

THE ART OF PREY



CHARACTERS

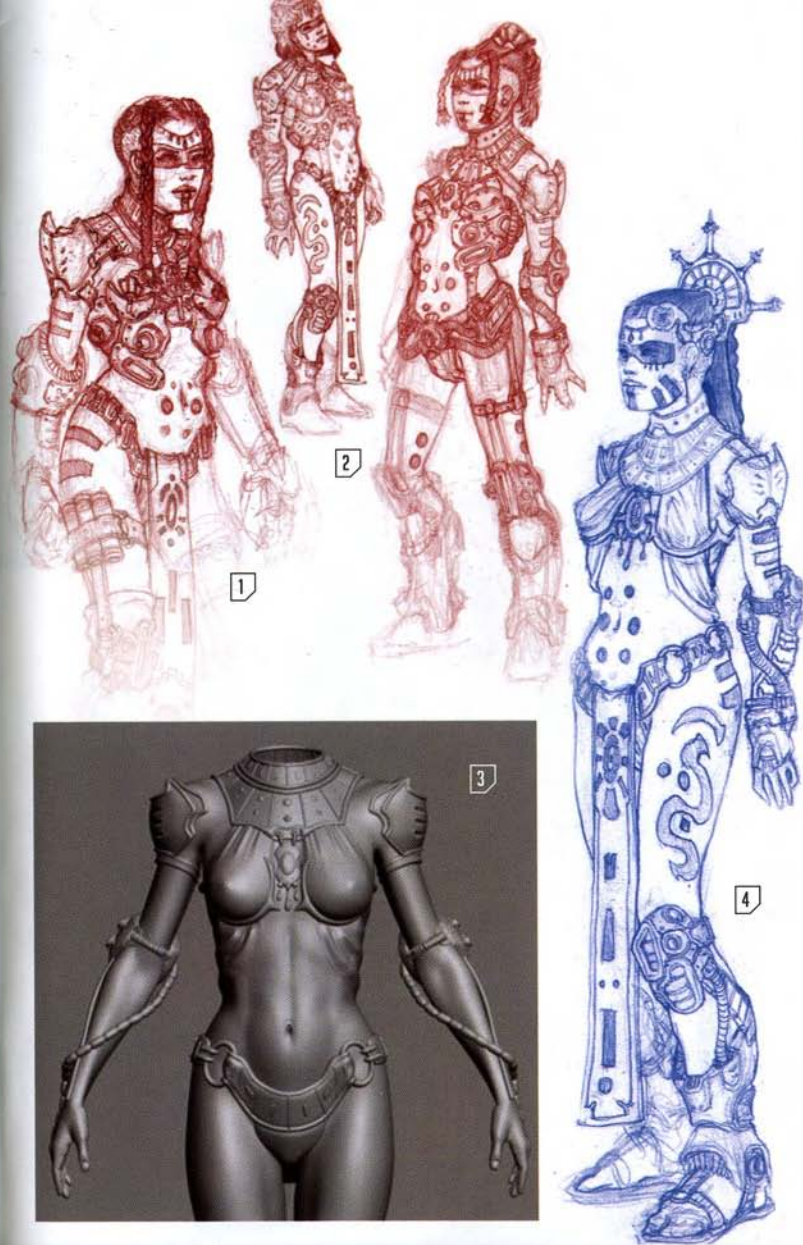


1/3. Tommy Lee Edwards- Tommy Concept, 2. Brett Hawkins- Tommy Concept, 4. Shane Gurno-

Tommy Concept, 5. Tim Bowman- Tommy Concept, 6. Chris Miskic- Tommy Concept



Chris Gargan- Grandfather Concepts



1/2/3. Ashley Welch- Elhuit Concepts, 4. Liquid Development- Elhuit Model



1/3/4/5. Ashley Welch- Hider Concepts, 2. Liquid Development- Hider Model



1/4. Chris Gargan- Jenny Concepts, 2. Liquid Development- Jenny Model, 3. Ashley Welch- Jenny Concepts



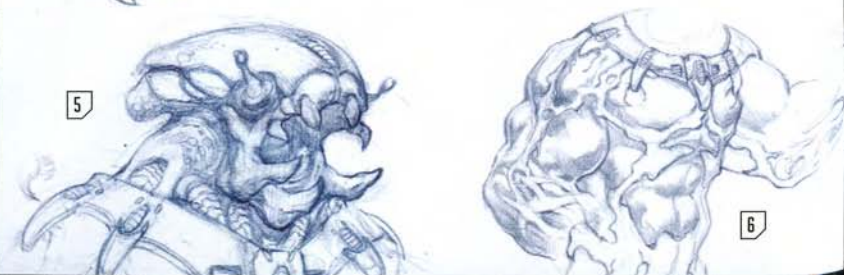
1/6. Tommy Lee Edwards- Tommy Concept, 2. Shane Gurno- Tommy Concept, 3. Chris Gargan-

Tommy Concept, 4. Ted Halsted- Tommy Concept, 5. Eli Quinn- Tommy Concept,



CREATURES

1. Tommy Lee Edwards- Tommy Concept, 2. Tim Bowman- Tommy Concept,
3. Eli Quinn- Tommy Concept, 4. In-Game Render





Ashley Welch- Fodder Concepts



Ashley Welch- Mutate Concepts



Ted Halsted- Mutate Concepts



Plastic Wax- High Poly Model of Mutate



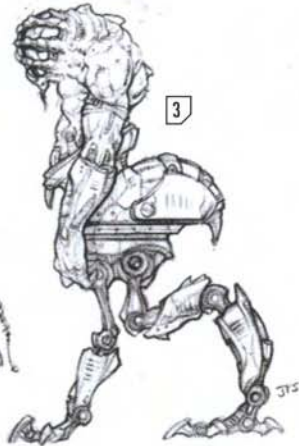
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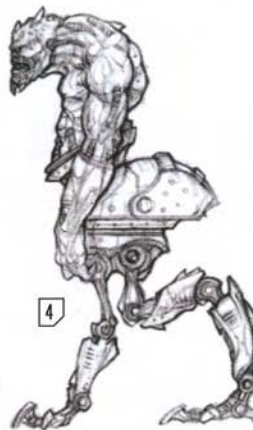
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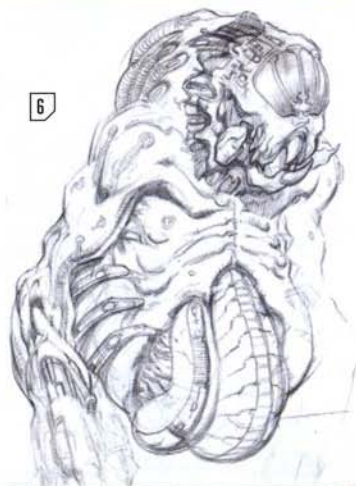
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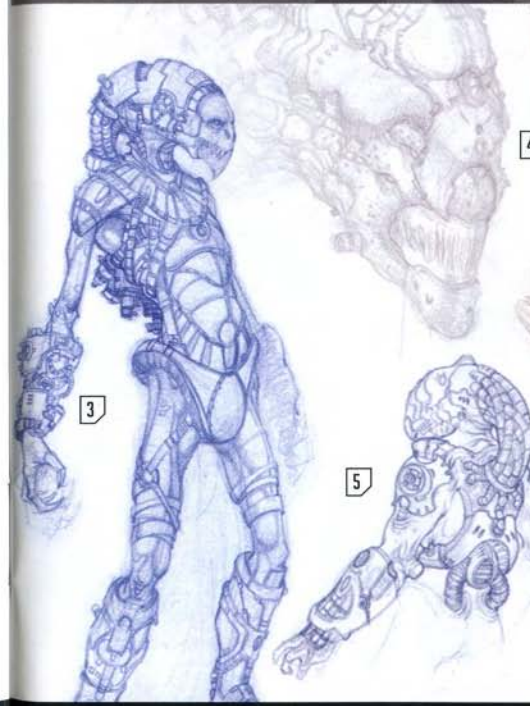
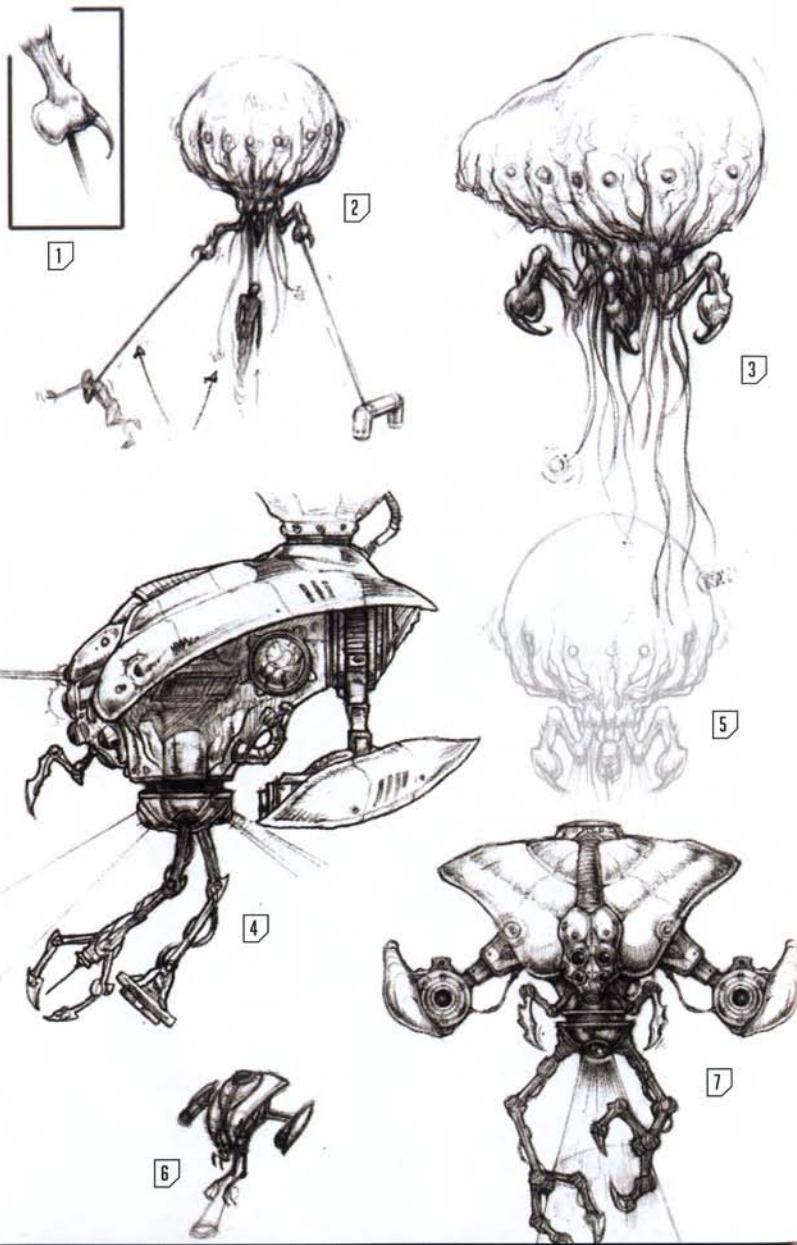


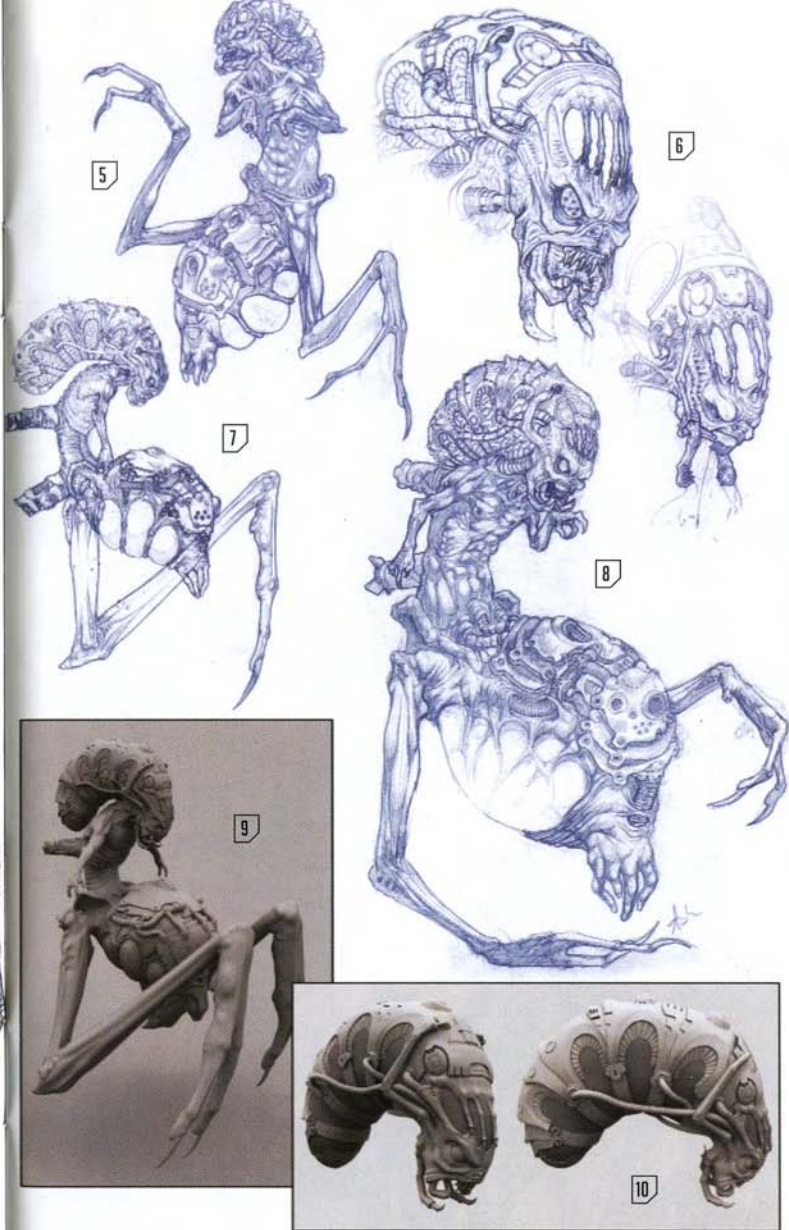
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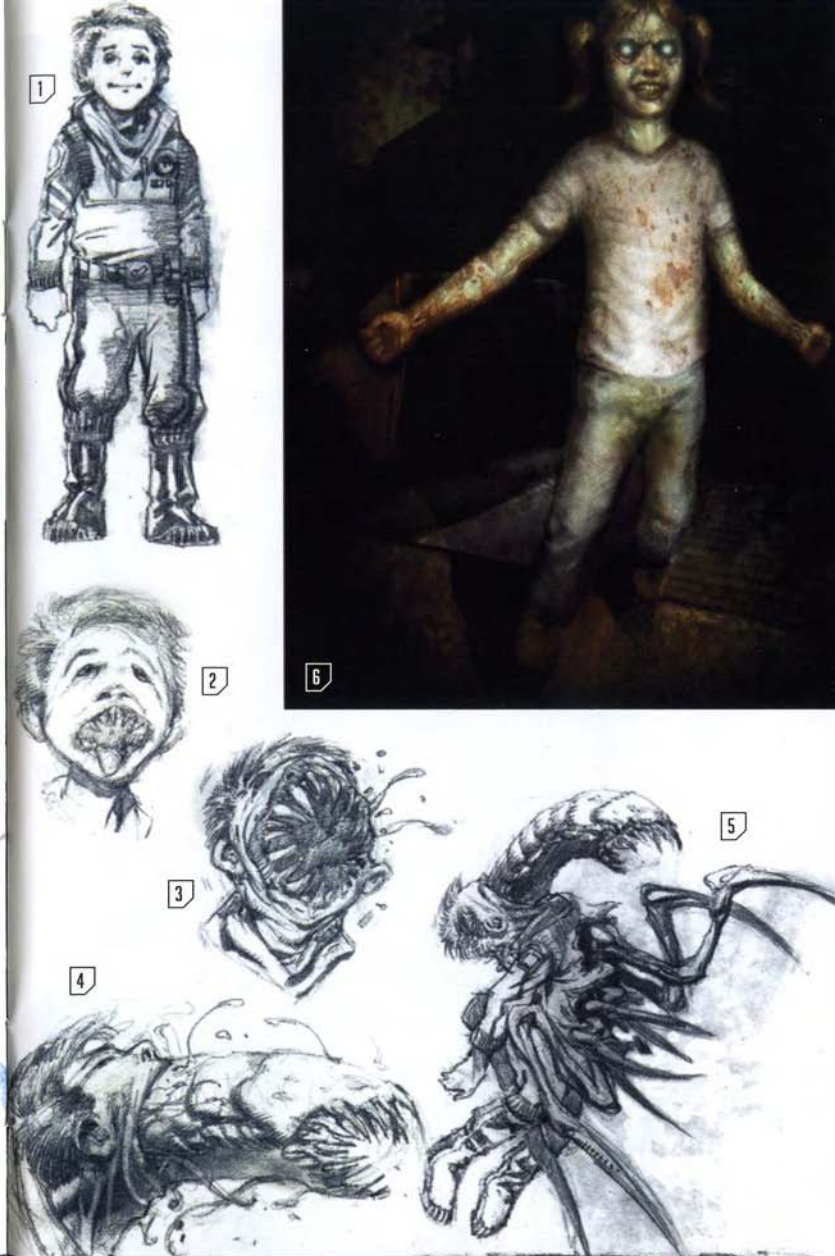








Ashley Welsh- Mutilated Human Concepts



1-5. Ted Halsted- Possessed Concepts, 6. Chris Miskic- Possessed Painting



4



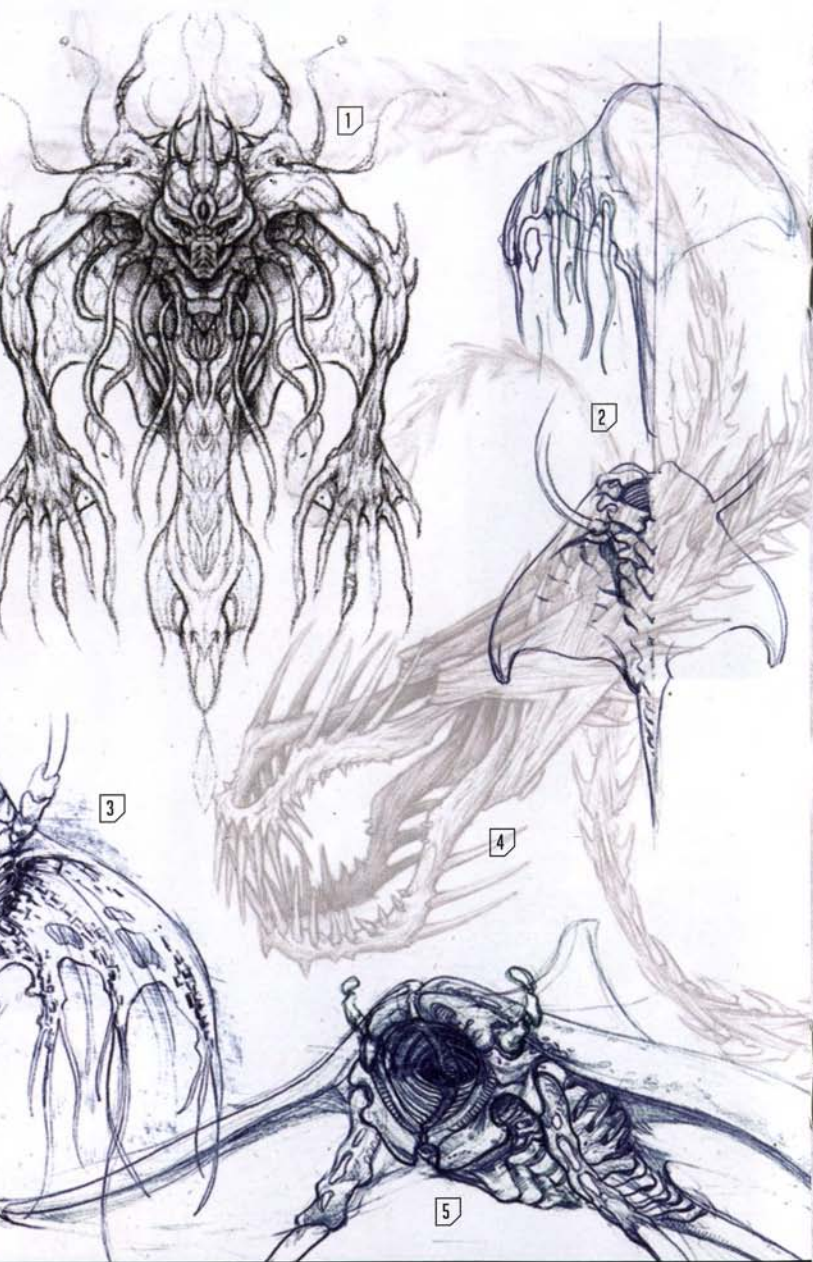
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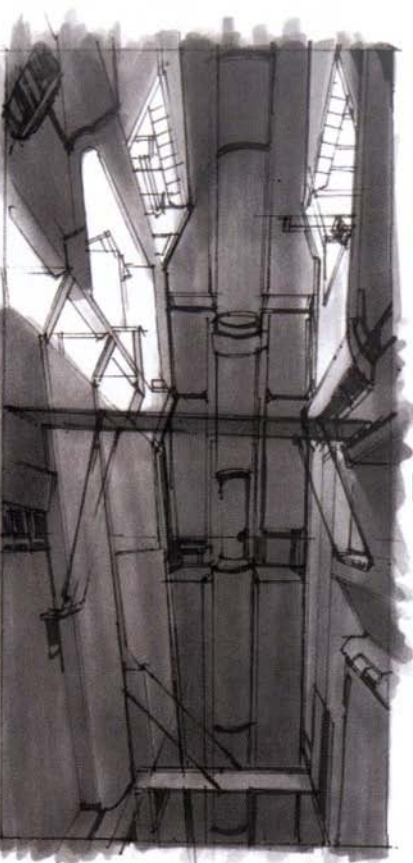


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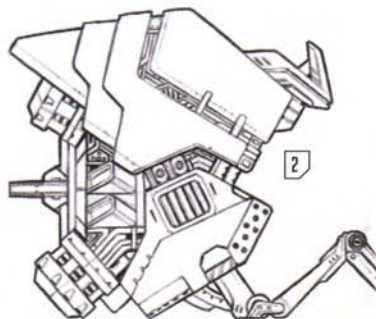
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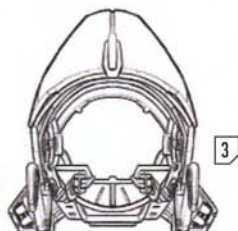




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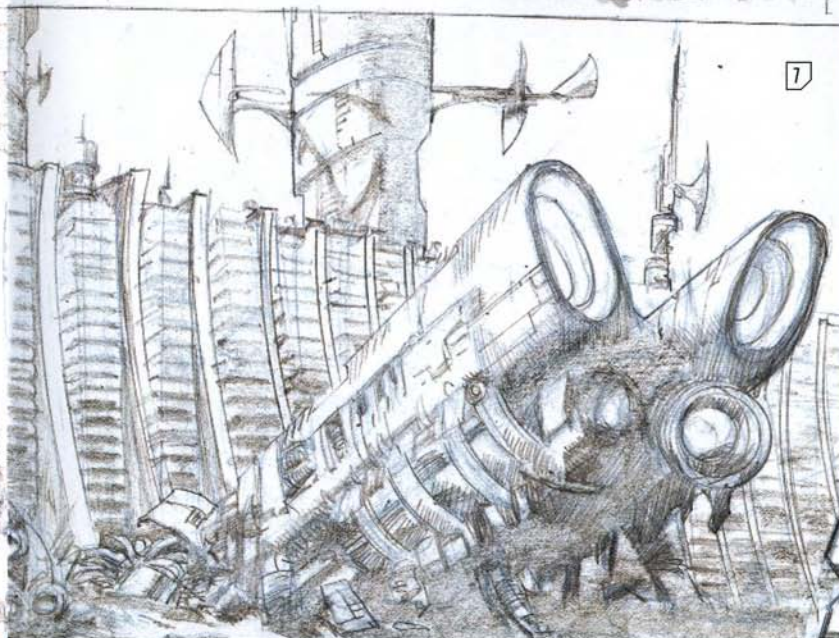


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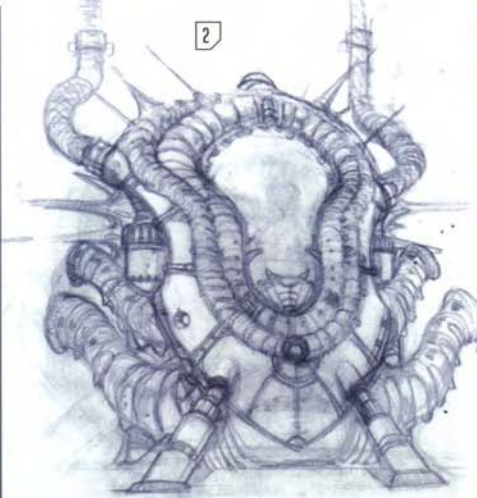


1/5. Brian Frank- Level Concepts, 2/3. Chris Miskik- Machine Concepts, 4. Chris Miskik- Level Concept,

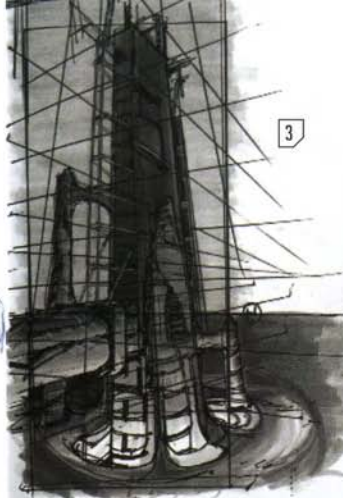
6. Paul Reynolds- In-Game Texture, 7. Ted Halsted- Level Concept



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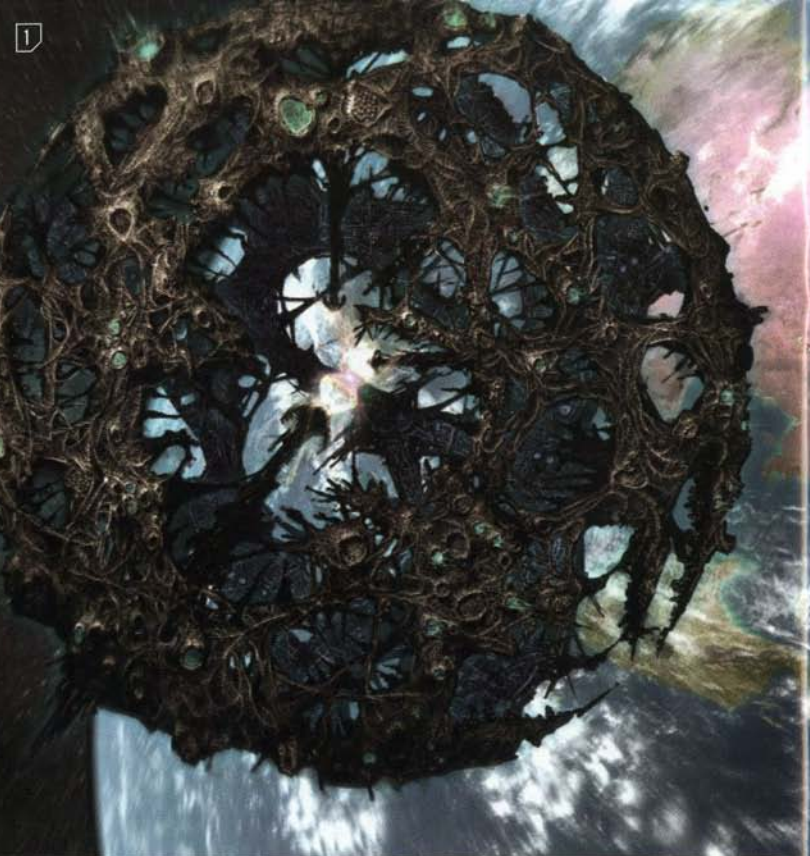
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1. Chris Miskic- Tank Concept, 2/5. Jeff Dewitt- JennyX Tank Concept, 3. Brian Frank- Spindle Concept,

4. Jim Sumwalt- JennyX Tank, 6. Chris Miskic- JennyX Room Design



1. Ashley Welch- The Sphere, 2. Chris Miskik- The Spindle, 3. Greg Marshall- The Reservation



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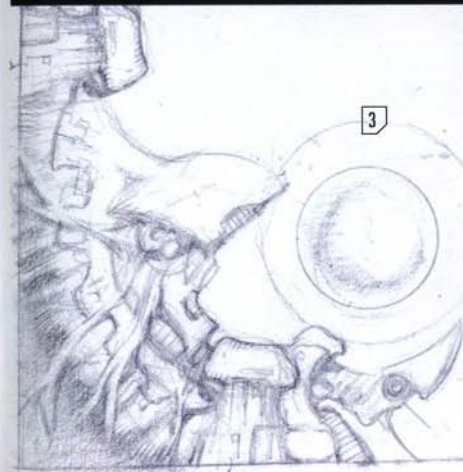
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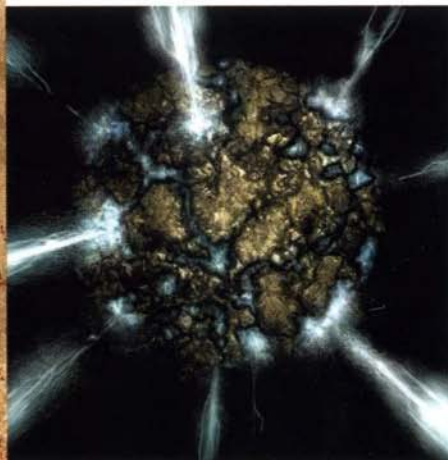
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1. Paul Reynolds- In-game Textures, 2. Ted Halsted- Level Concept, 3. Chris Miskik- Level Concept
4. Jeff Dewitt- Level Concept

1. Chris Miskik- City Concept, 2/3/4. Ted Halsted- Levels



1. Chris Miskic- Sphere Battle, 2. Chris Miskic- SphereBrain Vehicle, 3. Chris Miskic- Mother Design,

4. Chris Miskic- SphereBrain Stage 1



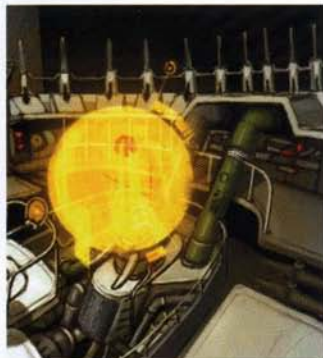
Greg Barr & Chris Miskic- Level Concept



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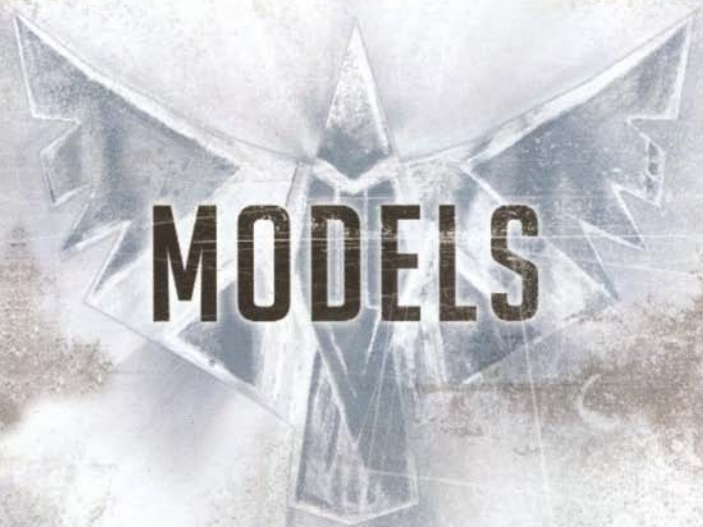
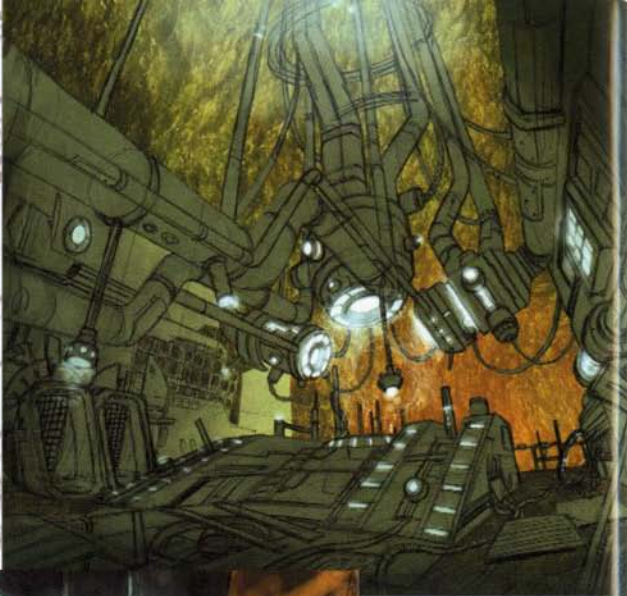


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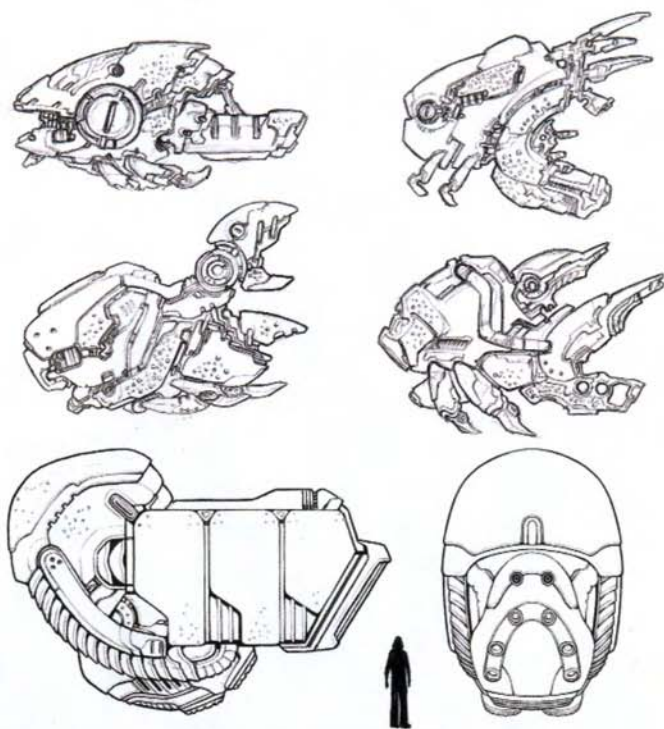
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MODELS

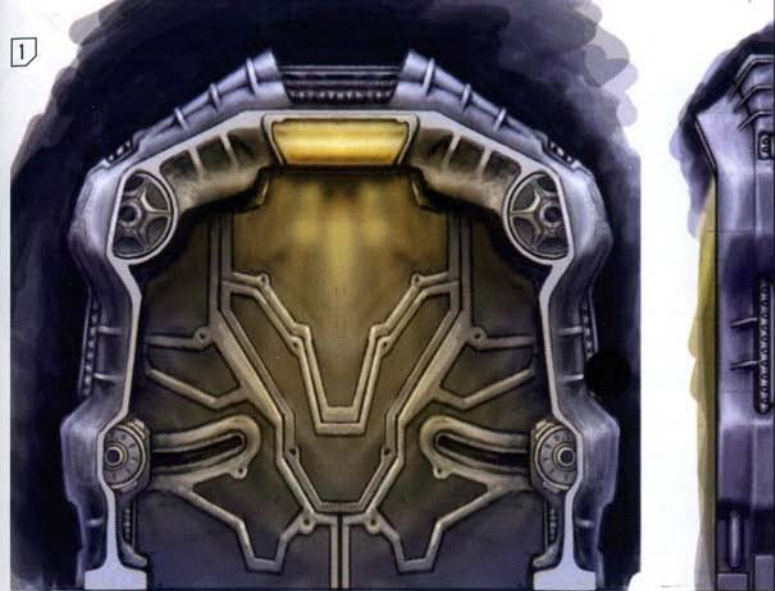
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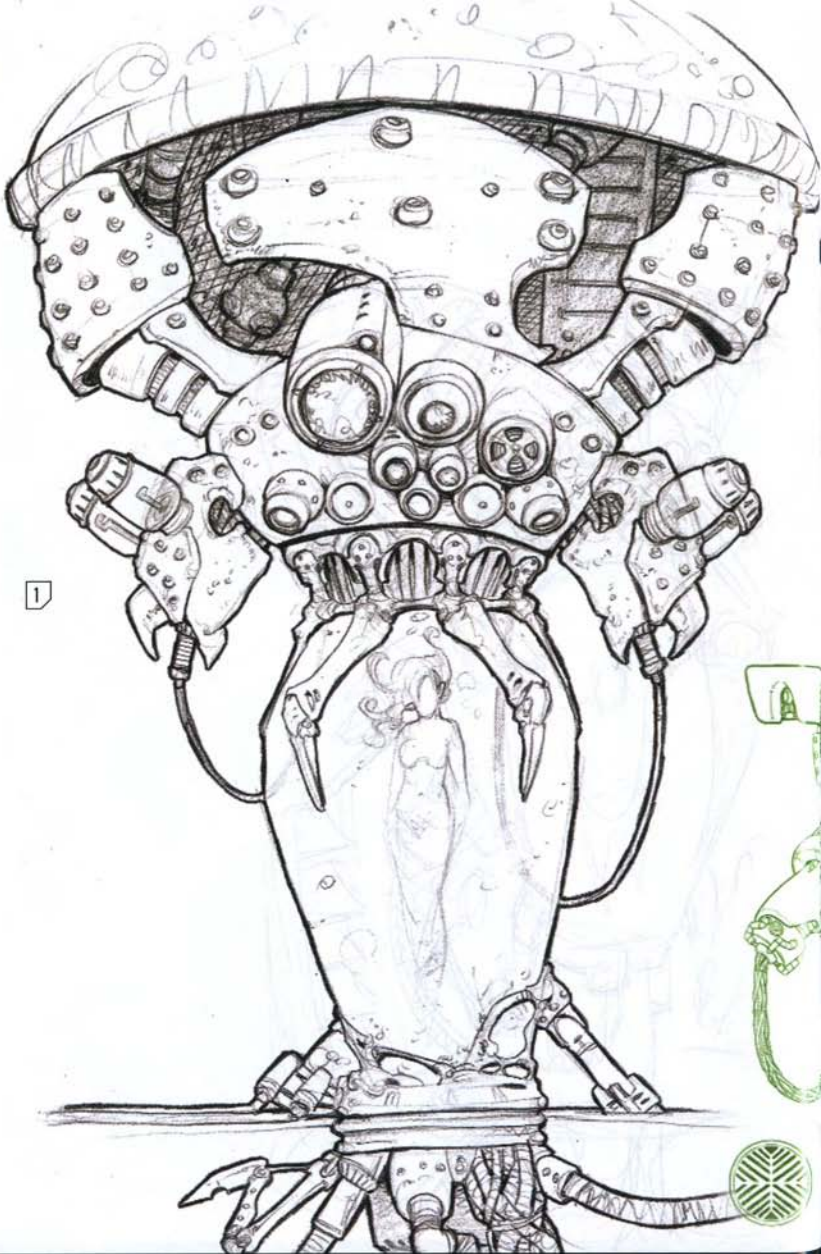


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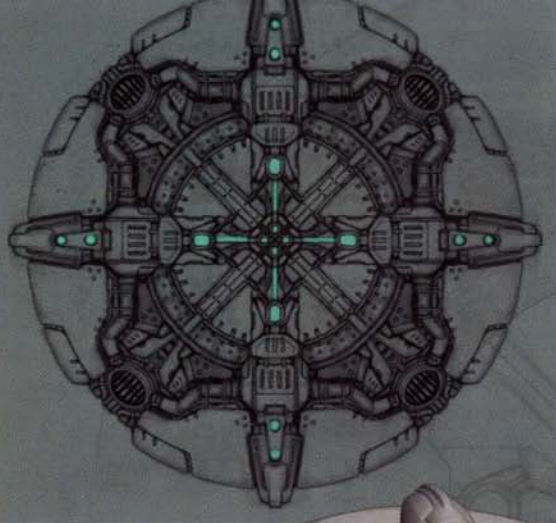


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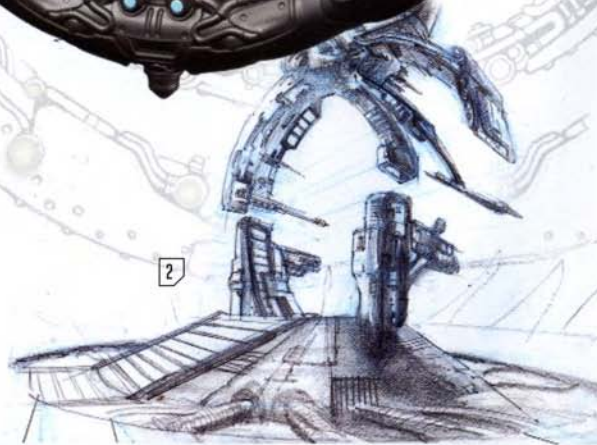


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1. Chris Miskic- Shuttle Door Concept, 2. Jim Sumwalt- Shuttle Door Model



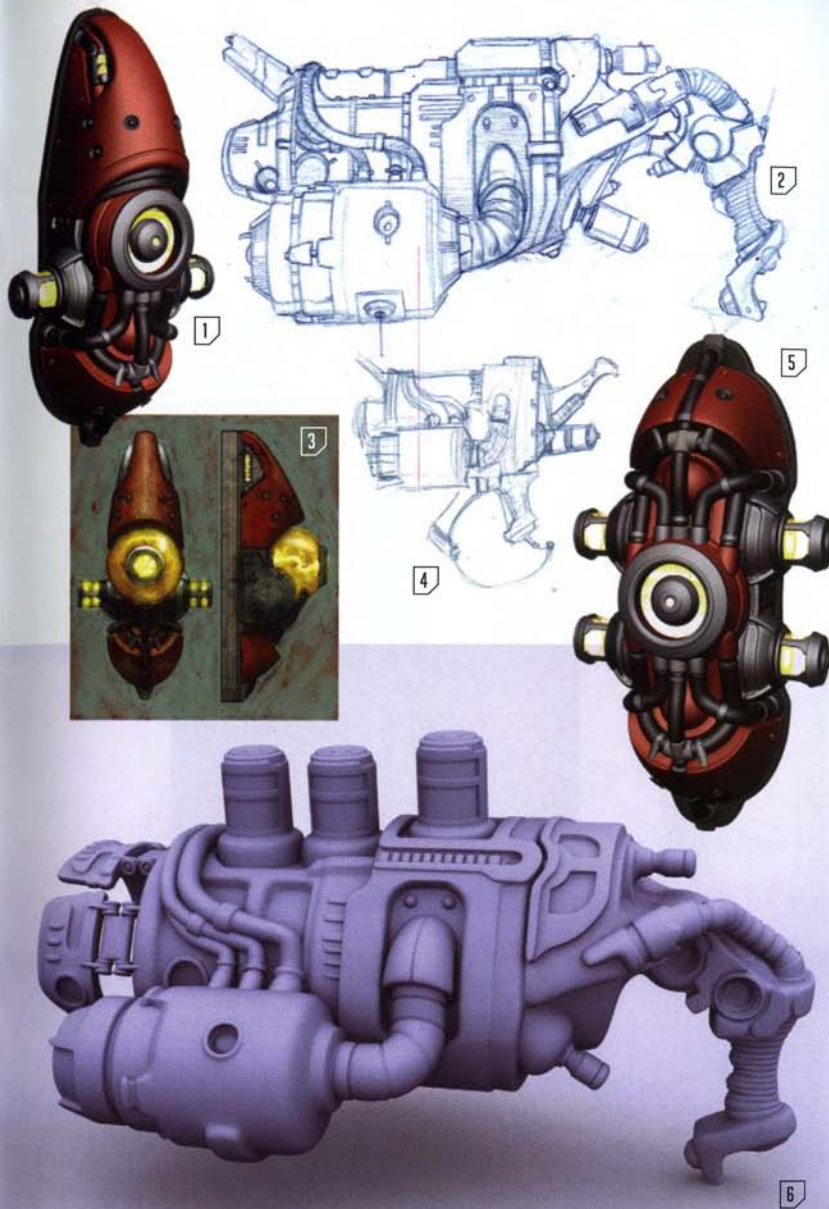
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1. Jim Sumwalt- Super Portal Model, 2. Ted Halsied-Super Portal Concept

WEAPONS



1/5. Jim Sumwalt- Leech Node Model, 2/4. Jeff Dewitt- Leech Gun Concept,
3. Chris Miskic- Leech Node Concept, 6. Shane Gurno- Leech Gun Model

