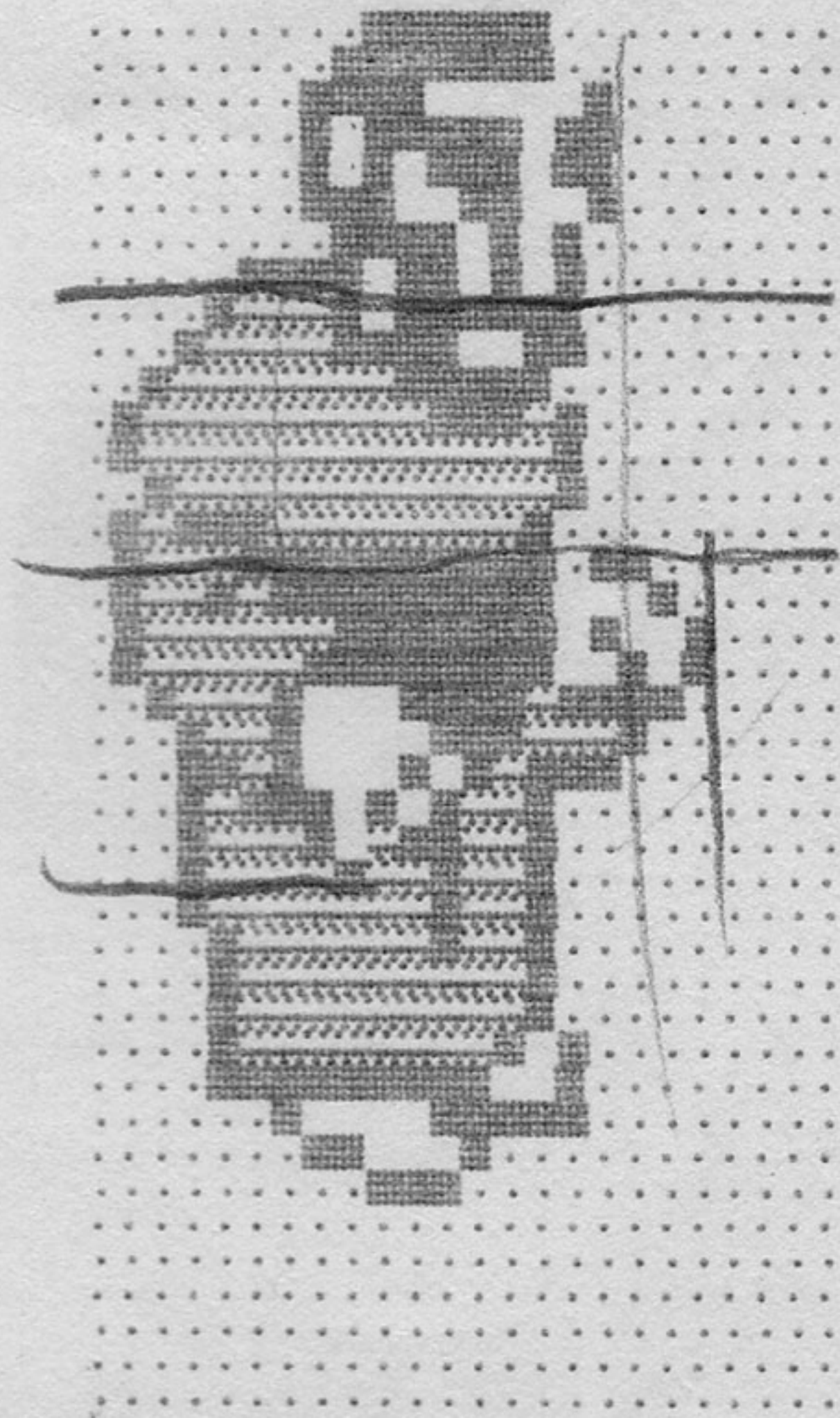
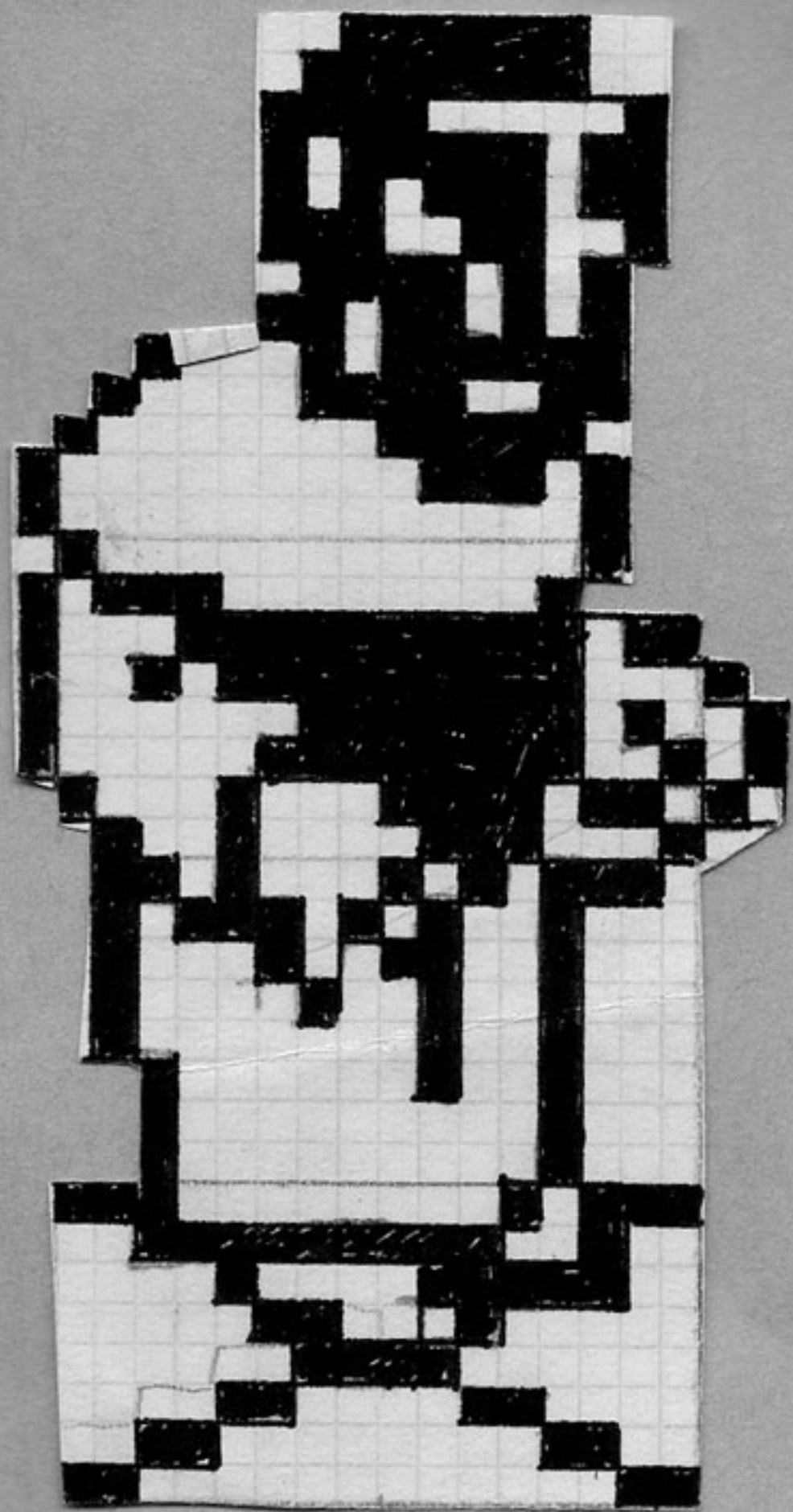
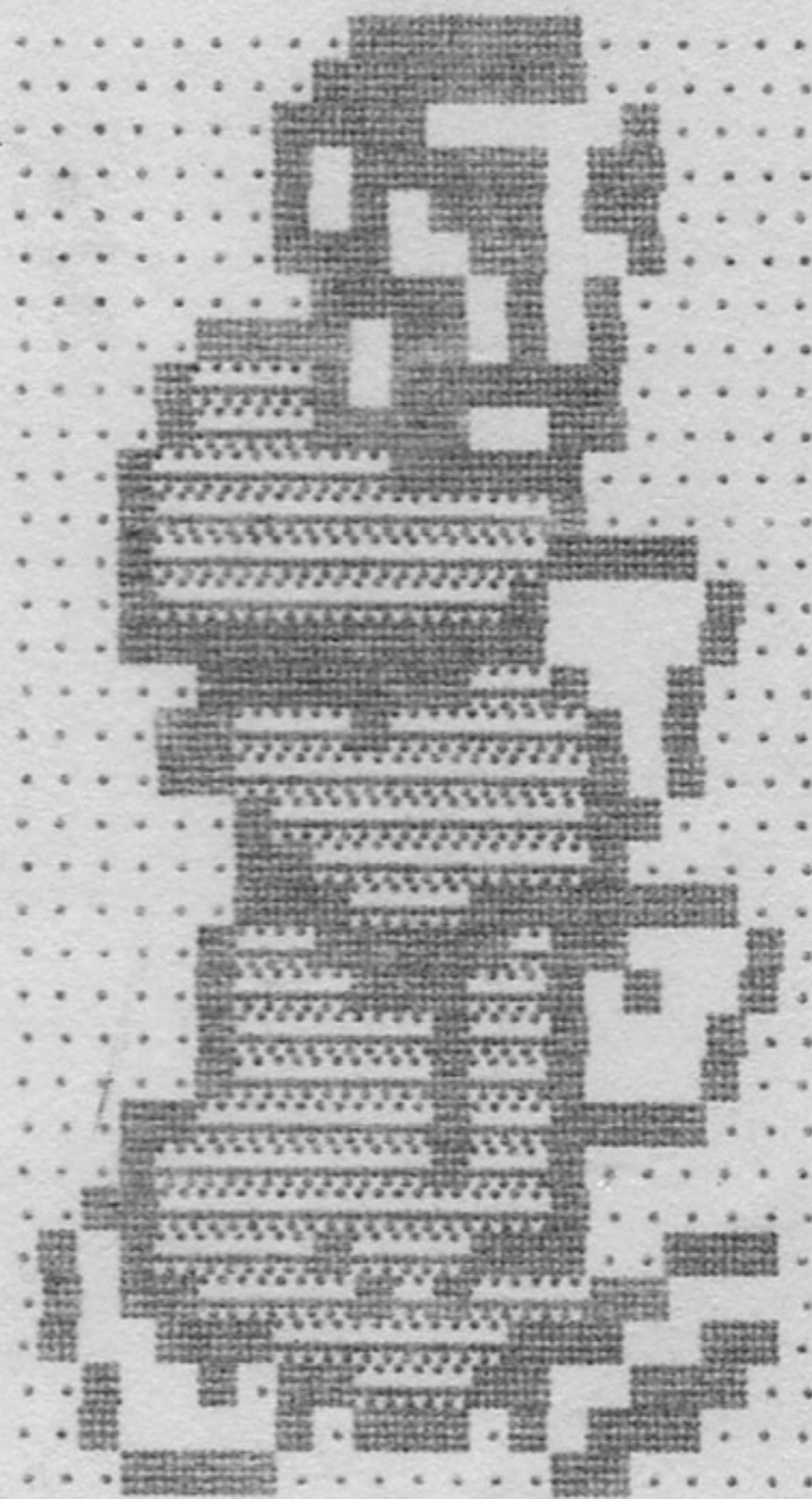
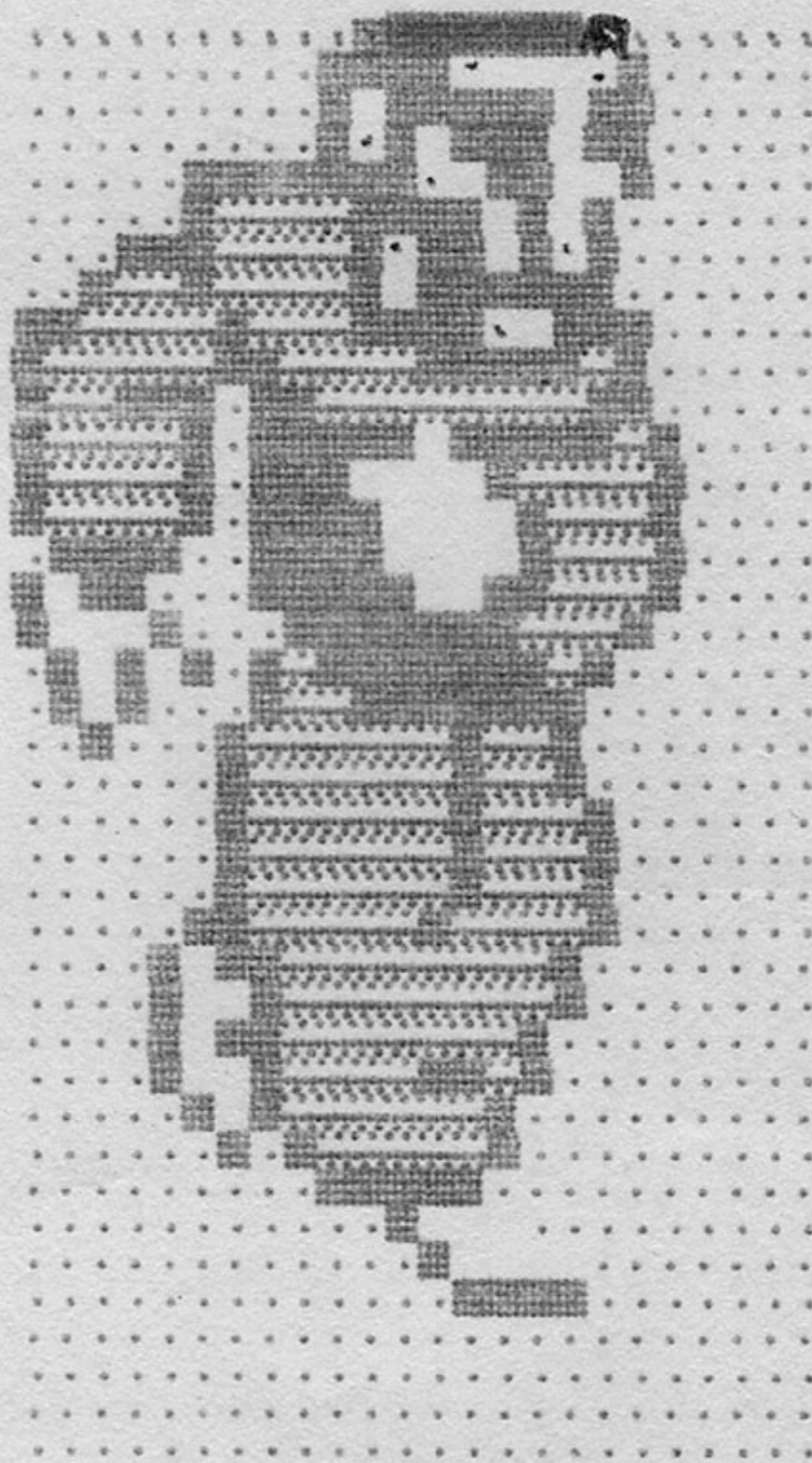


Original Sketches for the Video Game "La Abadia del Crimen" 1987

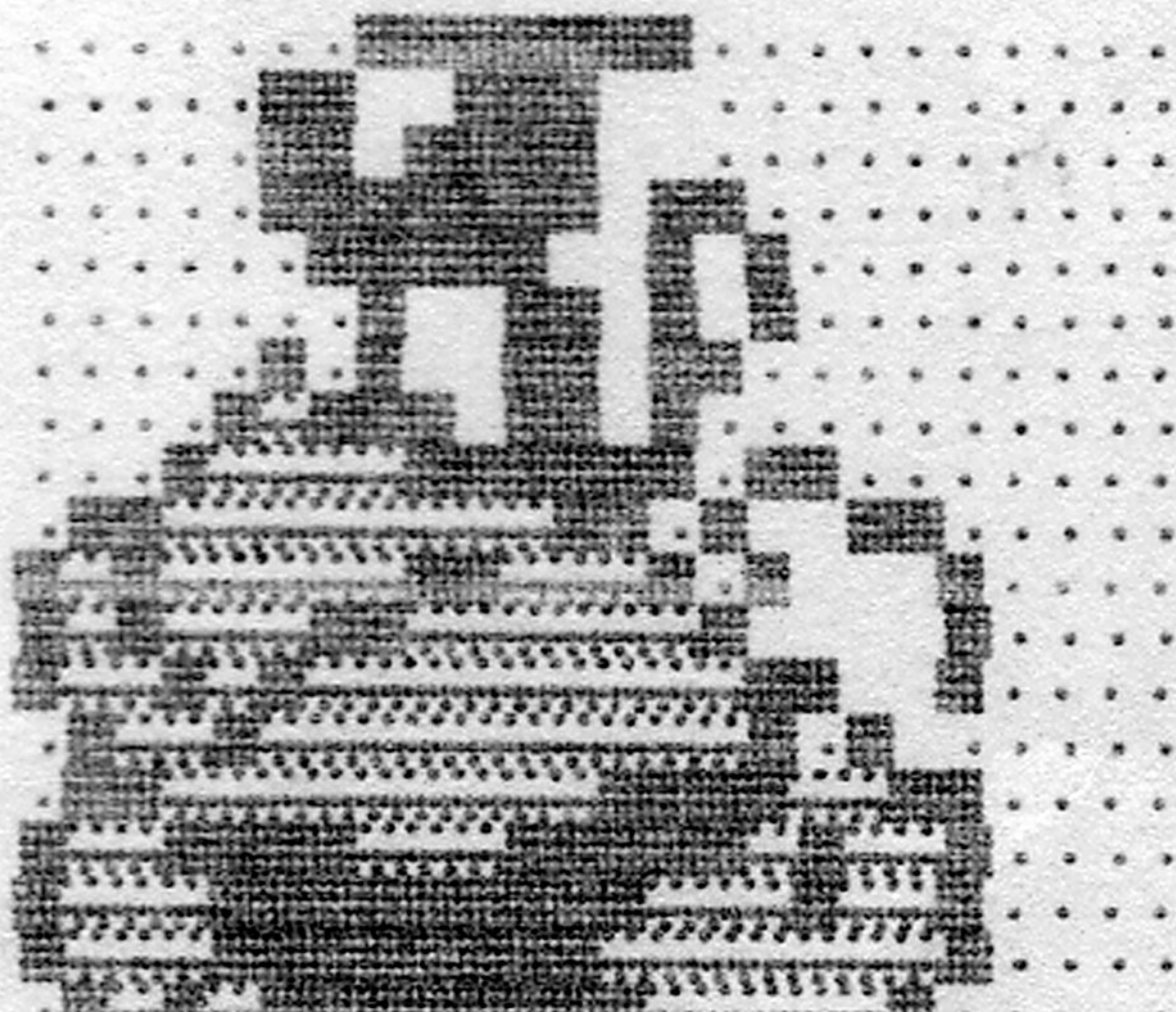




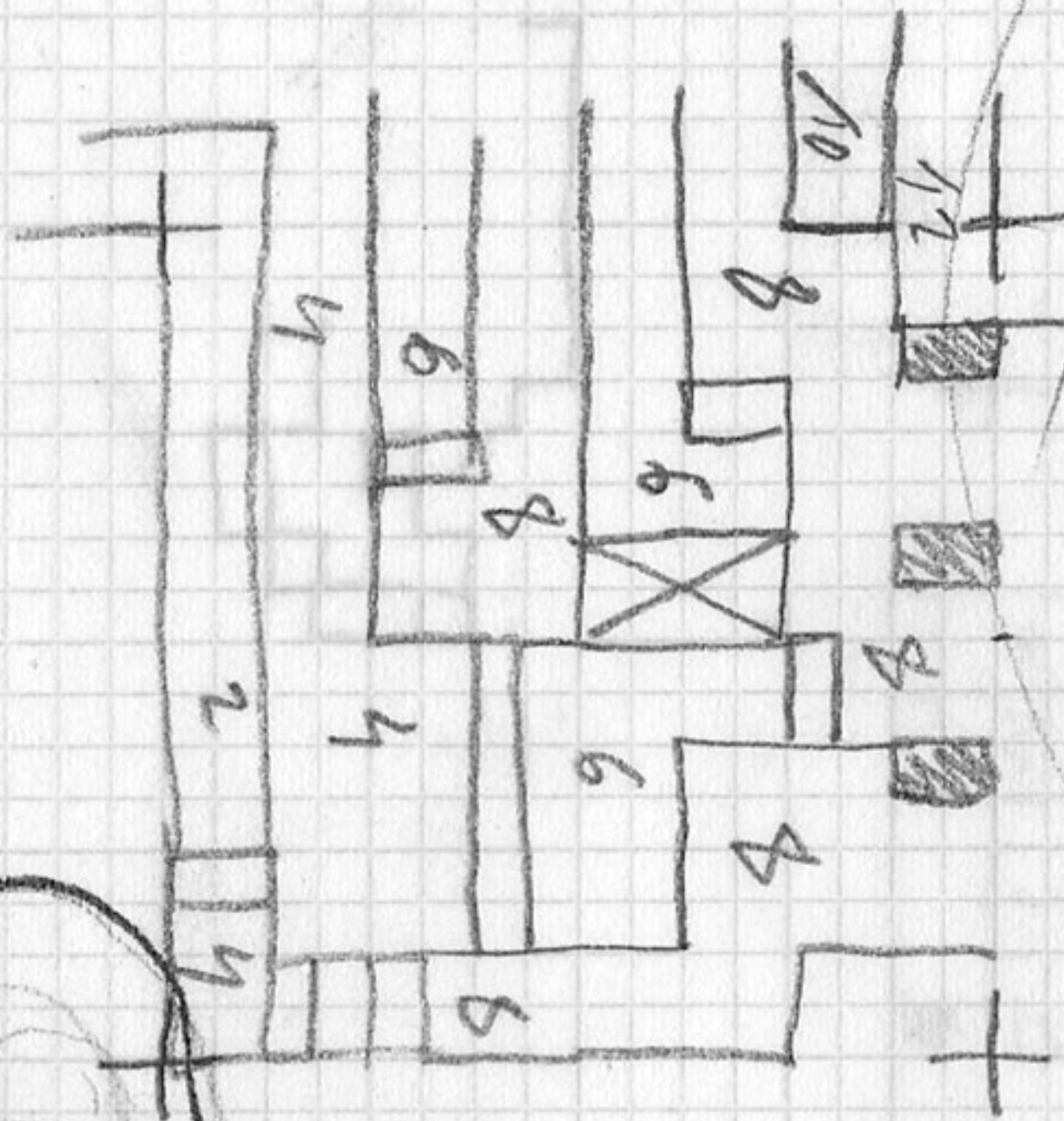




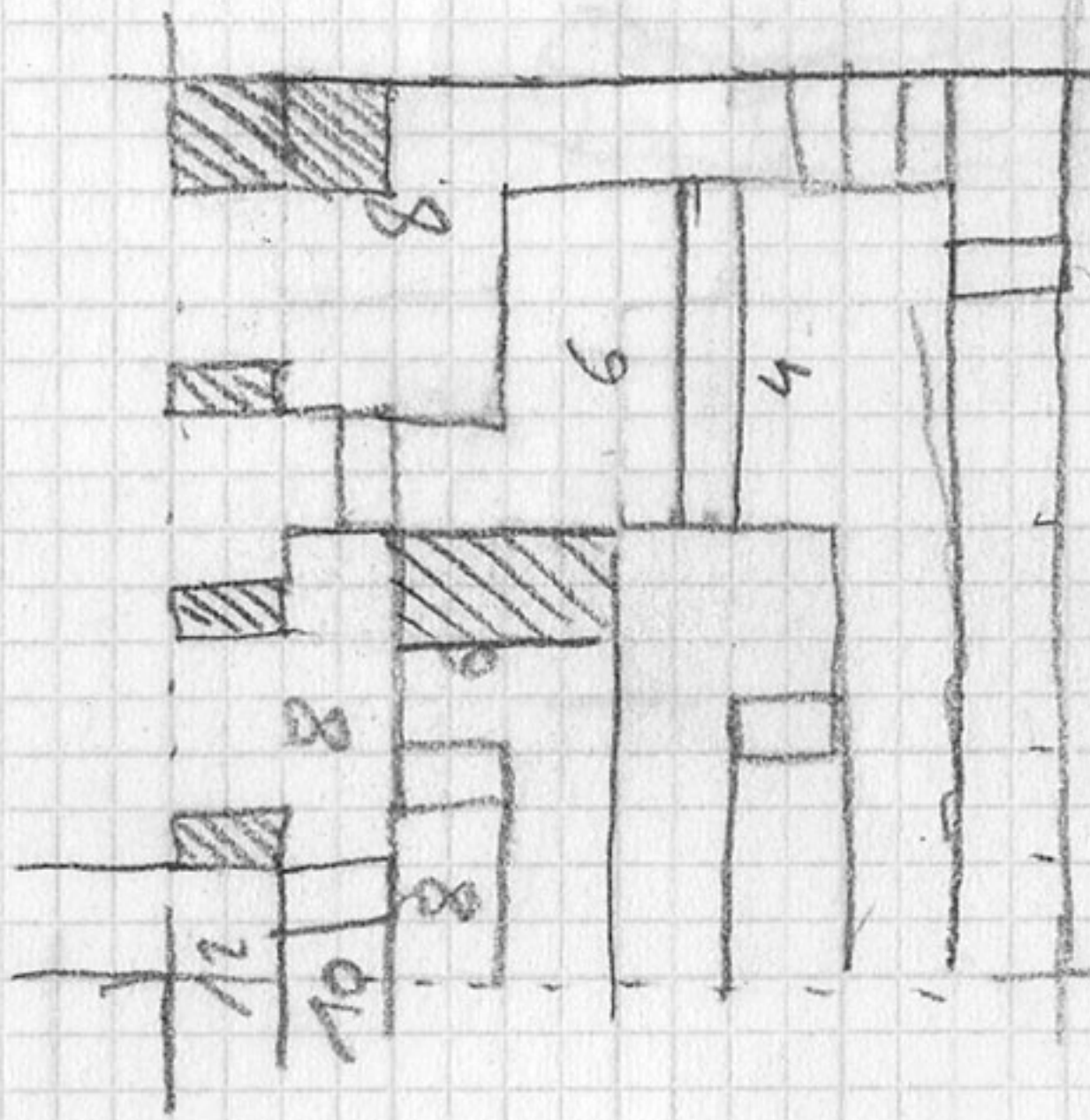




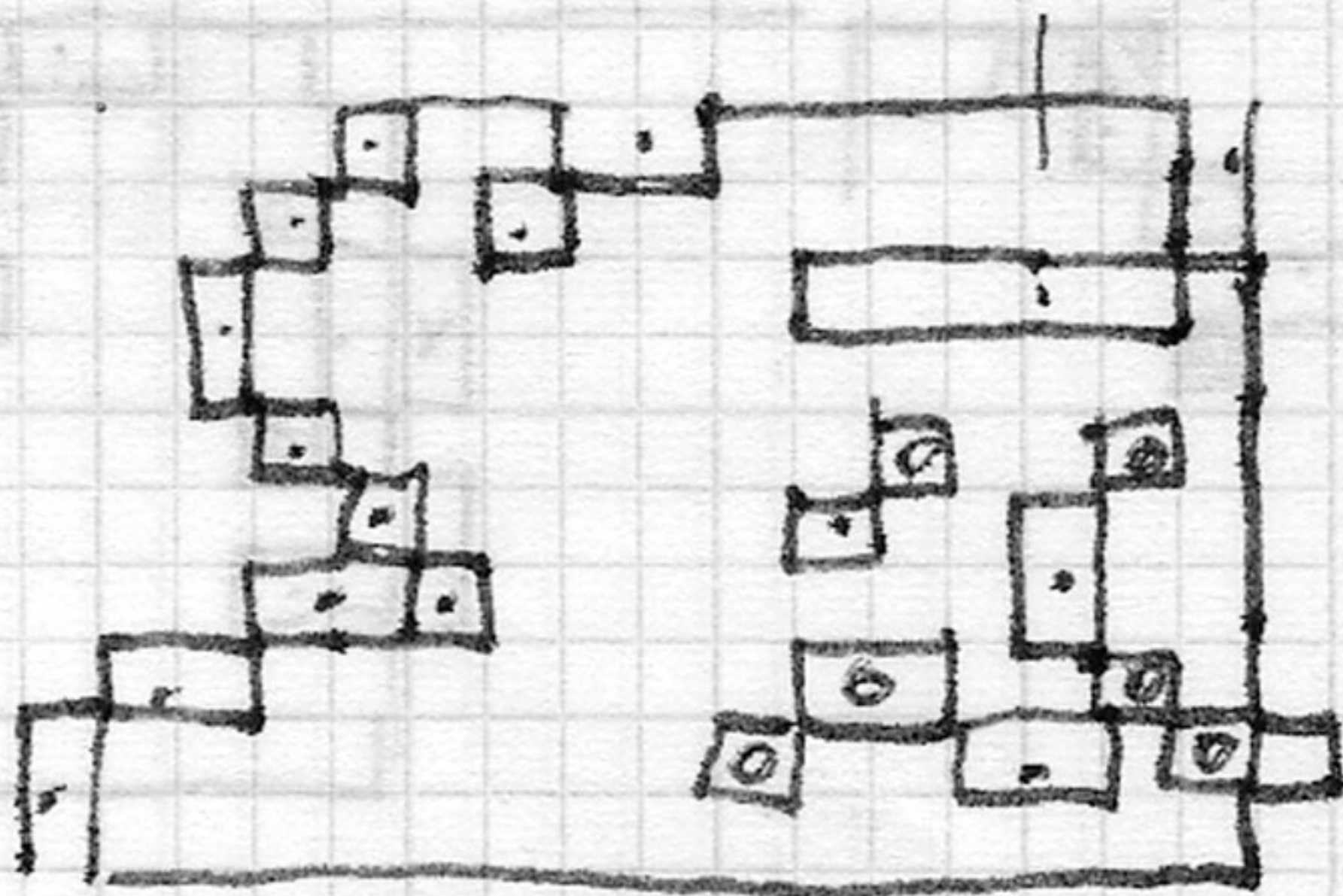
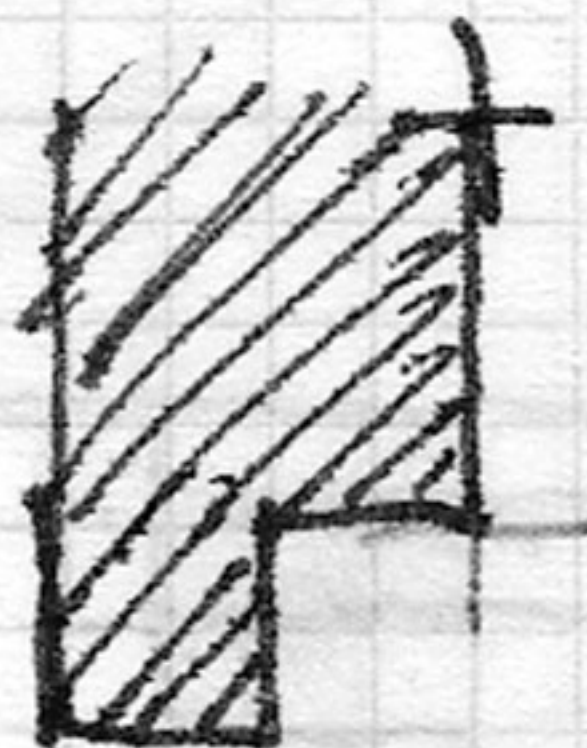




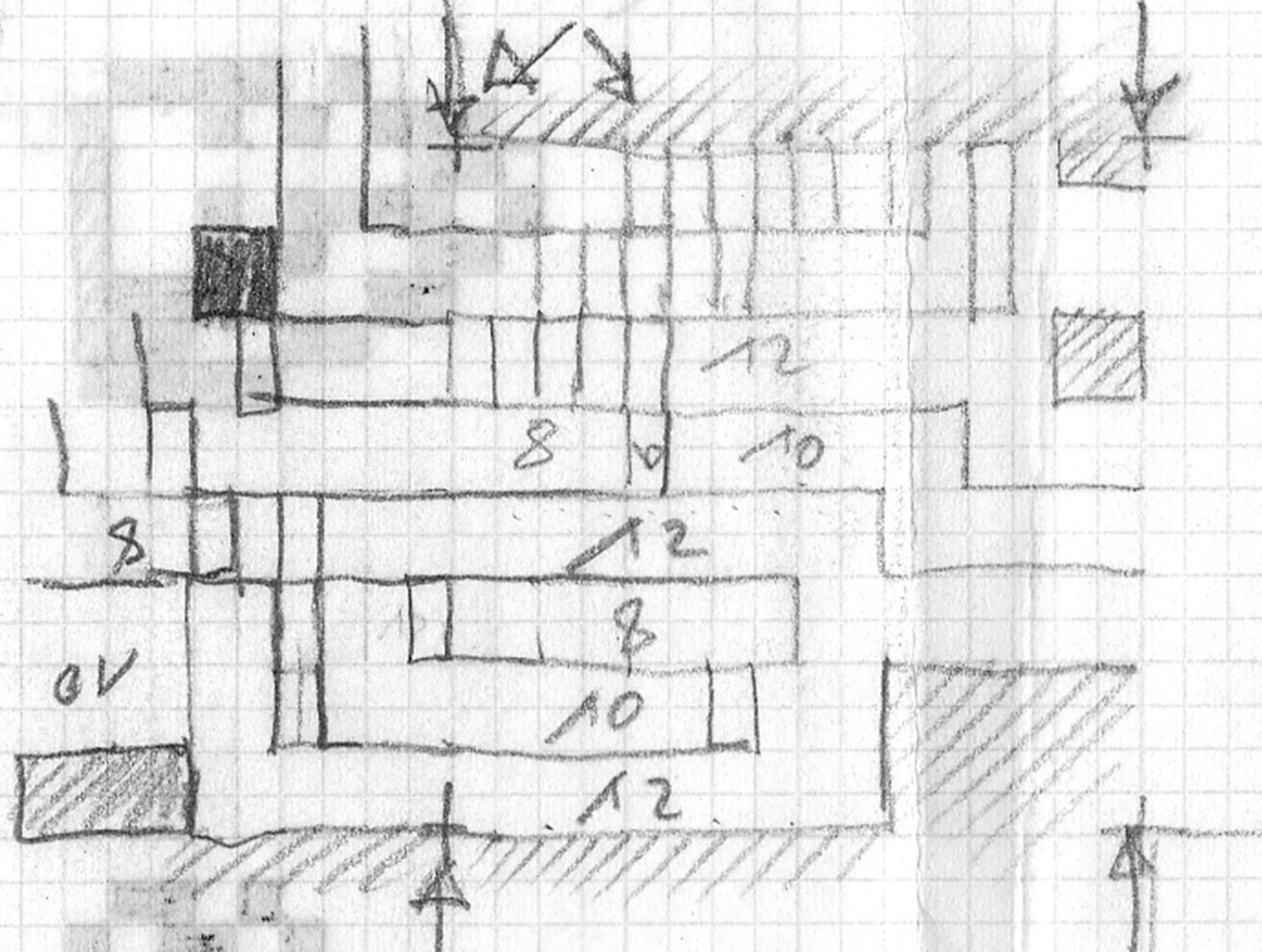
102



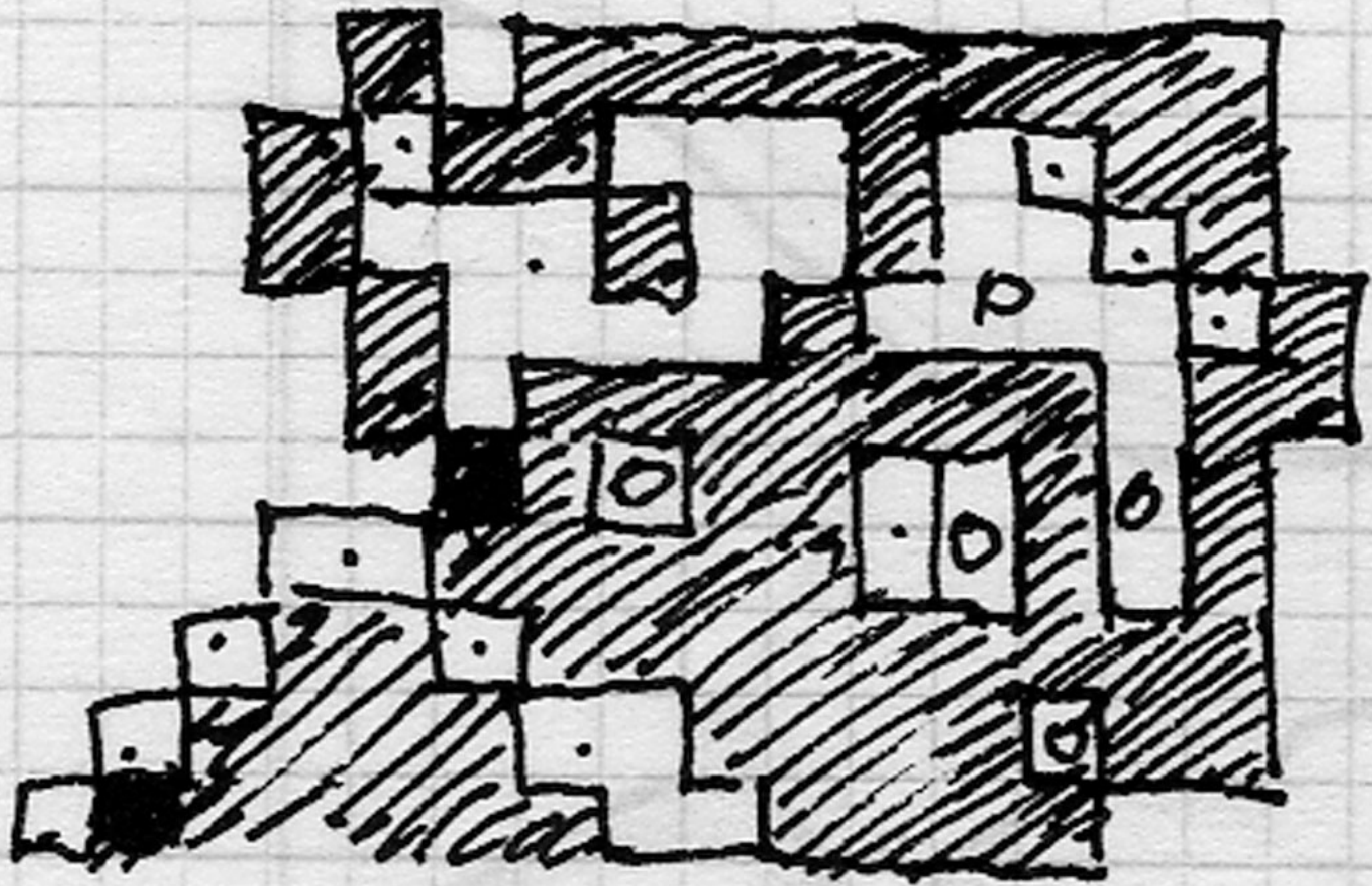




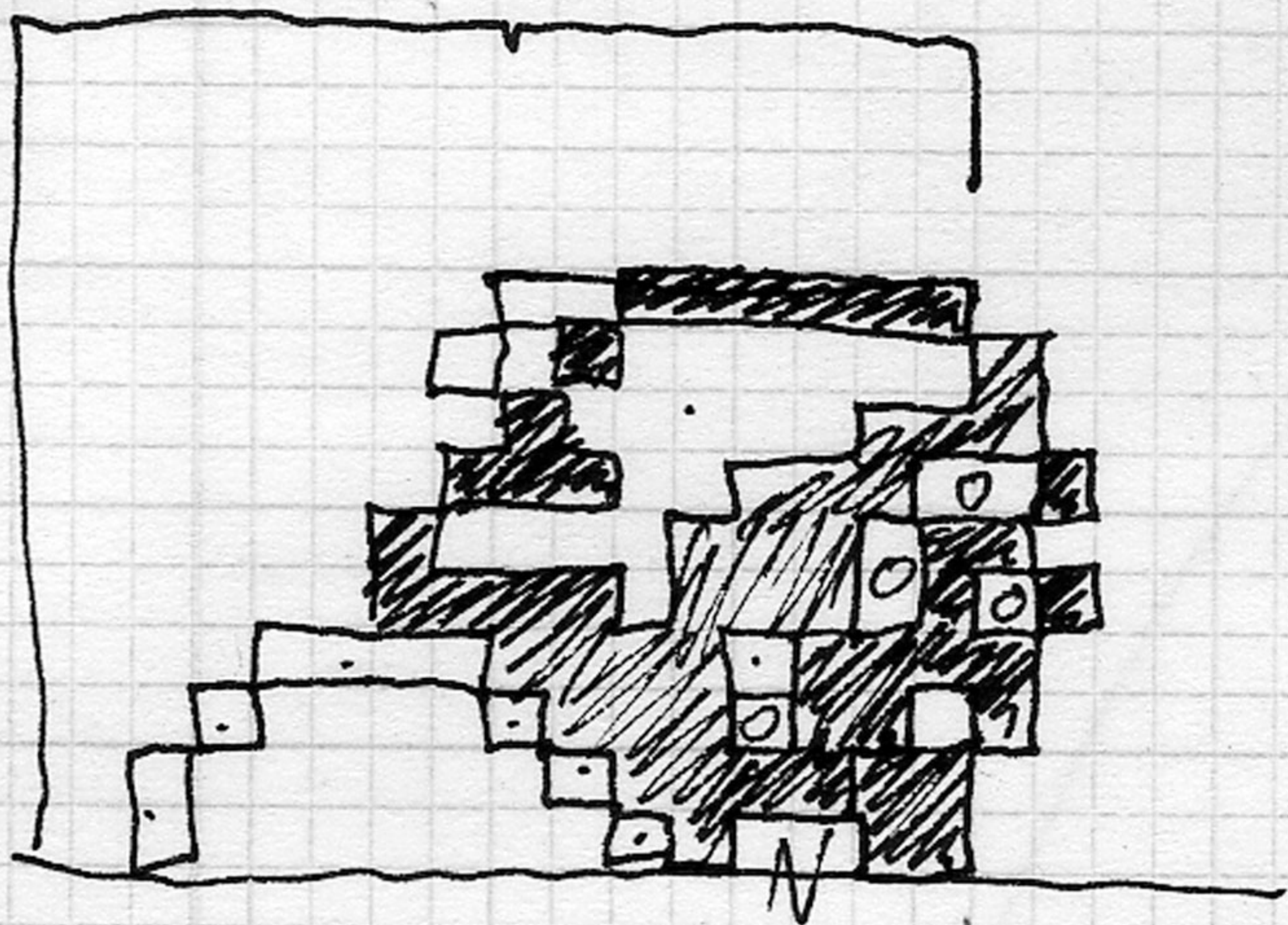






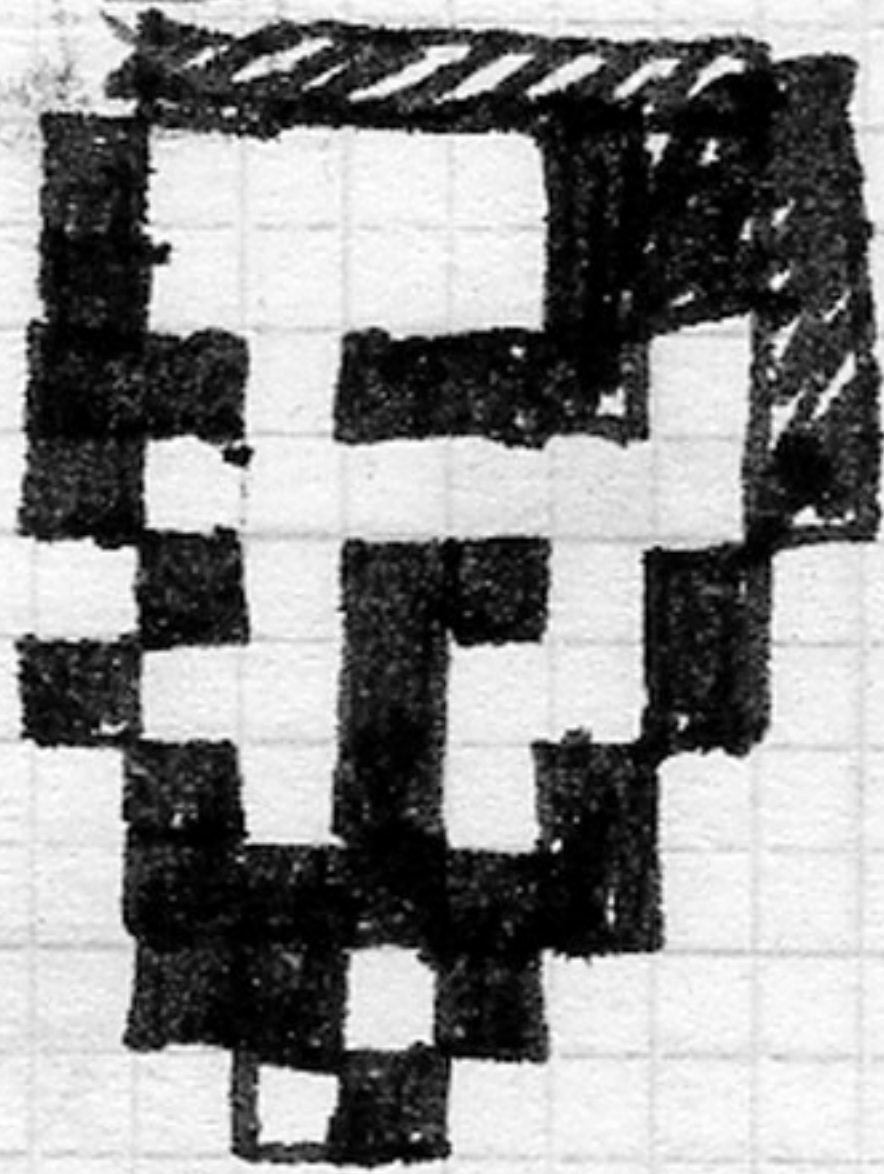








now  
Machal 2



1891  
2882  
1891

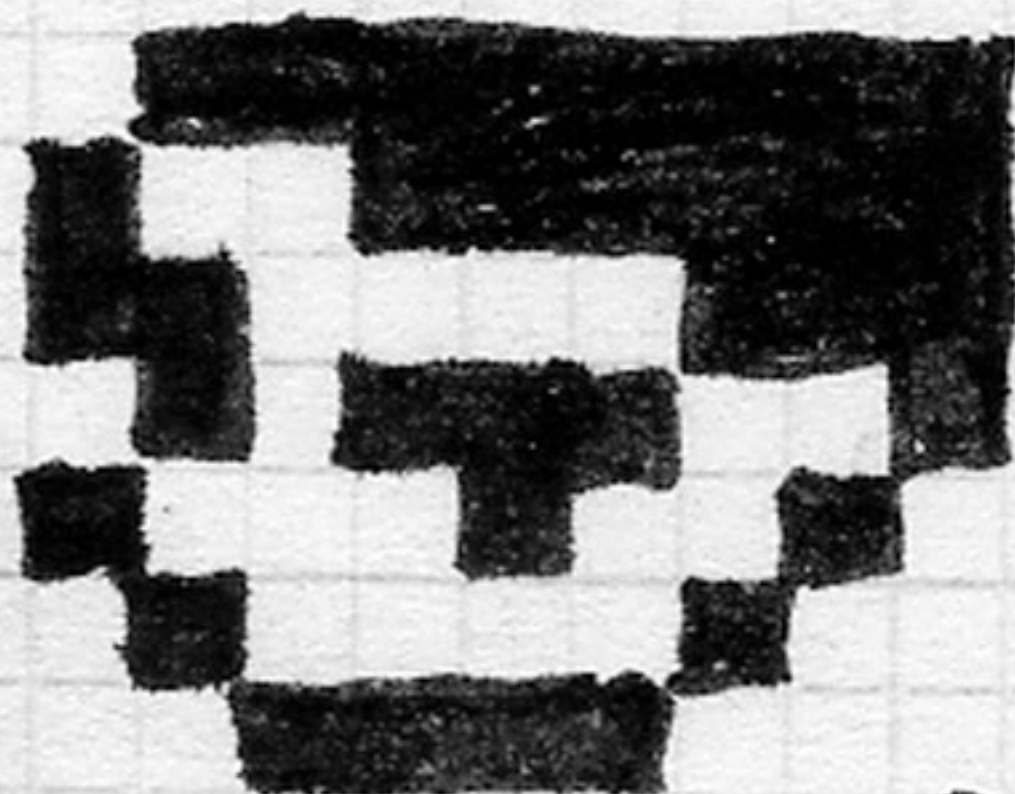




ab1

ab2

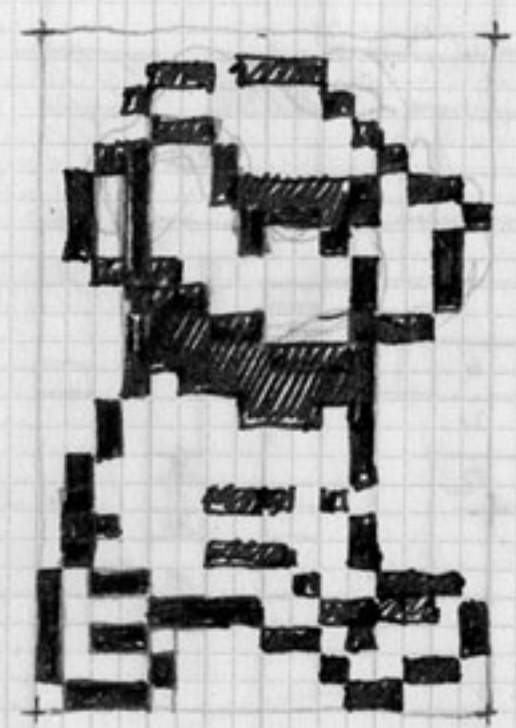
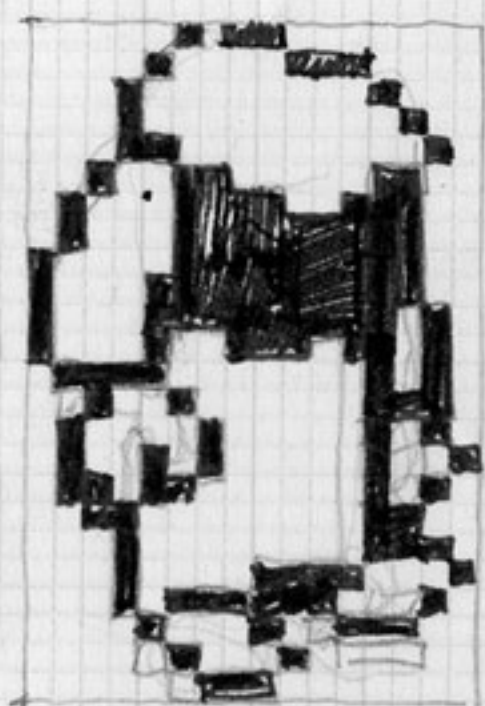
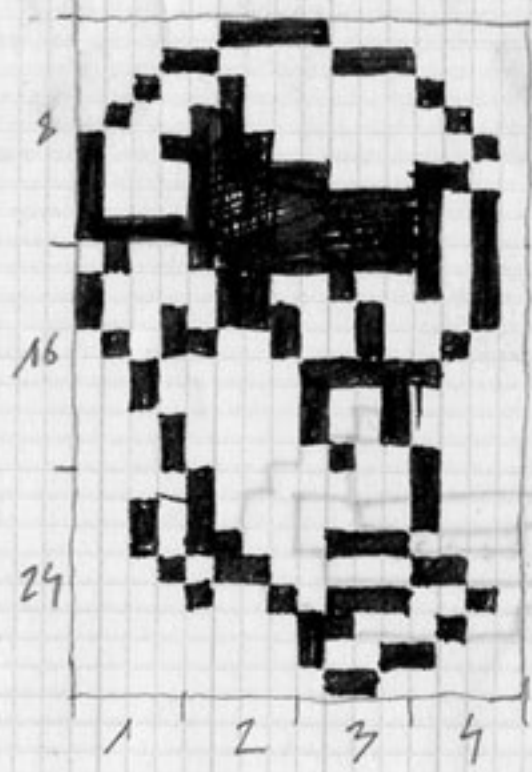
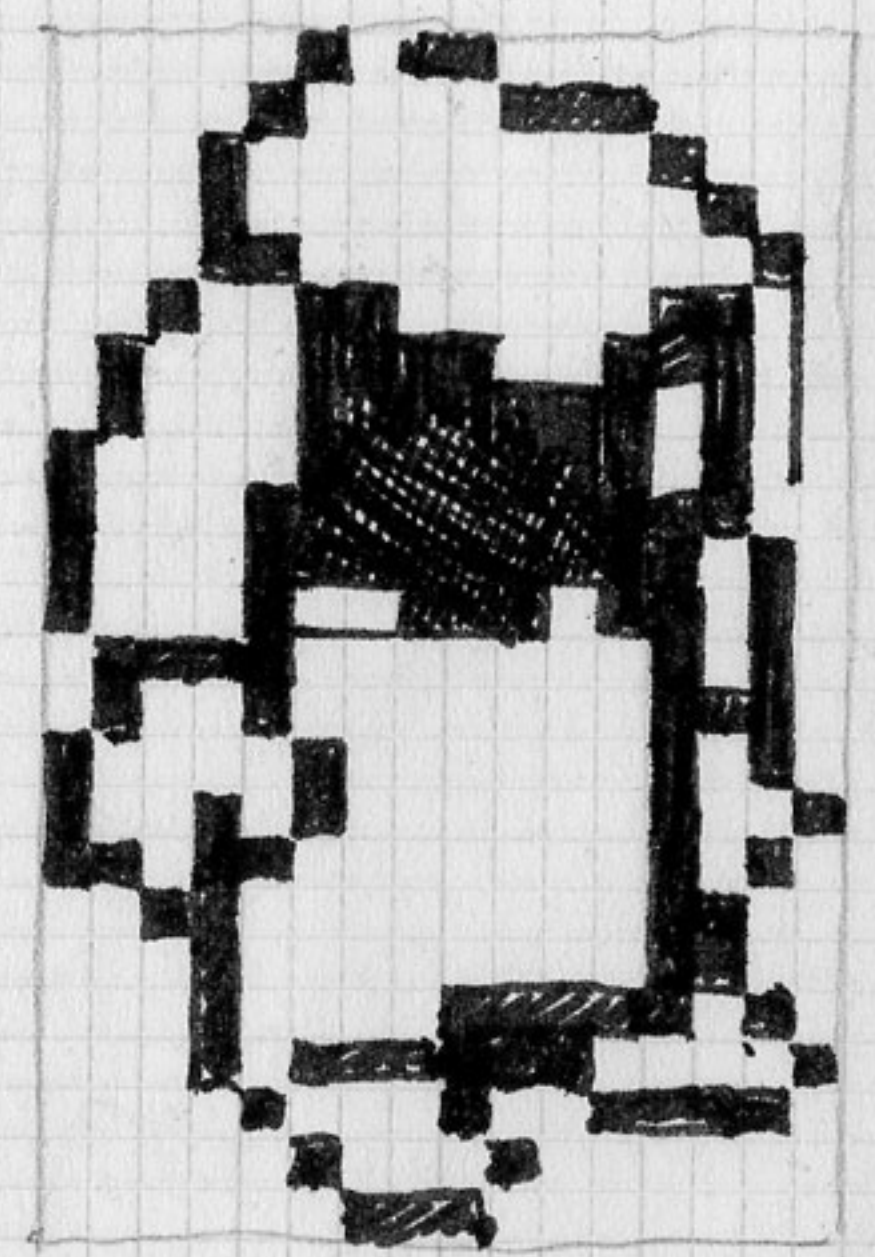
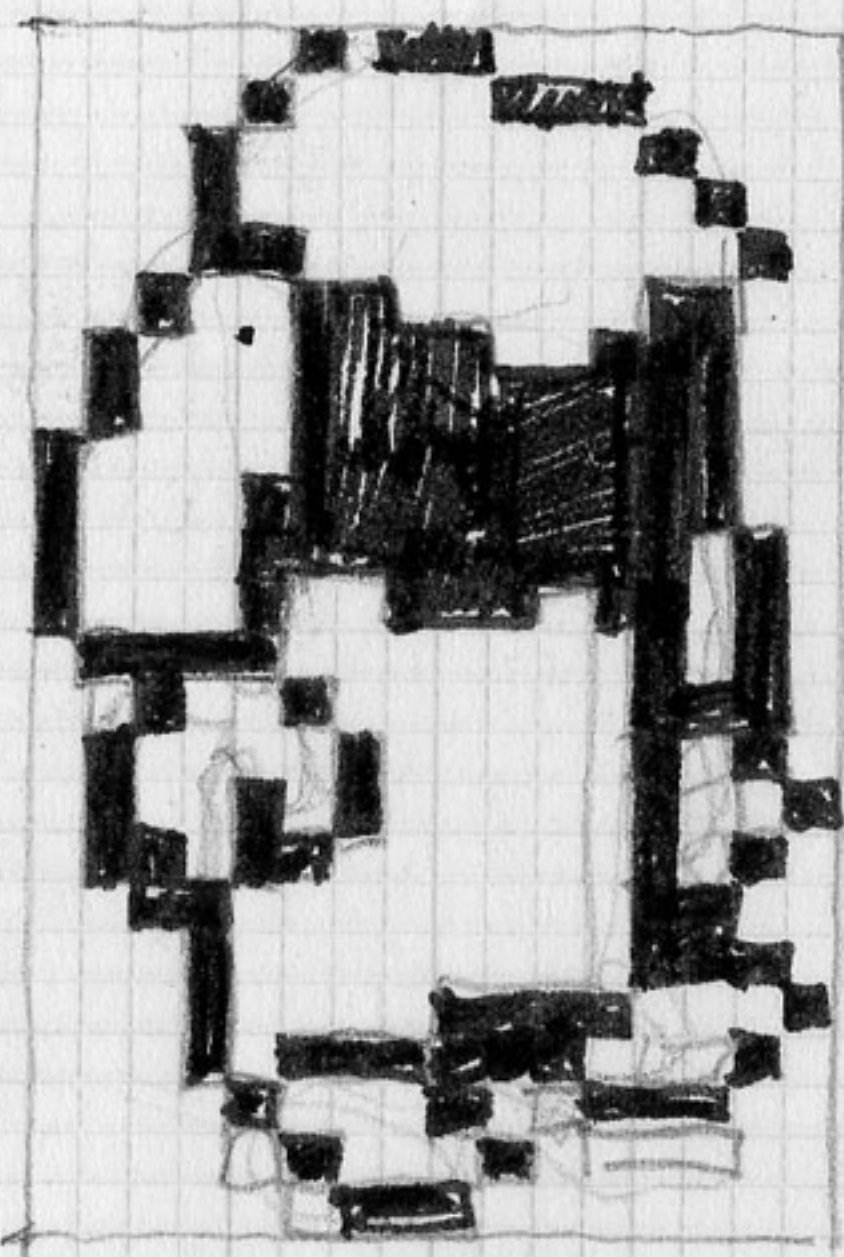
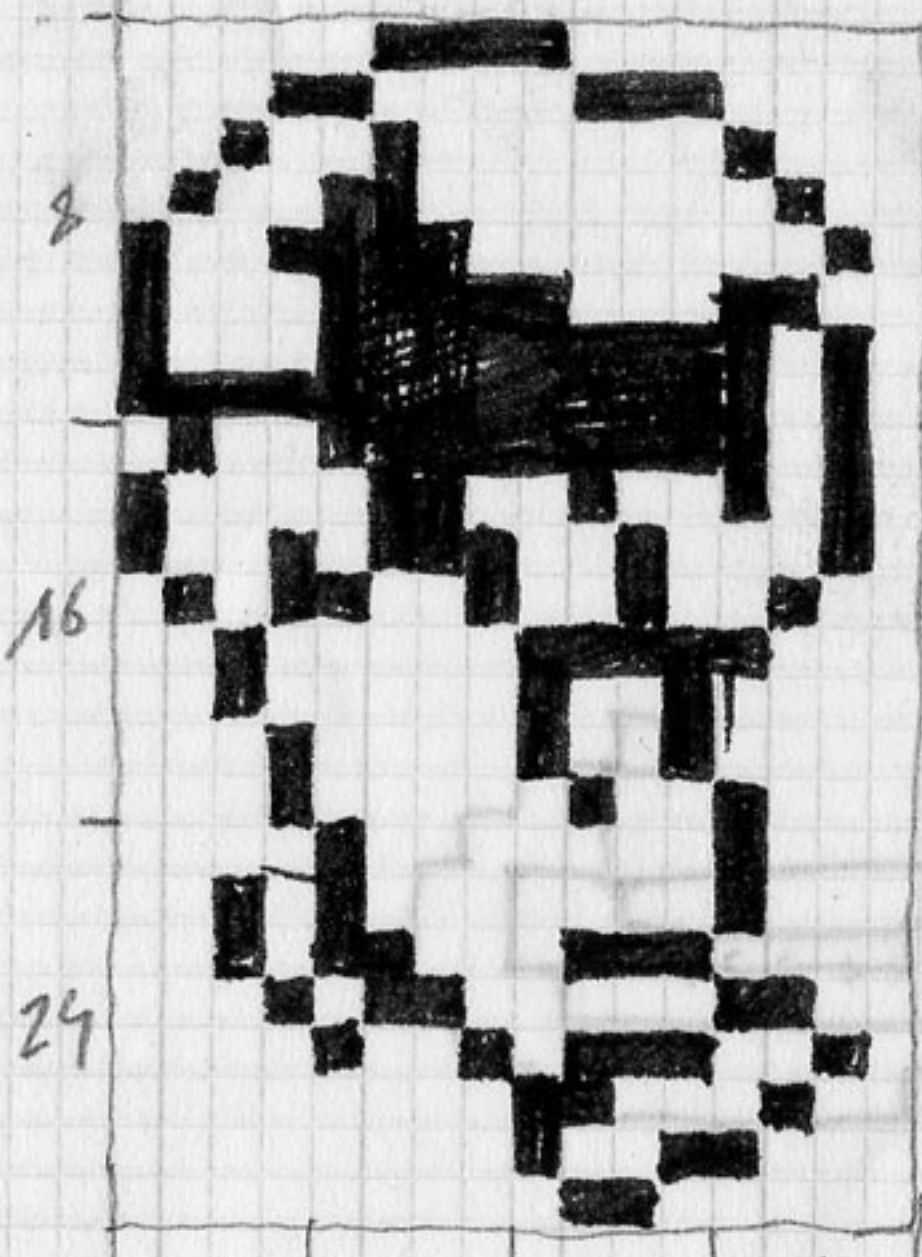
X1



P1

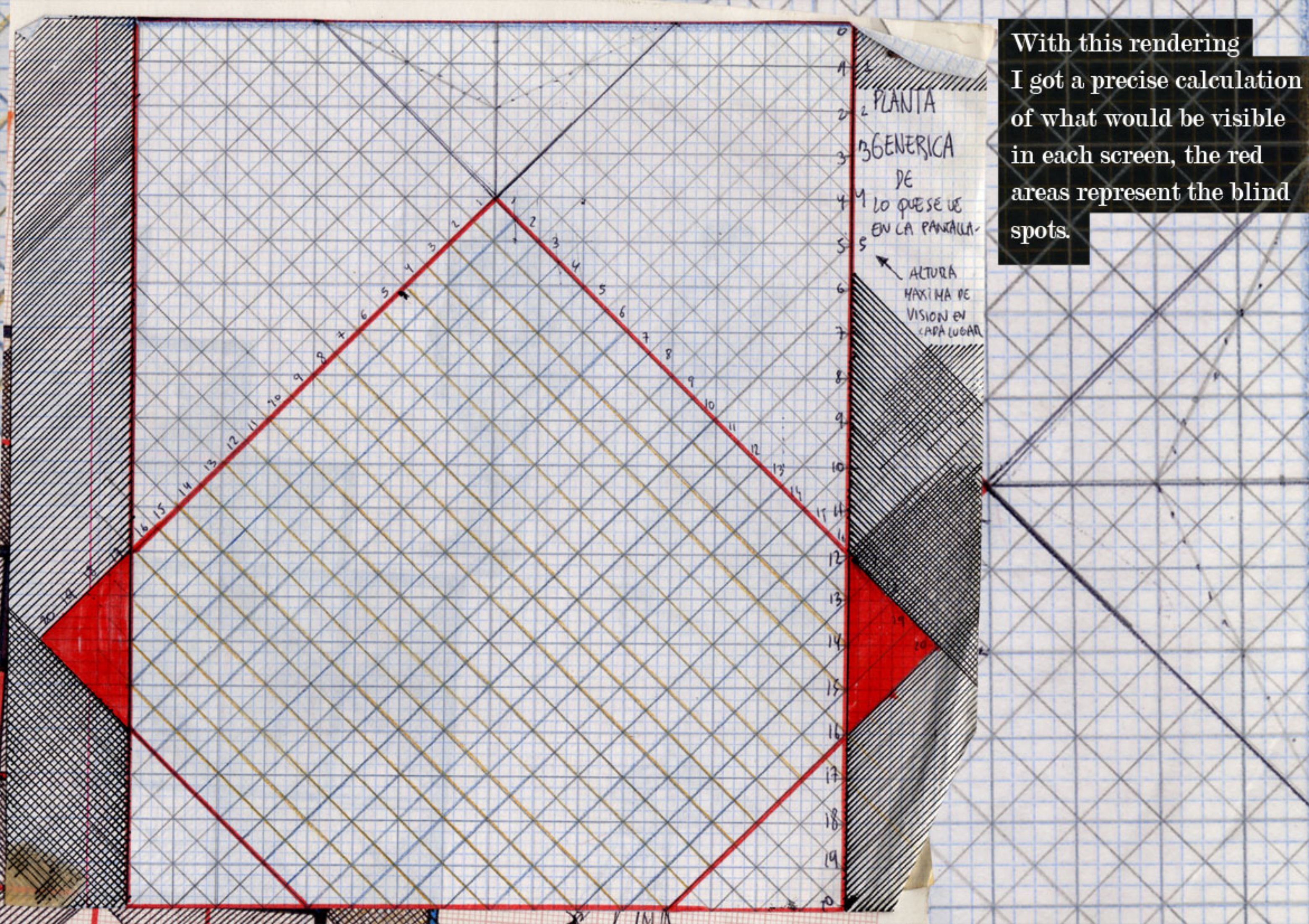
PG



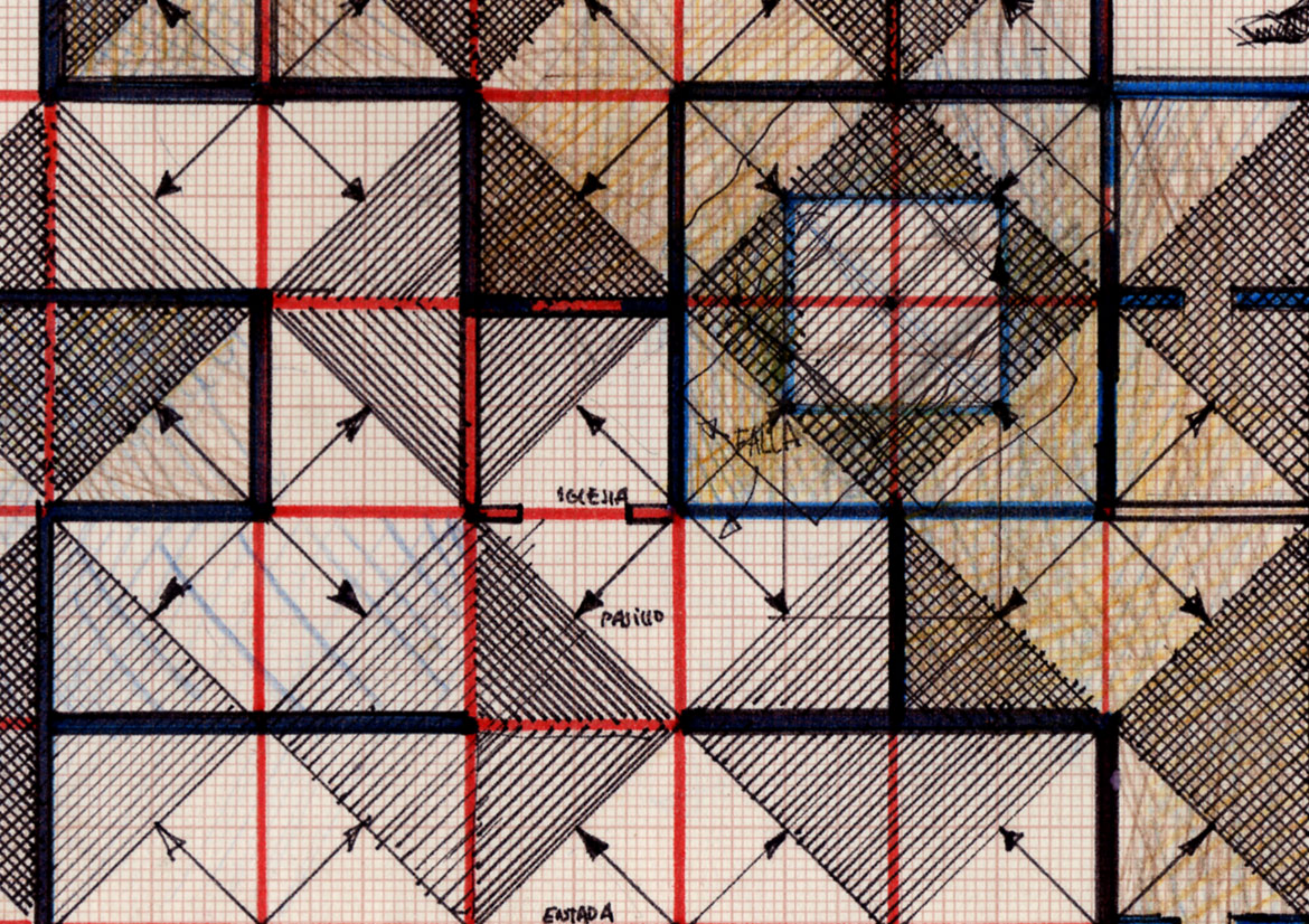




With this rendering  
I got a precise calculation  
of what would be visible  
in each screen, the red  
areas represent the blind  
spots.





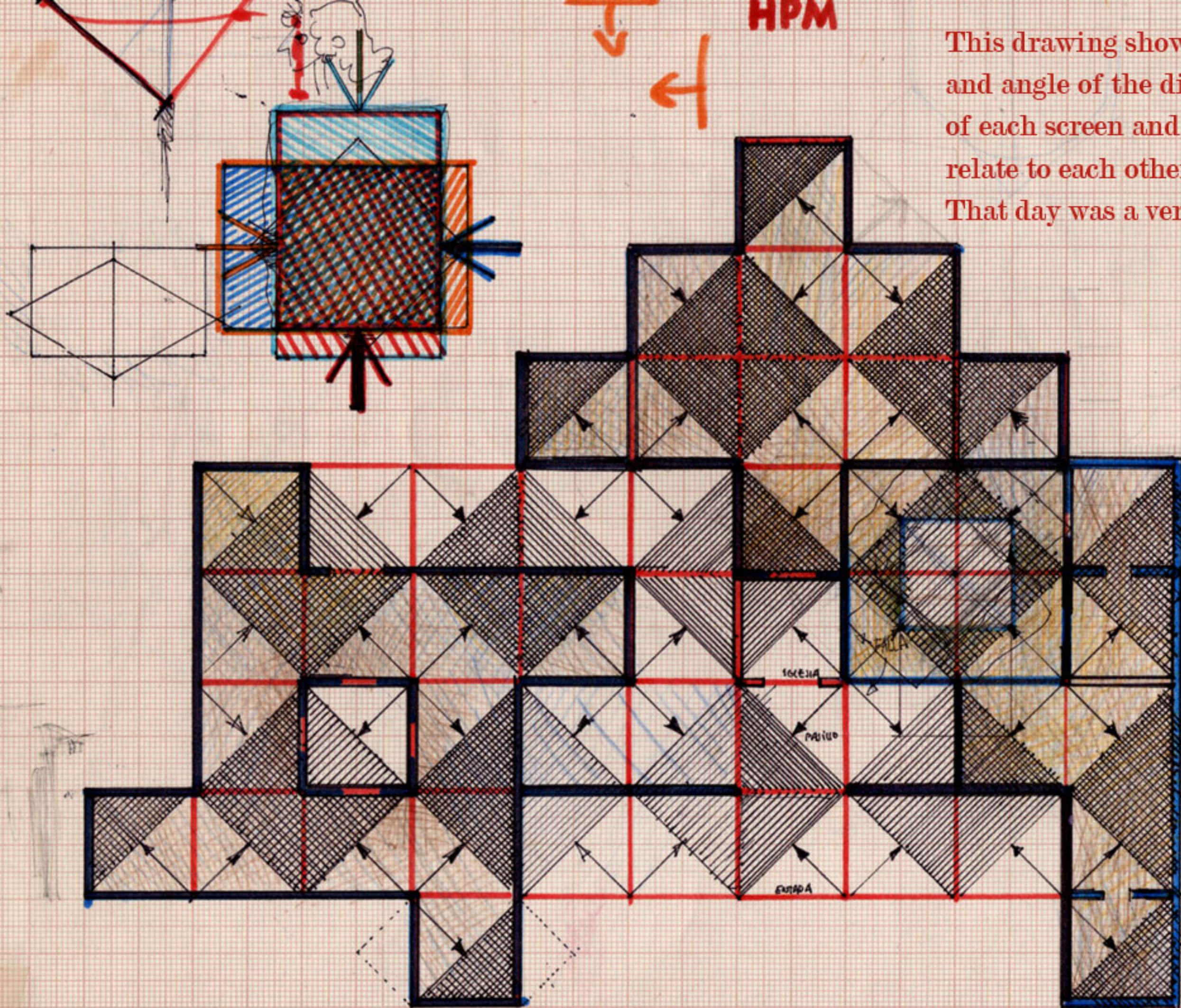




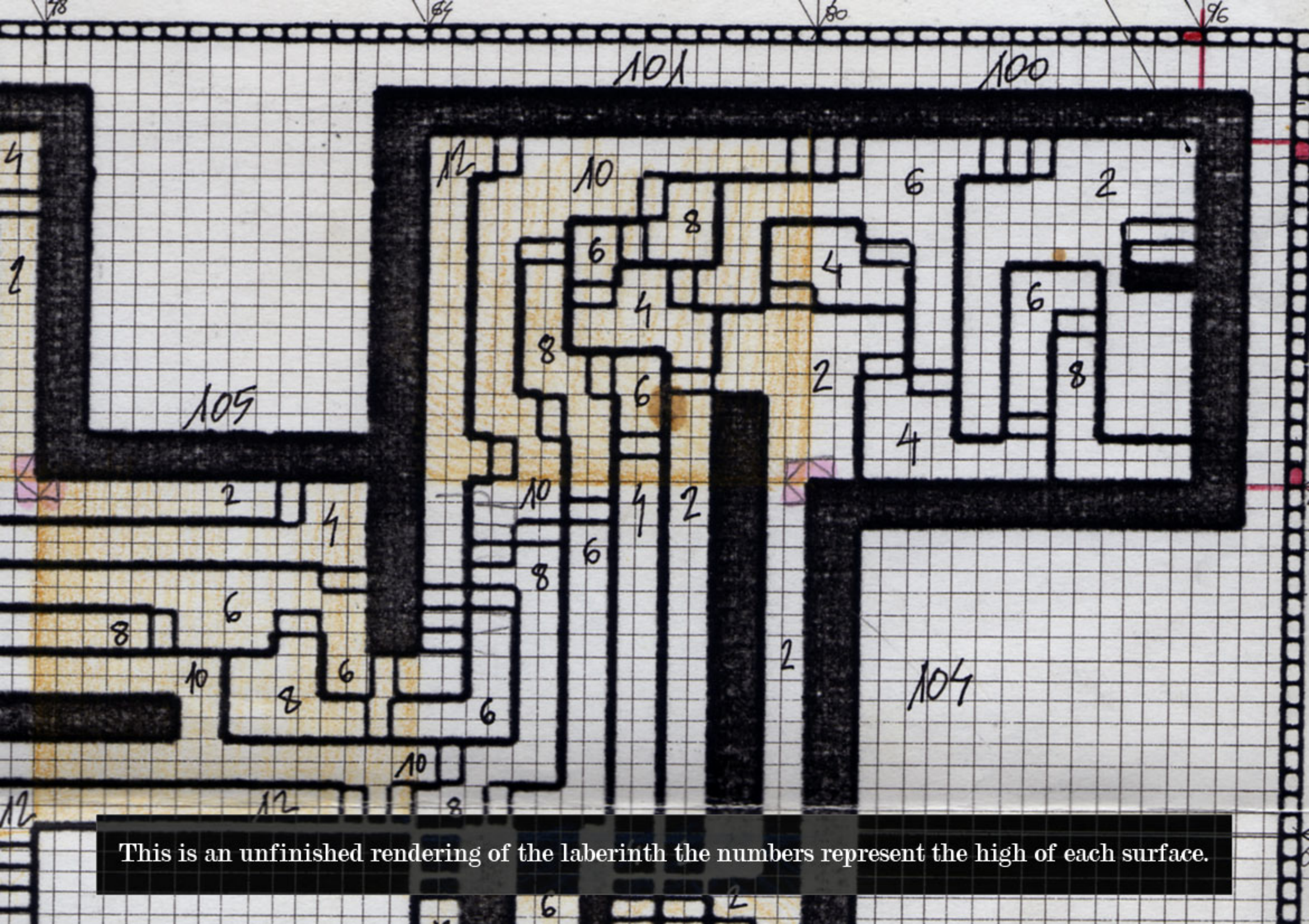
HPM

This drawing shows the position and angle of the different cameras of each screen and how they all relate to each other.

That day was a very big deal to me.

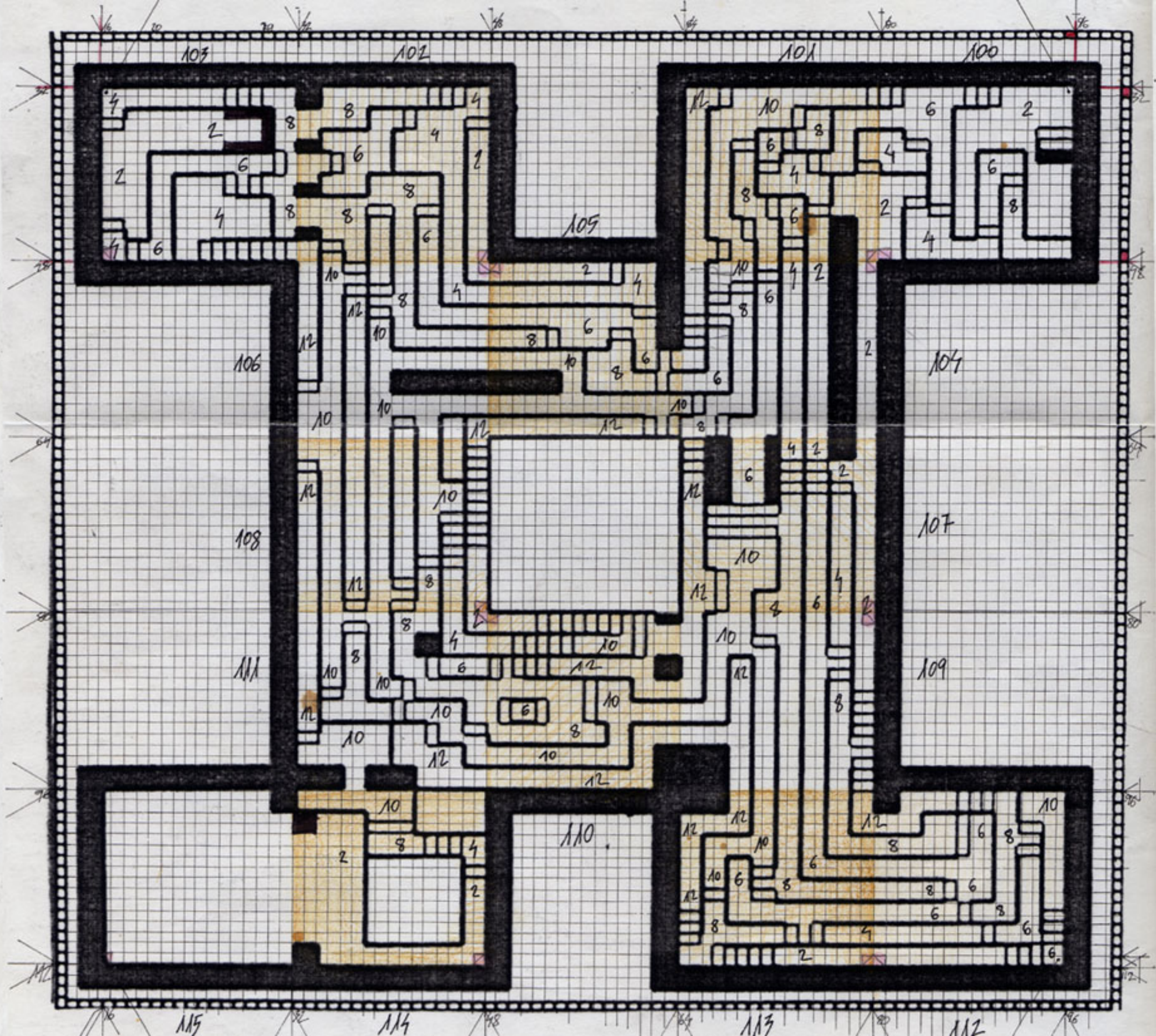




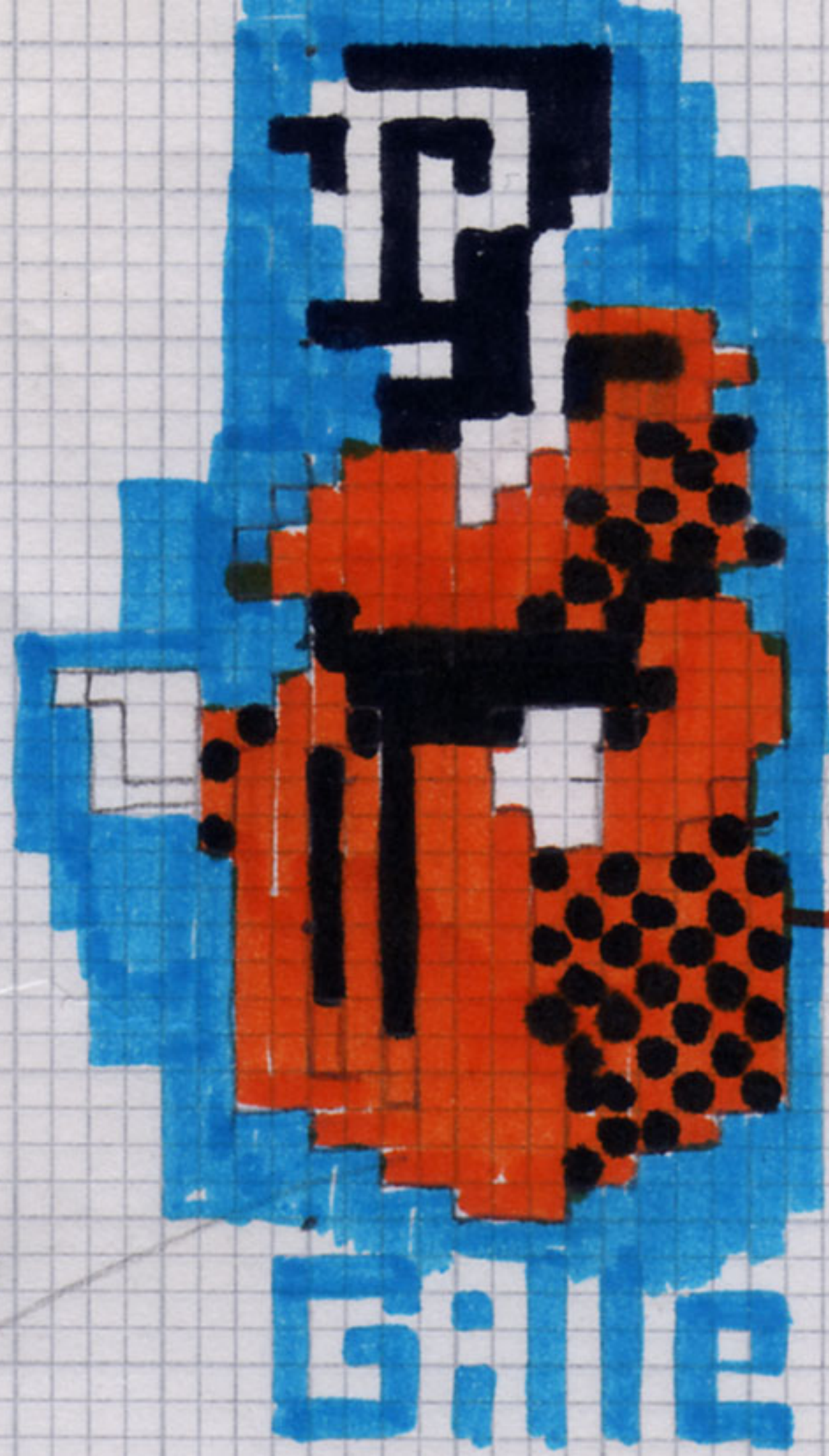


This is an unfinished rendering of the laberinth the numbers represent the high of each surface.





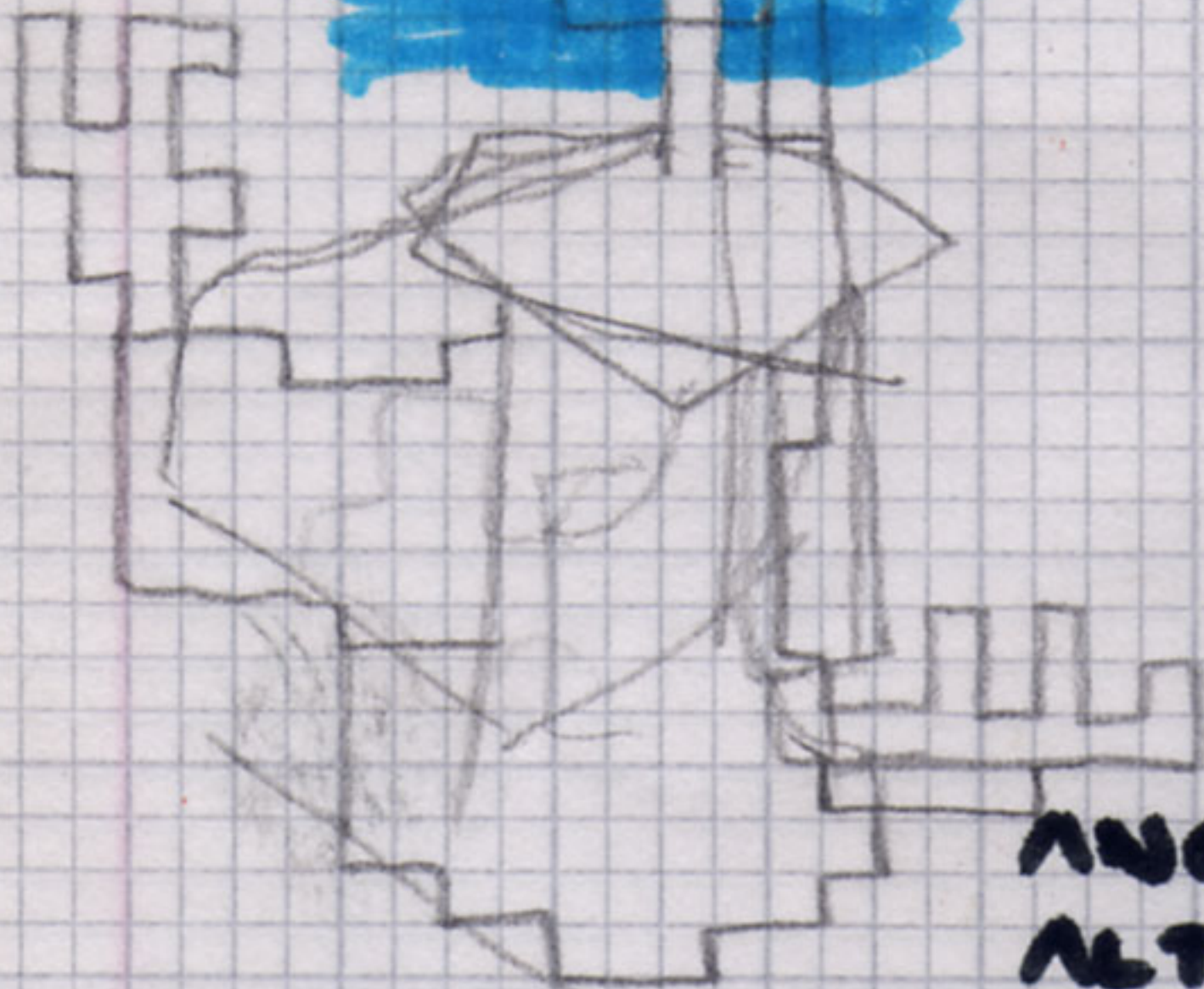
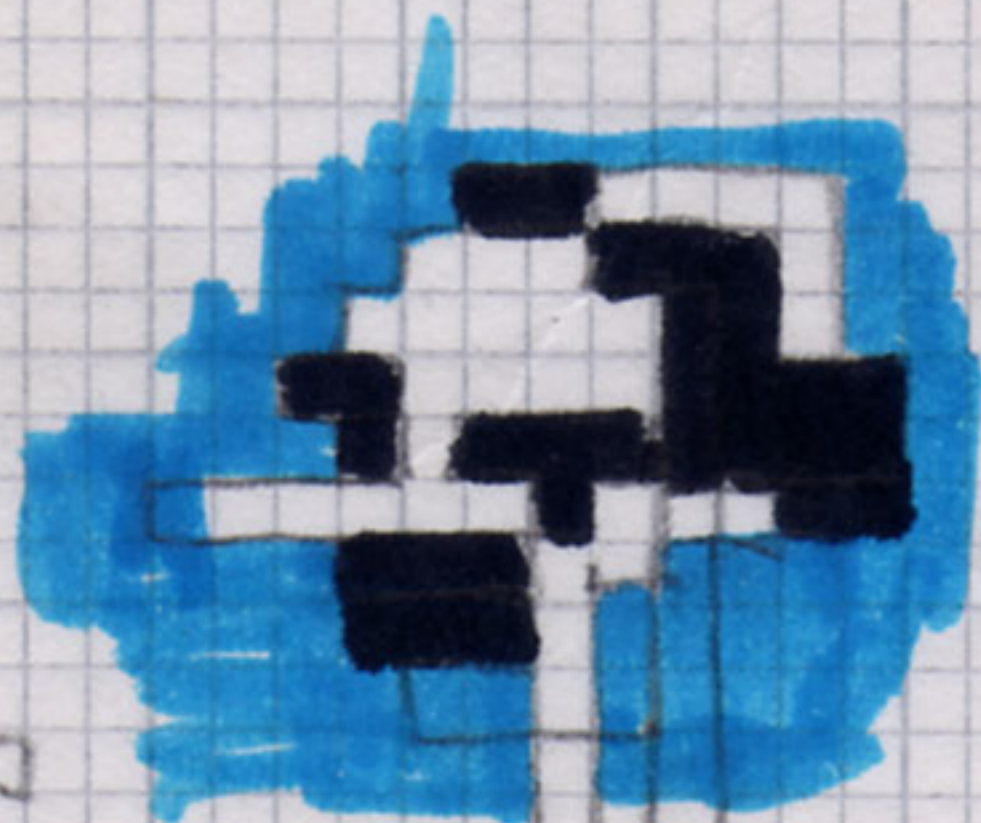




At 30

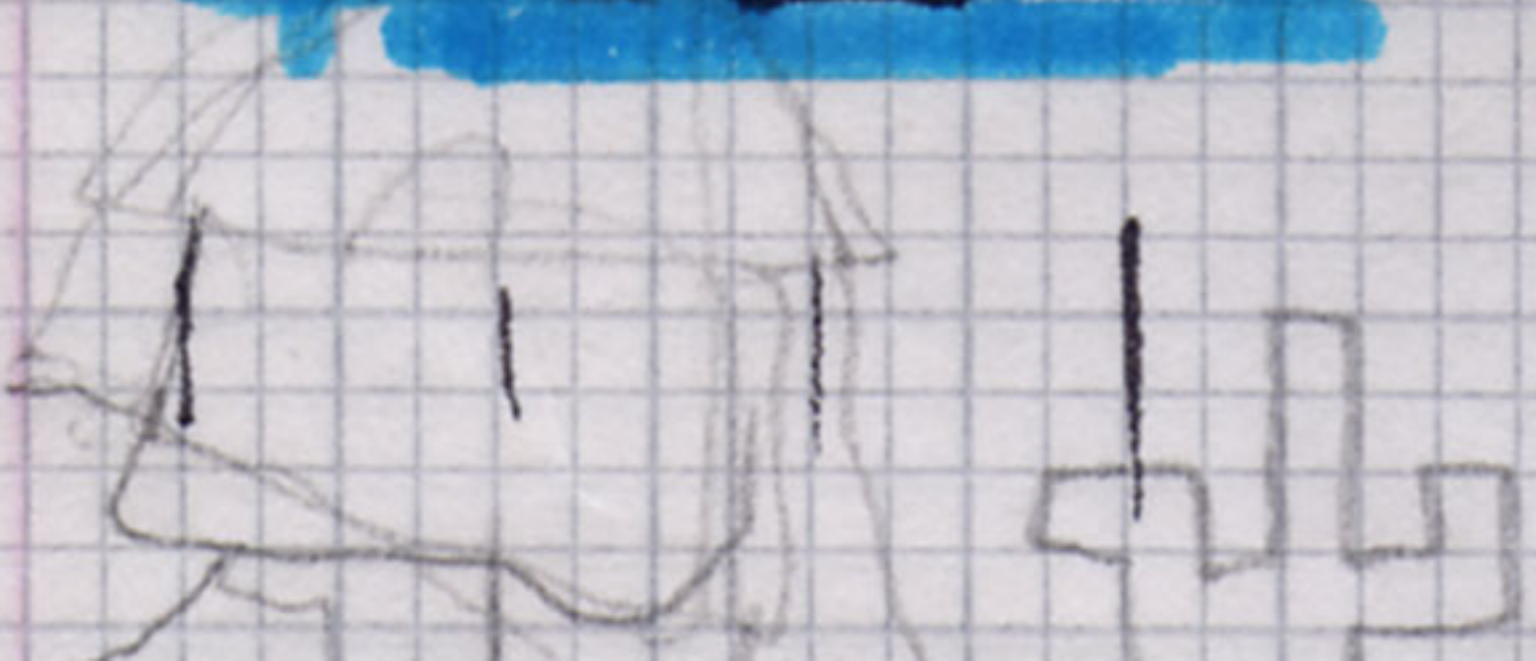
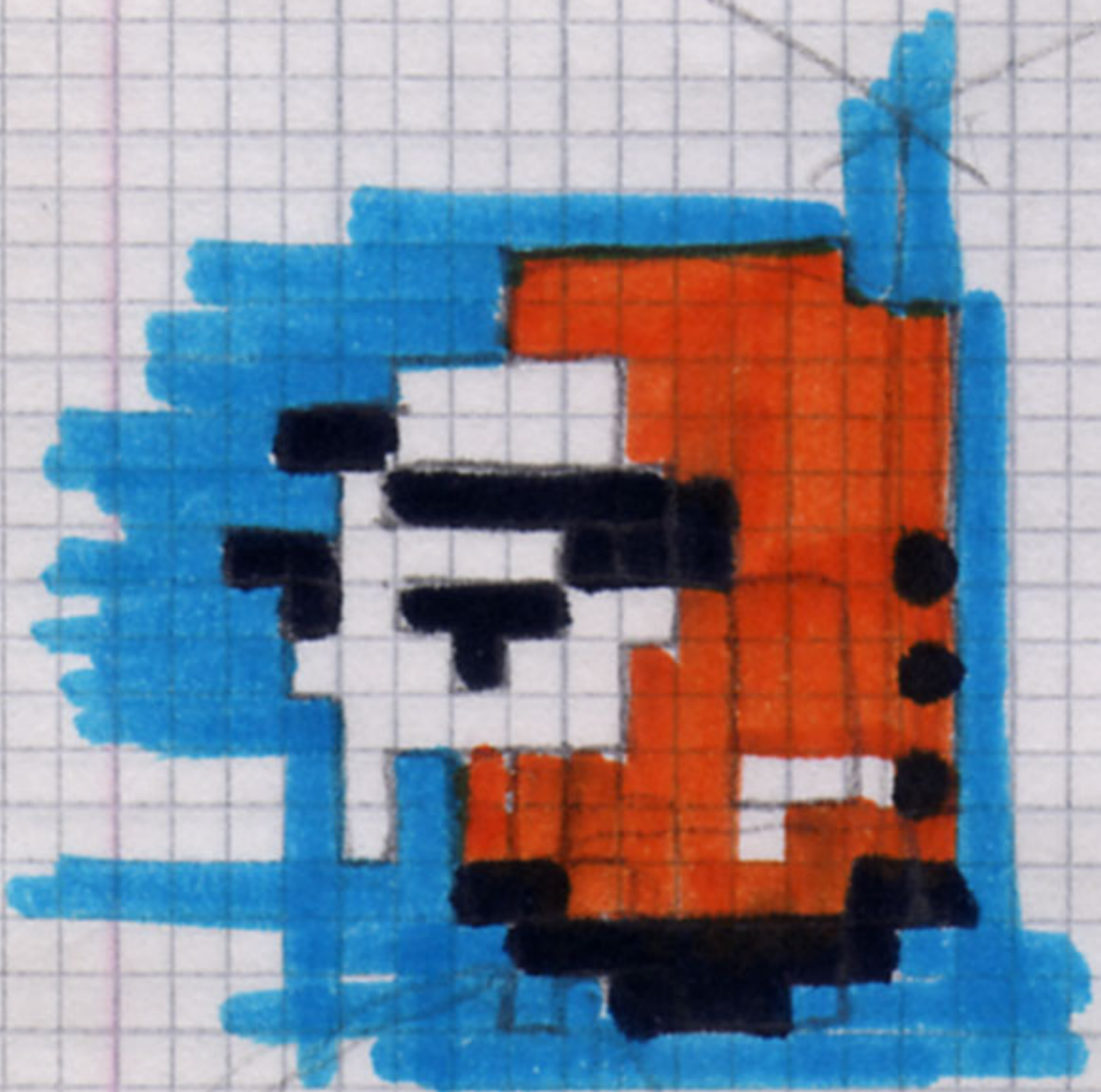
ANCHO  
ALTO



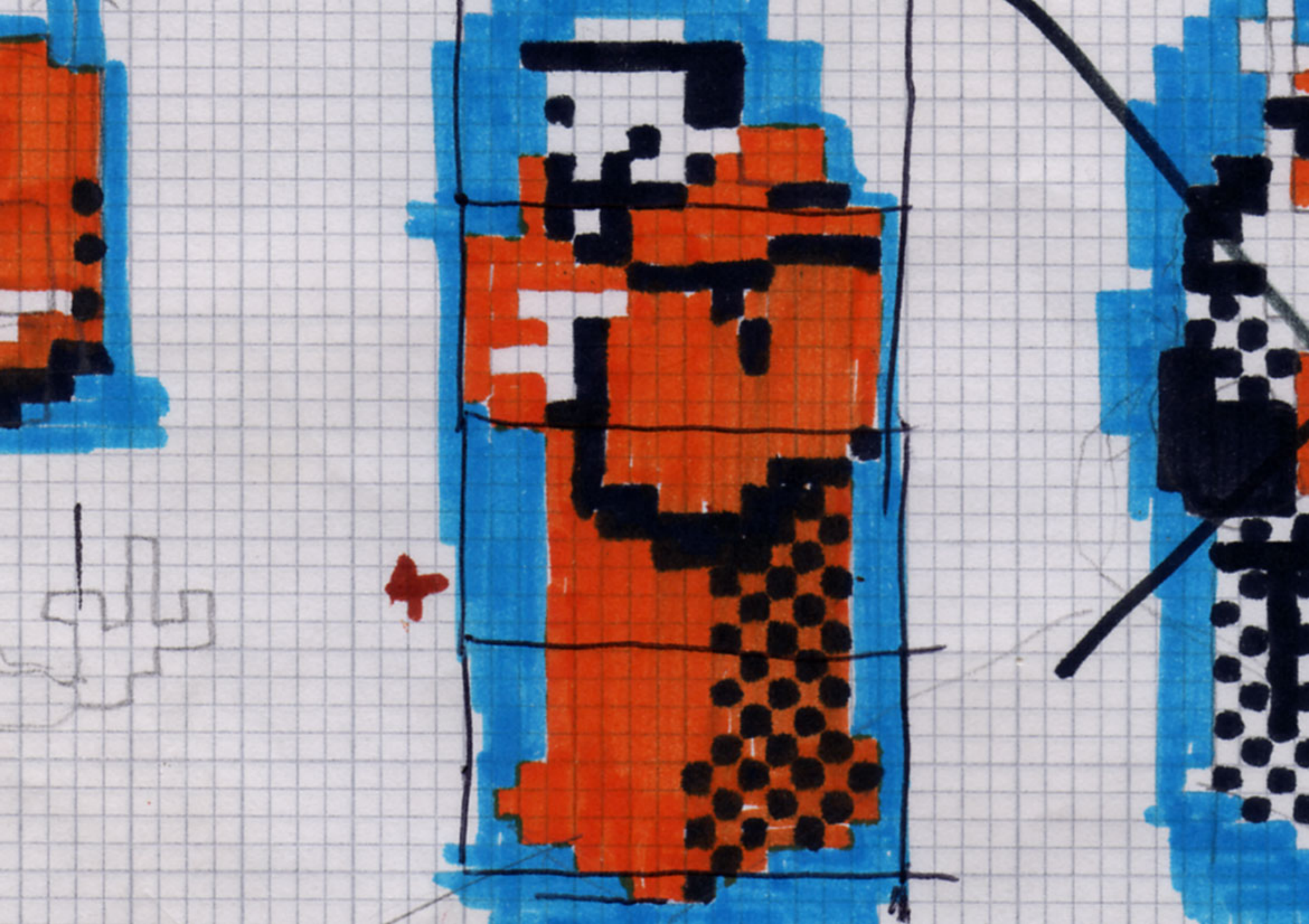


ANCHO  
ALTO





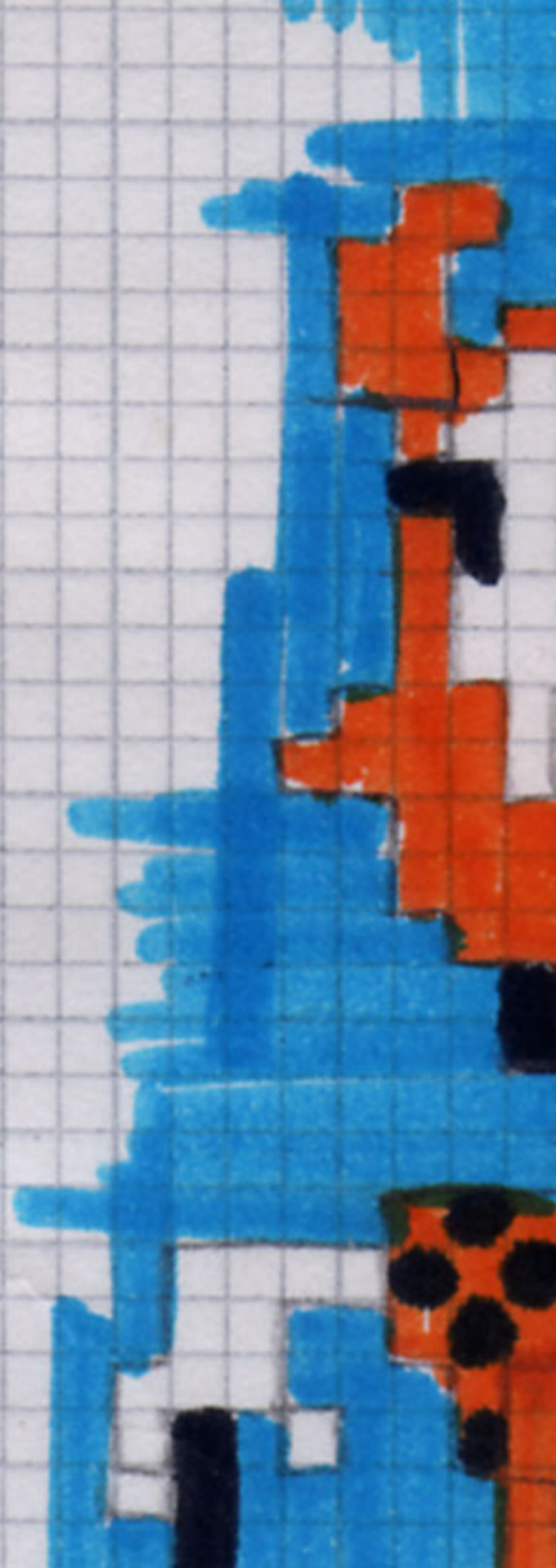






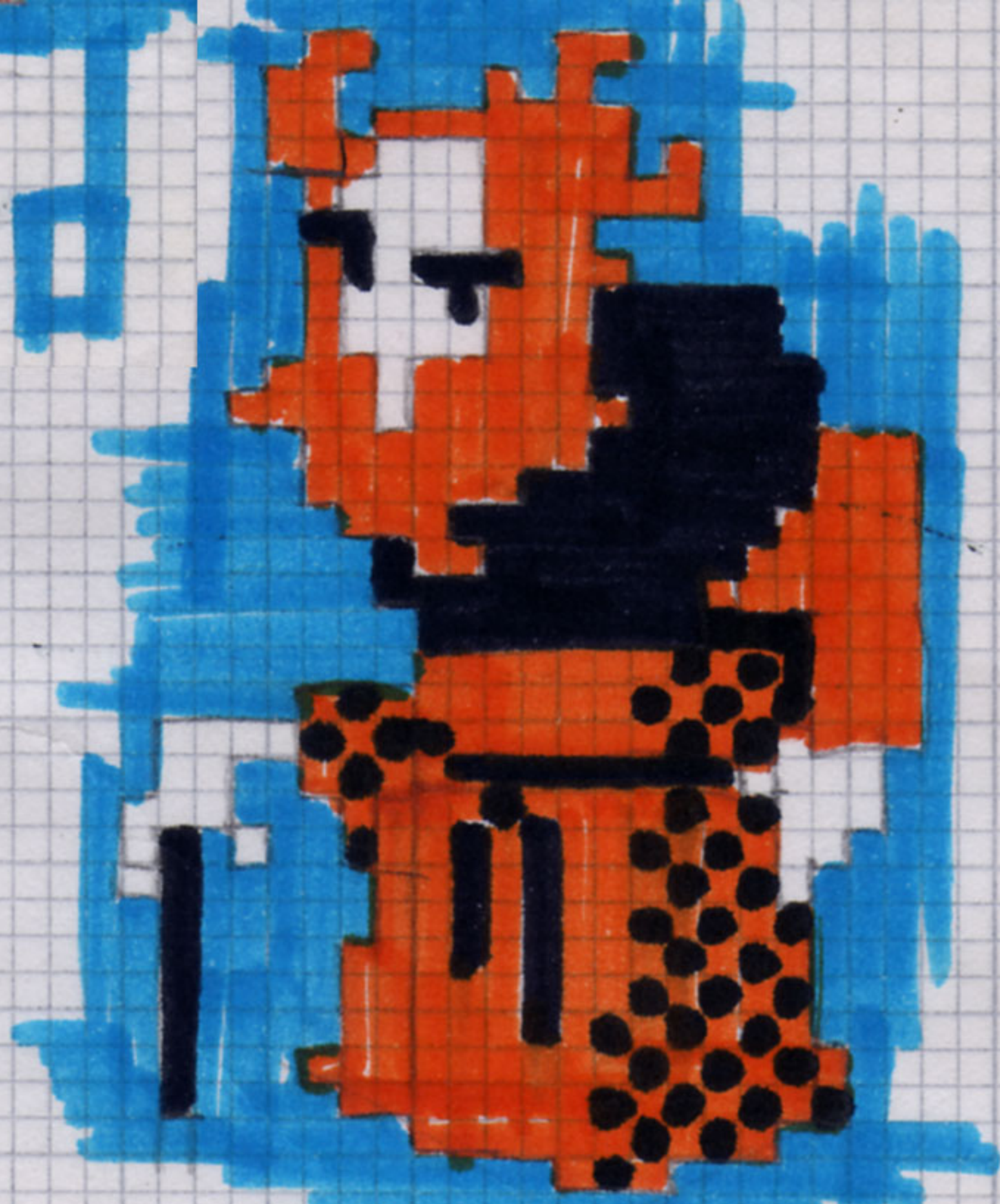
ЧНО  
Р

Мани.





1622







ANCHO  
ALTO



