

Nordic Fever!

Press Release

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“A modern cityscape in ‘Transport Fever 2’ – All buildings provided by vrbn studios | © Urban Games”

Business simulation games are huge right now! So what better time to steal a march on the genre by talking about this year’s most anticipated title Transport Fever 2. Gabriele Kadner explains the intricacies of working on a game of this size and anticipation from her desk at vrbn studios, based near Zurich, Switzerland and specialists in creating 3D urban environments.

We've been creating complex and detailed building assets for a while now; from real-life architectural concepts to VFX productions and game development. We specialise in 3D urban environments, and we were really excited when we were approached by Urban Games to provide specific cityscapes and citification of objects for their forthcoming title train *Transport Fever 2*. By the time *Transport Fever 2* hits the game stores we will have contributed countless assets which have all been created in-house, pretty cool huh? But how did we do it? To drill down into the core of our operations at *vrbn studios*, let's get the skinny from our CEO Matthias Bühler to find out more about the process involved in bringing cityscapes to life, or simulation, in this case.

“It’s our lifeblood, we live for it,” he says, “but first we have to understand the needs of the client to be able to fully produce a solid and realistic cityscape for use in a PC or any game platform.” Transport Fever 2 is being developed for PC and will be available Q4 2019. “We spent a lot of time with the developers understanding their needs and working with them to ensure that we had an agreed basis of reference images to build from throughout the process.”



“A taste of the real time cities in ‘Transport Fever 2’ | © Urban Games”

Transport Fever 2 is, as a business simulator, not just a design-based experience, but also it provides a hugely visceral and real-time experience that players should be able to identify with quickly and seamlessly as they move from village to town to city to metropolis.

“It is because of this,” Matthias continues, “that we worked from the foundations up in creating our assets almost brick by brick! However, because of our unique in-house tools we are able to create a seamless experience for our clients quickly and easily on budget.”

Game development by its very nature these days has to be a commodity which is fast and which explodes into the marketplace with vigour, longevity but also these days with more of a realistic approach to design as a whole. It’s difficult to get that right. But working with bespoke creators as vrbn studios are, it’s easy to see why we’re in huge demand.

As we travel through the world of games we have to adapt and evolve with the player and this is important for any aspect of the creative development as a whole. By putting the player front and centre of Transport Fever 2’s overall user experience; we knew that we needed to turn assets around at speed, but with a hyper realism where the player could easily find themselves in Hannover or

Houston. We did it! At vrbn studios we pride ourselves on not just being able to meet our clients needs, but also being able to produce work which we are so very proud of each and every time. This is vital to the success of the vrbn studios moving forward.

As we begin to grow, we are focused on meeting studios and individuals on our journey. Why don't you be one of them? And join us at the Nordic Game Conference in Malmö, Sweden? We'll be there from 22-24 May 2019, where we will join the Swiss Games and Pro-Helvetia delegation. We're proud to present Swiss made technology and developments. Please get in touch with us if you'd like to meet, we love making new friends! Contact me, Gabriele Kadner to discuss your next project over a coffee and our wide selection of Haribos.

Transport Fever 2 is slated for release during Q4 2019 and you can watch the [announcement trailer](#).

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vrbn studios AG

Founded in 2017 vrbn studios combine expertise in architecture, 3d art and procedural workflows. We create consistent and believable 3d buildings and urban environments.

Our customers are active in the following industries: game development, VFX, simulation, automotive and historic reconstruction.

Source images & press materials:

www.transportfever2.com/about/press/