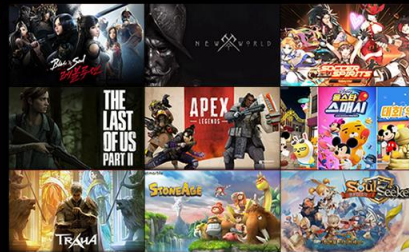
Sega <Private Project>  
 Sony <Destiny of Spirit>  
 Red Sahara Studio <Millennium Soldier : Expendable>  
 Wemade <The Destiny Begins>  
 Tencent <City & Fighter/ 天天炫斗>  
 Liliith Games <DOTA Legend/ 刀塔传奇>  
 Intiv soft <Shining Online>

## NOW

We're waiting for you

## 2020

Krafton <Elyon>  
 Ntreev soft <TricksterM>  
 Platinum Games <Babylon's Fall>  
 Npixel <Gransaga >  
 Sonnori <Friends Racing Duo >  
 Critical Force <Critical OPS>



## 2017

NaughtyDog <Uncharted4 The Lost Legacy>  
 Kingsoft <小米枪战>  
 Nexon <Titanfall Online>  
 Tencent <王牌战士>  
 Spearhead <Need For Speed Edge>



## 2015

Blizzard <Overwatch>  
 Nexon <Dota2>  
 BLCgames <Sword Master>  
 Smilegate <Qurare Magic Library>  
 Oculus <For mobile VR R&D>  
 Racoon Soft <GoldenKnight>  
 Concom <Hero x Hero/ 勇士勇士>  
 IGS <COC\_Z>  
 Sega <Pro-baseball Manager2>



## 2012

Incorporation of going business  
 Noah System <Blood Kingdom>  
 Gravity <Ragnarok 2> <FNO> <Dragon Saga>  
 Turnon Games <Astonishia Story>  
 Wemade <Pet Island>  
 Infernum Studios GmbH <Aron>  
 Interserv International Inc <New Project>  
 Mcrowell OMG Digital Entertainment <Bella>



## 2007-2010

Blueeye Soft <Animal Warriors>  
 Noah System <BloodKingdom>  
 L&k logic <Red Stone2>  
 Onnet <Shot Online>  
 Yd online <Pristontale 2>  
 Neoact <Chaos Online2>  
 Barunson Interactive <Bono Bono>



## 2013

Establishment of Busan office  
 NCsoft <Aion>  
 Webzen <MU2>  
 Wemade <Rock Paper Scissors-Three Kingdoms>  
 Concom <Paradise Vill>  
 Nexon <MapleStory2/ 冒险岛2>  
 Bluepepper <Together Dungeon King>  
 Playnery <Titan>  
 ALIVE GAMES <천상비2>  
 Wiple Games <Ironsight>



## 2011

Mgame <WOD>  
 Wemade <Mir2/ 热血传奇2>  
 ZEPETTO <Point Blank>  
 East Soft <Cabal2>  
 EA <Seoul Raycity>



## 2006

Noah System <Bristol Expedition>

## 2004

Noah System <Knight>

## 2003

Started game graphic business

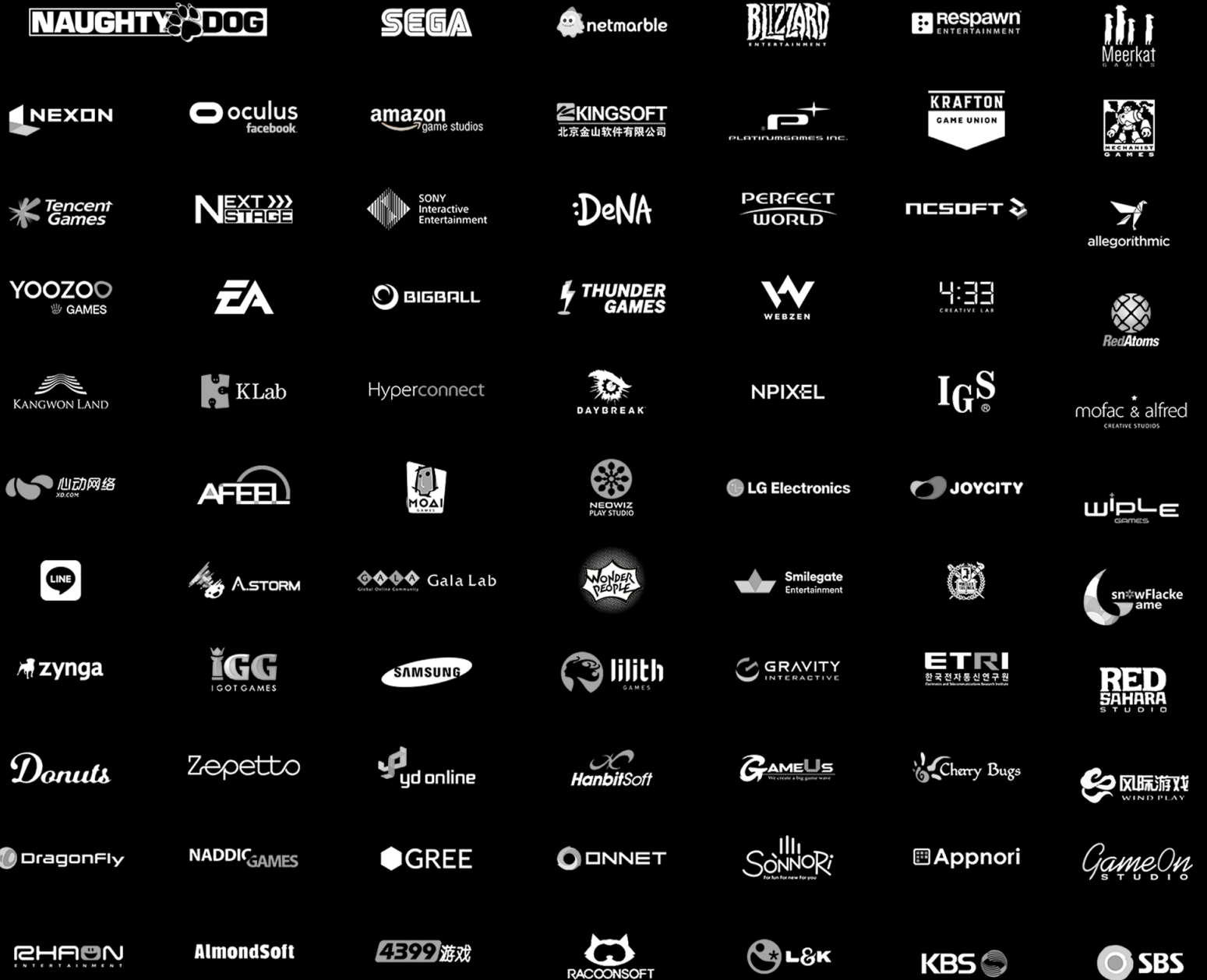
## 2001

Establishment of Visual Dart (by 1 person)

## 비주얼 다트 파트너스

국내/외 많은 게임 개발사들이 비주얼 다트와 함께 하고 있습니다.

Many domestic/foreign game developers are with visual darts.



***VISUAL DART***

BUSINESS AREA

# GAME ART

## Customized art for you

게임 비주얼그래픽 전문기업으로써 2D, 3D, 애니메이션, 효과 등 원하는 모든 분야/장르에 맞춘 게임아트를 제작합니다.

As a company specializing in game visual graphics, 2D, 3D, animation, and effects...  
We produce game art tailored to all fields/genres you want.



# CO-DEVELOPMENT

## Let's make a game with us

비주얼다트와 협업을 통해 게임을 공동개발 할 수 있습니다.

You can jointly develop games through collaboration with VisualDart.

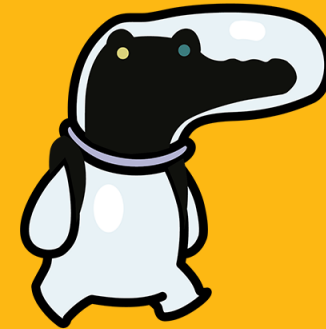
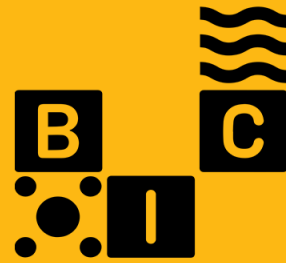


# BCC

## Beautiful Creature Crew

Virtual Character Ent. 내가 좋아하는 대상이 중요한 시대.  
사람들에게 힘이 되고 위안이 될 수 있는 소통의 친구를 만듭니다.

Virtual Character Ent. The era when my favorite object is important.  
Make friends of communication that can be helpful and comforting to people.





# METAVVERSE

## Metabus branding

메타버스 공간에서 우리만의 디자인을 키우기 싶다면,  
메타버스 전문 디지털 디자이너들의 설계를 통해  
당신의 브랜드를 최고로 만들어 드립니다.

If you want to grow your own design in a metabus space,  
Through the design of digital designers specializing in metabuses,  
we make your brand the best.



**VX**

## Visual creative AI engine

창작물에 대한 소유권 경계가 모호해지고 NFT 같은 개인 창작이 비즈니스가 되는 세상.  
이러한 트렌드에 맞춰 비주얼 전문기업 비주얼다트는 준비하고 있습니다.

A world in which ownership boundaries for creations become ambiguous and  
personal creations such as NFT become business.

In line with this trend, Visual Dart, a visual company, is preparing.



***VISUAL DART***

BUSINESS PART

## 세계적인 수준의 제작 능력

비주얼 다트는 세계적인 게임 개발사와 함께하고 있습니다.  
꼼꼼하고 체계적인 개발 프로세스를 통해 높은 퀄리티의 결과물을  
창조해 냅니다.

Visual Dart is with a world-class game developer.  
Through a meticulous and systematic development process,  
high-quality results are produced. I create it.



## Game Art Development

컨셉 R&D  
엔진 테스트  
프로토타입 제작  
게임 아트 턴키 제작

Concept R&D.  
Engine test.  
Prototype production.  
Game art turnkey production.

## Game Art Management

아웃소싱 매니지먼트  
에셋 제작(소량~대량)  
라이브 업데이트  
현지화

Outsourcing management.  
Produced by Asset.  
(Small amount~large amount)  
Live update.  
Localization.

## Game Co-Development

공동개발

Joint development.

# 게임개발의 시작부터 끝까지 함께 할 수 있습니다



개발 초기 아트스타일, 방향성 제시

한장의 강렬한 이미지가  
앞으로의 개발방향을 좌우합니다.

Presenting the art style and direction in the early stages of development. The strong image of one picture... It determines the direction of future development.

허들통과 및 투자유치를 위한 데모버전 제작

데모제작 후 게임아트 턴키 제작  
→ 라이브 업데이트까지 연결

To pass hurdles and attract investment, Producing a demo version. After making a demo, make a turnkey for game art. → Connect to the live update.

개발일정에 맞춘 리소스 제작

양산형 대량 제작,  
핵심 리소스 맞춤형 제작

Create resources according to the development schedule. mass production of mass production. Customizing core resources

서비스 기간 중 업데이트 리소스 정기적으로 제작

인력유지에 대한 부담은 줄이고  
업데이트 일정은 안정적 유지

Update resources during the service period. Produced regularly. Reduce the burden of maintaining manpower. Keep the update schedule stable.

# VISUAL DART Global Network

비주얼 닥트는 해외 인프라를 활용하여 합리적이고 만족도 높은 아웃소싱이 가능합니다.





Please contact us in any areas that require development and investment through collaboration with VisualDart.

E-mail : [vd@visualdart.com](mailto:vd@visualdart.com) Tel : 82)02-2624-1357

[www.visualdart.com](http://www.visualdart.com)