

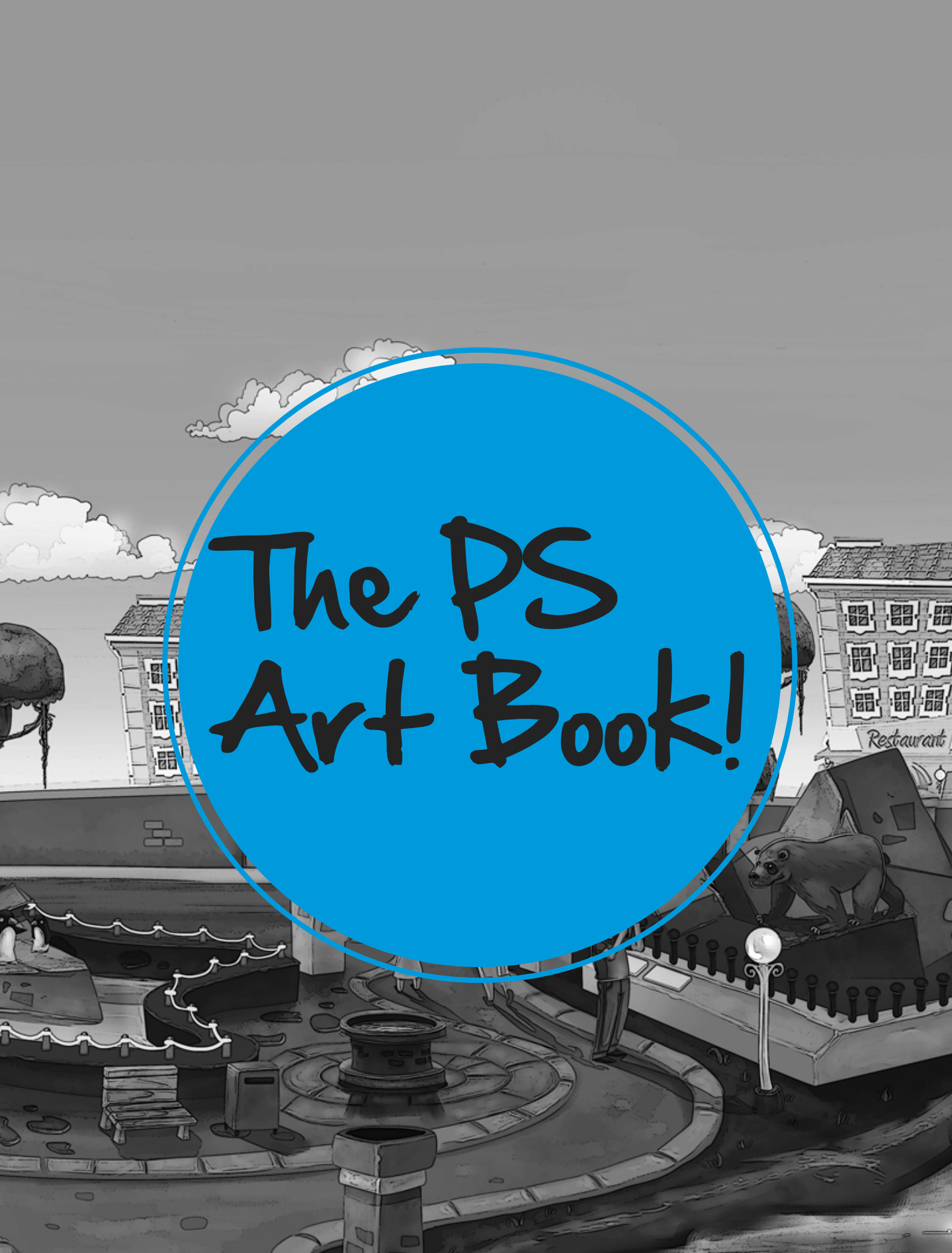
"Don't think ab
just get it done.
else decide if it
whether they lo
While they a
make even r

out making art,
Let Everyone
's good or bad,
ve it or hate it.

are deciding,
more ART.

- Andy Warhol





The PS Art Book!





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/ Charlie Chicks

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/ U-Punch

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/ Lead the way

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/ Future projects



Intro

This book is a compilation of the graphic pieces that were created for the Press Start Studios video games and mobile applications, from 2011 to 2014.

In these graphic pieces you will find 2d art, 3d art and Game User interface design. All these were created by different artists and illustrators who were or are part of the Press Start family.

"Your life is a book waiting to be written, how you fill every page is up to you."

-Luis Parra
Co-founder/CEO





On air time about 14 months, a development time of 3 weeks and total players 175,000.

"Doña Gloria el juego" is a game based on a real event in Colombia (it can be see it on YouTube), is about an old lady named Doña Gloria, who is very afraid of heights and her biggest phobia is expressed through bad words. This game got viral thanks to the YouTube video.



Lip Sync



a, i



e



o, u



m, b, p, v



f



L, n



t, s



w, r



Eyes



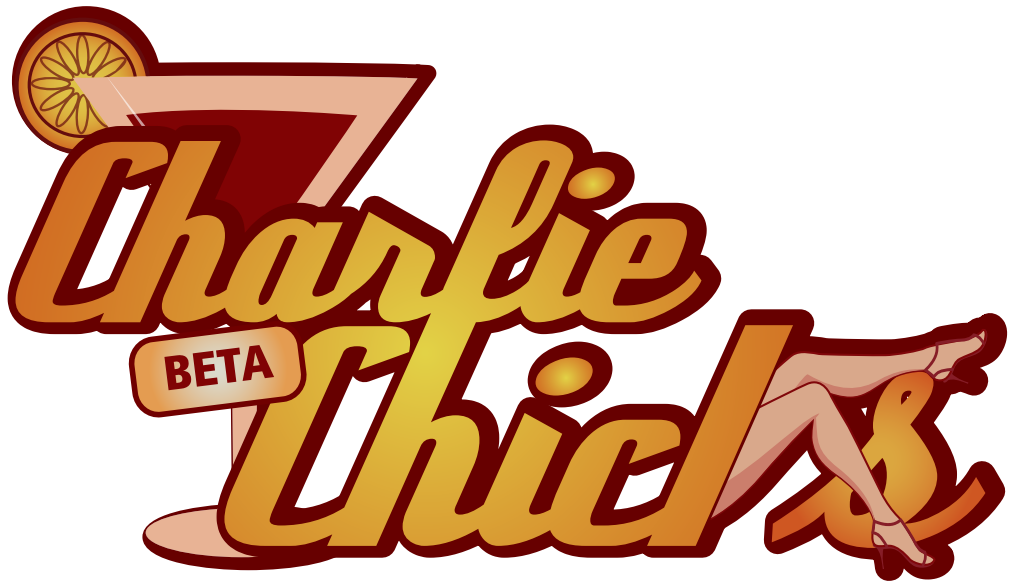






A stylized illustration of a city skyline with a large blue starburst shape in the foreground containing the text '#@&*!!'. The city is rendered in shades of gray with black outlines, featuring various skyscrapers and buildings. The starburst is a bright blue outline with a white interior, and the text is written in a bold, blue, sans-serif font.

#@&*!!



On air time about 1 year, a development time of 2 months and total players 3,200.

Charlie Chicks got to over 30 countries in one month. Charlie Chicks is a game that will get laughs by recreating those infamous nights out on the town. The goal is to make Charlie score with the ladies, but in order to do that, the player will have to feed him a few drinks, as these woman ain't pretty. You can also make your own social drinks, send them to your friends or give them to Charlie.













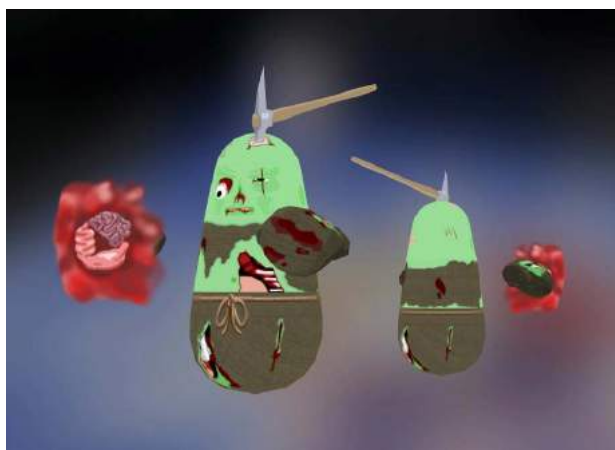




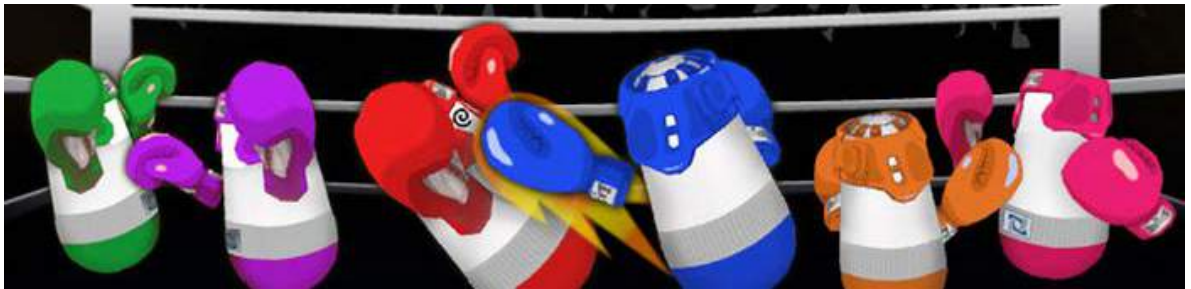
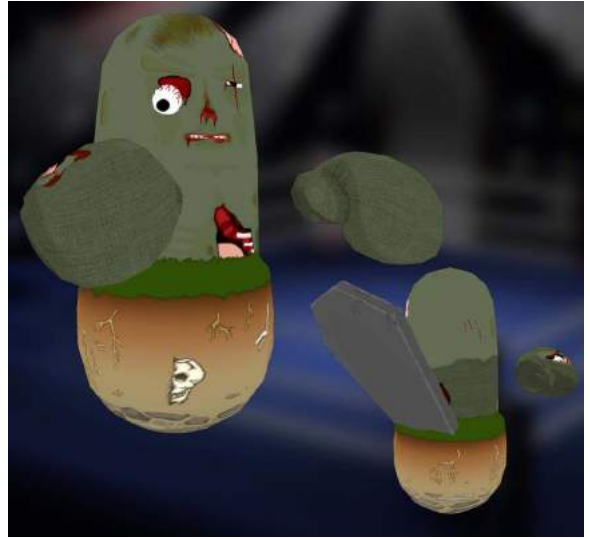


On air time about 14 months, a development time of 6 months and total players 12,000.

A completely new experience of social gaming. U-Punch is a boxing 3D multiplayer game where you can fight your Facebook friends either in single player mode or in a real time fight, you can level up your character and customize it by going into the locker room. You can also fight against U-Punch enemies, each one with an unique outfit and powers that you can earn if you beat'em up!









by press start

LOBBY

Menu

Users

Chat

Friends

All Users



Luis Ernesto Parra



Rene Serrato



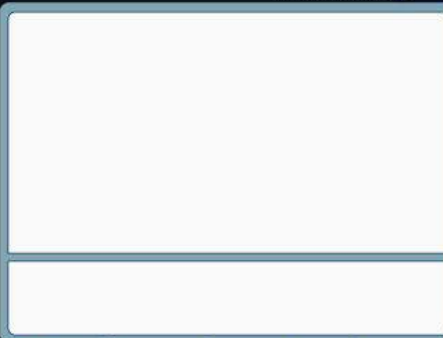
Ivonne Tovar



Pryce Johns



Luis Ernesto Parra



Send

Level 13

Andres	Andres	Andres	Andres	Andres	Andres	Andres	Ivonne
2365	2365	2365	2365	2365	2365	2365	2365
Level 13	Level 13	Level 13	Level 13	Level 13	Level 13	Level 13	Level 13



by press start

STORE

Menu

Helmets Gloves Shorts T-Shirts Boxing Bags Boxing Bags



Power Protection 50
FB Credits 3
U-P Credits 25

Buy



Power Protection 50
FB Credits 3
U-P Credits 25

Buy



Power Protection 50
FB Credits 3
U-P Credits 25

Buy



Power Protection 50
FB Credits 3
U-P Credits 25

Buy



DRIVE ME
BANANAS!

CHANGOS &
BANANAS!

MACACOS E
BANANAS!

别动那香蕉

Published on February 2013 - Free to play Drive me bananas, is an amazing endless driver game with innovating game mechanics and high quality humorous graphics, run through 5 different environments, complete the 60 missions and dare your friends with our A-synchronic multiplayer system.



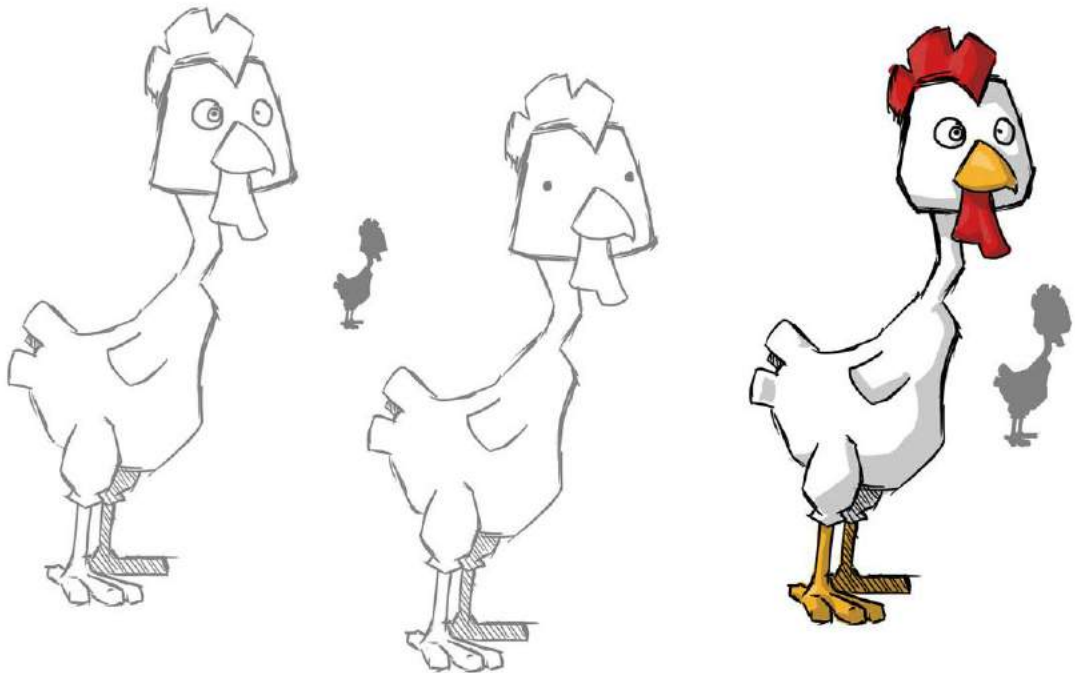
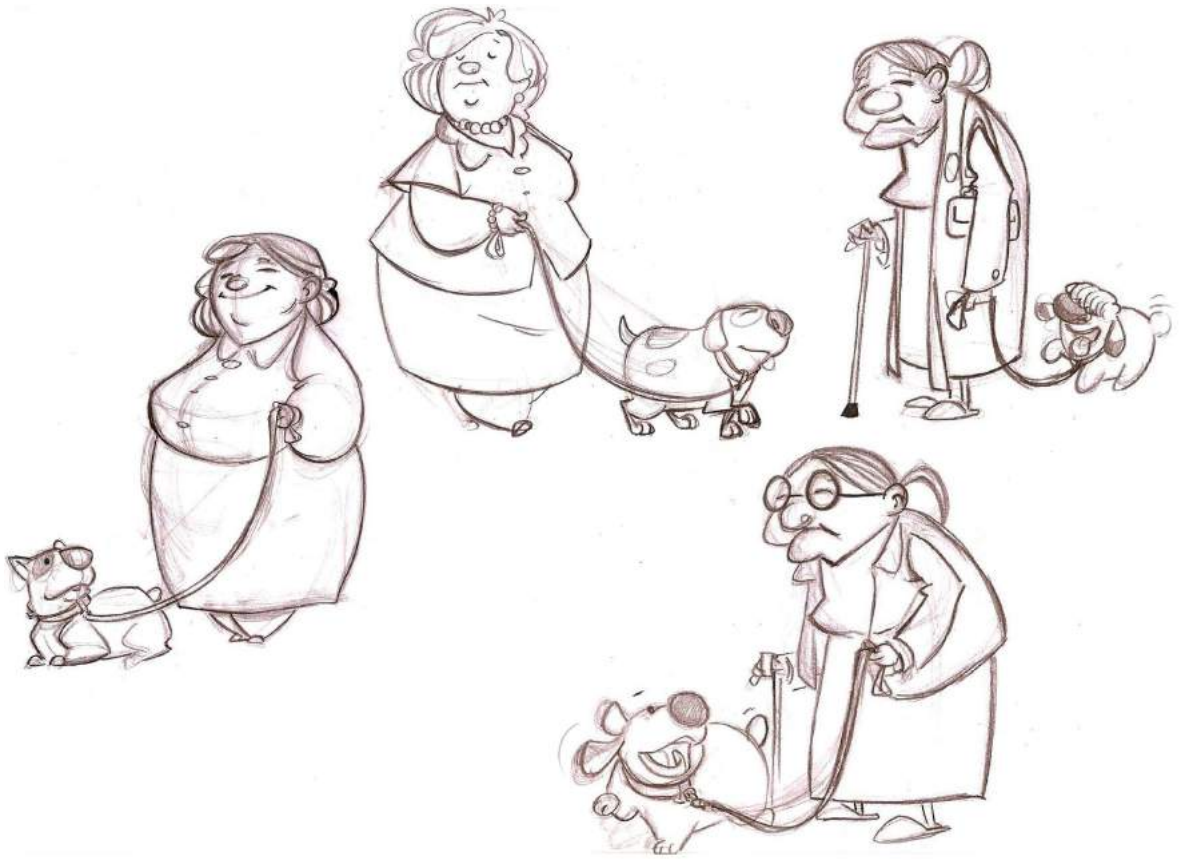


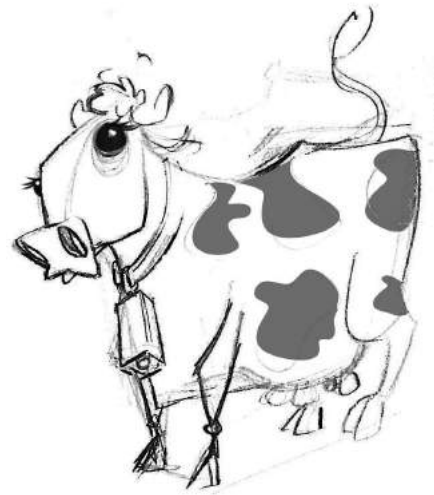
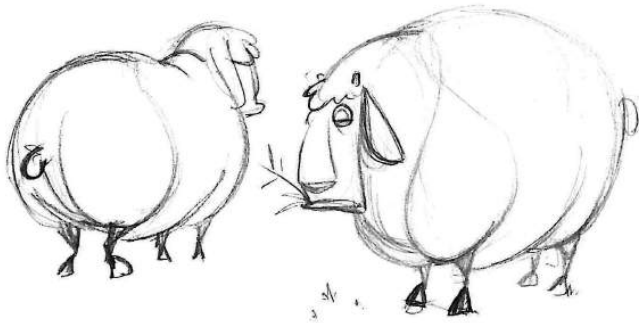
CHA-

RAC-

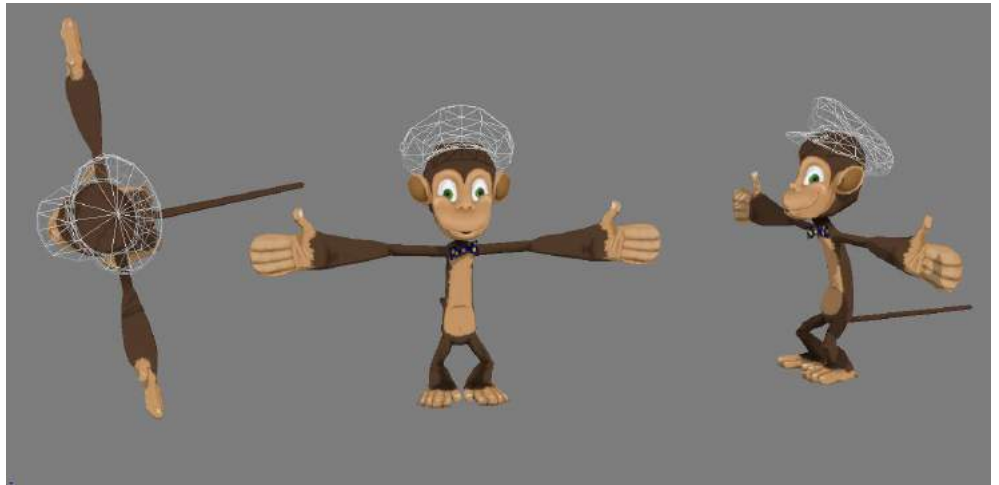
TERS





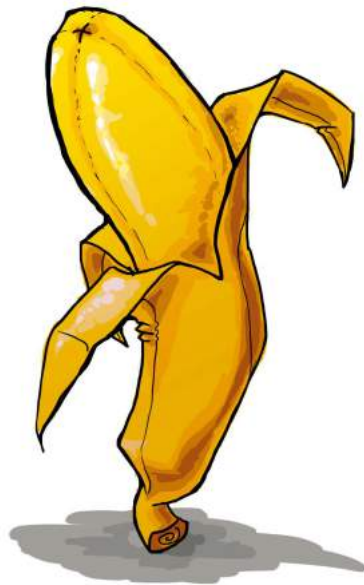








BANANA



COIN

PROPS

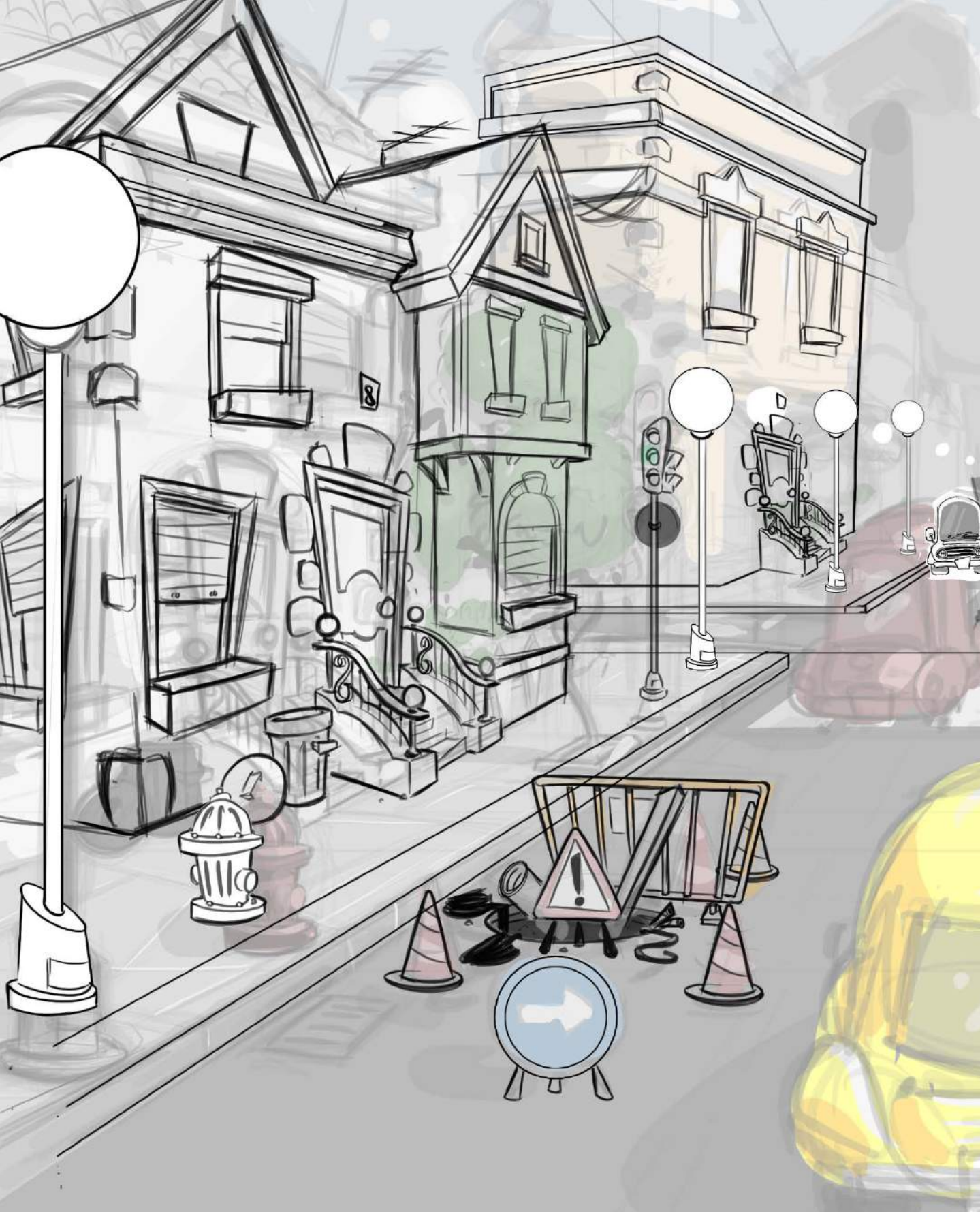
BUILD-

INGS







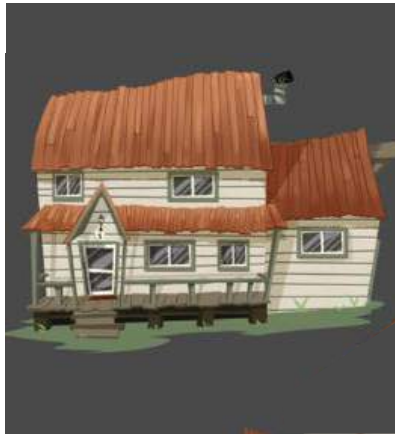












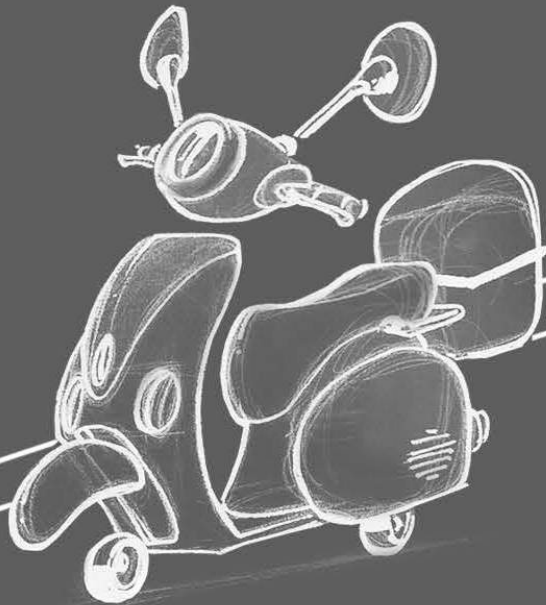
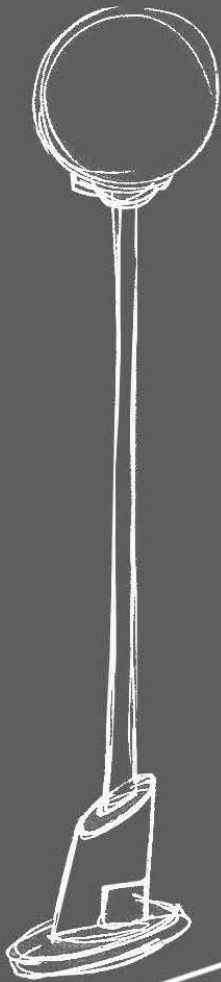


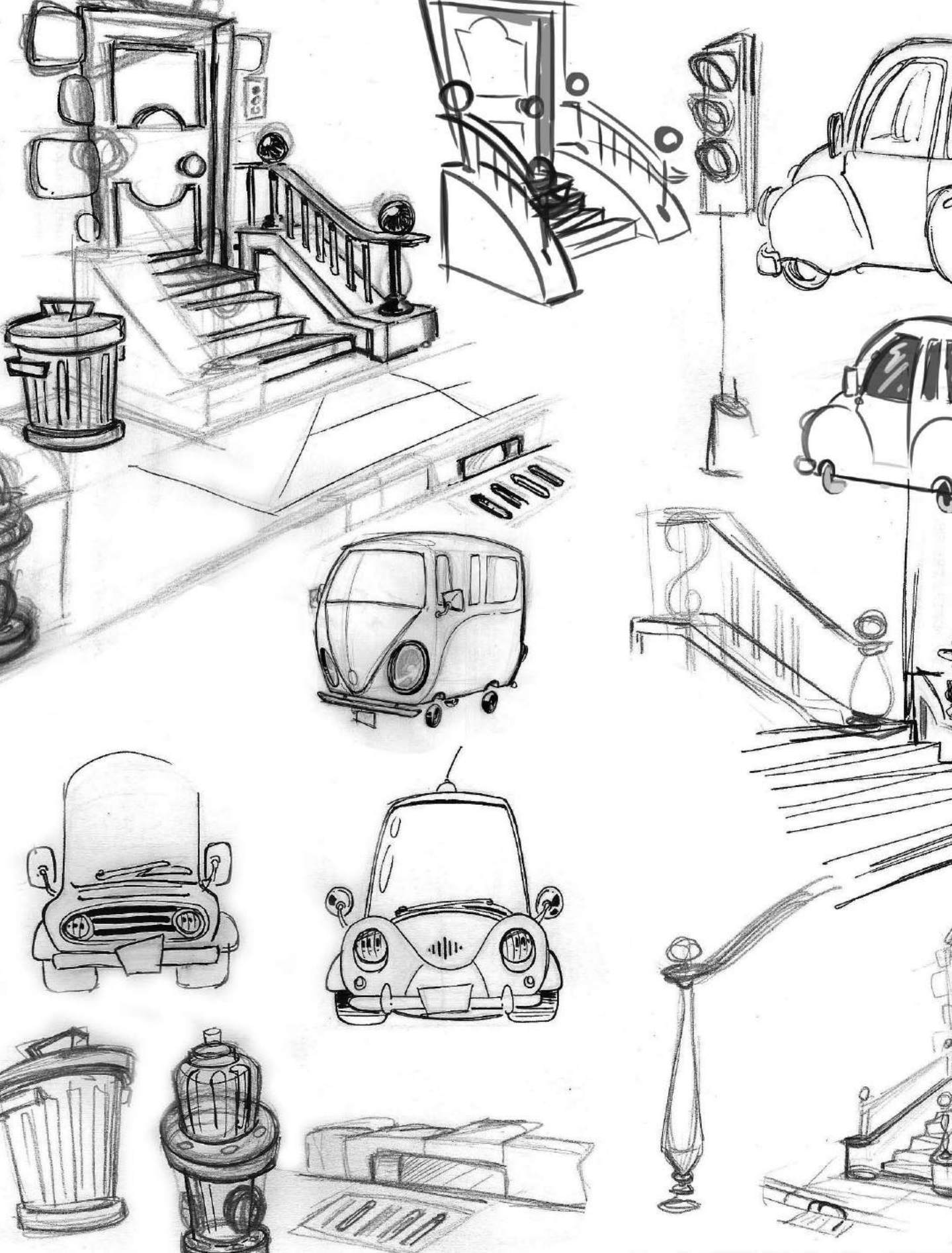


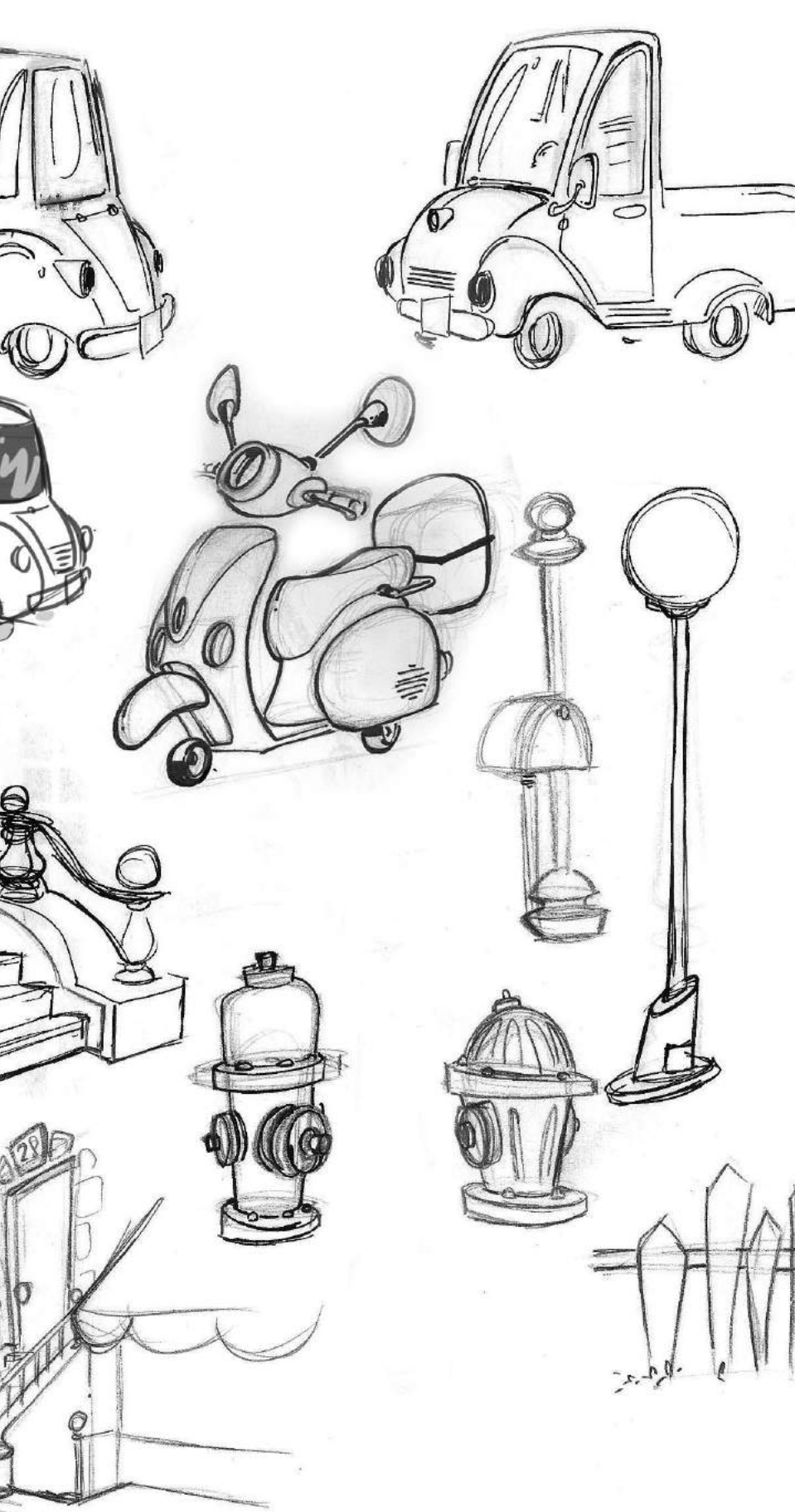
PROPS

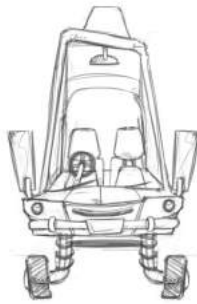
VEICLES











**AUTO
DESIGN**



SIDE



FRONT

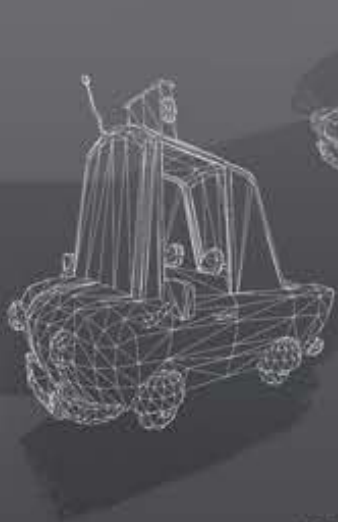


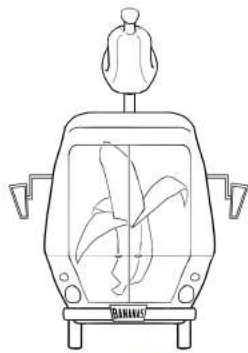
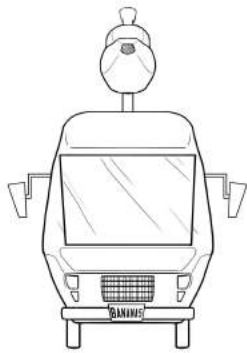
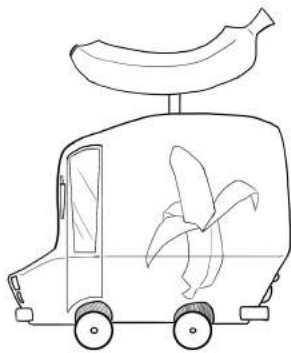
3/4



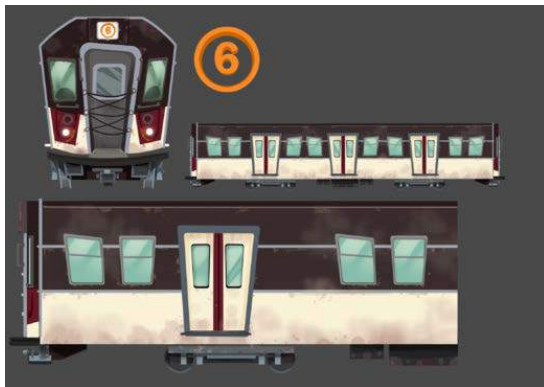
BACK

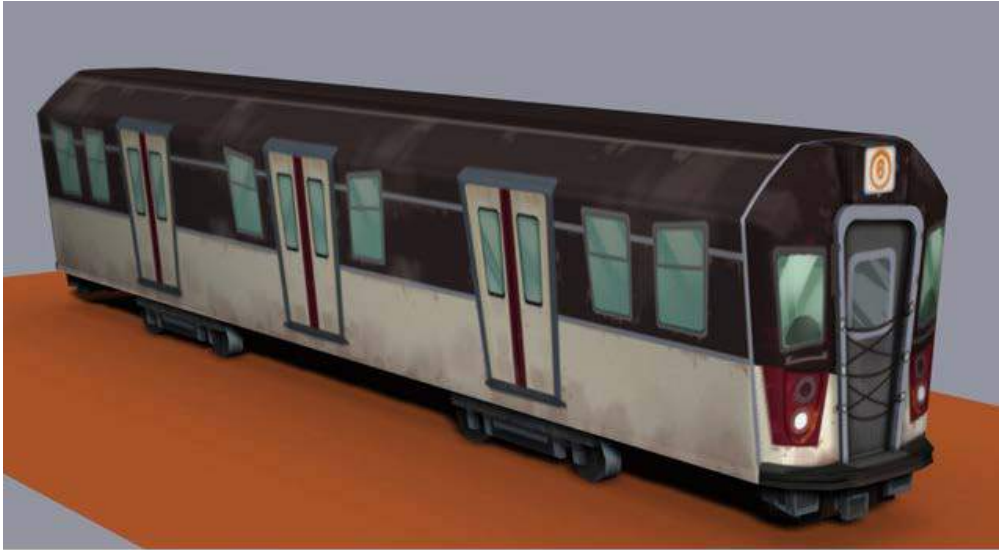




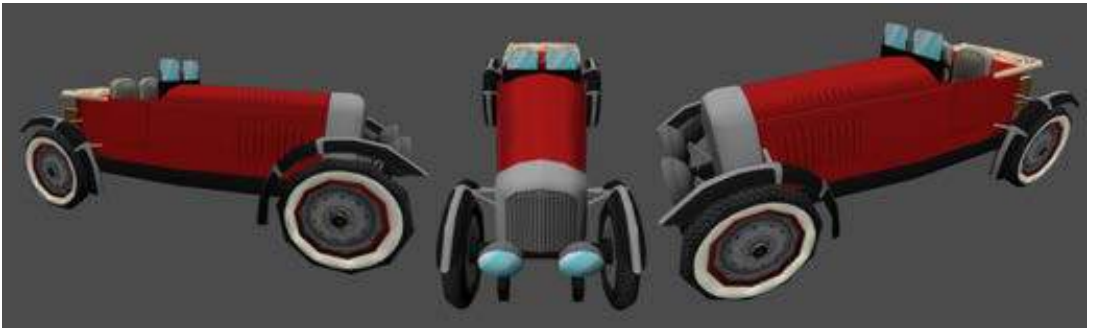


SIZE = ICE CREAM TRUCK
+ GIANT BANANA





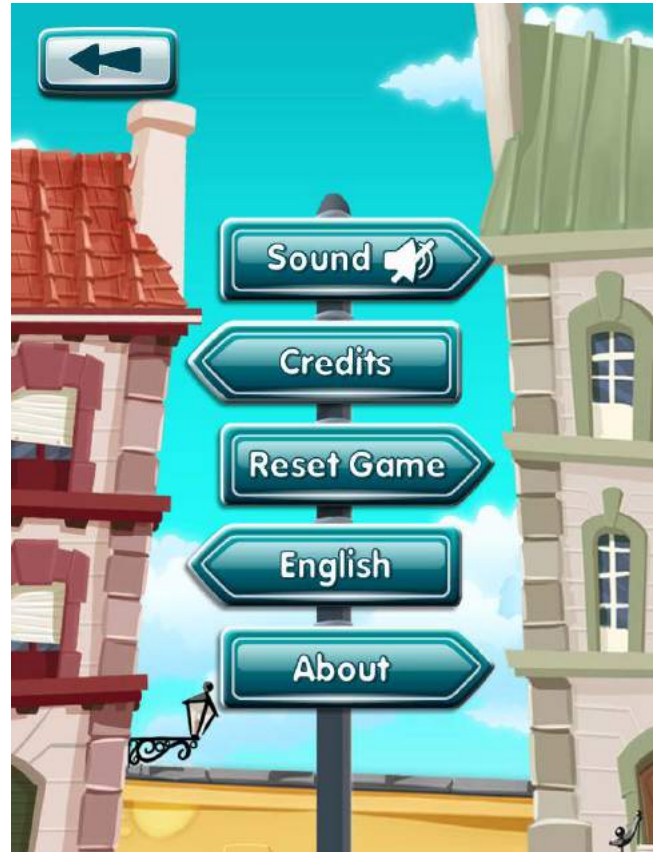






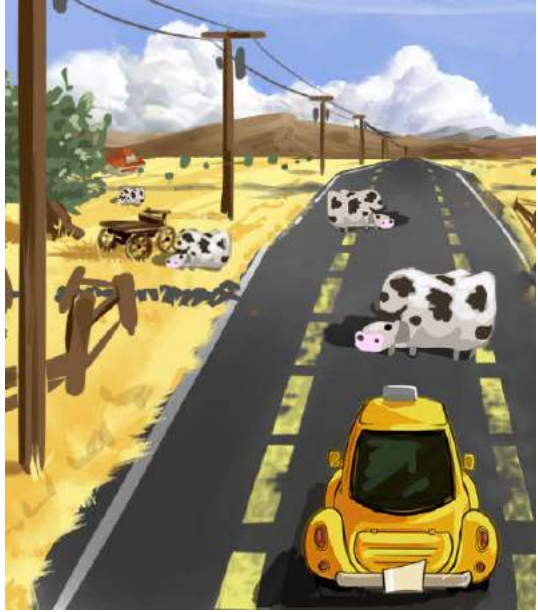


GU

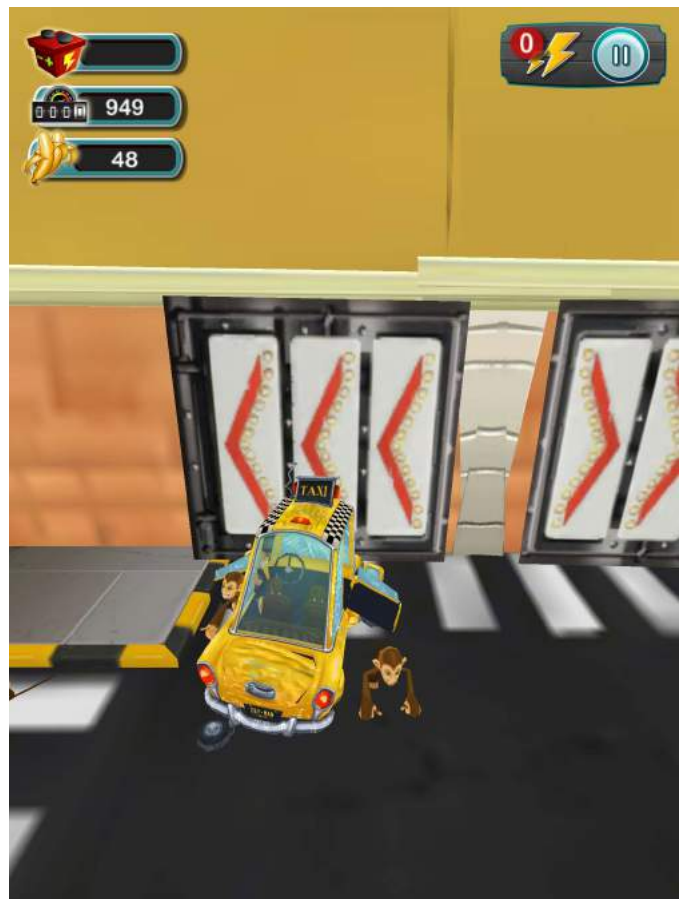
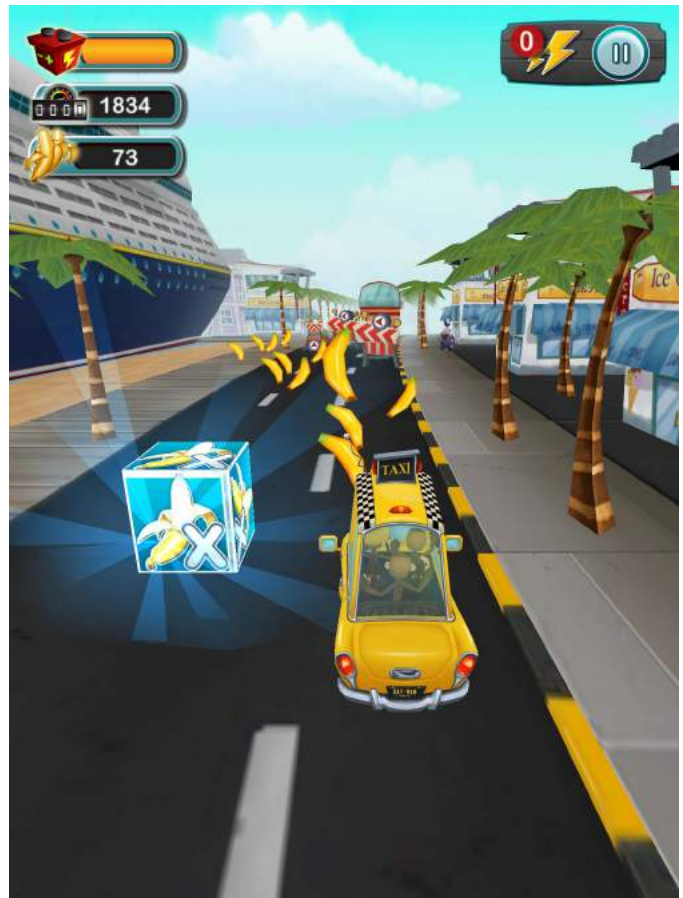




















**DRIVE ME
BANANAS!**







Lead the Way

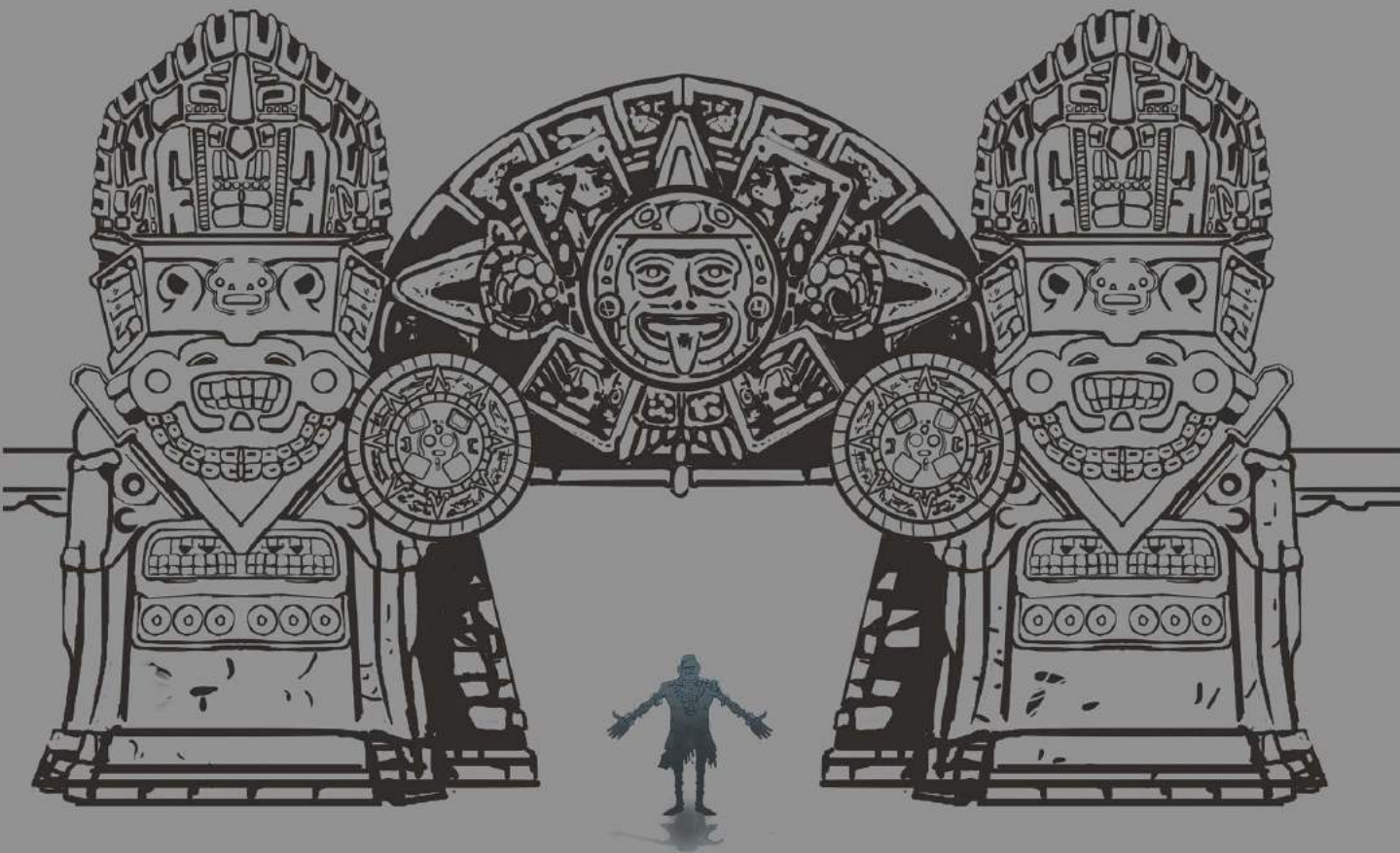
Mid-core Adventure/puzzle F2P mobile game, where the player controls an Alien by drawing on the screen. The Alien has to escape old dungeons full of traps, enemies and puzzles, to recover the lost treasures left by his race a long time ago. With high end 3D graphics, mid-core depth, free to play game design and AAA game design, Lead the way is targeting the high revenue market of mid-core mobile games.

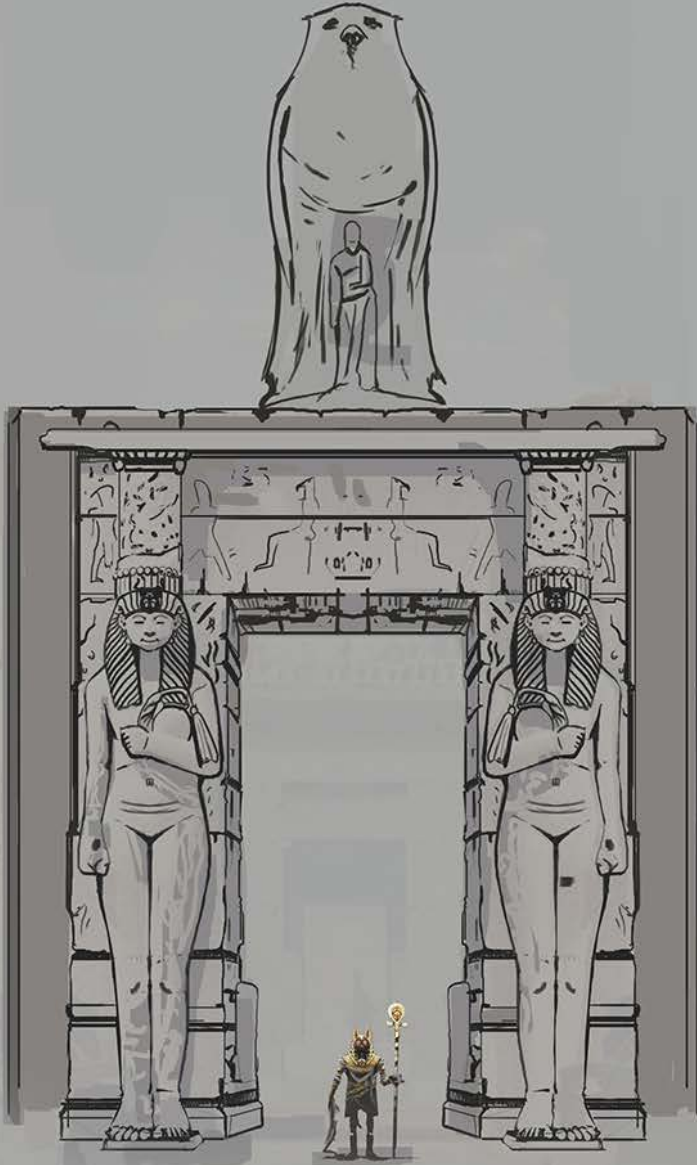
ENVIRONMENT

CON-
CEPT-
ART

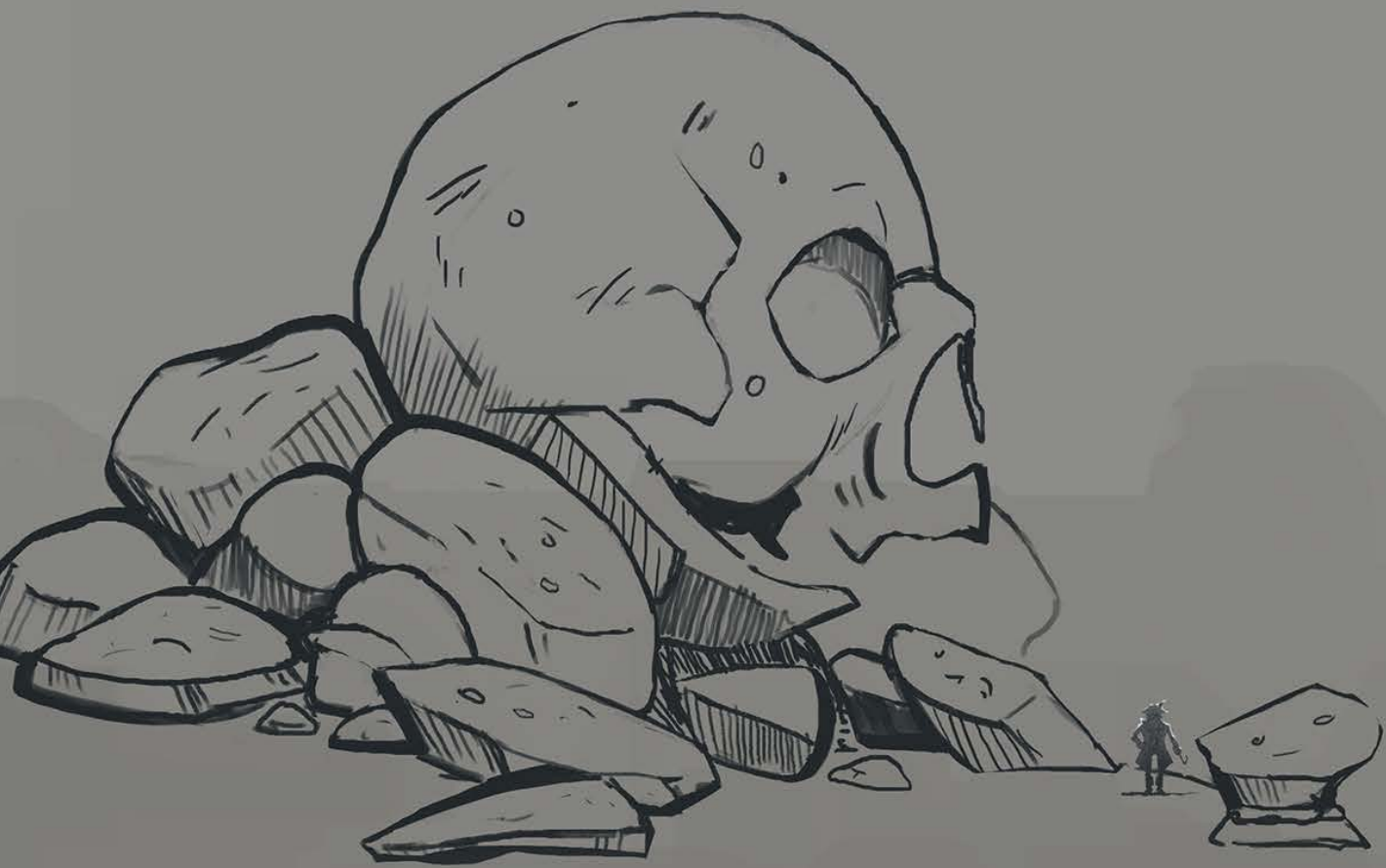














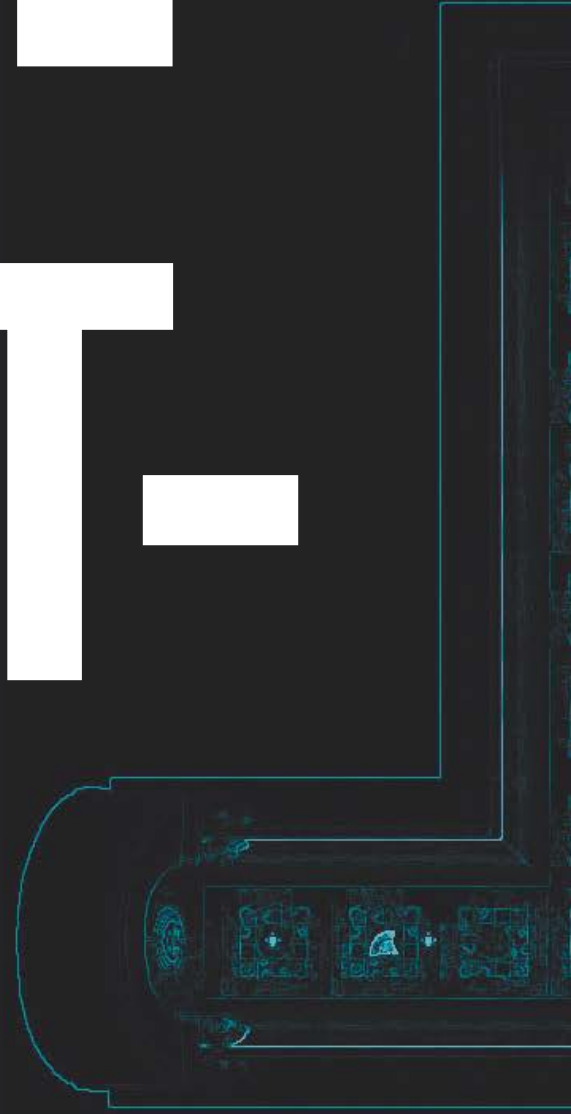


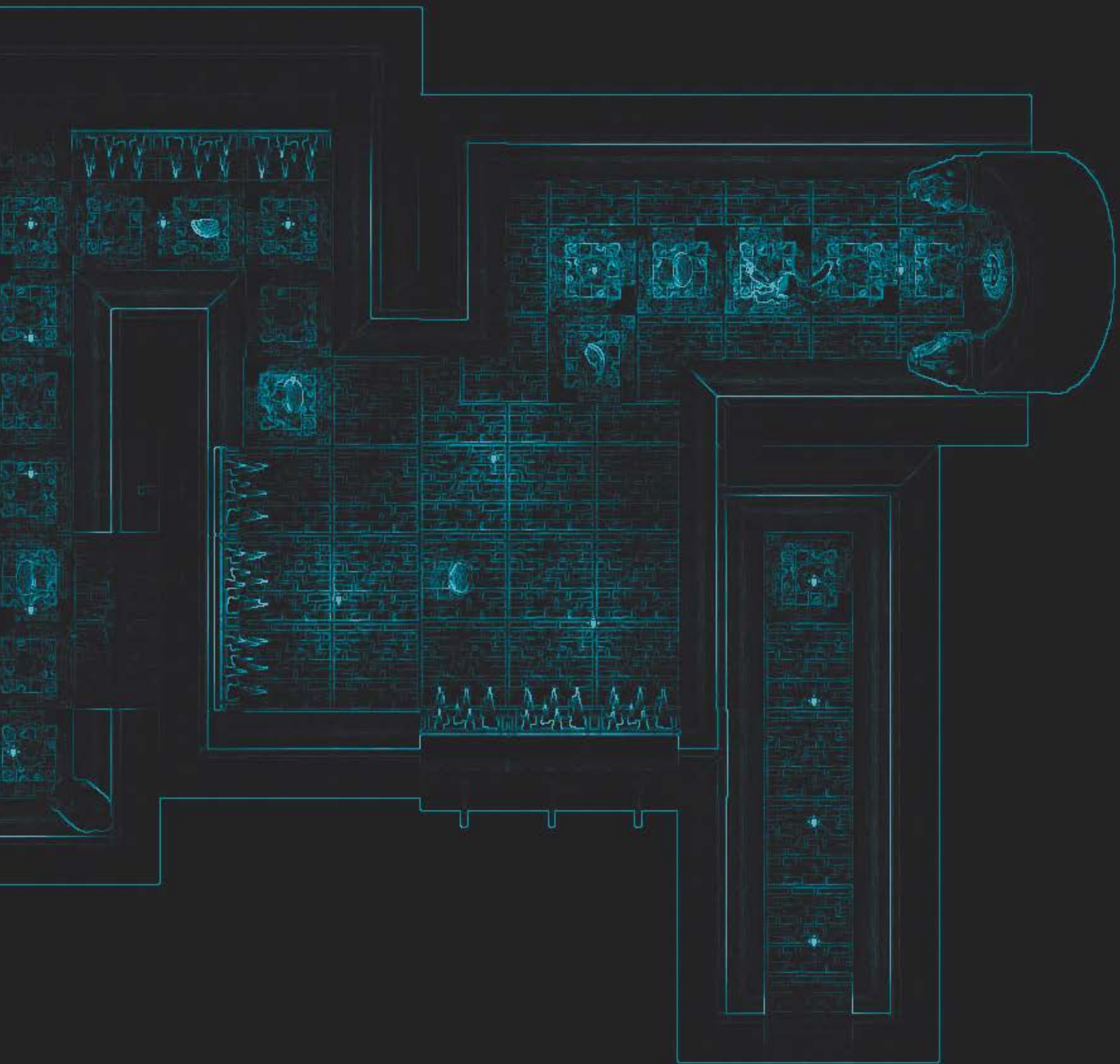




CON- CEPT- ART

LEVELS





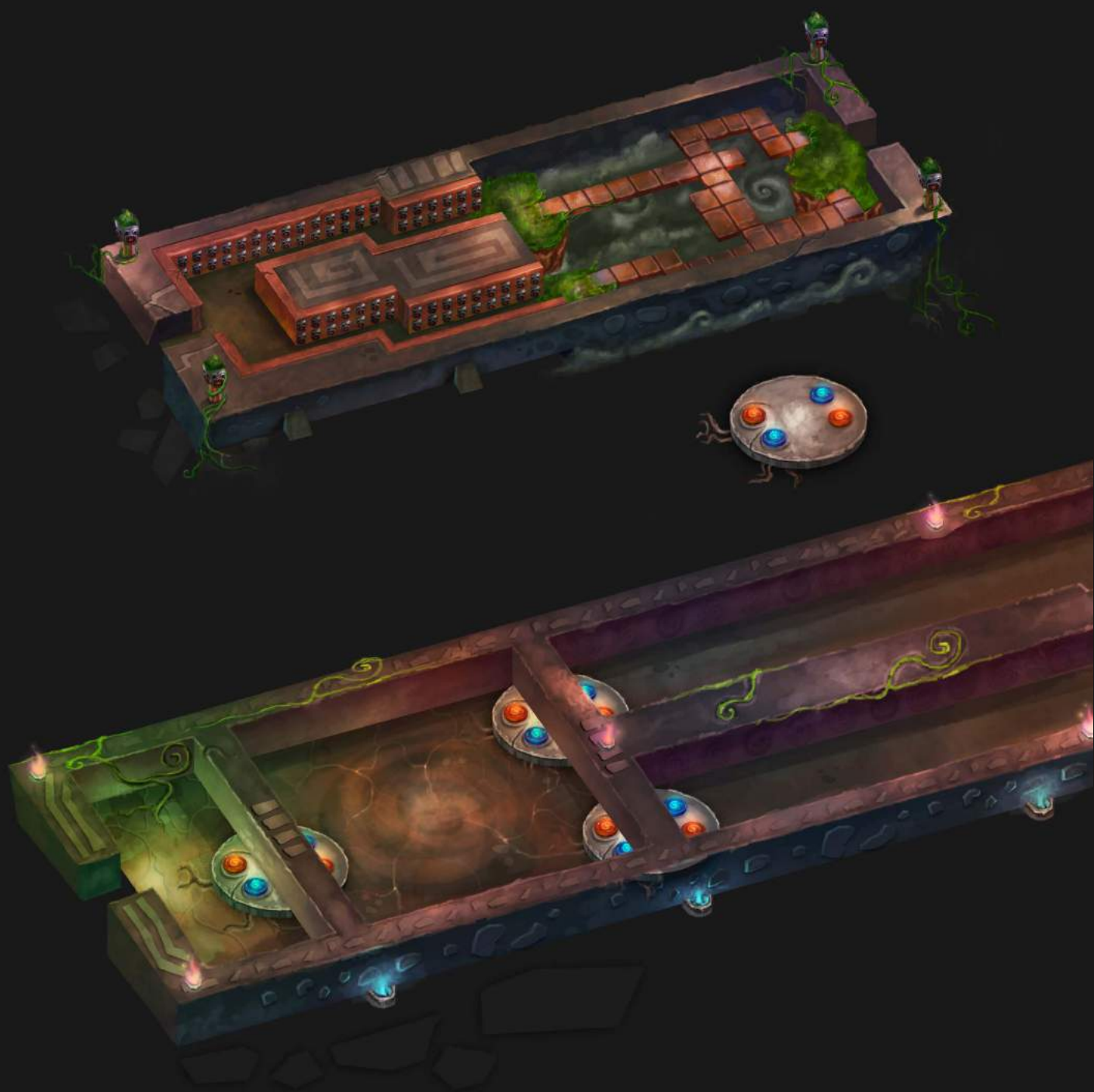


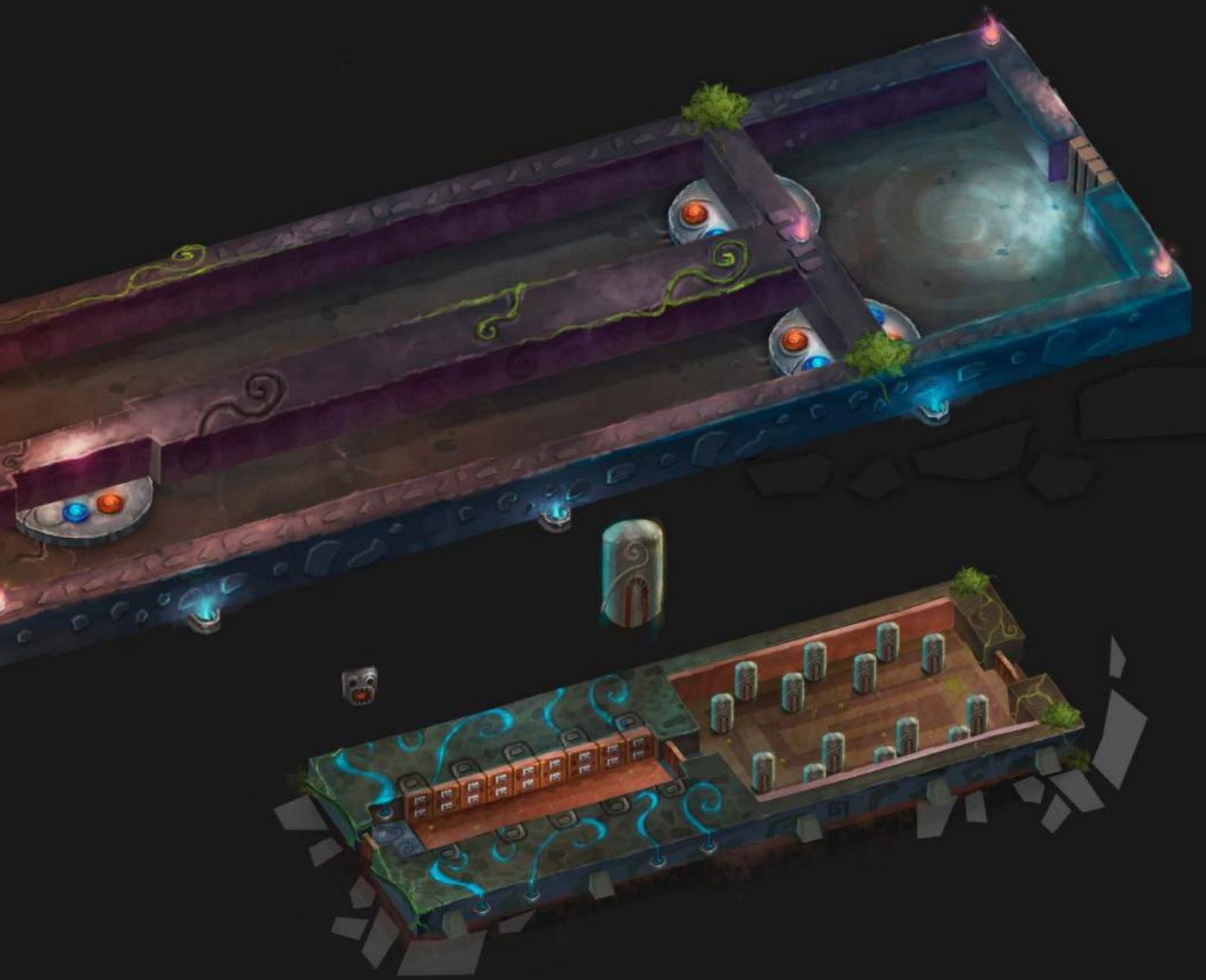


CONCEPT
ART







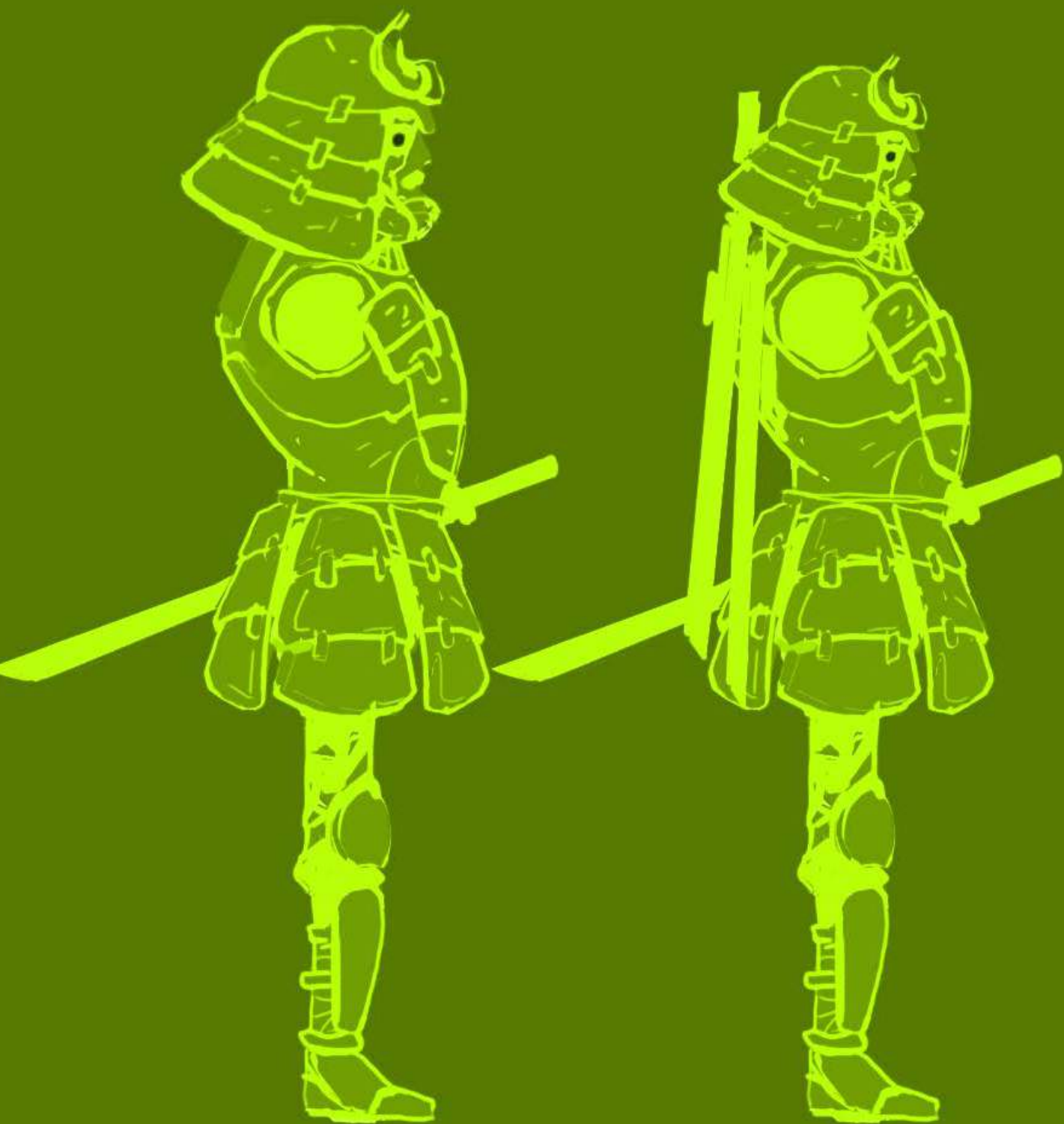


CHARACTERS

CON-

CEPT-

ART















3D

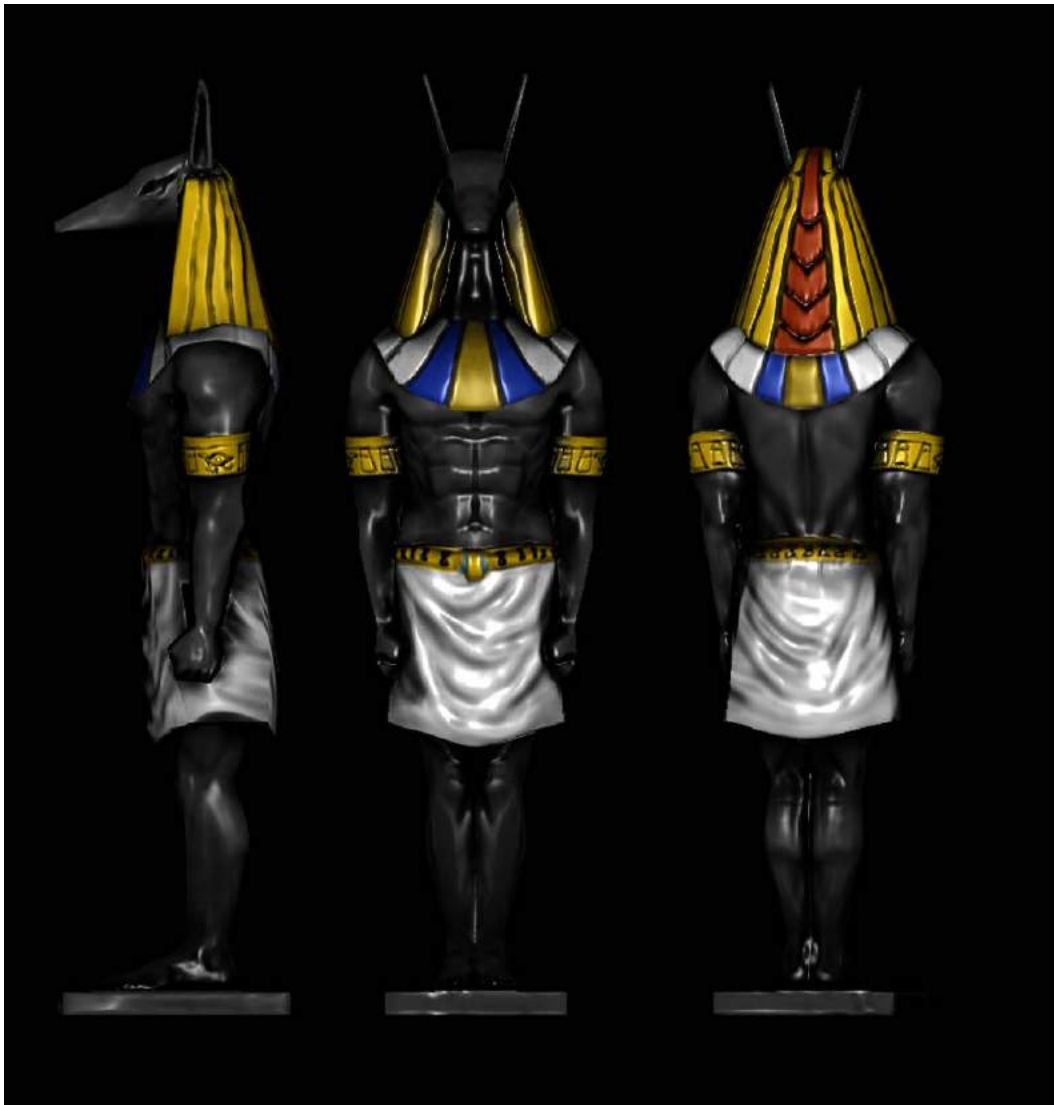
ART





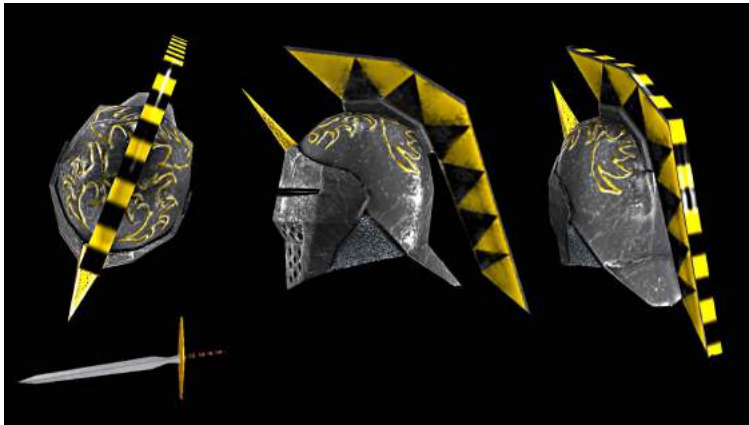




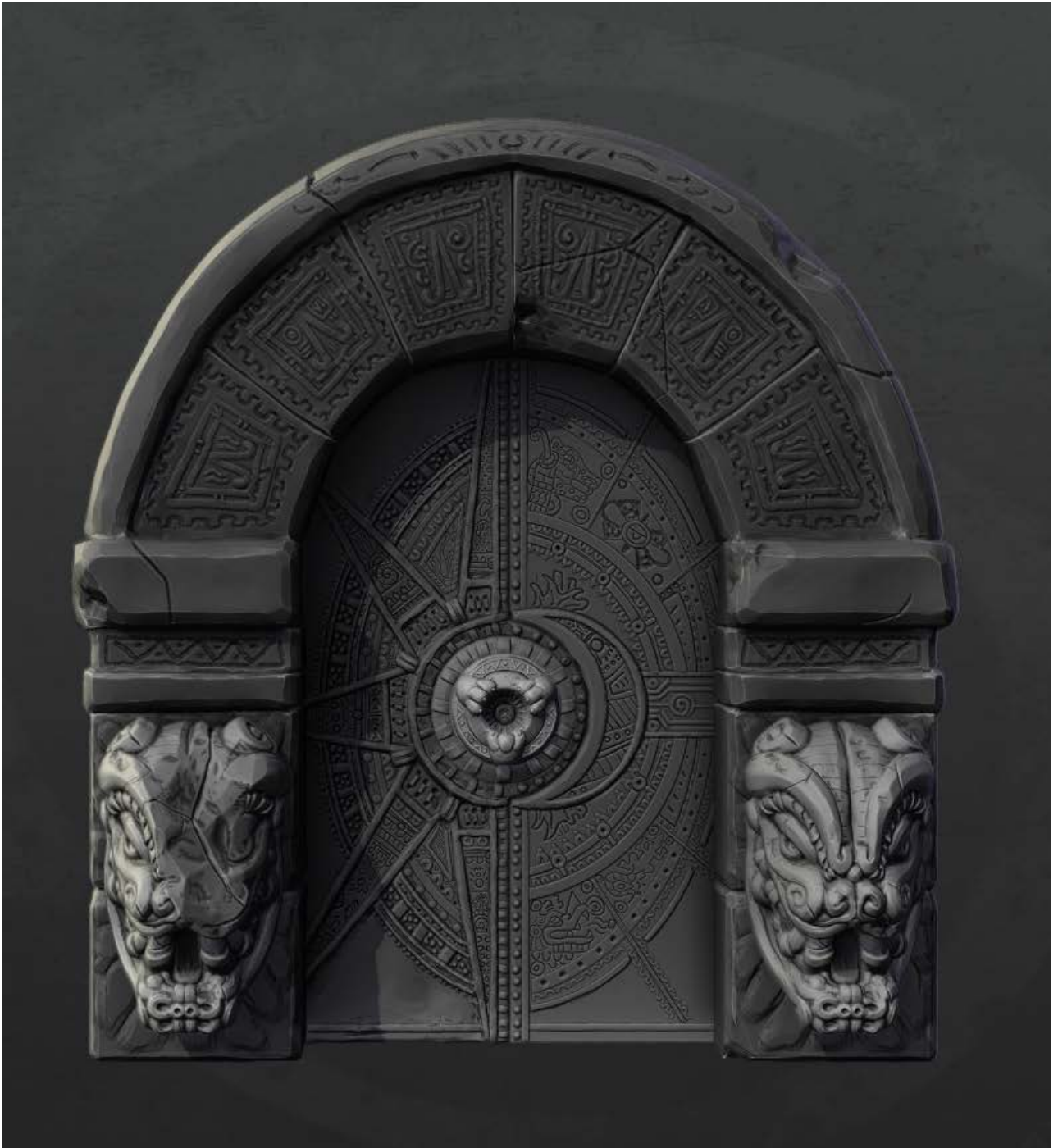


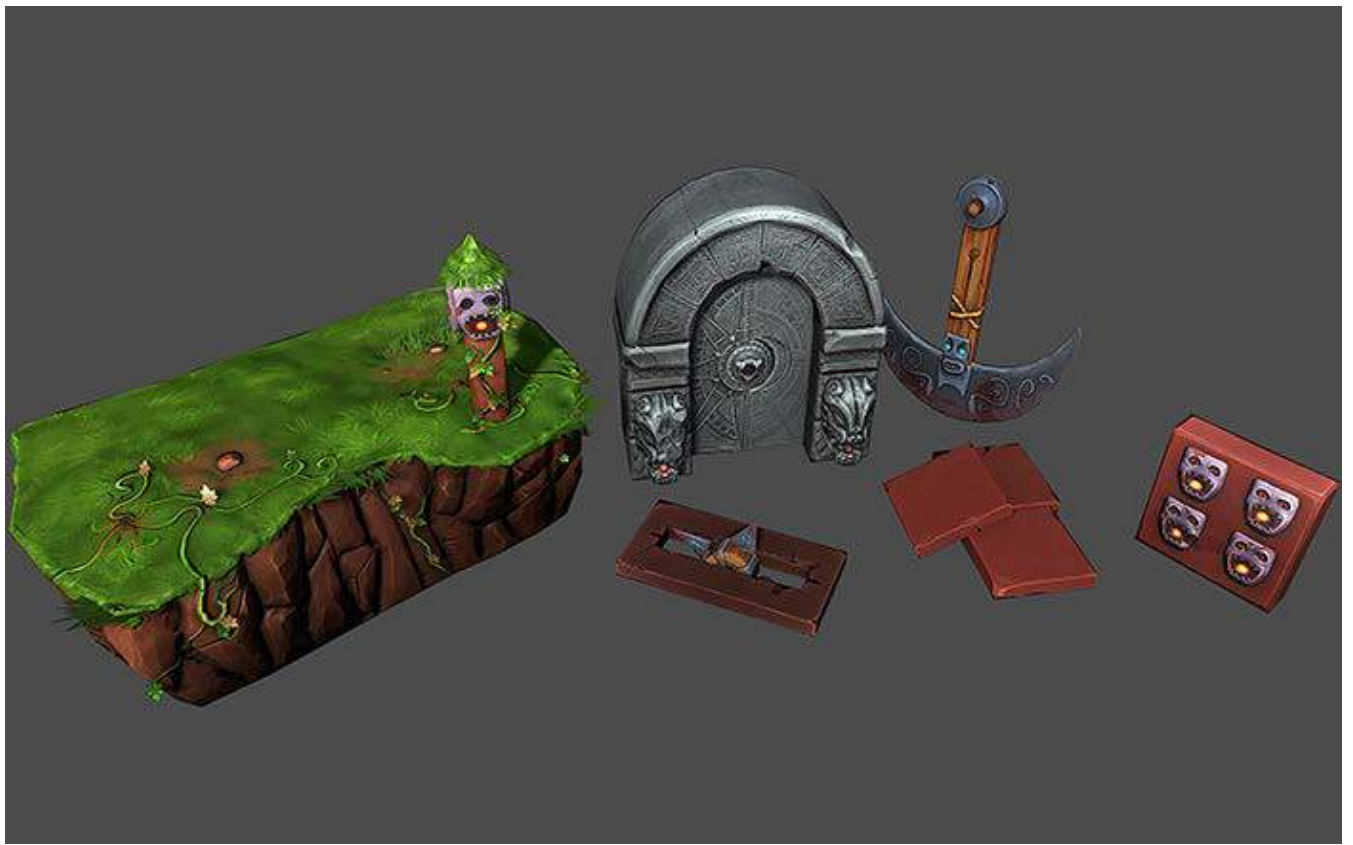














Agent awesome is a PC Strategy hard core game, Press Start Outsourcing worked on it for 7 months were we did Level Design, Characters Design, concept art, 3D art, programing and production.

CON-
CEPT-
ART





5 THE PERFECT MANAGER



6 THE PERFECT MANAGER 2.0



CONCEPT ART
Christina

8 THE PERFECT MANAGER 2.0



6 THE GOD COMPLEX
SCIENTIST



CONCEPTART
Charter
DESIGN

5 THE EDUCATIONAL
SCIENTIST



CONCEPTART
Charter
DESIGN

3 THE SALES
MANAGER



CONCEPTART
Charter
DESIGN



CONCEPTART
Charter
DESIGN



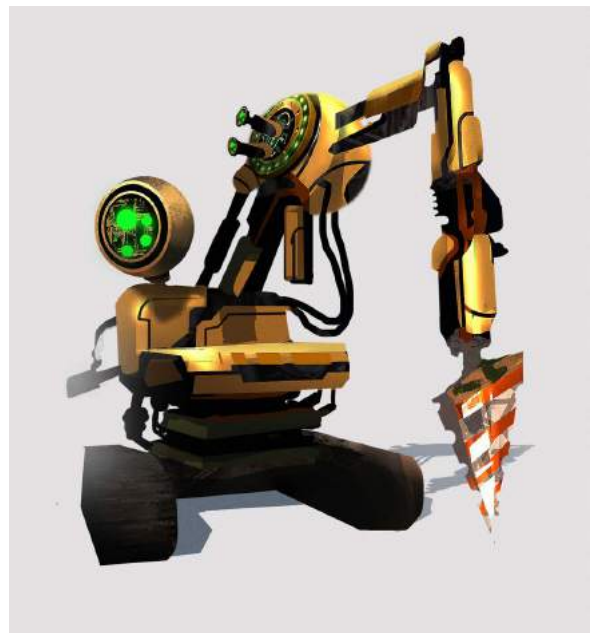


7 THE PARANOID
SCIENTIST















GUN

WEAPONS

ASSAULT RIFLE  534800



BUY

RANGE:
Level

DAMAGE:
Level

CAPACITY:
Level

 120

 **Handgun Upgrade** X

RANGE: 10,000
Level **UPGRADE**

DAMAGE: 5,000
Level **UPGRADE**

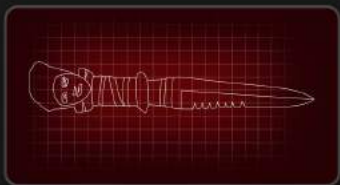
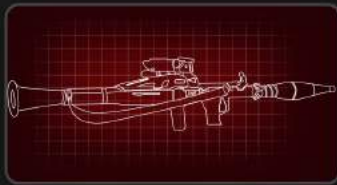
CAPACITY: 10,000
Level **UPGRADE**

UPGRADES

PRE-MISSION

Blueprints

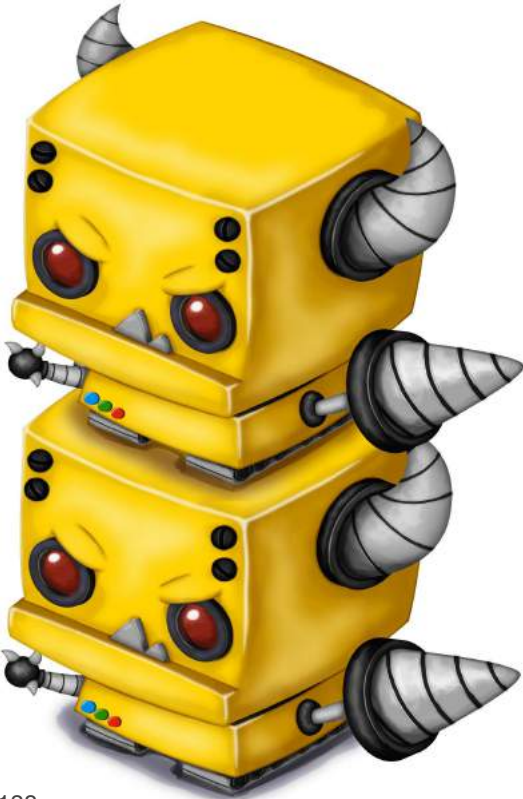
	ASSAULT RIFLE	 Assault Rifle Upgrade RANGE:  ★ DAMAGE:  ★ CAPACITY:  ★
	PROXIMITY MINE	
	RPG	
	STUN GRENADE	
	FIBER WIRE	



FUTURE PROJECTS



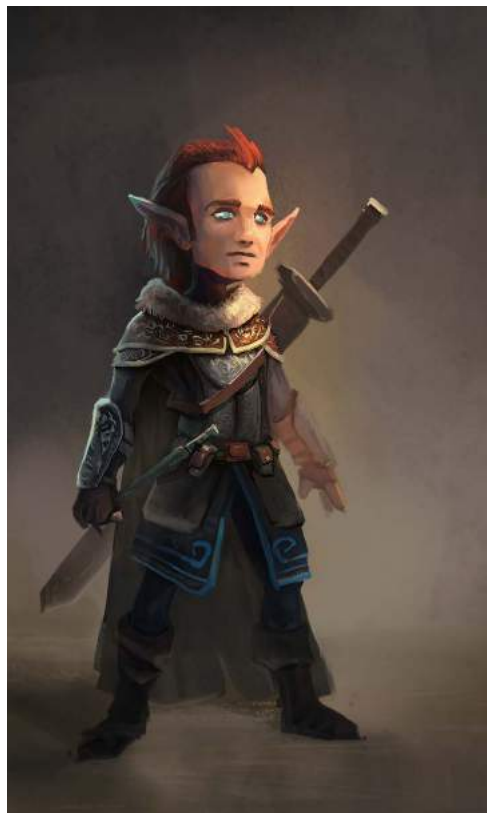
























Art Directors

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Ivonne Tovar.

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Mike Walters, Dustin Boyle, Chau Chien Hung,
Mary Paulson, Jeremy Minor, Sebastian Kowoll,
Juan Herrera, Ivonne Tovar, Catalina Bobadilla,
Daniel Romero, Vanessa Guampe.


3D Artists

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Ali M. Novin, Willson Guerrero, Andrew Susanto,
Tuan Bui, Dustin Boyle, Carlos Quintero, Vitaly
Burov, Jeremy Roland.



Editorial Design
Ivonne Továr

Editorial
GGDG



Luis Parra
Co-Founder / CEO
René Serrato
Co-Founder / CTO
Ivonne Tovar
Co-Founder / CDO



