

HERBARIUM

Concept art para videojuego de mundo abierto
por Ana Bas

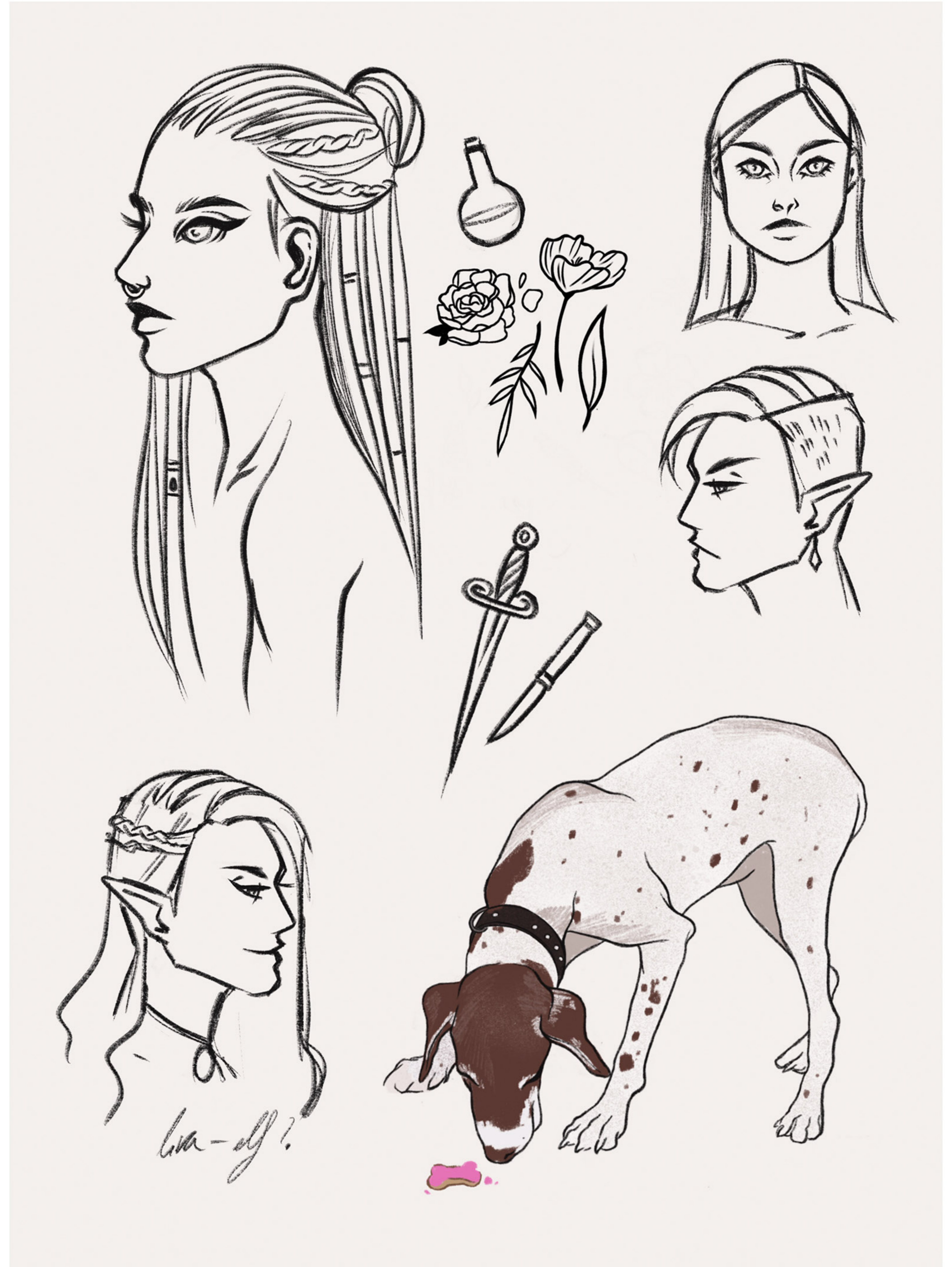
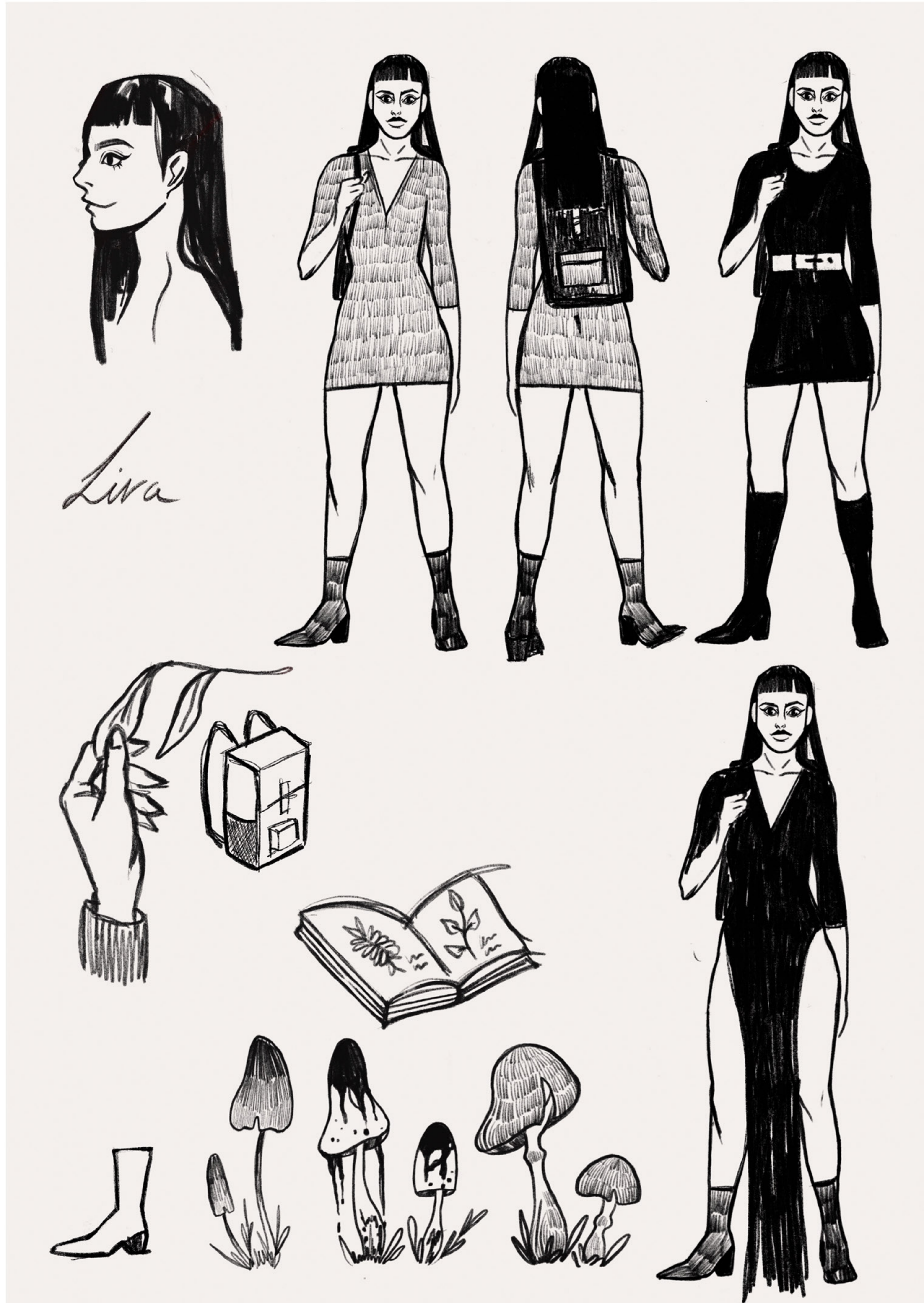
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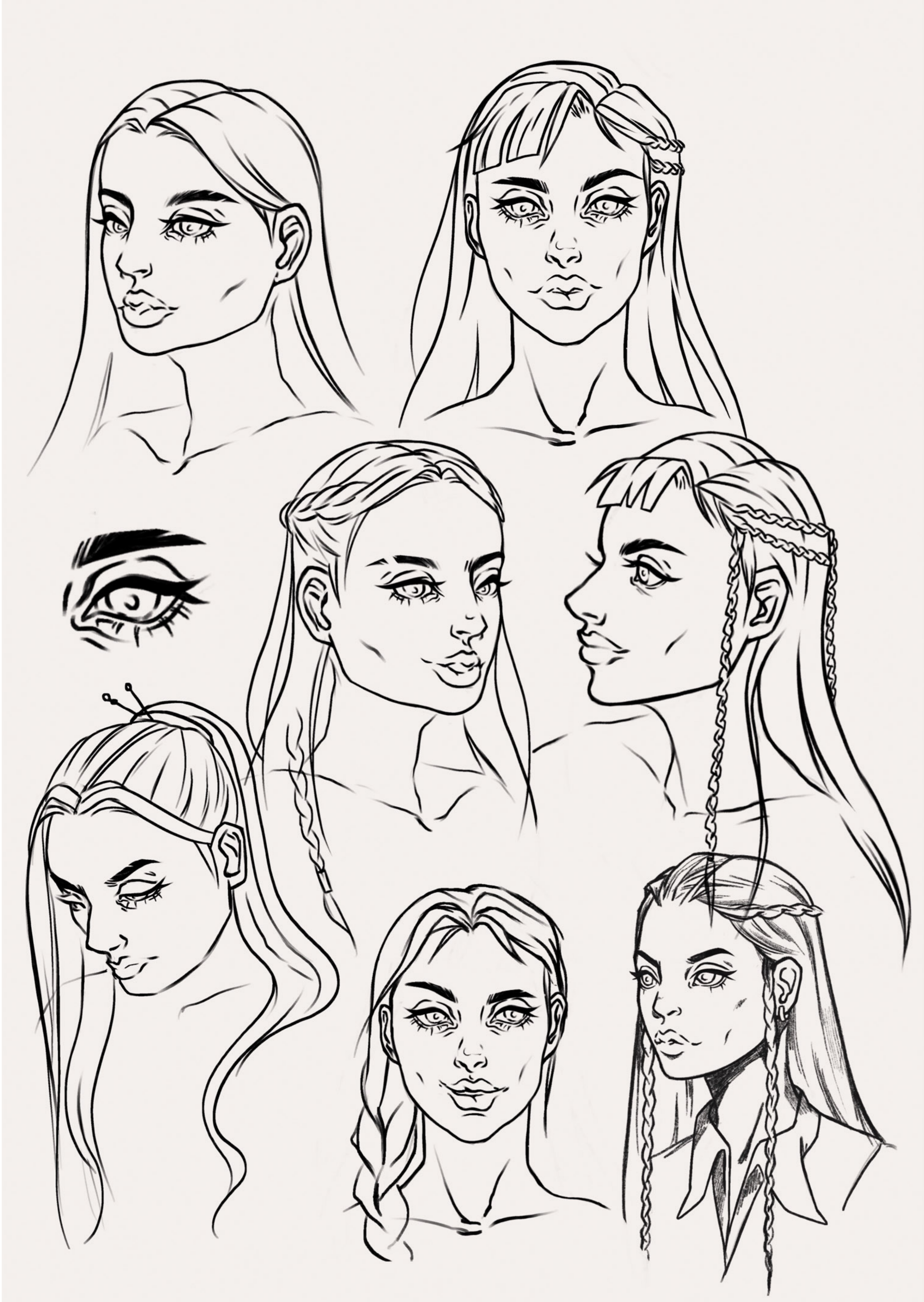
PRESS START

Aproximaciones Iniciales

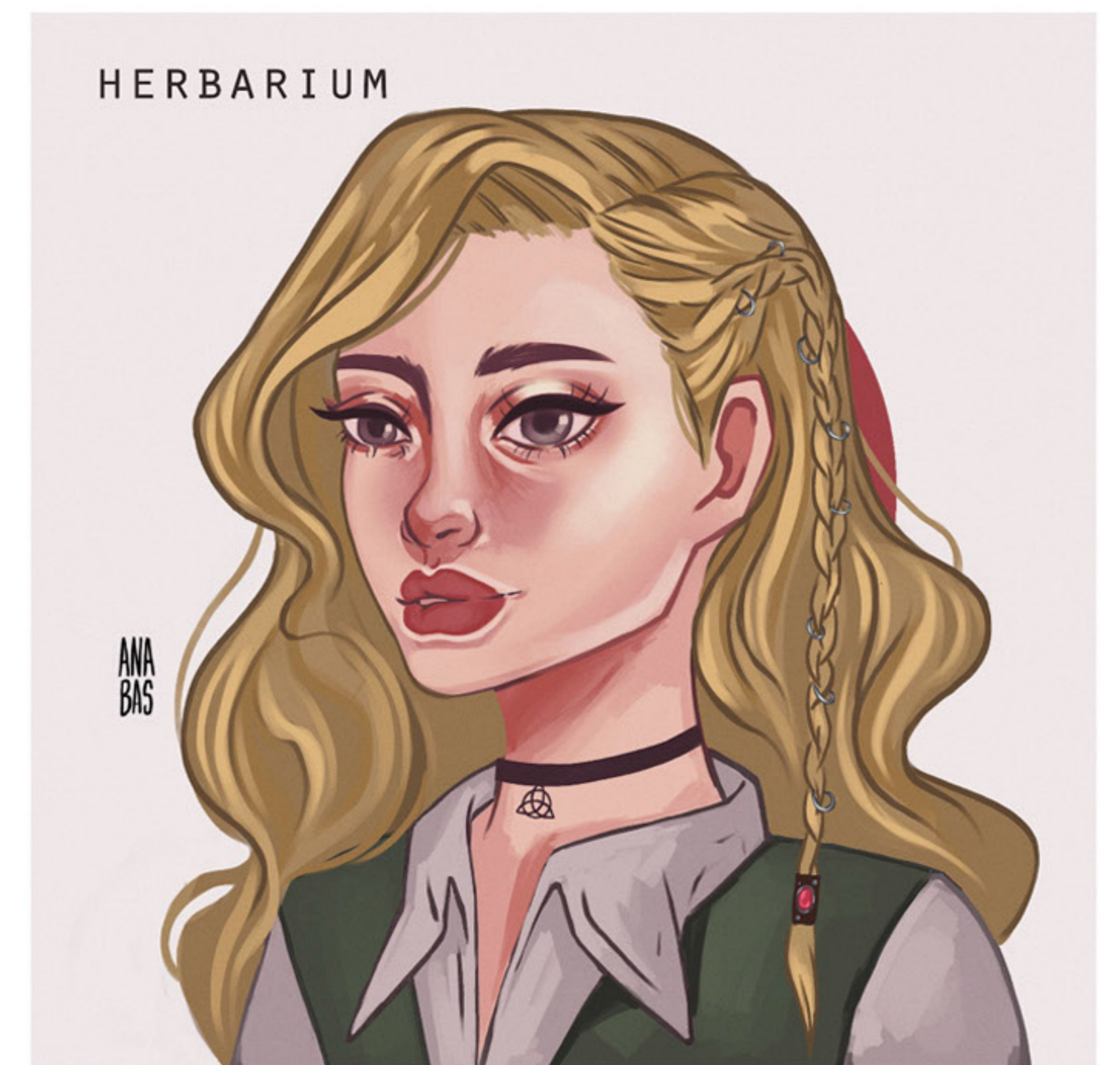
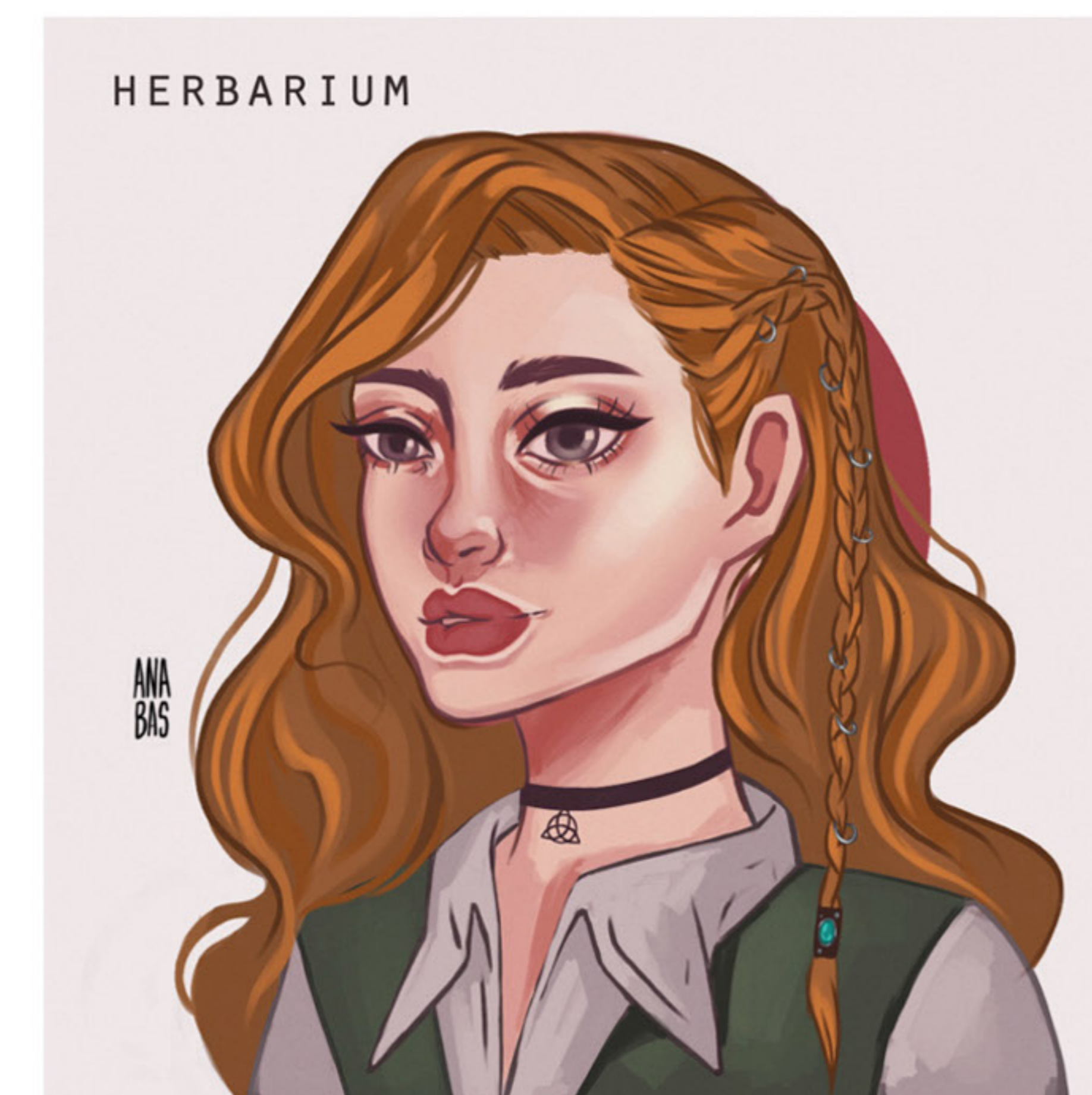
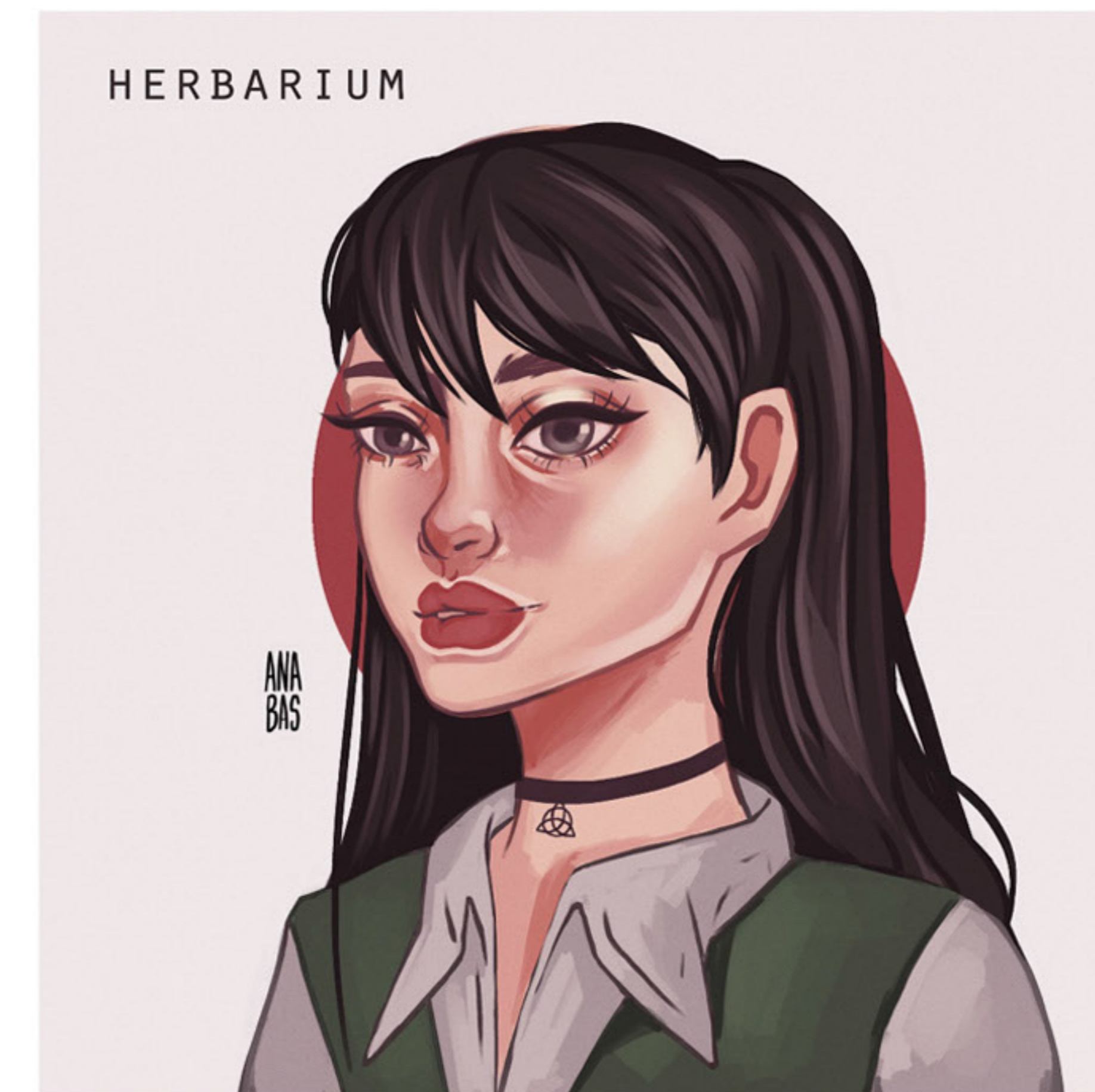
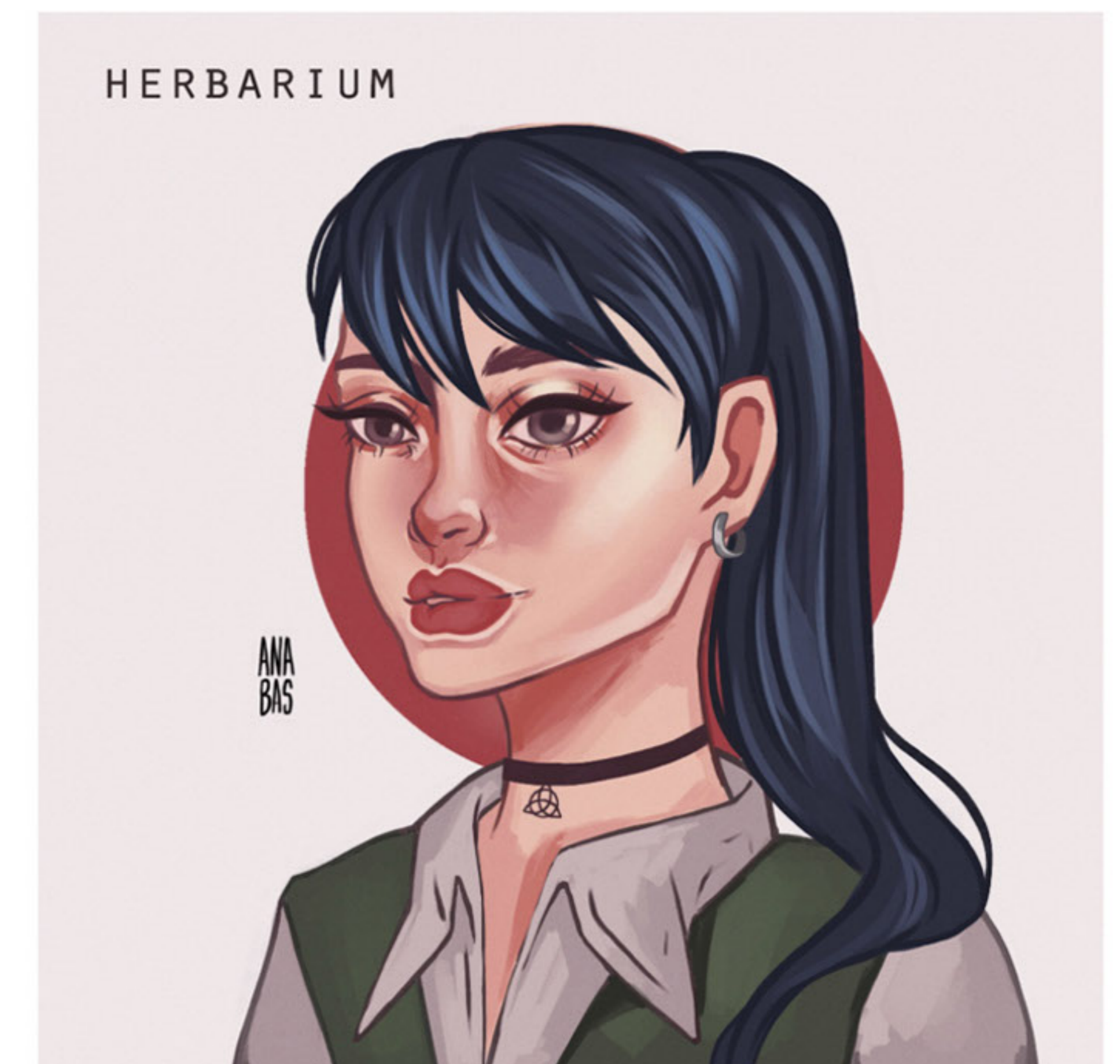
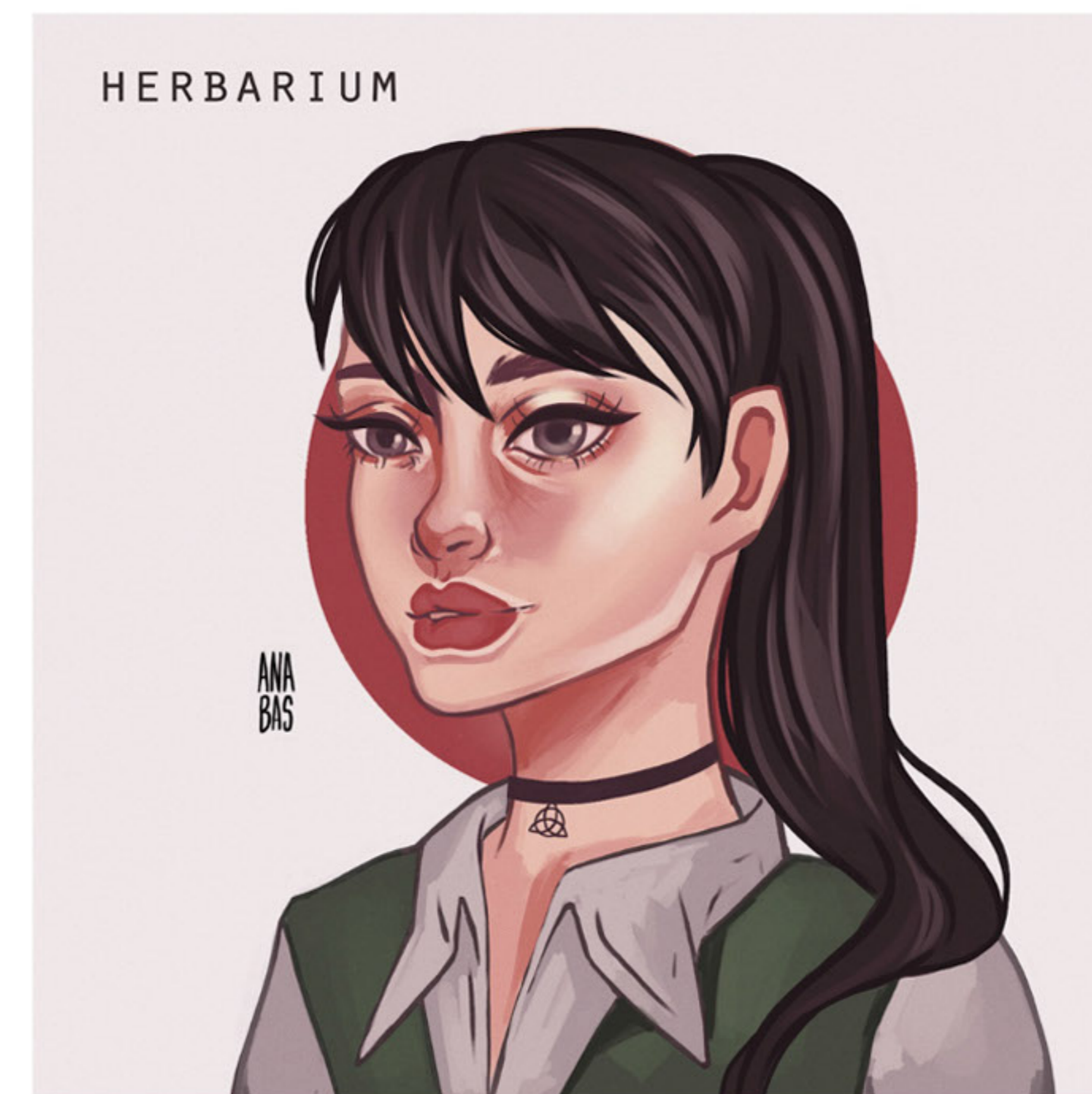


Moodboard Lira



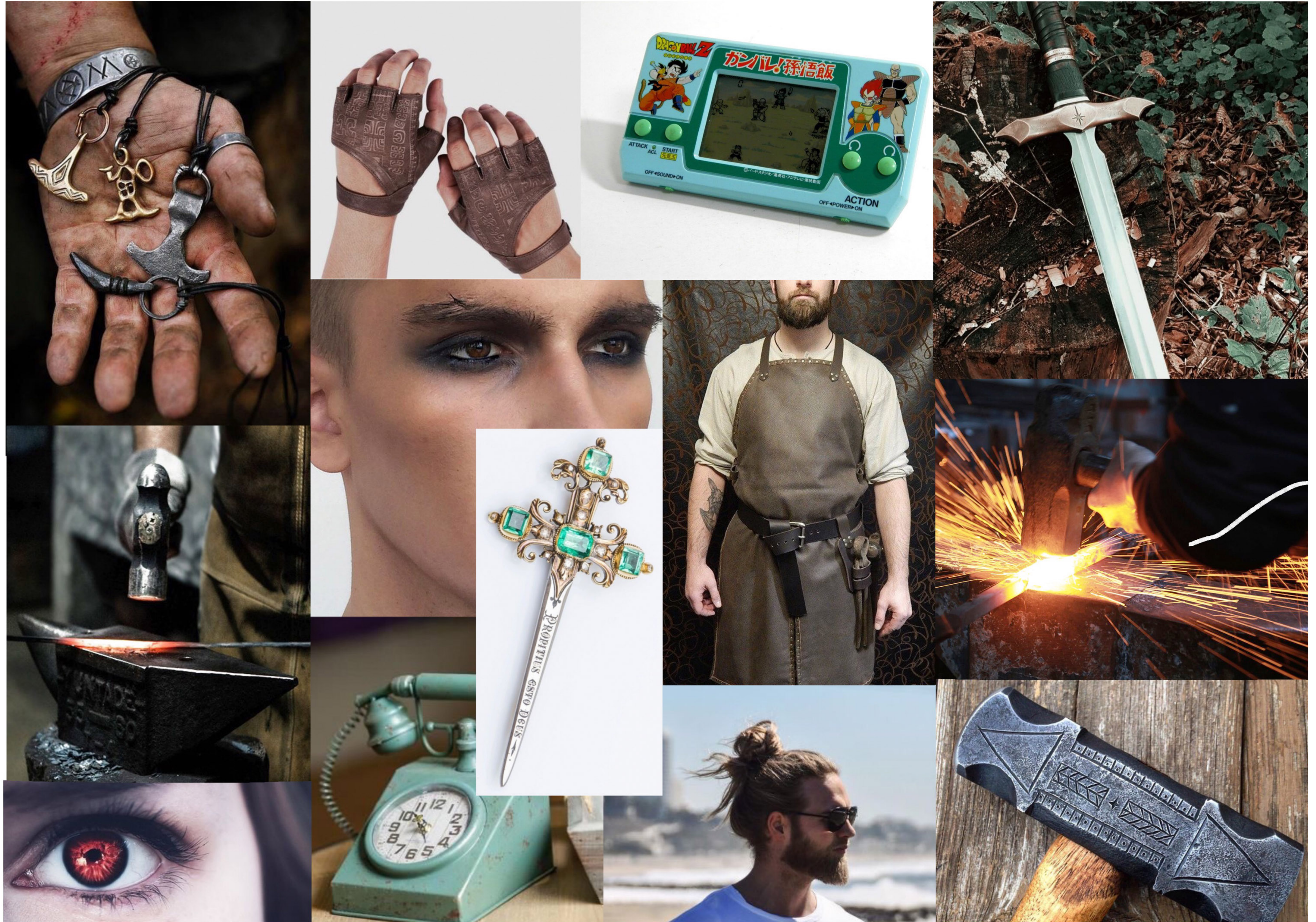


Variaciones de vestuario y aspecto



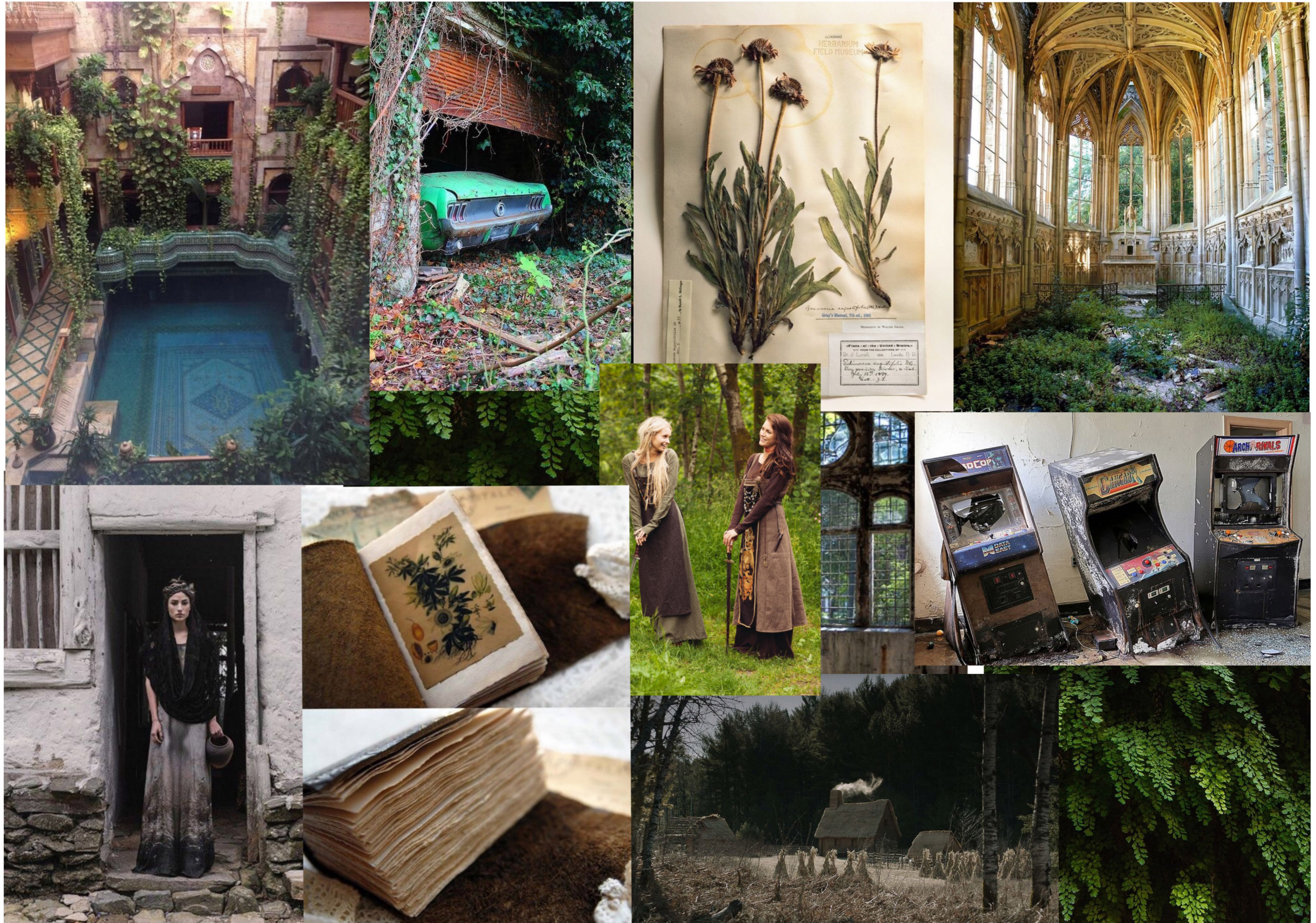


Moodboard Hekron



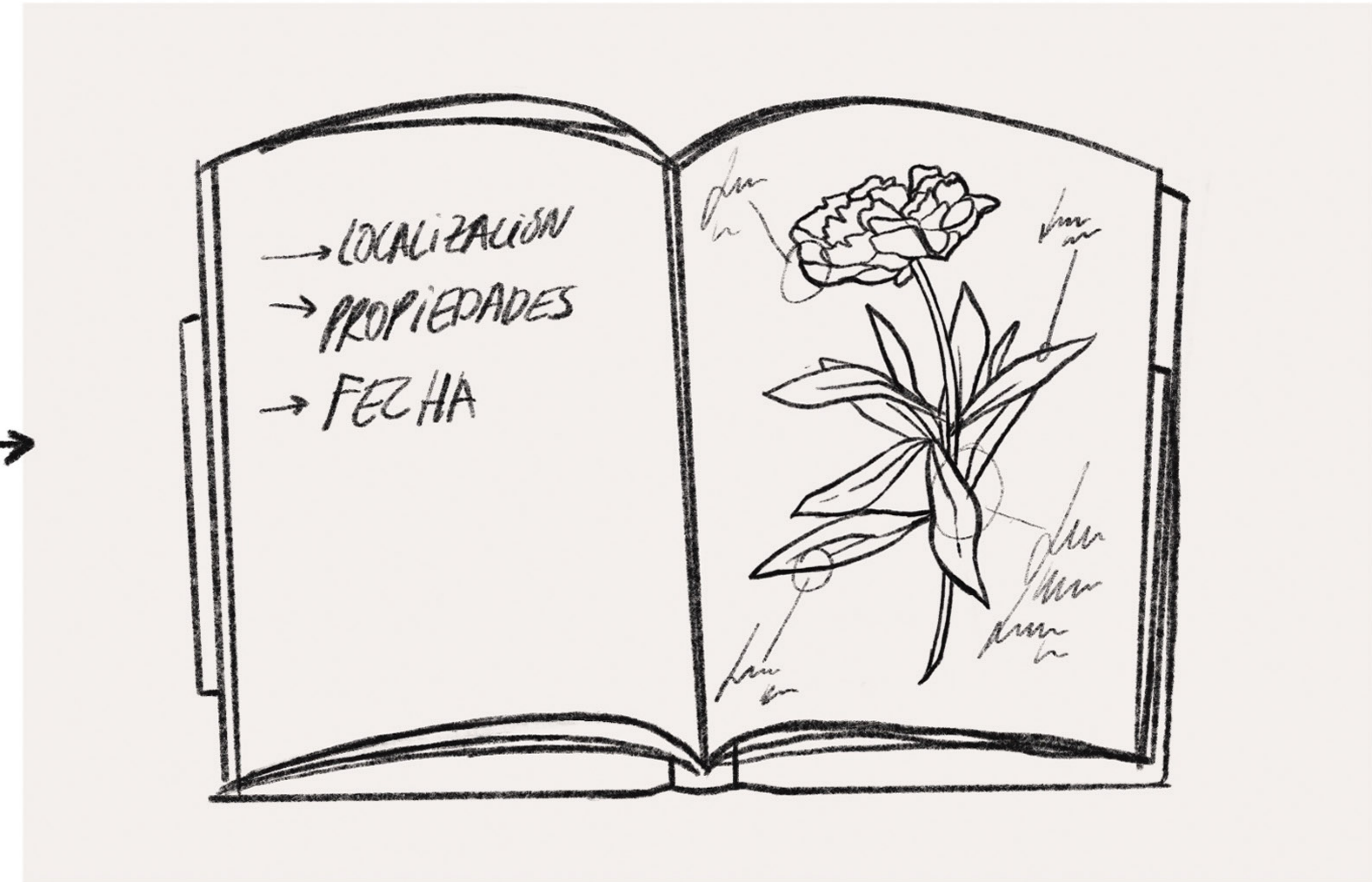
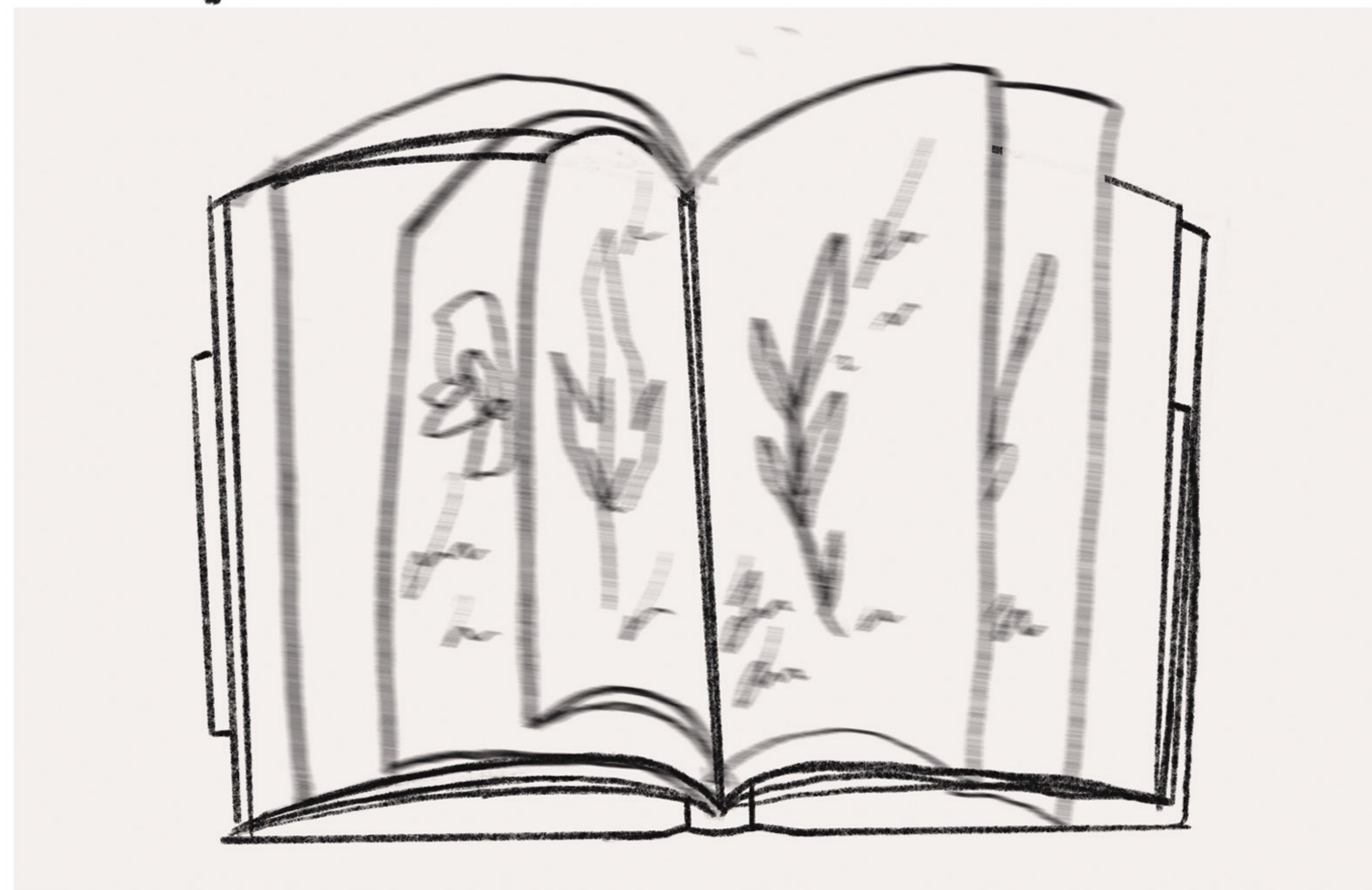
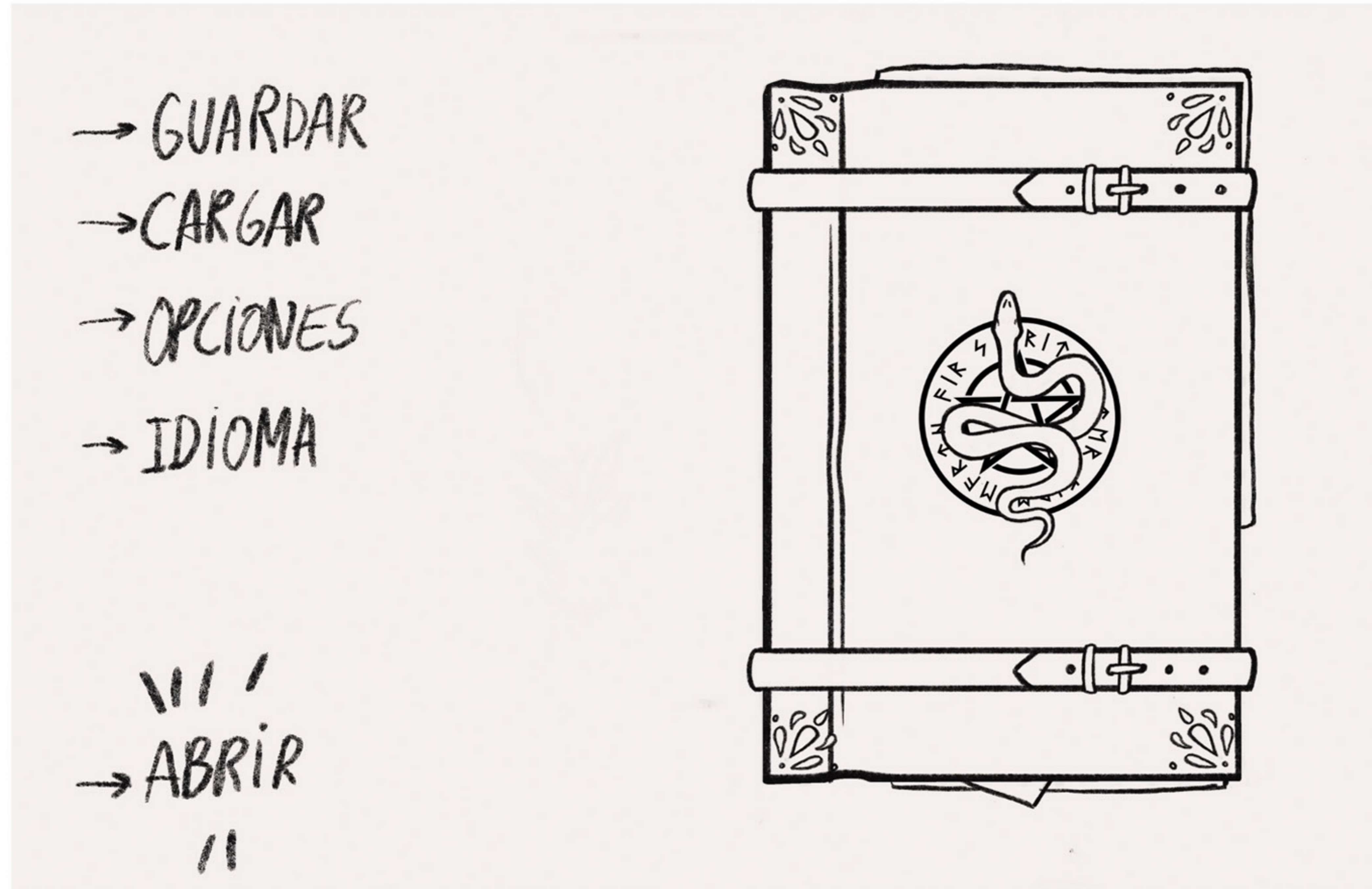


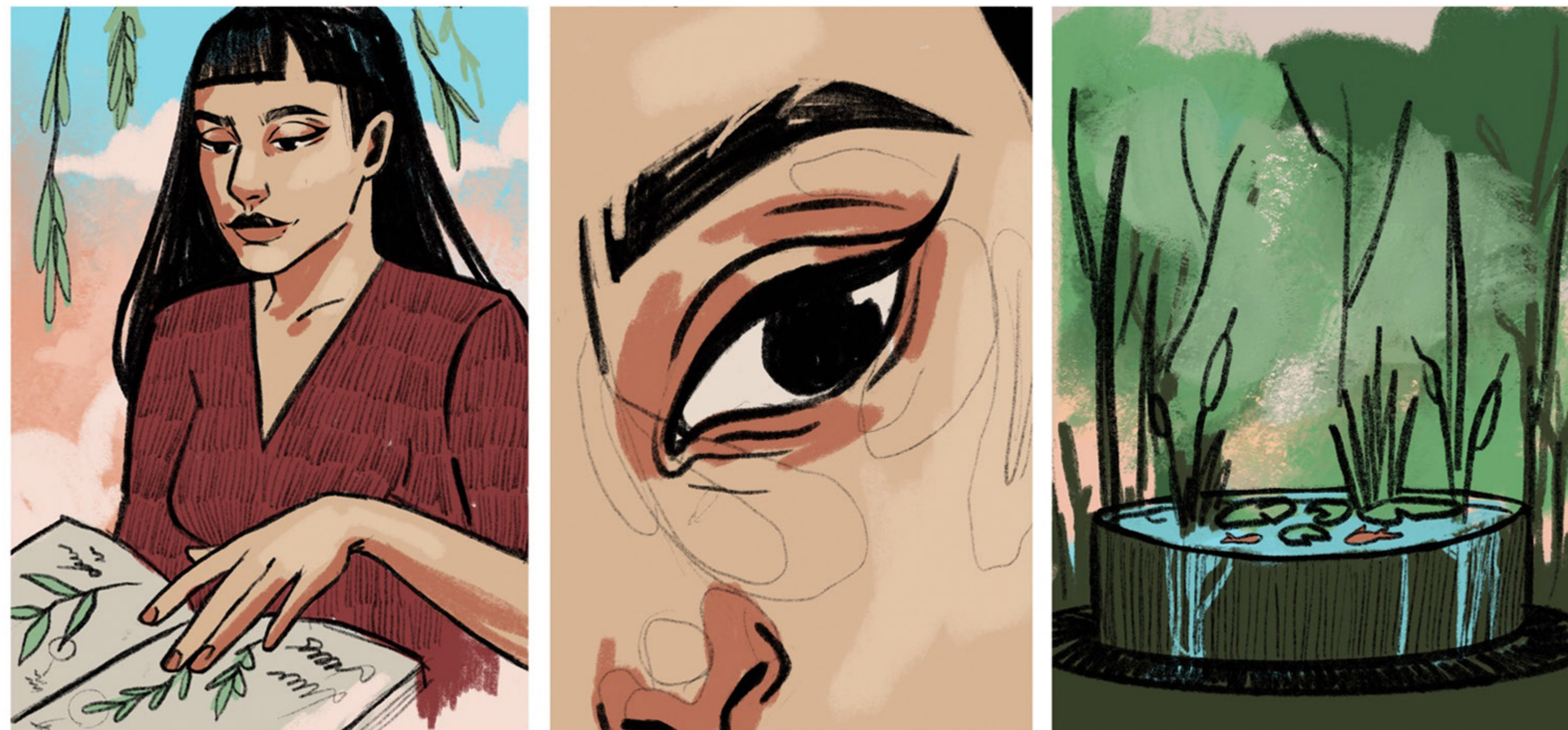
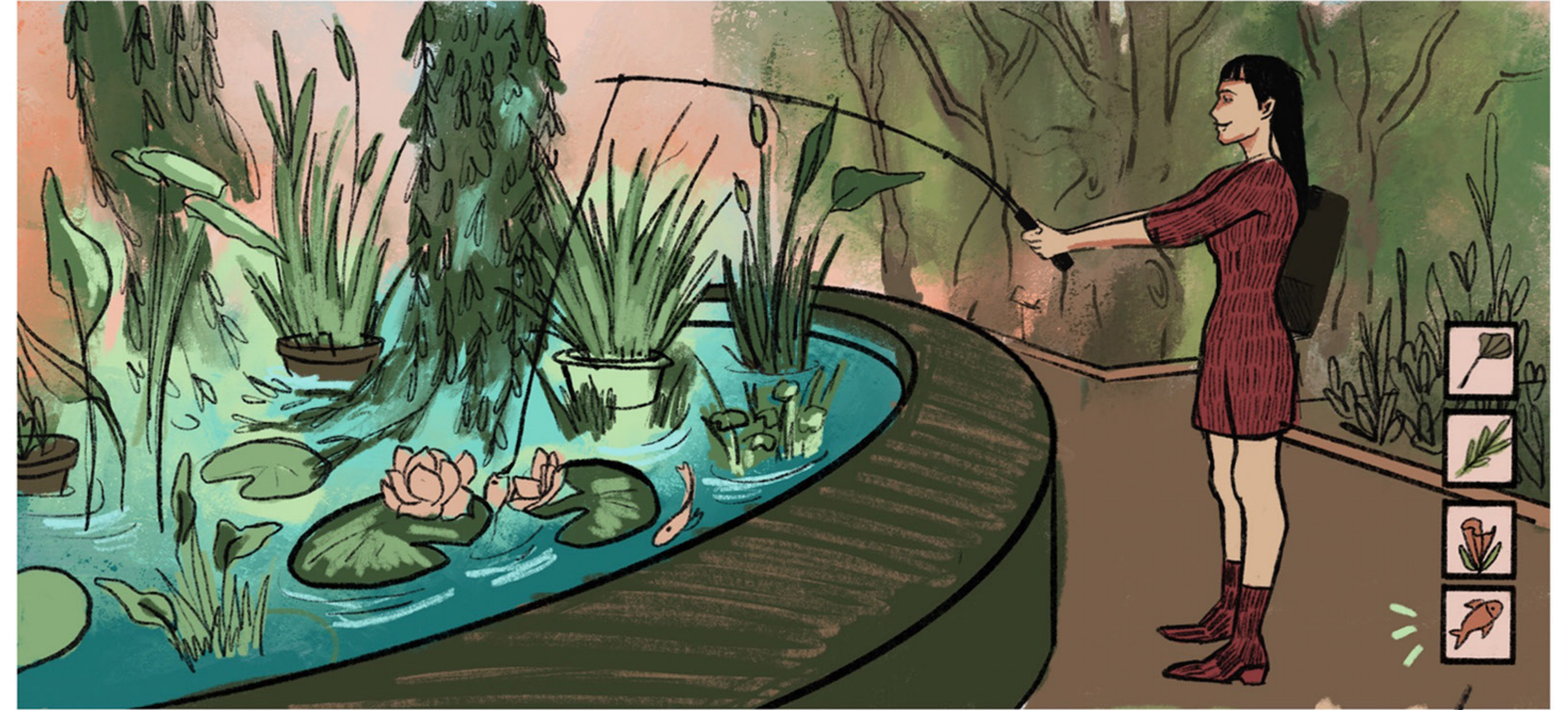
Moodboard Herbarium







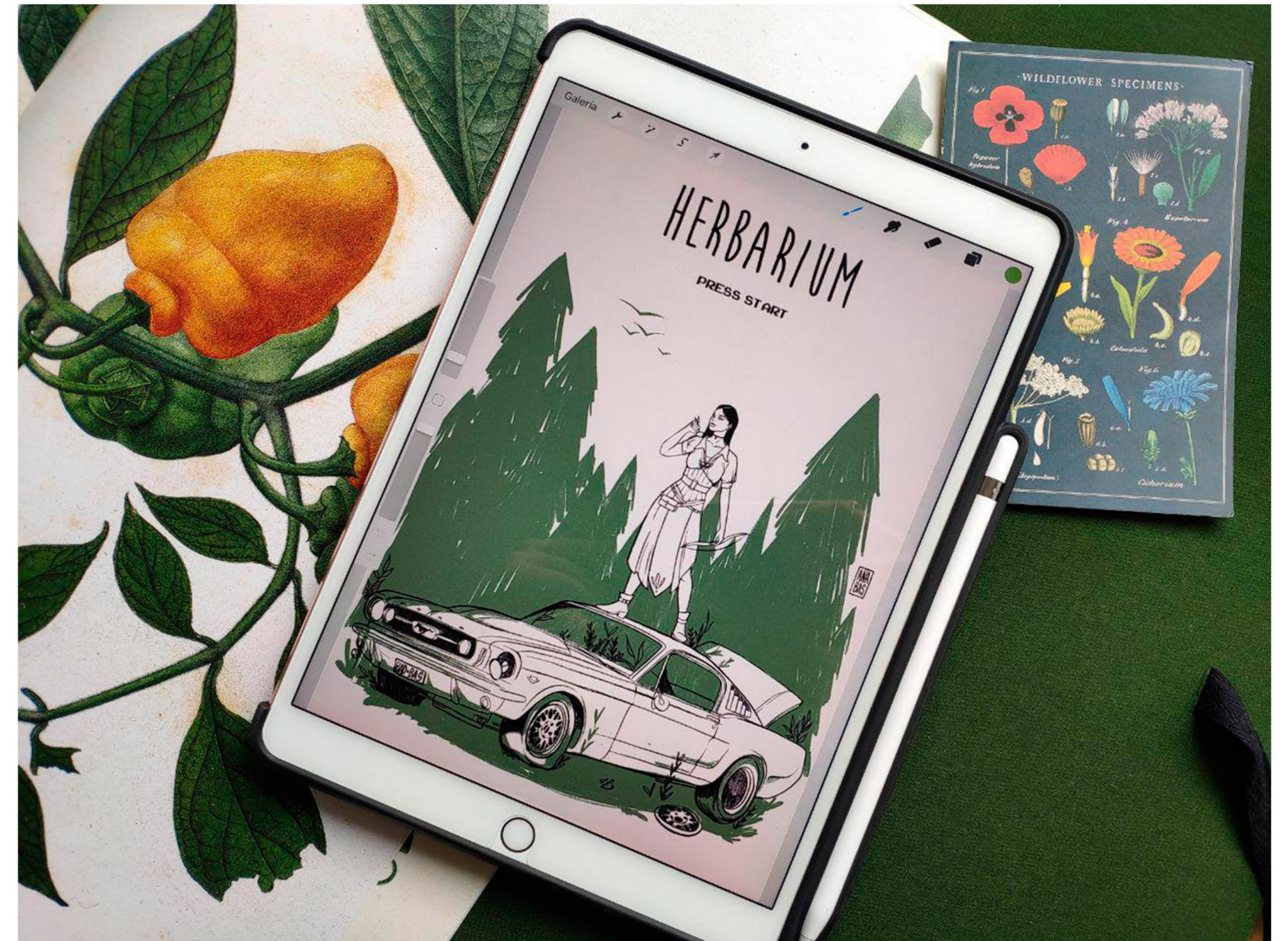
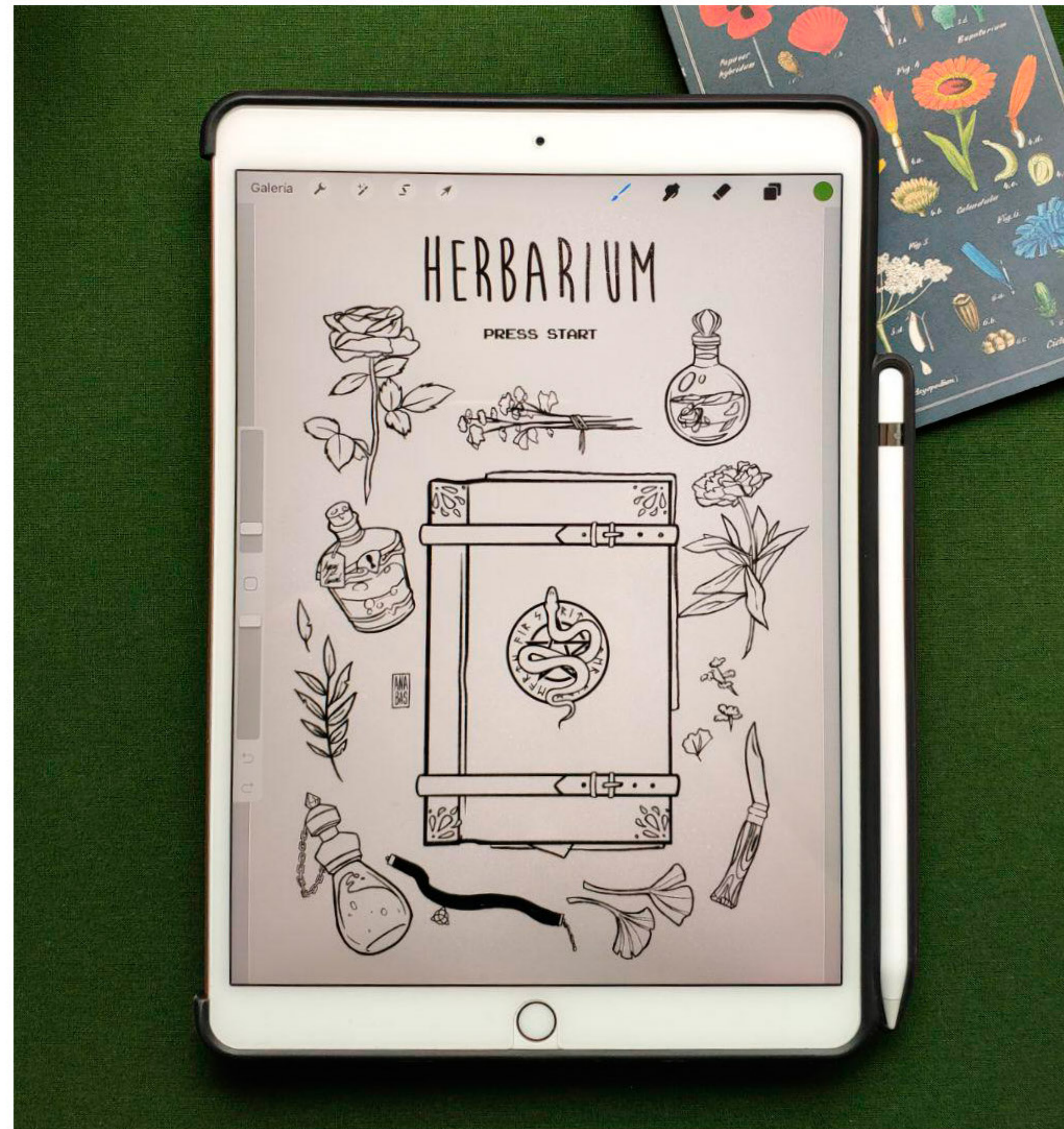




documentación
en el herbarium

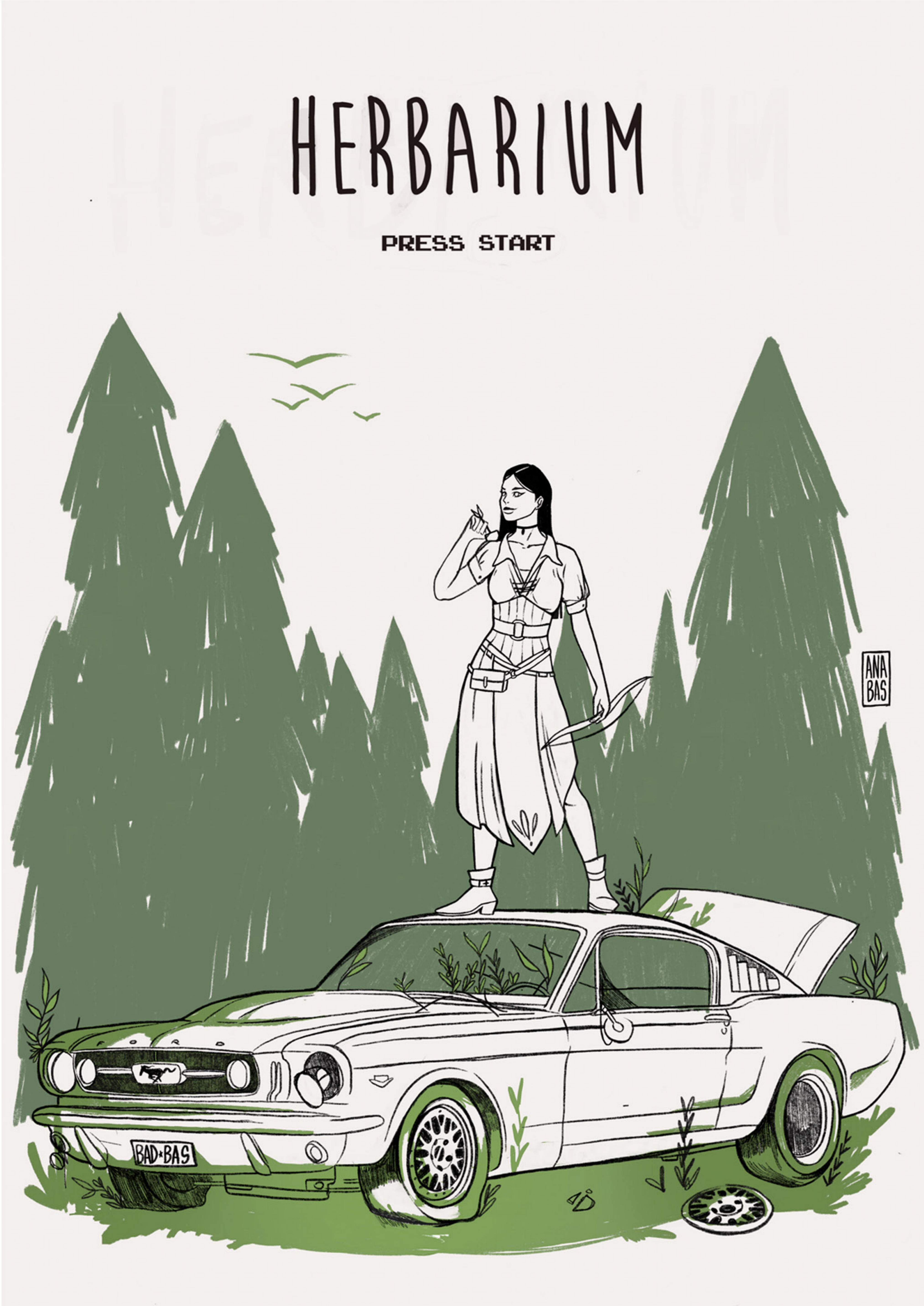
recursos
del inventario

barra de
stats



Los bocetos se crearon en tradicional. Los fotolitos definitivos además de pruebas de color, en digital.







Diseño del pattern de las guardas



