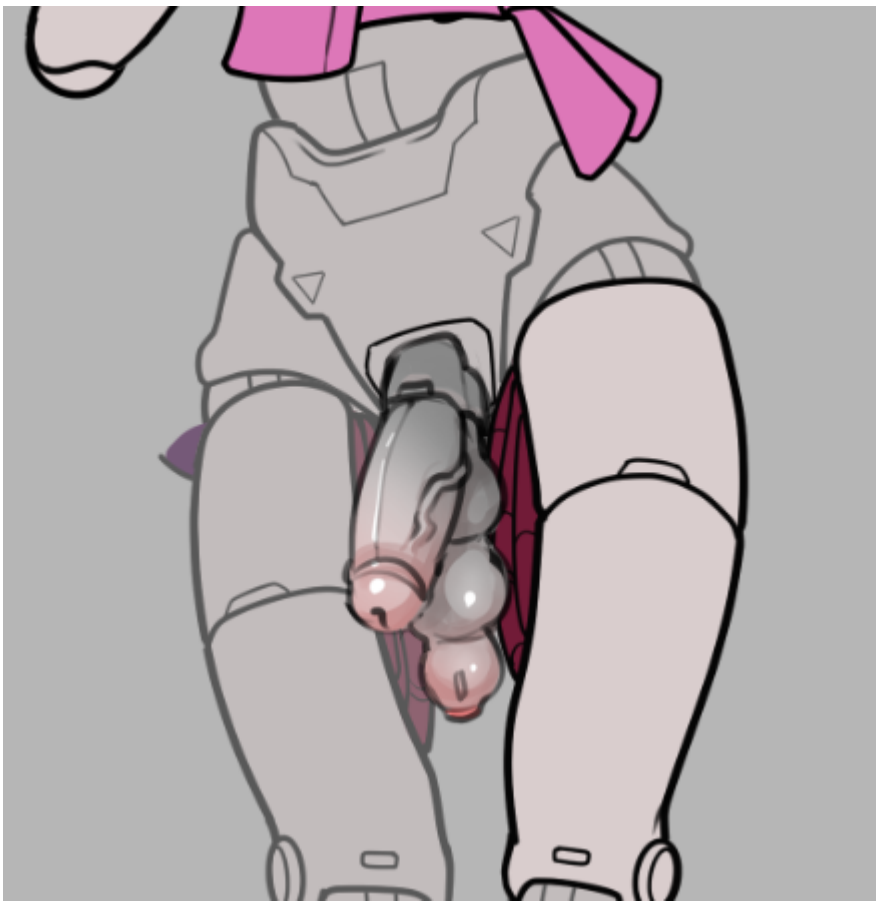
Anduo Report March 21st, 2025



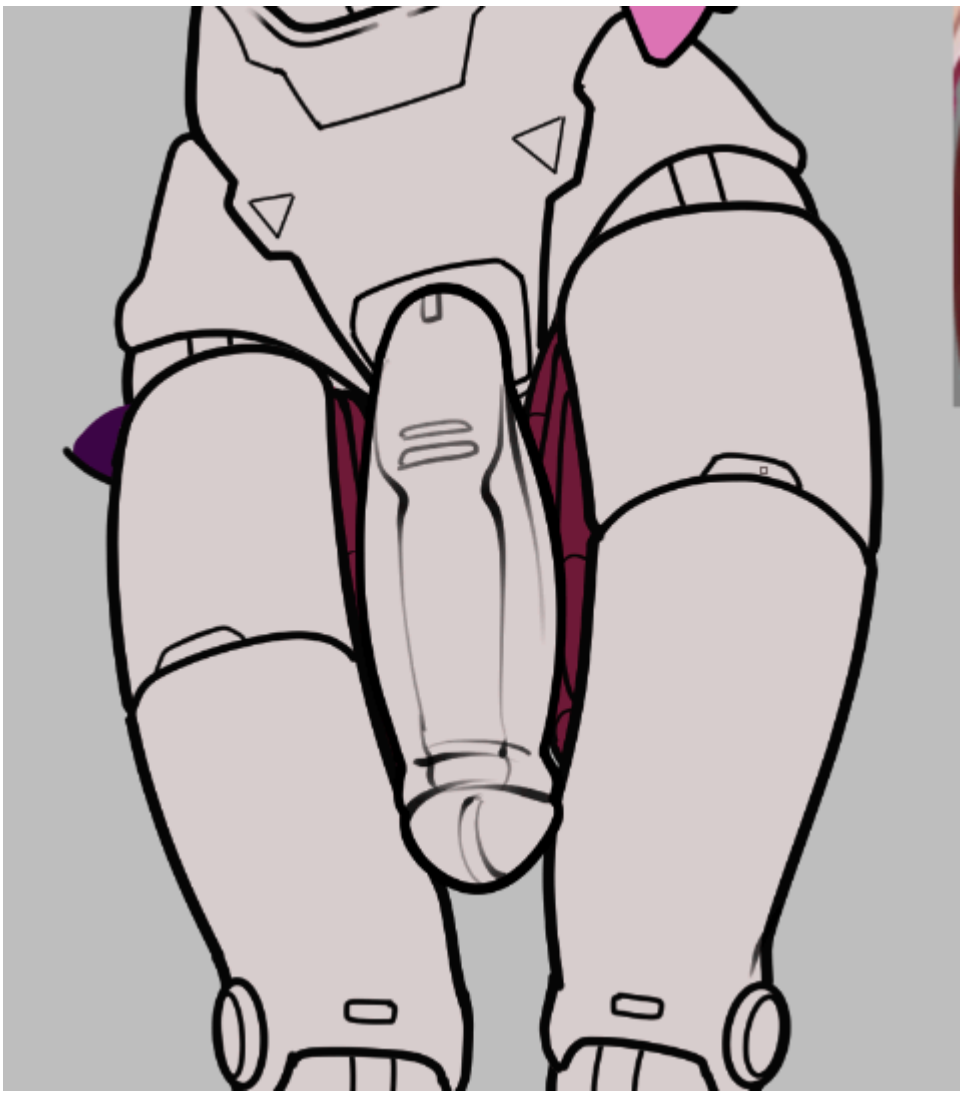
Reporting for lewduty! This week we race under neon trees. 🏎

Lenchi:

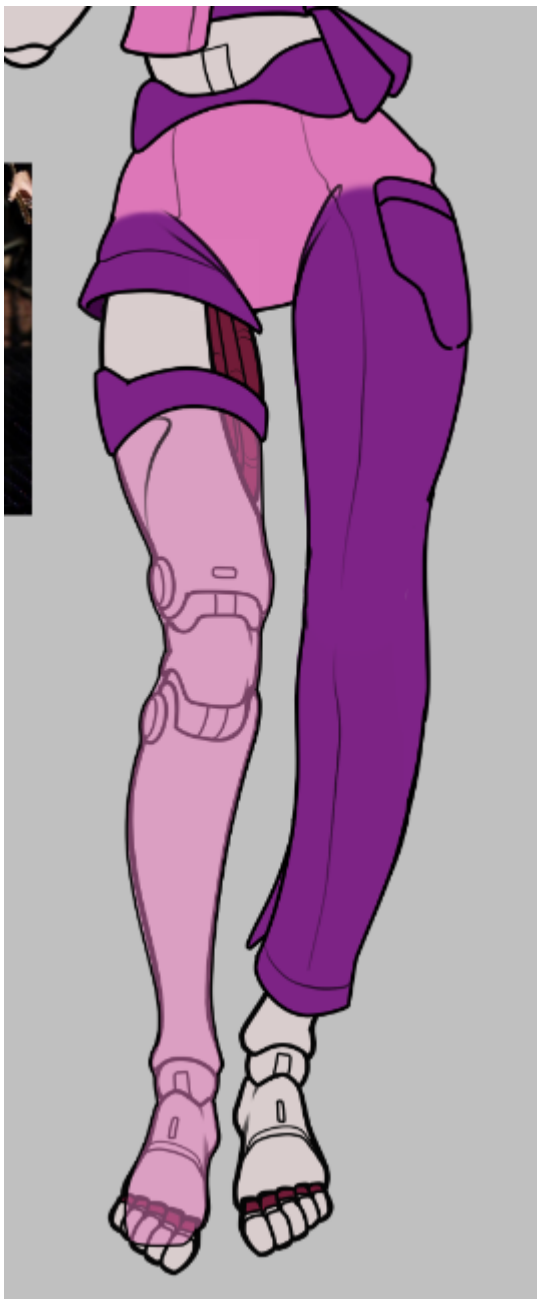
You know what is better than having 1 dick? 2 dicks. 2 dicks > 1 dick?
A fun contemplation on what could be the potential modifications on some android parts:

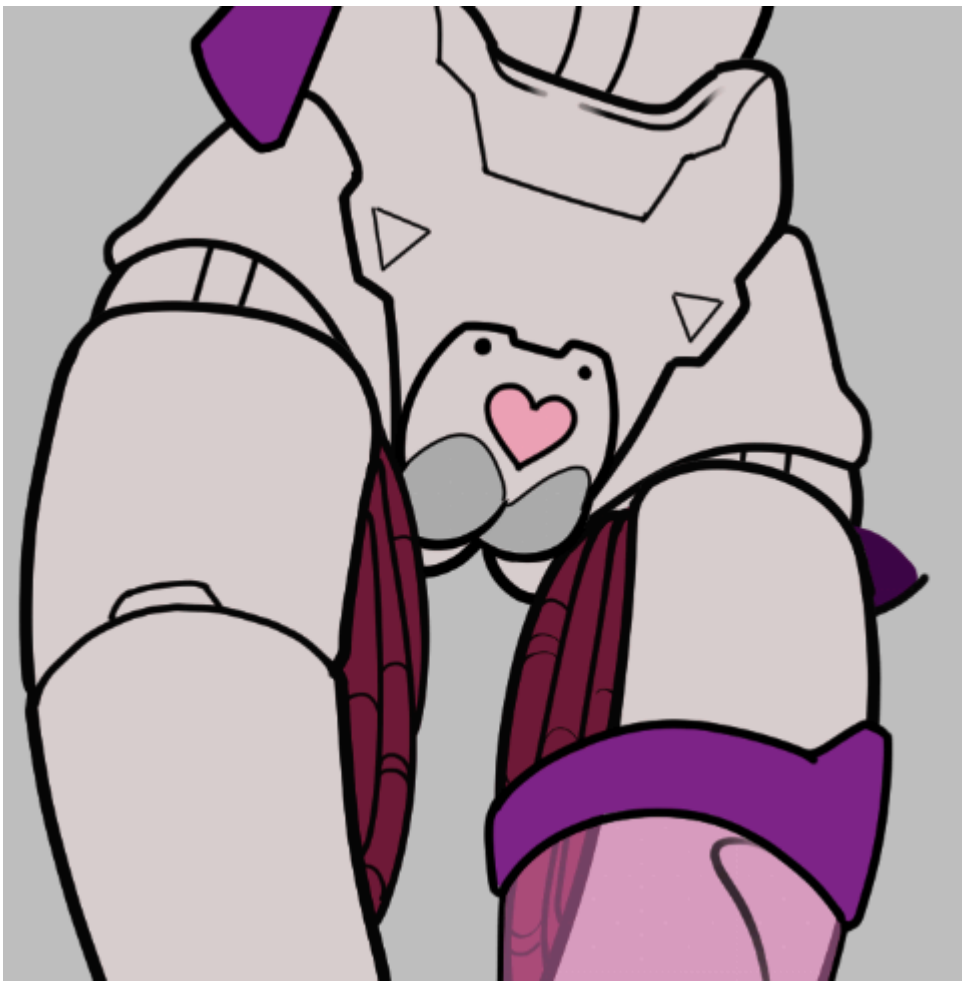


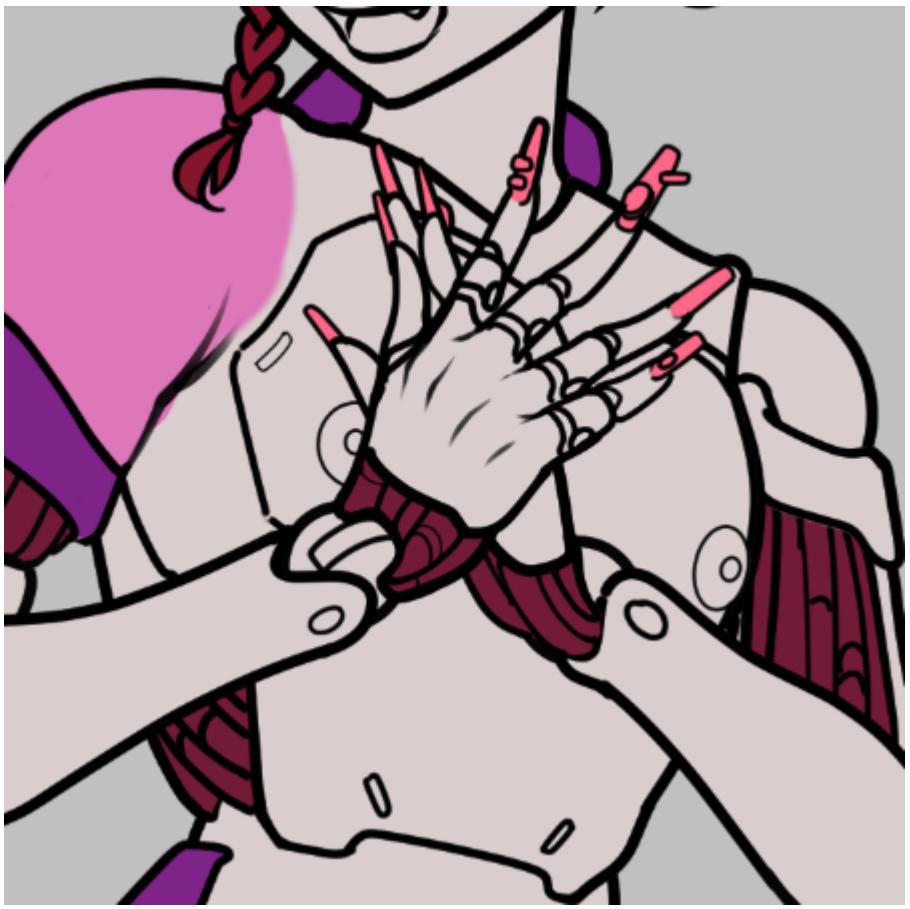
Here we also have a normal schlong (monster energy sized)



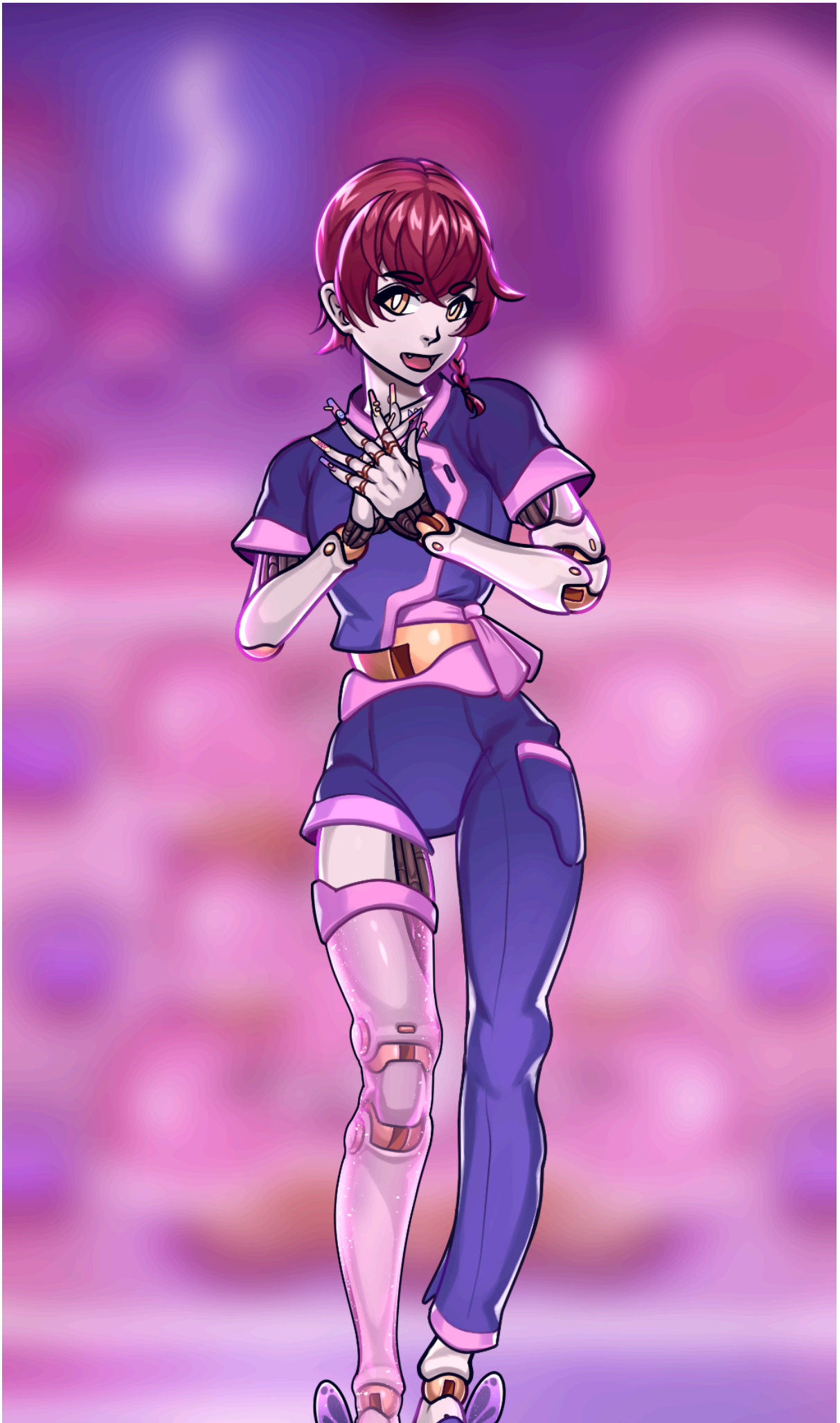
And this is a wip before Max, the nail salon clerk, gets finished:



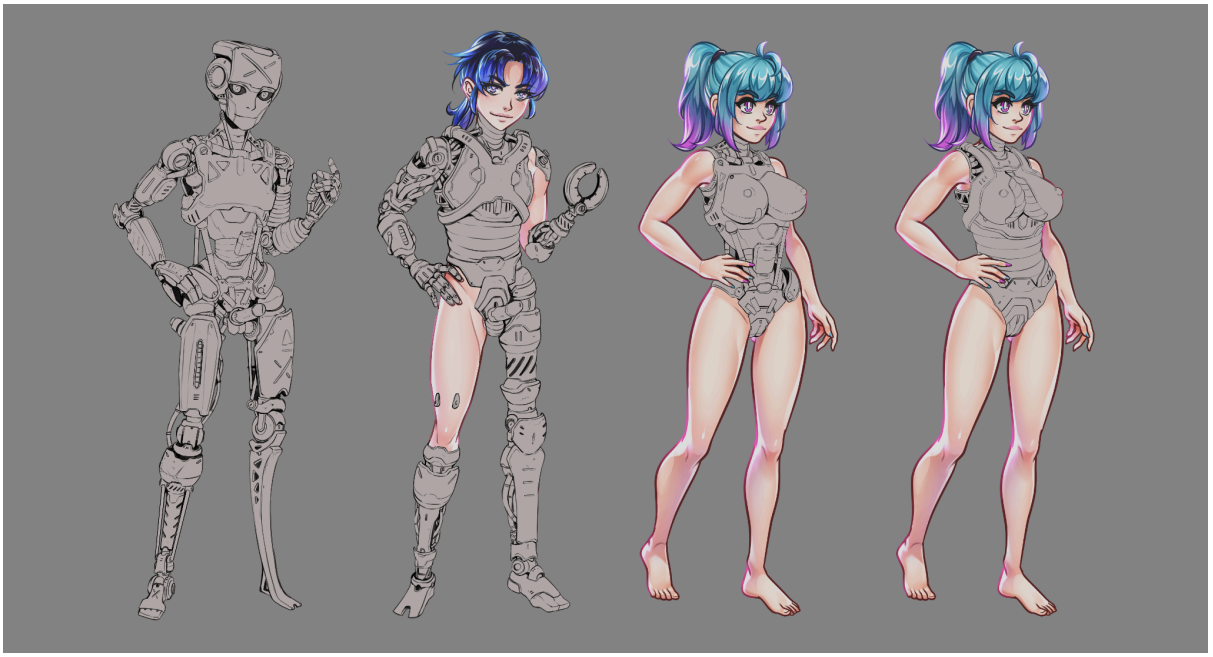




Here is the finished version of Max. They were done by externally by Nita



The artwork for the cyborg parts were also done externally by D-Rex

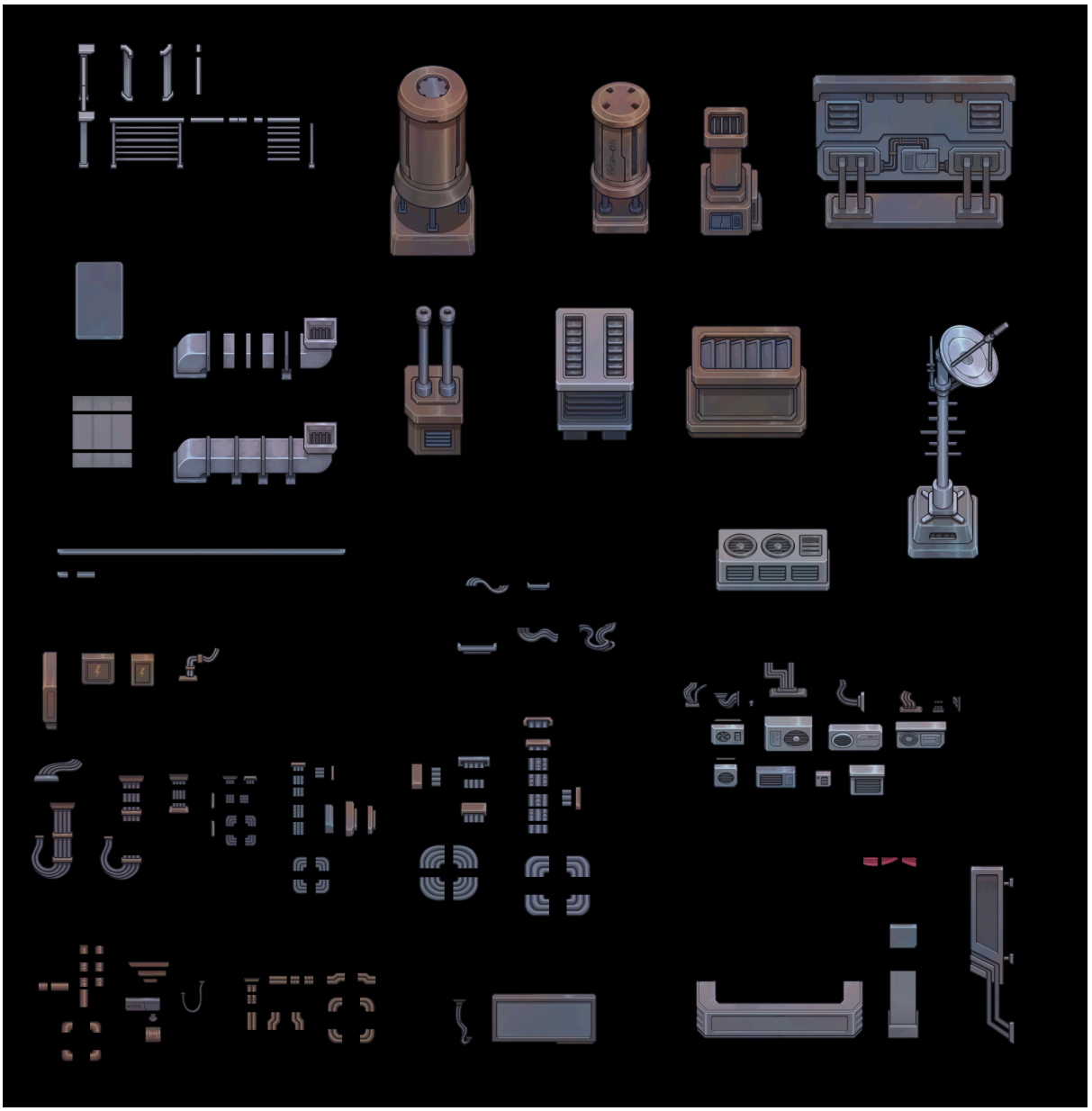


Then to finish this off here is a beautiful little piece for a creamy and sweet drink:

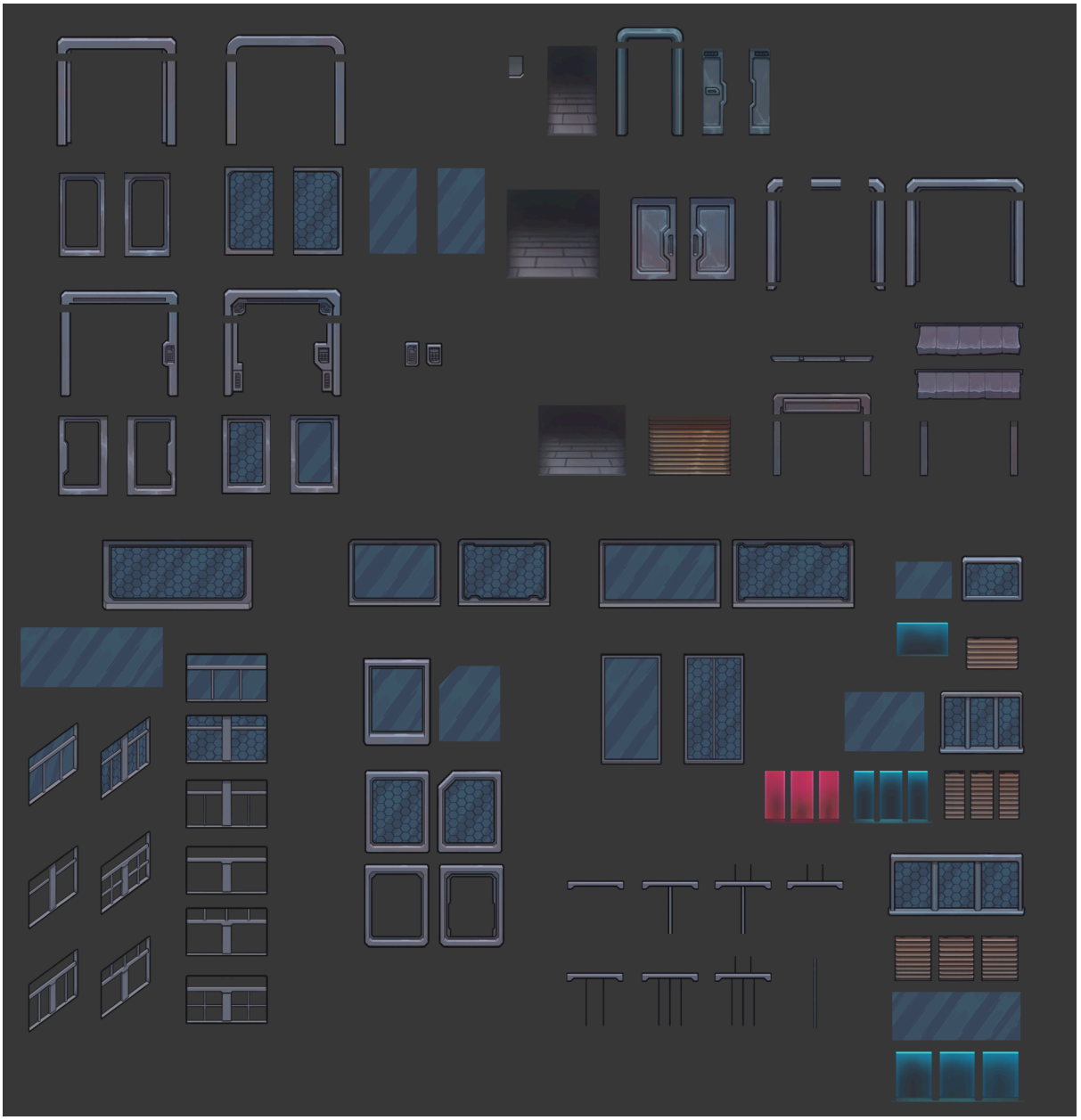


JustNox:

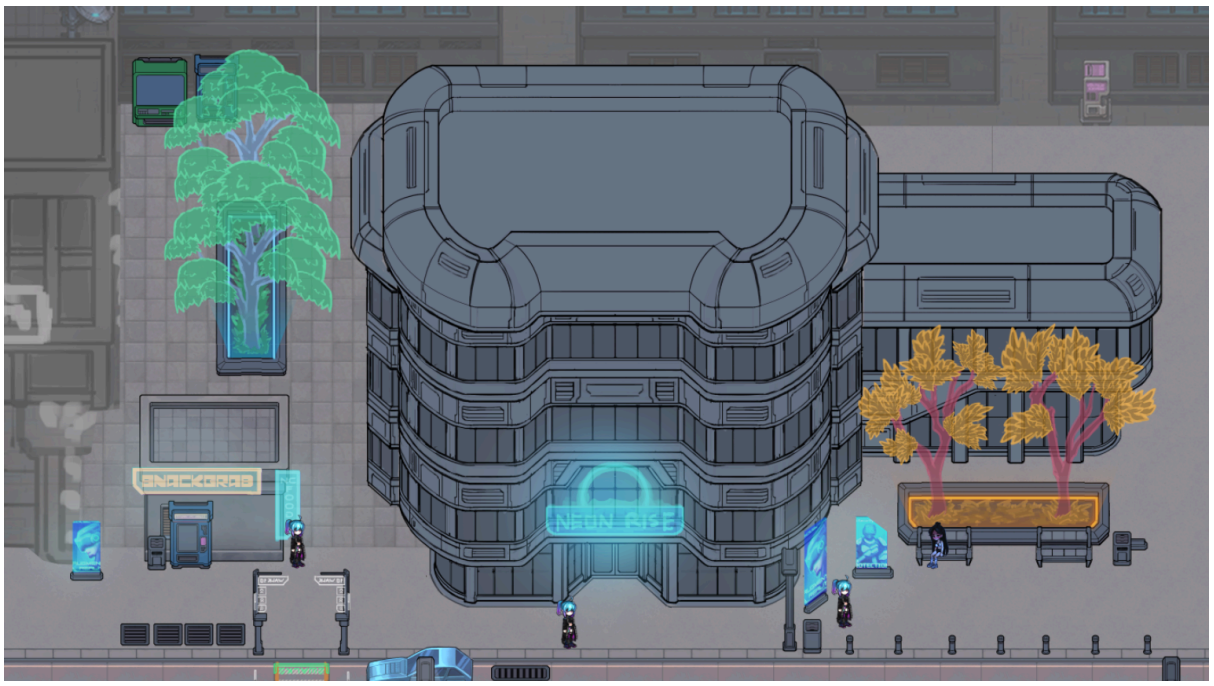
Continuing to update old assets for new pipeline that includes day-night cycles

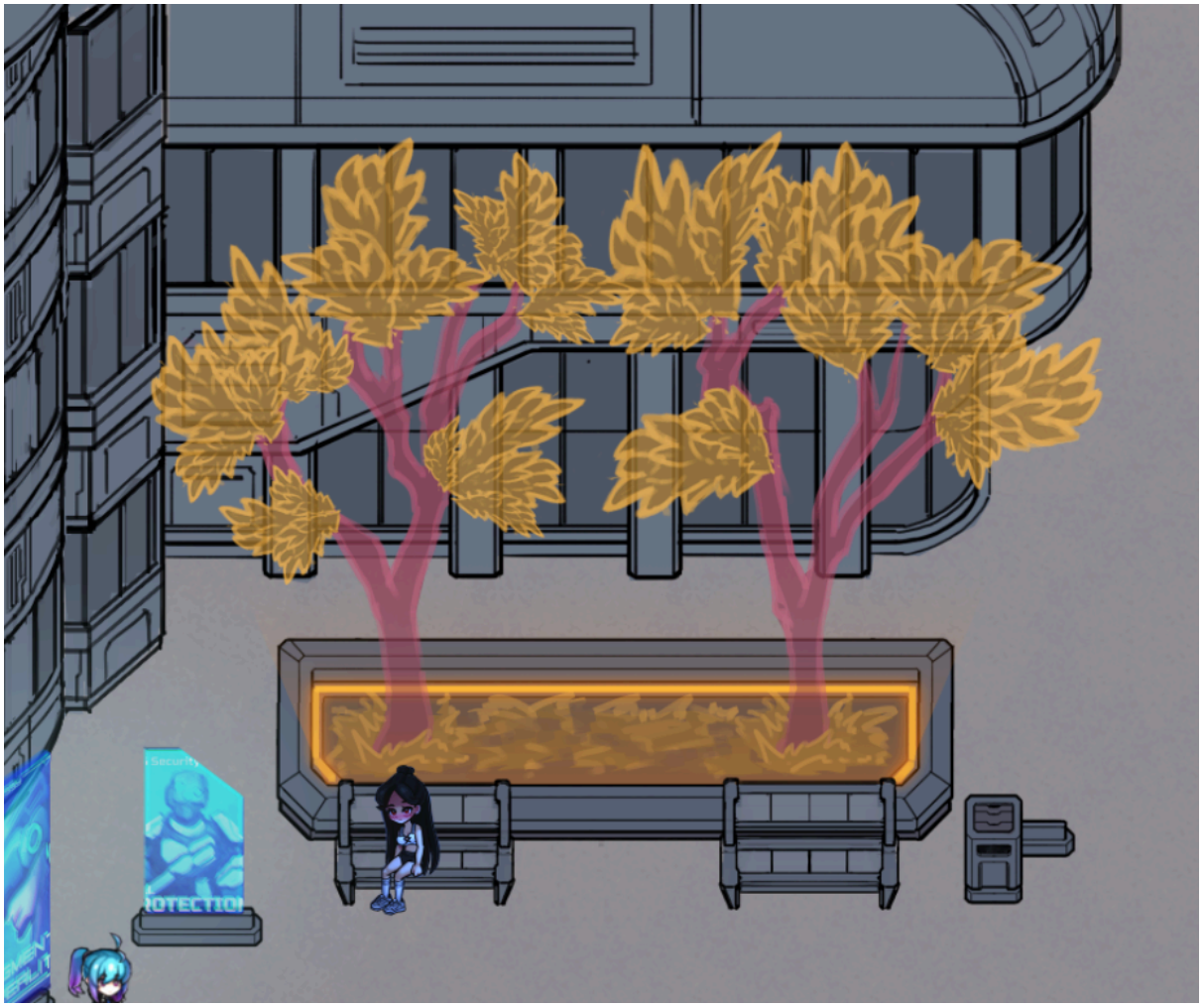


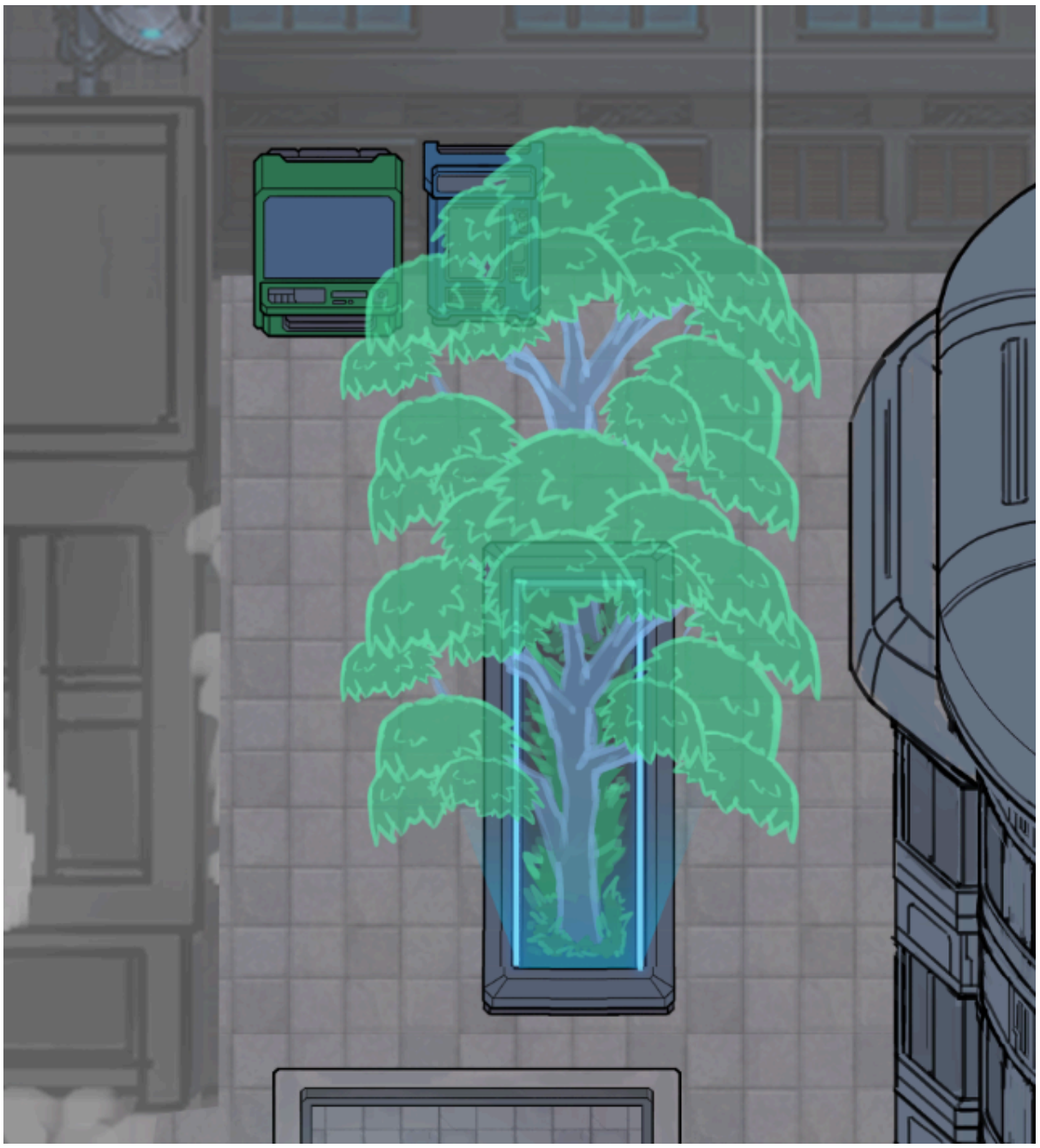
For windows, we took some time with Desva to discuss how they would work in our game, providing a balance of good variety, best environment looks and good performance.

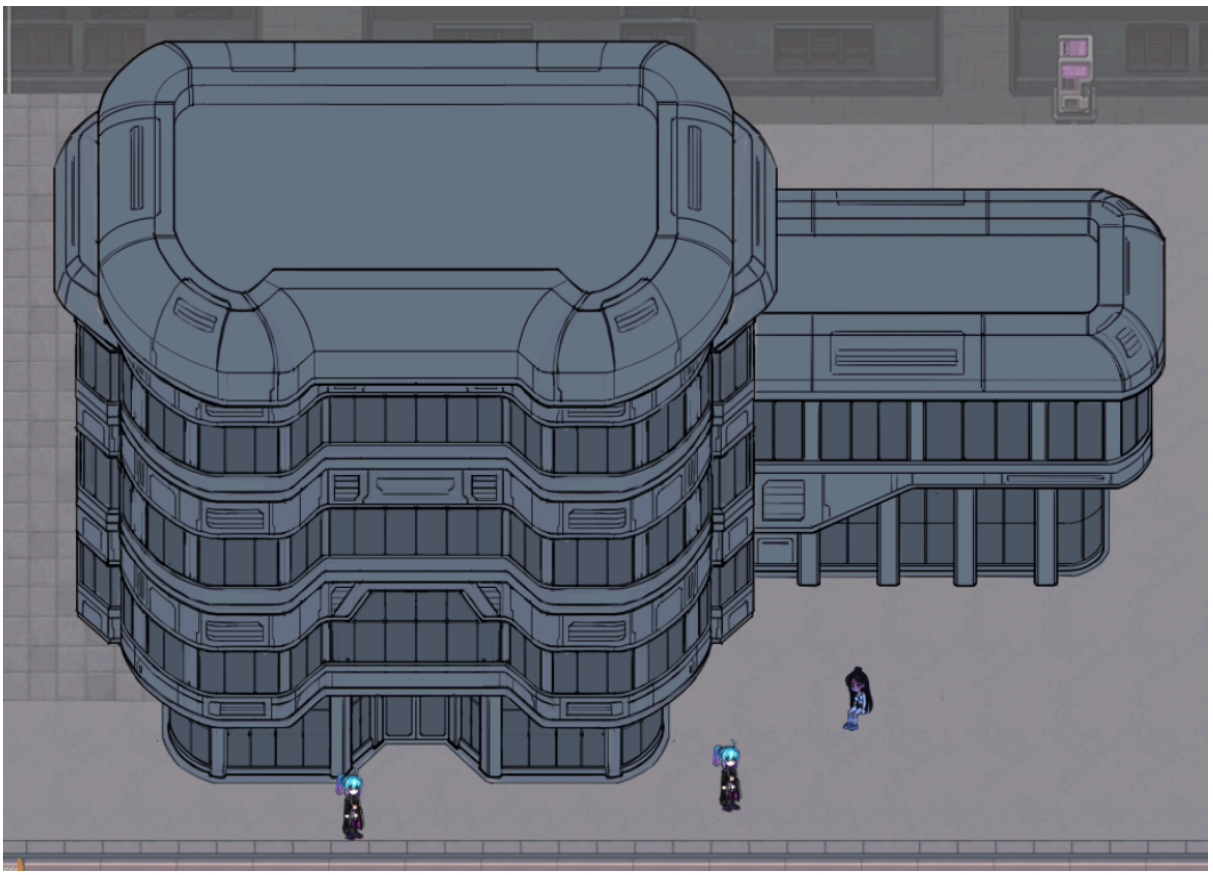


Full concept of "Neon Rise" building, as well as holographic trees near it!

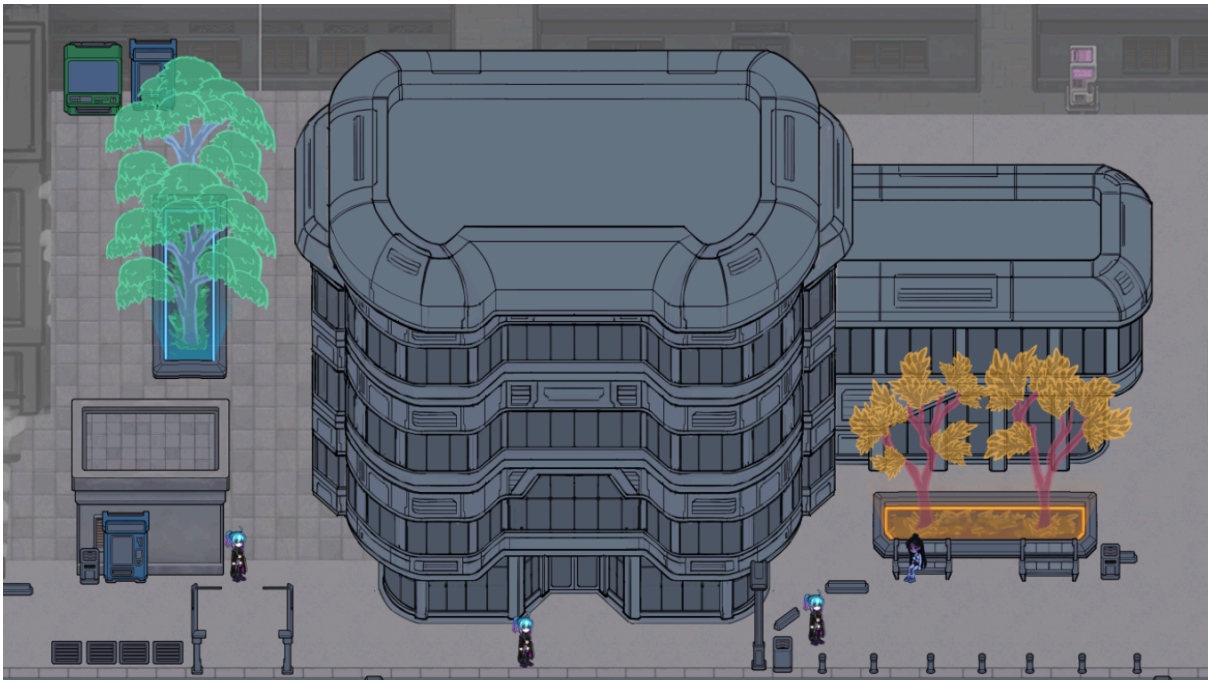

SNACKORAMA
NEON RISE







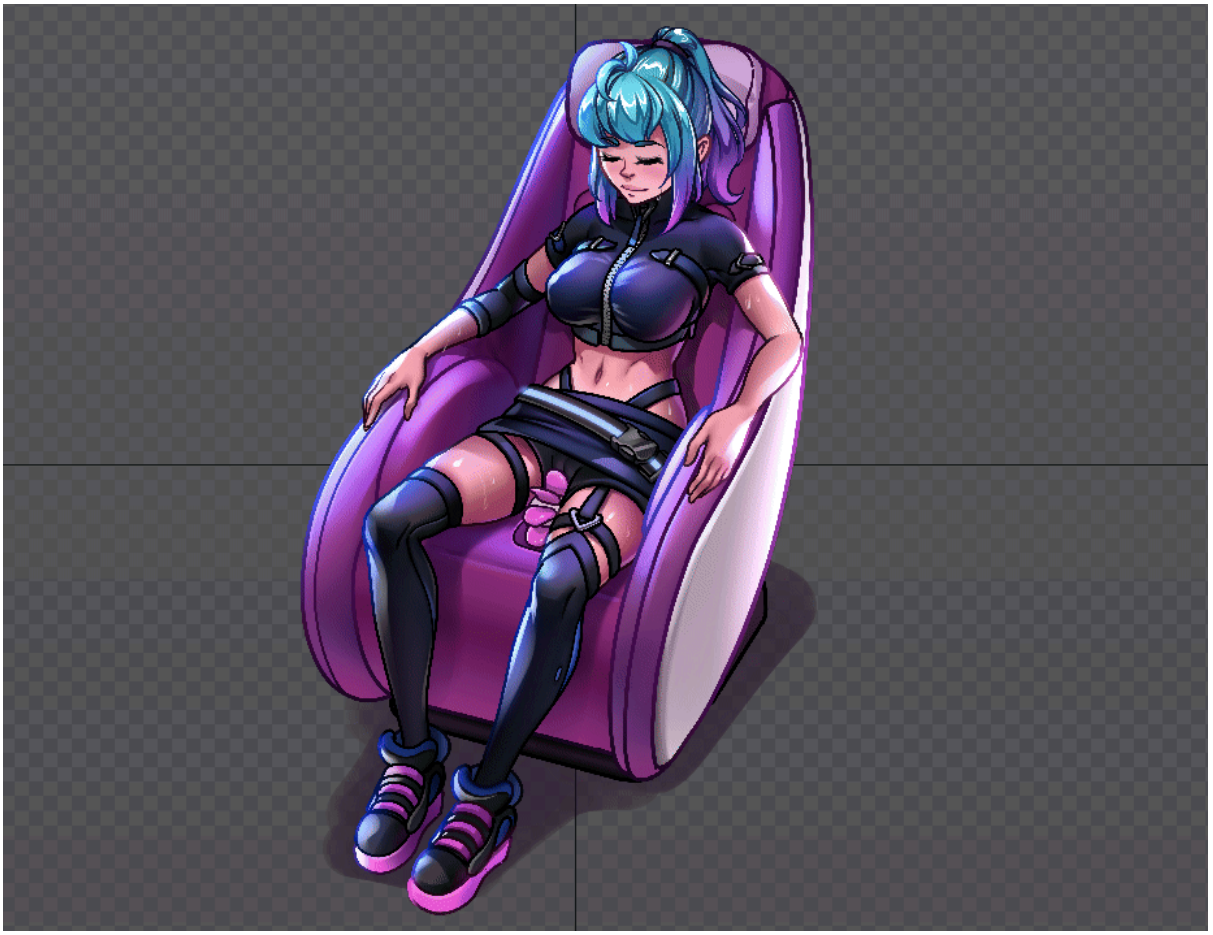
Here’s the variation after some feedback:



Ohm_Ena:

Here's two flinches and the orgasm animations for the feel good licky 3000 chair.
Chair animations are made separately to then combine later in engine:







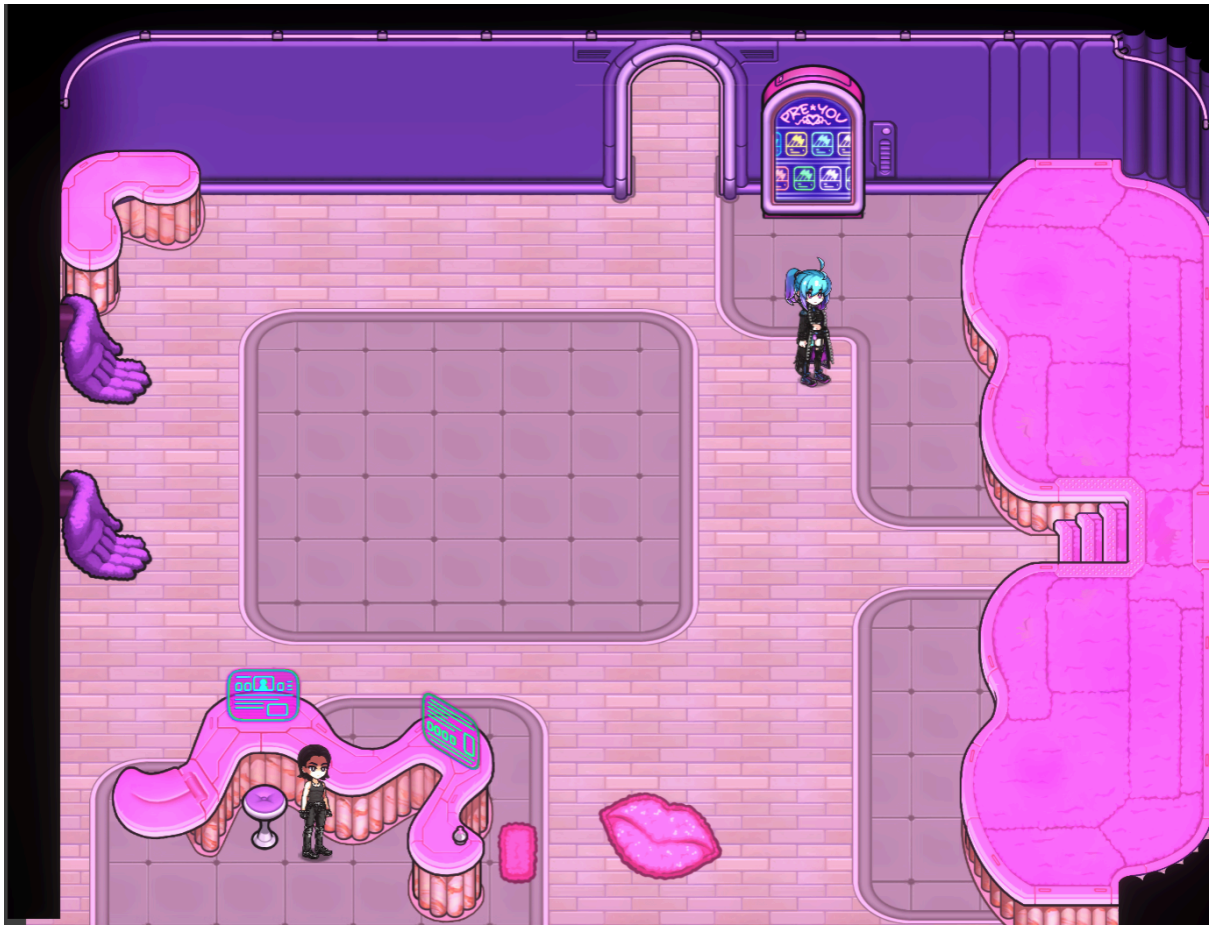
Desva:
Desva keeps going through the already available assets to make the city feel more lived in and adorning the buildings in neon:


MOTEL
GLOWING HOLE
FOLLOW THE RABBIT



As well as adding rooms to a few areas and furnishing then lighting them:


SAFETY FIRST
THE LAST HERO


DREAMYOU

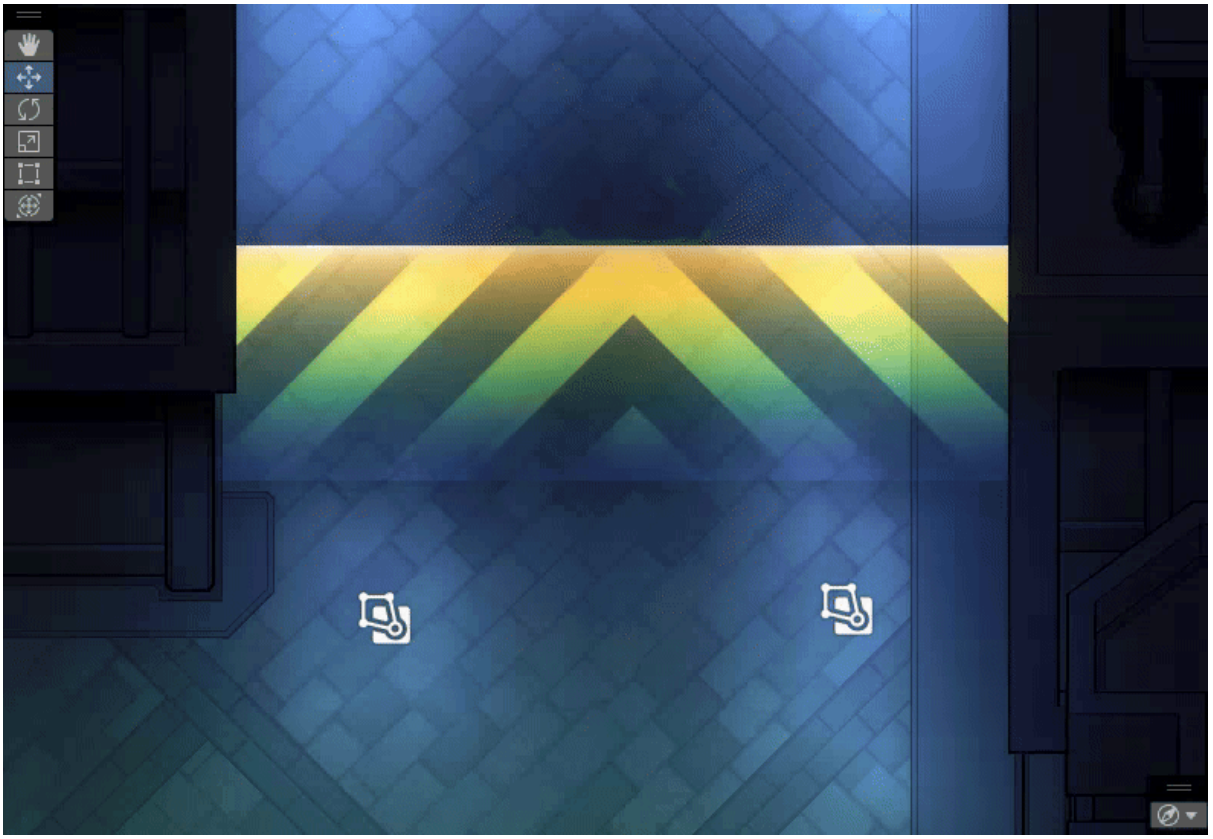

hello gorgeous



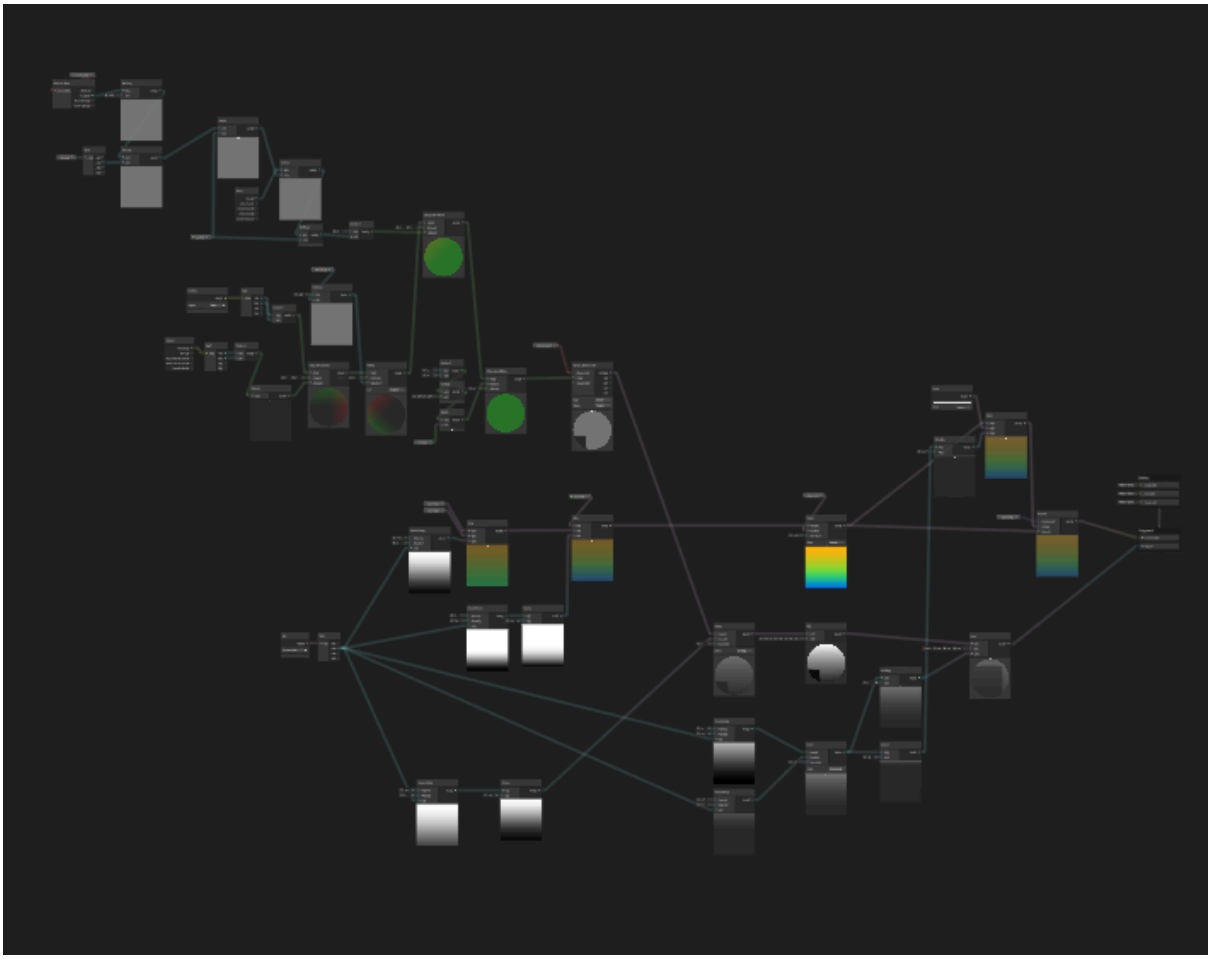
Aine Lovia:
Here we have the overworld versions of the mysterious mafiosos - slick and handy. (ᵔᴗᵔ)



Zanzo:
Zanzo has been adding visual queues to our upcoming racing game. Yes, you heard it right - racing game:



The shaders for these got a lil messy at some point in between and it took a while to get it all to work as desired, given that they need to be reused multiple times with slightly different requirements.



Here are some score queues to have a better understanding on how good are you doing in the mini-game:

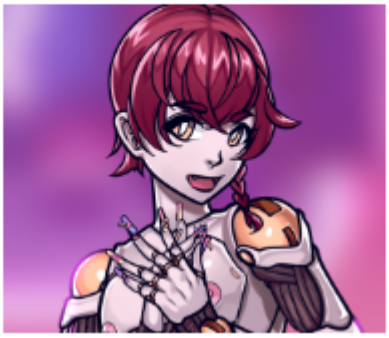




Pixie:
Hello! I'm Pixie, and I've been managing the casting for Anduogames through JuicyBee Casting for the past few years. Casting is a particular and hands-on process, ensuring the right performers are selected to bring characters to life in the game. My role goes beyond organizing casting calls; I oversee performer comfort

and happiness, coordinate retakes, manage audition materials, and address any performer inquiries. We conduct both public and internal casting calls (where we reach out to JuicyBee's roster of vetted professionals). Each audition document includes comprehensive details, such as character information, imagery, audition lines, pay rates, and specific instructions on how to audition. After the submission deadline, I carefully review auditions to identify the best fit, compiling a shortlist for client selection. We focus on sourcing experienced, reliable adult performers with high-quality at-home recording setups. The number of applicants can vary widely, from roughly 10 to into the 100's, depending on factors like seasonality. Regardless of volume, all submissions are thoroughly considered. Once Anduogames selects their preferred performer from the shortlist, I notify the chosen candidate, coordinate the delivery of scripts and videos, and the delivery of the audio files to Anduogames. The cast for Erokin has been outstanding and they have brought so much depth and authenticity to the characters they've been cast as and the scenes they've been cast in. I cannot praise them enough!

CHARACTER - Max



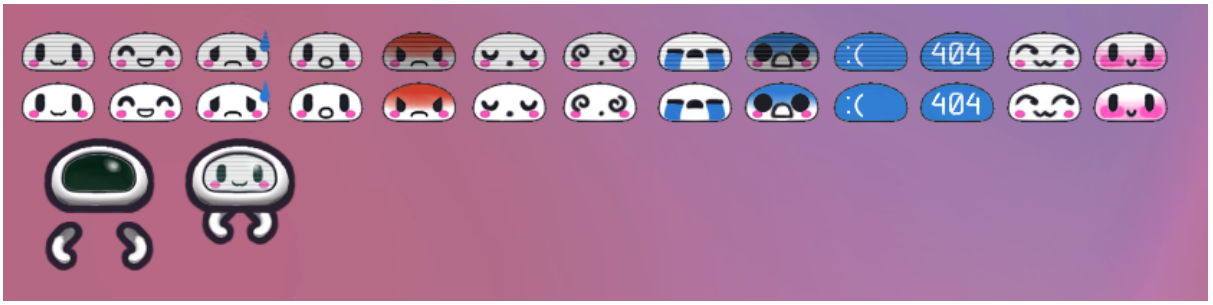
ıgynous android who works as a clerk in a nail salon.
welcoming, and a people pleaser.

drogynous but feminine leaning, No preferred accent,
ırmance Approach: Cute. More emotive and human-lik
their deliveries should be natural.

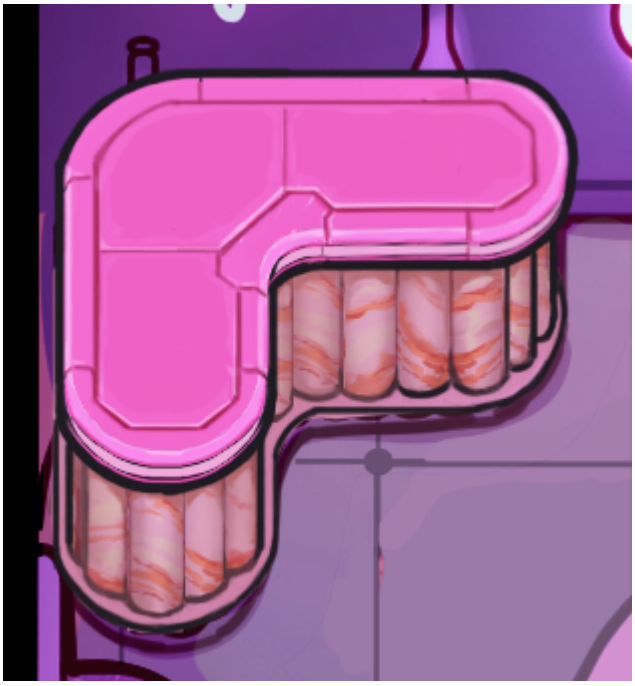
Audition Lines:

Juno:

Juno went with LenChi 's bot design, added a few expressions and scan lines. Aren't they adorable?



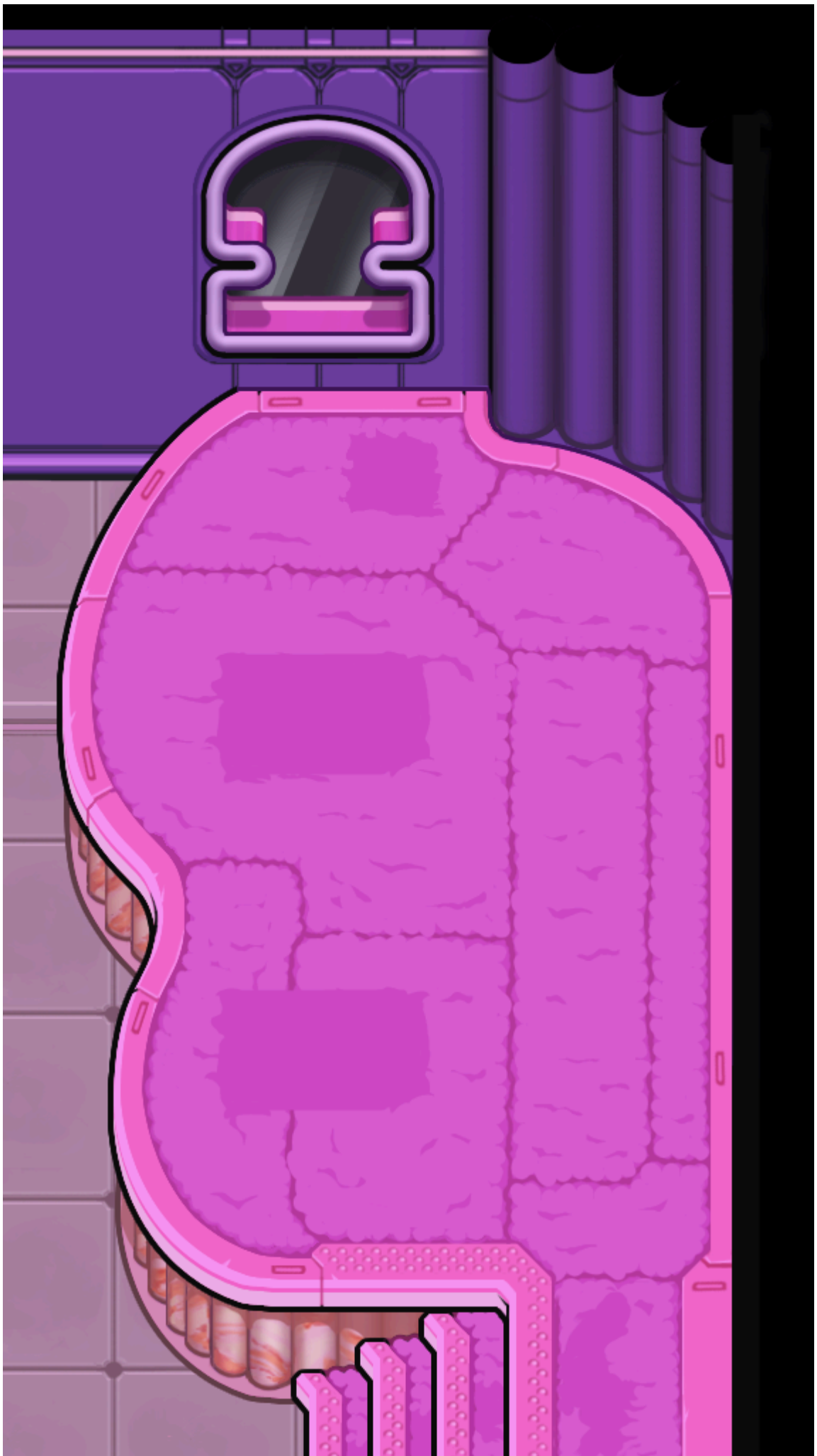
Made the corner table and the platform for the massage chairs.



Juno implemented LenChi 's feedback and redid the bottle and glass. The upper parts in skin tone are meant to be glowing later. made the backdrop of the window (going below the window glass) having outline for the windows inside in case we use one of those without glass for a reach-through kind of window.



Went and re-did the platform area to be much cleaner:



Today they went and cleaned up the hands, the preview machine, started the neon sign and the holograms for the table. They thought of the display saying pre-you instead of preview for fun









Then Juno readjusted the colours to fit better with the rest of the hues:



“As the nailsalon interior seems complete for now, I went and tried some options for the entrance from the outside. We talked about it being a mouth hologram swallowing the player as you go through in recent meetings, but I also explored using nails or fingers there too. Additionally thinking about the closed and open state, and that it's a no-man-zone with some lewdness. A bunch of them could also just serve as different states of others.”





PMPerfect:

PMPerfect made some "tank nozzle" variations for the little stations to charge the android parts up:



Rough draft of how the broken versions of stations would look like:



All more polished versions in 1 image:



Vils:

Vils has been adding more dialogues and polish in-between checkpoints:

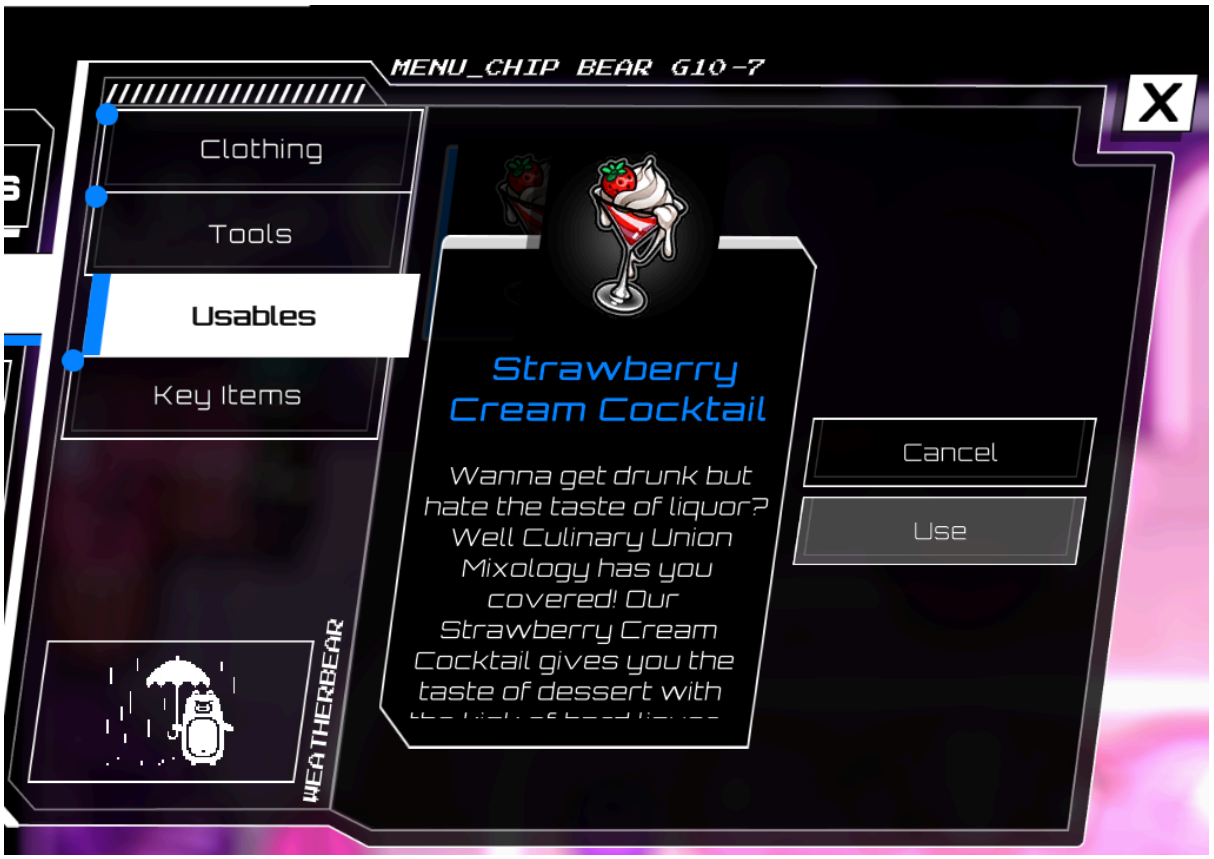




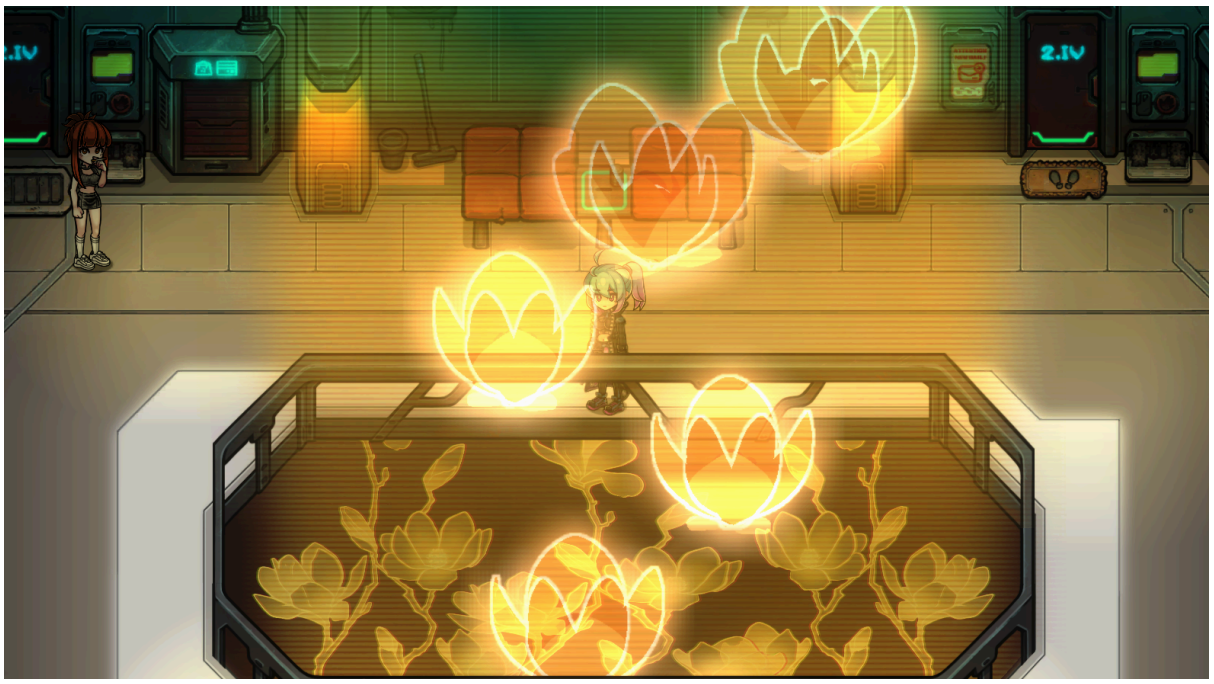
She has been working hard on an amazing slutbox racing game. Here we see some slutbox action:



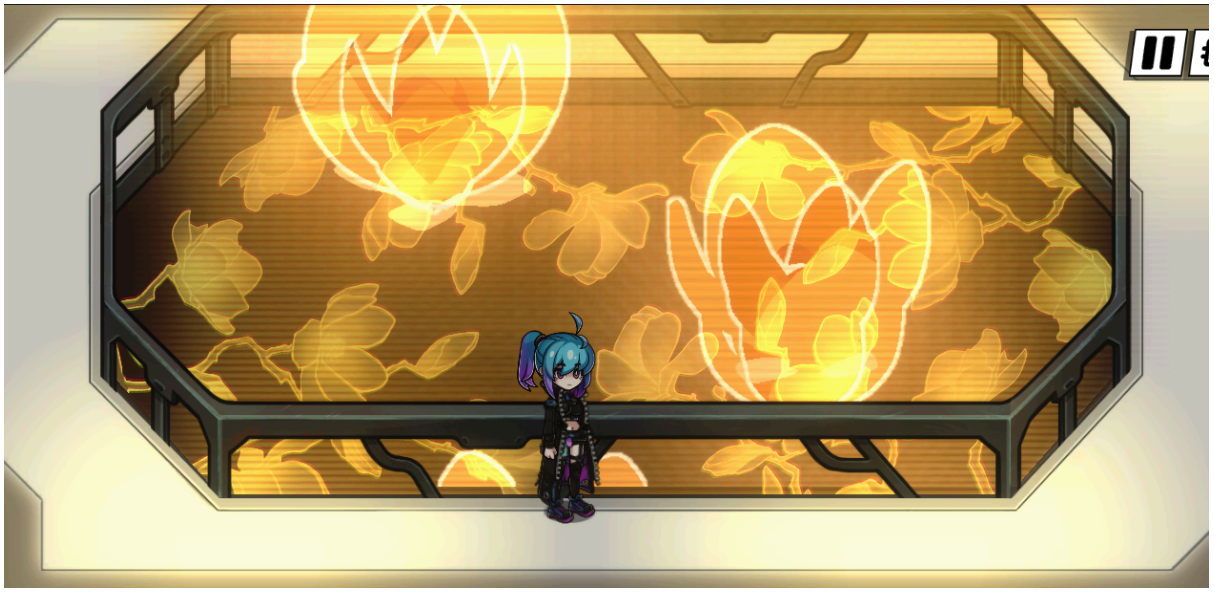
Here Vils added a new sweet cocktail to accompany Neon Bliss:



And she also put the flowers in the background for Zoey's apartment complex:



Now it comes from the sides, as if it were on the roof below:



Thank you for taking your time to read our biweekly neonletter it would not be the same without you! :)