

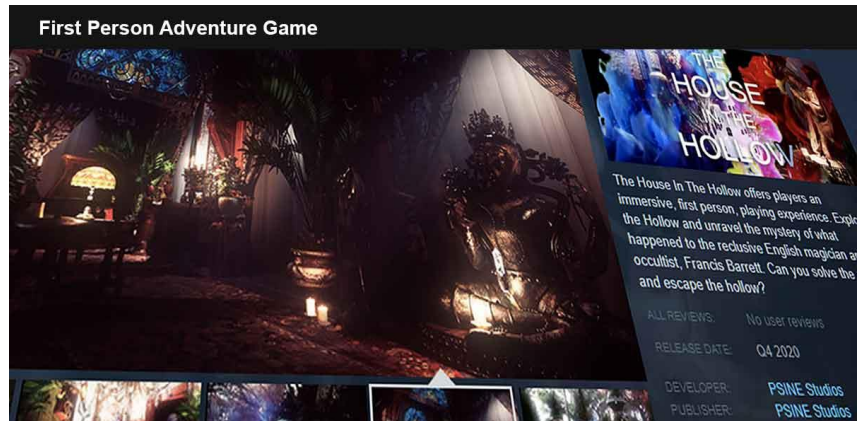
# Factsheet

**Developer:**  
[PSINE Studios](#)  
Based in Australia

**Release date:**  
TBD

**Platforms:**  
[Windows](#)

**Website:**  
[thehouseinthehollow.com](http://thehouseinthehollow.com)



## Description

The House In The Hollow offers players an immersive, first person, playing experience. Explore an atmospheric location including an imposing Art Nouveau manor house and its surrounding forest in the mysterious void called the Hollow. Can you solve the mystery and escape the hollow?

## History

PSINE Studios is a full-service brand and digital agency specializing in design craftsmanship and the creative use of digital technology.

Founded in 2004 our Studio is located in Melbourne; Australia and our Artists and Designers have several years' experience working with the Unreal Engine on high-profile video games and projects for development studios.

Creativity is at the core of what we do, and we place strong emphasis on creating memorable gaming experiences for the player.

## Features

- An immersive, first person, playing experience.
- Game Physics - Incorporates game physics for both cloth & interior fittings & fixtures.
- Particle Simulation - Includes environmental & asset particle effects for increased realism.
- PBR Texturing - Integrating multi layered texturing with Physically Based Rendered materials.
- Environmental Effects - Makes full use of light shafts, temporal anti-aliasing and tone mapping.
- Challenging Exploration - Progress requires exploring & problem solving in order to solve the mystery.

## Videos

Game Trailer - [YouTube](#)



Story Trailer - [YouTube](#)



Images











 THE HOUSE IN THE HOLLOW

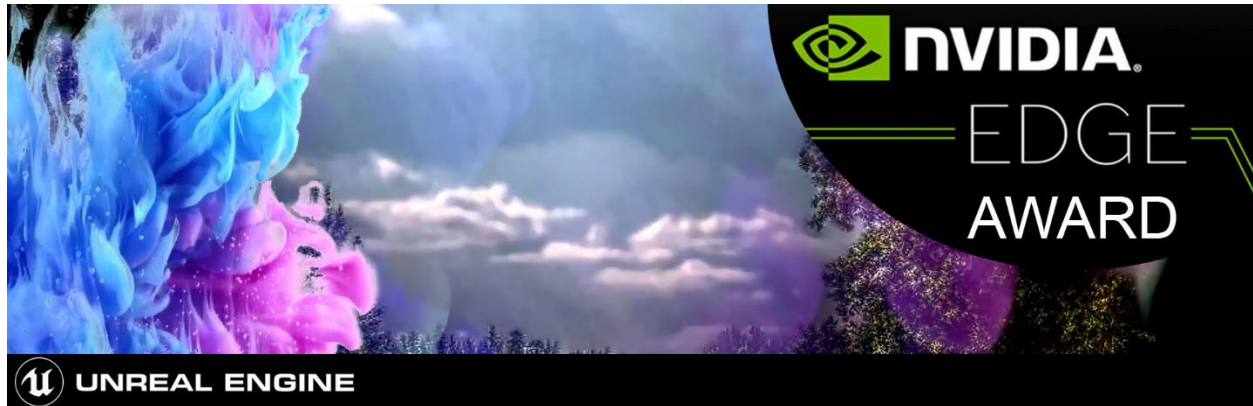


 THE HOUSE IN THE HOLLOW





## Awards & Recognition

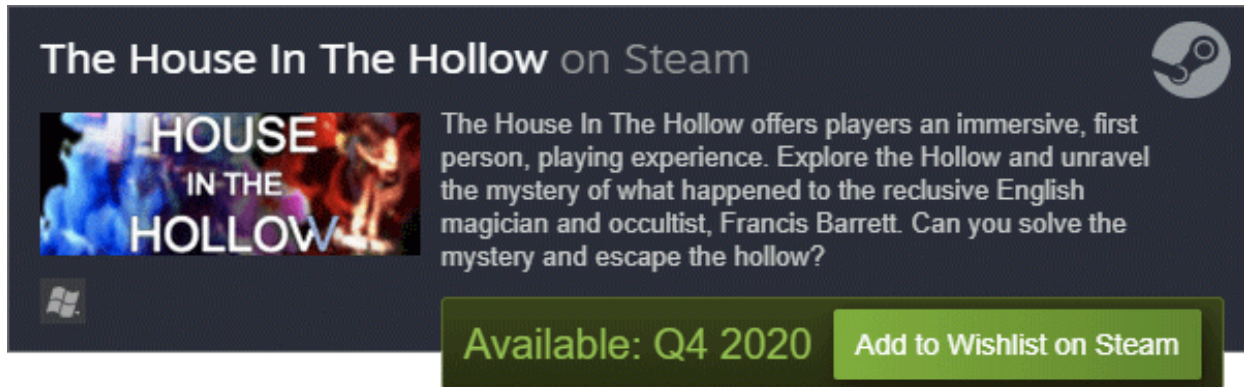


- "Edge Award" *Nvidia / Epic Games*



## Selected Articles

- "A multimedia artist and frequent streamer, Phil is in the heart of creating a beautiful UE4 cinematic, "House In The Hollow.""  
- **Amanda Bot**, [Unreal Engine](#)
- "Recently, we've given you a list of top 8 most graphically beautiful of 2019 - and you can find that most of them used Unreal Engine 4. And now, 2020 welcomes the next one to potentially strike the list: The House In The Hollow."  
- **Black Fox**, [Guru Gamer](#)
- "The House In The Hollow looks great so far and is absolutely one to watch for fans of a good investigation."  
- **Alex Southgate**, [That Video Game Blog](#)
- "The House in the Hollow blends a surreal storyline and atmosphere with a highly realistic soundscape and first-person 3D presentation."  
- **Jack Allin**, [Adventure Gamers](#)

## Additional Links



The House In The Hollow on Steam

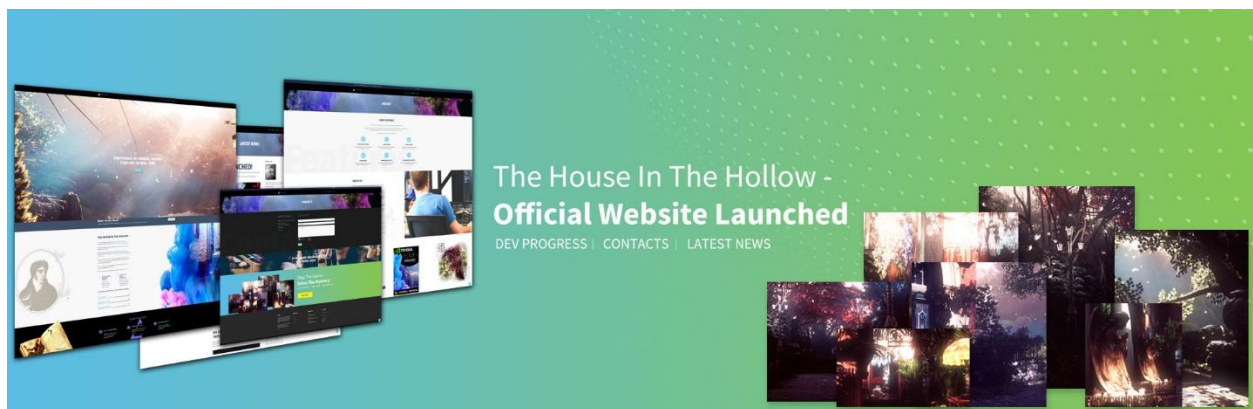


The House In The Hollow offers players an immersive, first person, playing experience. Explore the Hollow and unravel the mystery of what happened to the reclusive English magician and occultist, Francis Barrett. Can you solve the mystery and escape the hollow?



Available: Q4 2020 Add to Wishlist on Steam

### Steam Store

Steam Store Page - [store.steampowered.com/app/1152710/The\\_House\\_In\\_The\\_Hollow](https://store.steampowered.com/app/1152710/The_House_In_The_Hollow).



The House In The Hollow -  
**Official Website Launched**  
DEV PROGRESS | CONTACTS | LATEST NEWS



### Press Kit

Press Kit Page - [thehouseinthehollow.com/presskit.html](http://thehouseinthehollow.com/presskit.html)