

THE LEGEND OF ZELDA

OCARINA OF TIME

Propuesta de *Remake*

Trabajo Fin de Grado

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UNIVERSITAT
POLITÀCNICA
DE VALÈNCIA



Facultat de
Belles Arts
Sant Carles

LIBRO DEL ARTISTA

A detailed line art illustration of Link from The Legend of Zelda: Ocarina of Time. He is shown from the waist up, wearing his iconic tunic and boots, with his sword raised in his right hand. The drawing is in a clean, sketch-like style with fine lines and shading.

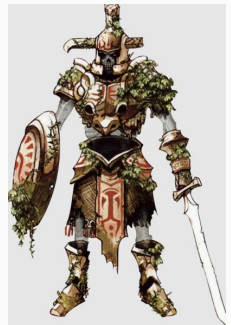
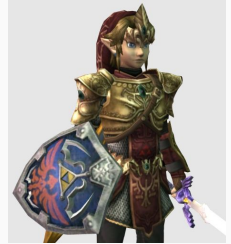
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Personajes

Moodboard · Link Adulto





THE LEGEND OF
ZELDA
OCARINA OF TIME





KOKIRI TUNIC



GORON TUNIC



ZORA TUNIC



FROST TUNIC



MAGIC ARMOR

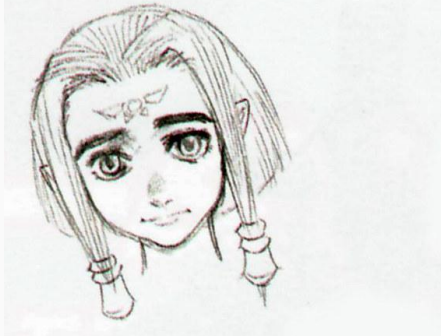
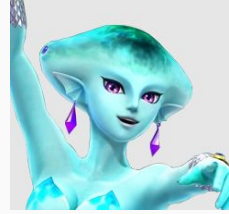
Moodboard · Link Niño







Moodboard · Sabios y otros personajes





Saria (Sabia del Bosque)



Darunia (Sabio del Fuego)



Ruto (Sabia del Agua)



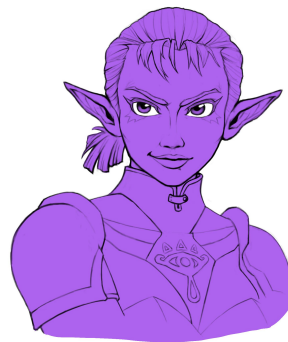
Malon



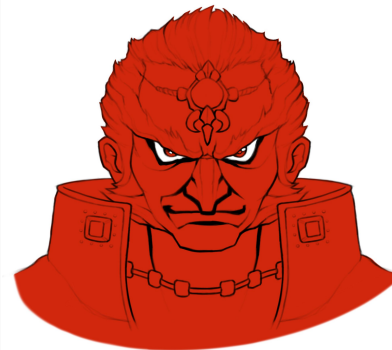
Zelda



Sheik



Impa (Sabia de las Sombras)

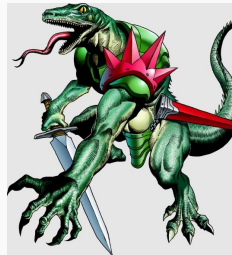
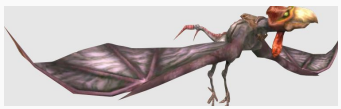
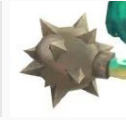
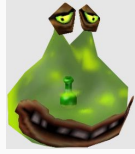
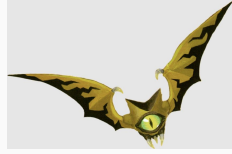
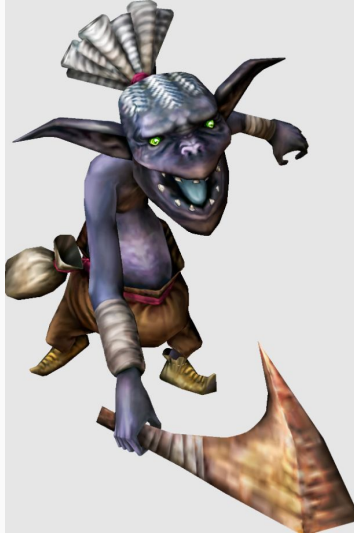
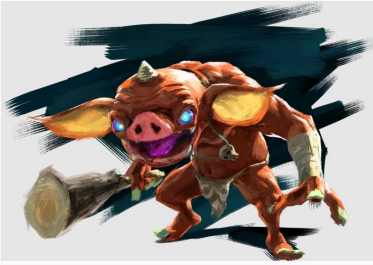


Ganondorf

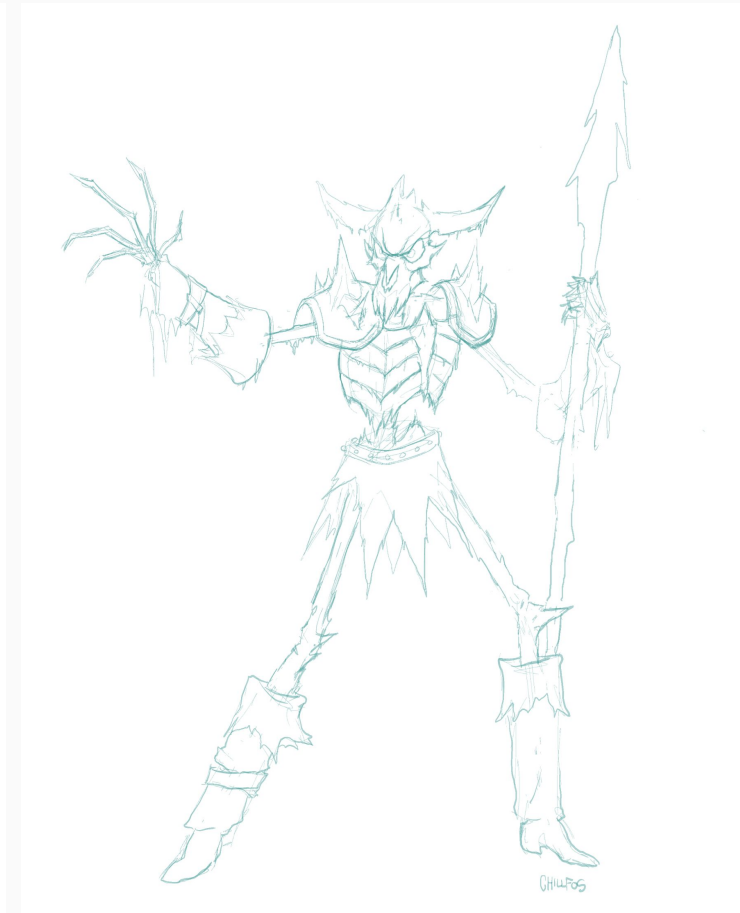


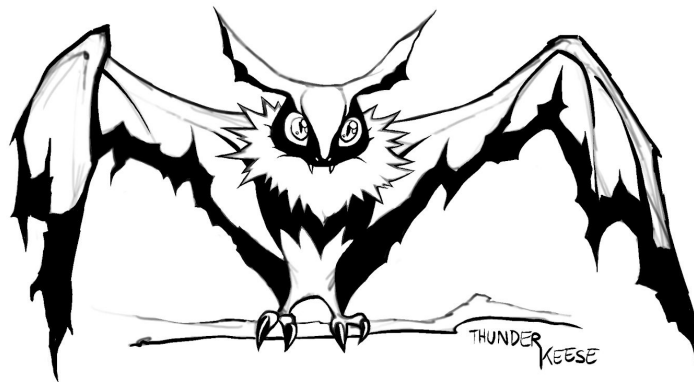
Enemigos

Moodboard · Enemigos











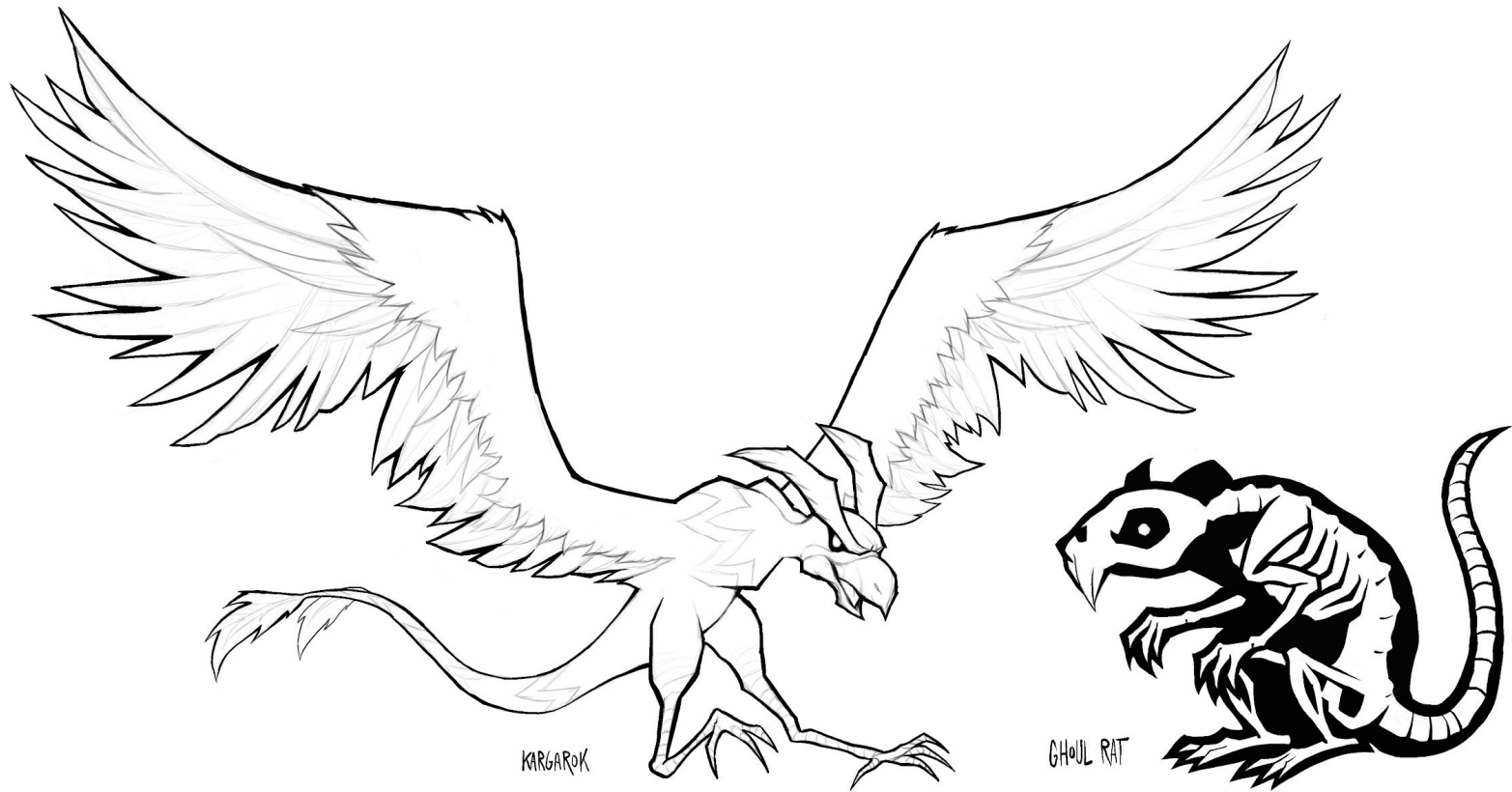
DARK LIZALFOS



HELMASAUR



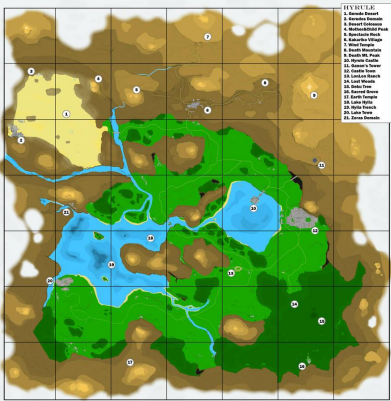
SNAP-DRAGON

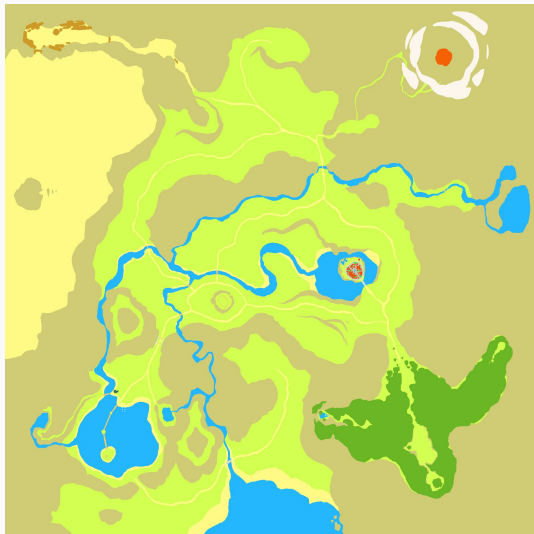


Mapa

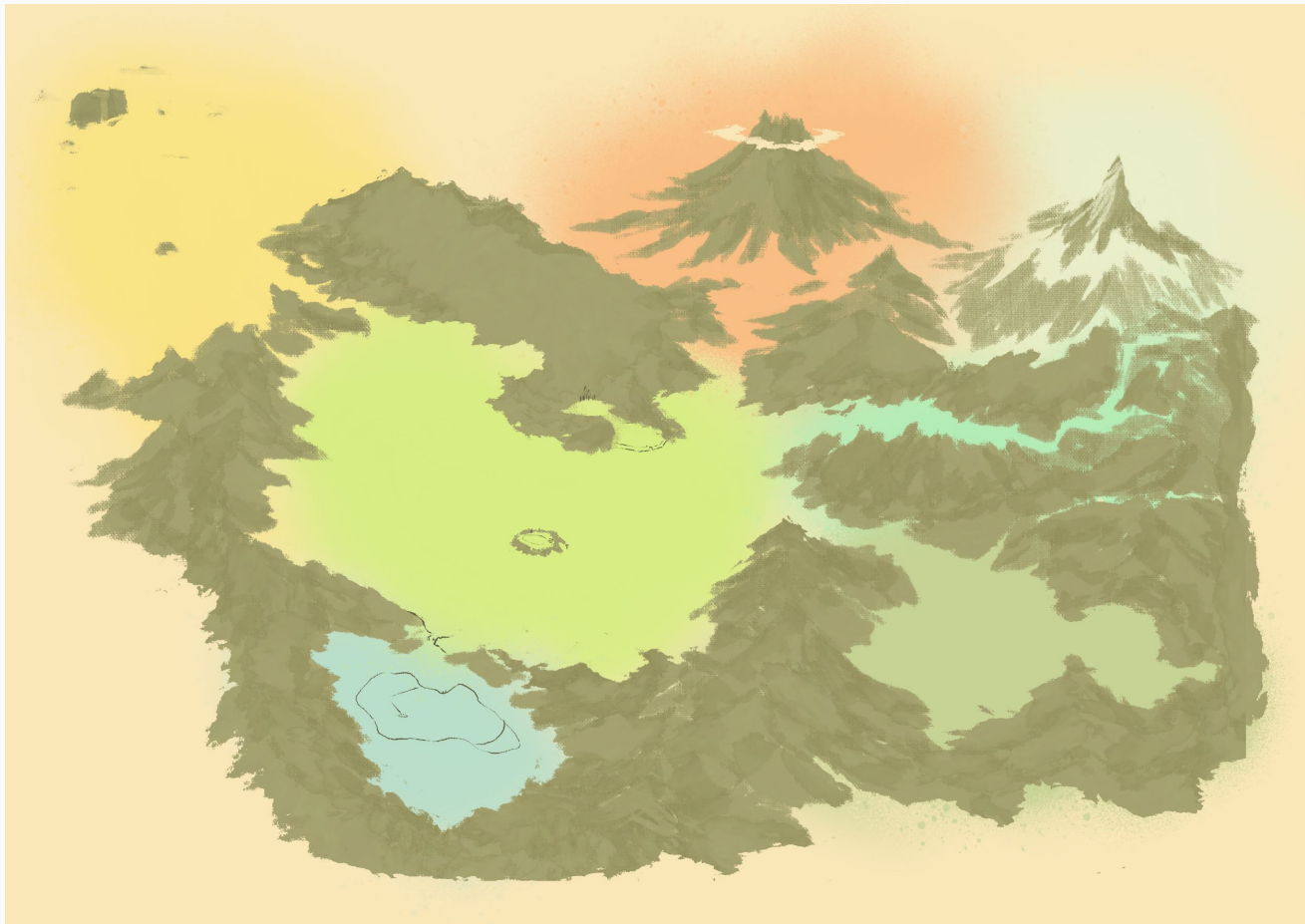


Referencias · Mapa



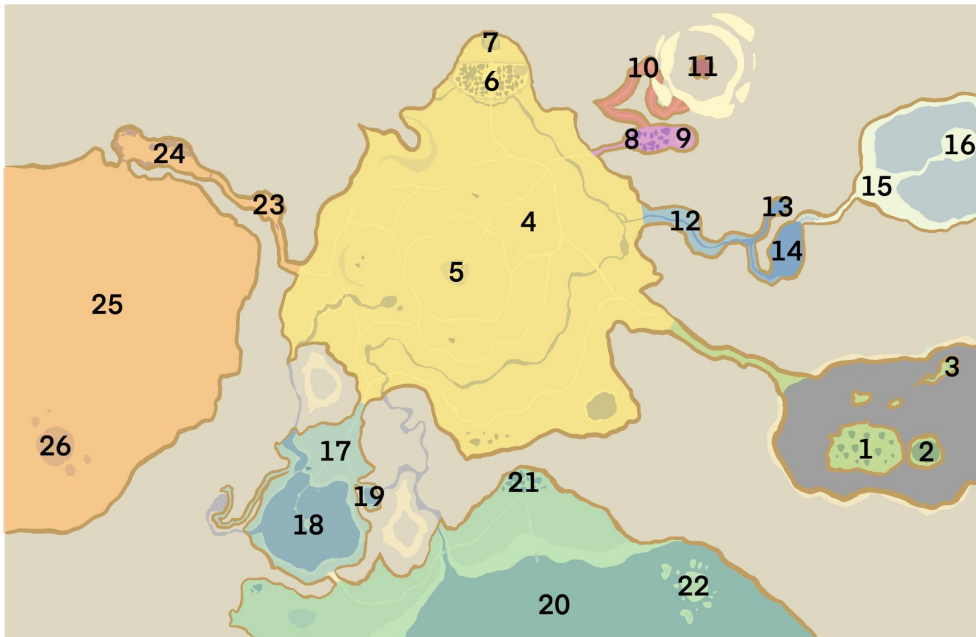


V1



V2





1. Bosque Kokiri
2. Gran Árbol Deku
3. Arboleda Sagrada
4. Campo de Hyrule
5. Rancho Lon-Lon
6. Ciudadela de Hyrule
7. Castillo de Hyrule
8. Aldea Kakariko
9. Cementerio de Kakariko
10. Camino hacia la Montaña
11. Montaña de la Muerte
12. Río Zora
13. Dominio de los Zora
14. Estanque de Jabu-Jabu
15. Cavernas de Hielo
16. Santuario del Hielo
17. Valle de Hylia
18. Lago Hylia
19. Zona de Pesca
20. Bahía de Hyrule
21. Aldea Onaona
22. Isla Cangrejo
23. Valle Gerudo
24. Fortaleza Gerudo
25. Desierto Embrujado
26. Coloso del Desierto



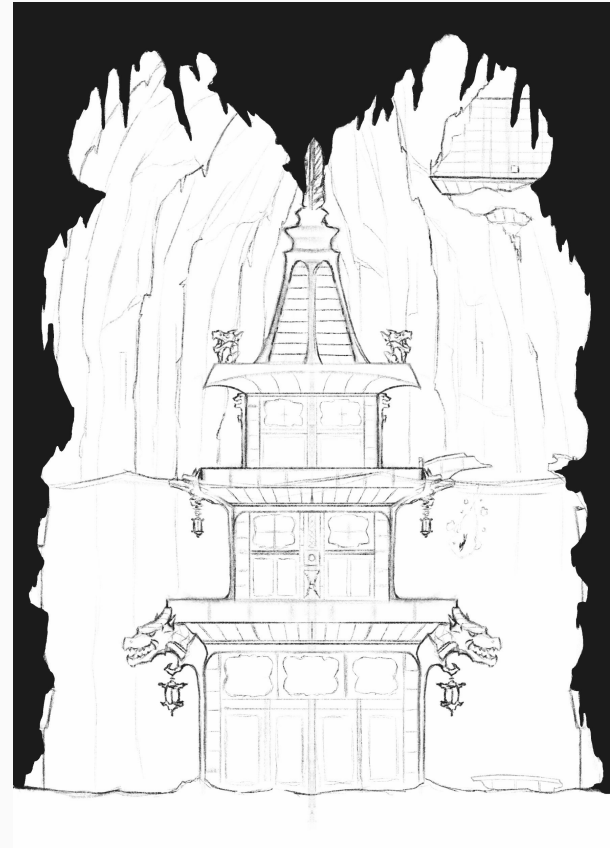
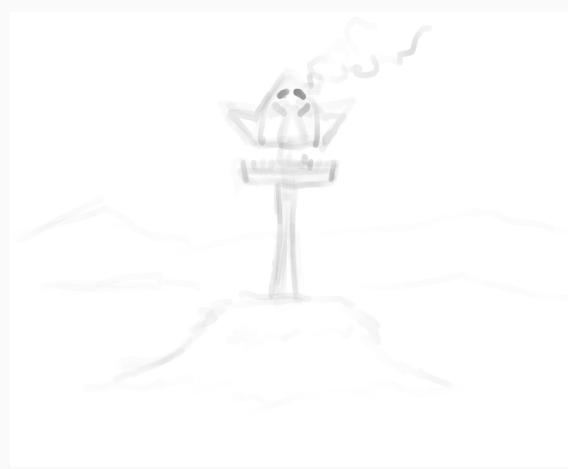
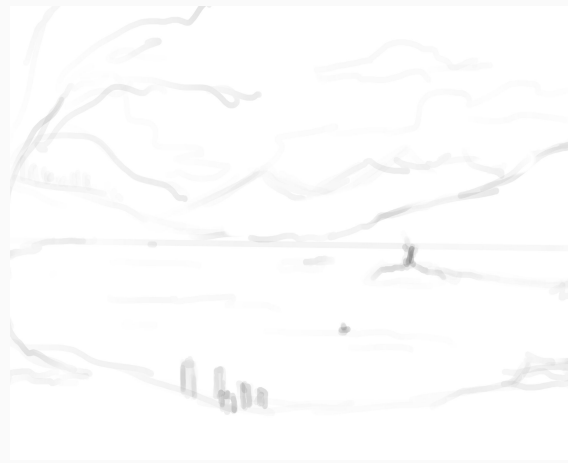
Comparación aproximada del tamaño del mapa original

Entornos



Referencias · Entornos







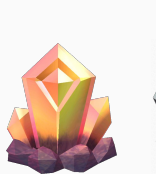
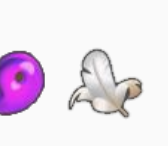
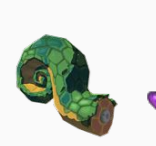
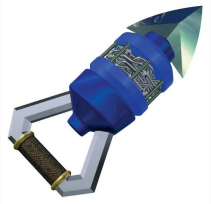
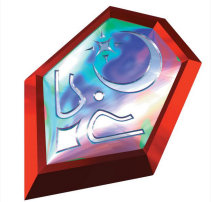


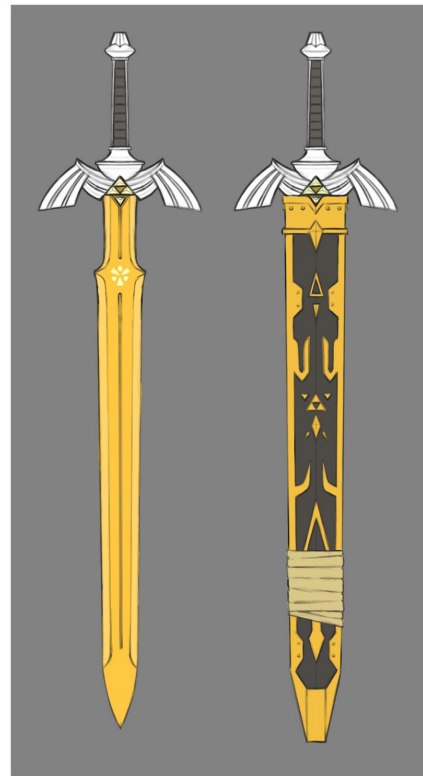
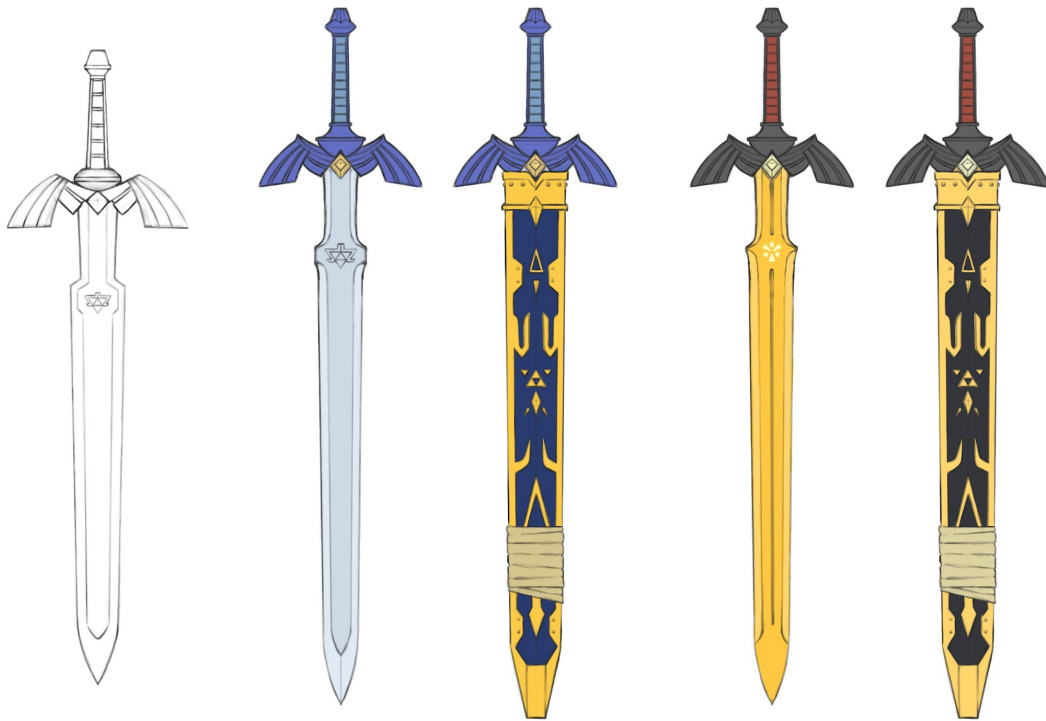


Props

The background is a dark, charcoal grey color with a subtle, hand-drawn texture. Faint, light-colored outlines suggest a landscape with several mountain peaks and a central circular area that could be a lake or a clearing. The overall aesthetic is minimalist and artistic.

Moodboard · Props







Escudo Deku



Escudo de Hierro



Escudo Hyliano



Escudo Espejo



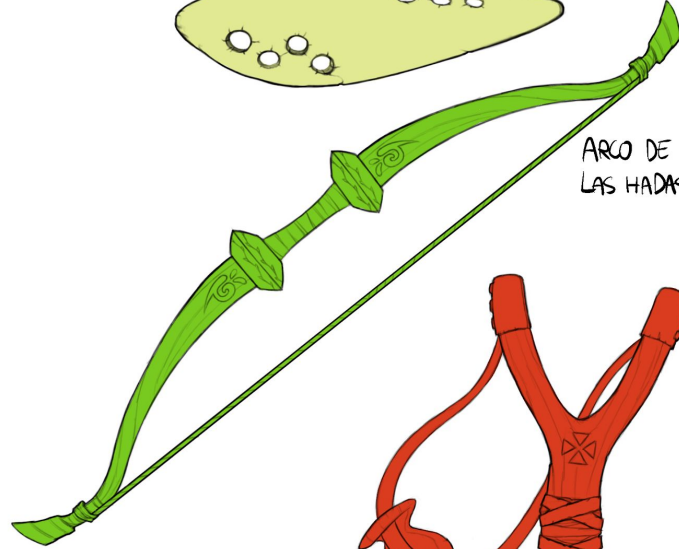
GANCHO



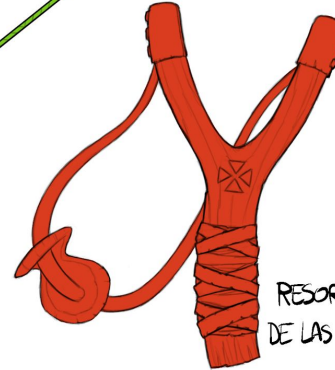
GANCHO LARGO



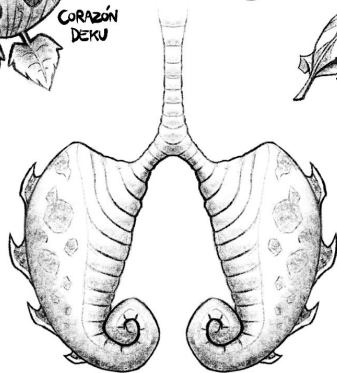
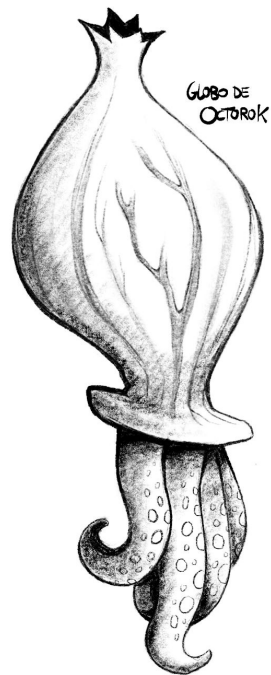
OCARINA DE LAS HADAS



ARCO DE LAS HADAS



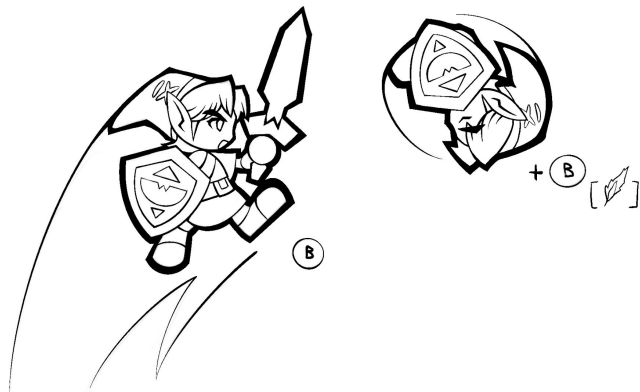
RESORTERA DE LAS HADAS

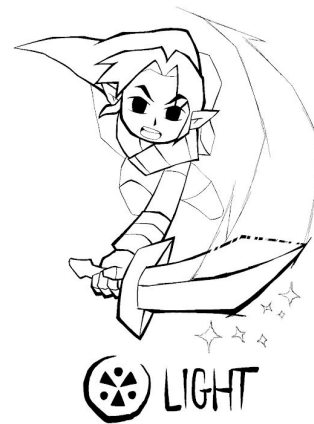
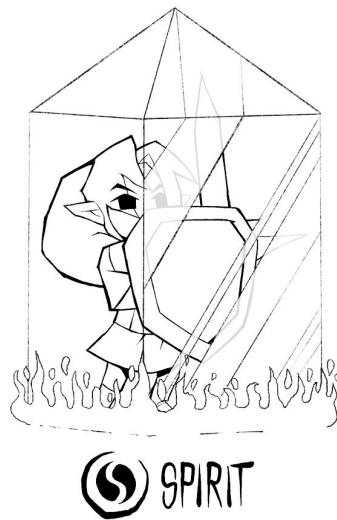


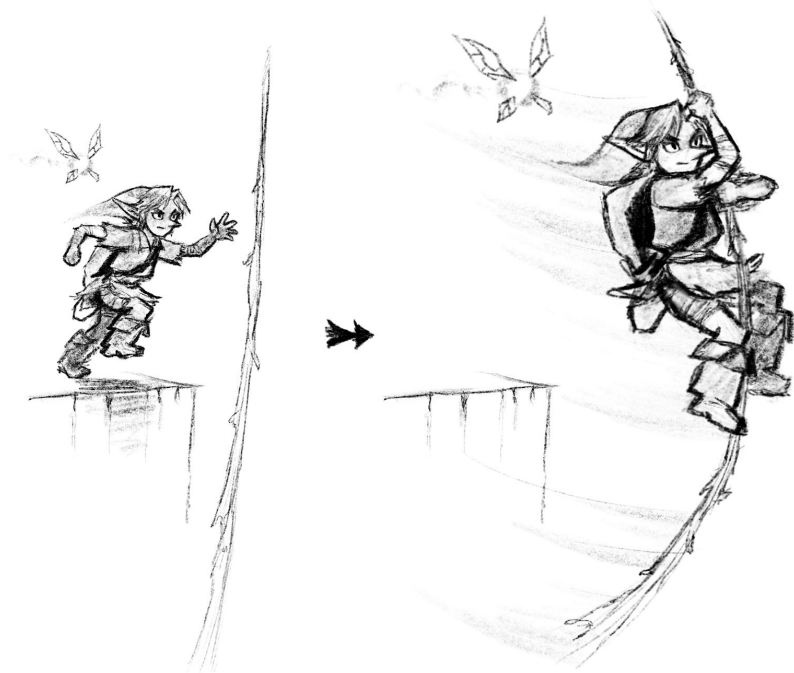
Jugabilidad

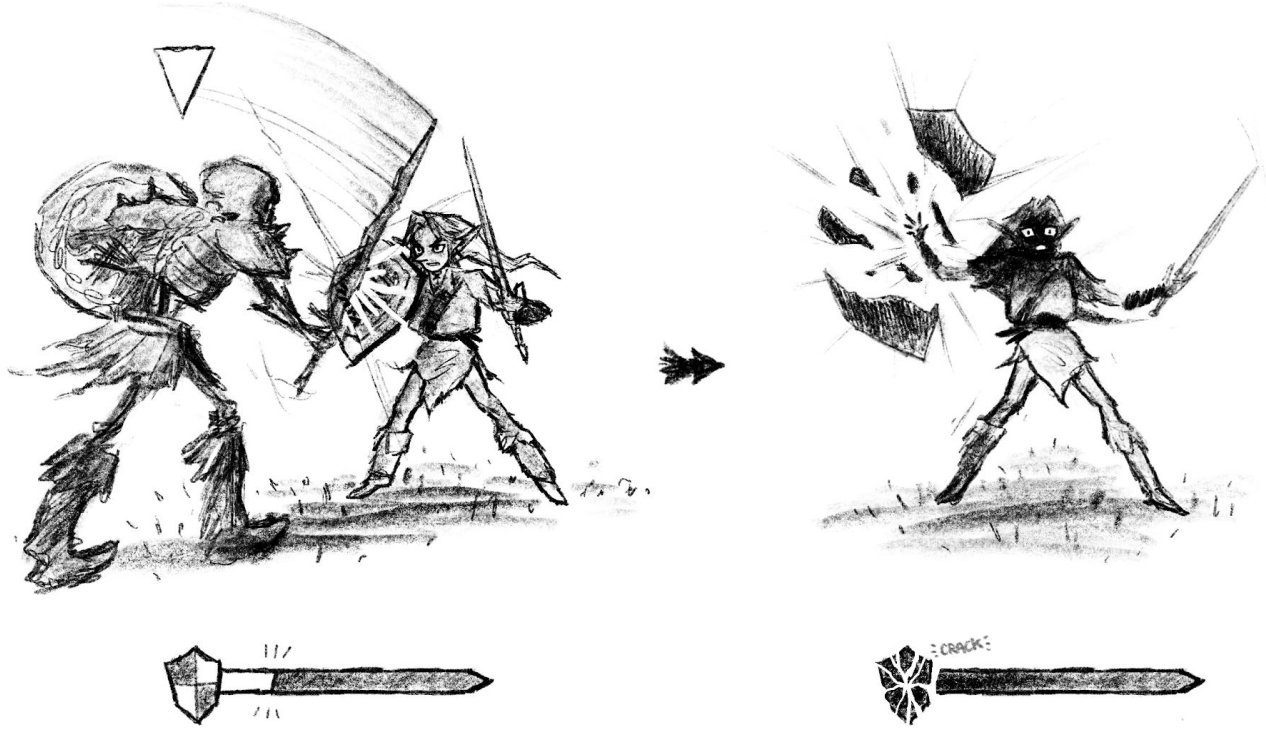


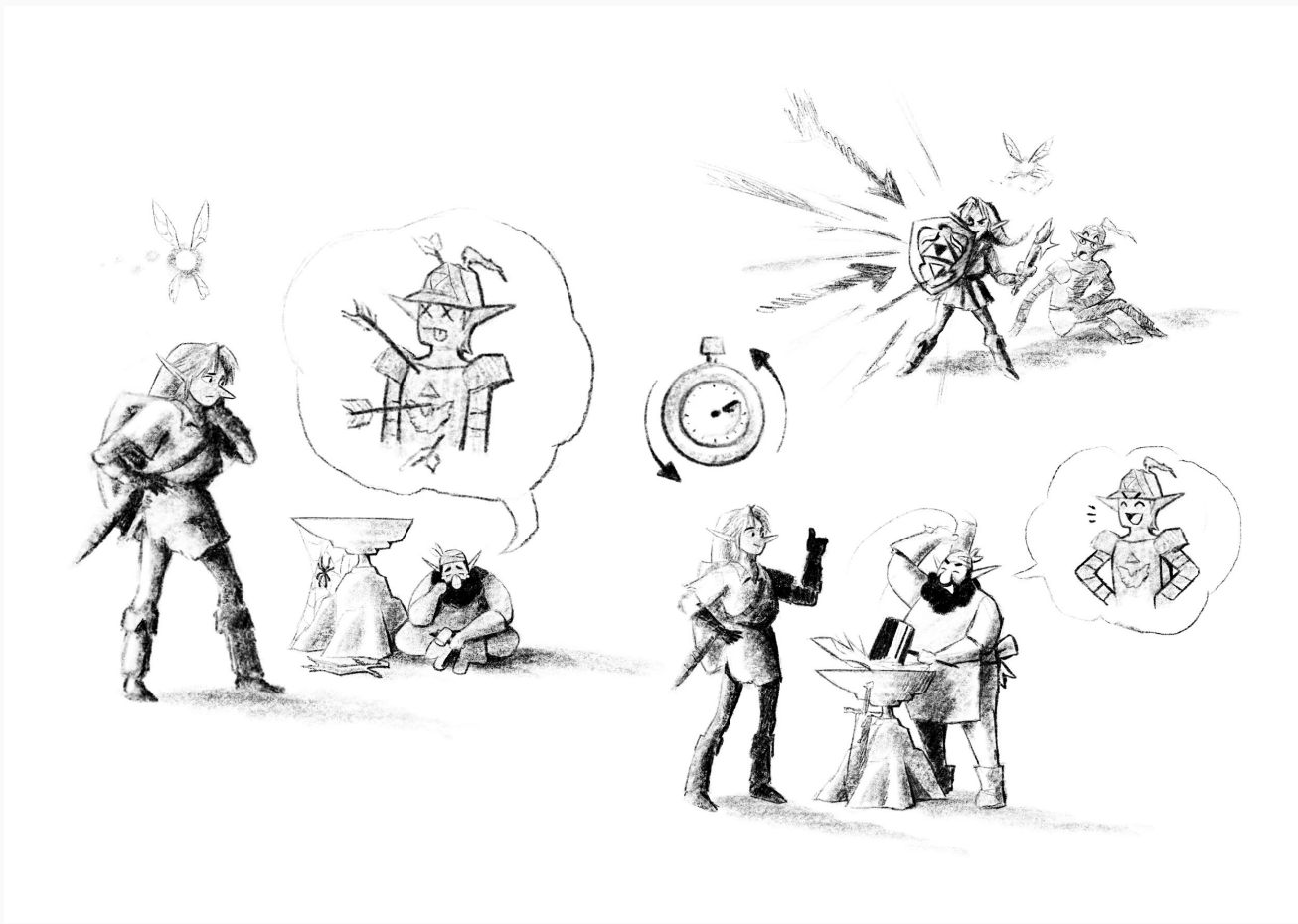






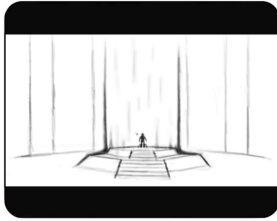




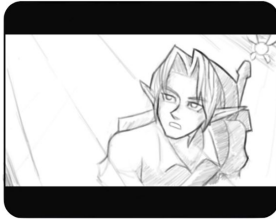




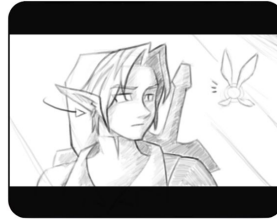
Historia



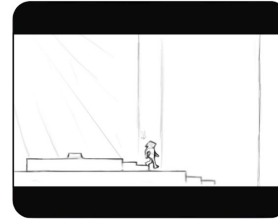
TEMPLO DEL TIEMPO, 7 AÑOS DESPUÉS



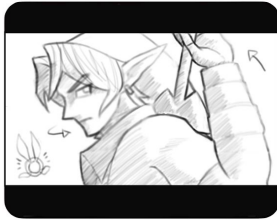
LINK MIRA ALREDEDOR



-NAVI: "DE VERDAD HABRÁN PASADO 7 AÑOS?"

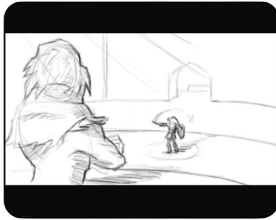


LINK CAMINA HACIA LA SALIDA



LINK ESCUCHA ALGO ATRÁS

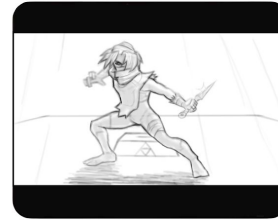
-NAVI: "EY!"



SE DA LA VUELTA, ESPADA EN MANO



-JOVEN MISTERIOSO: "..."



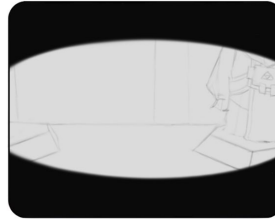
COMIENZA EL COMBATE



LINK FLUTA EN EL VACÍO



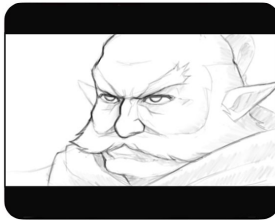
—VOZ: "LINK... DESPIERTA. LINK, EL ELEGIDO..."



ENTREABRE LOS OJOS, MIRANDO
ALREDEDOR



RAURU, SABIO DE LA LUZ, APARECE
ANTE ÉL



RAURU EXPLICA LO OCURRIDO



LINK SE SORPRENDE AL
COMPROBAR...



... ¡QUE ES AHORA UN ADULTO!



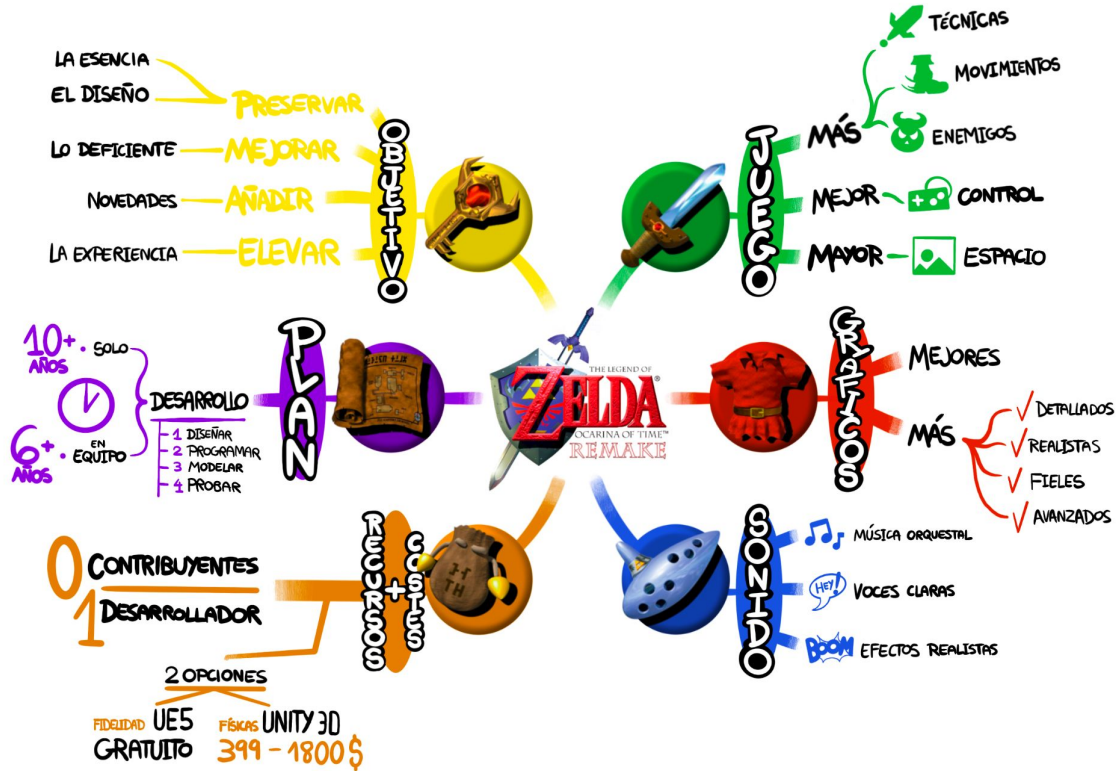
LINK OBSERVA EN SILENCIO SU
NUEVO CUERPO, ENTRE CONFUNDIDO
E INQUIETO...

—RAURU: "LINK, NO TE ALARMES...
¡CONTEMPLA TU NUEVO SER!"

—NAVI: "¡LINK, MÍRATE! ¡NO PUEDO CREERLO,
HAS CRECIDO! ¡AHORA ERES MAYOR!"



Otro



THE LEGEND OF
ZELDA
OCARINA OF TIME



THE LEGEND OF
ZELDA
BREATH OF THE WILD





NINTENDO⁶⁴

- 1. Stick Analógico** - Mover al personaje
- 2. Botón A** - Interactuar, Confirmar, Agarrar, Rodar, Etc.
- 3. Botón B** - Atacar, Cancelar
- 4. Botones C** - Equipar/Usar objetos, Vista en primera persona
- 5. Botón START** - Abrir menú
- 6. Botón L** - Mostrar/Ocultar minimapa
- 7. Botón R** - Usar escudo
- 8. Botón Z** - Fijar blanco, Reiniciar posición de la cámara

