

Contacts

GCRadix GmbH Lindenstraße 3b, 63538 Grosskrotzenburg Germany





www.gcradix.org



Company

GCRadix GmbH is an audio co-development company committed to delivering the highest standards of quality and stability in the gaming industry. With a team of seasoned professionals, GCRadix provides flexible, tailored solutions for co-development and tools, pipelines, and frameworks that optimise production workflows. Their expertise spans design, programming, direction, and planning, with a mission to revolutionise audio co-development through full production capabilities and a passion for impactful audio experiences.



Products and technologies

GCRadix specialises in:

- Co-Development Services: Comprehensive solutions for audio design, programming, direction, and planning.
- VoiceLink Platform: An end-to-end voiceover content pipeline that automates processes from scriptwriting to in-engine event triggering, leveraging Al-generated placeholders for seamless integration.
- Turn-Key Systems and Plugins: Tools such as Ambience Spot System, Dynamic Reverb, Radio-DSP, Transiation, and Interfhear enhance audio production efficiency and creativity.

Strengths

- AAA-quality standards: Delivering polished and stable audio solutions for projects of any scale.
- Innovative tools: Advanced platforms like VoiceLink automate and streamline the entire audio pipeline, reducing workloads and ensuring consistent delivery.
- Passion for audio impact: A commitment to creating immersive and emotionally resonant audio experiences that elevate gaming and other interactive media.

Target clients

Game studios: Ranging from indie developers to AAA publishers, Publishers: Especially those without internal audio teams, Other industries: Including automotive and medical human interface devices (HIDs) requiring bespoke audio solutions.

The company's products and services are designed to attract studios and publishers in need of co-development support and advanced audio pipelines, particularly in companies lacking internal expertise in audio production.

