

S I G N A L 0 0 1 // M E L B O U R N E , A U S T R A L I A

SPECPIXEL ENTERTAINMENT

PORTFOLIO // SELECTED WORKS

34 pieces of craft across characters, cinematics, level design, hard surface, programming, UI, VFX and more.

BUSINESS	business@specpixel.com
PORTAL	portal.specpixel.com
WEB	specpixel.com



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Character 3D Modeling - Title: Male Police Officer



Non-technical Description

- AAA quality male police character, with 4K textures, rigged and animated. Specpixel Outsourcing is a digital media company that sells 3D models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects.
- Male Police Officer model (Static & Skeletal) Game-ready mesh, for VR and all projects. 4K resolution highly realistic game-ready textures. Low poly, optimized for performance, for all types of projects.

Privacy statement

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CHARACTERS

Male Police Officer

AAA-quality police character — 4K textures, rigged and animated. Game-ready static and skeletal mesh, optimized for VR and all projects.



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Character 3D Modeling - Title: Detailed Solider



Non-technical Description

- Solider character, with 4K textures, rigged and animated. Specpixel Outsourcing is a digital media company that sells 3D models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects.
- The detailed solider model (Static & Skeletal) Game-ready mesh, for VR and all projects. 4K resolution highly realistic game-ready textures. Low poly, optimized for performance, for all types of projects.

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CHARACTERS

Detailed Soldier

Highly detailed soldier character — 4K realistic textures, rigged and animated. Low-poly game-ready mesh built for performance.



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Character 3D Modeling - Title: Tactical Police Officer



Non-technical Description

- Tactical police officer character, with 4K textures, rigged and animated. Specpixel Outsourcing is a digital media company that sells 3D models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects.
- Tactical Police Officer model (Static & Skeletal) Game-ready mesh, for VR and all projects. 4K resolution highly realistic game-ready textures. Low poly, optimized for performance, for all types of projects.

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CHARACTERS

Tactical Police Officer

S.W.A.T. tactical officer – 4K textures, rigged and animated. Game-ready skeletal mesh for VR and all project types.



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Cinematics- TITLE: Trailer Entrance



Non-technical Description

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CINEMATICS

Trailer Entrance

Opening trailer sequence – city flyover, mountain pass and highway pursuit shots composed for a cinematic reveal.



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Cinematics - TITLE: Jet Scenes Extra



Non-technical Description

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CINEMATICS

Jet Scenes Extra

Extended private-jet sequences – tarmac arrival and fully dressed cabin interiors with seated character performances.

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Cinematics - TITLE: ATM System



Non-technical Description

- Scenes with 2K textures, animated. Specpixel Outsourcing is a digital media company that sells creates models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects.

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CINEMATICS

ATM System

In-world ATM and banking scenes for New Citizen's economy – 2K textured, animated environmental storytelling.



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Cinematics - TITLE: Bank Robbery



Non-technical Description

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CINEMATICS

Bank Robbery

Heist cinematic – vault interiors, cash stacks and police response shots staged for a high-tension robbery sequence.

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Cinematics- TITLE: Prison Cinematic Scenes



Non-technical Description

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CINEMATICS

Prison Cinematic Scenes

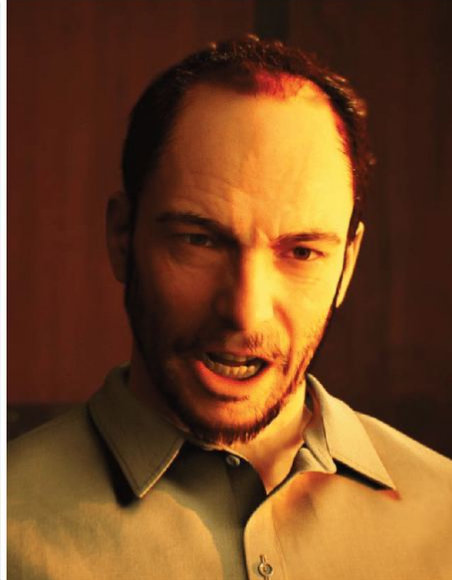
Prison block cinematics – surveillance control room, cell interiors and floodlit yard, shot for dramatic atmosphere.



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Cinematics - TITLE: Closeup Character Scenes



Non-technical Description

- Scenes with 4K textures, animated. Specpixel Outsourcing is a digital media company that sells creates models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects. Using meta humans and unreal engine 5, we created some advanced cinematic shots with a live facial rig connected via live link.

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CINEMATICS

Closeup Character Scenes

Advanced cinematic close-ups using MetaHumans and Unreal Engine 5 with a live facial rig connected via Live Link.



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Cinematics - TITLE: Private Jet Scene



Non-technical Description

- Scenes with 4K textures, animated. Specpixel Outsourcing is a digital media company that sells creates models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects.

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CINEMATICS

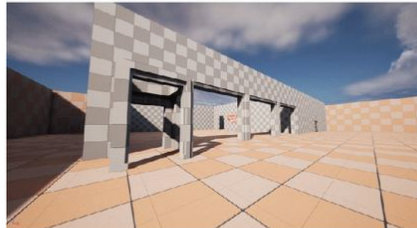
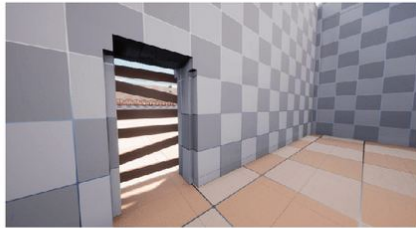
Private Jet Scene

4K animated private-jet interior sequence – character blocking, prop dressing and mood lighting for a narrative beat.

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Level Design - Title: TDSim X.1



Non-technical Description

TDSim X.1 is a fun coop wave-based 3D shooter from a top view perspective. The Game takes place in a simulation of a zombie shooter and the goal is to survive as many waves as possible or beat them all. Each wave becomes more difficult than the previous one. TDSim X.1 is a stripped-down template version of the Specpixel Entertainments in-house framework, in-particular this framework was used in the Living Dead game, published by Specpixel Entertainment PTY LTD.

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LEVEL DESIGN

TDSim X.1

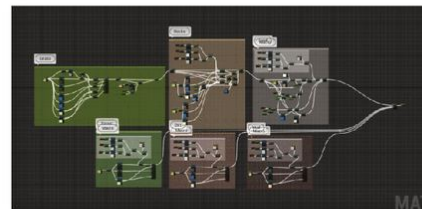
Co-op wave-based top-down shooter template – a stripped-down version of the in-house framework that powers Living Dead.



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Level Design - Title: Fishers Island



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LEVEL DESIGN

Fishers Island

Full island environment – from hand-drawn layout maps to terrain, foliage and Blueprint-driven level logic.



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Level Design - Title: Squad SDK Shooting Range / Development Map



Non-technical Description

This map was created using Squad SDK content, provided by Offworld Industries Ltd, all content is property of Offworld Industries Ltd. Specpixel Entertainment PTY LTD dosent claim ownership over any content. This project is being used to showcase the level design work, using pre-existing 3D assets and engine/squad SDK content.

Copyright and Intellectual property of Offworld Industries Ltd, Level design work by Spepixel Entertainment PTY LTD.

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LEVEL DESIGN

Squad SDK Shooting Range

Military shooting-range development map built with the Squad SDK to showcase level design using production-grade content.



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Level Design - TITLE: Underground Mine



Non-technical Description

- Underground Mine with 2K textures. Specpixel Outsourcing is a digital media company that sells creates models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects.

https://www.youtube.com/watch?v=TyqMmhsdYs&ab_channel=SpecpixelEntertainment - Video showcase of audio setup and deep mine area.

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LEVEL DESIGN

Underground Mine

Deep-mine environment with 2K textures – tunnels, industrial piping and a full audio-treated cave system.



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Level Design - TITLE: Building Interior



Non-technical Description

- Building with 2K textures. Specpixel Outsourcing is a digital media company that sells creates models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects.

Partnered with Graybite Studios

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LEVEL DESIGN

Building Interior

Period building interiors – bar, office and facade built with 2K textures. Partnered with Graybite Studios.

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Level Design - TITLE: Electrical Substation



Non-technical Description

- Electrical Substation with 2K textures. Specpixel Outsourcing is a digital media company that sells creates models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects.

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LEVEL DESIGN

Electrical Substation

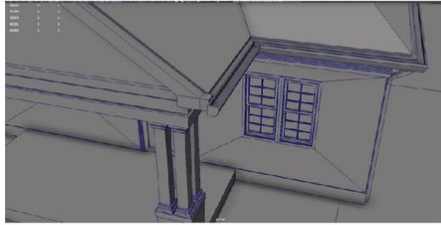
Abandoned industrial substation – 2K textures, multi-level interiors and a lighting-pass heatmap for optimization.



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Character 3D Modeling - Title: Modern Homes



Non-technical Description

- Modern homes with 4K textures. Specpixel Outsourcing is a digital media company that sells 3D models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects.
- Static & Skeletal) Game-ready mesh, for VR and all projects. 4K resolution highly realistic game-ready textures. Low poly, optimized for performance, for all types of projects.

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HARD SURFACE

Modern Homes

Suburban home kit – 4K textures, game-ready static meshes, low-poly and optimized for performance across projects.



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Hard Surface 3D Modeling - Title: Ambulance



Non-technical Description

- AAA quality Ambulance, with 4K textures, and fully drivable. Specpixel Outsourcing is a digital media company that sells 3D models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects.
- Ambulance Vehicle model (Static & Skeletal) Game-ready mesh, for VR and all projects. 4K resolution highly realistic game-ready textures. Low poly, optimized for performance, for all types of projects. Drivable vehicle ("Turn left, Turn right, Accelerate, Break,") HUD displaying gears, when driving. (Speed & Gears)
- Software: Substance Painter, Photoshop, Blender
- Technical Artist: Ranjeet - Project Manager: Tanner

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HARD SURFACE

Ambulance

AAA-quality drivable ambulance — 4K textures, three liveries, driving HUD with gears and speed. Substance Painter, Photoshop, Blender.



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Hard Surface 3D Modeling - Title: Firetruck



Non-technical Description

- AAA quality Firetruck, with 4K textures, and fully driveable. Specpixel Outsourcing is a digital media company that sells 3D models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects.
- Firetruck Vehicle model (Static & Skeletal) Game-ready mesh, for VR and all projects. 4K resolution highly realistic game-ready textures. Low poly, optimized for performance, for all types of projects. Drivable vehicle ("Turn left, Turn right, Accelerate, Break,") HUD displaying gears, when driving. (Speed & Gears)
- Software: Substance Painter, Photoshop, Blender
- Technical Artist: Ranjeet - Project Manager: Tanner

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HARD SURFACE

Firetruck

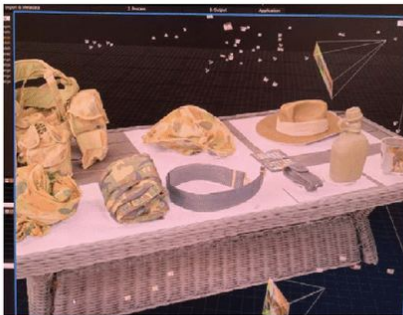
AAA-quality drivable firetruck — 4K textures, working lights and pump-panel detail.
Substance Painter, Photoshop, Blender.



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Photogrammetry - TITLE: Military Equipment



Non-technical Description

- Solider equipment with 4K textures, rigged. Specpixel Outsourcing is a digital media company that sells creates models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects. Using photo scanning technologies and software, our team has been able to create stunningly realistic 3D props that are also optimized to the average levels expected in a video game.

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PHOTOGRAMMETRY

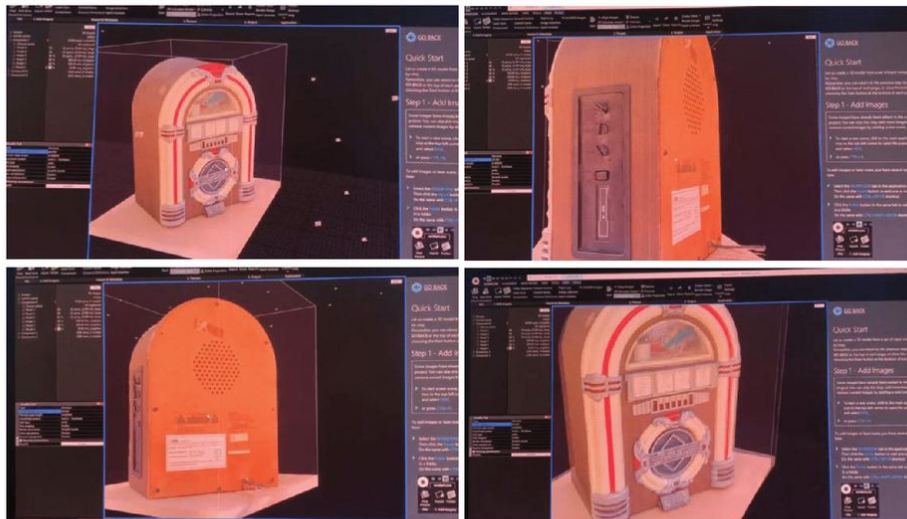
Military Equipment

Photo-scanned military gear – helmets, packs and field equipment captured on-site and rebuilt as optimized 4K game props.

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Photogrammetry - TITLE: Juke Box



Non-technical Description

- Juke box with 4K textures. Specpixel Outsourcing is a digital media company that sells creates models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects. Using photo scanning technologies and software, our team has been able to create stunningly realistic 3D props that are also optimized to the average levels expected in a video game.

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PHOTOGRAMMETRY

Juke Box

Photogrammetry scan of a vintage jukebox – 4K textures, stunningly realistic and optimized to game-ready levels.



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Programming - TITLE: Lobby Menu



Non-technical Description

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PROGRAMMING

Lobby Menu

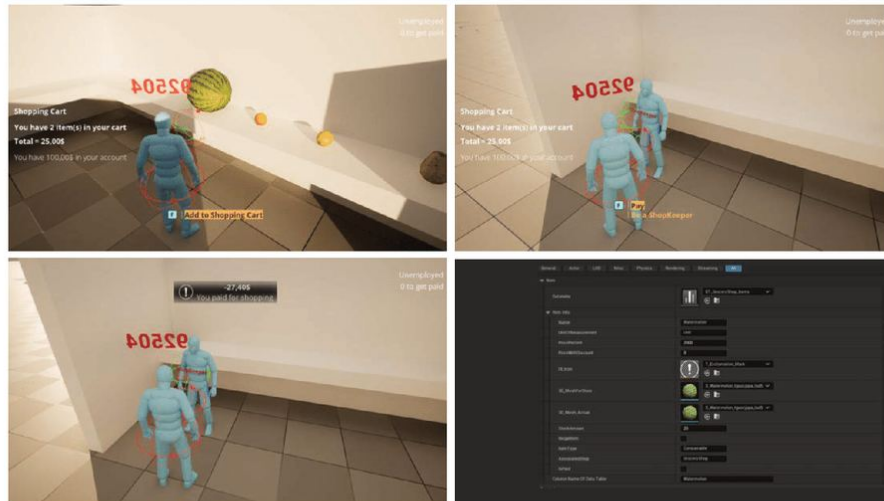
Multiplayer lobby system – map and game-mode selection, class loadouts, ready states and game settings flow.



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Programming - TITLE: Shop System



Non-technical Description

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PROGRAMMING

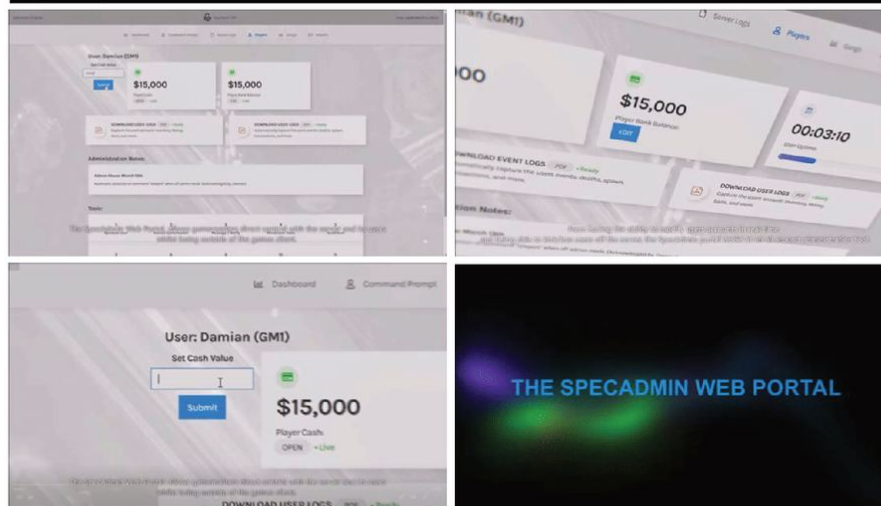
Shop System

In-game shopping system – cart totals, account balance, NPC shopkeeper interaction and data-table-driven inventory.

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Programming - TITLE: Admin Portal



Non-technical Description

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PROGRAMMING

Admin Portal

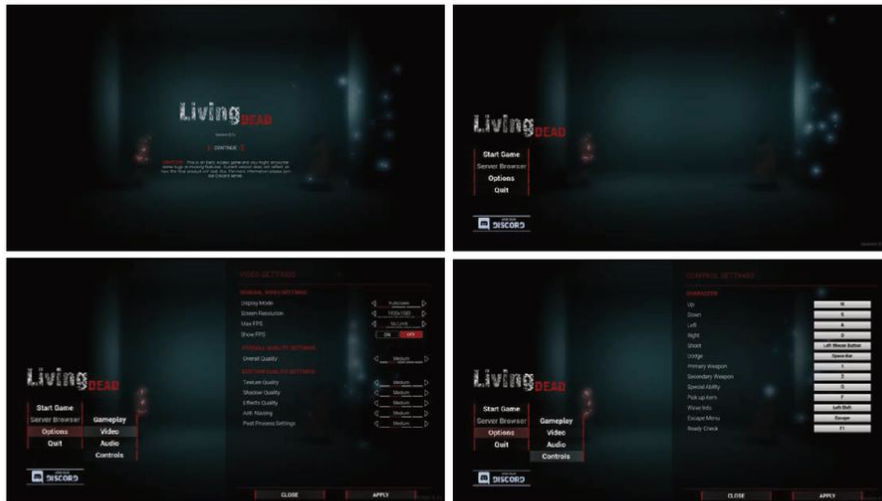
SpecAdmin web portal – live player economy controls, server logs, uptime monitoring and remote administration.



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Programming - TITLE: Main Menu



Non-technical Description

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PROGRAMMING

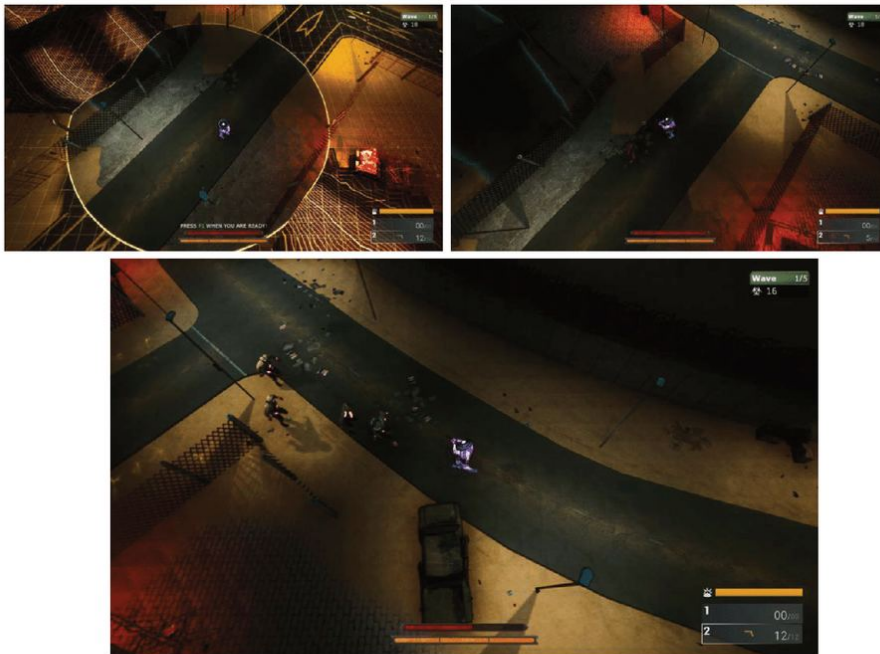
Living Dead — Main Menu

Full menu framework for Living Dead — server browser, video and control settings, and Discord integration.

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Programming - TITLE: Game-play Mechanics



Non-technical Description

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PROGRAMMING

Gameplay Mechanics

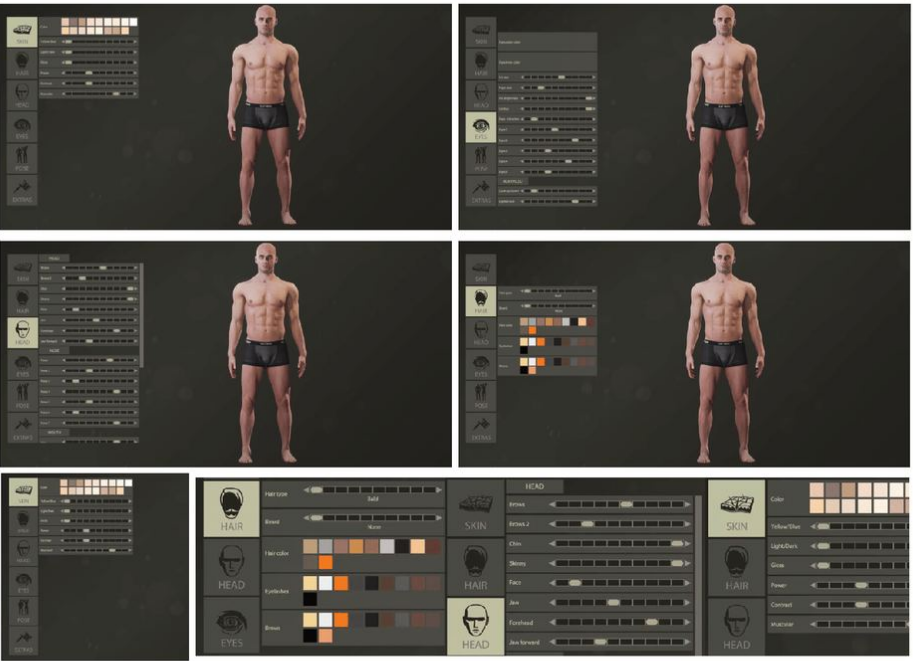
Top-down wave-survival gameplay systems – combat, wave scaling, HUD and arena flow for the Living Dead framework.



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UI Creation - Title: Character Creator Menu



Non-technical Description

N/A

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USER INTERFACE

Character Creator Menu

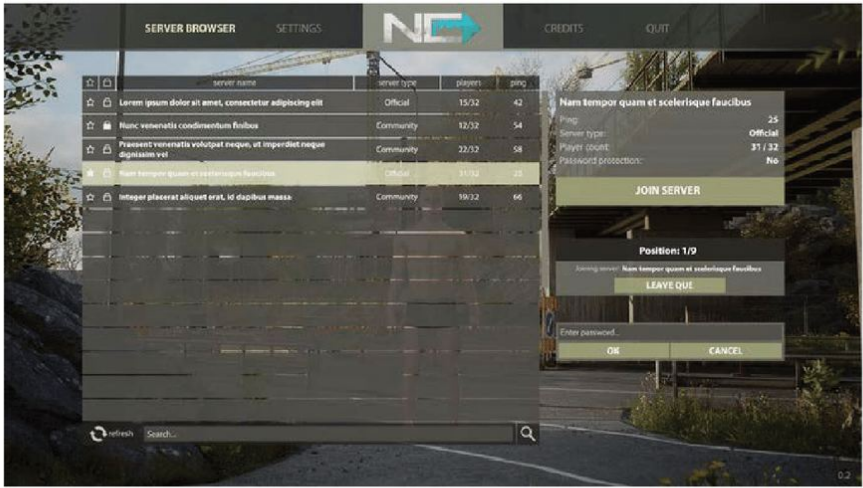
Full character-customization UI — skin, hair, head, eyes and body sliders with live preview and swatch systems.



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UI Creation - Title: Main Menu



Non-technical Description

N/A

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USER INTERFACE

Server Browser UI

New Citizen main menu and server browser – server lists, queue positions and password flows in a clean HUD language.



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VFX - TITLE: Menu Background Effect



Non-technical Description

- Scenes with 4K textures, animated. Specpixel Outsourcing is a digital media company that sells creates models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects. Niagara particle effect, using GPU and CPU.

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VFX

Menu Background Effect

Animated menu backdrop – Niagara particle starfield and planet render using both GPU and CPU simulation.



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3D - TITLE: Modular Police Vehicle - K9 & Patrol



Non-technical Description

- Scenes with 4K textures, rigged. Specpixel Outsourcing is a digital media company that sells creates models used in 3D graphics to a variety of industries, including computer games, architecture, and interactive projects.

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3D ART

Modular Police Vehicle — K9 & Patrol

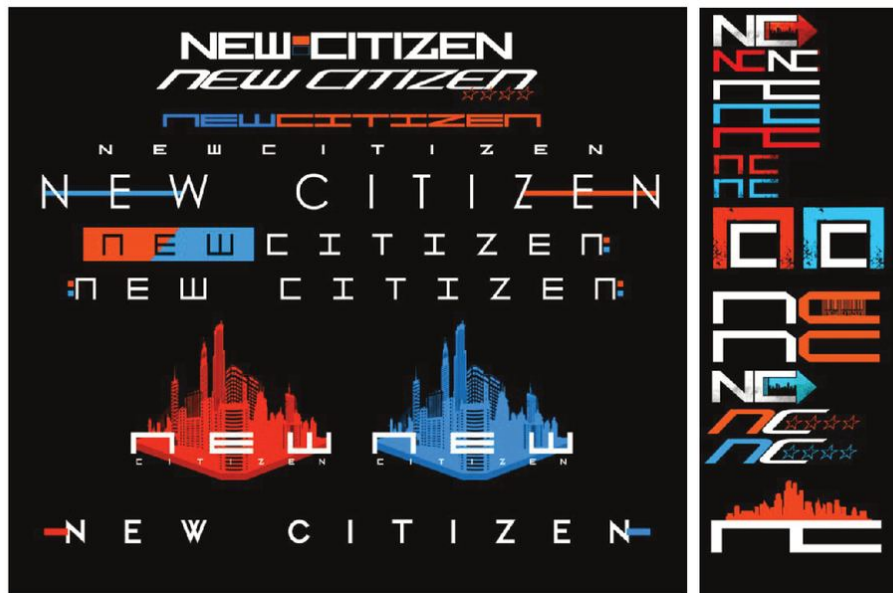
Modular police SUV – 4K rigged vehicle with separable doors, K9 and patrol configurations and full interior.



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User Interface- TITLE: Game Branding



Non-technical Description

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BRANDING

Game Branding

New Citizen identity system – logo explorations, wordmarks and city-mark iconography across colorways.



STUDIO TITLES

Living Dead — In-Game

Gameplay capture from our shipped zombie survival title for PC on Steam.



STUDIO TITLES

Studio Capture

In-engine capture from the Specpixel studio floor – production environment work.



GAME TRANSLATION

11+ LANGUAGES

PaperPlanes — Localization