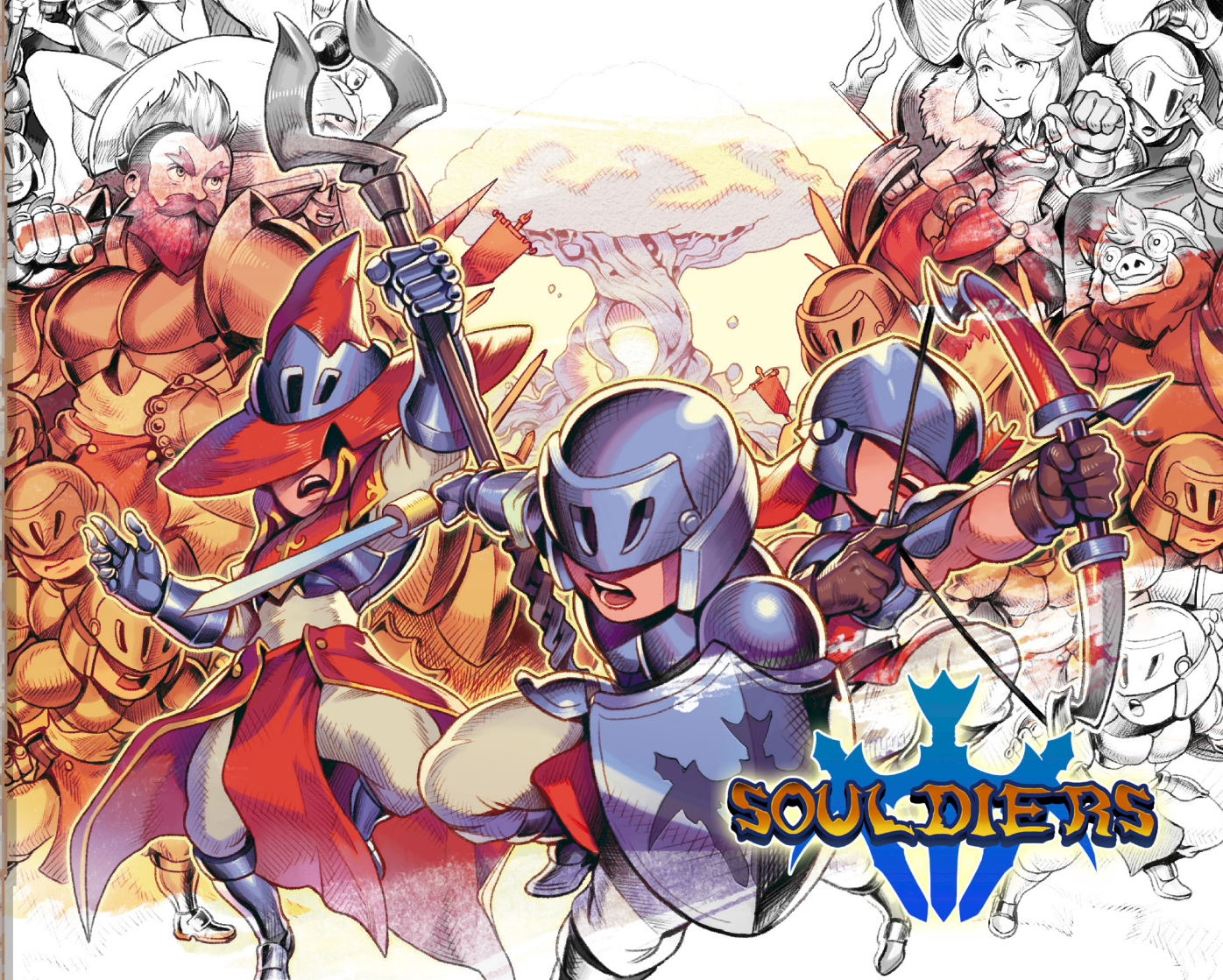


Design Works

# THE ART OF



# SOULDIER

# CREDITS



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José Leopoldo Fernández Infante / Saúl Santana / Sergio Martín

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Production / Business Development & Legal / Programming & Game Development / AI & Combat Programming / Gameplay Programming

### Saúl Santana :

Player Programming / Enemy Programming / Physics System / Optimization / Mechanics Programming

### Daniel Oliver :

Character Design-Animations / Enemy Design-Animations / Environment Art / UI Design / VFX Art

### Alberto Hernández :

Creative Direction / Production / Character Design-Animations / Enemy Design-Animations / VFX Art

### José Luis Gálvez :

Game Progression Design / Level Design / General Game Mechanics / Player Mechanics Design / Enemy Mechanics Design

### Sergio Martín :

Enemy Mechanics Design / Gameplay Programming / Technical Level Scripting / Ingame Cutscenes Scripting / UI Programming

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And the whole Dear Villagers team

## ARTBOOK DESIGN

Gabriel LACOUR

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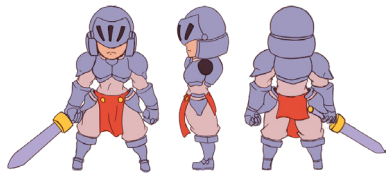
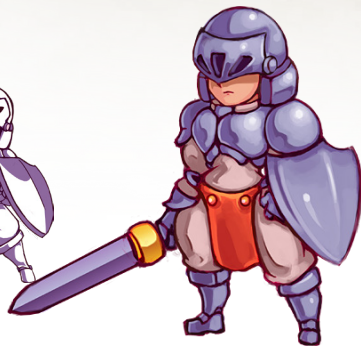
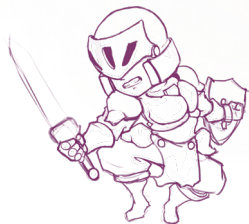
Souldiers

# ZARGA ARMY



## SKETCHES & EARLY DESIGNS

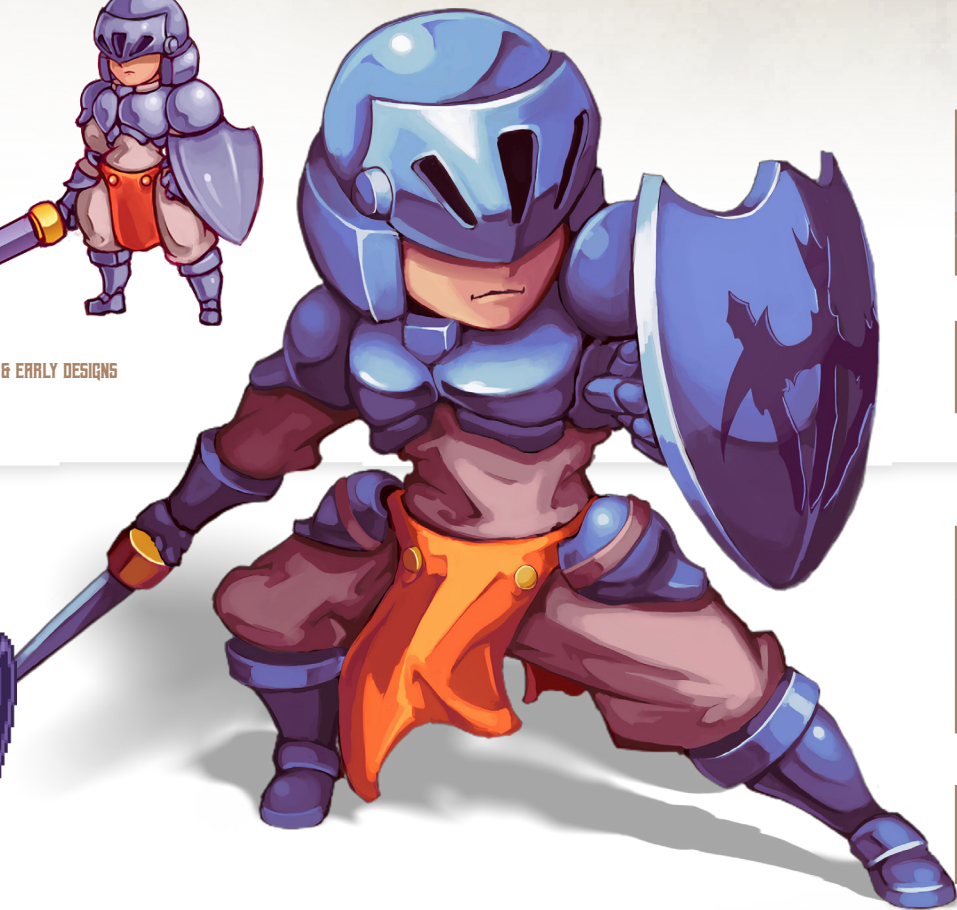




SKETCHES & EARLY DESIGNS



Pixel Art



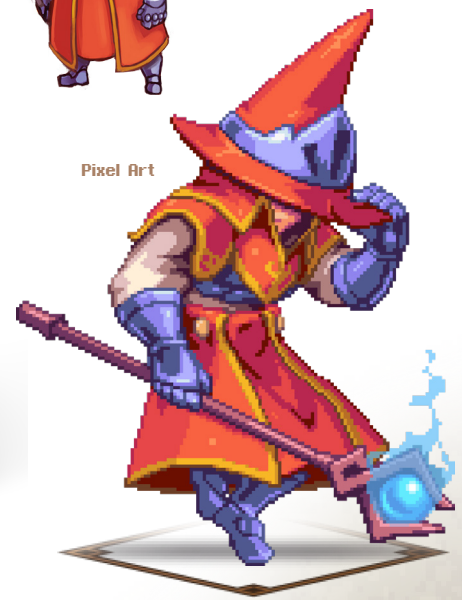
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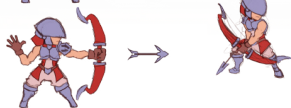
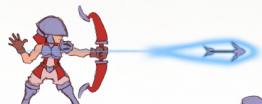
## SKETCHES & EARLY DESIGNS



Pixel Art



# ARCHER



## SKETCHES & EARLY DESIGNS



# BRIGARD

## SKETCHES & EARLY DESIGNS



Pixel Art





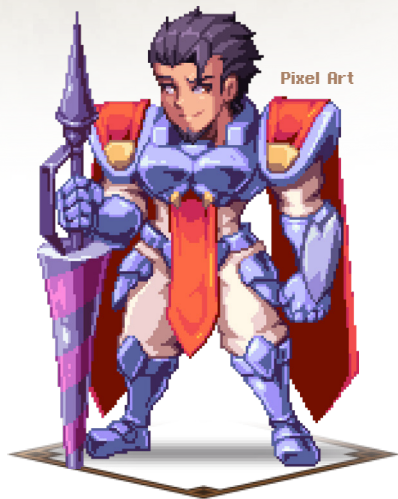
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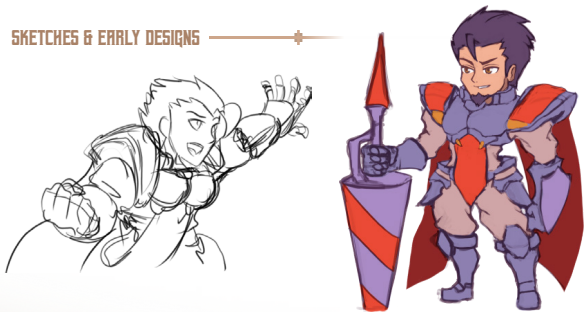


# EUDER



Pixel Art

## SKETCHES & EARLY DESIGNS

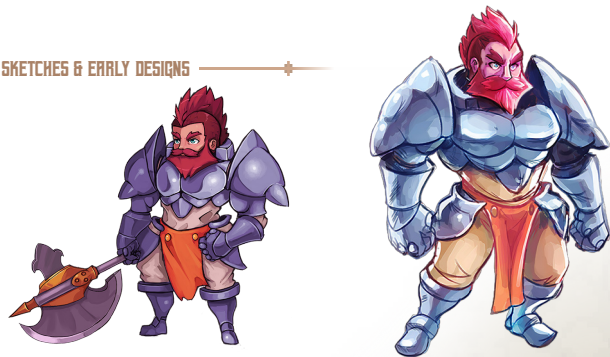


# ADAMONT



Pixel Art

## SKETCHES & EARLY DESIGNS



Soldiers

# TERRAGAYA CHARACTERS



# THE ALTERAS



CONCEPT ART



SKETCHES & EARLY DESIGNS



BIRK



BELIAGAR CONCEPT



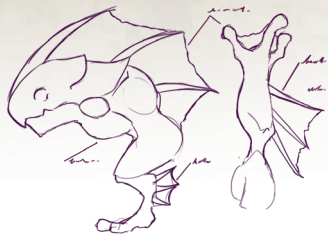
CROMA BASIC CONCEPTS



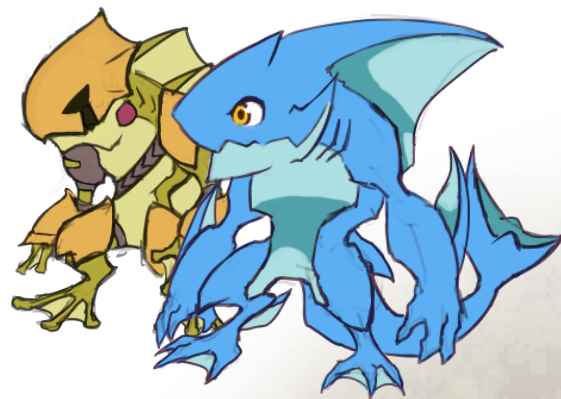
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# THE FISE

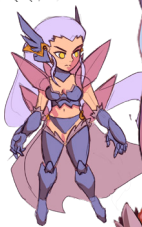


BELIARRR CONCEPT

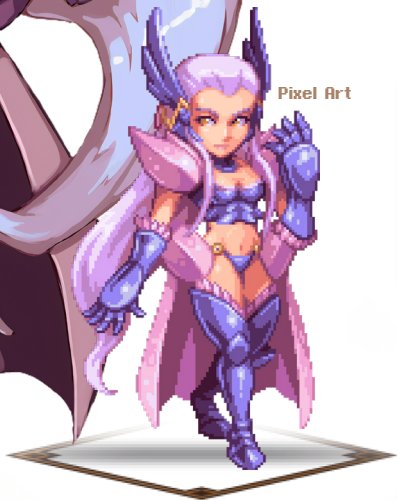




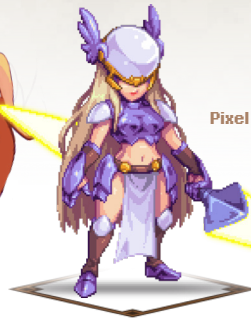
LIANDRIS  
CONCEPT & ART



Pixel Art



VALKIRIE PROCESS



Pixel Art



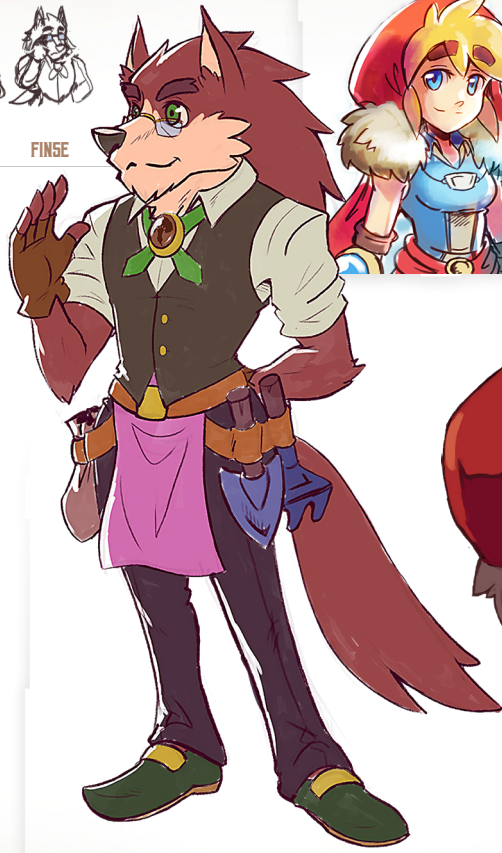
SANGRIQOR CONCEPT



# HAFIN INHABITANTS



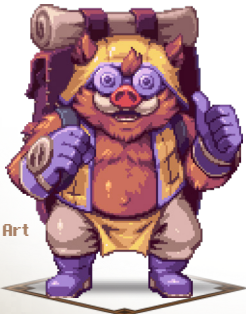
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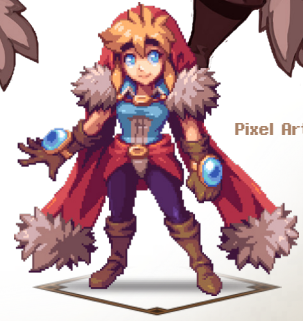
FINSE



EDIL



Pixel Art



Pixel Art

Soldiers

# TERRAGAYA REGIONS





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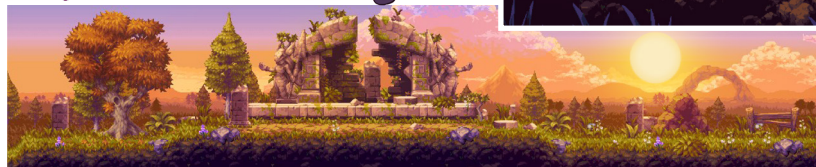


PLAINS INTRODUCTION CONCEPT



KOBOLD

KOBOLD CONCEPT

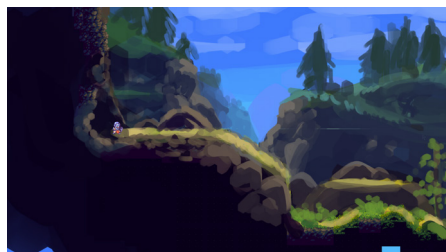


PLAINS INTRODUCTION CONCEPT 2

PLAINS INTRODUCTION IN GAME



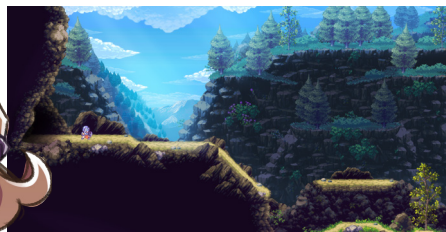
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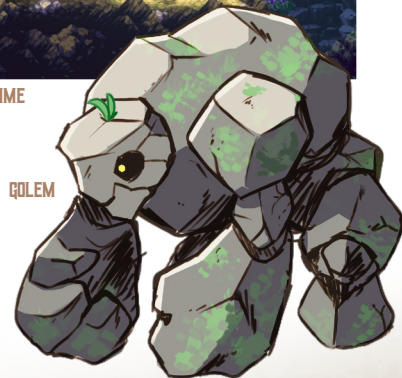
PLAINS ROUGH



PLAINS IN GAME



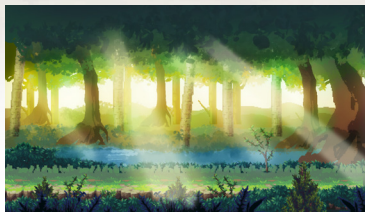
PLAINS CONCEPT



GOLEM



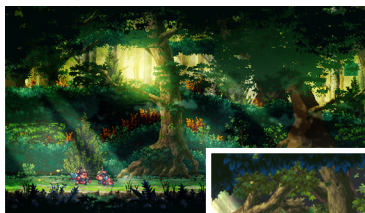
# THE FOREST



FOREST EARLY ROUGH



FOREST CONCEPT 01



FOREST CONCEPT 02



BEARSTAURUS



FOREST IN GAME



MINDTAUR



# THE PYRAMID



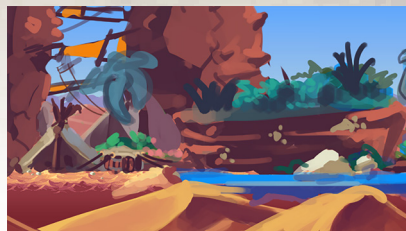
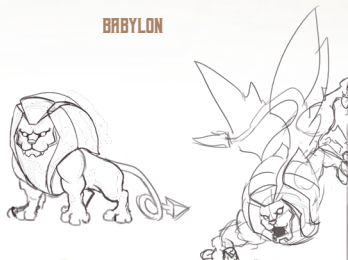
HARPY CONCEPT



SARCOPHAGUS



BABYLON



FOREST EARLY ROUGH



FOREST EARLY ROUGH



ARMADILLO



ANUBIS



FOREST EARLY ROUGH



ANUBIS KNIGHT

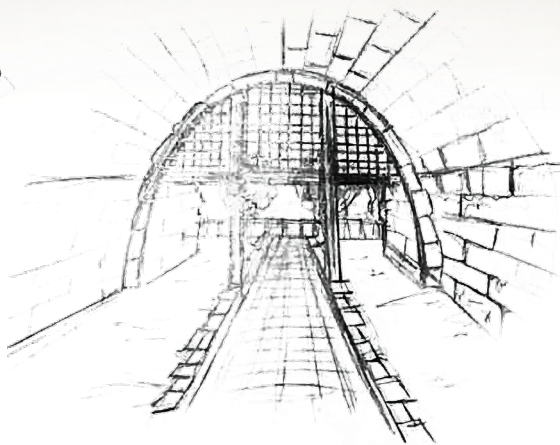
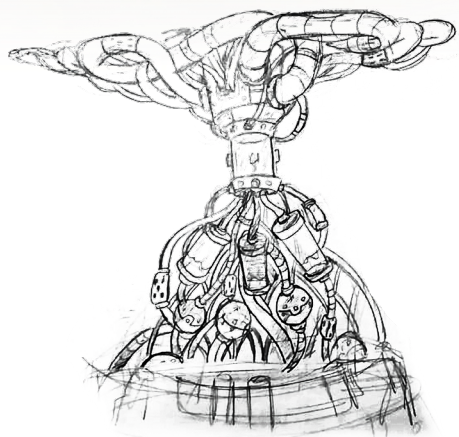




# MISC



## SKETCHES & EARLY DESIGNS



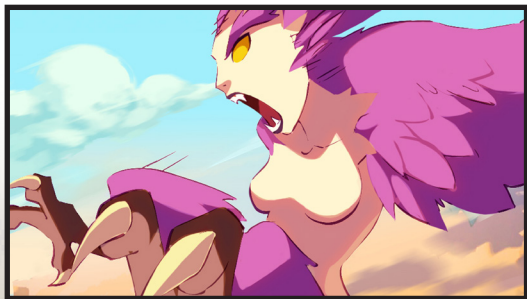
## FLASH STORY



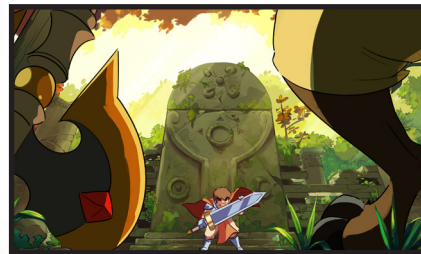
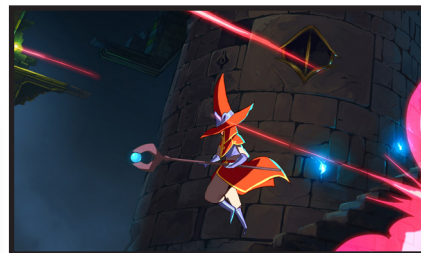
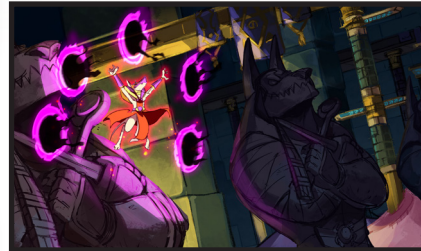
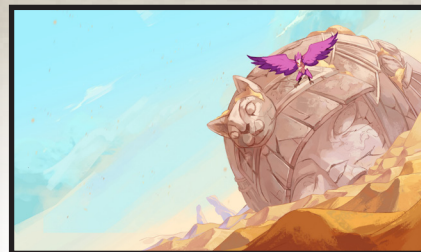
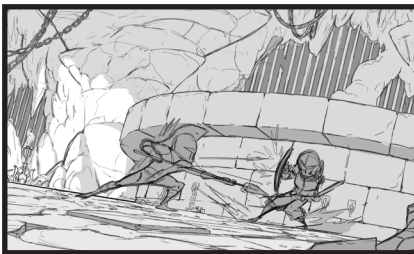
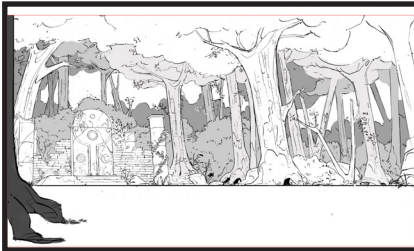
# TRAILER ANIMATION



TRAILER COLOR KEY 01



TRAILER COLOR KEY 08 B





**RETRO  
FORGE**

**DEAR VILLAGERS**