

History in the Making

Founded in 1998, **Panzar Studio Company** specialized first in 2D graphics design, producing high quality content for the needs of various publishing houses and advertising agencies. In 2003, a secret meeting took place between **AriOrH Studio** and **Panzar Studio**. That meeting would rewrite the future of both companies.

AriOrH was producing introductory videos for **1C Company** games, but wanted something more. Panzar Studios had always desired to put their skill in graphics to a better use. Due to shared interests and compounding aspirations, the meeting turned into a fruitful cooperation – Panzar Studio and AriOrH Studio joined forces to create a great variety of game content for different developers. In late 2007, a final merger of the two companies took place, and **Panzar Studio** as its full glory was born.

In early 2008 the company begun working on a large-scale project that was called, not surprisingly, *PANZAR*.

With years and years of experience under their belts as well as the abundantly creative approach to work, the studio sought to create something unique and beautiful. The answer came in the form of the ultramodern game engine **CryEngine 3**, whose immensely powerful framework would allow the team to satisfy all their desires.

Panzar Studio took their time in working carefully at each aspect of the game, paying even the slightest detail the greatest attention. In April 2012, *Panzar* entered its final stretch, as the open beta started. As it gathered both critical acclaim and a huge player fan base, *Panzar* turned its gaze to the West, to the lush greens of Europe.

Panzar has no intention of stopping there.

Panzar Staff

During the four years since the beginning of the *Panzar* project the studio has grown significantly. Currently more than 40 talented people work at Panzar Studio, each of them a true expert in their respective fields.

Alexander Steshenko, Co-founder, Lead Artist

An architect by profession, Alexander is a member of the Architecture for Extreme Climatic Regions of Siberia and Canada. His works are often on display at exhibitions in US, Japan, Italy, France and Russia. Alexander is the guy who created the universe of Panzar. His concept art became the footing for the whole visual component of the project, forming a unique world with a very unique atmosphere.

Dmitry Morozov, Co-founder, Technical Director, Lead Animator

After graduating from the Institute of Modern Arts as a specialist on graphic design, Dmitry supervised AriOrH Studio and gave lectures at RealTime School on modeling and character animation in 3DS Max. Under his leadership the ideas, drawings, scenarios and models flow together into a vivid, exciting game.

Anna Arkhipova, Co-Founder, Lead Modeller

A professional sculptor, Anna had been at AriOrH Studio since 2003, working as a character modeler and texture artist. After the merger, Anna became a co-founder, and has since engaged in creating stunning three-dimensional models of the fantasy world's inhabitants, including their weapons and armor.

Viacheslav Dubikovsky, Executive Producer

Viacheslav has been engaged in game industry for more than 10 years. Having started his career in Superscape, he moved to Panzar Studio five years later. His main goal is to arrange the workflows in ways that allows all good plans turn into reality, and he is definitely up to the task. In order to manage all activities at the same time, Viacheslav uses roller blades to move around the office in astonishing speeds.

Nikolay Borzov, Head of the PR Department

Nikolay worked previously for Akella, Electronic Arts, and PlayStation's Russian press office. Nikolay is the key between developers, press and players. He's the most active user of the Russian forum, and the main organizer of a wide variety of clever events and wacky hijinks for both the players and his colleagues.

Michael Chugunov, Lead Composer

Michael was a teacher of Russian folk instruments for over ten years, and the leader and conductor of the folk orchestra. After joining Panzar Studio, however, he finally got to make his dream come true: composing epic martial combat music. Michael's music score both reflects and complements the atmosphere of the cruel world of *Panzar* so perfectly that the soundtrack was included in the IGROMIR 2012 exhibition.

Dmitry Tikhonov, Writer

A writer through and through, Dmitry is responsible for the text content of the game: imaginative location descriptions, colorful characters and clever dialogues. In addition, his fantasy and horror short stories have appeared in various genre magazines and anthologies in Russia. Dmitry is also the author of *The Age of the Last Words* and *Chronicles of Nations*, and several short stories about different aspects of the *Panzar* universe.