



## PRESS RELEASE

# Streamline Studios Hits 10 Million Units and \$500 Million in Retail Sales Milestones in the US

### *Leading Game Co-Production Company's Content Compliments AAA Titles*

AMSTERDAM, The Netherlands – February 18, 2009 – Streamline Studios, the leading international production studio focused on co-production and production management for games, today announced that digital assets and content created by the company have appeared in games that have collectively sold more than 10 million units and generated more than \$500 million in retail sales in the US alone. The company recently announced year over year revenue growth of 45%, and continues to add talented artists, programmers, production management and business development specialists.

“With work on more than 40 titles in the past eight years, we've had the opportunity to work on increasingly better projects and continually tune our internal processes to deliver above and beyond what is required by our partners,” said Alexander Fernandez, president and CEO of Streamline Studios. “We've had the opportunity to be a part of a lot of bestsellers and award-winning games and we're looking forward to continuing the growth of our co-production capabilities to always be ahead of industry needs.”

Streamline began as a work for hire studio in 2001 and quickly adopted the outsourcing model for developing content for games. Realizing the low-end of the market was driven by price and the high-end of the market was driven by quality, Streamline made the strategic decision to establish itself as the world's leading studio for high-quality, outsourced content creation.

In 2008, the company implemented two new initiatives which are credited with a large portion of the annual growth: A co-production model to offer flexible art and content development support to studios, including a multi-title deal with leading independent development studio GRIN, as well as production management capabilities utilizing Streamline's world-class business development and project management teams.

Streamline's content has appeared in major franchises including Tom Clancy's Ghost Recon, Gears of War, Unreal Tournament, Battlefield, Saints Row and James Bond among others.

#### **About Streamline Studios**

Founded in 2001, Streamline Studios is the leading international production studio focused on high-quality digital content creation for games. Streamline has become the go-to studio for companies that want to remove production risks from the equation of creating big budget franchises. The studio has provided service solutions for high-profile partners and franchises including Gears of War and Unreal Tournament 3 from Epic Games, THQ's Saints Row, James Bond 007: NightFire from Electronic Arts, and Red Storm Entertainment's Ghost Recon 2. Streamline Studios also owns and operates Streamline Records, a music label dedicated to original soundtracks and audio productions for games that appeal to the mass-market audience. For more information on Streamline Studios or Streamline Records please visit: [www.streamline-studios.com](http://www.streamline-studios.com).

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**CONTACT:**

International Digital Entertainment Agency Sean Kauppinen  
+1 415 299 2156  
[streamline@ide-agency.com](mailto:streamline@ide-agency.com)