



FACT SHEET

UNLIMITED DIGITAL PRODUCTION

About Virtuos

Virtuos is the one of the largest providers of offshore digital entertainment production services to the game and movie industries.

Vision: Unlimited Digital Production

At Virtuos, our mission is to remove the barriers that limit our client's creative and market potential – limits of capacity, time or cost.

Founded

- December 2004
- First independent foreign game company in China

Locations

Virtuos has development centers in Shanghai and Chengdu, and offices in Paris, Vancouver and Tokyo.

Major Service Offerings

Virtuos provides a full range of digital entertainment production services:

- 3D Art
- Animation
- Concept Art
- Full game Co-development
- Software Engineering
- Sound Design
- QA

Licensed game developer

- On PS3, Xbox 360, Wii, iPad, Nintendo DS and PSP.
- First game company in China to be licensed on all three major new-gen platforms

Employees

- Over 600 full-time employees (October 2010)
- International team: Australia, Austria, Canada, China, Denmark, France, India, Japan, Netherlands, Russia, Spain, UK, US.

Key attributes

As one of the most recognized names in the digital entertainment outsourcing industry, Virtuos is well-positioned to speak on several issues.

Digital entertainment outsourcing

Virtuos is one of the largest companies specialized in outsourced production for game and movies, and serves every major game-development region.

Game development in China

Virtuos was the first foreign independent game company in China, and today works with 4 of the top 5 Chinese Online game companies.

No IP ownership

Virtuos is strictly a production service provider and does not own IP.

Key people

Gilles Langourieux

Gilles has helped bring China's game industry into a new era. Prior to founding Virtuos, Gilles established Ubisoft studios in China, which grew to become China's premier game studios under his leadership.



Pan Feng

As cofounder and Production Director of Virtuos, Pan Feng regularly speaks to Chinese audiences about issues in China's game development sector.



Naoko Kino

The face of Virtuos to the Japanese game industry, Naoko regularly speaks on issues important to Japan's development community.



Company data

Business type:

- Independent Limited Liability Company
- Received investment in 2006 from Legend Capital (Largest shareholder of Lenovo Group)

Management Team

- Gilles Langourieux, CEO
- Pan Feng, Producing Director
- Andrey Supryaga, Art Director
- Chen Yu, Programming Director
- Tomas Arce-Gil, Programming Director
- Jurgen Kluft, Programming Director
- Damien de Froberville, GM North-America
- Christophe Gandon, GM Europe

Acquisitions

- In March 2009, Virtuos acquired BSP Audio Production Studios
- In January 2010, Virtuos acquired the concept art studio of Russian art group GRAFIT

Partners

- Investment partners: Legend Capital (one of the largest IT groups in Asia, Largest shareholder of Lenovo computers)
- Technology partners: Allegorithmic (art texturing), Emergent (game engine), Scaleform (UI)

Awards and Recognitions

- January 2011 - China SME Entrepreneur Award 2010 from the French Chamber of Commerce and Industry in China
- June 2010 - *Top 100 Fastest-Growing Service Outsourcing Enterprises in China* from CCIIP, Gartner, IDC and TPI
- July 2009, *Technical Giant Enterprise Certificate* from the Shanghai Science & Technology Commission
- November 2008, *High-Tech Enterprise Certificate* by Shanghai Science and Technology Commission
- July 2006, *Software Enterprise Certificate* by the Shanghai Municipal Informatization Commission

Milestones

- December 04: Virtuos is established
- July 05: Virtuos opens its European office in Paris
- March 06: Virtuos first co-development project, 'Street Riders' published on PSP
- June 06: Virtuos receives investment from Legend Capital
- November 06: Virtuos opens North-American office
- December 07: 'Beowulf' PSP, first Hollywood movie-based game made in China
- January 08: Virtuos opens in Chengdu
- March 09: Virtuos acquires BSP Audio Production Studios
- May 09: Terminator Salvation is released in theaters, featuring 3D art made by Virtuos
- December 09: Virtuos enters Japan, signing partnership with Kyos
- January 10: Virtuos acquires Russian concept art studio
- August 10: Virtuos releases Sid Meier's Pirates for the Wii
- November 10: Virtuos releases Monster Jam: Path of Destruction on PS3, Xbox 360, Wii, Nintendo DS and PSP, becoming the first developer in China to develop for all platforms simultaneously

For further information:

Website

www.virtuosgames.com

RSS Feed

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PR Contact

Orion Richardson
Marketing Manager

orion@virtuosgames.com

+86 21 52583300

