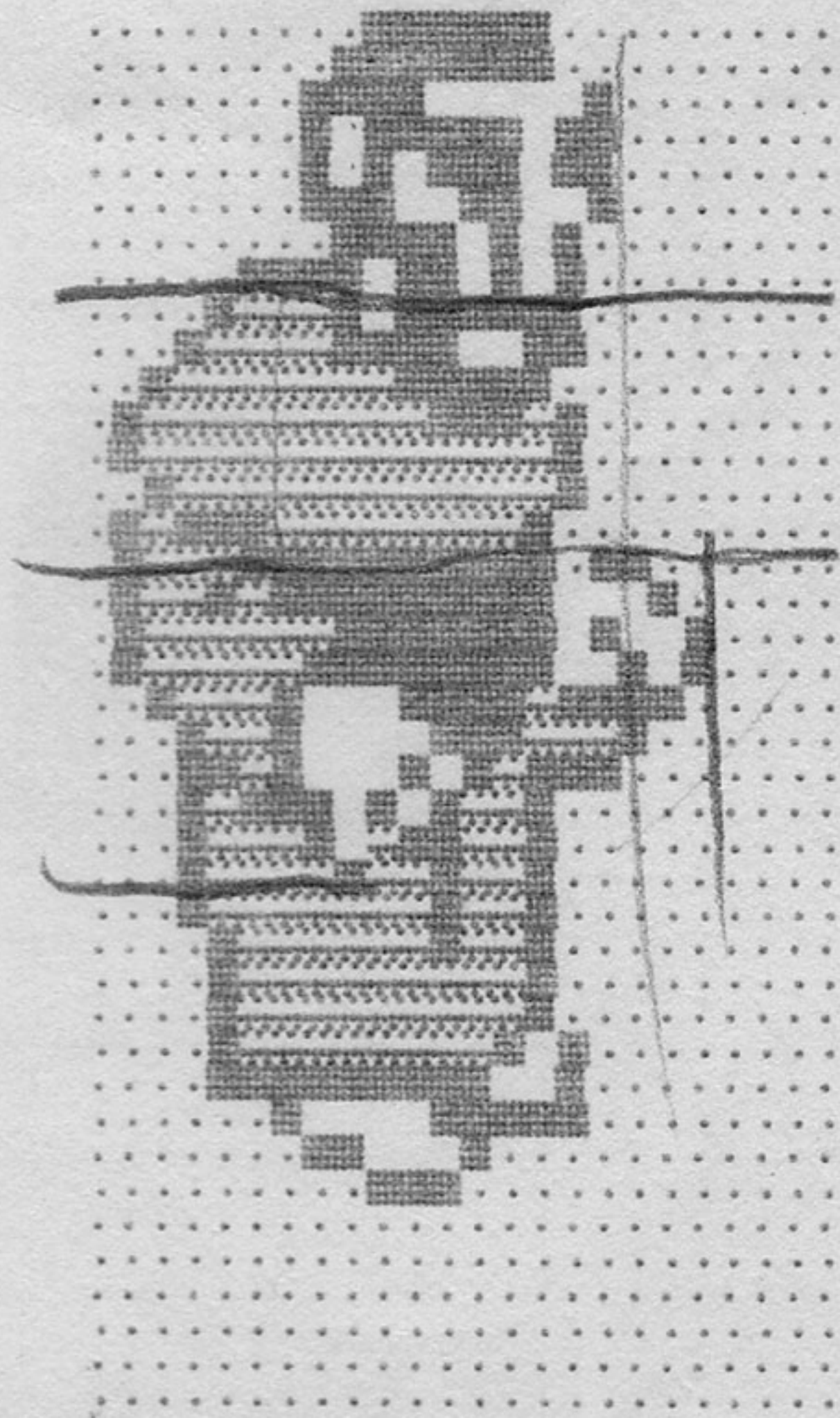
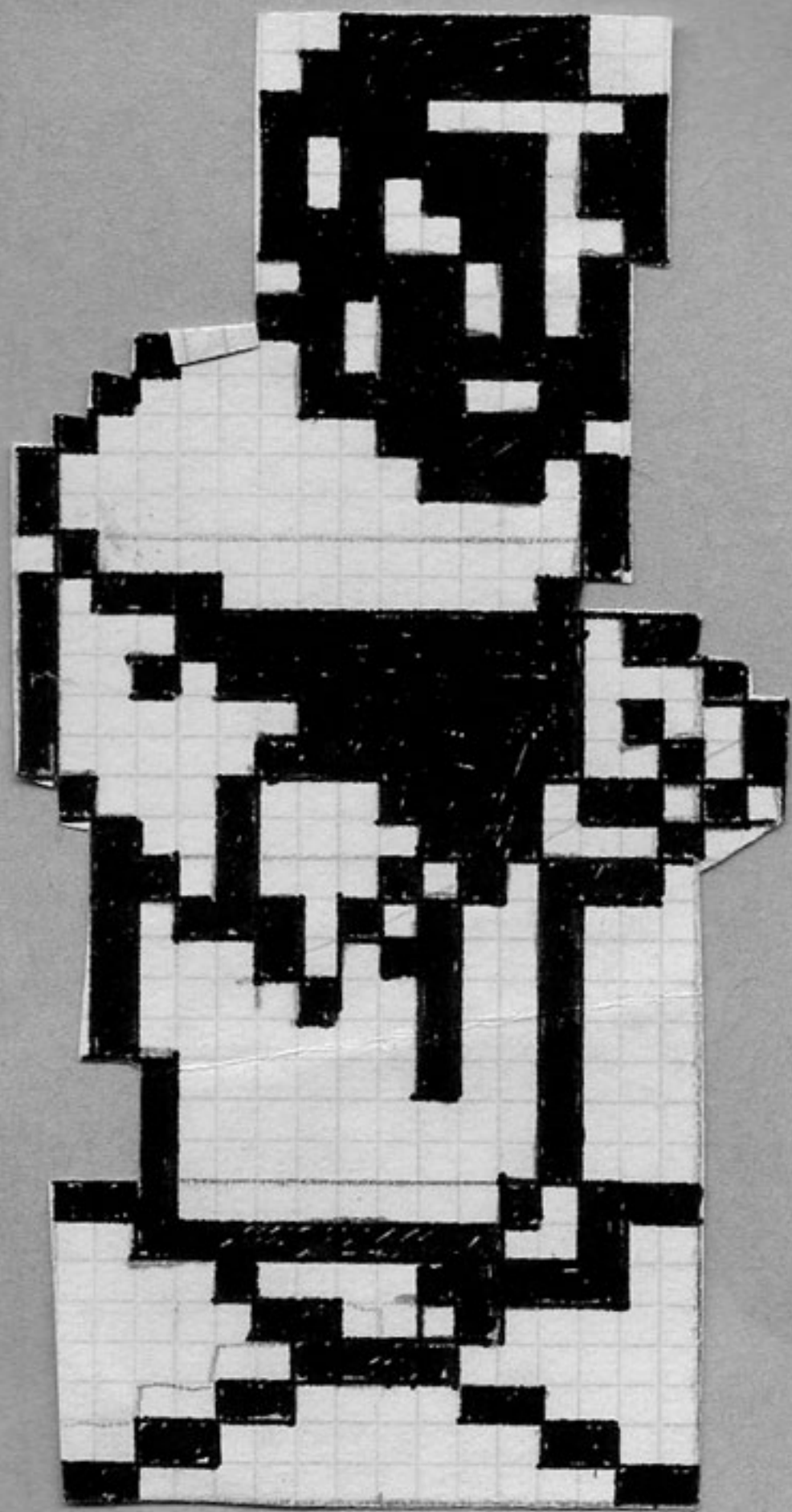
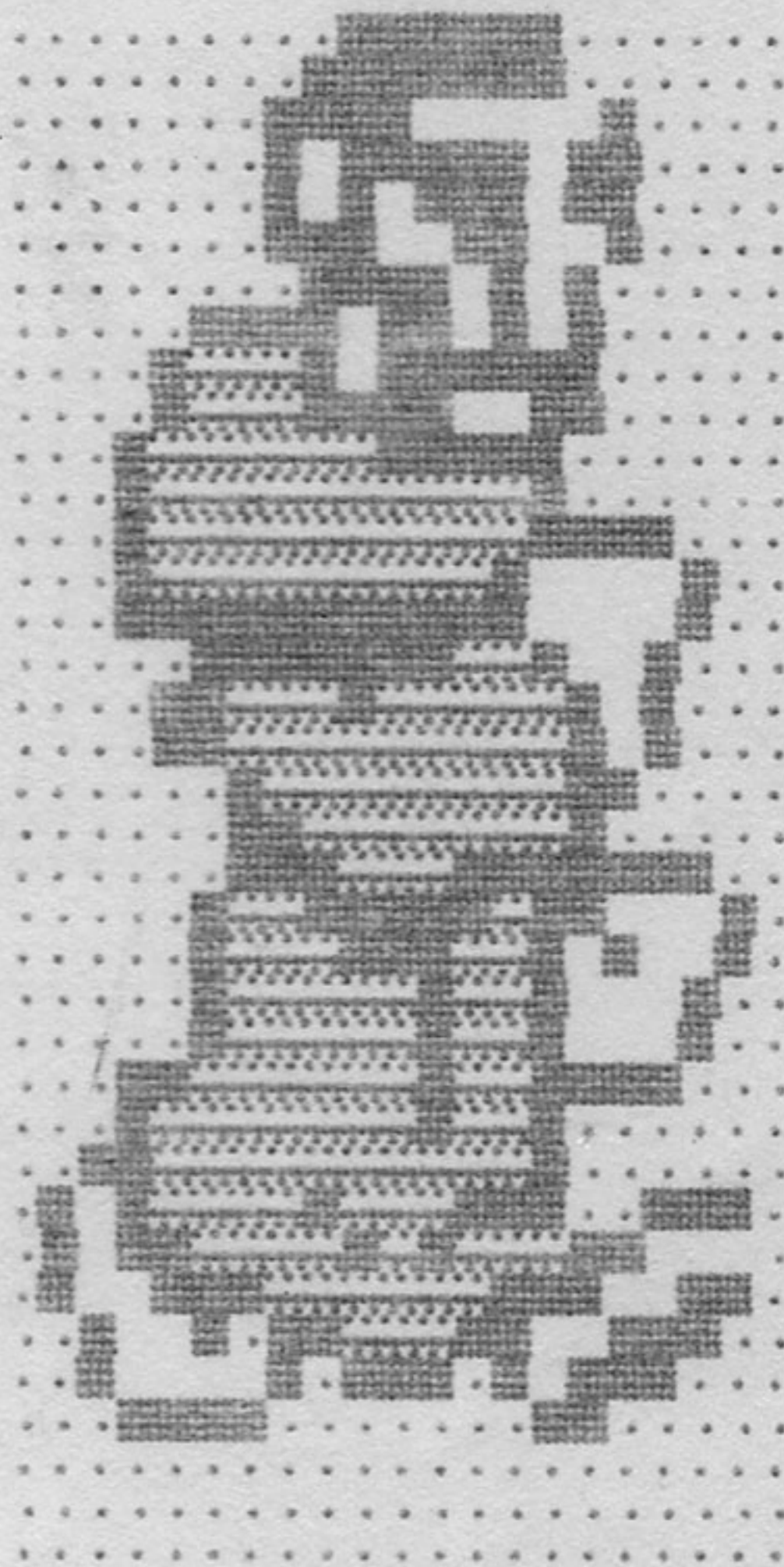
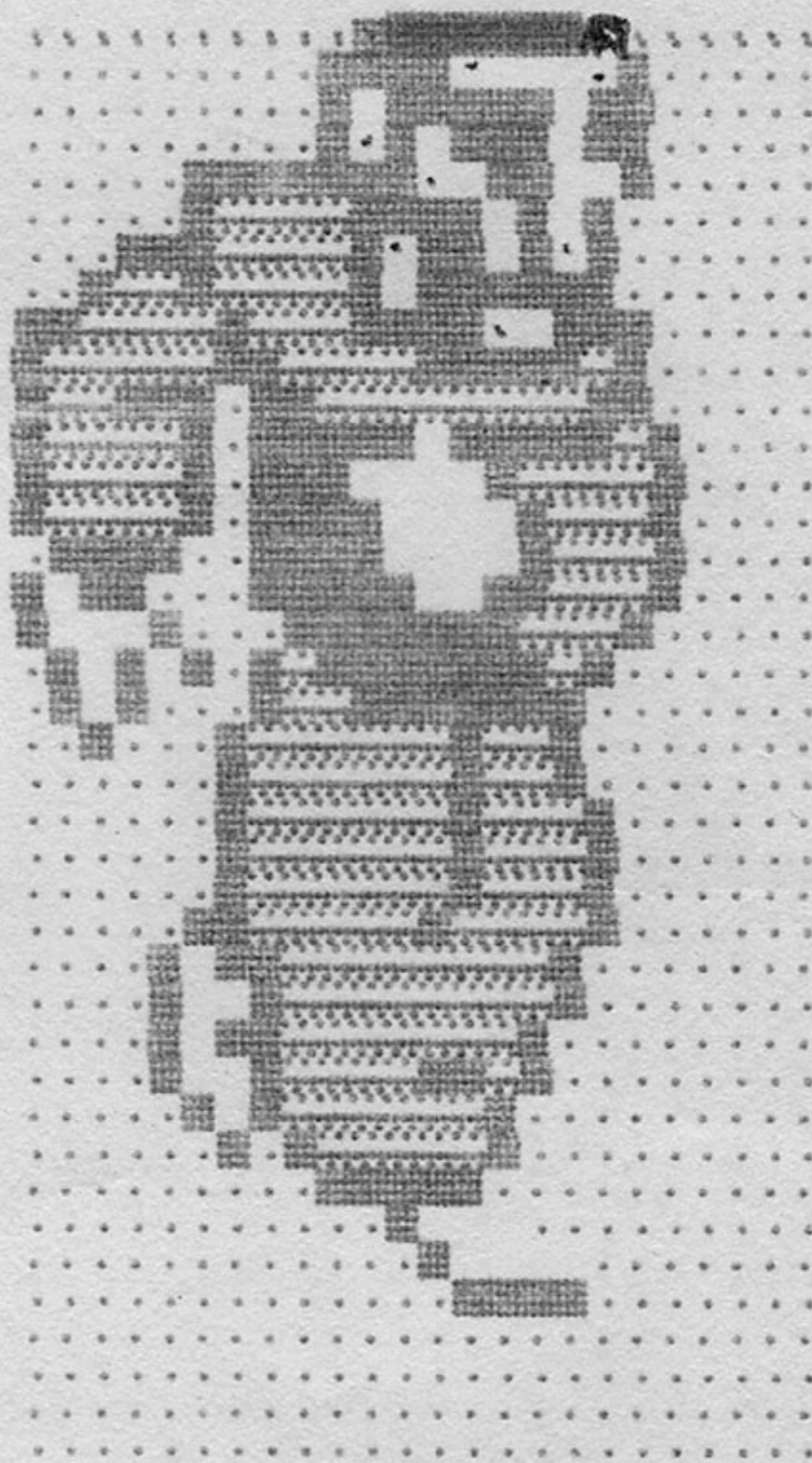
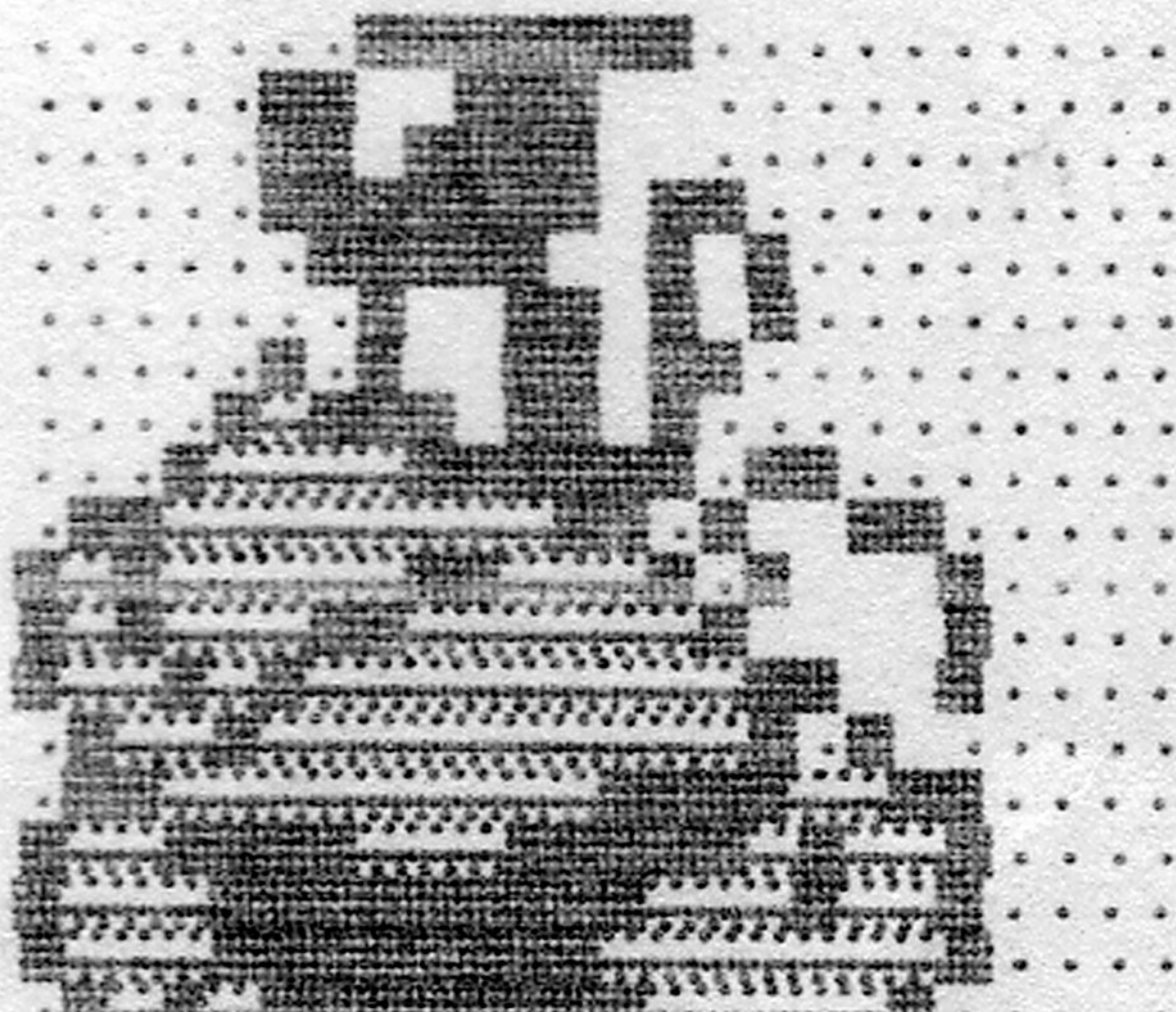


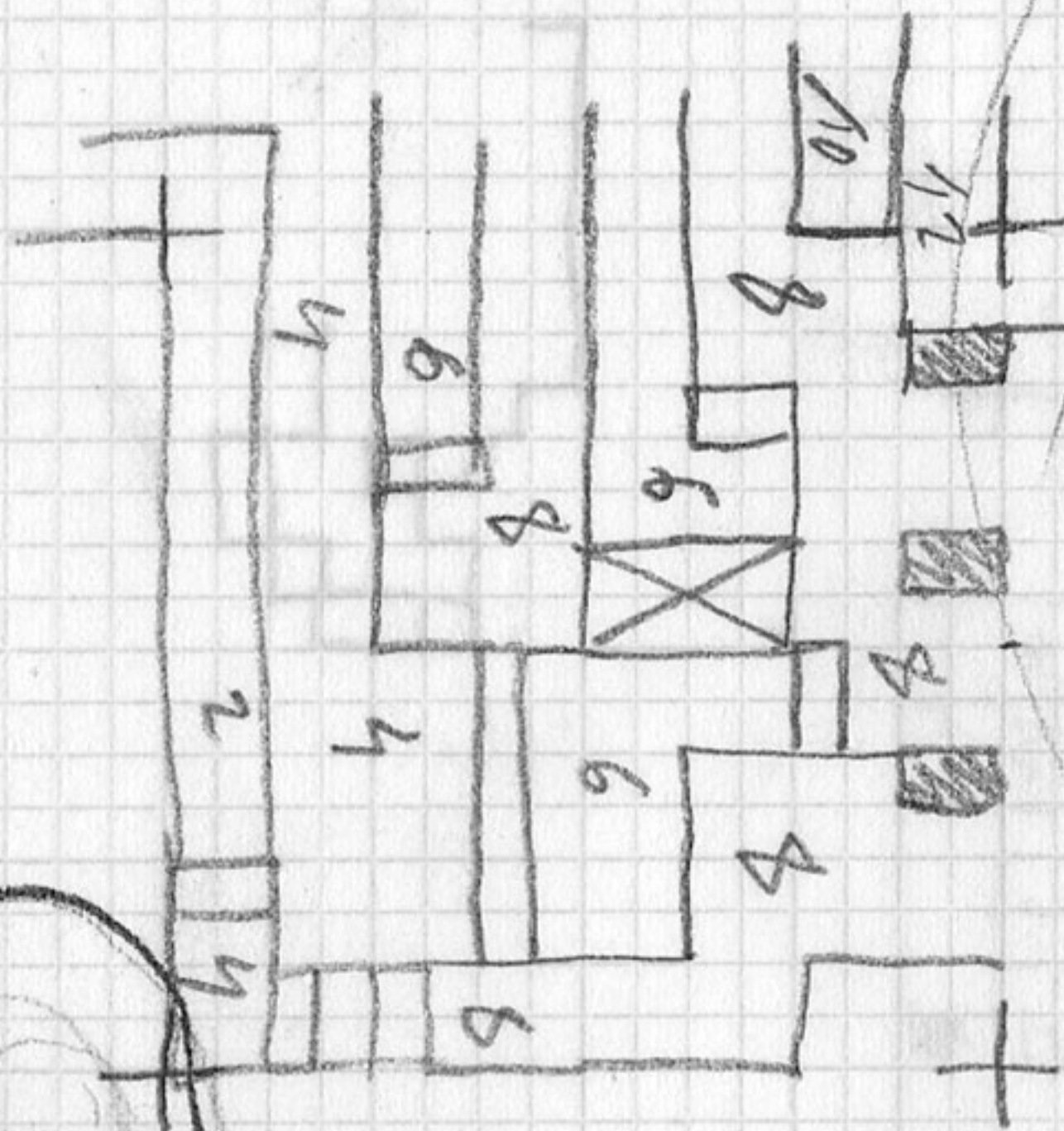
Original Sketches for the Video Game "La Abadia del Crimen" 1987



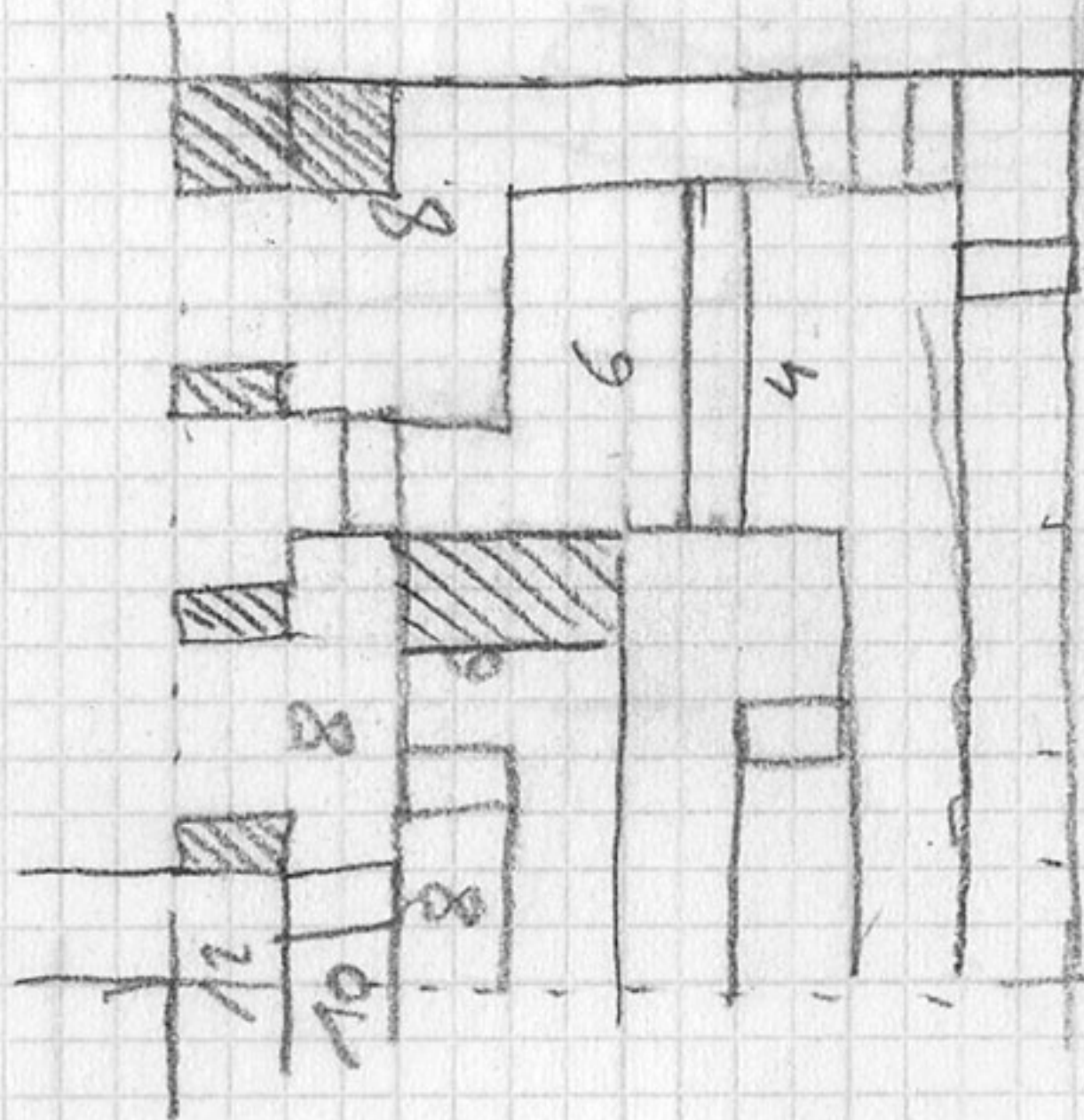


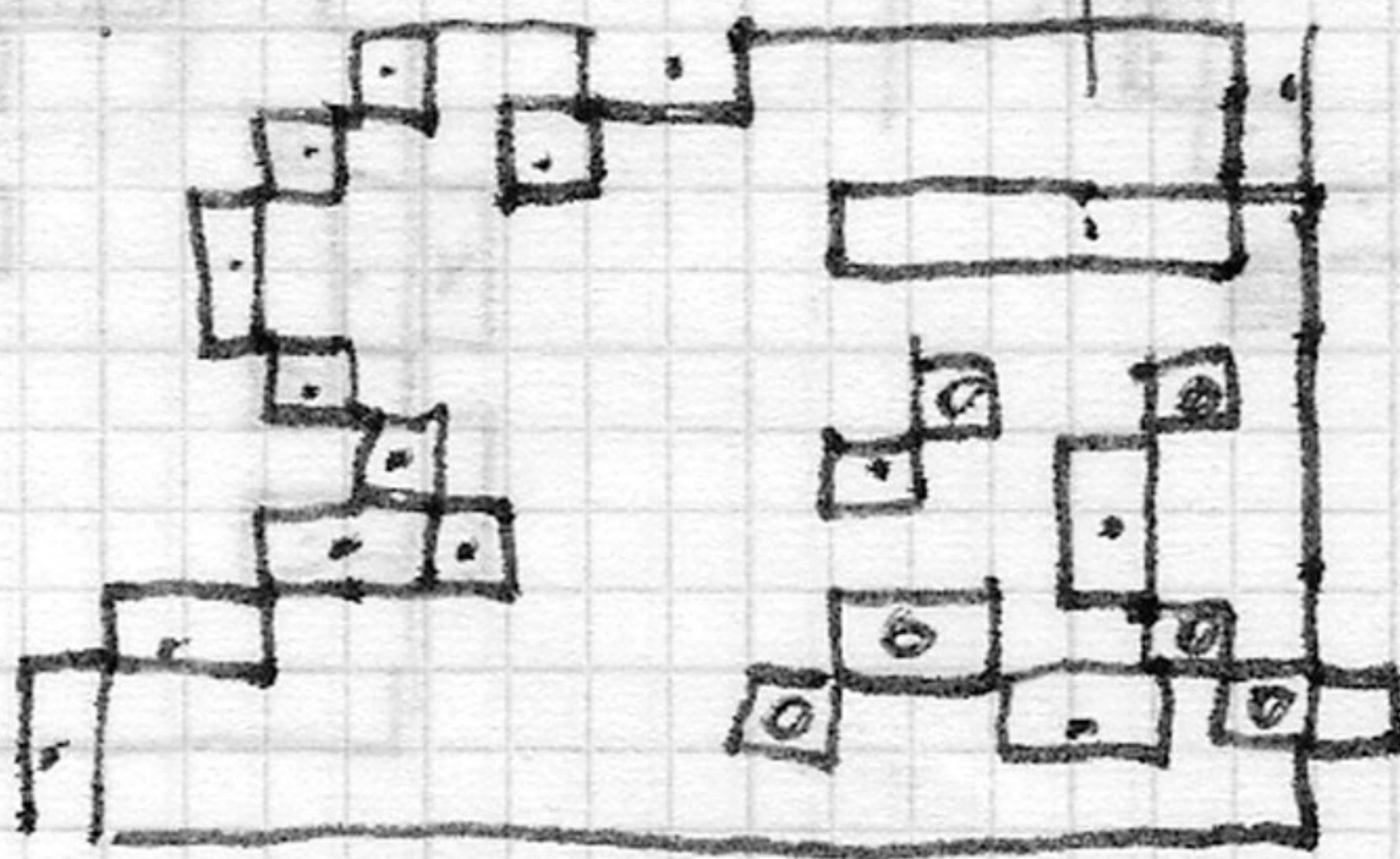
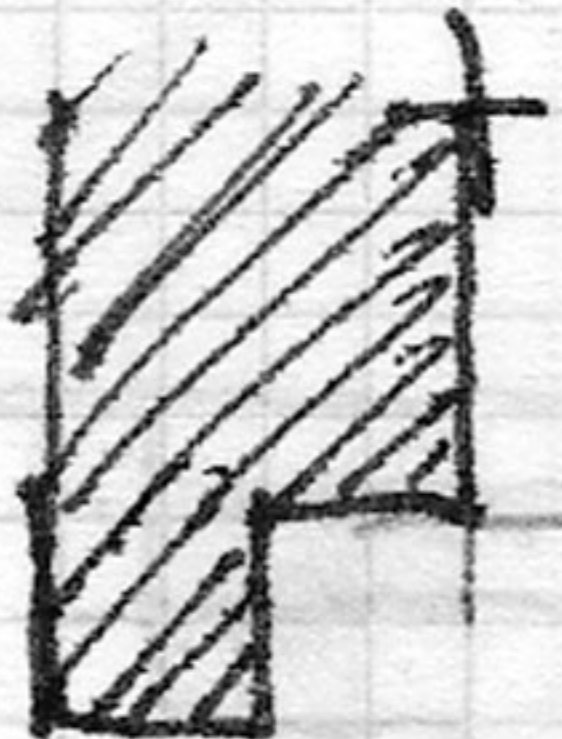


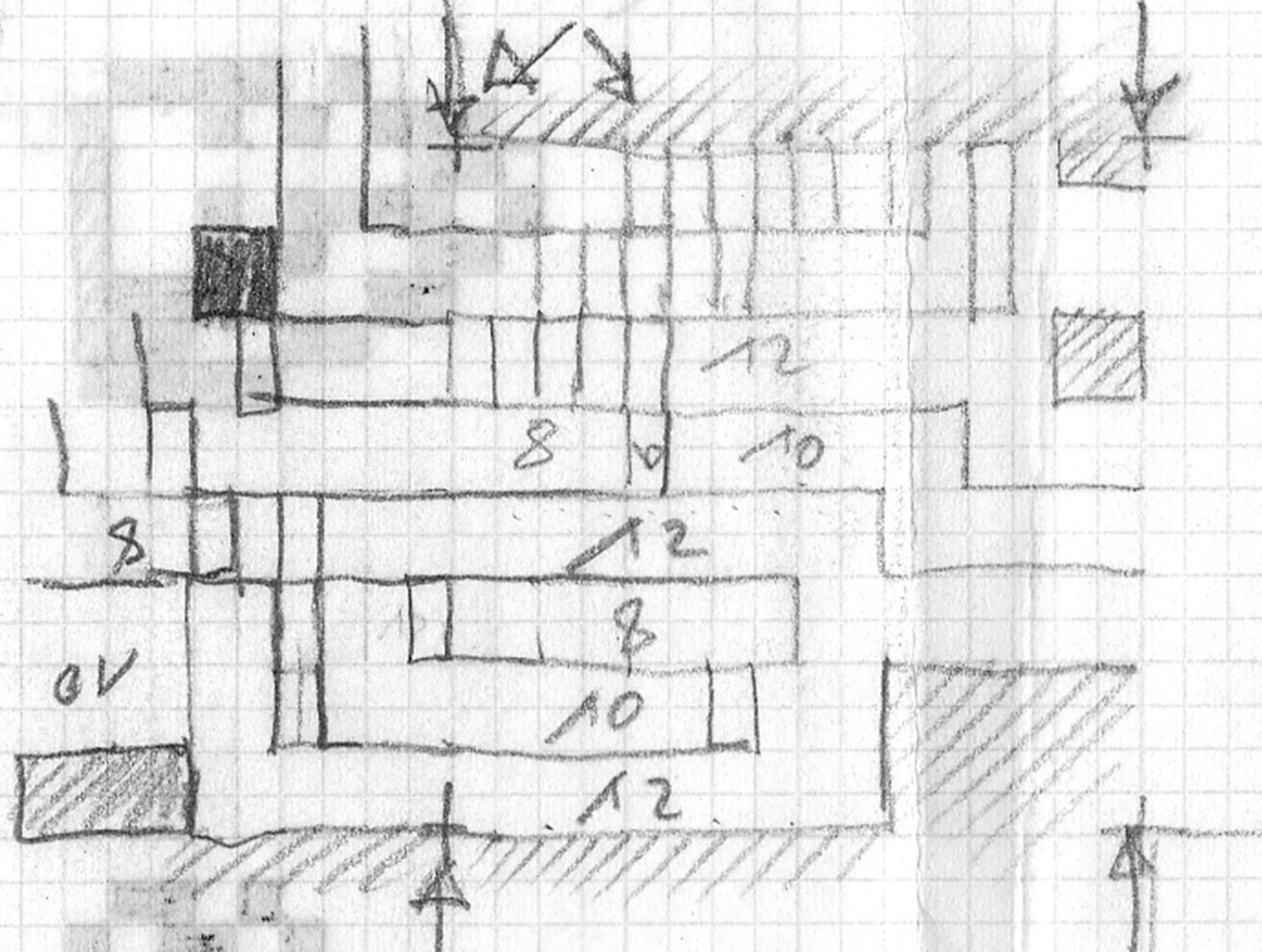


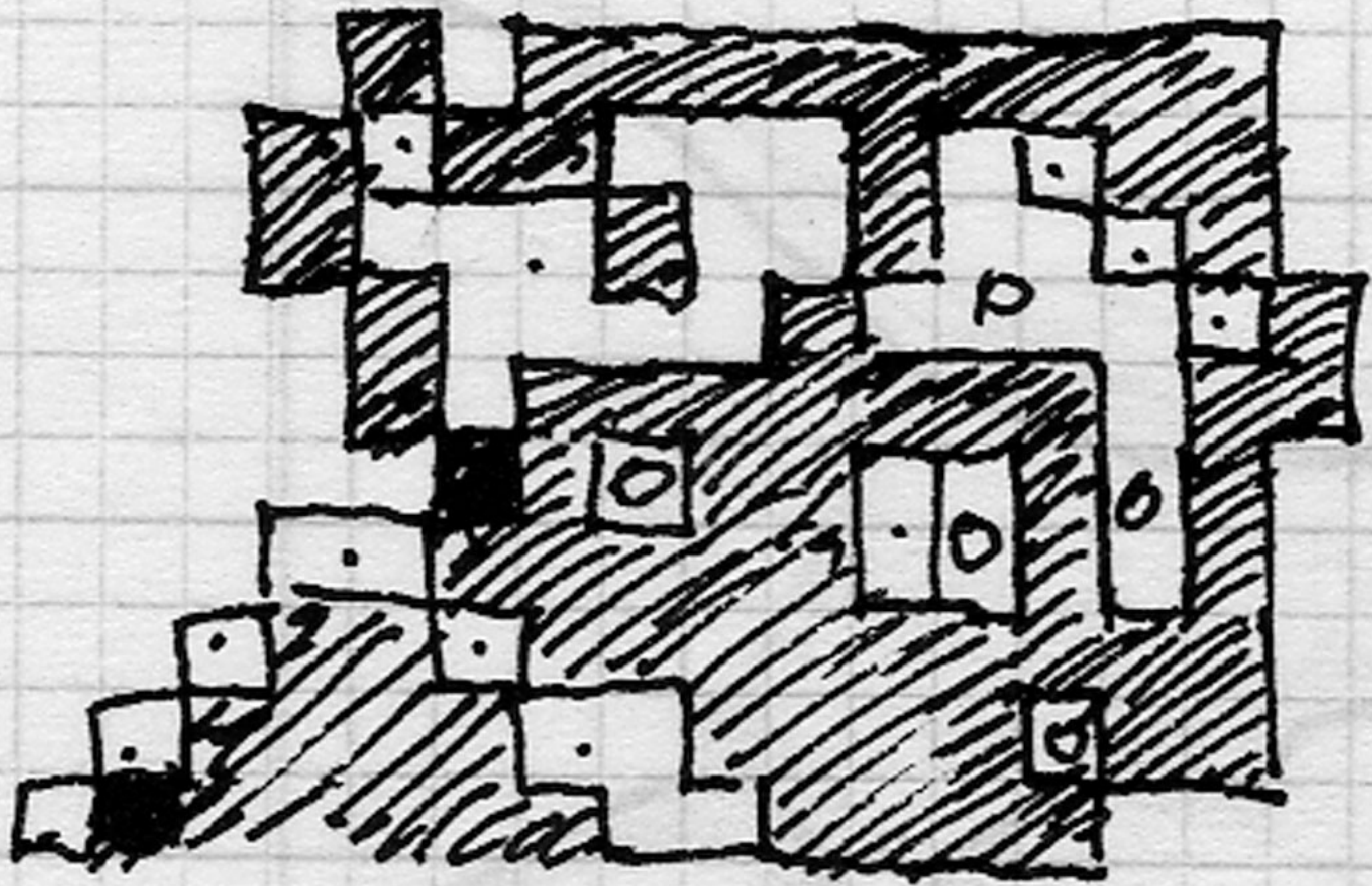


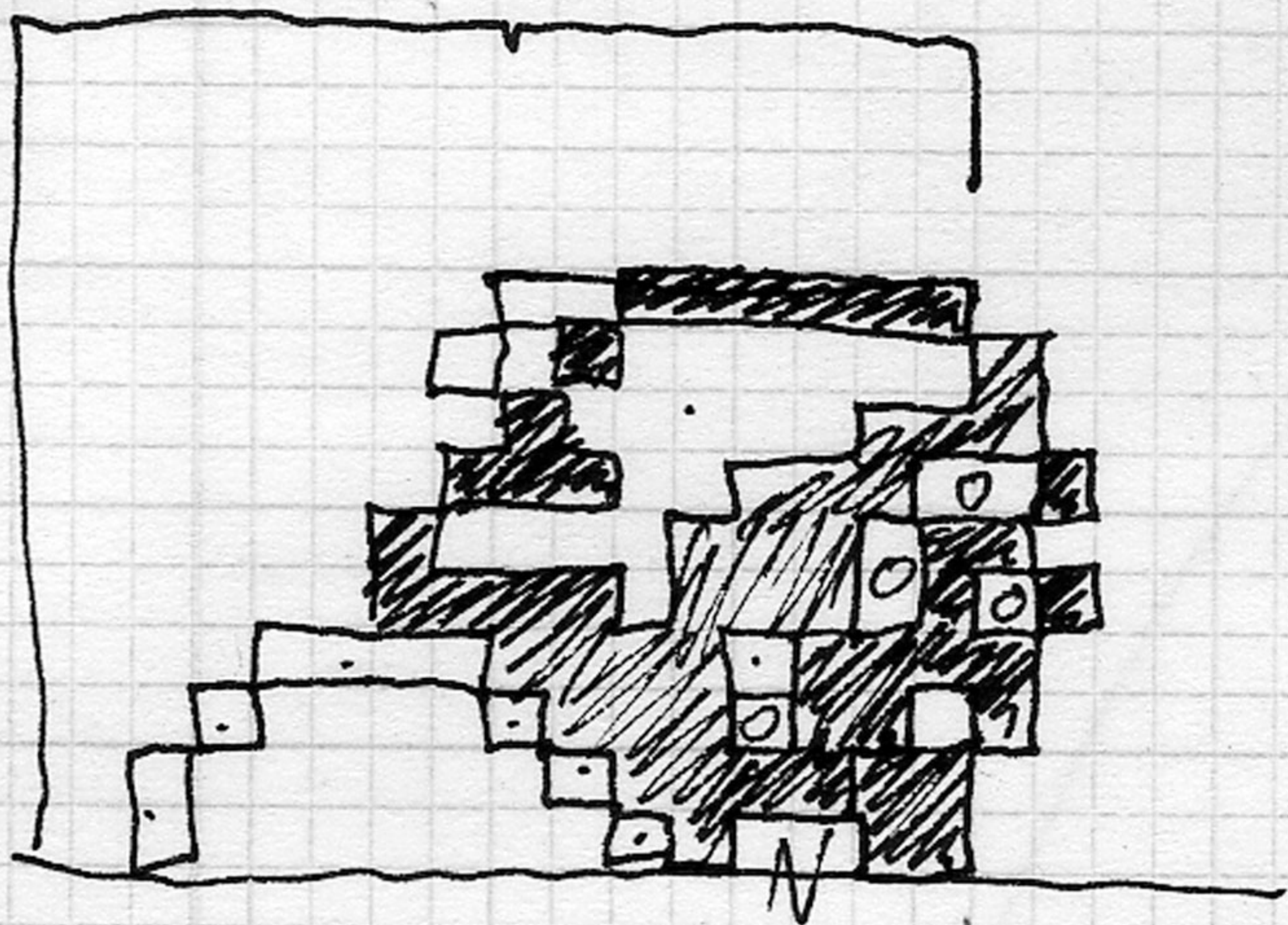
102



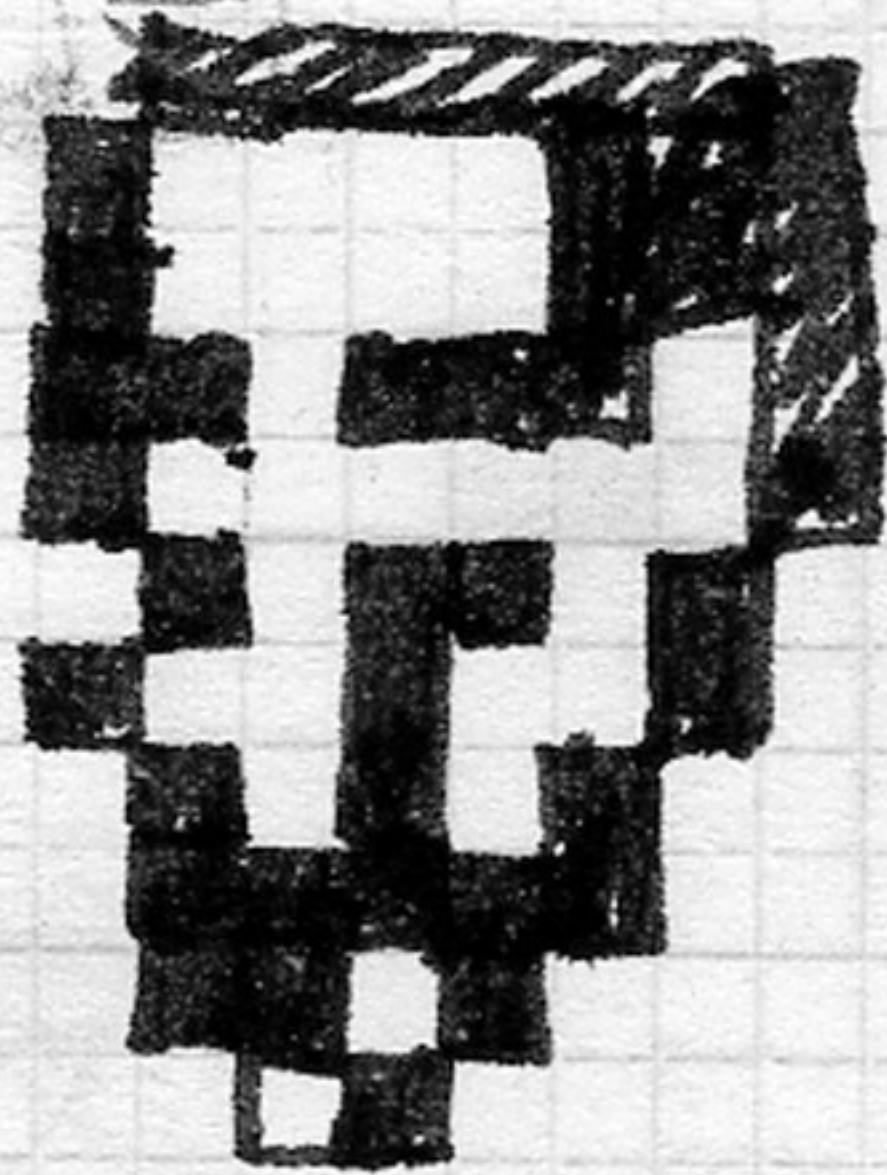








now
Machal 2



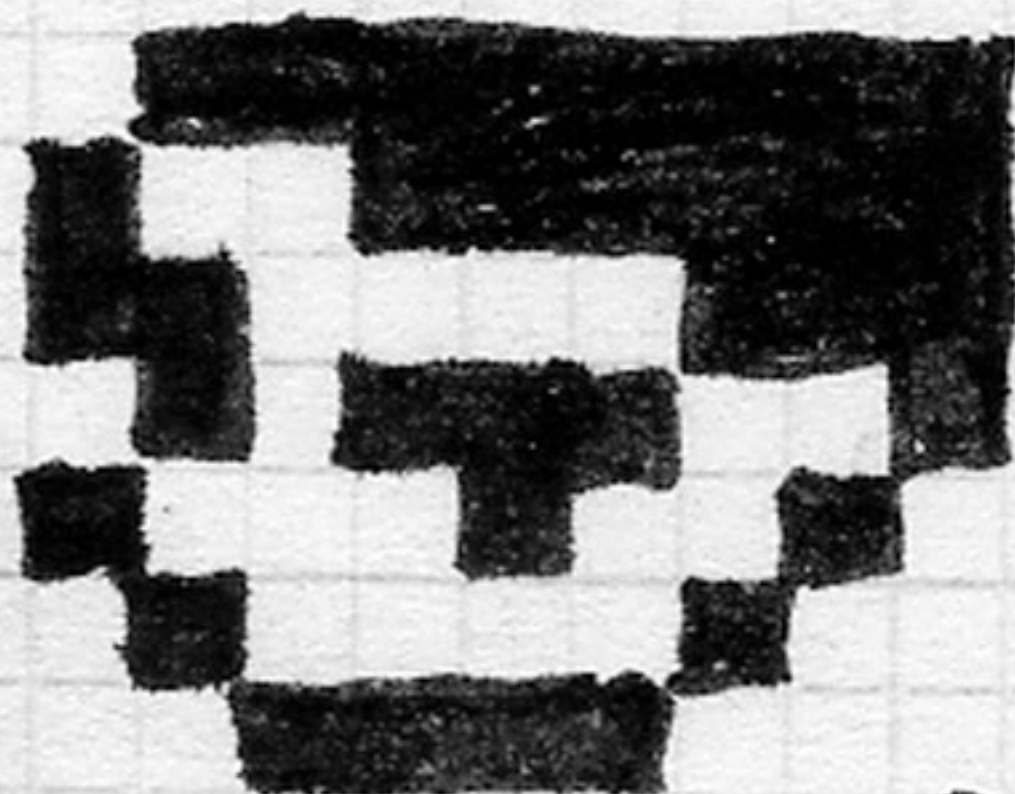
1891
DREZ
1891



ab1

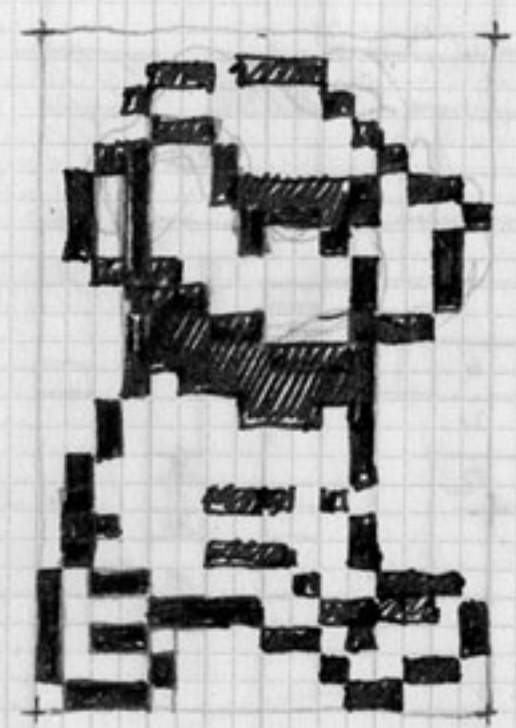
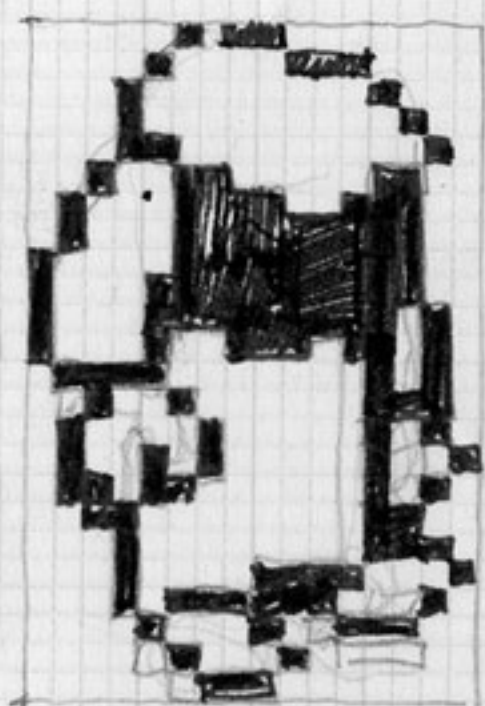
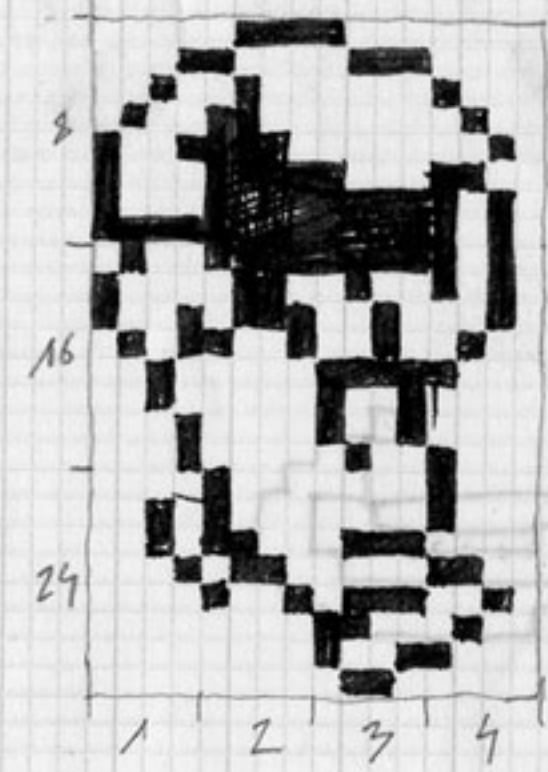
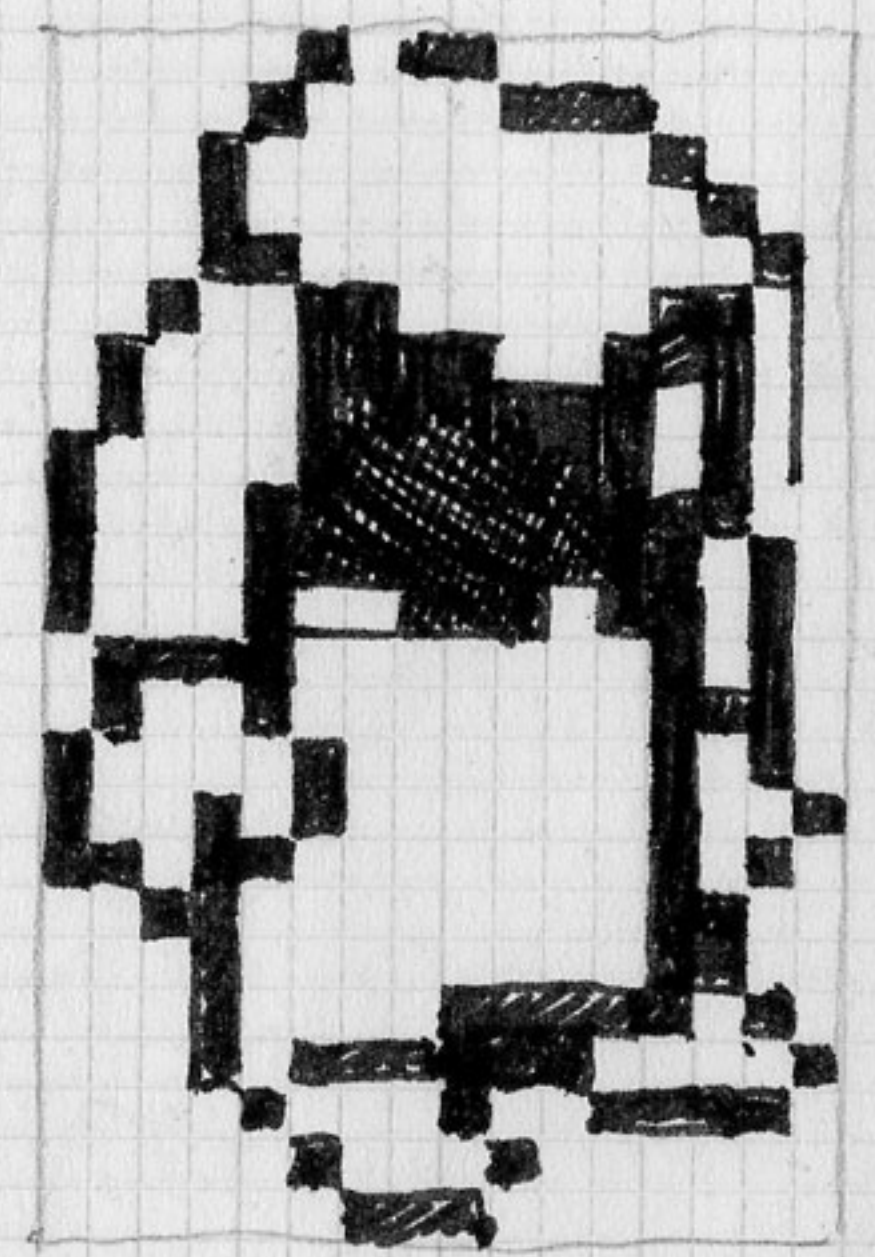
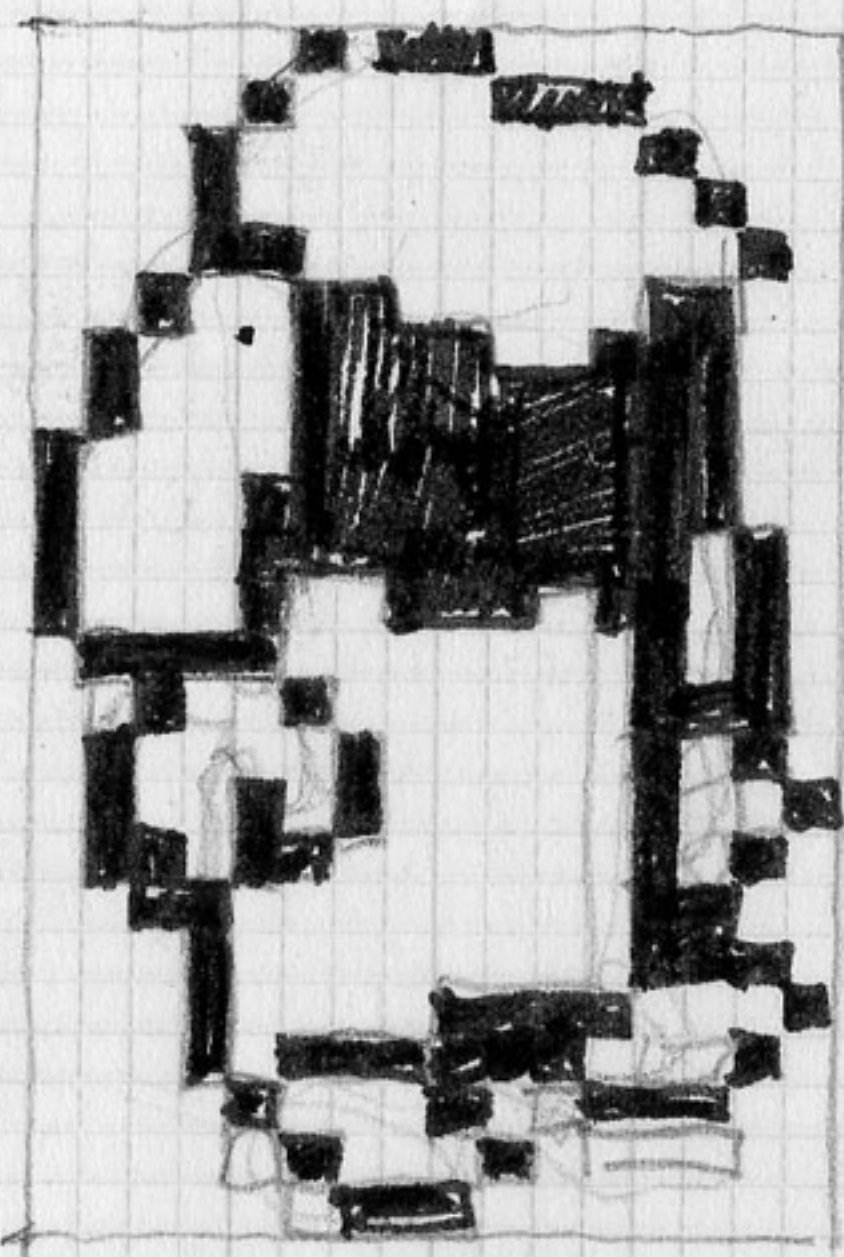
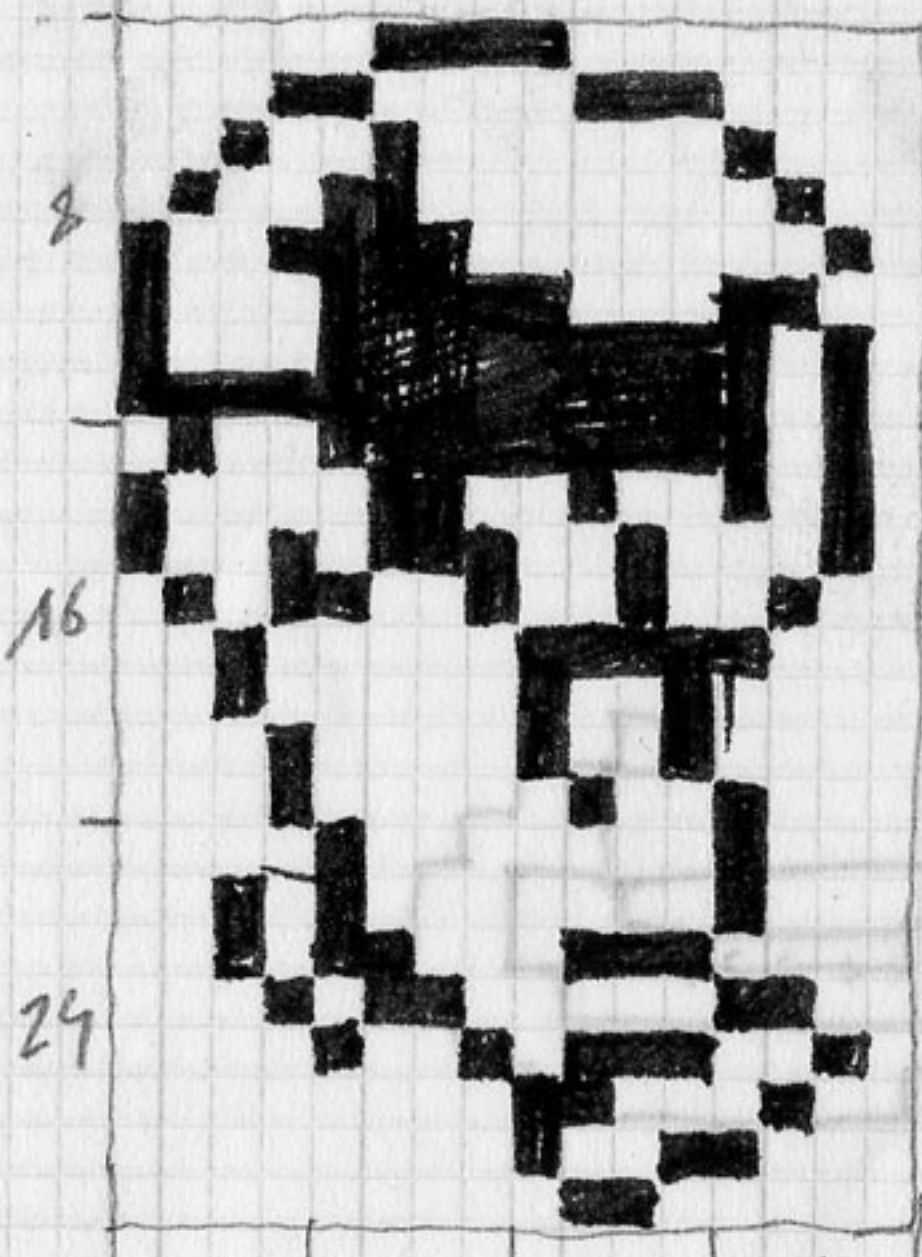
ab2

X1

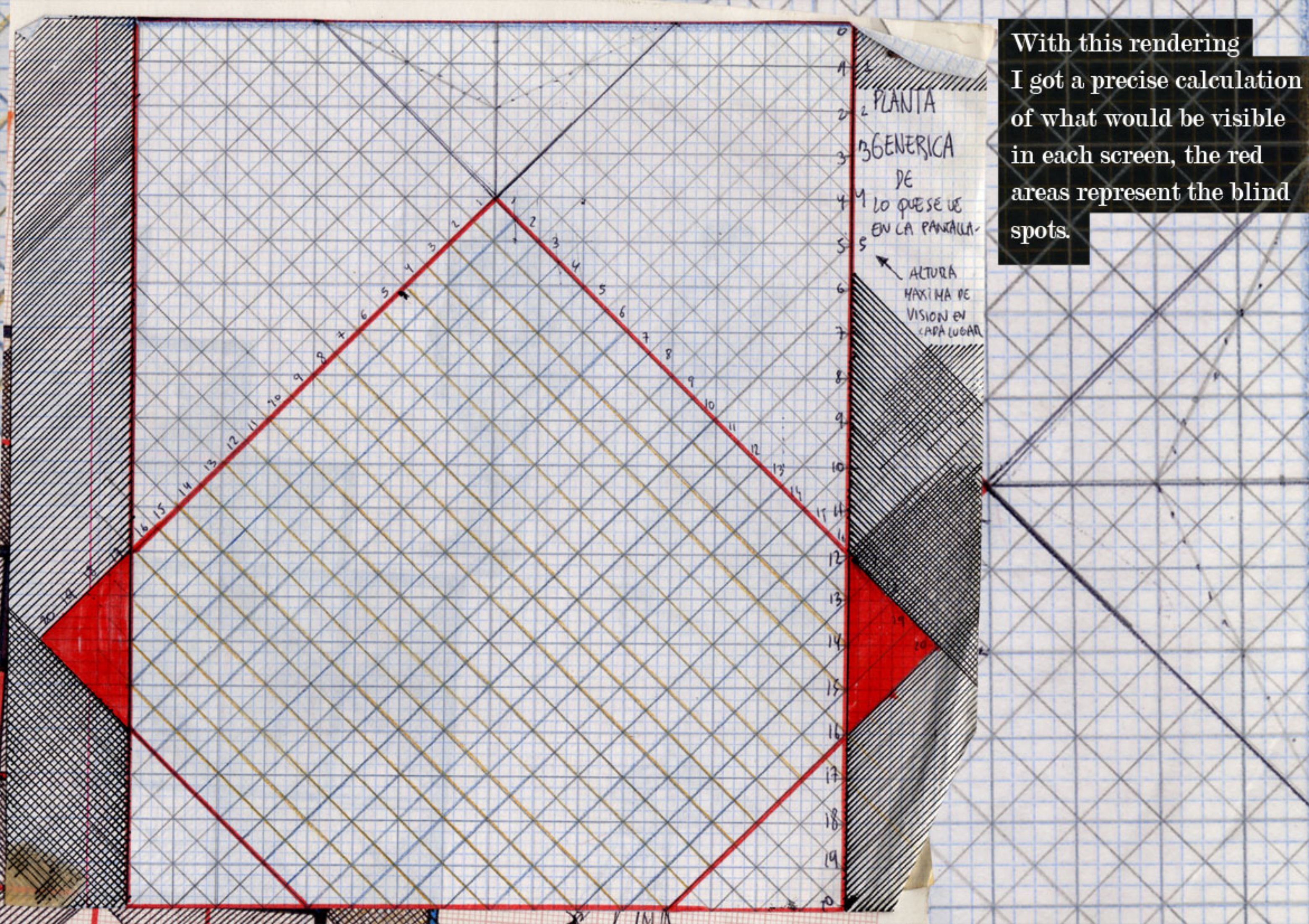


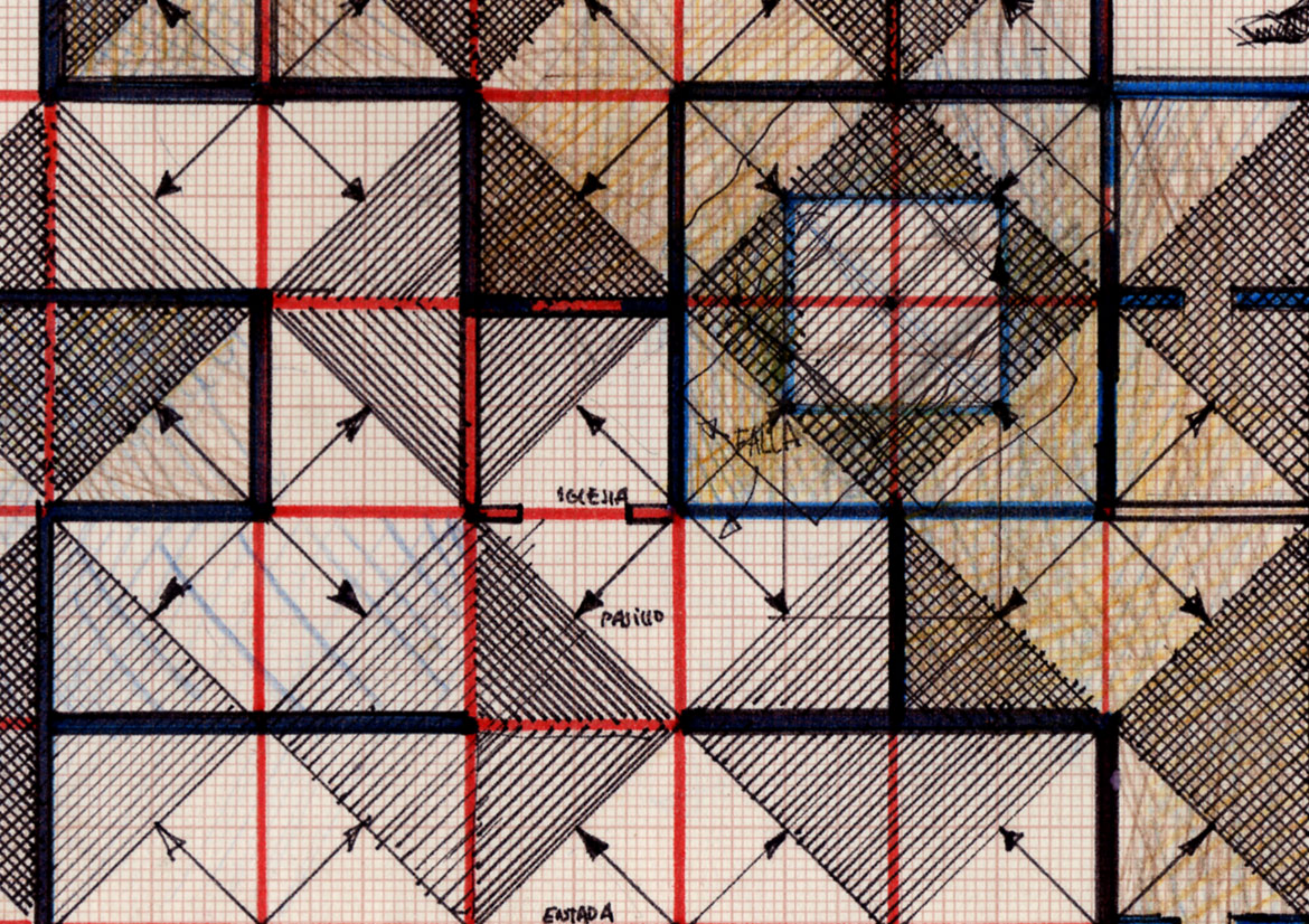
P1

PG



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

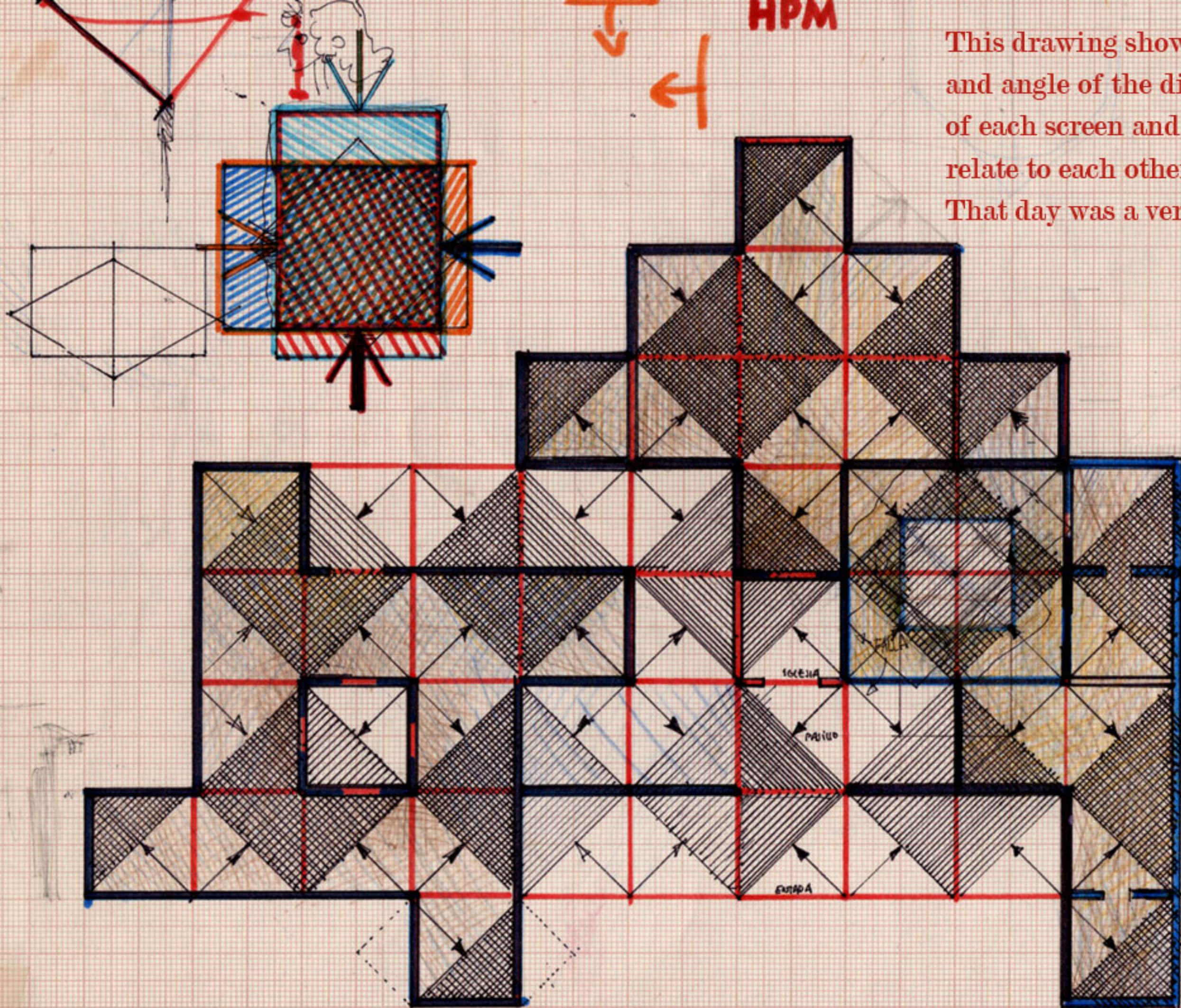


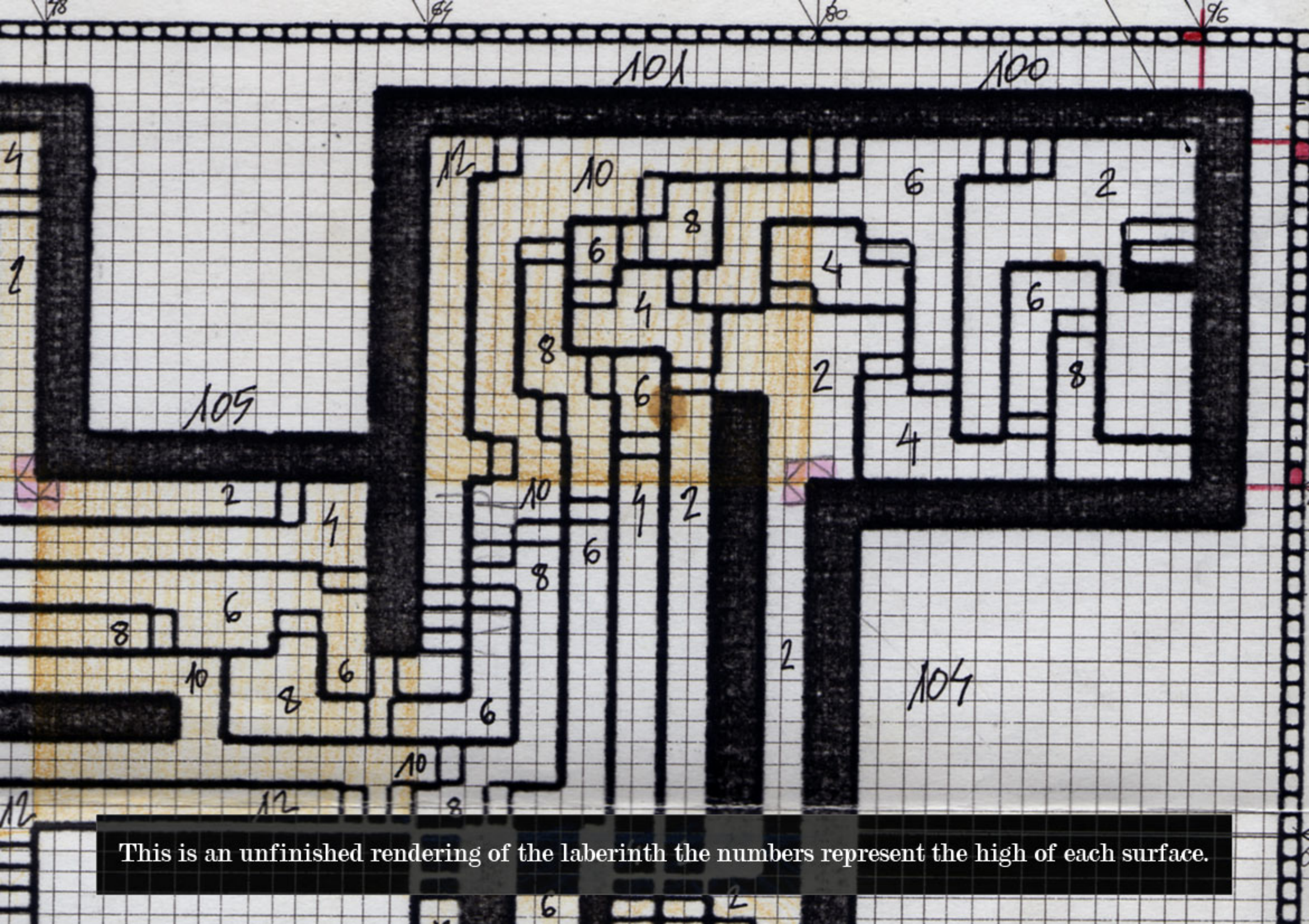


HPM

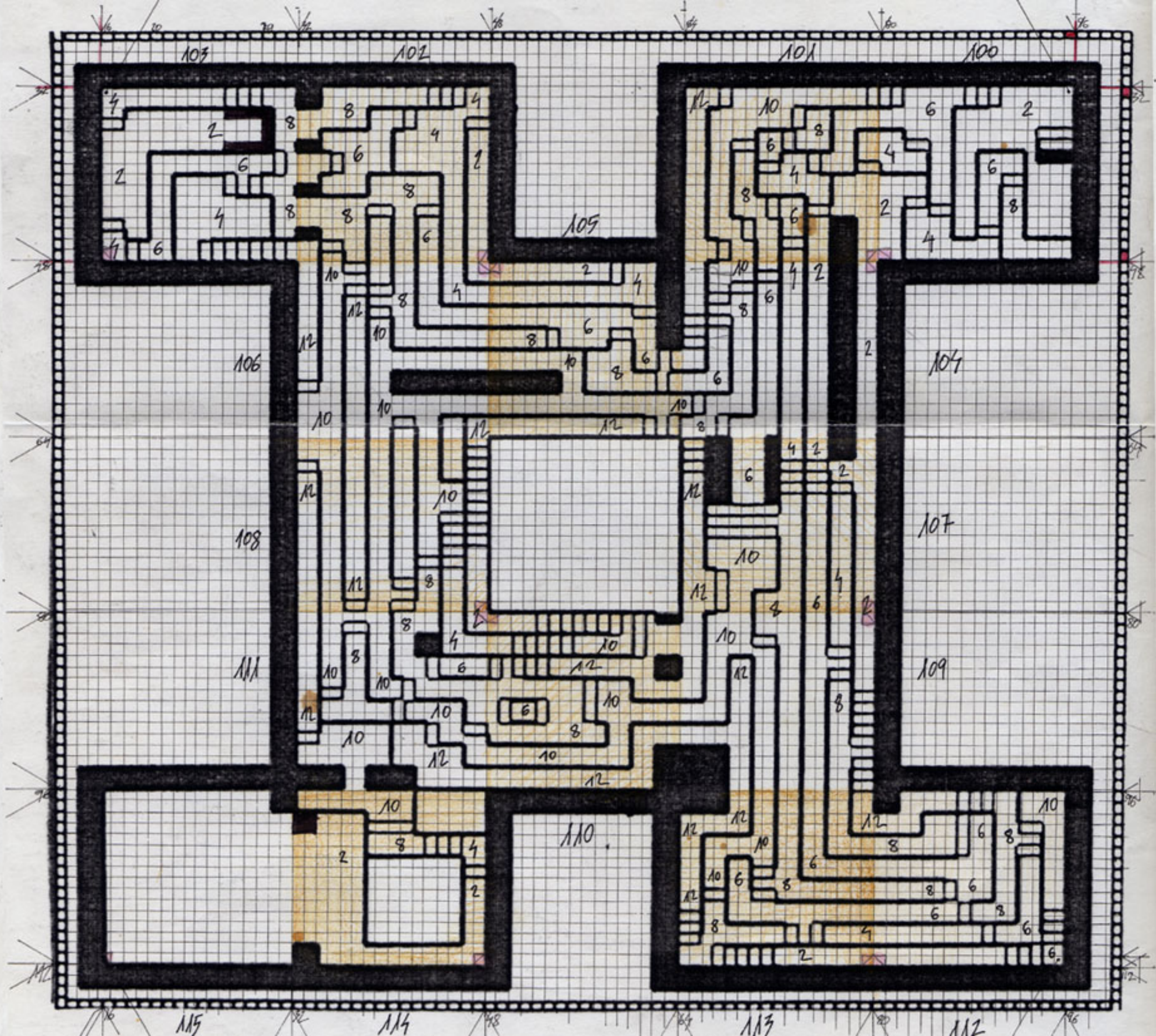
This drawing shows the position and angle of the different cameras of each screen and how they all relate to each other.

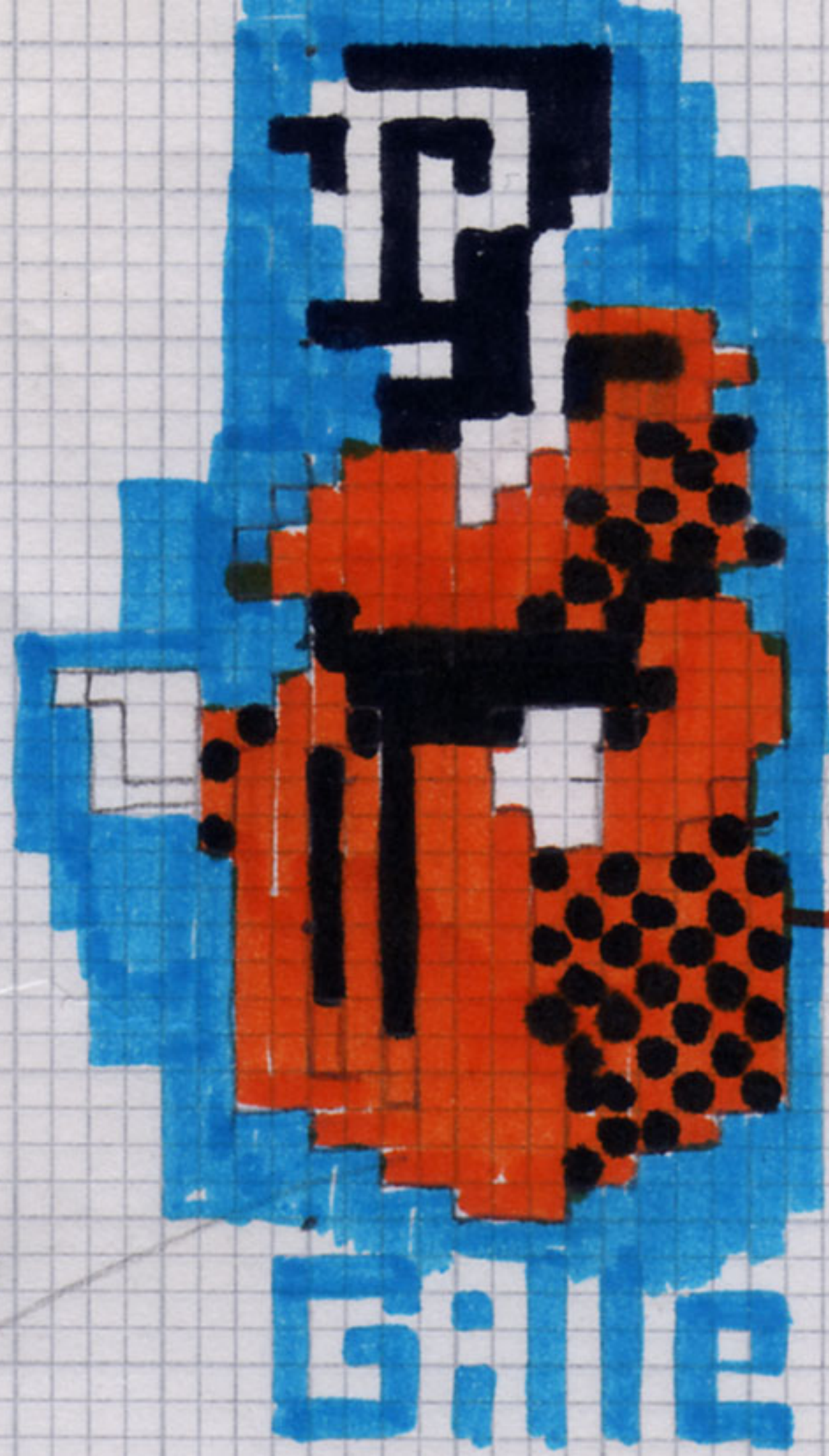
That day was a very big deal to me.



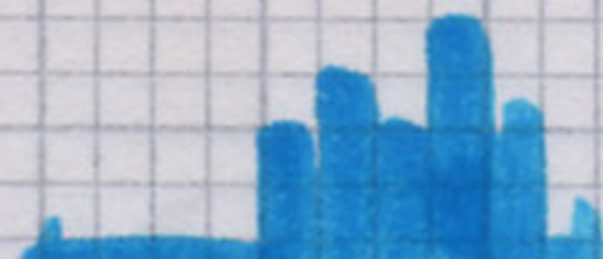


This is an unfinished rendering of the laberinth the numbers represent the high of each surface.

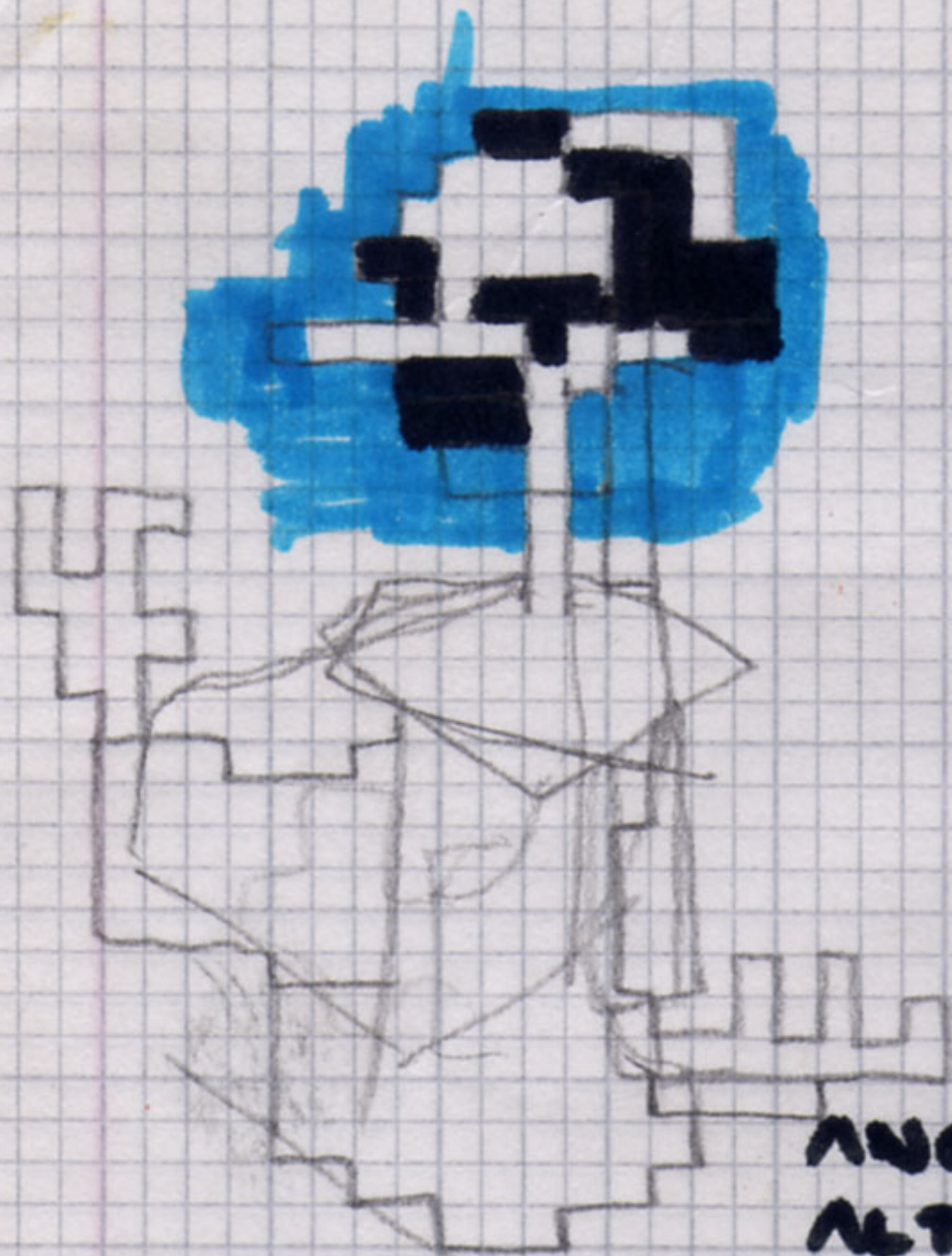




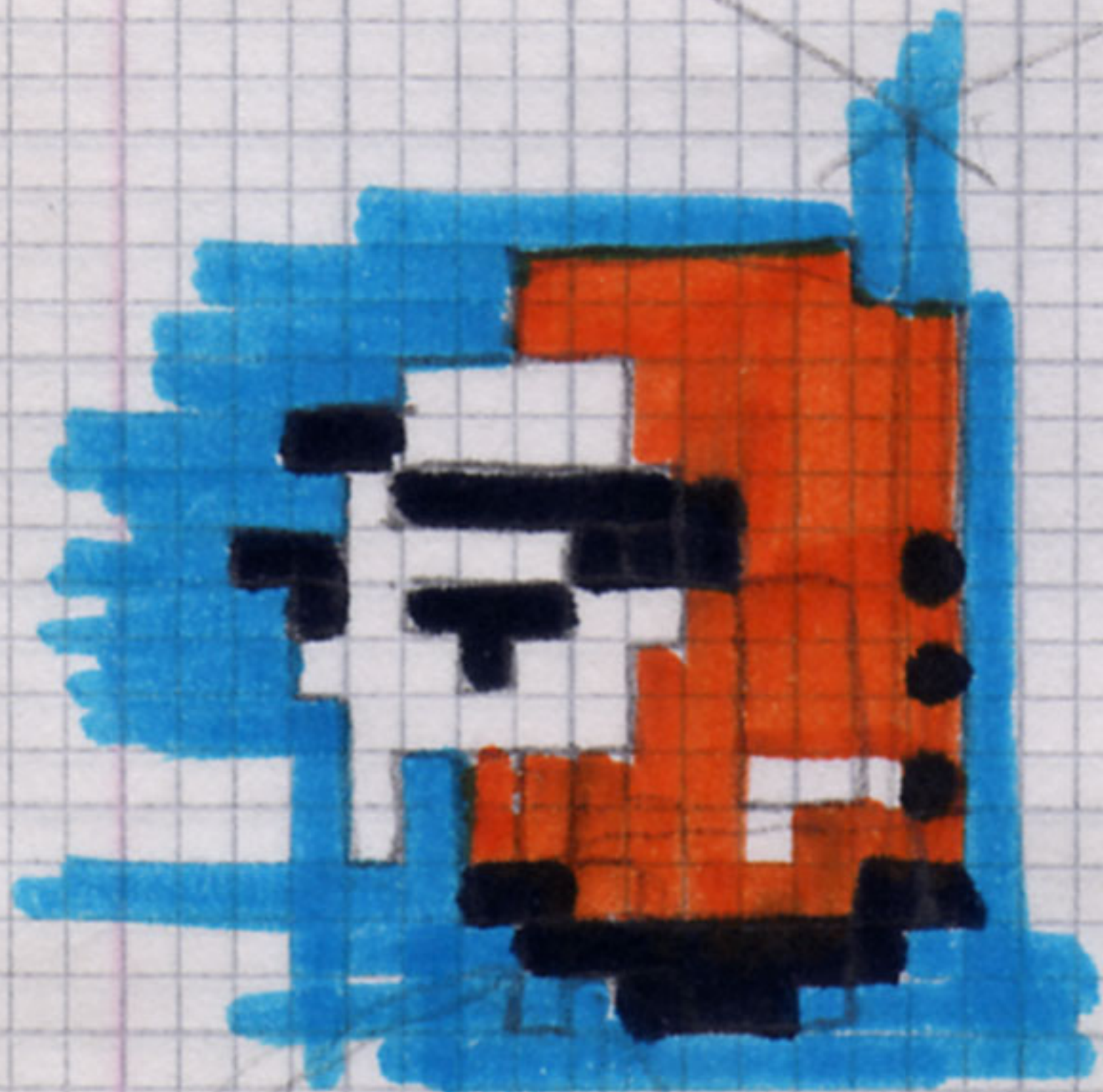
Atsed

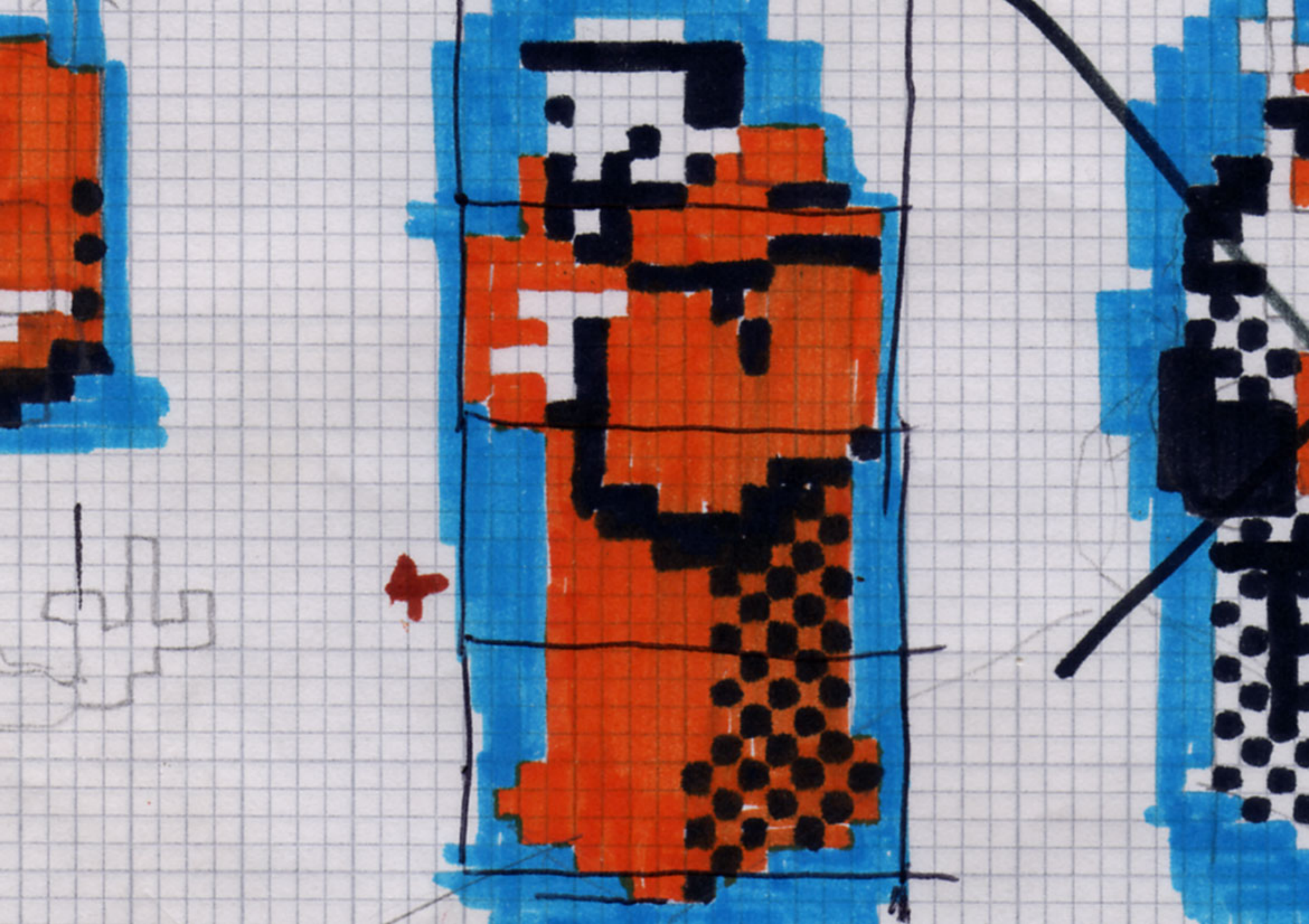


ANCHO
ALTO



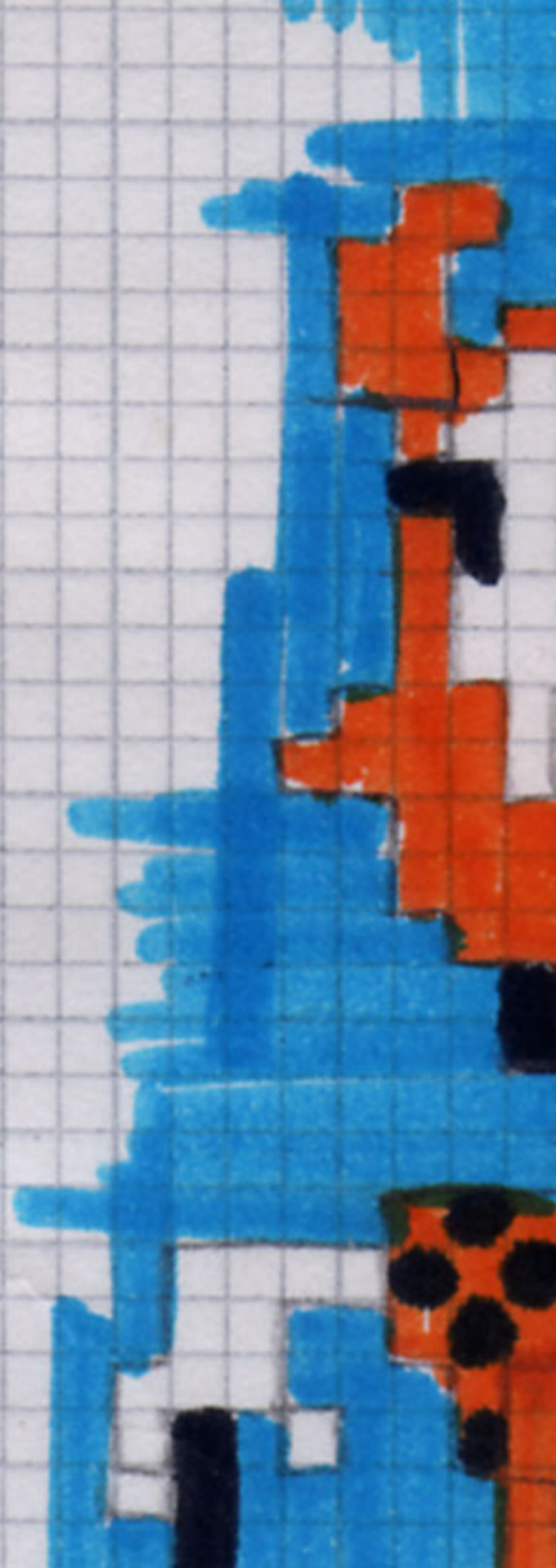
ANCHO
ALTO



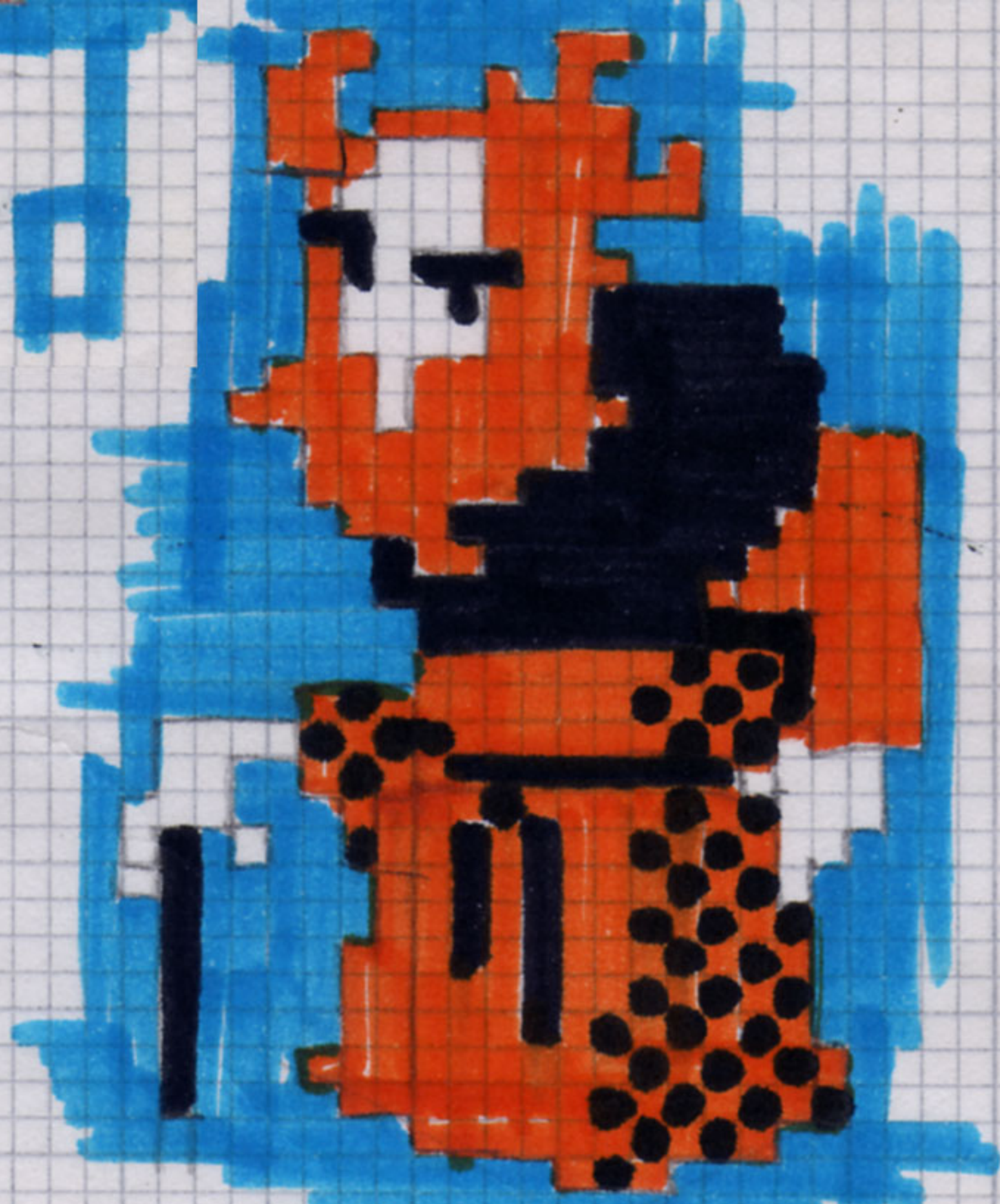


CHO
P

Mani.



1622





ANCHO
ALTO

