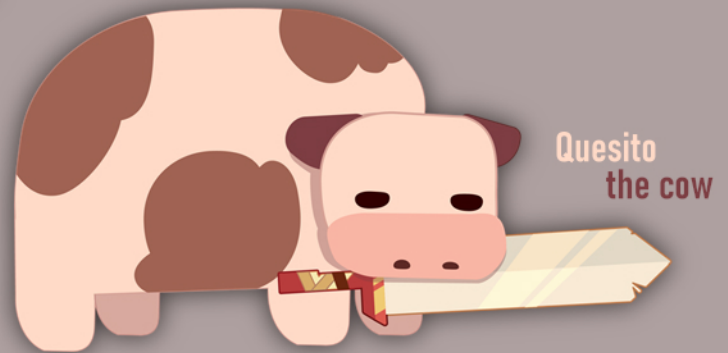
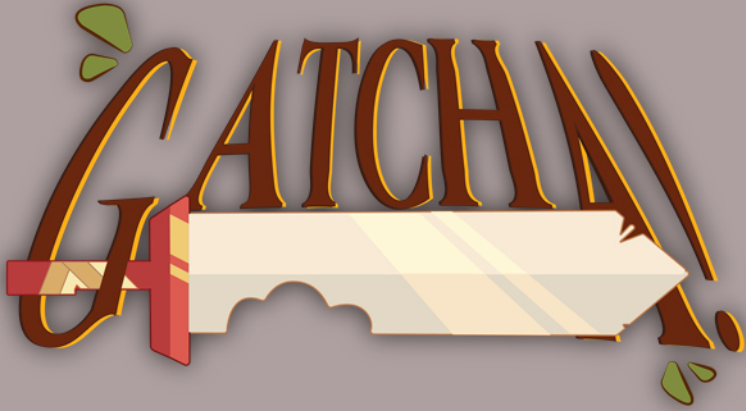


GATCHA-LOGO + QUESITO



SPECIFIED COLOR PALETTE



Color palette of icon was strongly based on the character's color scheme and patterns.

WARPED FONT

The font was warped and edited to create an interesting concise composition.

INSPIRATION

The logo was based on the adventure-fantasy aesthetics of the whole Gatcha project, the colors were also based in consistency with the overall color scheme. The sword is Palm's.



Paula Guerrero

Enviromental Drawing

GATCHA-AQUARIA



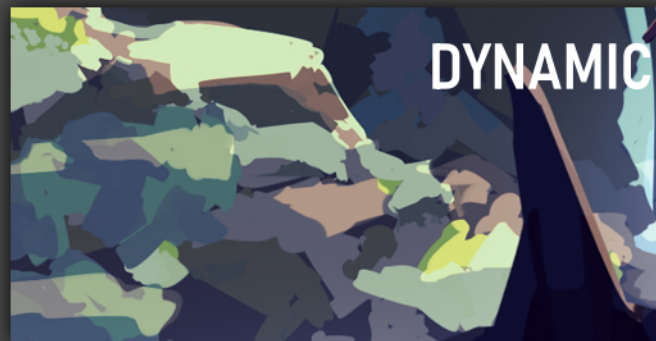
SPECIFIED COLOR PALETTE

Color palette was firstly created through image reference, then changed as to fit the tone.



INSPIRATION

Inspiration obtained through the flora and fauna of the galapagos islands. Hammerhead sharks and bits of coral were the main focus on this piece.



DYNAMIC LIGHTING

Strong lighting and shadow contrast to emphasize perspective with the layers of the waterfalls.

Paula Guerrero

Enviromental Concept

GATCHA-TAVERN



THE WORLD OF GATCHA

The tavern is one of the many hot spots of current news, fantastical stories, and ongoing heroic commissions. You can often find a certain bard here, asking the locals about what they know so he can sing about them later...



ALFONSO

The bard, Alfonso, and his clothes were mainly based on Southern Latin America.



Round windows with bars



wooden columns

SPANISH COLONIAL

Inspired by spanish colonial architecture, the palette and design was based on its strong white-brown contrast and usage of wood.



bulletin board for adventure commissions

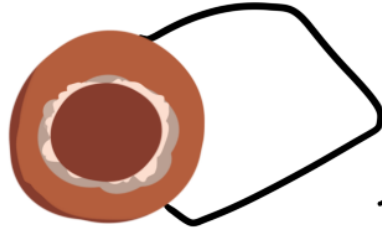
Paula Guerrero

Enviromental Concept 2

GATCHA-ITEMS



Stool



Panama Hat



Tables

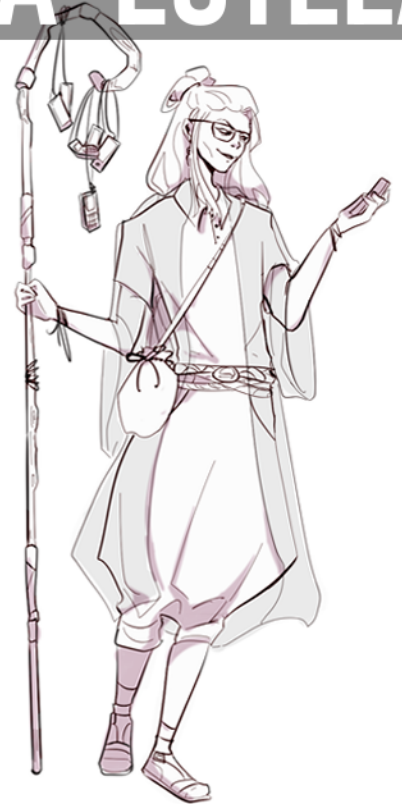


SPANISH COLONIAL

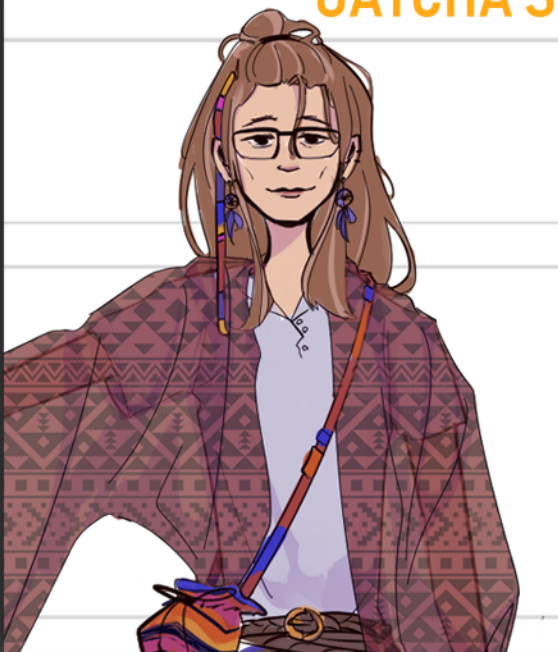
Inspired by spanish colonial architecture, the palette and design was based on its strong white-brown contrast and usage of wood.

Paula Guerrero
Character Sheet

GATCHA-ESTELA



GATCHA'S VILLAIN



*The main antagonist. A "sheperd" that collects people from **different worlds/dimensions** for entertainment.*

Steals and collects their belongings.

Designed for a **Fantasy-Adventure RPG**.

Paula Guerrero

Character Sheet - References

GATCHA-ESTELA

Hippie-inspired hair accessories



Boring aspects, such as blouse/ yoga pants, covered by stolen objects.



Phones of their victims



Hippie-inspired pants



Socks and Sandals



Paula Guerrero

Pixel Animation

GATCHA-PALM



AIR PUFFS



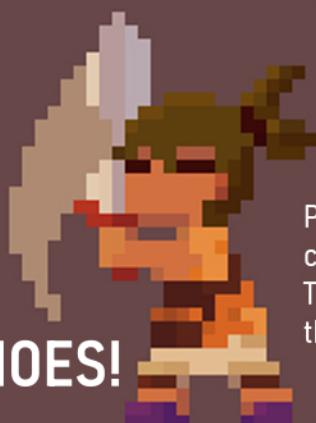
Air puffs as to imply that she is sighing/tired. The pose shows she is carrying something heavy.

GIVING UP ANIMATION



Adds to the characterization, the pose and tears show her kneeling on the floor to imply she is giving up.

FIGHTING ECHOES!



Physical showcase of the sword movements (echoes) create more dynamic and fun movement! The off-white pale yellow is used on purpose as to fit with the color palette.

Paula Guerrero

2D PLATFORMER MOCKUP

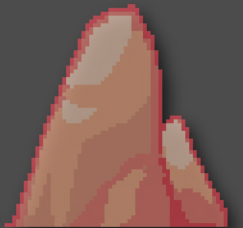
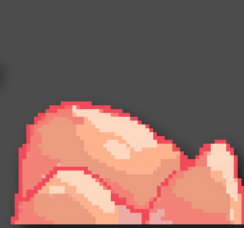
GATCHA-QUESITO CHRONICLES



DYNAMIC POSES



Referenced cat-like movement to create fun character poses.



DIFFERENT OPACITIES

Changes in opacity to create a transparent, gem-like effect.



MERGING TILES

Repeated tiles containing similar, yet slightly different patterns were used for the grass. The cloud shapes are also ambiguous enough to be stacked and blended together.