



Kim-Quy Nguyen from SoyBlock gave us an amusing time doing this interview. We learned a lot about their project, M.S. Salmon, Kim's fascination for animation and how it is directly related with his interest on co-production.

SoyBlock is not a "plane" game studio but a collective of animators, writers and programmers based in Düsseldorf specialized on animated content for tv-series, animated commercials and now for the first time, a story-driven game!

Their first game project is M.S Salmon, 2D animated story-driven video game taking place in an anthropomorphic world in the late 1920's. Detective Ben Hearnden, a penguin, has to solve a crime in a luxury ship. As he searches for the murderer, he unfolds the mystery slowly and finds out that it is connected to his own past. It represents the five stages of mourning, a series of phases one goes through as a grief over someone's death.

SoyBlock is searching for support to create the game, inspiration and a better and more efficient workflow. They find that there are many possibilities to cooperate on different levels from finding funding to production and distribution. Kim is fascinated about the culture around drawing and comics specially in France and Belgium but also in the Netherlands, Poland or Russia. He tells us this genre is considered in Germany as something only for children whereas in France "they take it very seriously", it's a sort of subculture. That is one of the reasons why he is looking for inspiration and artistic support by a French team.

As student in Film Academy Baden-Württemberg, Kim had this first contact with animation French schools like ESMA Cofouco Montpellier or Gobelins in Paris. He had the feeling there was a great background of drawing for 2D and 3D animation students which, in his opinion, is still missing in Germany.

Since then, Kim has already on a co-production – but not in videogame – for the 1<sup>st</sup> season of Rasmus Klump as storyboard artist, Danish classical comic about a small bear with 3D animators and French designers. Their wish for the Co-production Meeting is to make more contacts with French game studios, since they mainly just have contact to animators at the present. This first successful experience on co-production should be considered valuable know-how.

Natalia Lalinde Diez