

HI!
WE ARE TUUDEE
WE MAKE ART THAT WORKS FOR YOU!



tuudee.com



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[Artstation](#)



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THE THINGS WE DO:

We're passionate about making visual storytelling work for games or any creative project.

Our specialty is 2D art and motion design - everything from intros, cutscenes, and trailers to GUI assets, promo art, and animation that makes projects pop.

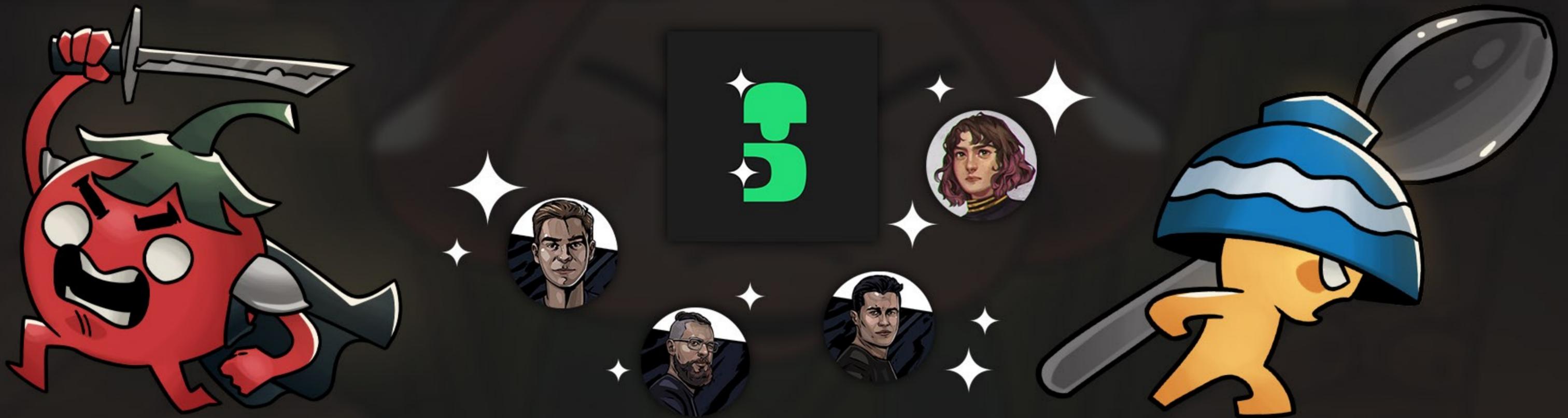
We're proud of our flexible workflow: we take your vision from sketch to full production, jumping in wherever you need us most.



Our showreel is a quick dive into the intros and cinematic animations we've created for different projects. It pulls together shots from our favorite openings and story sequences, really showing off what we do best - making memorable animated shorts. If you're curious what our style looks like in action, this is the place to start.

WHAT REALLY SETS US APART?

We're getting it done and operate on all kinds of budgets. We've got hands-on experience across styles - historical and realistic, stylized, cartoon, fantasy, post-apo, and more. We have consistently delivered results for titles like Sengoku Dynasty, Magin, Mushroom Masters, Battle For Blockchain, Celestial Empire and more. Our visuals help the games hook audiences, boost marketing impact, and build memorable worlds. We know how to tailor our style, adapt quickly, and team up with trusted contractors for any scale and skillset required.



If you're looking for a crew that's creative, easy to work with, and invested in your project's success, let's talk. TUUDEE Studio is here to make your project look unforgettable. We focus on both quality and communication, ready to bring new ideas and smooth execution to any collaboration.

SERVICES

Want your project to look great from the very first sketch to the finishing touches?

At TUUDEE Studio, we cover everything – concept art to finished illustrations, killer promo art, and a full package of marketing assets. We handle animations and cinematic sequences that bring stories to life, plus game-ready assets, polished GUIs, and everything your interface needs to shine.

If you need creative visuals for any part of your project, you'll find it on our services list to the right – just pick what fits and let's make it happen together.

CONCEPT ART

we create foundational visuals that set the tone and direction of your project

ILLUSTRATION

detailed artwork that brings characters, environments, and scenes to life

VISUAL DEVELOPMENT & WORLDBUILDING

combining creativity and research to shape every element, giving your project depth and cohesion from concept to final reveal.

MARKETING ASSETS & PROMO ART

materials for socials designed to boost brand presence and engage your audience. Captivating teasers and trailers.

ANIMATION

dynamic VFXs, hand-drawn beautiful motion pictures and sequences that enrich your project.

CINEMATICS

high quality animated scenes that catch attention and tell your story effectively

GAME READY ASSETS

optimized and polished visuals ready for seamless integration into your game

GRAPHICAL INTERFACE

stylish and intuitive UI elements that enhance user experience and gameplay



PROCESS

We believe that a smooth, collaborative process is key to turning great ideas into amazing visuals. From the very first conversation about your goals to final delivery and ongoing support, we guide your project through clear, creative steps. Our process is designed to keep you involved and confident at every stage, ensuring the final result matches your vision and elevates the project.



- **DEFINING YOUR NEEDS & ALIGNMENT**
listening to your needs and defining the goals that will make your project stand out. Establishing and aligning the vision
- **RESEARCH & REFERENCE**
gathering visual inspiration and spotting trends that fit your vision
- **CONCEPT DEVELOPMENT**
sketching out fresh ideas, making moodboards, and developing the creative direction
- **ART PRODUCTION**
creating illustrations, characters, environments, UI, and promo assets with a focus on quality
- **ANIMATION & MOTION***
bringing artwork to life with lively stop-frame or 2.5D parallax animation, cinematics, and cutscenes
- **FEEDBACK & ITERATION**
reviewing together, adapting to your comments, refining the details
- **DELIVERY & INTEGRATION**
packing up assets, ensuring everything is ready for publishing and easy to implement
- **SUPPORT & FOLLOW-UP**
standing by for post-delivery tweaks, updates, and ongoing partnership

BUDGET – VIDEOS

Budgeting for an intro, cutscene, trailer or other animated video really depends on a few key factors.

- *What is the desired style of the project?*
- *What's the length and number of key shots we're aiming for.*
- *Do you have a script ready, or should we develop it from scratch?*
- *What about voiceover and sound – do you have those covered, or should we manage those too?*

These details shape how long production takes and the resources involved.

As a starting point, minimal budget for producing a video up to 1 minute in length (with script and sound ready on your side) typically starts at **14,000 PLN net (around \$4,000 / €3,500)**. Production time is usually around 2 months; longer or more complex projects require individual pricing.

From there, complexity and additional services will adjust the budget accordingly. We can also produce SFX, music and coordinate the voiceover production.

Let's chat about where your project stands to find the right approach and budget for you.

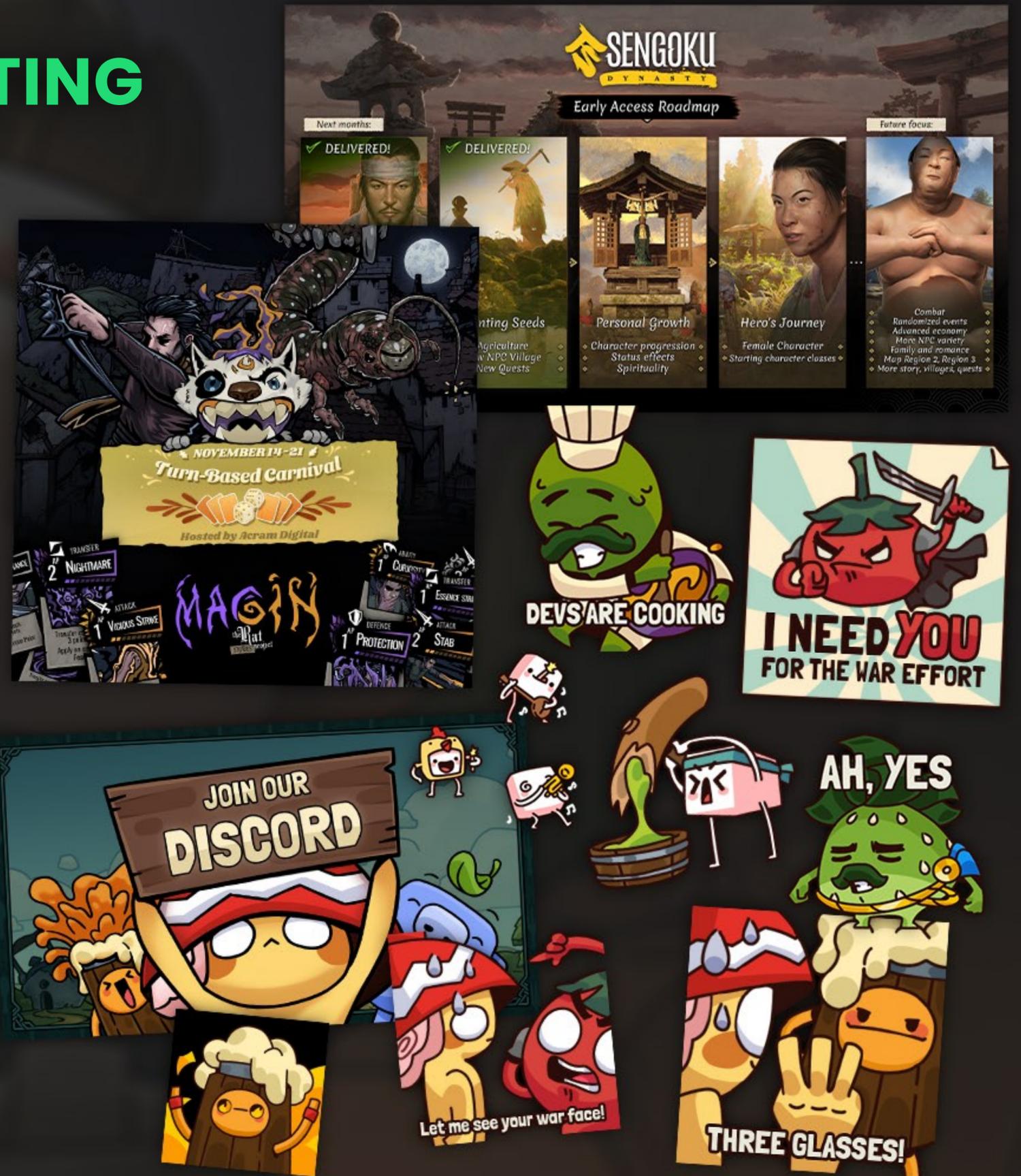


BUDGET – SOCIAL MEDIA MARKETING

We create standout promo art and marketing assets tailored for social media – everything from dramatic scenes and images through cinematic lore videos to fun GIFs and short gags or emojis and stickers for your Discord server. Our pricing is flexible, whether you need particular asset for a specific campaign or ongoing, long-term packages designed to keep your channels lively and vibrant.

We offer flexible monthly packages for social media content, providing a steady stream of engaging images, short videos, and GIFs tailored for your platforms. Whether you need regular fresh assets or campaign support, our visuals are designed to keep your audience connected and excited.

We work closely with **developers, publishers, and agencies** to deliver extra visual and creative support for marketing campaigns, bringing TUUDEE’s flair to every piece. Let’s discuss how we can be part of your ongoing social media success.

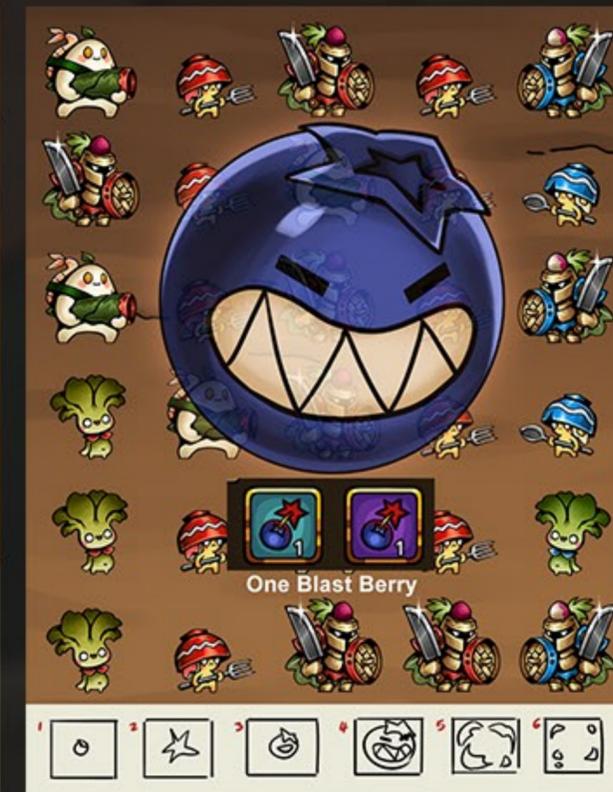


BUDGET – OTHER

When it comes to illustrations, concept art, vis dev, VFX animation, marketing assets, promo art, game assets, GUI, and other creative services, budgets are always tailored to your project's specific needs. Some clients need just a handful of images or concept sketches, others require complex visual support for ongoing productions that span years.

Every project is different – style, scope, and workflow all play a role in pricing. Rather than applying a strict pricing list, we discuss your goals and resources, then propose a plan and budget that fits.

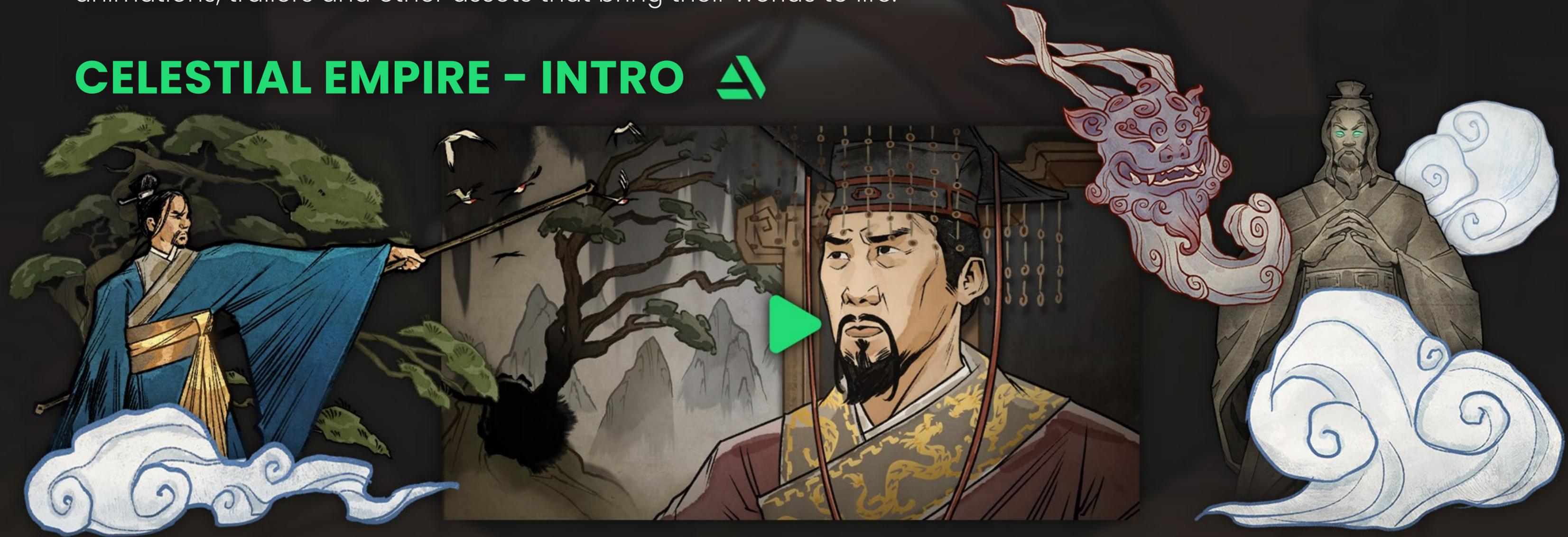
Whether you're after one-off sketches or full-package development, we'll find the right solution together. Let's talk about what you need and we'll guide you through the options and investment levels for your vision.



SOME OF OUR PROJECTS

See examples of what we've created for some of our clients - showcasing the diverse range of intros, cutscenes, animations, trailers and other assets that bring their worlds to life.

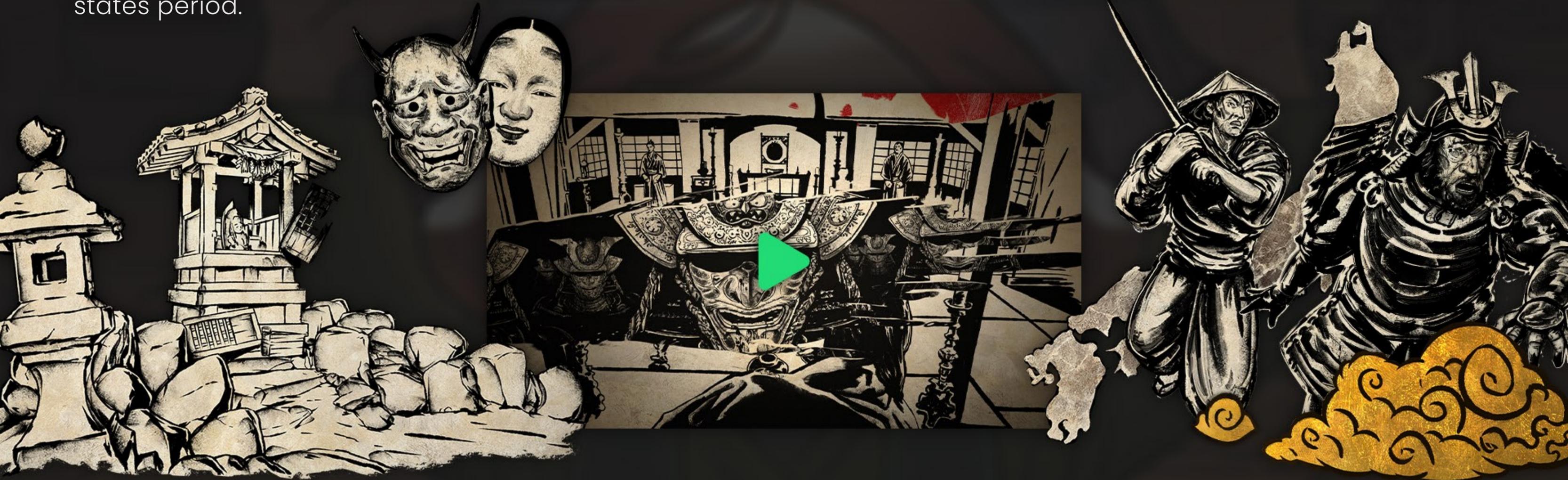
CELESTIAL EMPIRE - INTRO



We crafted a rich, tailored to a lector's script provided by the client, animated intro for Celestial Empire, blending traditional Chinese artistic influences with hand-drawn comic stylization to set the game's immersive tone.

SENGOKU DYNASTY - INTRO

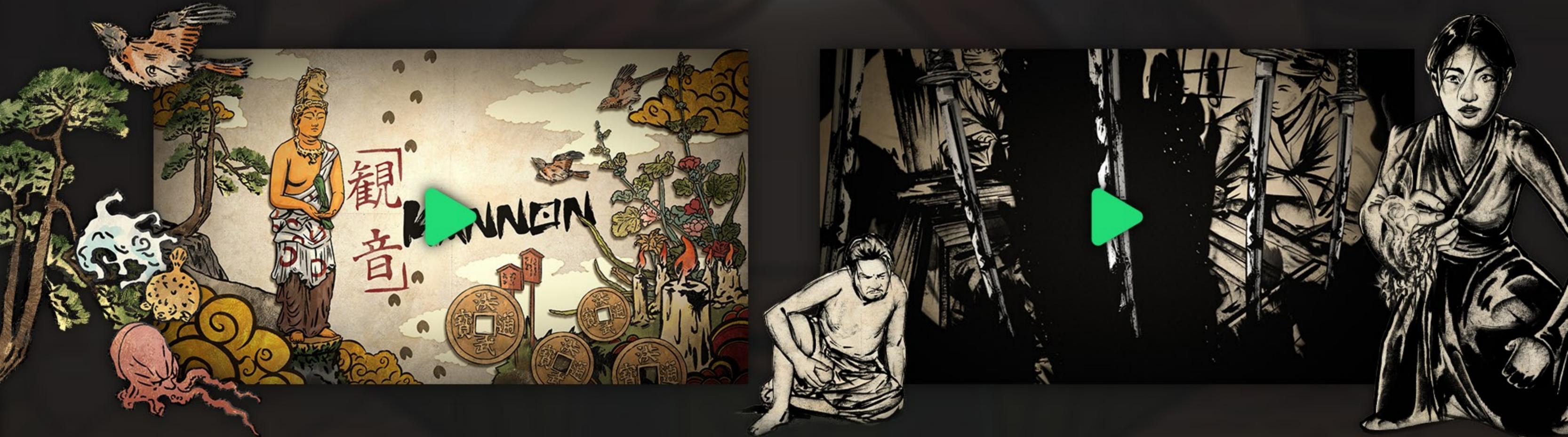
We created the intro and dozens of engaging in-game cutscenes, along with concept art, character and building illustrations, GUI assets, and hundreds of icons, all capturing the rich atmosphere of medieval Japan's warring states period.



Through close collaboration and attention to both narrative and gameplay needs, TUUDEE helped shape Sengoku Dynasty's art direction, building a cohesive, memorable world that resonates with players and enriches their journey across medieval Japan.

SENGOKU DYNASTY - CUTSCENES

For Sengoku Dynasty, we crafted visually rich cutscenes for Kami Deities. Short, ornamentally layered 2.5D parallax animations that players experience when interacting with shrines. These colorful animated vignettes draw directly from medieval Japanese art, rewarding players for exploration and effort.



We also developed cinematic story and milestone cutscenes that depict the hero's journey and key achievements. By combining narrative-driven animation and traditional artistry, our cutscenes elevate player immersion and tie every visual reward back to the heart of Sengoku Dynasty's historical setting.

SENGOKU DYNASTY – COMPLEX SERVICES

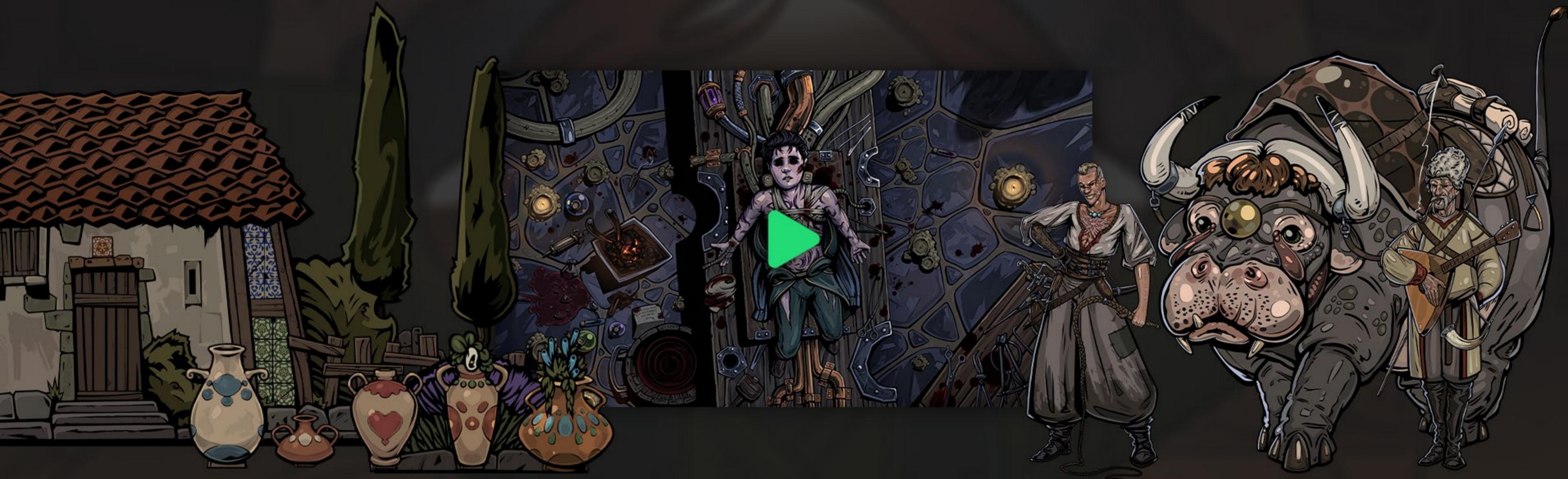
For Sengoku Dynasty, we provided a full range of complex art services – from character, environment, and prop concept art to finished keyarts, mood illustrations, and loading screens. Our work also included designing unique GUI icons, in-game assets, and textures.



Alongside in-game content, we created striking promo and marketing art for socials and Steam, ensuring that Sengoku Dynasty's world feels immersive, polished, and instantly recognizable both in and outside the game.

MAGIN – VIDEO PRODUCTION

Magin is our passion project – an indie game where we’re handling everything, including the entire video production. Our team created all the game’s trailers, delivering videos that show off Magin’s unique world and tone.



We also crafted the animated intro and story cutscenes, using expressive visuals and dynamic editing to bring Magin’s narrative and atmosphere to life, setting the stage for the game’s upcoming launch.

MAGIN – OUR INDIE GAME

For Magin: The Rat Project Stories, we crafted an immersive world through detailed worldbuilding, intricate locations, and diverse character and prop models, all brought to life with smooth animation.



Our team also developed the user interface and handled full implementation and development in Unity Engine, ensuring the game runs seamlessly across PC and all major consoles – Xbox, PlayStation, and Nintendo Switch.

MAGIN - COMIC BOOK

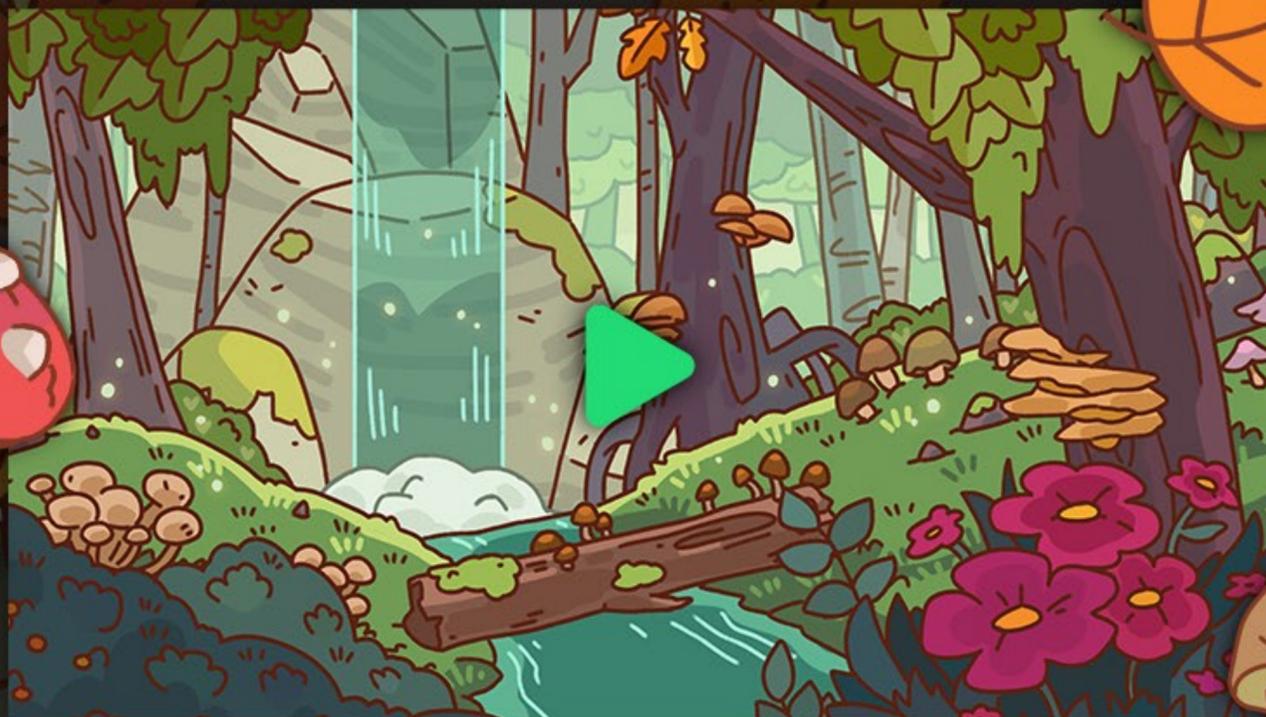
We created a 24-page comic book for Magin, including cover illustration, story, and detailed panels that dive deep into the backstory of the game's main characters. This comic enriches the worldbuilding experience and offers our players rewarding lore knowledge reaching beyond the gameplay.



The comic complements the game's dark fantasy aesthetic, providing fans with a unique way to engage further with Magin's rich universe and complex characters.

MUSHROOM MASTERS - TRAILERS

For Mushroom Masters, a stylized mobile game, TUUDEE created seven engaging trailers showcasing the game's unique mood. We combined hand-drawn 2D animation, dynamic transitions, and motion graphics to highlight gameplay moments and appeal to any mushroom connoisseurs out there.



We collaborated closely with the client to refine content, adjust formats, and ensure the assets worked across platforms. Deliverables included layered files and project materials for flexible editing, maintaining polish and consistency with the game's whimsical style.

BATTLE FOR BLOCKCHAIN – VIDEO PRODUCTION

For Battle for Blockchain, TUUDEE produced a series of trailers and in-game cutscenes, all brought to life with vibrant 2D animation tailored to the game's charming, food-inspired universe. Our work spanned fully animated scenes that introduced characters, showcased battles, and highlighted the quirky tone that defines BfB.



We focused on seamless integration and strong visual storytelling, ensuring each video supports the gameplay experience and promotes the project across a variety of channels. The result is a suite of engaging videos that reinforce BfB's identity and connect with its audience through humor and playful, dynamic animation.

BATTLE FOR BLOCKCHAIN – COMPLEX SERVICES

Together with the talented in-house artists at Battle for Blockchain, TUUDEE contributed to almost every visual aspect of the project. Our work covered GUI assets, detailed illustrations, all item and unit VFX animations, as well as dynamic animations for buildings and their interactions within the game world.

We also produced a wide range of marketing assets and promo art, plus dozens of unique battlefield backgrounds. This close collaboration empowered us to deliver a visually rich, playful, and cohesive experience, helping shape the distinctive identity of BfB from core gameplay to external communications.





**THAT'S IT!
THANK YOU!**

**SEND US A MESSAGE
LET'S TEAM UP
AND CREATE SOME 2D BEAUTY!**



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