

Coffee Stain Studios Goat Simulator 3 props

Coffee
Stain

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The brief

[Swipe Right PR](#), who support Coffee Stain Gaming, gave us a budget to work to and asked what we could make for the upcoming 2022 Gamescon gaming expo. They wanted something eye-catching and asked for some [props](#) as giveaways to hand out to the first 500 people at the stand. With 7 weeks until the show, we worked alongside them to produce an 8-foot-high fibreglass goat, Pilgor, the main character of the game Goat Simulator 3, and a selection of giveaway [promotional props](#), which included masks, wearable comedy udders, edible grass, bell necklaces and stickers, each of the 500 presented in hessian drawstring bags with the Goat Simulator 3 logo printed onto the bag.

Project Details

Spur Creative shone from the first meeting, they really got the DNA of the game and what we were trying to create straight away. From then it has been an utter joy working with the team, they worked tirelessly in a very short timeframe to deliver on everything we needed at an incredibly high standard. Frequent updates were given at every stage of production alongside images to relay back to the wider Coffee Stain crew. Their communication throughout has been fantastic, we never needed to chase or enquire into the status of any element. In short we couldn't recommend Spur Creative higher and look forward to working with them again in the future.

Georgina Vincent - Account Manager - Swipe Right PR

Prop process images



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The Process

We had only a few weeks to make 500 giveaway [gaming props](#) in presentation bags, each bag including wearable comedy udders, a goat mask, edible grass, art worked stickers, and a bell necklace. We also had to create an 8 feet high [fibreglass sculpture](#) of the main character of the game, Pilgor the goat, who had a jetpack with silk flames and lights coming out of the end. We [sculpted](#) the goat in clay, then [moulded and cast](#) in fibreglass. It was then [painted](#) and lacquered. The jetpack had a metal frame that was bolted to the back of the goat sculpture, and wiring had to run through the body of the sculpture, down the legs and out at the base so that the fan and light for the silk flame could be plugged in.

For the 500 giveaways, we sculpted a goat face in clay, moulded and [cast in plaster](#), and then [vacuum-formed](#) these with a 1mm thin plastic to make the masks. These were then painted and lacquered. The udders had to be sculpted in clay, moulded and cast in a 2-part polyurethane foam, which was pigmented an udder pink colour. We sourced the edible grass and added Goat Simulator 3 logo stickers to the bags. The bell necklaces were made in-house and the stickers were printed and placed into clear bags. The hessian sacks were designed and ordered from a specialist and all items were placed in these, boxed up and delivered on time to Germany along

with the Pilgor the goat sculpture, a logistical challenge indeed, given the amount of different items and short amount of time.

Project Image



The Result

Our client loved what we made and we were happy that another project was executed in time and to the high standards we have come to expect of ourselves.