FARCANA

WHITEPAPER V1.0

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1. ABOUT/INTRODUCTION

Farcana is an NFT gaming meta-universe with a seamless open world with play2earn mechanics. This new world also offers players the ability to participate in tournaments in a battle royale mode. Players can earn bitcoins for participating in tournaments. This is a new and strong economy model mechanics Play to Hash (P2H) opening a new page in play2earn gaming history. In-game NFT marketplace and Tournaments provide everyone with the opportunity to be a part of the powerful economy and gain through it. Guilds are an important part of the Farcana gaming metaverse - there can be external or internal gaming guilds whose members can be managers or scholars in tournaments.

The project’s aim is to build a revolutionary metaverse bridged with the real world. For players who have dreamt about a virtual open world sandbox to explore and participate in various tournaments to earn prizes, Farcana is bringing that vision to life.

OVERVIEW OF THE GAMEFI INDUSTRY

2021 may go down as the year of GameFi within the cryptocurrency space. Due in part to the COVID-19 pandemic, play-to-earn (P2E) titles like Axie Infinity exploded in popularity, generating over $1 billion in total sales. The project inspired countless other GameFi projects, with blockchain networks like Polygon, Solana, and Polkadot pushing for their own game-related initiatives.

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In December 2021, Bloomberg reported that nearly 50% of all active cryptocurrency wallets connected to decentralized finance platforms in November were for gaming. The industry proved so popular that DappRadar reported an average of $480.7 billion generated by GameFi projects in 2021 alone.

As a whole, the P2E sector saw $4 billion in investments across all of 2021. In 2022, however, the P2E industry experienced $1 billion in investments through January alone.

It’s impossible to argue against the value in GameFi, as it provides new ways for players to engage with their favorite medium while profiting from their time and effort. Only, this success also opened up a world of problems within GameFi, especially regarding the long-term sustainability of many related projects.

PROBLEM

Crypto-powered gaming projects suffer from one key issue: the life cycle of a token is tied to the life cycle of the project. A project will build up hype by promising a virtual world unlike anything ever seen, attracting hundreds of thousands of dollars from excited investors who just want to play a new game.

Unfortunately, many of these projects stop there. They raise funds to launch a massive marketing campaign, but their lack of an actual product prevents a steady flow of new users and limits the profitability of initial investors. In reality, projects need to attract actual players after their product launch, not just investors. However, due to weak product marketing, the process of gaining an audience tends to fail, and those who got in early feel scammed as the token’s value crashes.

According to the Blockchain Game Alliance, NFT games generated $2.32 billion in revenue in Q3 2021 alone. Few, if any, of those projects have a product to show off, and are essentially basing the value of their token on a vision rather than an actual game. Even if the team does eventually release a title, their token’s value will have fallen so hard it likely won’t even matter.

SOLUTION

Farcana avoids this pitfall by tying its token to an already established economy: bitcoin mining. Utilizing a motivational model with a guaranteed

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prize fund, the Farcana project enables users to win bitcoin as well as the FARCANA token. This distinct advantage over other projects ensures Farcana and its token lasts long after the initial hype has died down, as bitcoin, the longest-standing and most successful crypto asset out there, is involved as well.

Farcana’s prize fund is backed by the bitcoin mining hashrate, introducing a new benchmark for the play-to-earn games market: play-to-hash (P2H). Play-to-hash means that as players engage with the Farcana world, it utilizes mining power to mine real bitcoin, which is then sent to the project’s prize pool. Tournament rewards are then pulled from this prize pool, ensuring the Farcana project can survive a crypto winter among other potential issues.

Users can view the game’s mining pool both on the website and in-game. From there, they can view anytime how much money is stored in prize pool contracts as well as any operations taking place from it’s. Full transparency is backed by watcherlink of mining pool.

Farcana is being built on Unreal Engine 4, which will provide players with gorgeous vistas of Mars alongside competitive battle royale gameplay — more reasons Farcana will prove valuable in the long term.

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2. GAME OVERVIEW

Farcana is a 3D multiplayer role-playing game set in the metaverse. Players can experience the world in first or third-person view as they explore the surface of Mars, acquire land, upgrade their character, and participate in battle royale tournaments.

Mankind has started the process of terraforming the planet by resorting to the crazy idea of Elon Musk, creating a nuclear explosion on two opposite sides of the planet to make it habitable. Petrothermal power is now rapidly developing on Mars. Power plants support the few human colonies, with their surplus power going to bitcoin mining. Bitcoin prizes are mined on a real mining farm.

METAVERSE OVERVIEW

The Farcana metaverse is made up of various mechanics and factors, all blending together to build something great.

As detailed in the following paragraphs, Farcana’s in-game models include an innovative play-to-hash system, a buy-to-hash marketplace, land farming, and an NFT marketplace providing players and investors alike with all sorts of ways to generate profits with or without playing the game.

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METAVERSE PLAY

From the start, players can choose between one of the preset character classes. Each has a starting set of unique abilities alongside their initial equipment. Those who don’t like the appearance of their character can invest in NFT shells, which have various looks. For example, someone might invest in an NFT shell that looks like their favorite athlete.

Players of all types can earn gear by buying it on the NFT marketplace, winning it during quests and events, or simply finding it in Boss Caves and Boss Craters. Farcana rewards all players equally, regardless of their initial investment in the game. Overall, NFT characters will not have any advantages over regular ones — only their appearance will differ based on various rarities. The rarer the NFT character shell, the more visual traits it will have. Items and equipment can be traded on the Farcana NFT marketplace as well.

The main way to acquire NFT gear is by completing quests and clearing dungeons. Quests are divided into different types: Fraction Quests, and World Quests. Also, players will receive NFT mystery boxes from multiplayer rounds, and tournaments.

FRACTION QUESTS

Players can take on tasks issued by their faction. Faction quests can consist of collecting different resources, mopping up a monster lair, or killing a particularly dangerous enemy.

WORLD QUESTS

Within the large open world are set points where the player can restore peace. These quests might consist of assisting a civilian in danger, or they may discover a dusty old map that describes the way to hidden treasures.

ALONGSIDE QUESTS ARE DUNGEONS

Farcana offers both single-player dungeons and multiplayer co-op dungeons, also called raids. A single-player dungeon consists of fighting a few small monsters and bosses. Bosses in dungeons have their own characteristics unlike those seen in the overworld.

As for co-op raids, these support up to six players. The number of people

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is the primary factor in deciding the raid’s difficulty. The more players, the harder the dungeon, and the more valuable the reward.

Within the metaverse, players can also acquire and build residential or administrative buildings on NFT-protected land, creating their friends’ next hang-out spot or constructing a home to retreat from the harsh climate of Mars. Owned property also serves as a respawn point if the player dies, allowing them to keep their loot upon death.

The world of Farcana is based on Mars’ real layout, including its natural landmarks and alterations. Farcana NFT land investments come with a photo of the real-life location on Mars. These images are pulled from the Emirates Mars Mission.

Players can also join together in official groups called guilds. Guilds typically have an NFT-protected administrative building somewhere on Mars, in which players can store their NFT items and even place advertisements to bring in new members.

Players can also participate in one-on-one PvP battles within the Metaverse, with victory contributing positively toward their public rating.

NFT TYPES AND IN-GAME ECONOMY

The world of Farcana contains various types of NFTs. Some NFTs are used to represent player skins and their equipment, for example. NFT equipment can be earned through gameplay, purchased on the marketplace, or by winning quests and tournaments. NFT equipment is used to level up a player and make them stronger, better preparing them for the dangers of Mars. When players outgrow NFT equipment, they can sell them on the marketplace to earn FARCANA.

Then there are NFT Lands, which enable holders to build on Mars’ more habitable areas. More details on this in the following section.

Otherwise, the Farcana economy is based on the FARCANA token, which is somewhat tied to the value of bitcoin. Players can spend FARCANA on NFT equipment, tournament tickets, in-game shops, to open NFT lootboxes, and so much more.

NFT LANDS

In Farcana, Mars is currently undergoing terraformation. This means that some

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lands are available, such as where the base and futuristic city are located, but the rest of the planet is still cold and unavailable for residency. Over time, the rest of the planet will open up and players will have new opportunities to own land.

Mars won’t change uniformly, and the places that will soon become habitable are limited. However, the timing of their appearance can be predicted. Players can buy back ownership of these NFT lands before they are fully terraformed. Each NFT landowner can see a timer with the process of terraforming Mars in general alongside a timer on an exact piece of NFT land.

When the process comes to an end, players will be able to place mining farms on their land and equip them as they see fit. Players can also farm in other habitable NFT lands that have already gone through a terraformation process since trees, animals, and resources can be extracted from them.

When the user buys an NFT, it may look like a simple piece of land at first. But Mars land was never explored and analyzed. So players can order expeditions, or exploration analysis, and find some resources like gold, precious metals, etc.

NFT land is a space for various communications. Players and guilds can use NFT lands to host services connected to real assets like mining farms. There is also the possibility to deploy all types of services and games in the Farcana Gaming Metaverse.

HOW PLAYERS CAN EARN WITHIN THE FARCANA GAMING METAVERSE

MARKETPLACE

Here players will be able to buy and sell items received from various activities, including any NFT-backed characters, weapons, and NFT boxes.

BATTLE PASS

The Farcana battle pass can be purchased for a fixed price and is upgraded by completing daily, weekly, and event tasks. As the battle pass improves, players will receive rewards in the form of NFT character skins, weapon skins, and random reward containers.

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TICKETS FOR TOURNAMENTS

By purchasing a ticket, players gain access to the tournament which is held in the battle royale format. Players can buy a ticket for their own participation, or to give to another player. The first-place winner of the tournament is awarded BTC.

OPEN WORLD

A large seamless area in which the player can move freely. The Farcana open world is filled with various PVP and PVE activities. Players will be rewarded with NFT items for completing these activities, which they can bring to one of the many in-game towns and sell for FARCANA token in the Marketplace.

SECRETS

There is a bulletin board in each town, in which players can take on various secret quests. In a secret quest, the player is given a locked case with items worth a certain amount of FARCANA token. Their goal is to hide the secret well enough that the other players could not find it in an allotted time frame. If players who took on the task of finding a secret cannot do so before the timer’s expiration, the player who hid it receives the reward. If a secret is found, the player who found it receives all the reward.

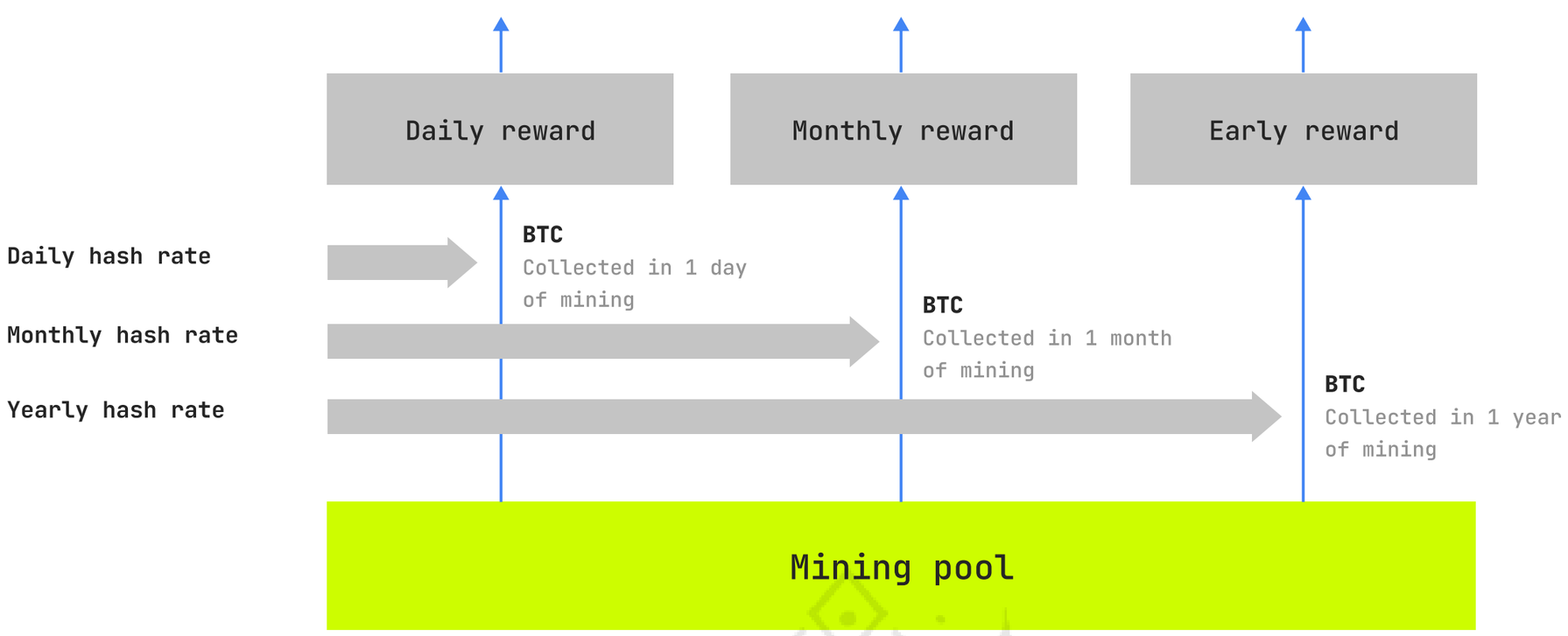
BTC TOURNAMENTS

Tournaments represent the battle royale aspect of Farcana. Accessible via a portal in the metaverse, players compete to earn prizes of the regular and grand variety. Regular prizes consist of rewards in FARCANA tokens and NFT characters or equipment. Grand prizes, however, reward the player in Bitcoin. There are daily, monthly, and yearly tournaments so users can compete for rewards on a regular basis. Tournament modes can consist of team deathmatch, capture the flag, guild vs. guild battles, and more.

Daily tournament participation requires players to deposit liquidity into a FARCANA/USDT pool. Daily tournament tickets are distributed to the user’s wallet every twenty-four hours. Tickets can then be used to play in the tournament, sold on the marketplace, or even delegated to another, more skilled player and earn a share of the bitcoin. Monthly and yearly tournament tickets must be purchased.

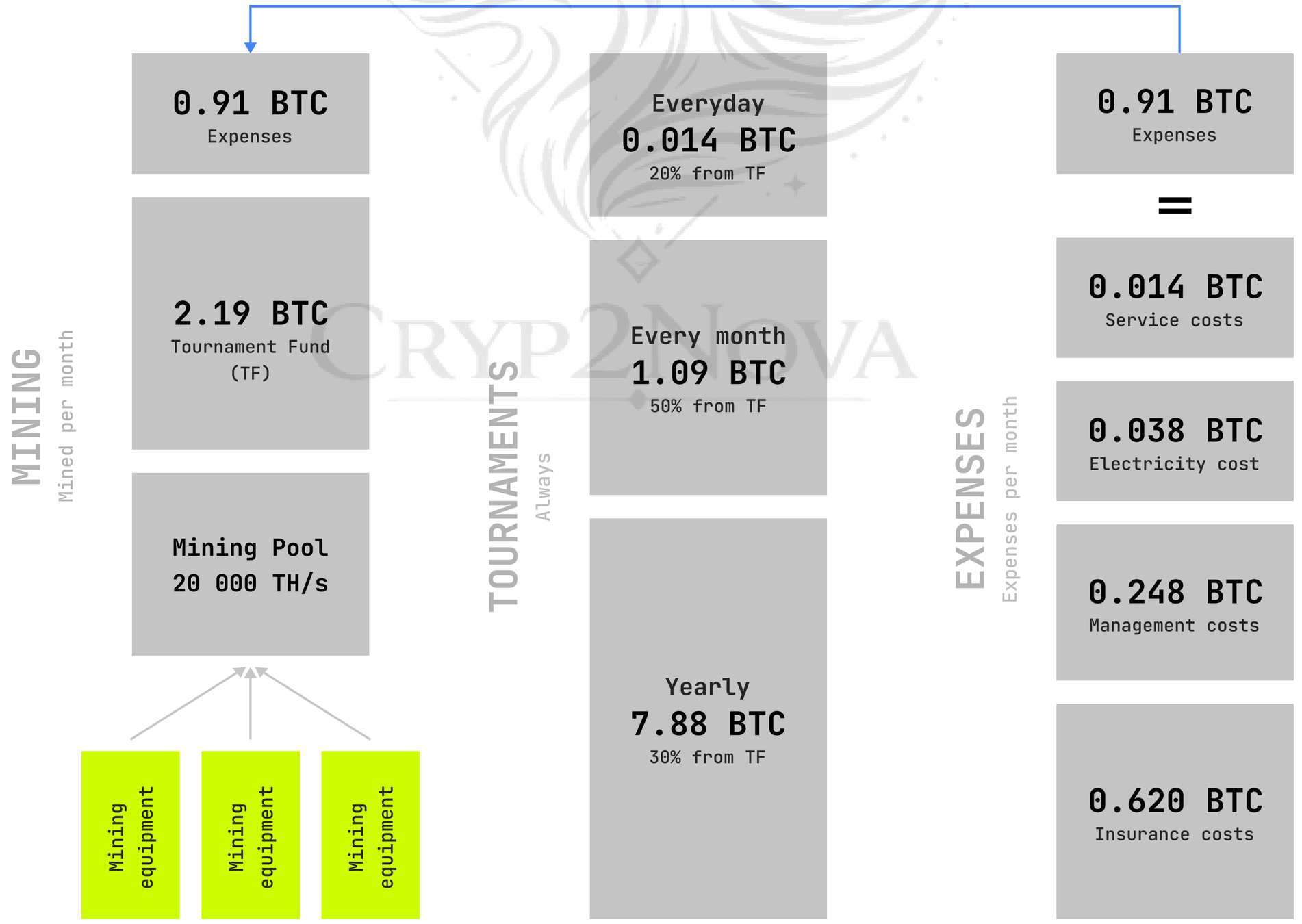
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WINNER PRIZES

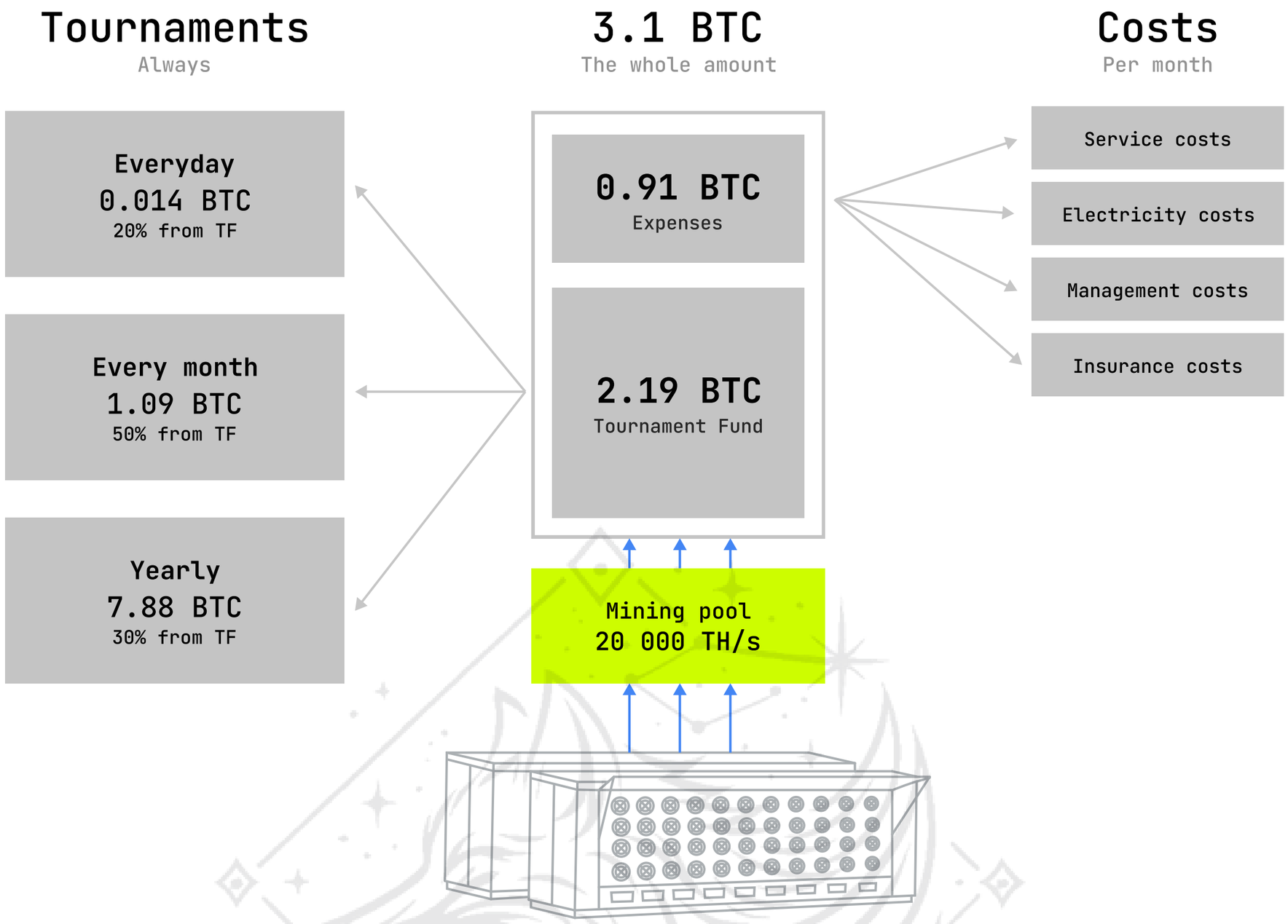


STRONG ECONOMIC MODEL

Play2Earn mechanics in Farcana is backed by real mining power, here is the scheme



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20% of the bitcoin mined on a daily basis goes toward the prize pool for the daily tournament. 50% of the mined bitcoin is allocated to the monthly tournament prize pool, and the final 30% allocates toward the annual tournament prize pool.

By allocating its own mining power, Farcana manages the bitcoin allocation process for the players. Instead of players focusing on mining, they simply need to play the game and can pull funds from the prize pool for winning. Players cannot connect to or replenish the prize pool themselves. This way, the in-game prize pool will not diminish even with a drop in player base. Instead, players who spend more time playing Farcana have a higher chance of earning bitcoin.

To win a tournament, players compete against each other in an arena to be the last one standing. The game starts on a full map surrounded by a death zone. Over time, the death zone closes in forcing players into a continually shrinking version of the map until everyone is eliminated. Death automatically eliminates a player from the tournament.

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Regular battle royale matches allow the player to switch between first and third-person camera views. Tournaments, however, have higher stakes, and players must play in first-person. Of course, tournaments are only a small part of the larger gameplay mechanics within the Farcana metaverse.

THIRD-PARTY PARTICIPATION

Farcana will provide grants and rewards to any third-party developers that join the ecosystem and create their own in-game items or otherwise contribute value to the project.

INTERNAL SCHOLARSHIPS

For players looking to buy NFT equipment or appearances, Farcana features an in-game mechanism called scholarships.

Scholarships are made up of two groups, the scholar and the manager. A manager can buy a tournament ticket and seek out potential scholars to provide NFT characters and gear, alongside other funding methods.

In return for borrowing funds to buy equipment or participate in other areas of the Farcana metaverse, managers take a percentage of all profits earned by the player. This way, players without funds can still participate in the Farcana economy, while managers can invest their money to earn more over time.

Managers can even delegate tournament tickets to aspiring players. If the player wins the tournament and its subsequent BTC prize, the manager earns a share of that as well.

Put simply, scholarships provide players with an opportunity to earn via NFT-powered qualities without spending additional funds — a feature also known as free-to-earn.

Farcana allows managers to start guilds to attract new scholars. Guilds represent a group of like-minded players all working to achieve a similar goal. By joining a guild, players will have a much easier time finding managers that fit their playstyle, and managers will have a go-to method to find their next scholar. Managers who don’t want to play Farcana can bring on multiple scholars, generating a reliable passive income for themselves without participating in the gameplay loop.

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NFT LOOT BOXES

Everyone in Farcana Gaming Metaverse can get NFT loot boxes through in-game rounds. To open a loot box, users need to spend FARCANA tokens.

In free-to-play games only the winner will receive a lootbox. In Tournaments, every user will receive a lootbox except the winner, who will earn BTC.



COMMON



UNCOMMON



RARE



EPIC



LEGENGARY

Also, additional lootboxes can be created and distributed to highlight special events, such as celebrating a new ambassador or as a reward for a sponsor’s tournament event.

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3. PLAY-TO-HASH

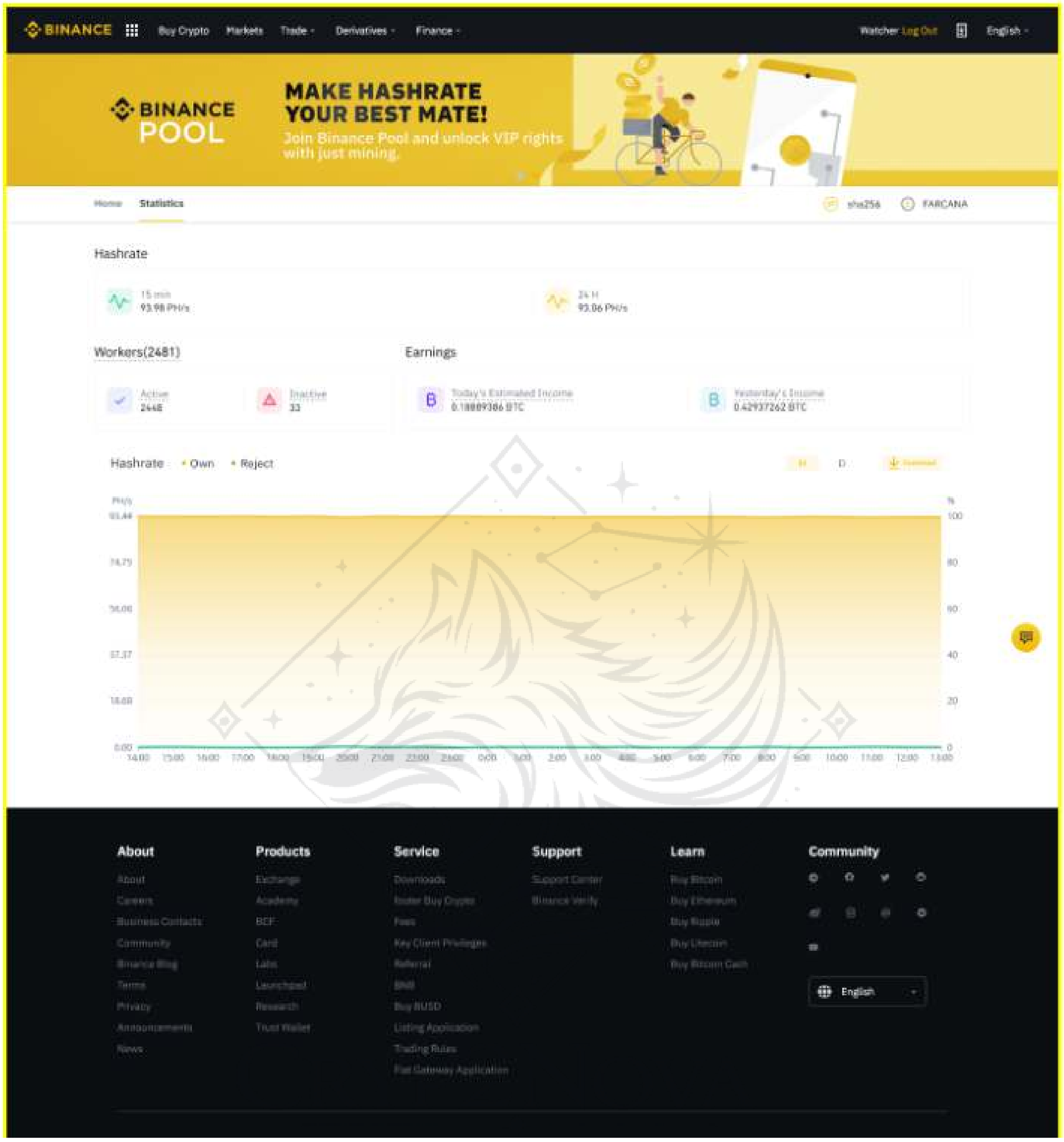
“Play-to-hash” is a mechanic Farcana is introducing to the gaming world to expand the traditional play-to-earn games market in which the player can only earn coins related to the project’s cryptocurrency.

Play-to-hash means that players get real decentralized guarantees as their rewards. Upon winning a tournament, mined bitcoin is automatically moved to the winner’s wallet via smart contract. This is the most transparent way to know the user’s reward exists and that it is pulled from the pool.

Farcana’s mining hash rate is allocated to the prize of each new tournament. Players can check the hash rate and any mined bitcoin via a watcher link. The watcher link allows players to view all of Farcana’s physical hardware tied to the pool, the equipment hashrate, the amount of mined bitcoin within the pool, the amount of bitcoin paid out to tournament winners, and projections on future bitcoin to enter the pool.

The hashrate is displayed through the Watcher link on the Binance, this allows to show users how much hashrate we withdraw for the game, you can also see the amount of bitcoin paid out, this bitcoin is allocated for the tournament.

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4. BUY-TO-HASH MARKETPLACE

Farcana provides virtual mining facilities for investors.

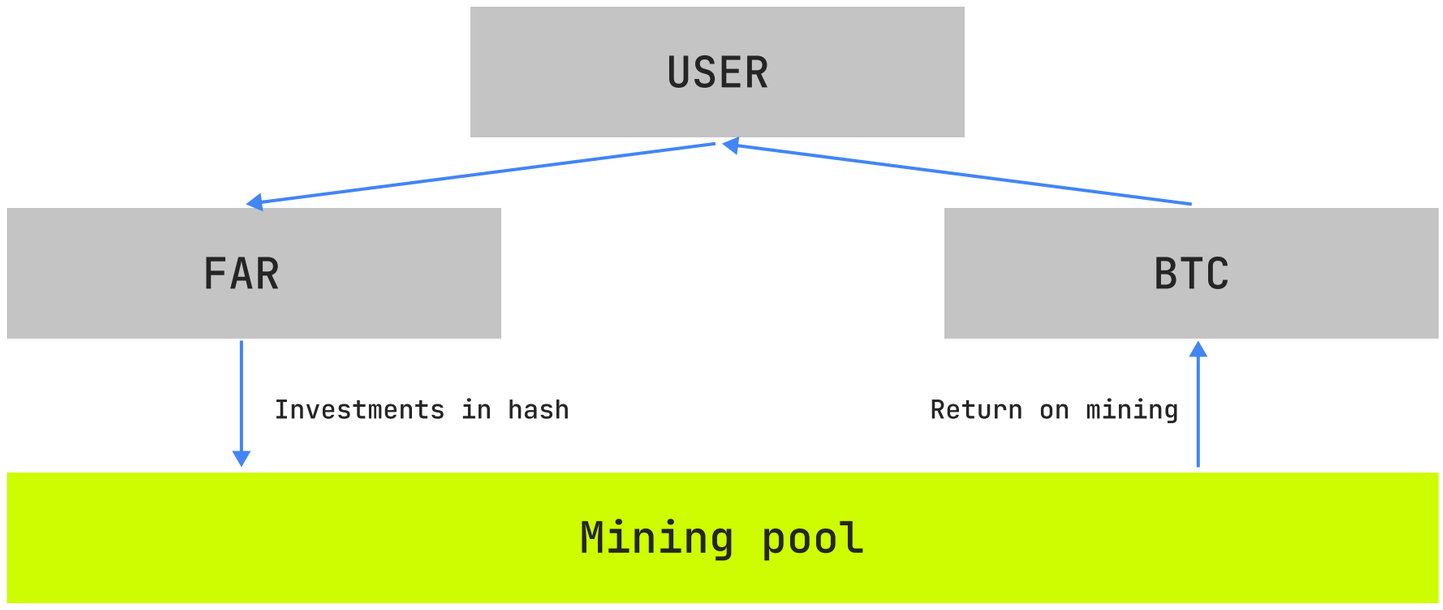
Any company or private person can benefit from mining simply by buying Farcana’s FARCANA hashrate token and holding it.

Hashrate tokens are cryptocurrencies collateralized by standardized and tokenized Proof-of-Work hashrate. Staking a hashrate token would entitle the staking holder to a share of the mining rewards earned by the underlying PoW hashrate. FARCANA token investors don’t need to buy mining equipment, look for hosting data centers, or maintain equipment work.

Farcana ensures anybody can become a bitcoin miner by offering one of the easiest and most efficient ways to do so, requiring only a small entrance fee of $99. Users can see how much bitcoin their tokens have generated simply by checking their balance in their private cabinet.

By purchasing 1 FARCANA, investors acquire the real computing power of a mining facility, which is already established and bringing in a daily income. Income is transferred directly to a FARCANA token holder’s wallet according to the user’s smart contract details.

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The Farcana metaverse is establishing a marketplace for crypto mining companies to sell existing hash rates to other users and to attract investment and increase their own facilities. By acquiring the “Farcana mining partner” status, a crypto-mining company can sell hash rates to Farcana metaverse citizens.

The fee for acquiring the Farcana mining partner title is low and requires only buying virtual mining space in Farcana metaverse with Farcana tokens. Basically, mining companies buy NFT-powered land with a digital twin data center on it, which is where virtual mining facilities are also located.

A digital twin data center can have various characteristics based on the NFT price:

- Land size
- Electricity power generation mW/h
- Mining hashrate power generation

After a mining company establishes its mining facilities in metaverse via the digital twin data center, it automatically integrates into the Farcana hashrate management system, and immediately starts selling hash rates to metaverse citizens.

This process brings with the following advantages:

For mining companies:

- Easy access to mass market hash rates and mining rewards.
- The ability to sell hash rate for a higher price.
- Access to smaller investment amounts for clients paying $100 or higher.
- The ability to become a sponsor in the metaverse and to build their own brand

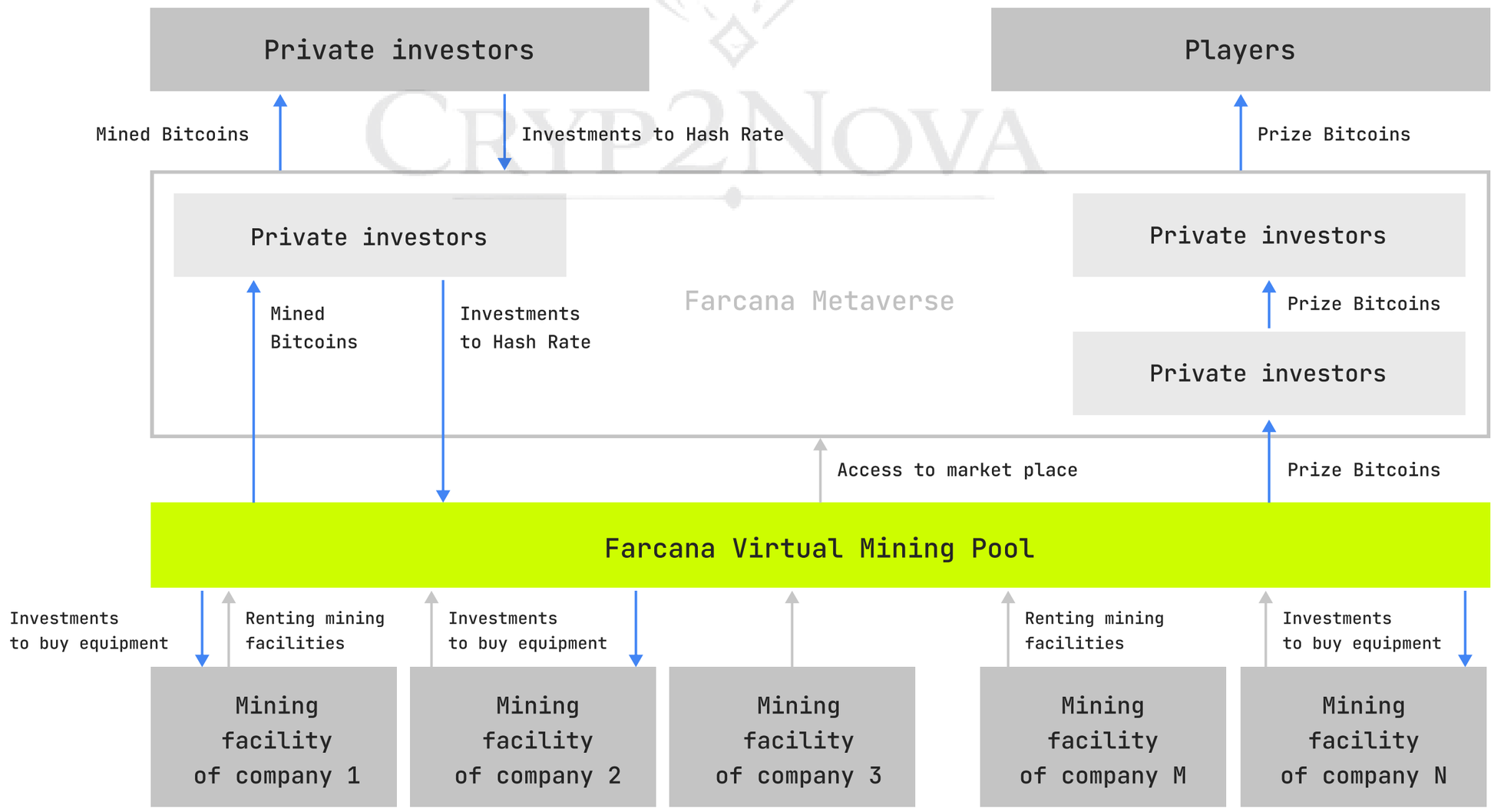
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- Attract investment directly from clients, and increase the power of their own mining facilities.
- The option to harness a new economic model in the most efficient way by opening their own business in the metaverse.

For Farcana metaverse citizens/investors/gamers:

- The most efficient way to participate in mining.
- The ability to buy mining hashrates by buying and holding the FARCANA token.
- No need to buy equipment, look for hosting data centers, or check if the equipment works. All processes are the responsibilities of hash rate sellers.
- Opt-in at any time, and exit all operations whenever they'd like.
- Opportunity to buy and hold the FARCANA token, and by holding the token earn hashrate with daily payouts in BTC.
- Become a bitcoin miner in the most easy and efficient way possible.
- Small entrance fee to enter, starting at 100$.

The hash marketplace provides easy access to massive crowdfunding campaigns for mining facilities that can bring additional investments to build new real mining facilities. Farcana also provides additional advertisement options inside the game, which are acquired by Farcana tokens.



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5. THE FIRST METAVERSE METABRAIN GAME

Farcana is the world’s first metaverse that supports MetaBrain – a new dimension within metaverses that enables players to exchange emotions alongside a 3D-video stream and sounds. This will be possible via the Farcana Brain, a wearable device that transmits player emotions, fears, excitement, and anxiety between team members, creating a real feeling of team play within a virtual space.

However, this brain-computer interface (BCI) technology is still developing, and the Farcana metaverse game will help speed along the process. Farcana cooperates with leading BCI companies to use existing BCI devices to become the largest big data platform for BCI data.

As users play in the Farcana metaverse, they’ll be placed in different scenarios that will generate gigabytes of emotional, reactional, and cooperative data. This data will go toward a better understanding of the human brain, which can potentially solve problems such as dementia, brain tumors, sleep disorders, epilepsy, and so much more.

Working with globally leading universities, scientific studies regarding these mental health issues should benefit from Farcana-generated data. Farcana

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implements anonymous data via blockchain technology, making it one of the largest mental health scientific experiments ever.

Data is gathered by measuring changes in blood oxygenation levels within active parts of the brain. Eventually, BCI technology will be able to familiarize itself with a player’s brain, linking brain waves with predetermined actions and emotions and enhancing the player experience while informing the Farcana team more about how the brain works.

After collecting BigData and focusing its research, Farcana plans to introduce a Farcana-developed BCI system to best fit its players. Farcana’s BCI system will include brain helmet and special wearables that will bring new emotions to the game and make the Farcana metaverse one of the most advanced.

6. REAL MARS SCENERY

Farcana being based in UAE assists it in building strong ties with the National Space Programme.

Farcana is also tied to the space mission announced by Sheikh Khalifa bin Zayed Al Nahyan, the President of the United Arab Emirates, in July 2014, and is aimed at enriching the capabilities of Emirati engineers and increasing human knowledge about the Martian atmosphere. The Hope orbiter (Arabic: لمألا رابسم, Misbar Al-Amal) was launched on 19 July 2020,and went into orbit around Mars on 9 February 2021. The Hope probe studies the atmospheric layers of Mars in detail and will provide data to study.

Farcana will use this data to model its Mars scenes so users can feel Mars and enjoy looking at real scenery based on the planet. Farcana will also bring visibility to the Hope mission, ensuring millions more become aware of such a project.

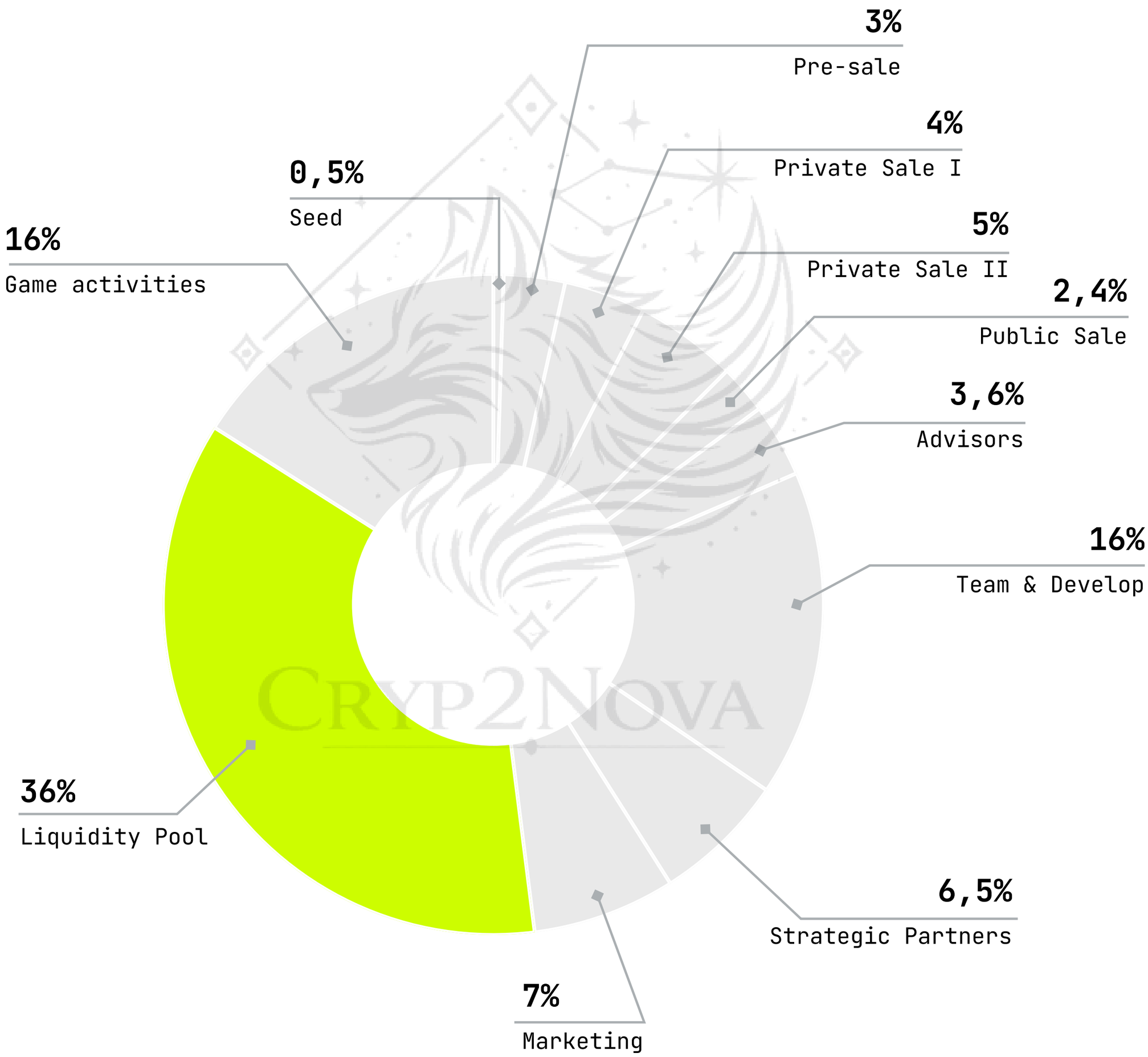
7. FARCANA TOKENOMICS

The Farcana metaverse game is powered largely by the FARCANA token. By holding FARCANA, players can participate in governance, stake it to earn rewards, use it to purchase in-game items, or buy participation tickets for BTC Tournaments.

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The FARCANA token is the core Farcana currency widely used within the in-game economy.

Governance - players can use FARCANA to take part in metaverse development
Payments - players can use FARCANA for in-game purchases
Pay - players can use FARCANA to buy tickets to BTC tournaments and more
Staking - players can stake FARCANA and receive rewards

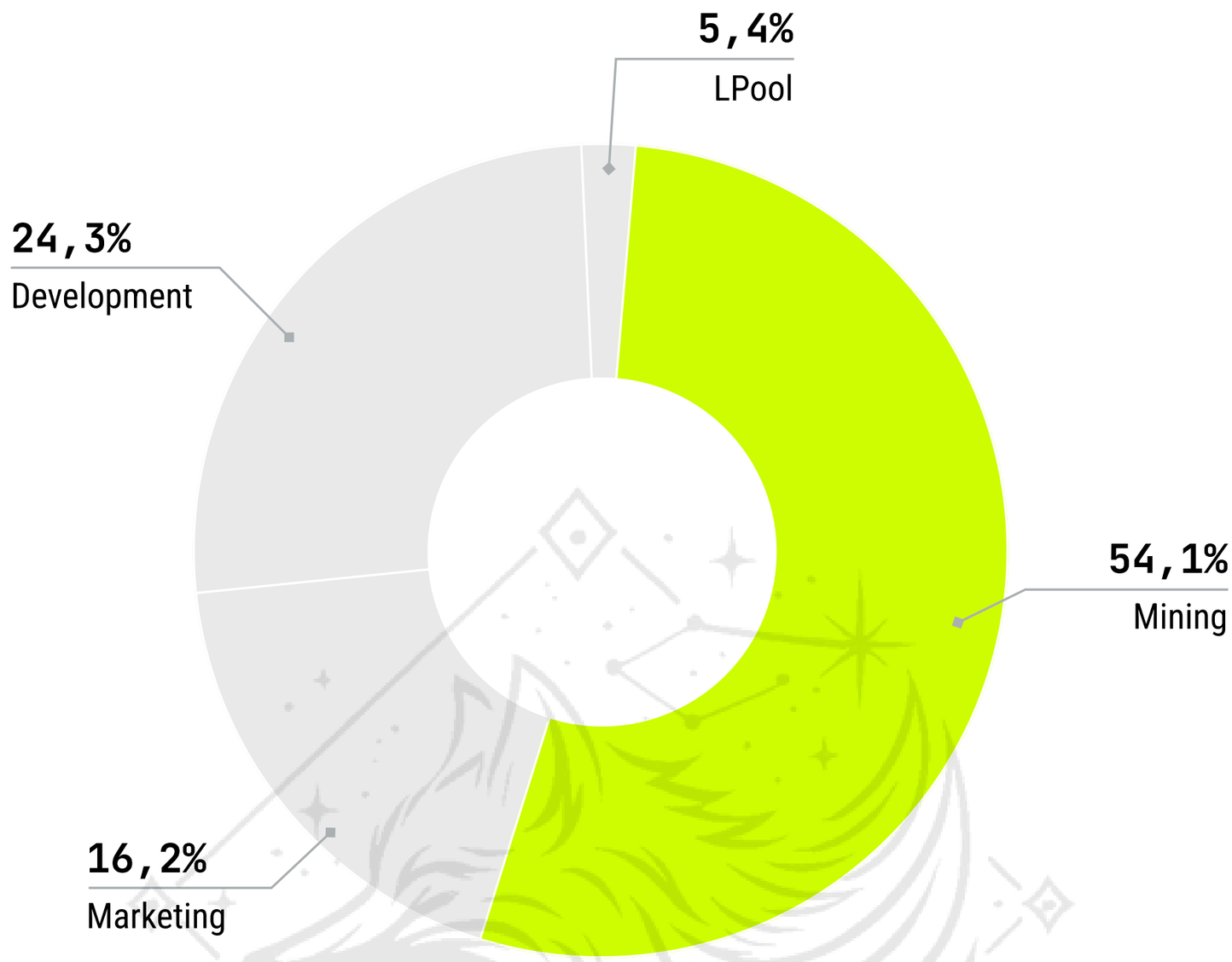


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FARCANA TOKEN SALE

The FARCANA token allocation is detailed in the chart below:



8. ROADMAP

Q1 2022

- Game Tokenomics
- Pre-Sale
- Basic Marketing
- UFC Athletes Ambassadors
- Announcement
- AAA Game: alpha 1.0 version release
- Science: Development of scientific models

Q2 2022

- Private Sale
- Game: Alpha 2.0 version release
- Science: Uploading first Mars' polygon
- 1st playable NFT collection sale
- Engine and system development
- Security audit of the main smart contract

Q3 2022

- TGE
- Public Sale
- RPG shooter alpha 3.0 version launch
- Regular Tournaments
- 2nd playable NFT collection sale
- In-game Marketplace
- Science Mars Center development
- Farcana Brain alpha version launch
- Great Marketing Campaign

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Q4 2022

- RPG shooter beta 1.0 version launch
- Metaverse Edition alpha 1.0 version launch
- 3rd playable NFT collection sale
- Online Science Mars Center alpha version launch
- Farcana Brain beta version launch

Q1 2023

- iOS and Android alpha 1.0 version launch
- Metaverse Edition alpha 2.0 version launch
- RPG shooter beta 2.0 version launch
- Social features in gameplay
- Online Science Mars Center beta version launch
- Farcana Brain main release for real-life emotions

Q2 2023

- iOS and Android alpha 2.0 version launch
- Metaverse Edition alpha 3.0 version launch
- RPG shooter beta 3.0 version launch
- Online Science Mars Center main version launch
- Engine and system development

Q3 2023

- iOS and Android beta 1.0 version launch
- Metaverse Edition beta 1.0 version launch
- RPG shooter main version launch
- Decentralized governance system
- Additional in-game items
- Farcana Brain first own BCI device

Q1 2024

- RPG shooter main version launch
- iOS and Android main version launch
- Metaverse Edition main version launch
- DigitalTwin marketplace
- Introduction of planes and space battleships for online gaming

Q2 2024

- Launch of Farcana satellite to mine FARSpace coins
- Introduction of virtual airspace training center for kids

Q3 2024

- Launch of 3 additional Farcana satellites
- Metaverse and game development
- Partnerships

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9. THE TEAM



ILMAN SHAZHAEV

FOUNDER & CEO

MSc Mechatronics, PhD in Management of Science and Engineering Ilman is an international serial tech and cryptopreneur and investor with a background in science and engineering. 10 years of experience in R&D in deeptech industry as founder and co-founder of deeptech & IT startups, author of 15 patents and more than 30 scientific publications.



DR. DMITRY MIKHAILOV

CTO

PhD, MBA. Professor at the National University of Singapore, visiting lecturer in 3 world leading Universities in the USA, China, and Vietnam. 10+ years of experience in R&D in the deeptech industry as co-founder of various deeptech start-ups. Author of 8 books, 30 patents and more than 200 publications.



NIKITA VARLYGINA

FOUNDER & CEO

Since 2017 she has adopted people with crypto and has been involved in developing blockchain and financial products. 5 years of experience in business development of Fintech, Blockchain and NFT projects



CHRISTINA GUSAROVA

BUSINESS MANAGER

The expert in building public relations in the blockchain sphere, widely participated in worldwide crypto meet-ups and conferences



ALEXEY BONDARCHUK

ART LEAD

Modern designer with experience in UX/UI across multiple industries including Fintech, Blockchain, E-commerce, Infrastructure, and Digital Marketing.



IMAM IDRISOV

HEAD OF SALES

Construction and development of sales departments in trade and IT companies in the B2B and B2C segments since 2013. Experience in managing a sales team of 30 people. The average increase in sales in companies is 70%. Building and increasing the conversion of the sales funnel by an average of 50%.

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GAME DEV TEAM

NIKOLAY PUTINCEV

1 year experience in 3D Motion Design Proficiency in 3D packages - Cinema 4D, Adobe After Effects, Adobe Premier Pro 1 year experience in UE4/5. Experience in creating TPP single player games.

JURIS ZEBNICKIS

Has been working on game tech since 2014 and is a full stack developer with a wide interest field.
He has created 2D match3 games, as well as worked on VR gamified biofeedback projects. Recently developed the networking architecture for Hello Engineer and worked on Divide By Sheep 2.

NIKITA OSIPOV

1 year in Unreal Engine, Blender, Cinema4D, World Creator 2, Quixel, Brushify, Davinci Resolve 8 Years In Adobe Photoshop

IVAN LEONTIEF

Year of work in UE4 Basic knowledge of IClone 7.9, Quixel Bridge, GIT, Cinema 4D, Blender, Adobe suite

ANATOLY LOZHKIN

He started his way in development on UE4 with small projects, after obtaining the necessary professional skills, he came to work on large projects. The directions in development are interesting: gameplay cores, multiplayer. Now I continue to develop with the Farkana team

ARTHUR KUDRYAVTSEV

Experience level designer for 1 year. Worked on his own level in the game mot de pass. Created location and adjusted textures, light for the film and TV series about mountaineers. Worked on location creation in horror style and assembled a Viking village. Prior to that 1.5 years engaged in 3D motion design.

ZHUN GAO

Familiar with developing games on platforms such as Android, iOS, Windows, macOS, and Linux. Experienced with developing games for Xbox, Wii, Switch platforms. Proficient in programming languages including C++, C# Lua, Javascript, and Python. Spectacular at efficiently integrating resources in the Asset Store.

ARTEM KUDROV

He has been working in CG with Unreal Engine 4/5 for the last 5 years. For 3.5 years he worked as a freelancer with various projects: advertising, cinematheque, television and games in various software (After effects, Zbrush, Blender, Maya, Substance and Unreal Engine) At the moment and for the last year and a half He has been the technical director and head of the Level-Design department, a Leading Render and Lightning artist. Main content: Cinematics on the Unreal Engine.

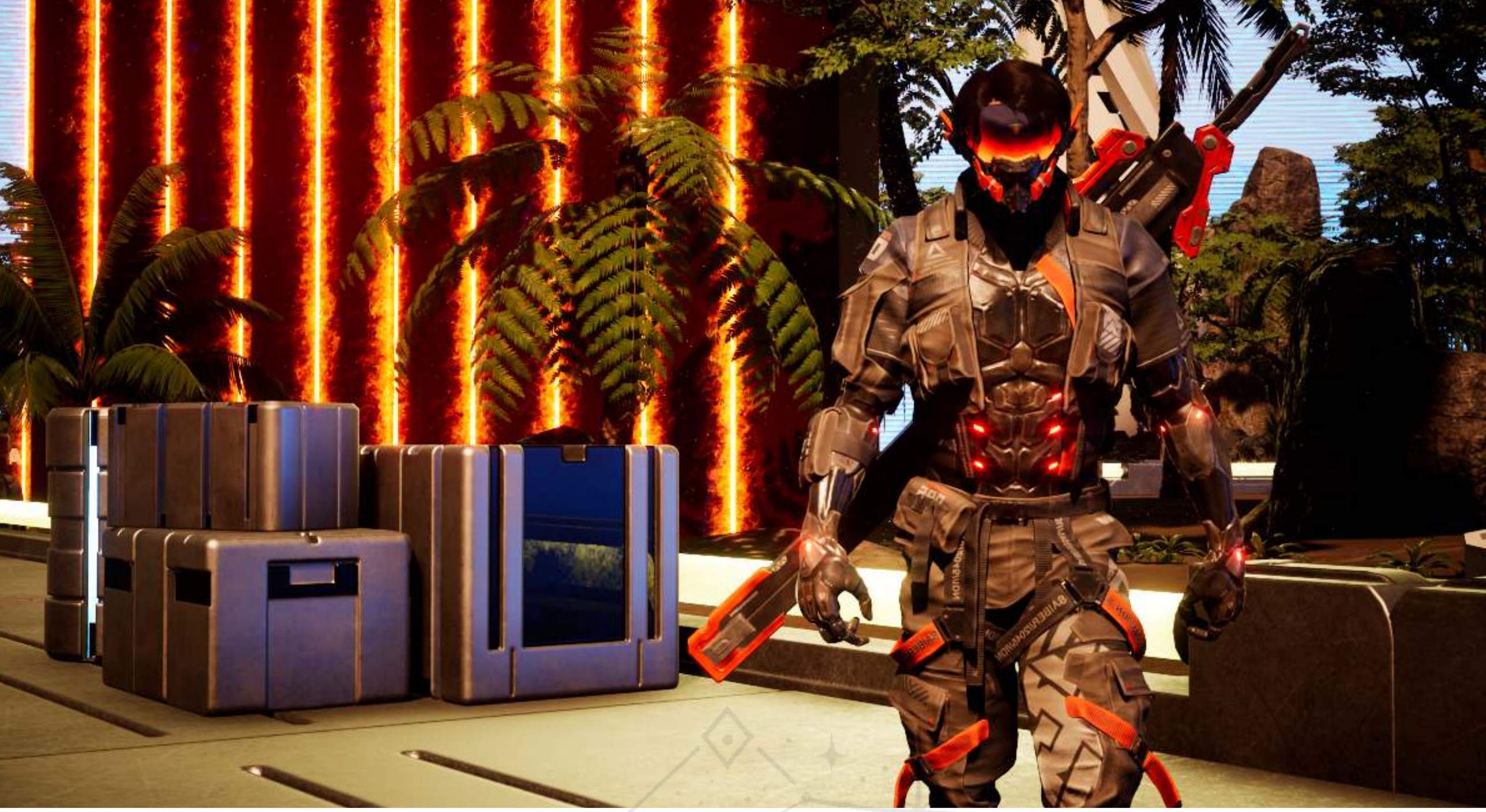
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