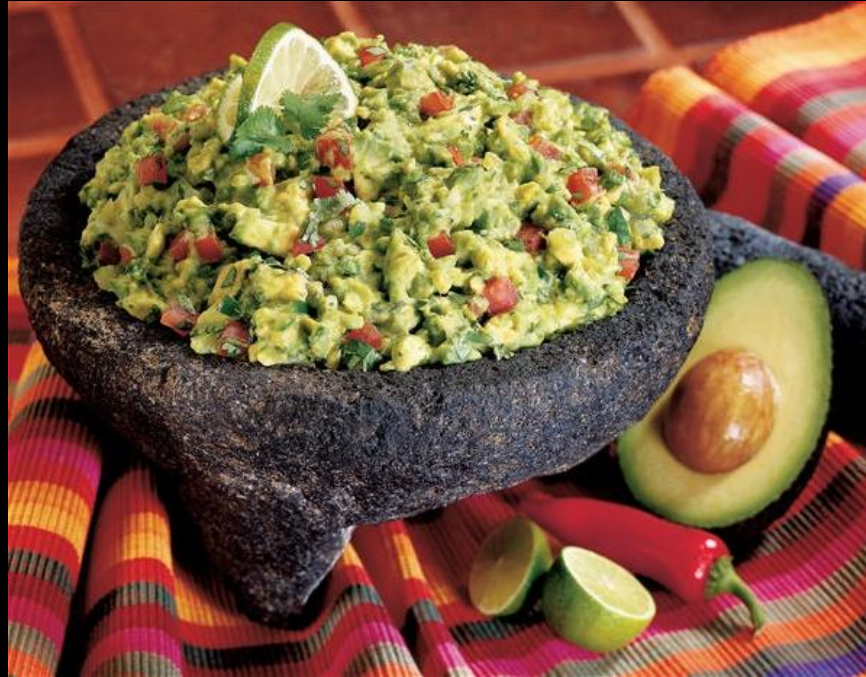


The Art of Making Guacamelee!: From Folklore to Finish



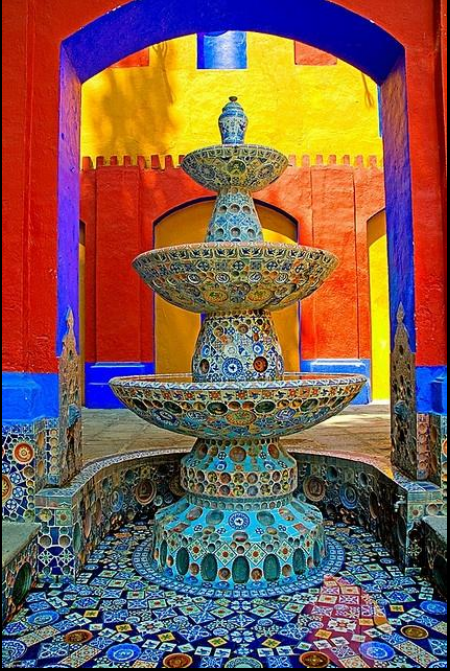




MEXICO IN THE MEDIA



THE MEXICO I MISSED



THE IMAGES THAT GOT THE TEAM EXCITED

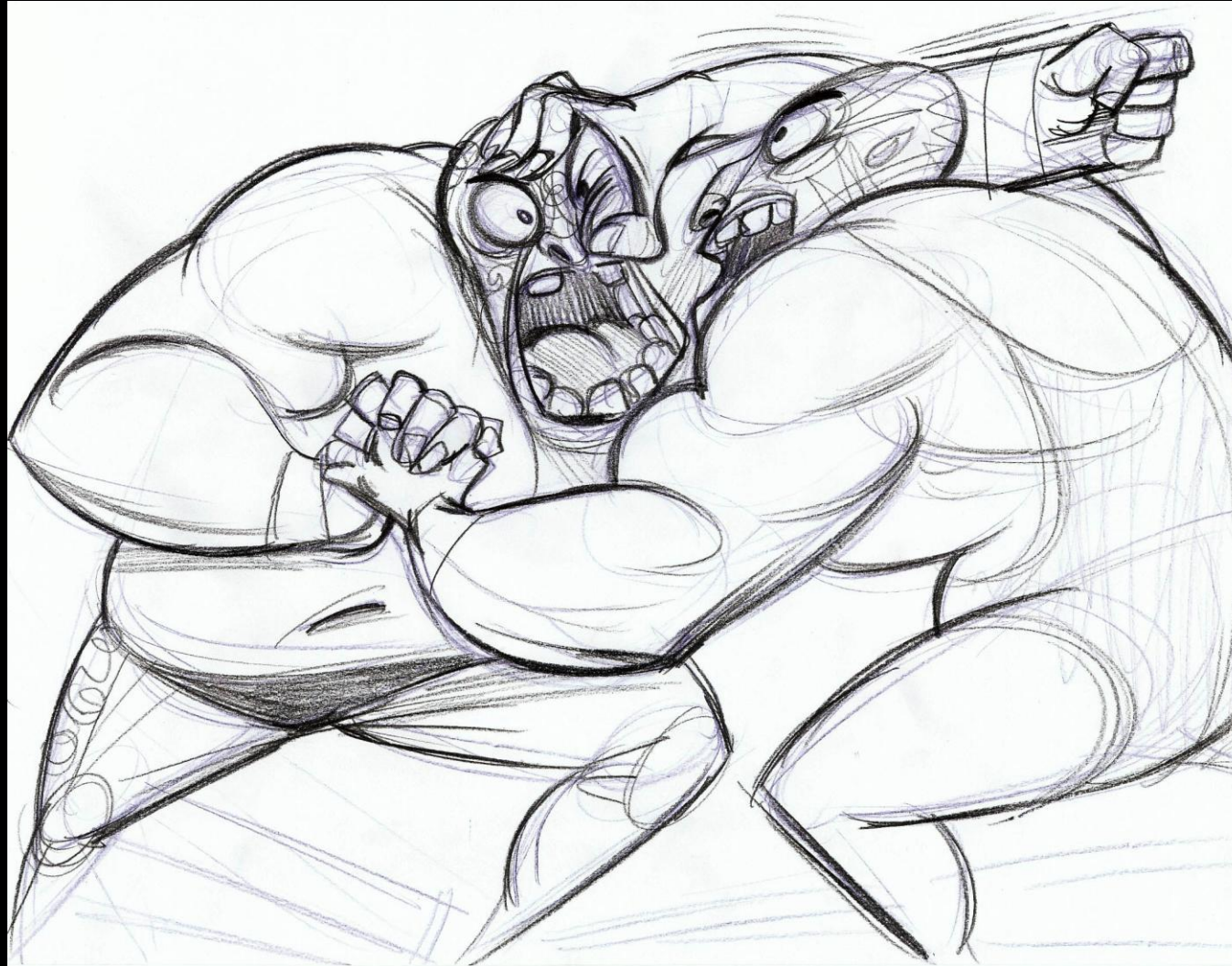


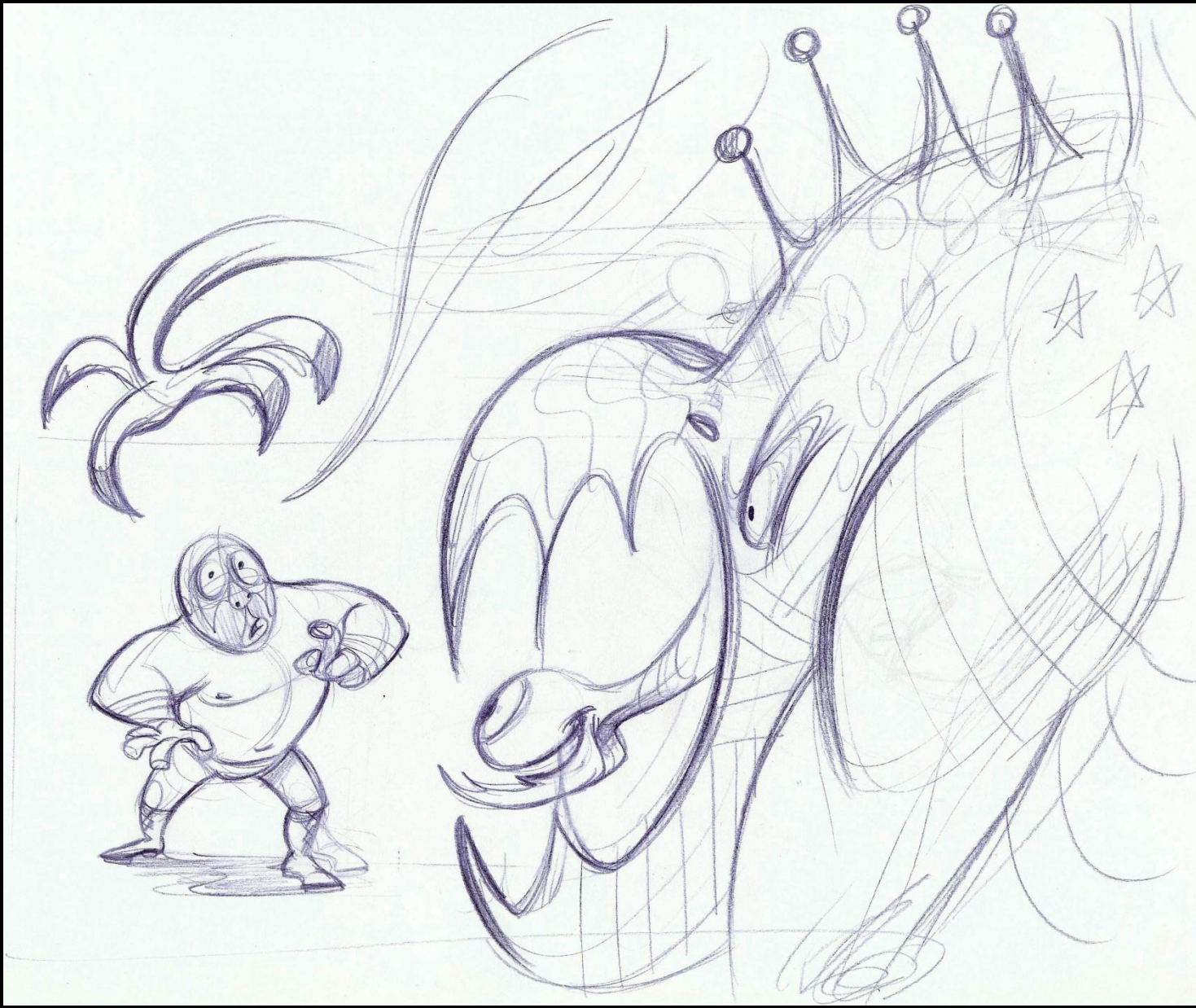
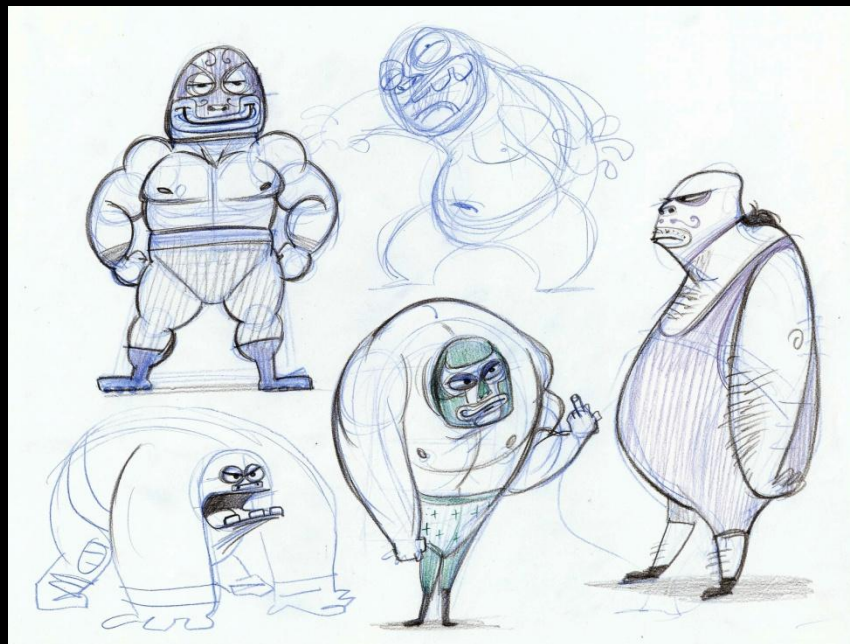






INITIAL CONCEPT PHASE







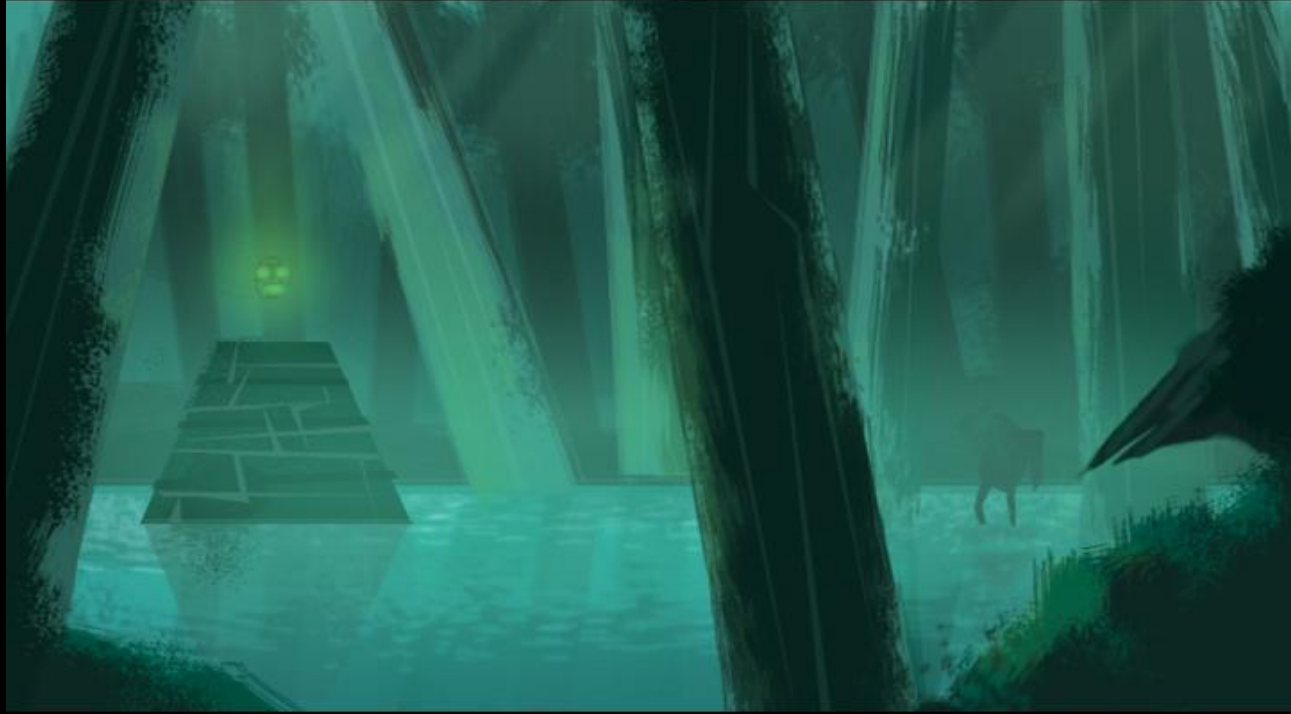


FINDING THE RIGHT BALANCE/DIRECTION



ADJUSTING THE COURSE



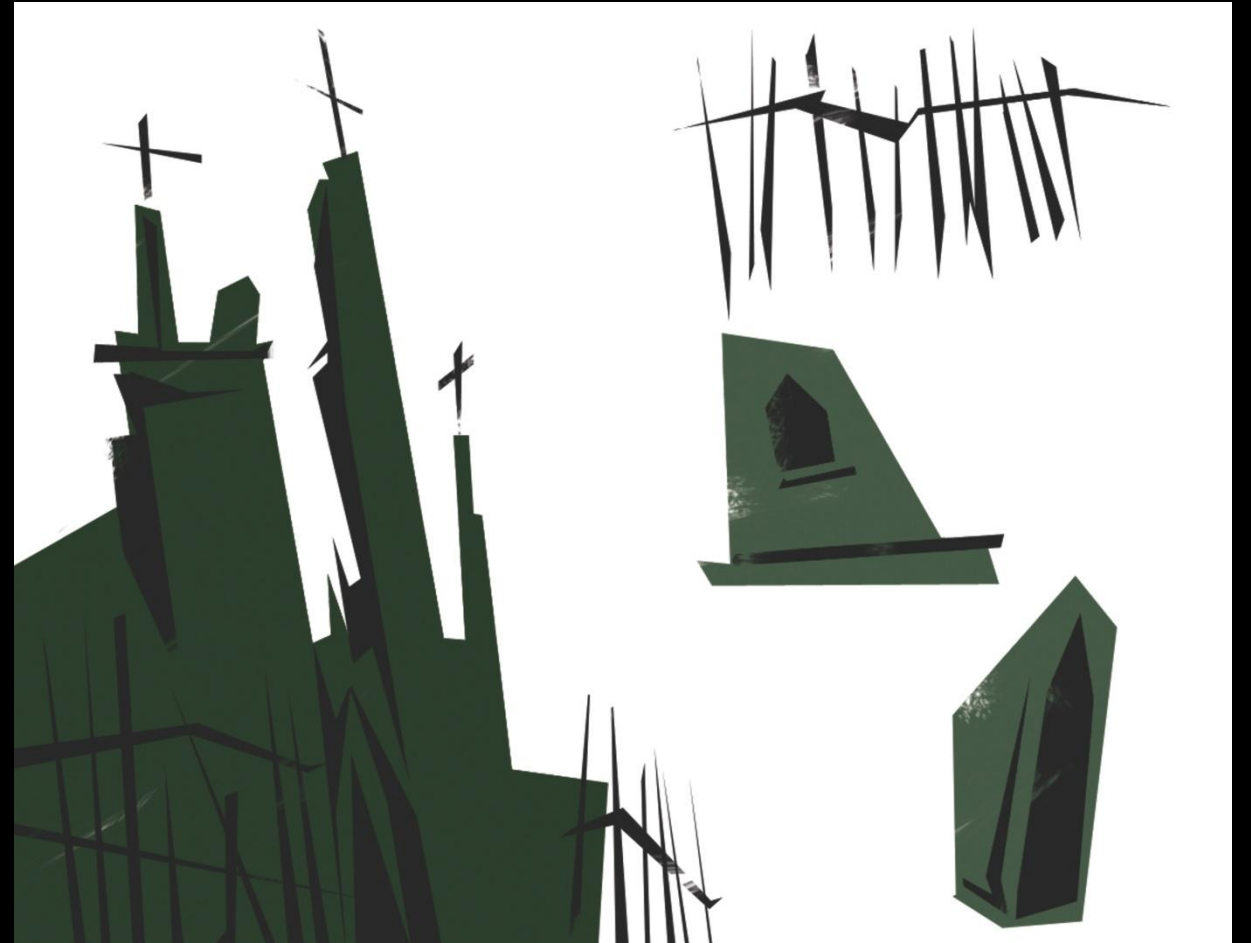




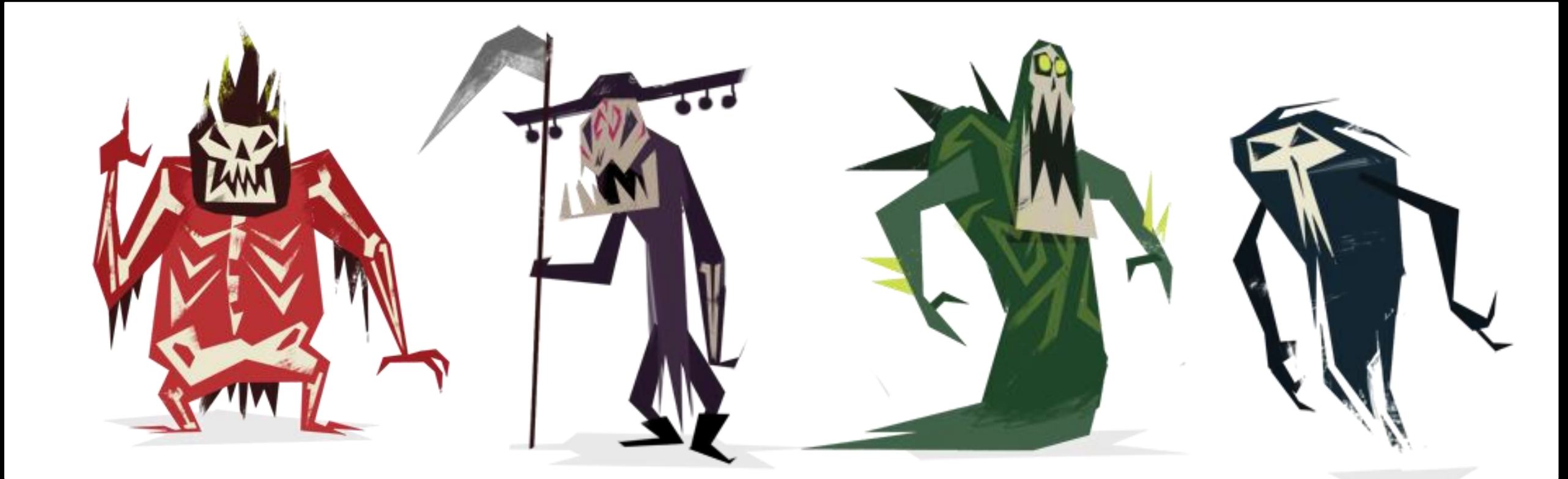




THE IDEA OF THE DEAD WORLD IS INTRODUCED



EARLY ENEMIES





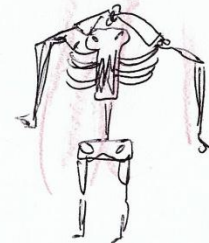
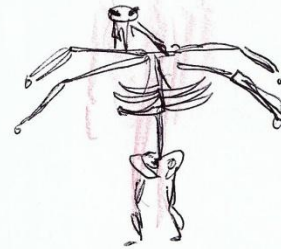
GUALAMELEE



UNDEAD ARMY.



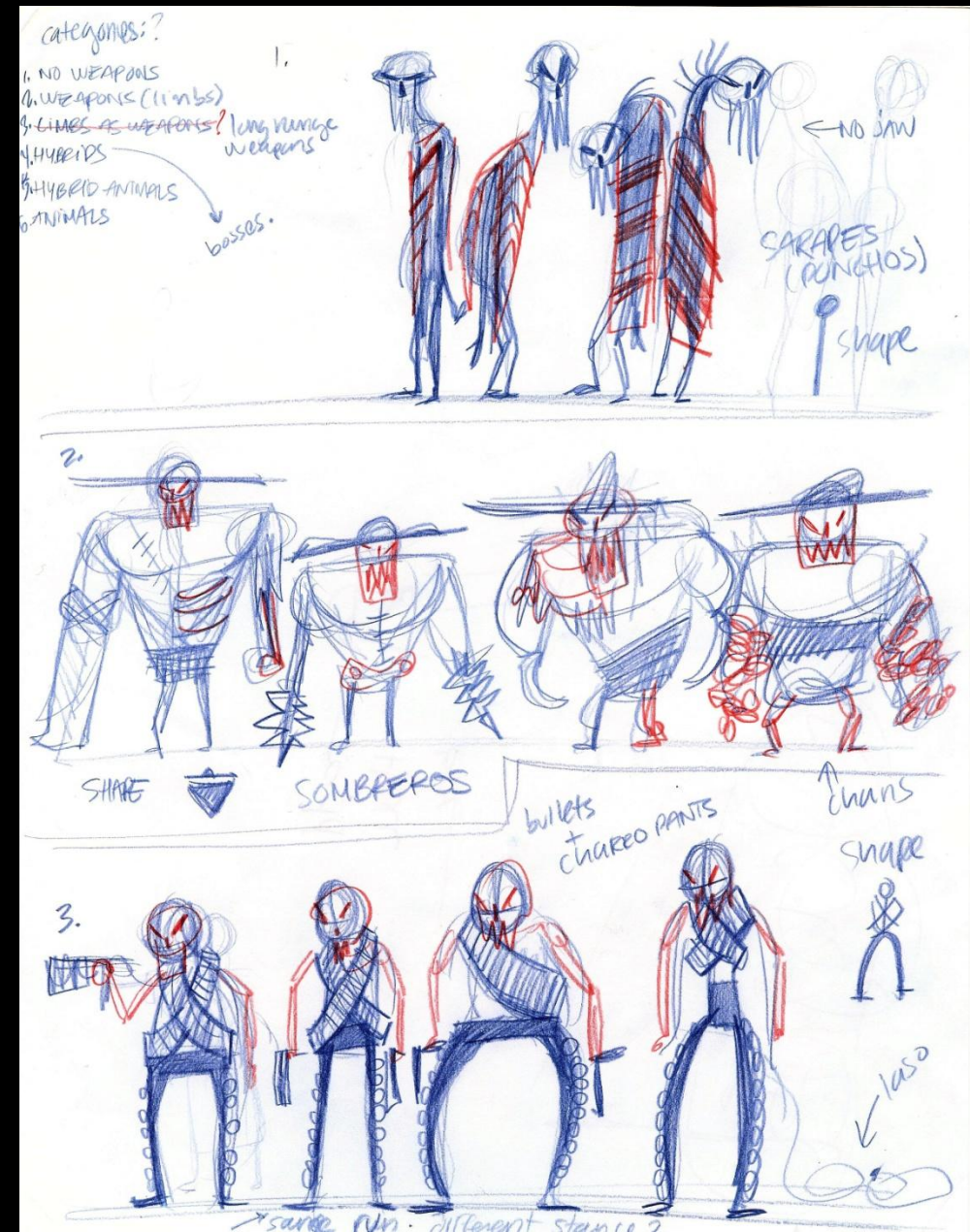
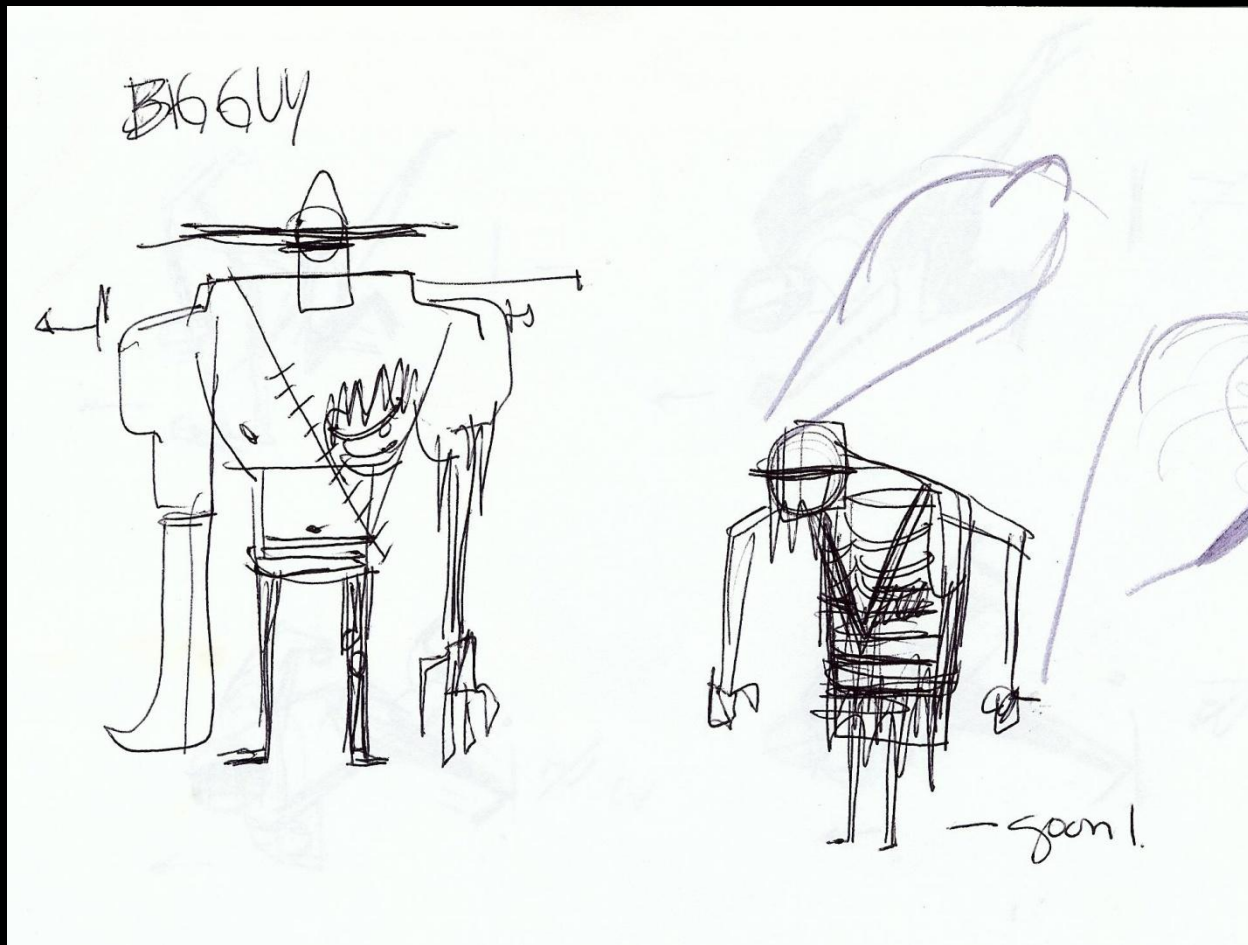
DEAD ARMY



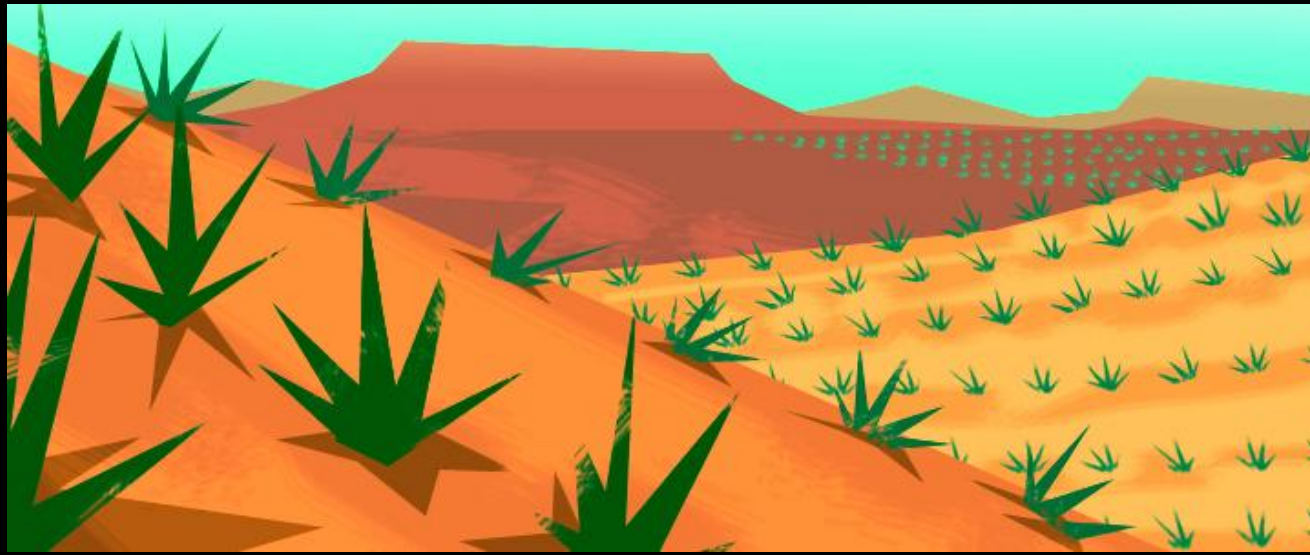


MEXICAN ZOMBIES?





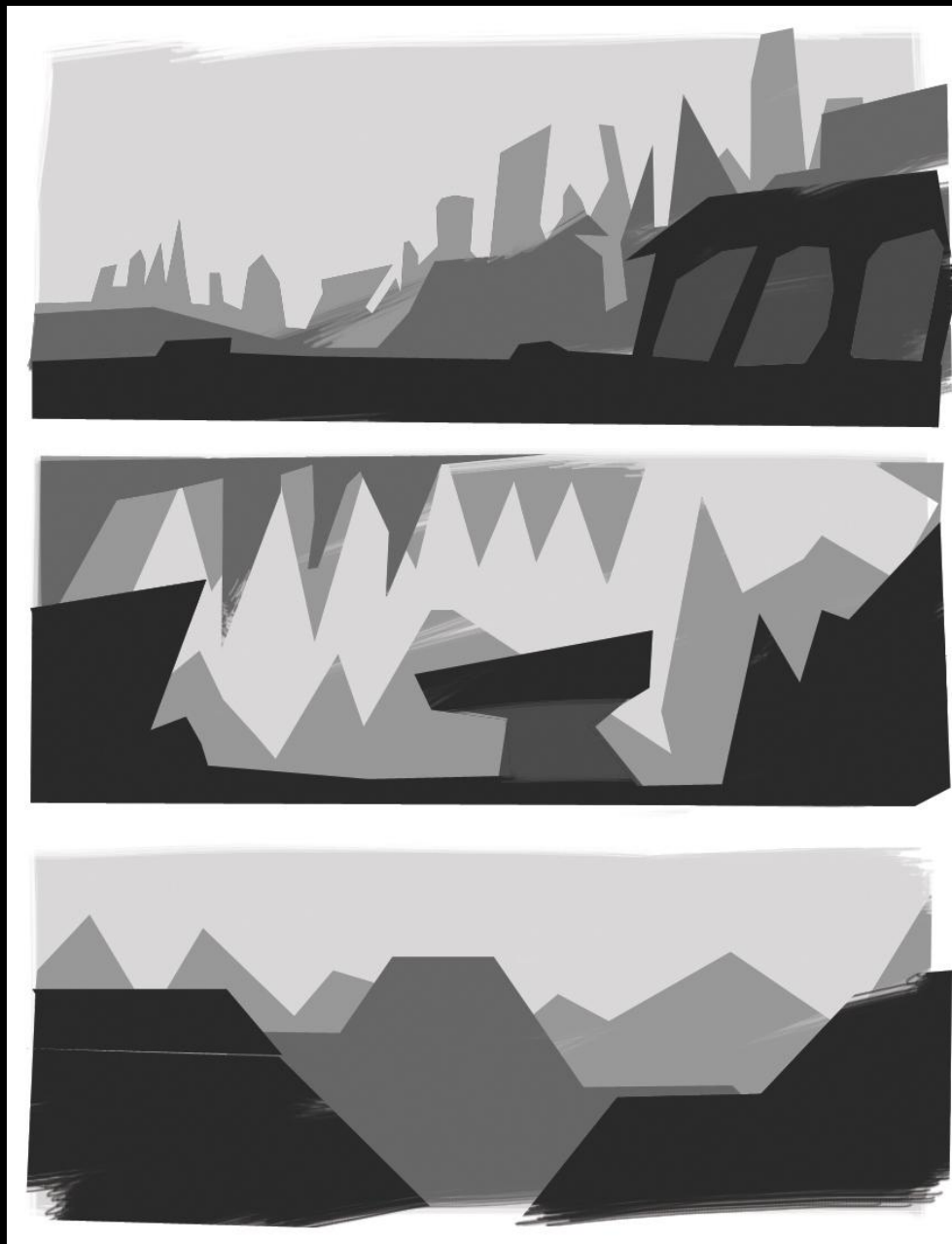
THE MOMENT WERE IT ALL STARTED TO CLICK







TRANSLATING CONCEPTS INTO USABLE ART



FIRST COLOR PROPOSALS



LEXICON



MOCK UPS FOR THE VIDEO



GUACAMELEE! TARGET GAMEPLAY VIDEO



PLACE HOLDER ENEMIES ENDED UP AS MAIN DUDES

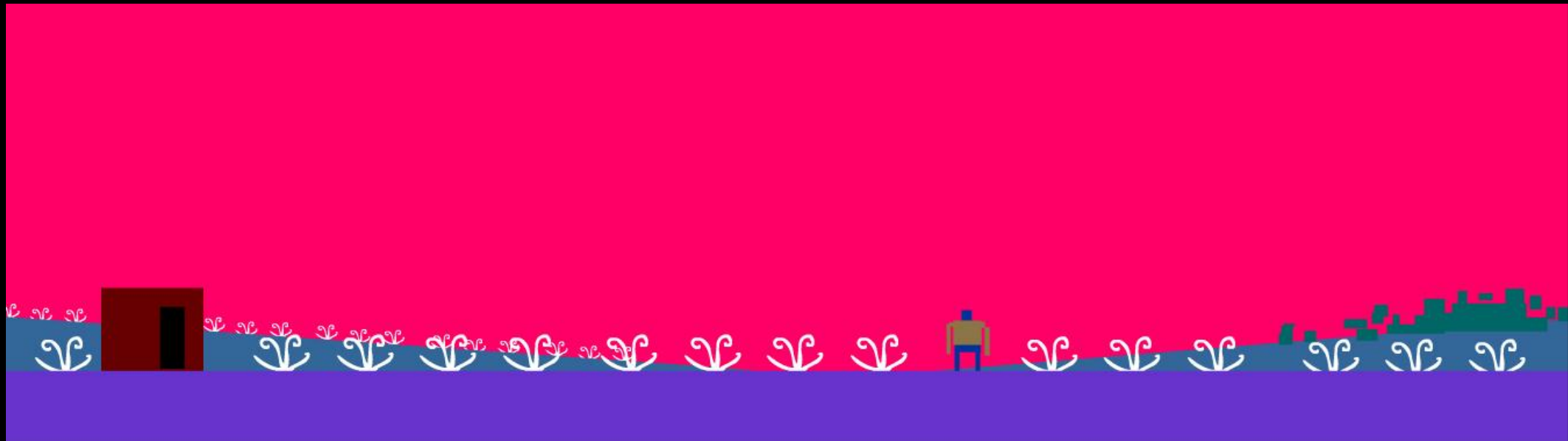
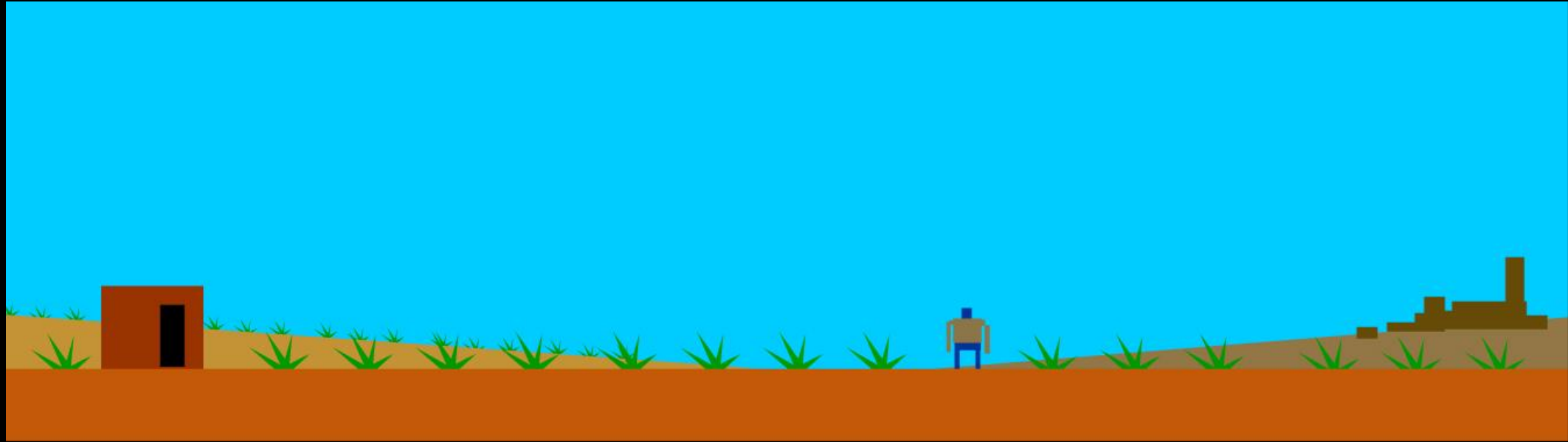


MEANWHILE IN PROGRAMMING...
COMBAT DEMO

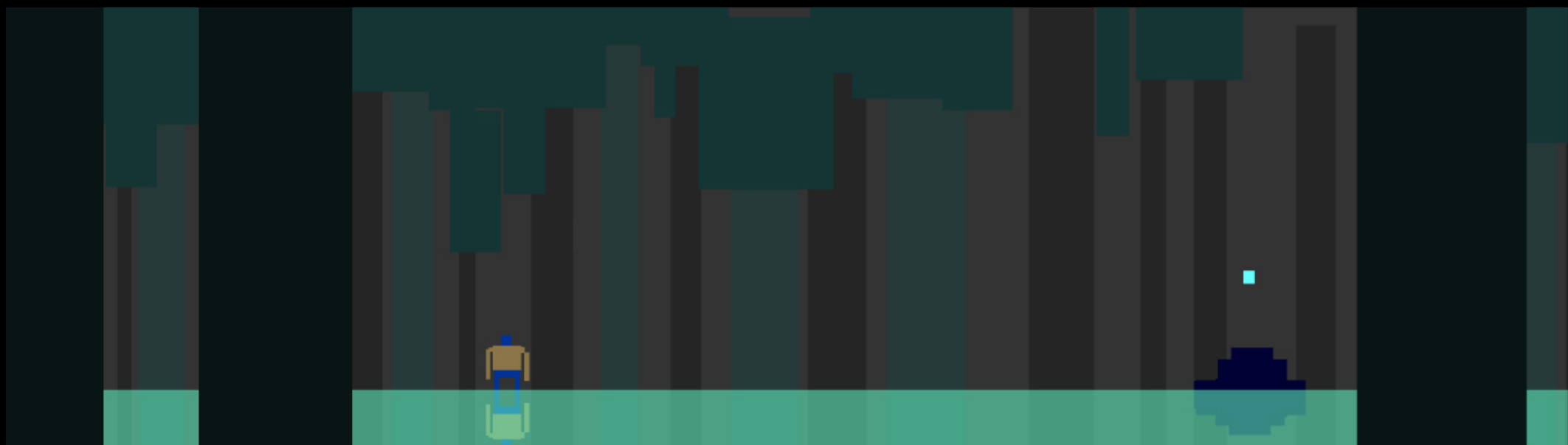
YET ANOTHER CONCEPT PASS!

Combining Mexico with fantasy

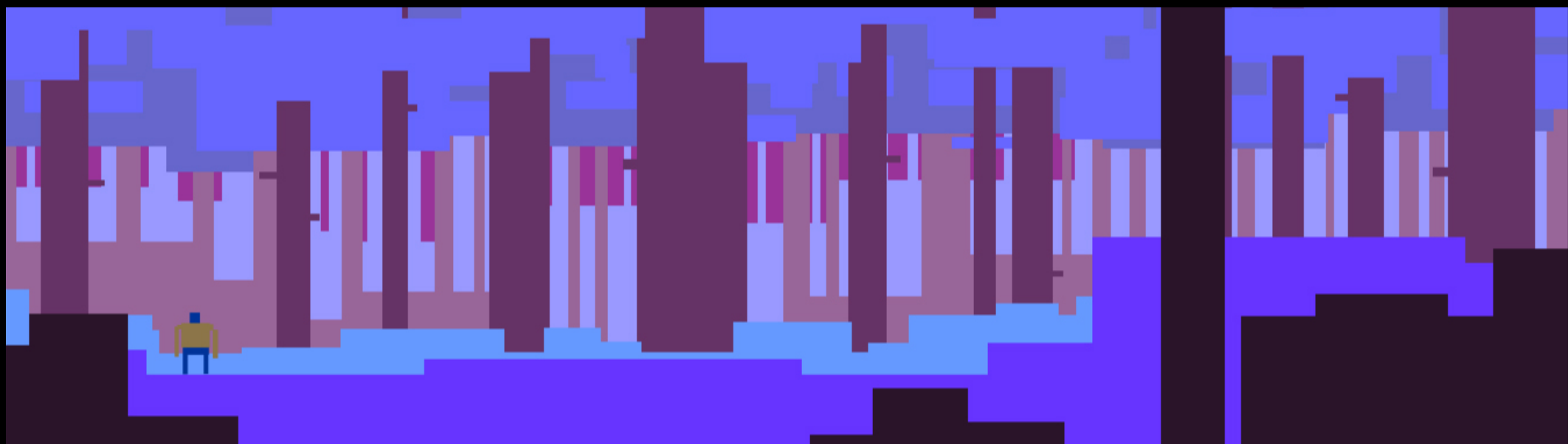
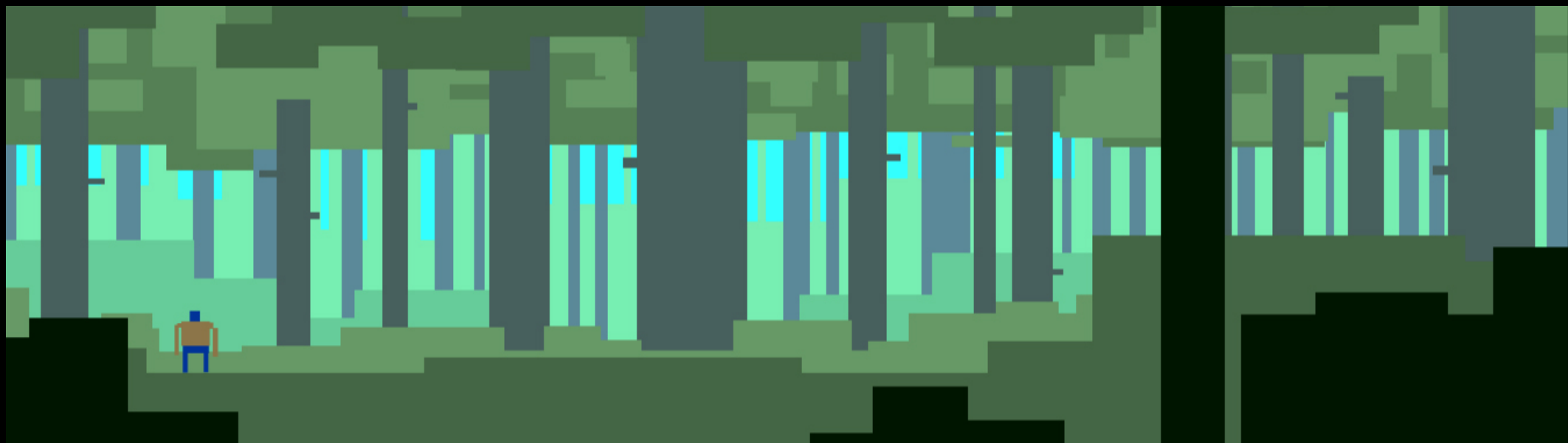
LOCATION CONCEPTS



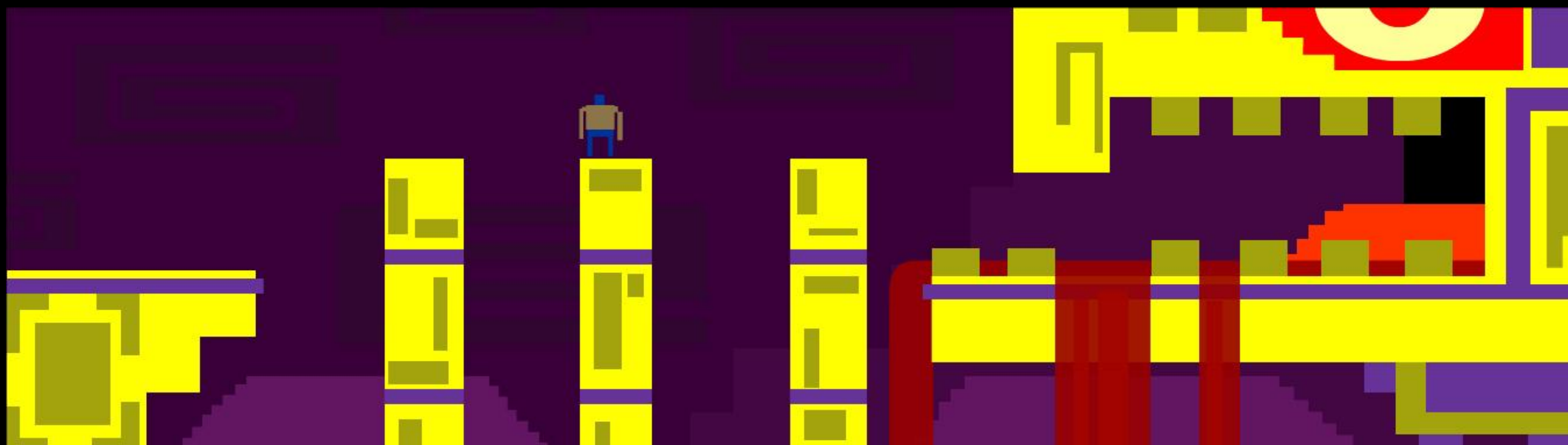








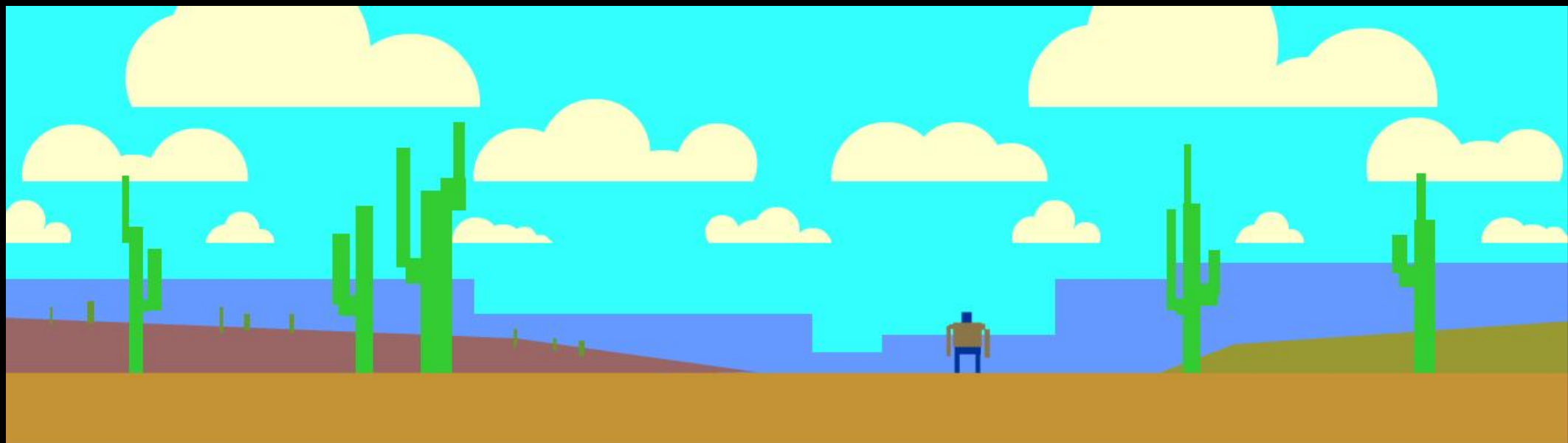




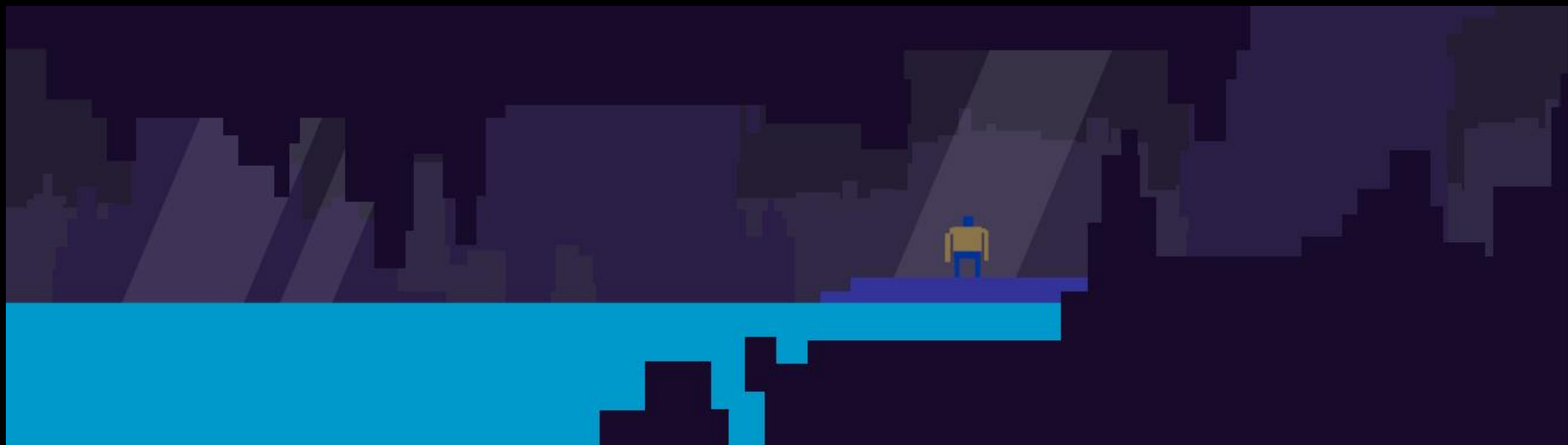




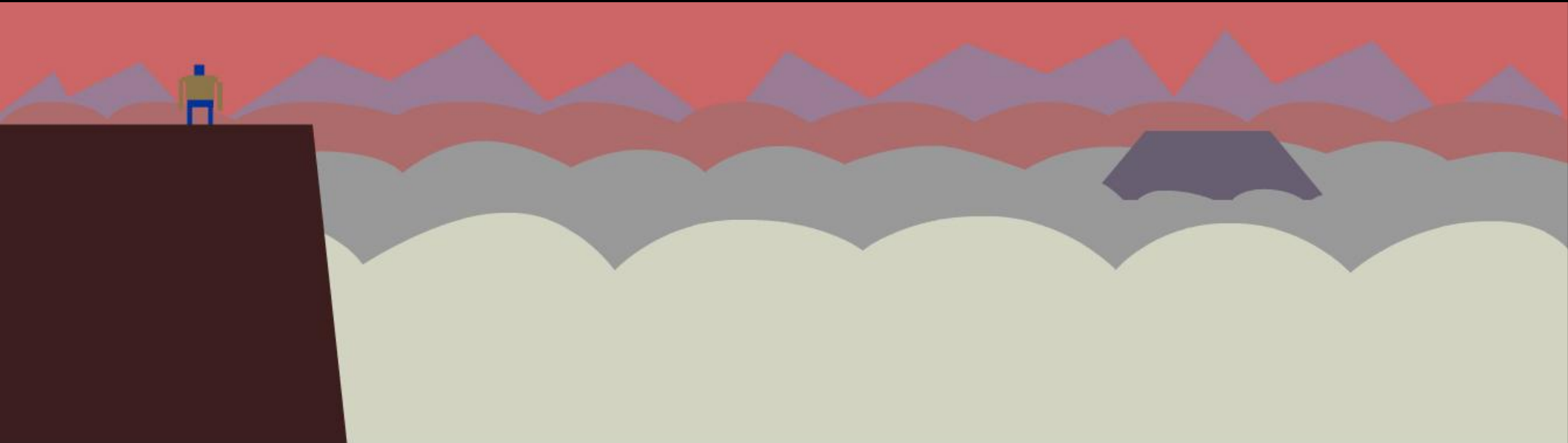
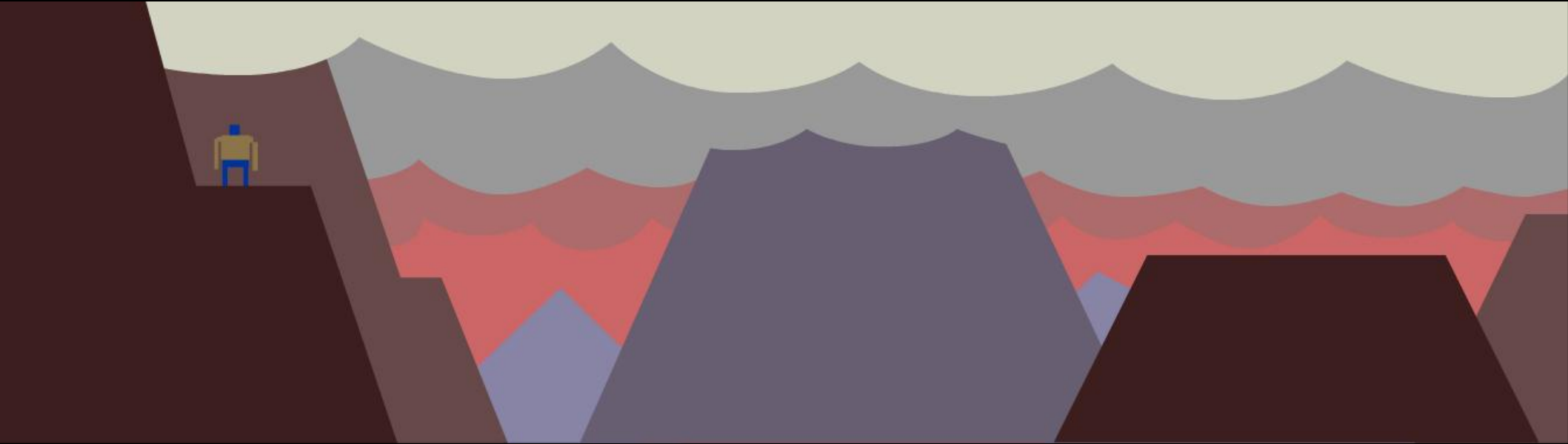




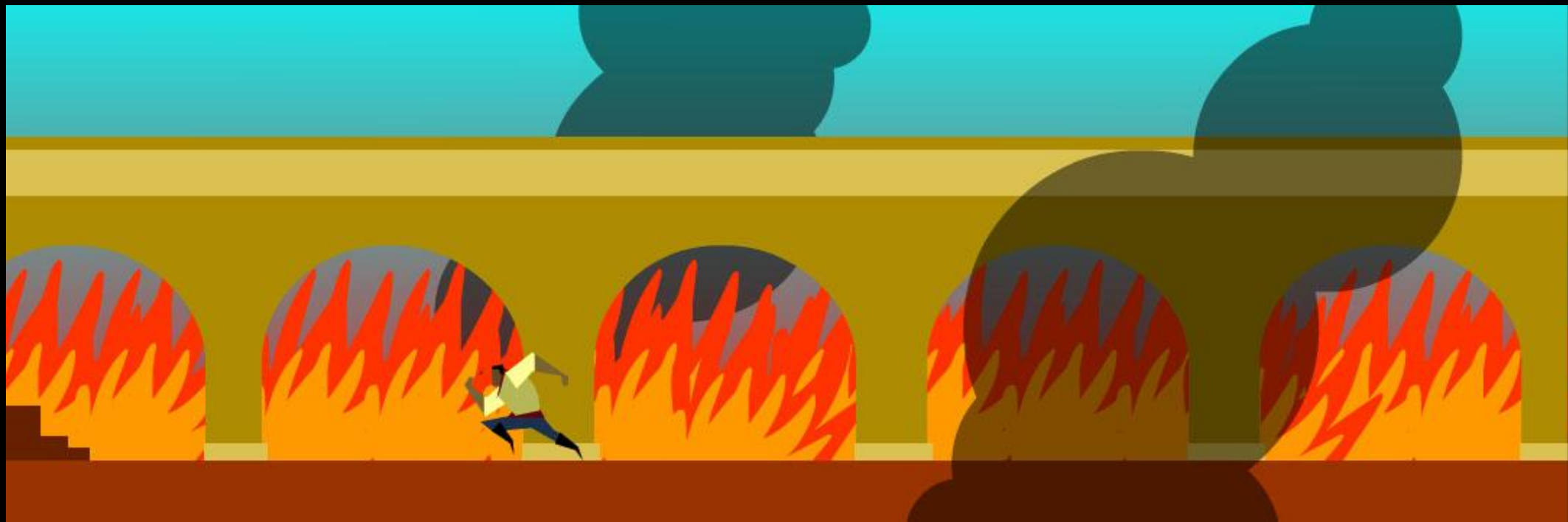






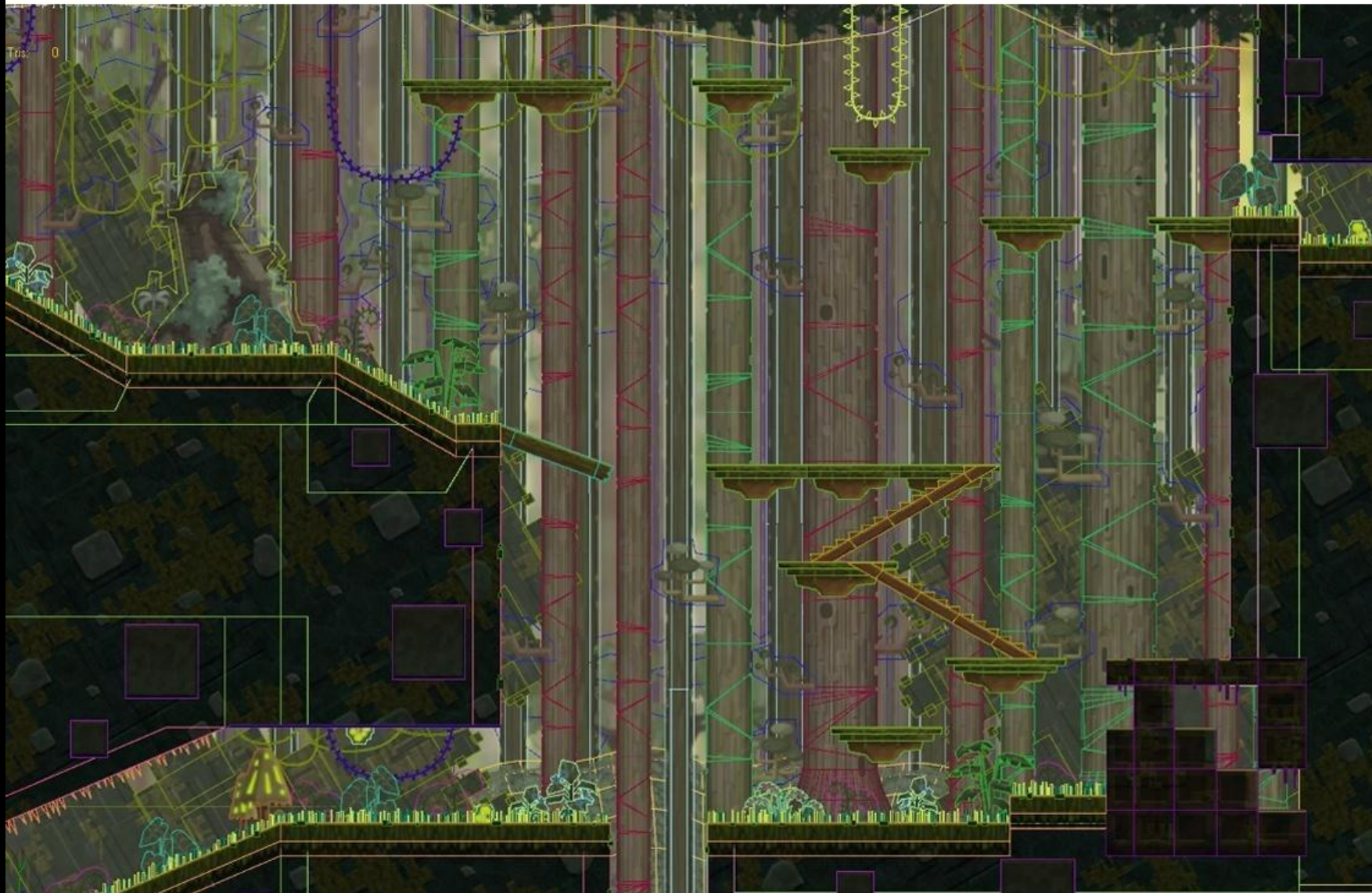








Base art in 3DS Max (with wireframe)



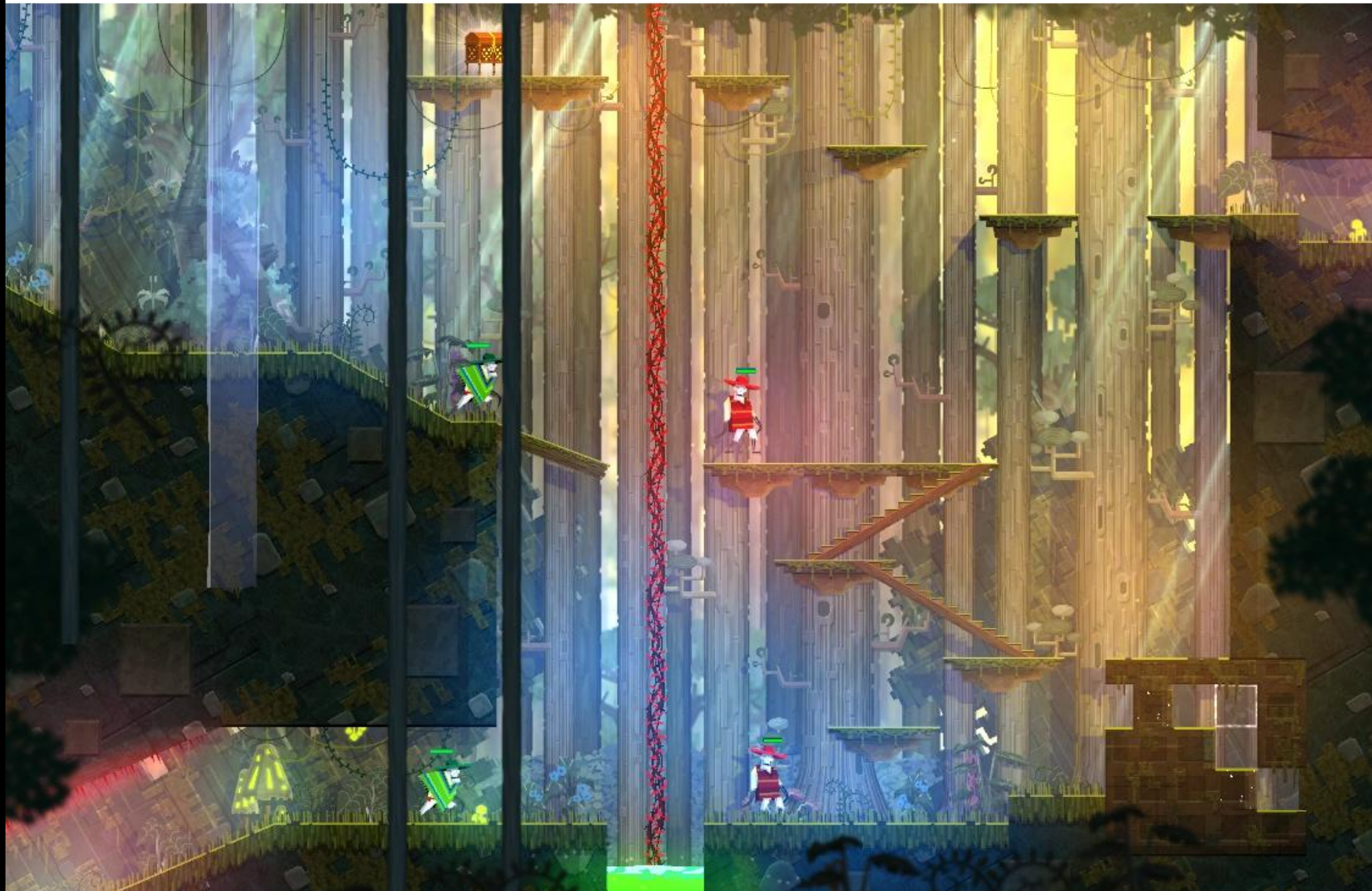
Art imported into editor

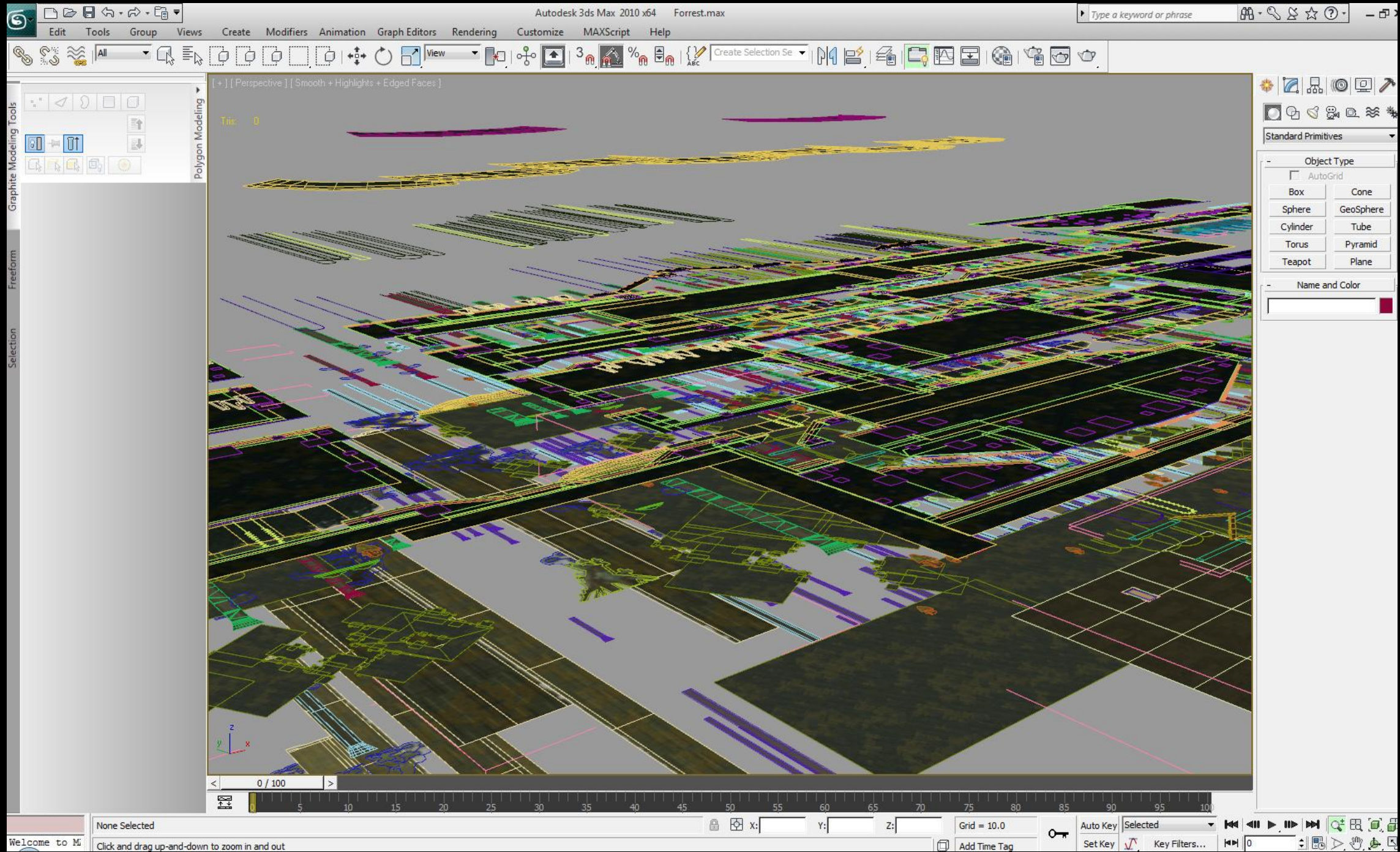


Effects/lighting and details layer

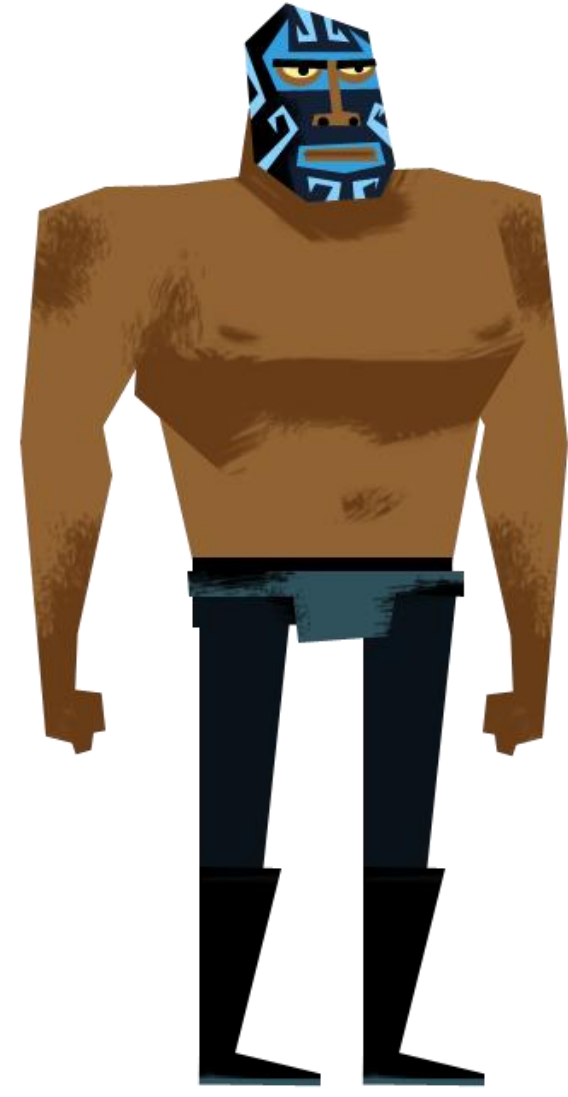
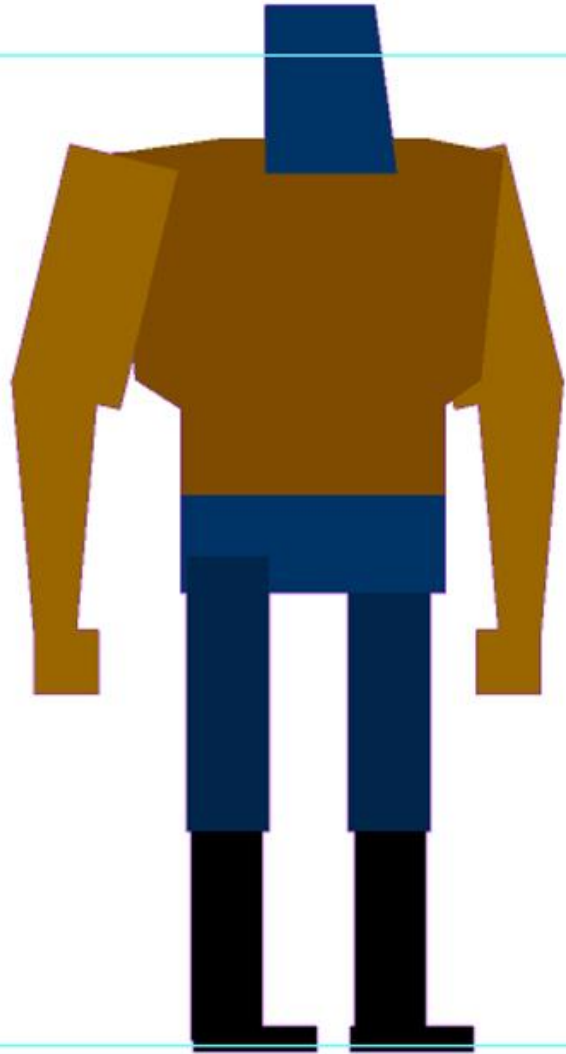


Final art



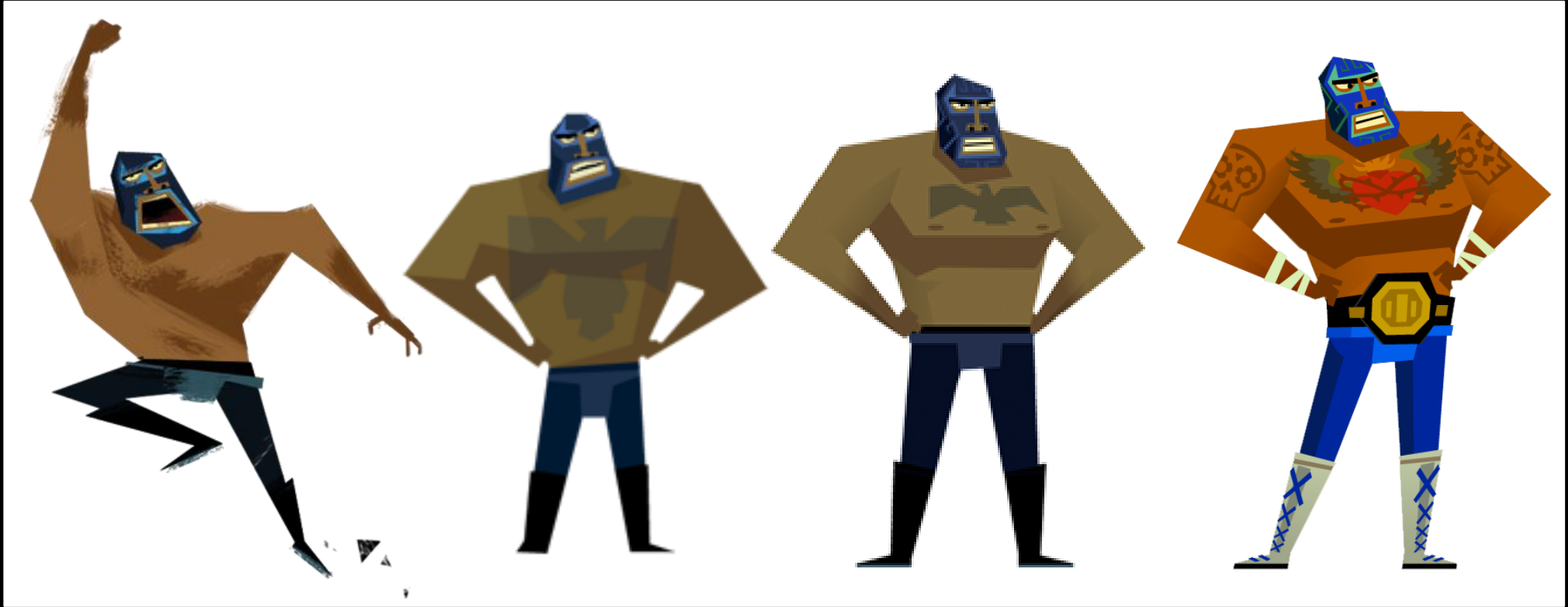


CHARACTERS





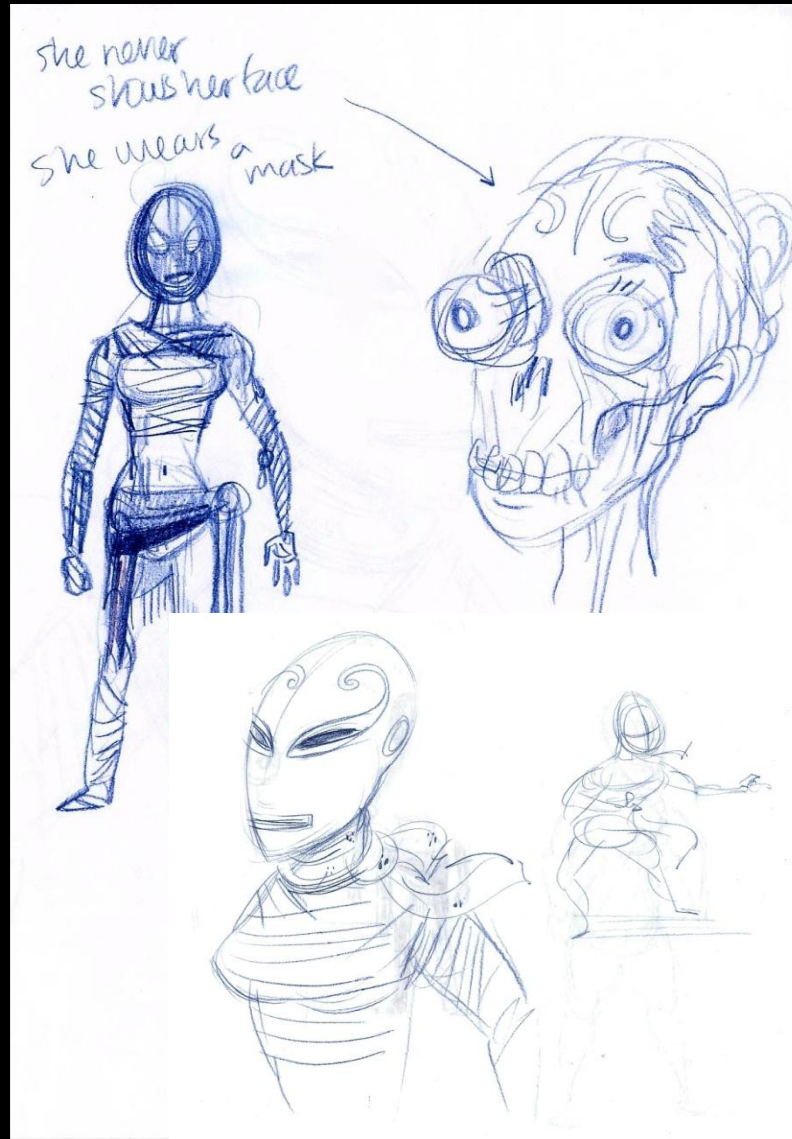
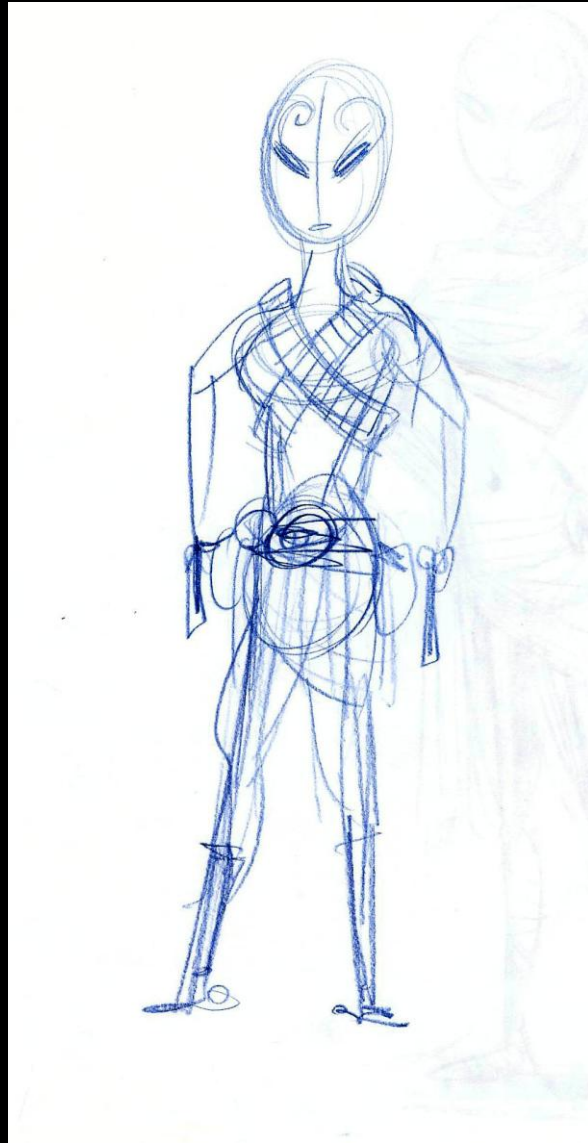
JUAN'S EVOLUTION

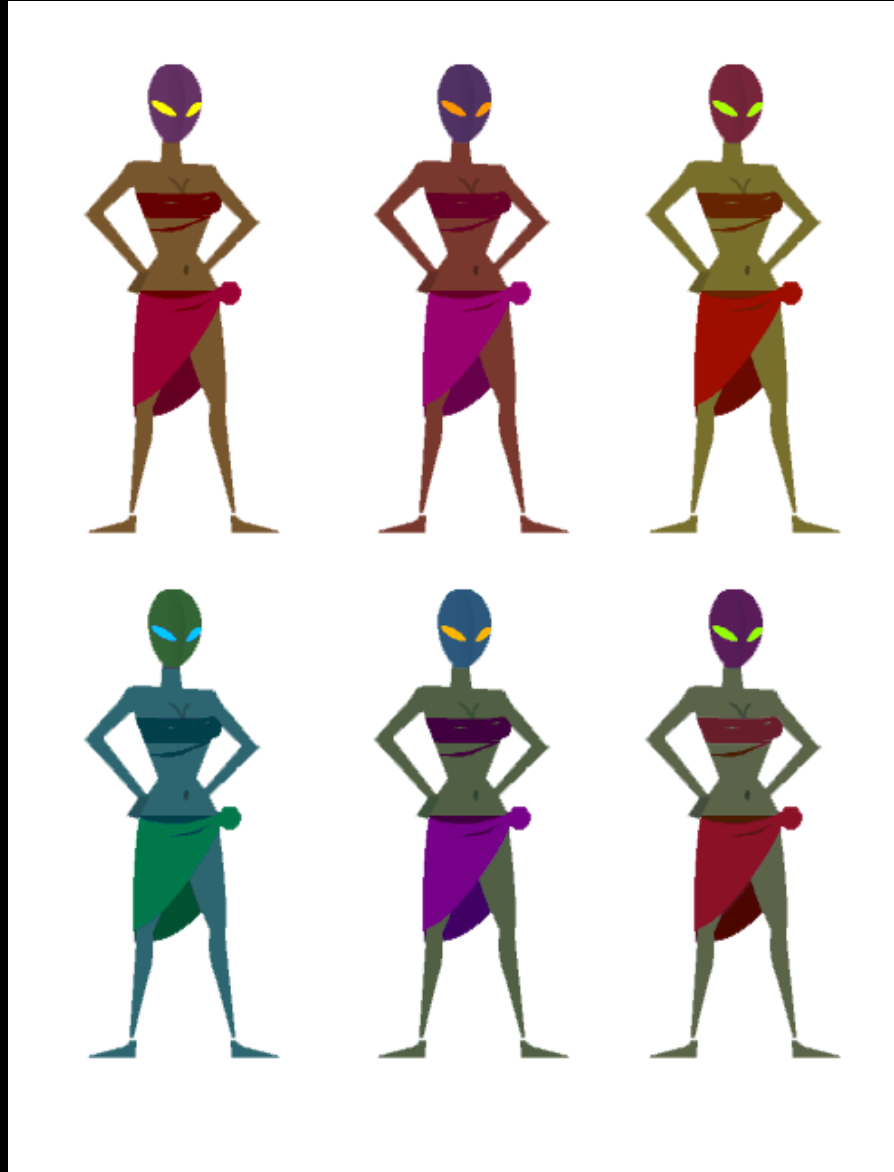




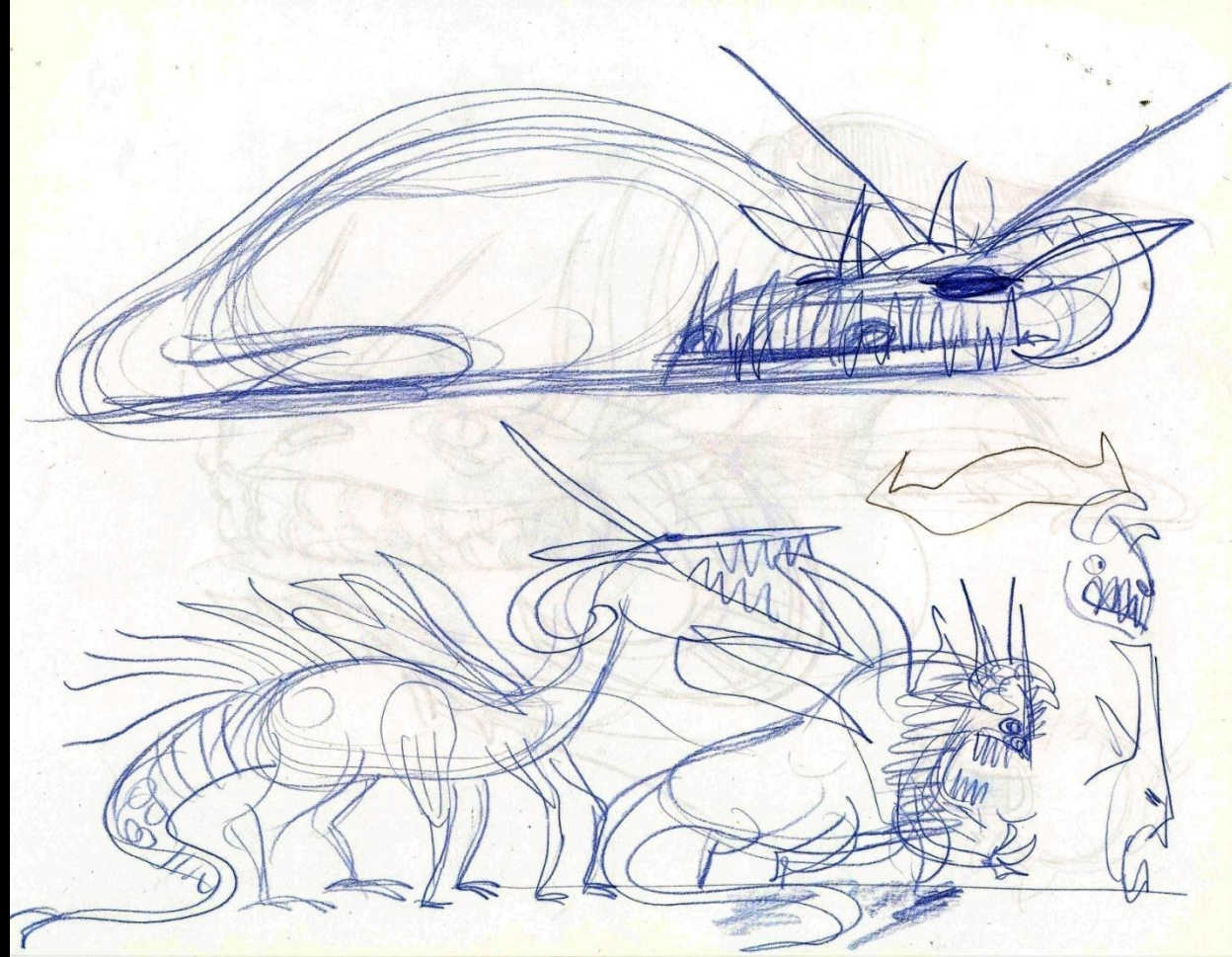


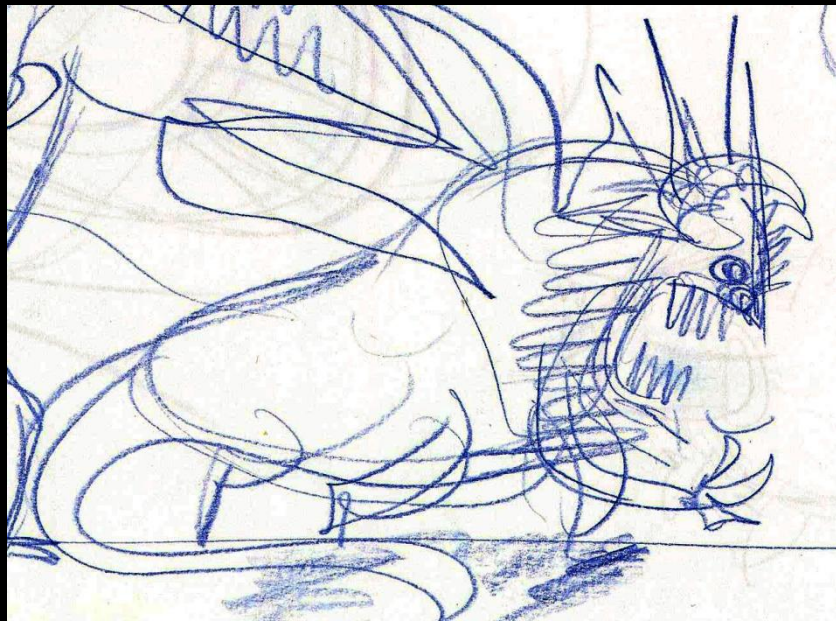
TOSTADA

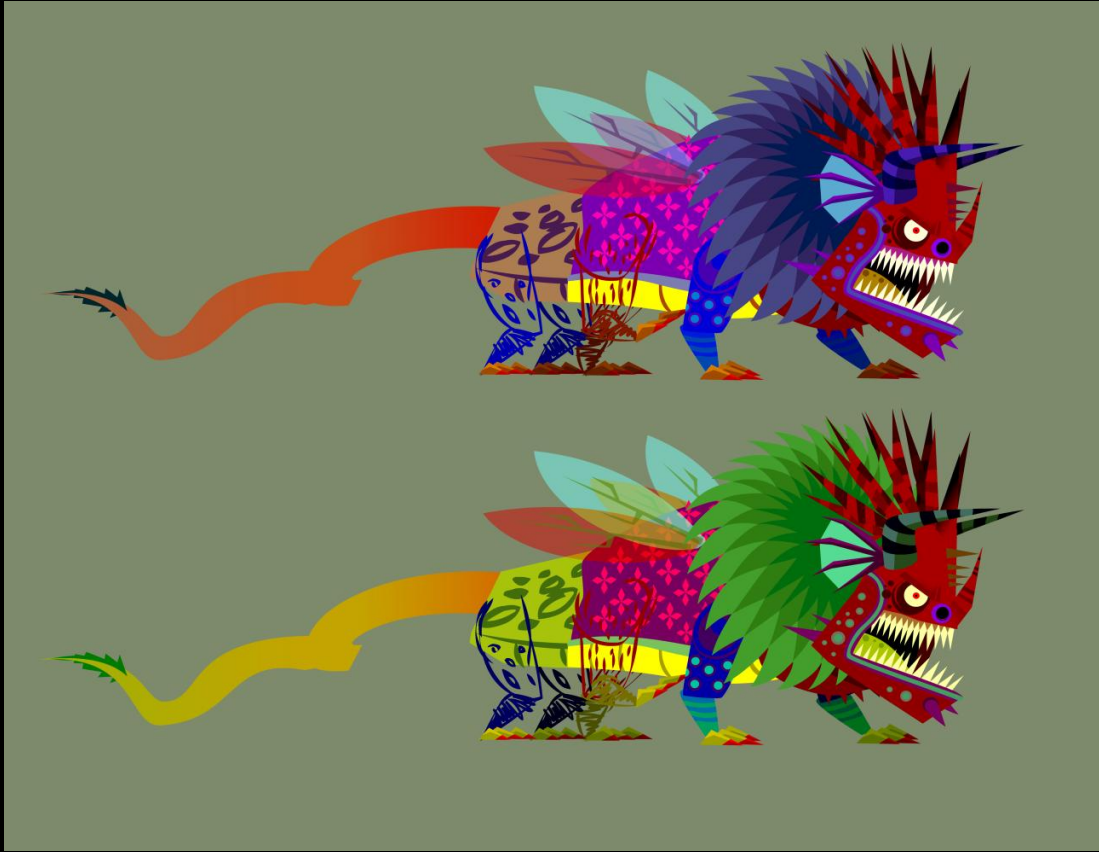




THE ALEBRIJE



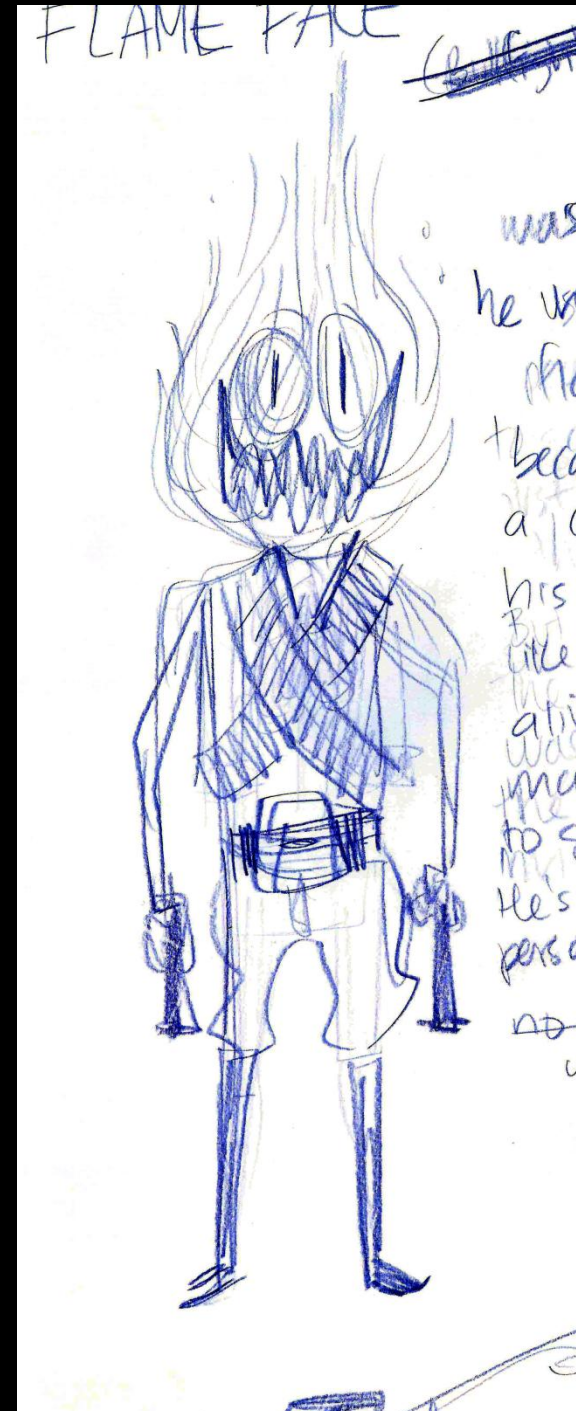






INCORPORATING FOLKLORE

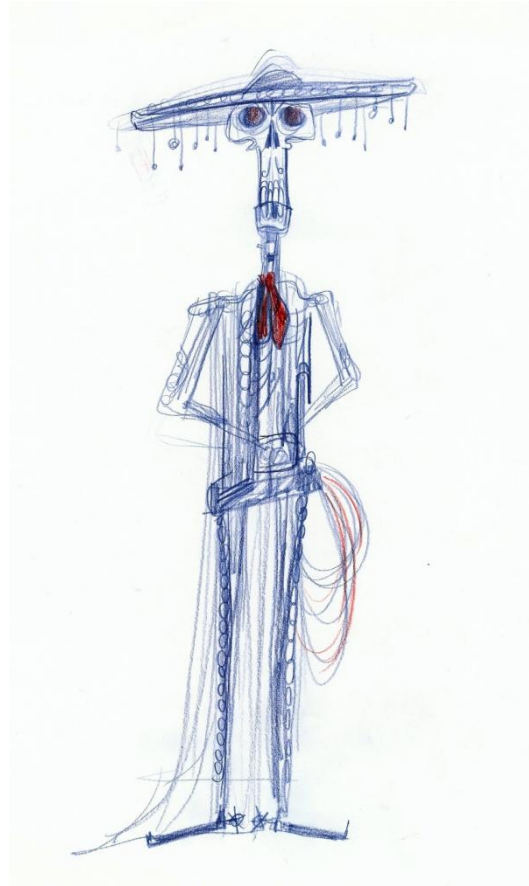


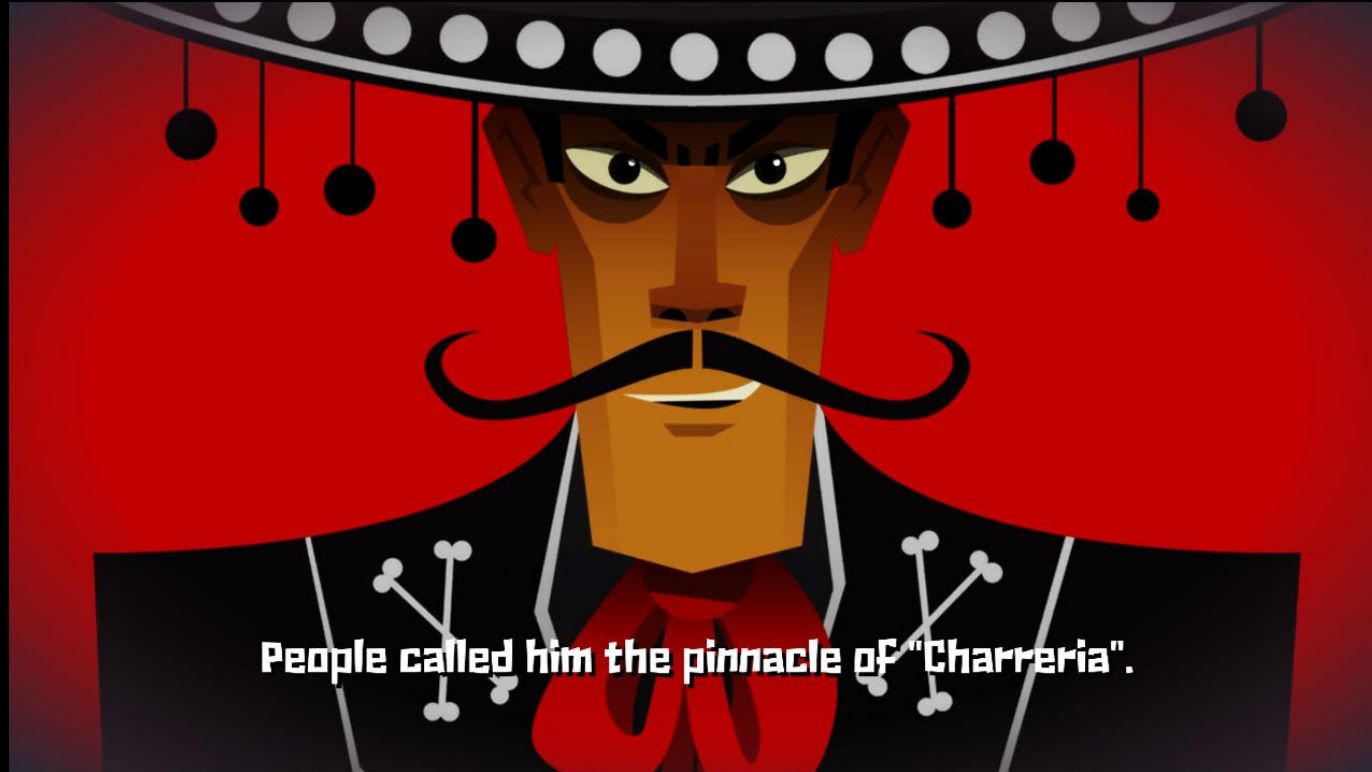


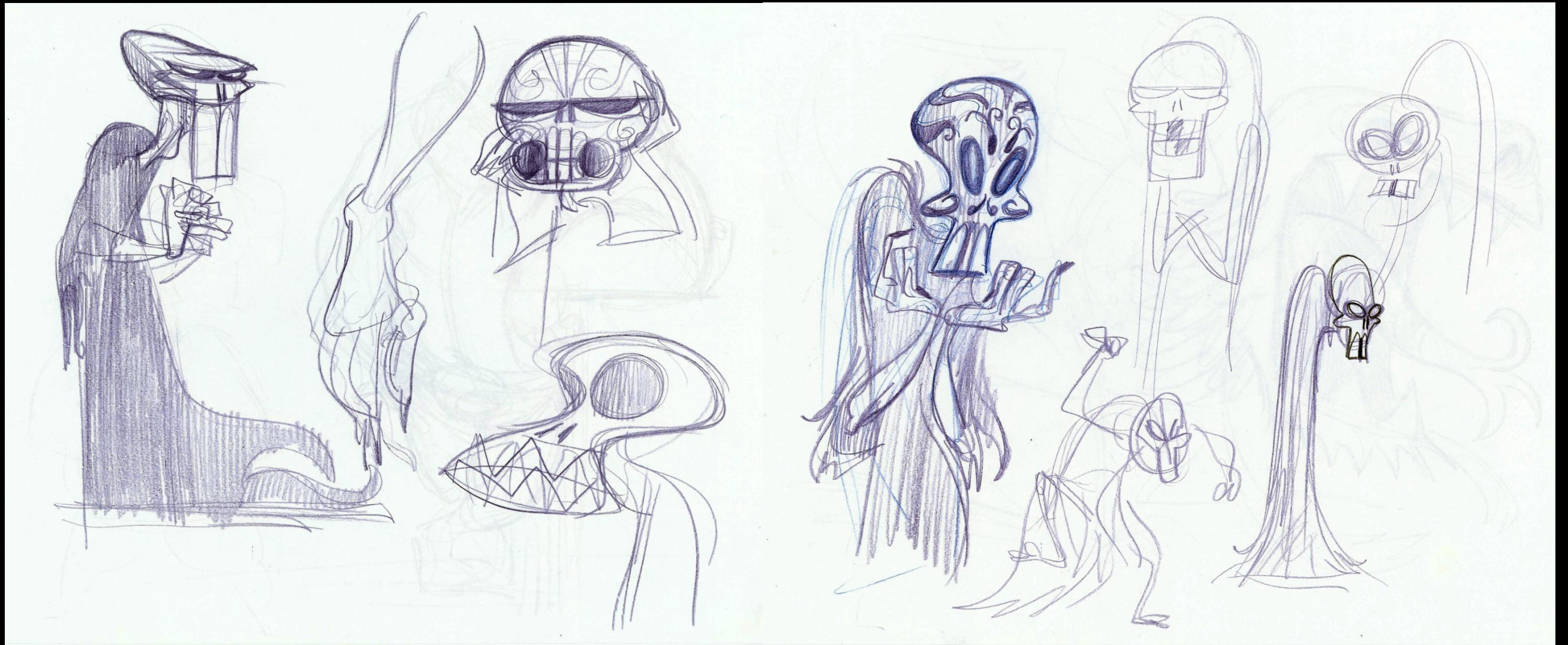












FOLKLORE IN THE DETAILS





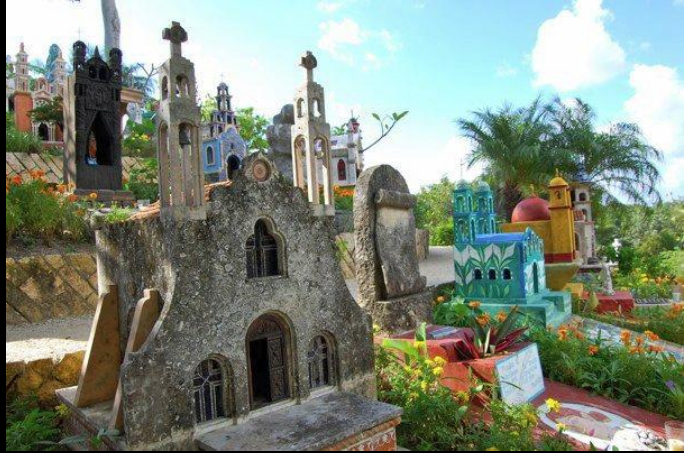
2p Press 



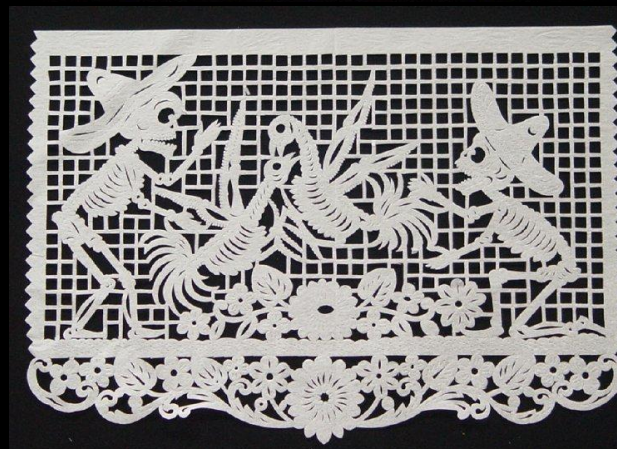
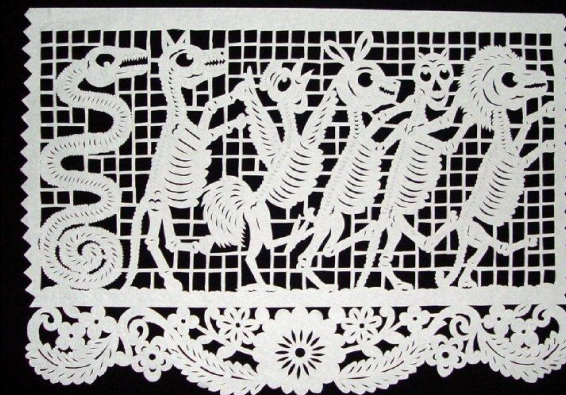


World Cup: Mexico 1986 Game: France 2, Italy 0 (Round of 16) Model: Azteca México
Fast Fact: The first synthetic World Cup ball.



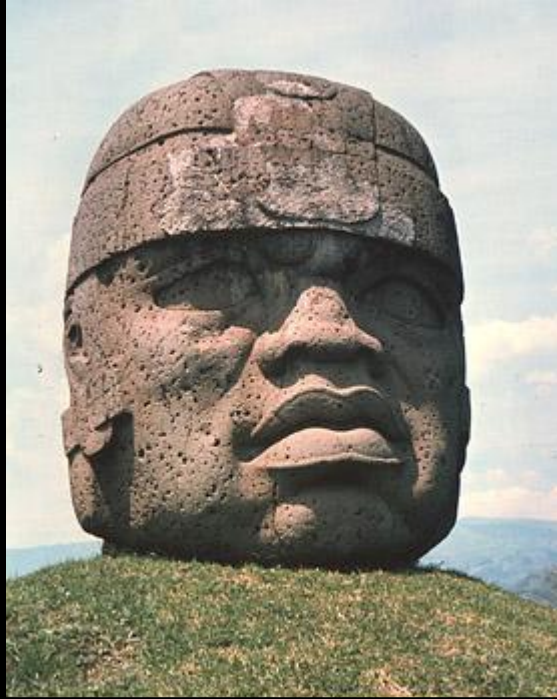



















Just because this is the dead world,
doesn't mean we're down all the time.

5 TIPS FOR BETTER EVERYTHING

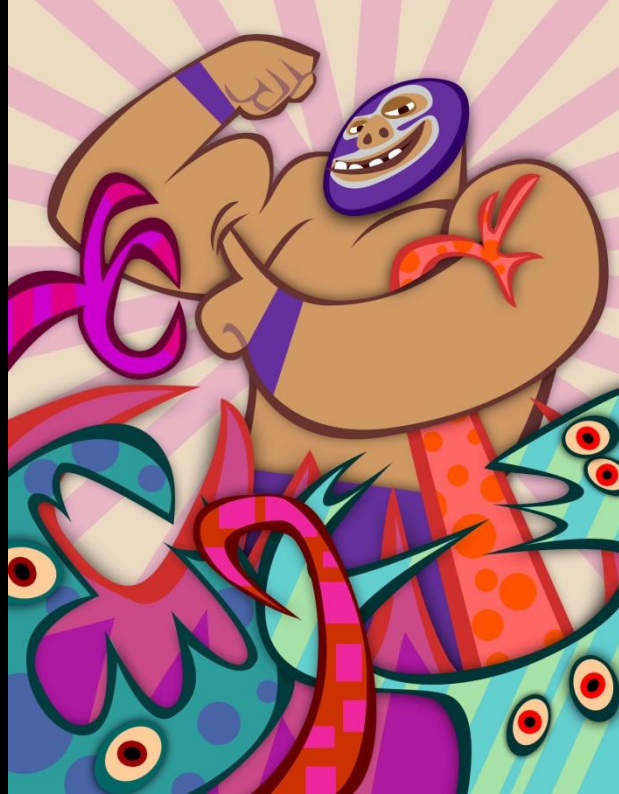


1- DESIGN FROM INSIDE TO OUTSIDE



Start with the core and build from that

2- MAKE MISTAKES



Make them early and frequently

3- UGLY DRAWINGS HAVE THE BEST PERSONALITY



The goal of the drawing is to communicate, not to look “pretty”

4- COLLABORATE



A collaborative environment is something you cultivate, it doesn't happen by chance

5- TRUST YOUR INSTINCTS



Being genuine is more important than trying to please everyone

