

The Art Of There Came An Echo Full Crack [Keygen]



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About This Content

Get an in-depth look at the concept art and design processes behind There Came an Echo! 60-page full-color .PDF's detail character designs, environment works, tech concepts, and more. Contains detailed write-ups from key members on the team explaining their thought processes and ideas!

Title: The Art of There Came an Echo
Genre: Indie, Strategy
Developer:
Iridium Studios
Release Date: 24 Feb, 2015

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Minimum:

Storage: 200 MB available space

English,French,Italian,German,Japanese,Korean,Portuguese,Russian,Simplified Chinese,Traditional Chinese

GUN MODES



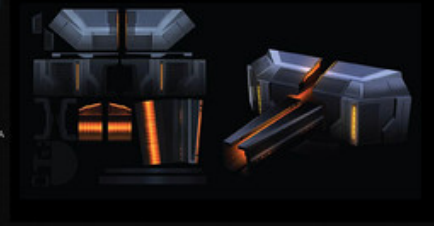
3D MODELS



TURRETS

MISSION 6 TURRET — THIS LARGE MOUNTAIN-SET TURRET AIDS YOUR SQUAD MEMBERS IN THIS MISSION. THIS WAS ACTUALLY MY FIRST TIME MODELING AND TEXTURING A 3-D MODEL ON MY OWN (I'M A 2-D ARTIST BY TRADE, BUT LEARNING NEW SKILLS IS EXTREMELY IMPORTANT IN THE GAMING INDUSTRY).

—NOE LEVYA



MISSION 8 TURRET — A SIMPLE DESIGN, THE IDEA BEHIND THE ENEMY TURRET CAME RATHER QUICKLY. IT WAS DESIGNED TO HAVE A "STANDBY" MODE AND AN "ATTACK" MODE. YOU DON'T GET TO SEE THE FRONT OF THE DESIGN IN GAME, SO CHECK IT OUT!

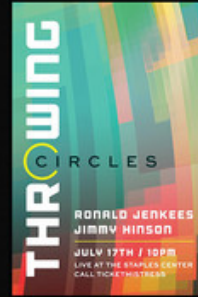
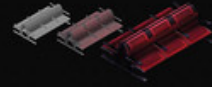
—NOE LEVYA

MISSION 2: LAX

THE AIRPORT MISSION HAD A LOT OF POTENTIAL TO USE SIGNS AND STORE FRONTS AS A VEHICLE FOR EASTER EGGS AND WORDPLAY. IF YOU PAY CLOSE ATTENTION, YOU'LL SEE SEVERAL INSTANCES OF THIS. MY FAVORITE EASTER EGG, THOUGH, IS THE "THROWING CIRCLES" CONCERT ADVERTISEMENT! IN COLLABORATION WITH MY BEAUTIFUL, AND TALENTED GRAPHIC DESIGNER GIRLFRIEND (SHE DIDN'T MAKE ME SAY THIS, I SWEAR), WE CREATED A POSTER FOR AN EPIC MUSIC CROSSOVER BETWEEN RONALD JENKEES AND BIG GIANT CIRCLES!

AS WITH MOST MISSIONS, THE ENVIRONMENT ART WENT THROUGH SOME CHANGES DURING THE DEVELOPMENT PROCESS. I FELT THE FIRST VERSION (PICTURED) COULD USE ANOTHER COLOR PASS, SO I DECIDED TO CHANGE THE SEAT DESIGN AND THE NEW DESIGN DICTATED THE COLOR MOOD I ENDED UP GOING WITH FOR THE NEW COLOR PASS.

—NOE LEYVA



PICTURED IS A SMALL STEP-BY-STEP OF HOW I CREATE AN IN GAME ART ASSET. FIRST, I MODEL OUT A SIMPLE 3-D VERSION OF THE OBJECT. I THEN PLACE A SCREENSHOT OF THE 3-D MODEL INTO A 2-D DRAWING PROGRAM WHERE I "TEXTURE" THE SPRITE IN AN ISOMETRIC PERSPECTIVE.

HELICOPTER — THE END OF MISSION 2 REVEALS THE HELICOPTER AS ADAM HELPS CORRIN AND MIRANDA ESCAPE. THE INTERIOR IS SEEN SEVERAL TIMES DURING THE GAME. WE WANTED THE SEAT PLACEMENT TO NOT OBSTRUCT THE PLAYERS' VIEW OF THE CHARACTERS. HAVING THEM SIDE BY SIDE WORKED OUT QUITE WELL!

—NOE LEYVA



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