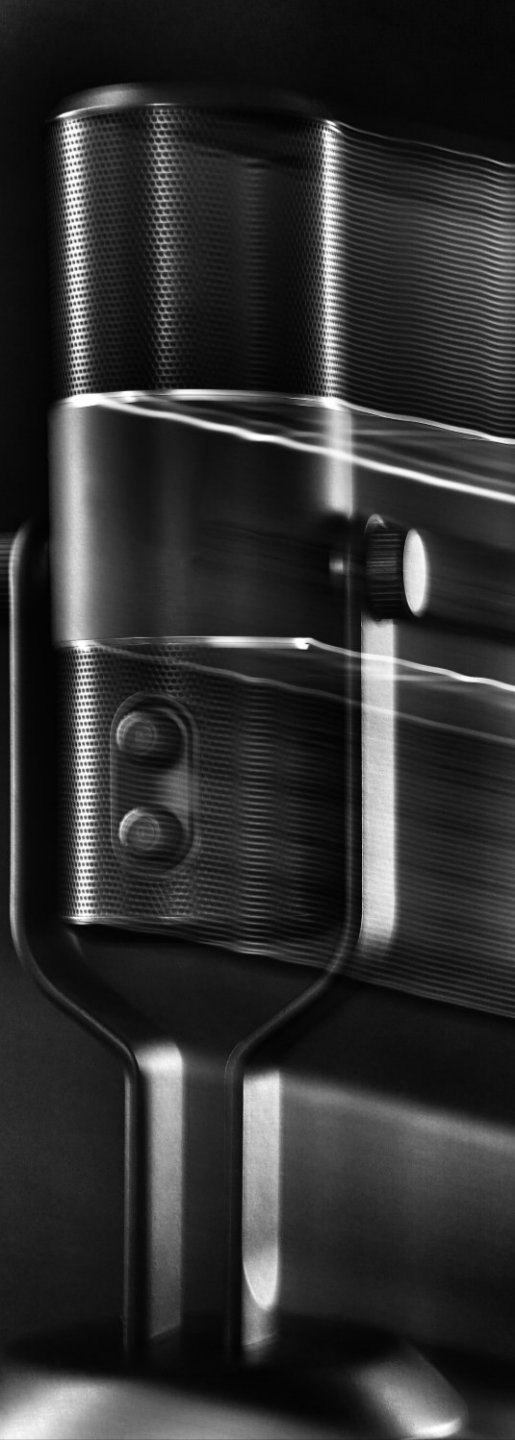


Creative Factory



CONTENTS

About

Company History

Service

Studio

Portfolio

Client



Reality is relative

Founded in 1997, Creative Factory has accumulated over 25 years of experience and successfully completes more than 50 projects each year, building a proven track record in game sound.

Games have grown beyond personal entertainment and interaction; they have become a culture of their own, expanding beyond Korea and influencing audiences worldwide.

As a leading media content studio, Creative Factory delivers professionally crafted sound, created by music directors, engineers, and sound designers, to inspire and move players around the world.

| Company History

1999

- Founded Creative Factory

2001

- Created a game sound effects library
- Selected as an R&D partner for audio engineering and technology in the Game Technology Development Project

2003

- Conducted movie production & editing strategy seminars for the Korea Game Industry Development Institute
- Developed Korea's first locally produced music library
- Signed an industry-academic partnership with the Department of Music, Cheonan University
- Hosted the Game Music Festival
- Hosted the first Korea Game Cinematic Music Awards
- Built a national sound library database through participation in the Game Technology Development Project

2004

- Sponsored the 5th Youth Game Music Concert
- Organized the Jeonju Game Music Festival
- Supplied exclusive game audio databases to the Korea Game Industry Agency

2005

- Hosted the 2nd Game Cinematic Music Production Competition
- Organized the Jeonju Game Music Festival
- Led the 6th Sungkyunkwan University Game Development Competition

2006~2015

- Hosted the 3rd Game Cinematic Music Production Competition
- Organized the Jeonju Game Music Festival
- Developed the "Game Sound Production" textbook for the Tech University of Korea

2016

- Collaborated with the Korea Mobile Game Association to support and operate a game sound library program

2017

- Served as a board member of the Korea Mobile Game Association
- Supported post sound production for the Gyeonggi Content Agency's Creative Audition projects

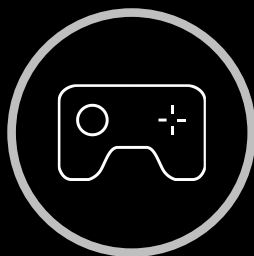
2018

- Led a rhythm game development project supported by the Cheongju Cultural Industry Promotion Foundation
- Led a game sound library plugin support project funded by the Small and Medium Business Administration

2020~

- Served as a sound vendor for the Korea Data Voucher Program
- Provided sound production for the Korea Creative Content Agency's "Game Plus" program
- Approved sound vendor for Chungnam's Game Development Selective Support Program.

| Services



Game Sound
Production



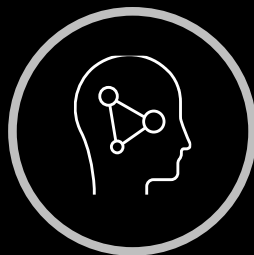
VO Recording



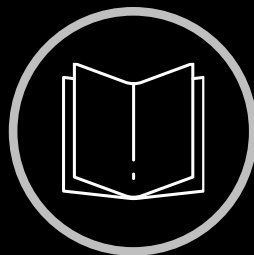
SFX Production



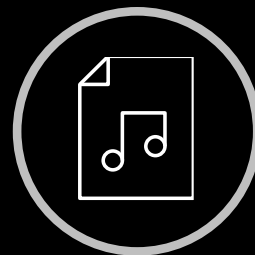
Foley/ ASMR/
VR/ Ambient



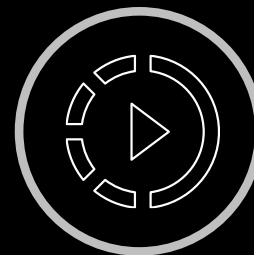
Data Production for
AI Training



Audiobook Production for
Textbooks and Books



Music Production
and Distribution



Sound Production
for Advertising

Support Program

With over 20 years of game localization experience, Creative Factory has supported Korean games in entering and expanding into global markets. Since 2013, we have successfully carried out global support programs for localization and overseas co-publishing.



- Board Member of the Korea Mobile Game Association
- Sound Vendor of Game Sound Library Support Program in 2017-2019
- Sound Vendor of Indie Craft 2020



- Sound Vendor of Data Voucher Program in 2019
- Projects: Rogue Universe, Exorcist in Island, Soul Seeker, River To Ocean: Fishing Season, Worlds War Toons, My Lony, Guardian Knights, Akopda Jeju VR



- Sound Vendor of Game Creative Audition Support Program in 2017-2019
- Projects: Ratropolis, Hexonia, Surf Blade, Kinetic Lab, G-BUS Sound Support



- Sound Vendor of Data Voucher Program in 2019-2022
- Projects: Downhill Masters, Orangers, Hexagod



- Sound Vendor of Game Plus Program
- Projects: Zombie Hunter D-DAY



- Sound Vendor of Game Development Selective Support Program

Voice Over VSP

VSP(Voice over Service Provider)

- Handles over 250 game projects annually
- Supports 24 multilingual voice-over dubbing and global service launches
- Over 20 years of game sound production expertise
- Professional directors and engineers specializing in game content
- Owns a structured voice actor sample database optimized for games
- Supports remote supervision via ZOOM / SKYPE
- Serving communication with voice actors for promotion
- Ensures consistent perceived loudness through LUFS normalization
- Provides internal QA verification + detailed Audio QA reports
- Utilizes RX7 for advanced precision de-noising workflow

| Voice Over Process

Project Analysis

- Game Concept and script analysis
- Character breakdown and line count review
- Quote preparation and production time estimation



Pre-Production

- Character and dialogue context review
- Voice sample approval for main characters
- Casting optimal voice actors for each character



Recording/Editing

- Performance Direction for each character and scene
- Voice recording with sound engineer supervision
- De-noising, mixing, and mastering



Audio QA

- Target loudness, duration verification
- Format & spec compliance check
- Final QA report delivery



Finaly Delivery

- Feedback review & incorporation
- Final revision & completion



AQA Testing

We provide Audio QA reports using standardized analyzers, ensuring consistent audio quality and performance.

- Check and correct unclear pronunciation
- Verify script-to-audio accuracy
- Re-recording recommendations for misreads



LINGUISTIC

LEVELING



- Maintain consistent perceived loudness across files
- Provide target loudness guidelines and leveling solutions
- Loudness & True Peak reporting

- Check spacing between lines and detect overlaps
- Maintain consistent head and tail silence across files
- Detect signal dropouts caused by improper cutting



EDITING

NOISE REMOVAL



- Ensure target SNR compliance
- Provide average SNR reports for consolidated files
- Provide per-file noise reports
- De-noise processing using RX

Character Directing Sample

We provide multiple voice samples aligned with each character's targeting profile.

We analyze genre and character context in detail and utilize our internal voice actor sample database to select the most suitable talent.

RPG
Role Playing Game

Directing Skill
캐릭터의 종류, 클래스, 스킬, 무기 등을 고려
피력, 사양, 공격, 스킬의 흐름 사용도
상호 작용, 감정 표현 등 추가 컨텍스트 연계

Effecting
- 기계 캐릭터의 Pitch, Amp, Flanger 등
- 몬스터, 보스 캐릭터의 Pitch, Distortion 등
- 빔, 물 속음 캐릭터의 Reverb, Delay, Reverse 등
- 불 속음 캐릭터 관련 Ambient Sound Sample 고려 포함



연애 시뮬레이션
Love simulation

Directing Skill & Promotion
추천 성우 샘플 2-3만 제공(참여자 리스트 포함)
캐릭터 관계도와 히스토리를 고려
자연스러운 연기를 위한 Variation 대사 제안
개인 SNS 채널 및 Fandom을 보유한 성우 추천
추가 홍보물(사진, 인터뷰, 게임소개 등) 제작
성우 마케팅 통의서 대리 요청 가능



History SLG
Romance of the three kingdoms

Directing Skill
의회 게임의 세계관, 시대적 배경 컨셉 분석
다양한 나이, 성격 표현을 위한 적극적인 디렉팅
영웅 반역 대사는 캐릭터 컨셉을 최대한 부각
승리/패배 등 전세 상황에 따른 UI 성우 샘플 제공
특토리얼, 가이드, 스토리 내레이션 성우 샘플 제공



RPG(Role Playing Game)

Character image	Sex	Age	Personality	Casting/ Produce Direction	Recommended voice 1	Recommended voice 2	Recommended voice 3
			악역자 (Devil) 보스. 성공을 향하여 어떠한 희생도 감행하는 지 무기용을 소망. 종족에 상관없이 불을 가질 자비미하게 사냥하고. 조용한 성격	연기와 감정을 높고 낮은 소리 발성과 소리의 질과 목소리 높음 중. 제법(good, soft, distortion) 고려			
			몬스터 (Monster) 어둠의 힘을 지니고. 공격성향의 공격적인. 높은의 공격력과 사냥하고. 잔인하다.	높음과 연기의 특징을 잘 대사하는. 연기의 느낌도 로스터 연기의 감정에 잘 어울 린다			
			고대 수호자 (ancient guardian) 고대 문명의 미소일지라도. 공격적 사냥감을 소망하는. 조용	사냥감은. 사냥의. 연기의. 감 정을. 연기의. 느낌도 로스터 연기의 감정에 잘 어울 린다			

남성향게임(Love simulation for male)

Character image	Sex	Age	Personality	Casting/ Produce Direction	Recommended voice 1	Recommended voice 2	Recommended voice 3
	Female	26	연약. 사려가 깊으나 힘을 써서도. 잔인하다.	강한. 연약하고. 연약한. 목소리 강조하고. 연약한. 연약한. 연약			
	Female	23	남다른. 능력과. 장난감 연의. 연약하다. 연약하다.	자신은. 남다른. 연약한. 목소리 연의. 연약하다. 연약하다. 연약			
	Female	19	주요인 남다른. 연약하다. 연약하다. 연약하다.	연약하고. 연약한. 목소리 연의. 연약하다. 연약하다. 연약			

Global Network

Creative Factory partners with local studios and voice actors around the world, enabling flexible multilingual dubbing services for global projects.



Wide and diverse pool of international voice actors



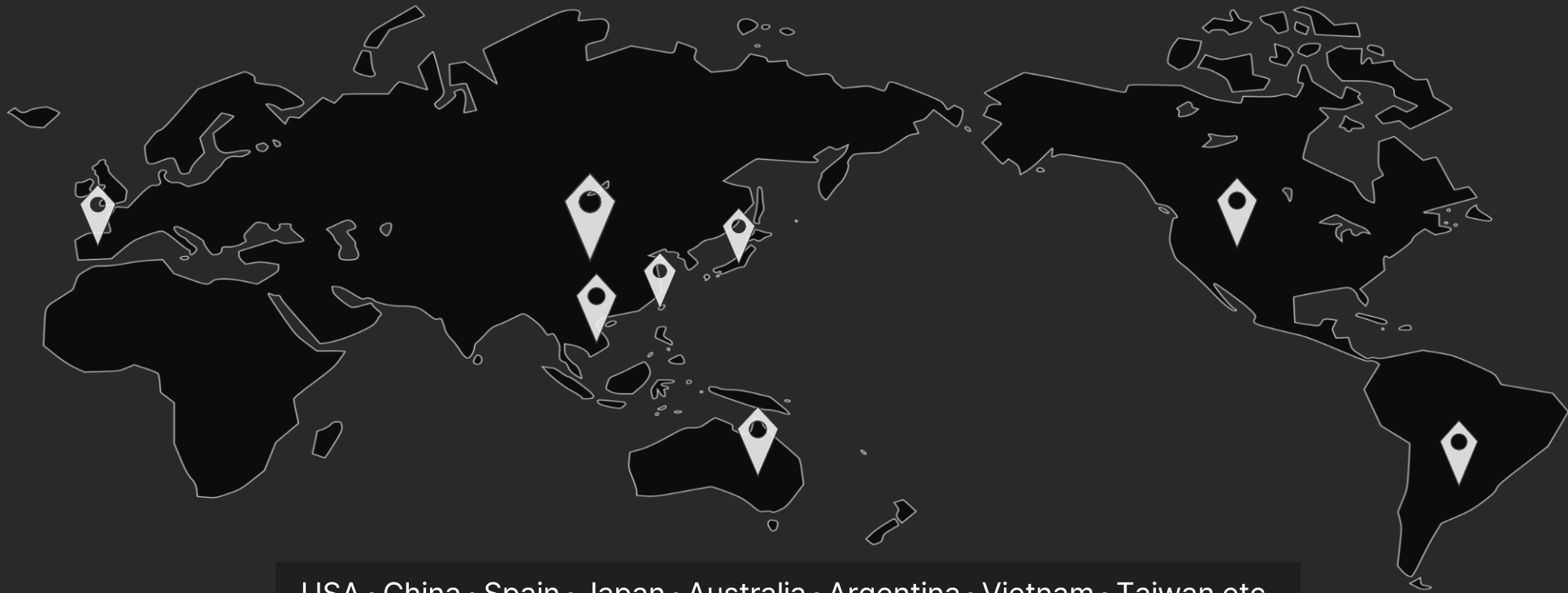
Stable, professional quality through local partner studios



Remote live session monitoring and recording feedback

Global Network

Creative Factory works with local studios and voice actors not only across Asia, but around the world
— enabling full support for global service delivery.



Music Production

Professional composers at Creative Factory work closely to create music that elevates engagement, emotion, and impact — delivering soundtracks that help define and strengthen the identity of your game.



OST Production

High-quality OST featuring professional vocalists and session musicians



Concept Matching

Concept approval through reference and sample proposals



Music Distribution

One-stop service from music production to distribution



BGM Production

Music optimized for a wide range of genres, concepts, maps, and in-game situations



Mixing & Mastering

Professional mixing and mastering optimized for immediate in-game implementation



Commercial Music Production

CM songs, logo themes, and other marketing-focused music

| Sound Design

| With experience across hundreds of games, Creative Factory delivers sound that elevates a good game into a truly memorable experience.
| We provide creative sound design that enhances immersion, with production boundaries unrestricted by content type.



SFX

Sound effects production including UI, skill, buff, attack, and damage effects — tailored to the game's genre and concept



Cinematic Sound

PV promotional trailers and in-game cinematic sound production



Immersive Sound

Spatial sound mixing for VR, 5.1, Vinalural and other content-specific formats



Music Effect

Music-based SFX such as victory, defeat, success, and failure transitions, as well as bridge music production



Special Effect

Foley, ASMR, and ambience — specific sound effects based on recording



Designed Effect

Designed sounds using audio processing such as reverse, pitch-shift, or sound synthesis

| AI Voice Data

| Data collection for AI Training

Planning

- Support in planning based on dataset specifications
- Reference proposal and approval workflow

Speaker Recruitment

Global speaker sourcing with no country or language limitations ranging from general individuals to professional talent

Data Collection

Collection by emotional category, context, and genre-specific singing data

Data Standardization

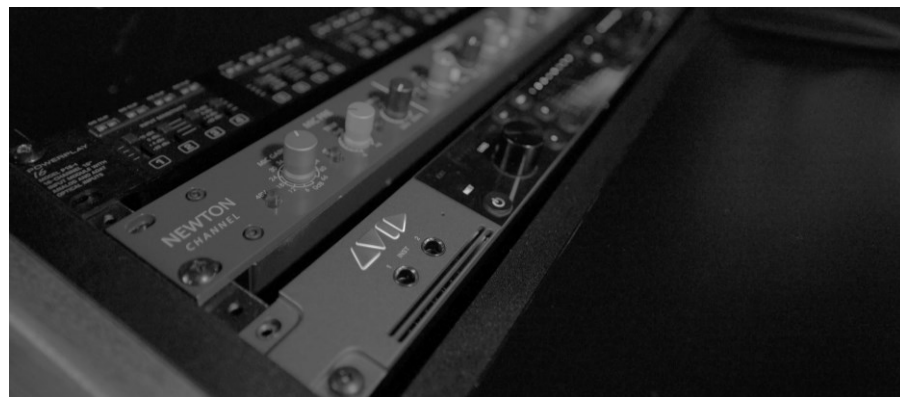
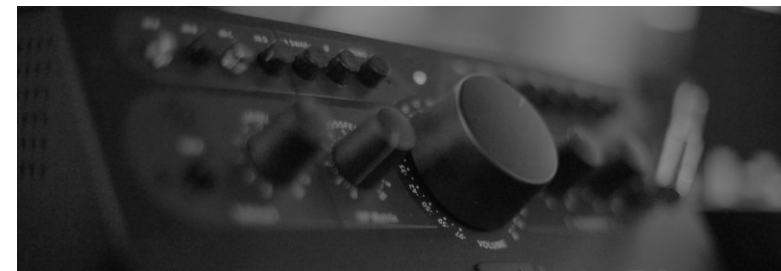
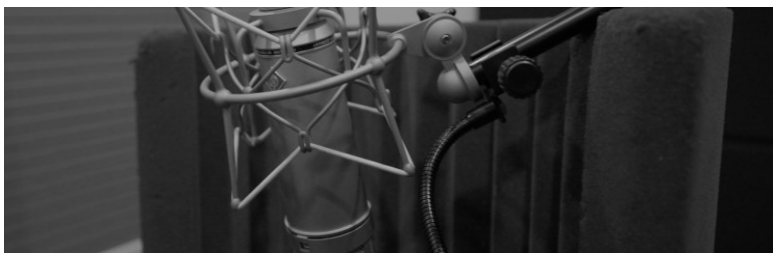
Delivery of data formatted to target specifications and output standards

DEEP
MACHINE
LAB

SMART MEDIA TECH
supertone

GiGA Genie
인공지능 Virtual Identity 플랫폼
SRUNIVERSE

창조공작소



Studio A

Control Room



Client Monitoring Area.

MIC
U87 | C414 | Dpa4060

Channel Strip
Rupert Neve Newton

Converter
Protools Carbon

Speaker
Generec 8351

Mixer
SSL UF1, UF8

Monitor Controller
SPL MTC MK2

Studio A

Recording Booth



MIC

U87 | C414 | Dpa4060

Channel Strip

Rupert Neve Newton

Converter

Protools Carbon

Speaker

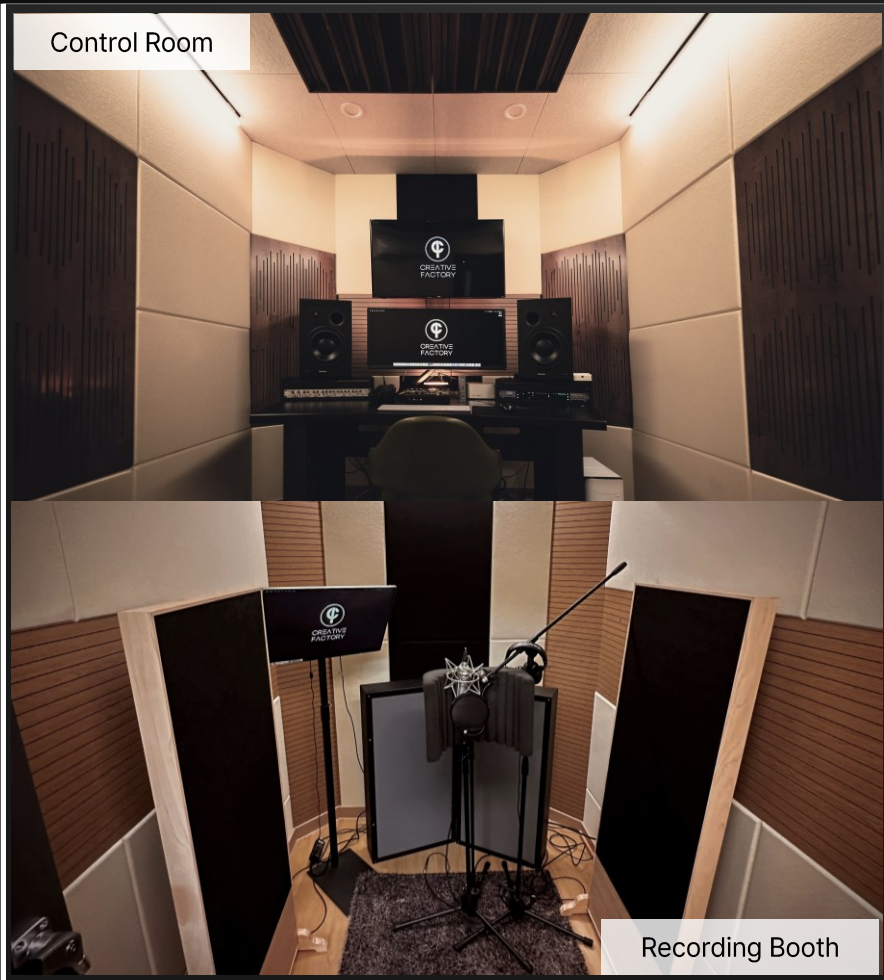
Generec 8351

Mixer

SSL UF1, UF8

Monitor Controller

SPL MTC MK2



Control Room

Recording Booth

Studio B



Control Room

Recording Booth

Studio C

MIC

U87 | C414 | Dpa4060

Channel Strip

Rupert Neve Newton(B)

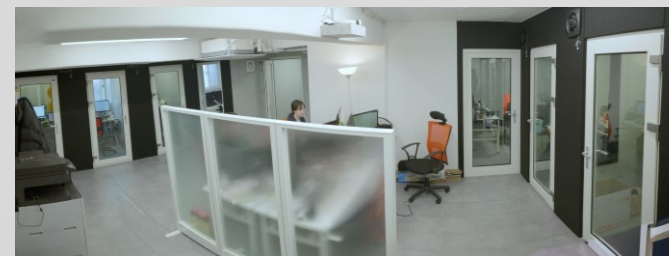
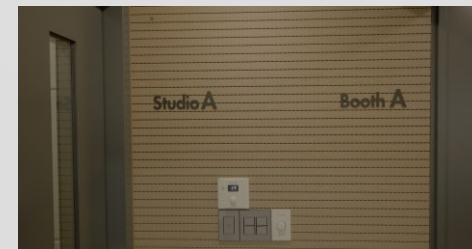
Converter

Protools Carbon(B)
RME UFX(C)

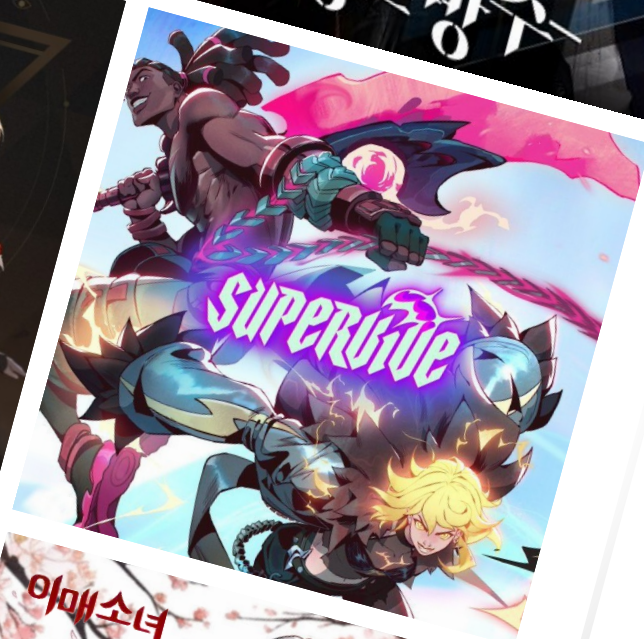
Speaker

Dynaudio BM15A(B)
Generec 8040(C)

OUR STUDIO



Portfolio





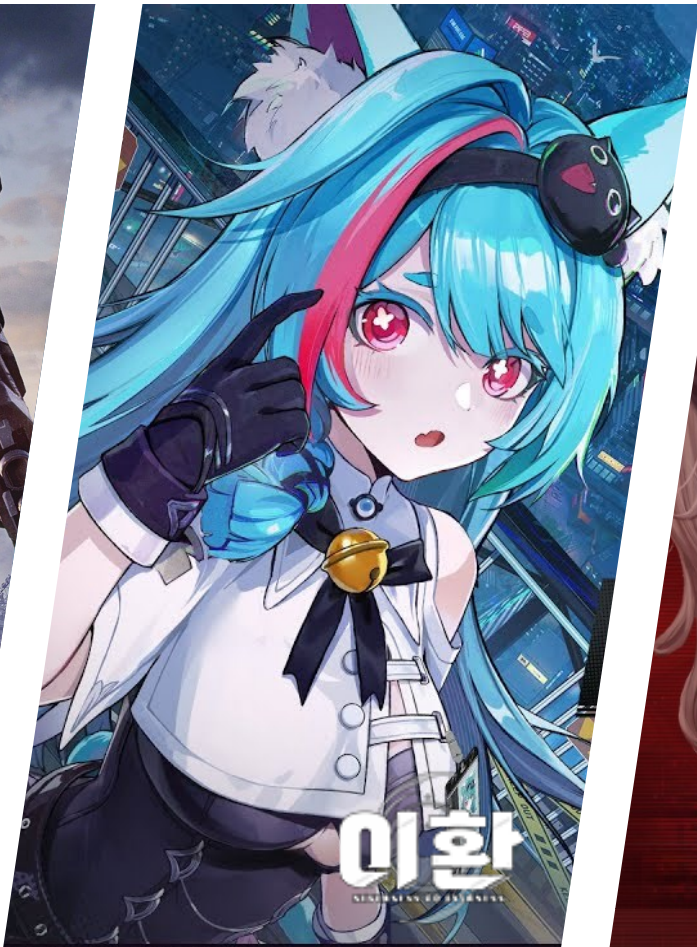
SUPERVIVE

SUPERVIVE

NEXON



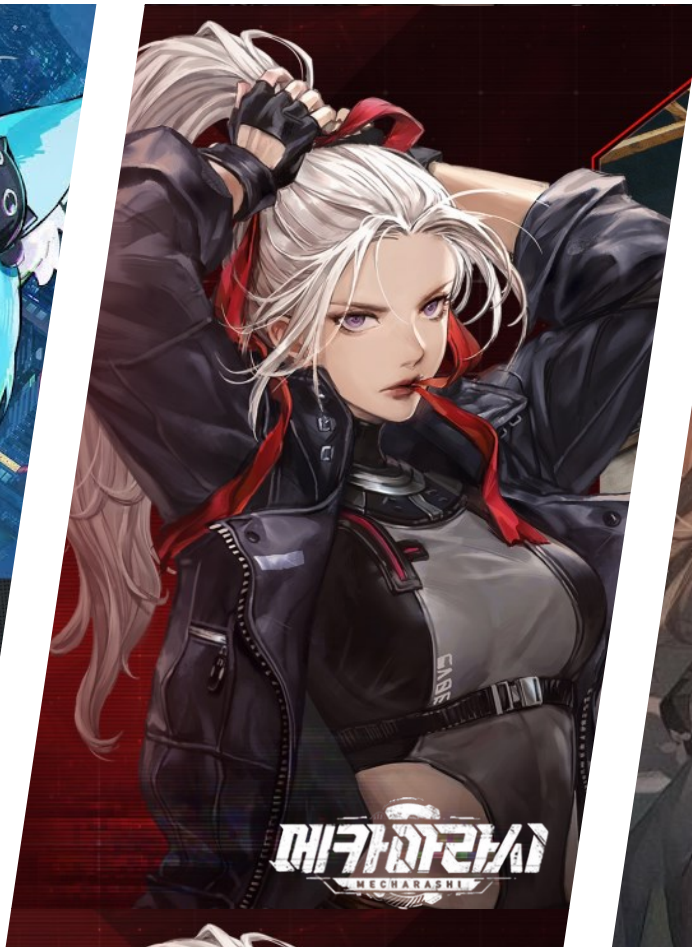
Voice Over



NTE

Perfect World Games

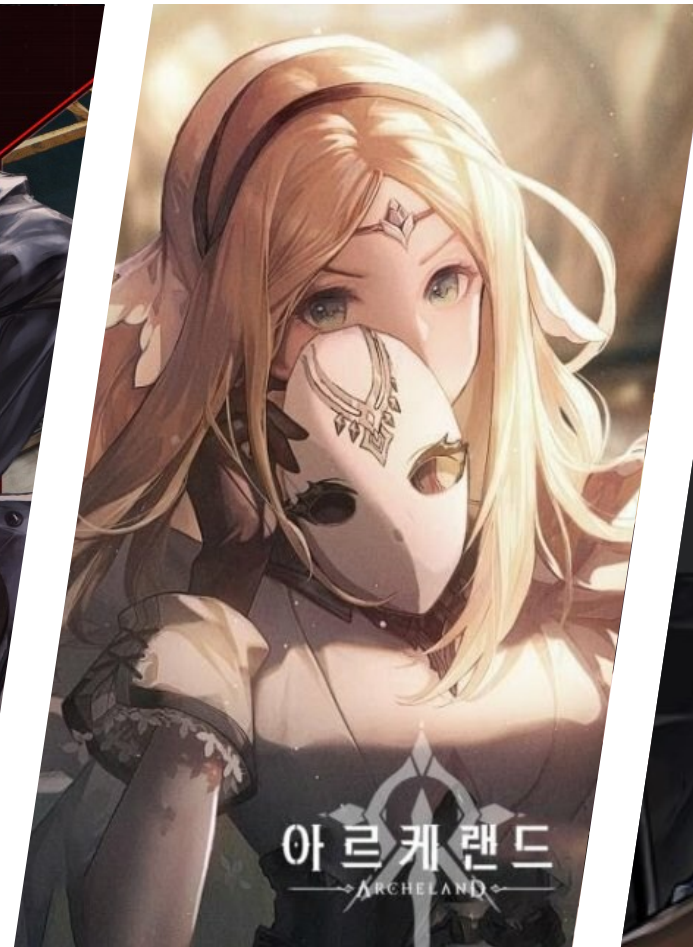
 PV Voice Over(KR)



Mecharashi

Blackjack Studio

 Voice Over



Archeland

Zlong Games

 Voice Over
(Since Sep 2024)



Arknights

Hypergryph

 Voice Over
(Since May 2024)



Tower Of Fantasy

Perfect World Games



Voice Over



PV Voice Over



V.A. Interview

'Popular Game' in Appstore (Week2/Aug/2022)

Voice Actors: Yu-ri Seo, Doh-hyung Nam, Yong-woo Sin, Hyeon-jin Lee, Se-ah Lee, Kyung-yi Cho, Da-eun Lee, Bona Kim, Hyeon-sim Kim, So Yeon, Wan-kyung Sung, Min-jung Yeo, Yool Kim, Sang-hyun Um, Ah-yeong Yoon, Han-sin, Jeong-hwa Yang, Sae-ah Lee and 50+ talents



리버스:1999

REVERSE



Reverse1999

Haoplay

 Voice Over (KR)

Feb 29th 2024
since 1.4 ver



NARAKA: BLADEPOINT

NetEase



Voice Over

Top 1 'The most popular game' in Steam (Week3/Sep/2021)

Voice Actors: Yoomi Jeong, Yunmi Yeo, Hyomin Ahn, Haru Kim, Yohan Park,
Ah-yeong Yoon, Da-ol Kim, Da-eun Lee, In-seok Lee and more





Duet night abyss

히어로 게임즈



Voice Over (KR)

Sword of Convallaria

XD Global



Voice Over (KR)





Dragonheir: Silent Gods

成都翰思



Voice Over (KR)

Whuthering Waves

Kuro Games



Voice Over (KR)

PV, In-game System Voice (Until Jan 2024)

DRAGONHEIR
SILENT GODS

창조공작소



ImaeGuardian Girl "春夢/춘몽" OST

WonderSquad

KOR 



Genesis "StarLight" OST

Ubis

KOR  ENG 



| My Oasis

Buff Studio

 In-Game OST 5 Tracks 

Pigromance 외계인 납치작전 |

 In-Game OST 10 Tracks 





Tales Runner RPG OST

Rhaone Ent.



KOR



For All Time

BiliBili

 Voice Over  ASMR  V.A. Interview

Top 3 'Free Game' in Google Play
(Week 2 Nov/2021)

Voice Actors: Yongwoo Sin, Gyuhuk Sim, Myungjun Kim, Seungwoo Min, Seunghang Lee, Sin Han, Saebyuk Lee, Yerim Kim and 20+ talents



Figure Story

BiliBili

 Voice Over

Top 1 'Download' in Google Play (Week 3/Sep/2021)

Voice Actors: Soyeon, Sunyeoung Son,
Junghwa Yeang, Ha-yeong Kim
Bansuk Seo, Bumki Hong, Sihyeon Kang,
Bona Kim, Yoojung Jung, Bomin Kim
Ah-young Yoon, Minjung Yeo, Sungtae Park,
Hyeonjin Lee, Seung-gon Ryu, Nayul Kim,
Sin Han, Yeonwoo Kim, Gyuhuk Sim



 창조공작소



FIVE STARS

Horizon of Memory

Five Stars

SKYPEOPLE



Voice Over (KO/EN)

Korean Voice Actors: Gyu-hyuk Sim, Min-jung Yeo,
Yoo-mi Jeong, Myung-hee Lee, Hyeon-su Choi,
Hyun-jung Cho, Yun-chae Kim, Da-woon Kim,
Ji-min Jang, Seo-hwa Jang and 30+ talents



정공작소



신선놀음

이모텔 월드

Sinseon-noleum:
Immortal World
Leiting Games



Voice Over

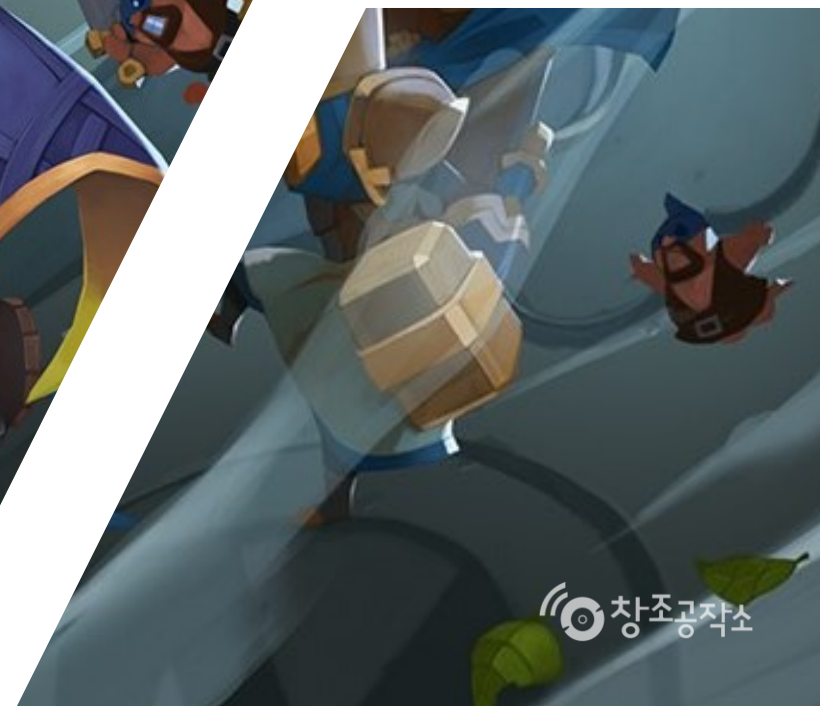


V.A. Interview

Voice Actors: in-joo Kim, Yoo-jeong Moon,
Eun-seo Yun, and 15+ talents

Minimax
Tynyverse
Nimble Neuron

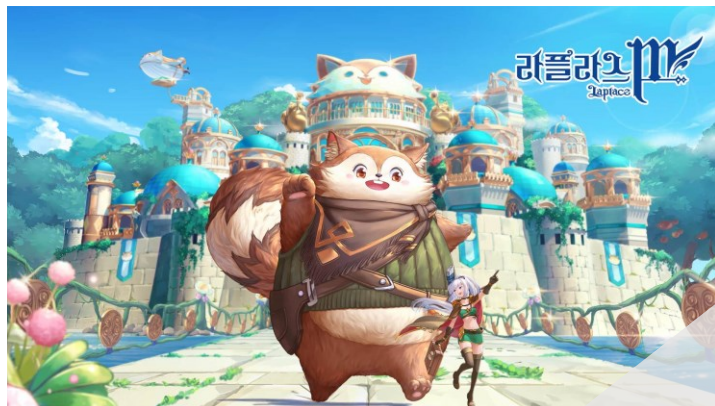
 Voice Over (EN)  SFX



Portfolio



Raziel zlongGames
In-game Voice Over (KR)



LaplasM zlongGames
In-game Voice Over (KR)



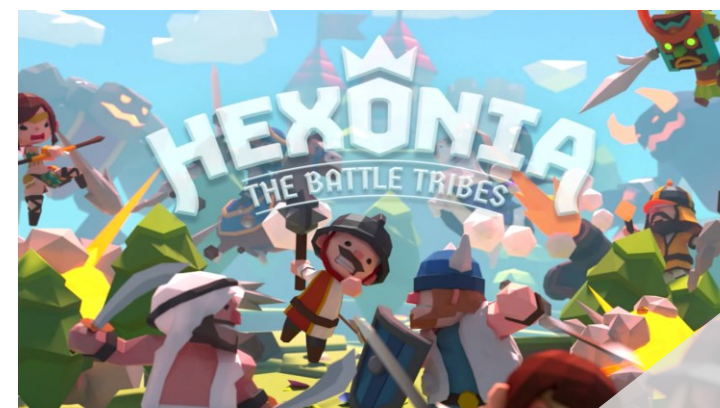
LordsMobile IGC Games
Event Original Soundtrack 'Alliance'



Soul Seeker R Clesgames
In-game Voice Over(KR,EN,JP), BGM



Wild Girls Bluesom
In-game Voice Over (KR)



Hexonia ToggleGear
In-game BGM, SFX

Portfolio



PixelBattle Pixelplay
In-game BGM, SFX



Dugeon Slasher 96%
In-game BGM, SFX



Heir of Light : Eclipse Funflow
In-game Voice Over (KR, EN)



Wetory PepperStones
In-game BGM, SFX



Gersang AK Interactive
In-game Voice Over (KR) (Nov 2023 update)



WPL Poker Jampot
In-game BGM, SFX

Portfolio



Strike Rush Skonec Ent.
Trailer BGM, Sound Design



Rumble Racing Star Delabs
In-game Voice Over (EN), BGM



Moa TreeKingdoms U.L.U
In-Game Voice Over (KR)



Moayo ToyToY JapJap Studio
In-game BGM, SFX



DungeonCube YH Database
In-game BGM, SFX



PlayPot Poker Newzen Soft
In-game Voice Over (EN),

Portfolio



GoldenRecordRetriever HochooGameStudio
In-game BGM, Voice Over (Alien language)



Great Toy Showdown SandyFloor
In-game BGM, SFX



MetatoyCity Z5
In-game BGM, SFX



WasteLand StikyGames
In-game BGM



Demian SAGA Hegin
In-game BGM, SFX, Voice Over (KR,JP)



Basketball Manager Finalflow
In-game SFX

Portfolio



Pygmalion Candle
In-game Voice Over (KR)



Stand-Alone Lifuel
In-game BGM



Smash Legends 5minsLab
In-game Voice Over (KR,EN,JP) (until Dec 30th 2023)



LumineNight Spickasoft
In-game SFX

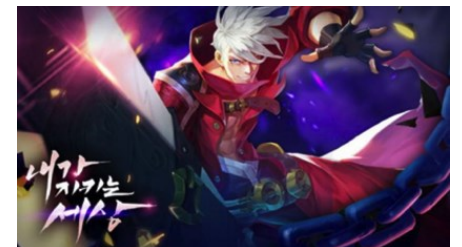
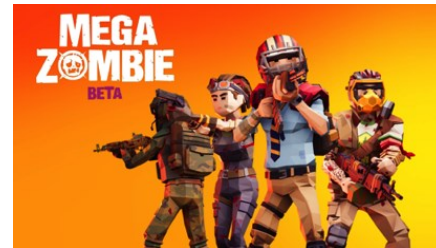
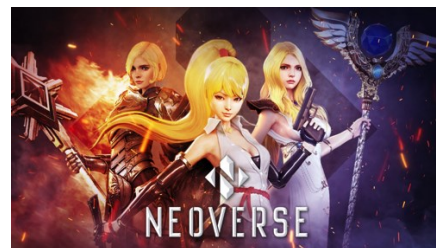


Dragon POW! Leiting Games
In-game, Trailer Voice Over (KR)

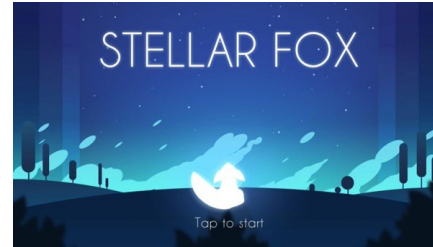


WeirdAnimals GoodCircle
In-game BGM, SFX

Portfolio



Portfolio



CLIENT



KRAFTON

Smilegate®



kakaogames



com2us



STO™
ENTERTAINMENT

SUPERTONE™
BEYOND THE VOICE

MOTHERLEE
MOTHERLEE



CLIENT





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creative@creators.co.kr