

KevuruGames Widens Capacities in Game Porting, Full-Cycle Development, Art Production as a Growing Global Studio

Leading game studio Kevuru Games widens service capacities in porting, art production, and end-to-end development to handle larger global gaming projects.

LOS ANGELES, CA, UNITED STATES, August 20, 2026 /EINPresswire.com/ -- KevuruGames is a game development and art outsourcing studio with over 350 specialists. The company provides full-cycle production, from initial concept to platform porting, as well as dedicated art and interactive entertainment services for clients such as EA, Epic Games, and Lucasfilm.

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Global game studio Kevuru Games expands production capacities in game porting, 3D/2D art, and full-cycle development to empower game creators worldwide”

Mykhailo Kravets, Gameplay Mechanics Expert at Kevuru Games

Full-cycle development, from concept to platform launch

A full-cycle engagement includes pre-production, production, QA, and post-launch support, eliminating the need to work with multiple vendors. The studio manages projects from concept and prototyping through art,

engineering, QA, and live operations, ensuring a single team keeps accountable throughout.

This cycle continues after a title’s initial release. When clients need to move a game to a new platform, KevuruGames’ [game porting services](#) manage re-engineering, code adaptation, asset optimization, and platform-specific QA. This method avoids restarting production and accelerates the launch on new platforms.

Art production: from concept sketches to final assets

[Video game art](#) is a core strength at KevuruGames, spanning concept art, characters, environments, animation, and UI across 2D and 3D. The choice between 2D and 3D depends on production needs and style. 2D is often used for mobile and stylized titles with tighter budgets and timelines, while 3D pipelines support the complexity required for AAA and mid-core productions.

For established franchises, art production requires strict adherence to client style guides, such as character proportions, color palettes, and material treatments. We structure our art pipeline to ensure assets move from concept to final, engine-ready files, with each stage traceable to the client's brand and style documentation.

Beyond games: interactive entertainment production

[Game developer Kevuru](#) increasingly produces interactive entertainment beyond classic games, including content for iGaming platforms and marketing campaigns that use game-engine techniques to drive engagement. The distinction between games and interactive experiences is narrowing as brands seek high production quality across all formats.



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Real-time rendering, along with AI-assisted tools, is transforming content creation. Real-time engines enable rapid visual iteration, while AI accelerates early-stage concept and asset development, with human artists overseeing style, quality, and approval. We apply the same production standards to these projects as it does to game titles.

A distributed studio built for AAA-scale work

The company operates with over 350 specialists in a distributed structure, enabling the studio to scale for large productions without a centralized overhead. Art, engineering, and QA teams work in parallel on different aspects of each title.

This structure allows clients like EA and Epic Games to return to KevuruGames for multiple projects. The distributed team scales with production needs, eliminating the need to renegotiate vendor relationships. KevuruGames' track record as a full-cycle developer supports both AAA-level production and full ownership of smaller titles.

About KevuruGames

KevuruGames is a game development and art outsourcing studio with more than 350 specialists, providing full-cycle development, 2D/3D art production, and interactive entertainment services to clients including EA, Epic Games, and Lucasfilm.

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