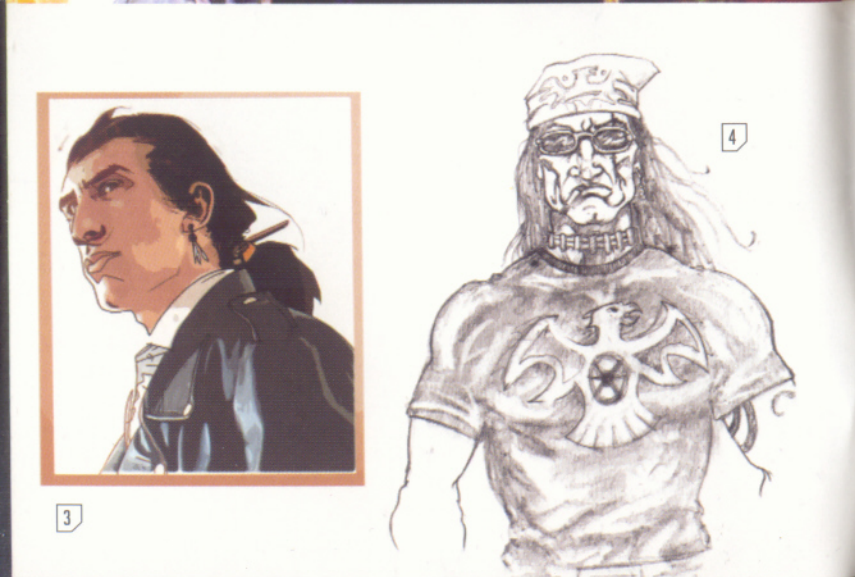


THE ART OF  
PREY

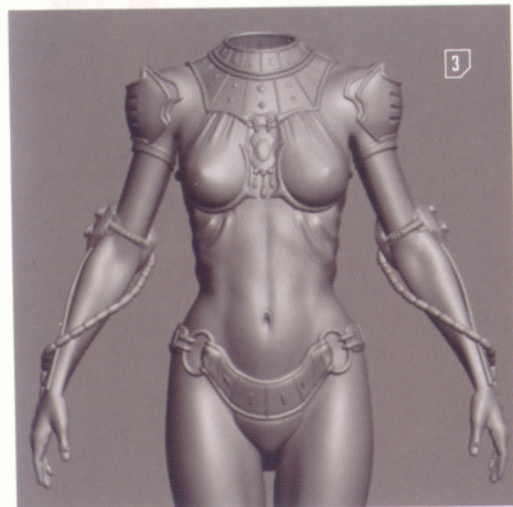


# CHARACTERS



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

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

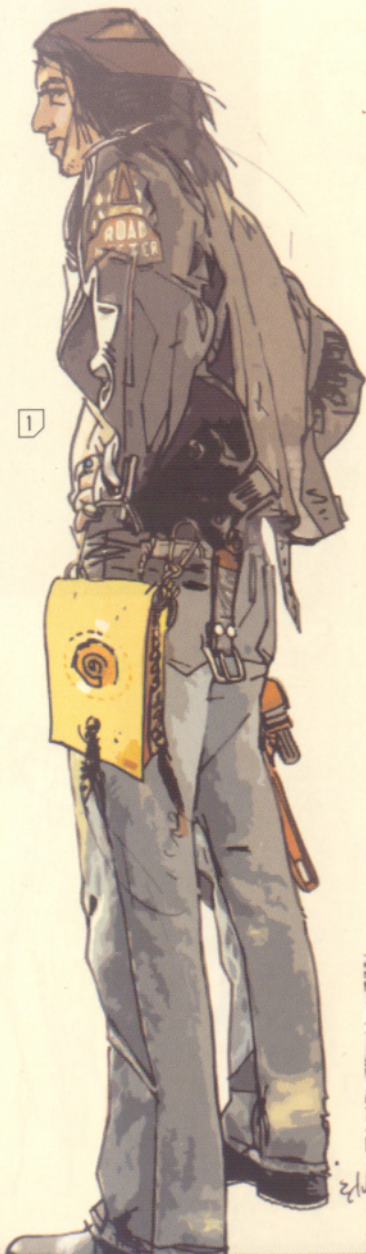




1/3/4/5. Ashley Welch- Hider Concepts, 2. Liquid Development- Hider Model



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 Garqan-

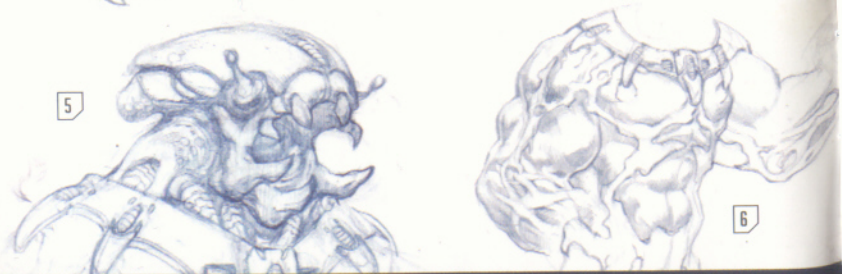
Tommy Concept, 4. Ted Halsied- Tommy Concept, 5. Eli Quinn- Tommy Concept



# 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



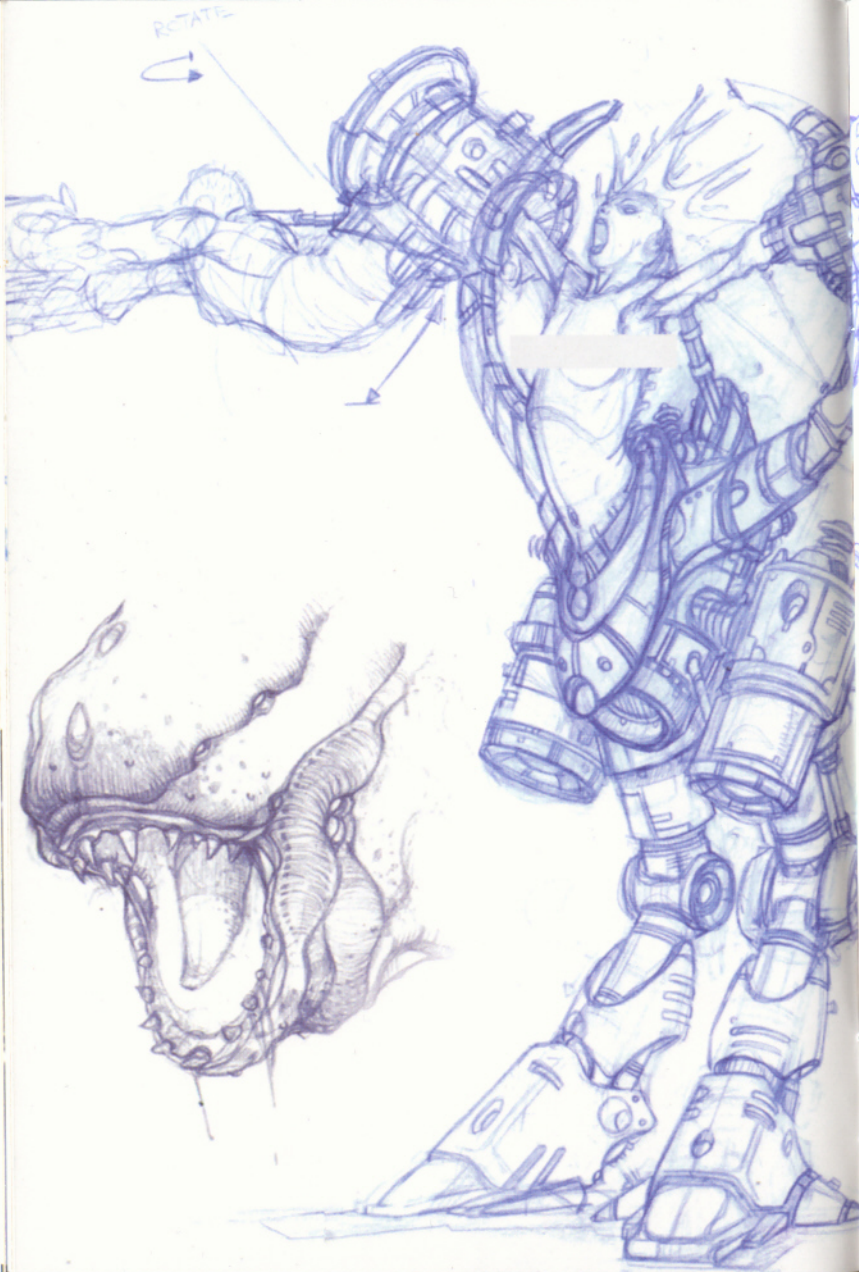
Ashley Welch- Mutate Concepts



Ted Halsted- Mutate Concepts



Plastic Wax- High Poly Model of Mutate



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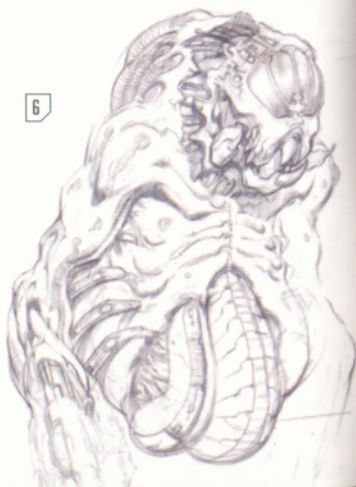
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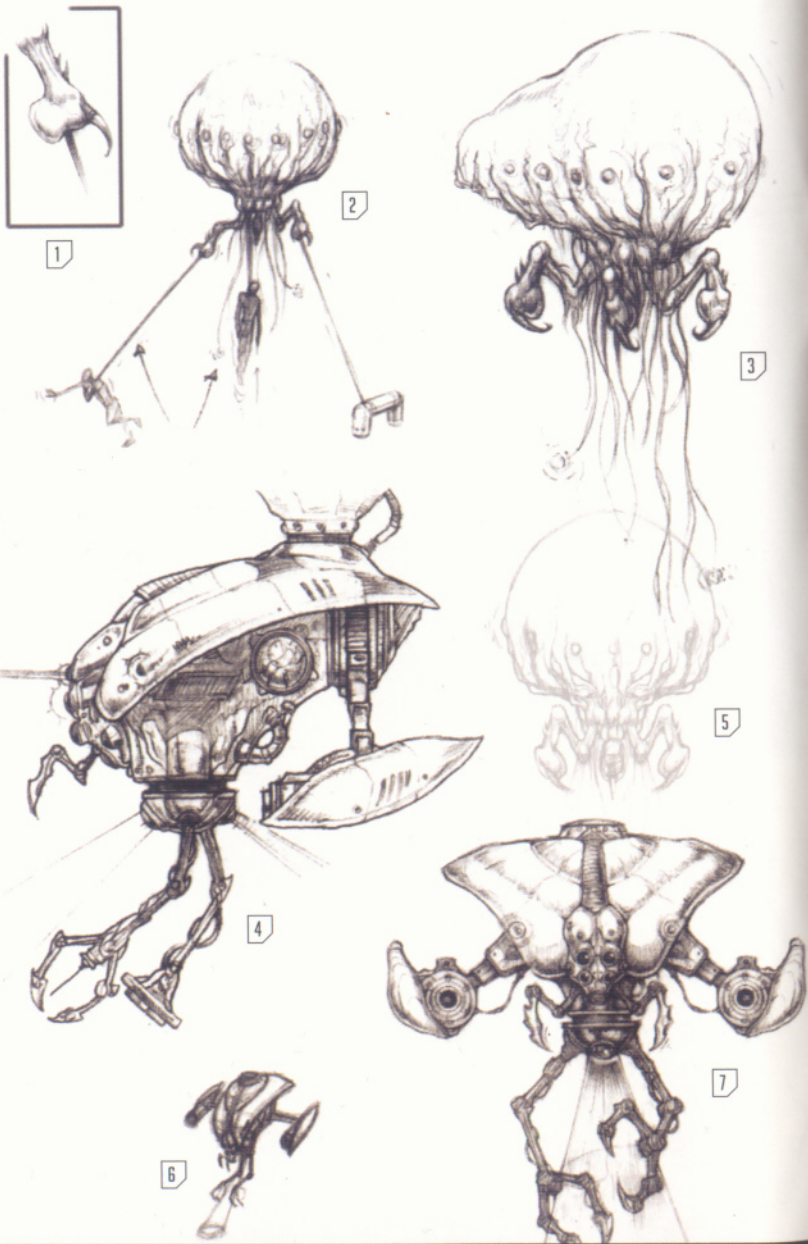


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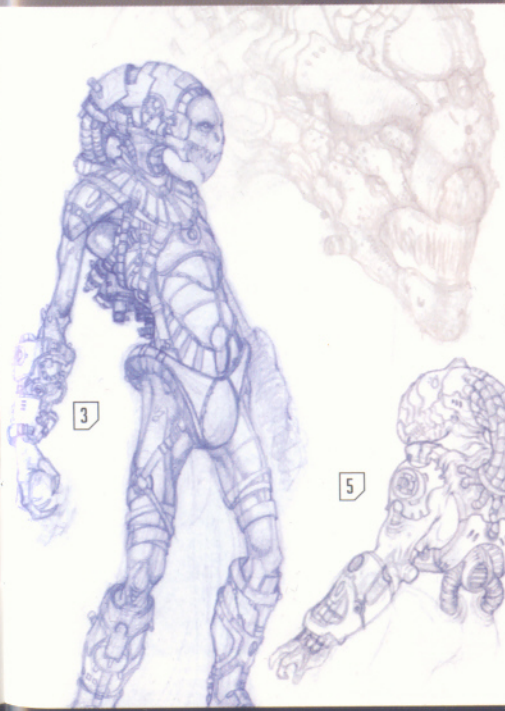
1/2/3/5. Jim Sumwalt- Gasbag Concepts, 4/6/7. Jim Sumwalt- Droid Concepts



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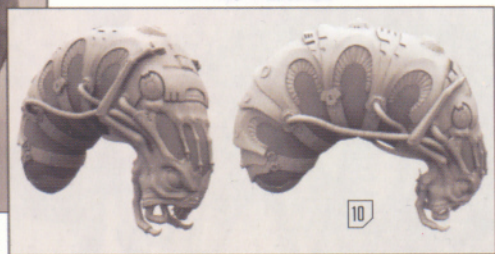
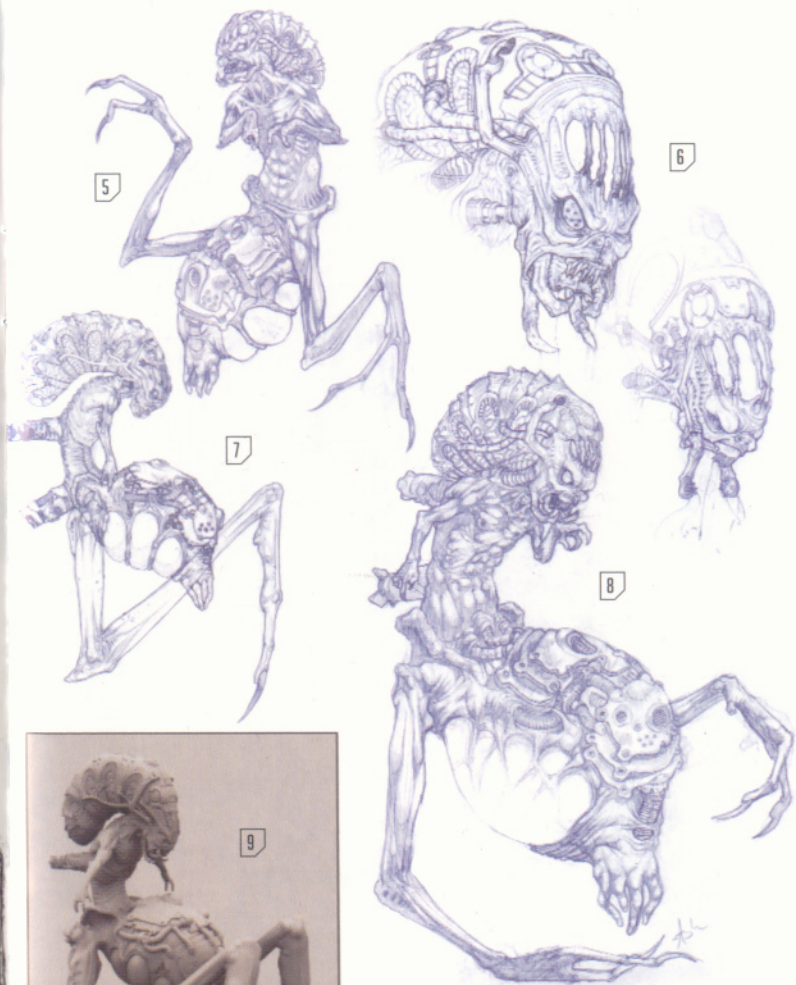
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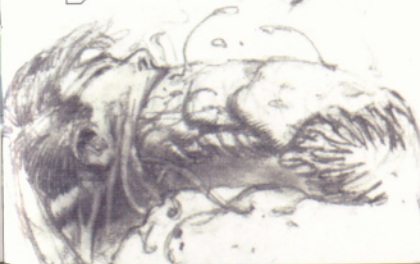
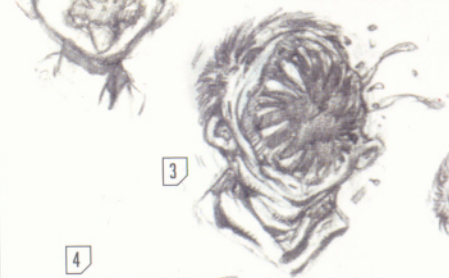
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1. Liquid Development- Hunter Model, 3/4. Jeff DeWitt- Hunter Concepts, 2/5/6. Ashley Welsh- Hunter Concepts





Ashley Welsh- Mutilated Human Concepts



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

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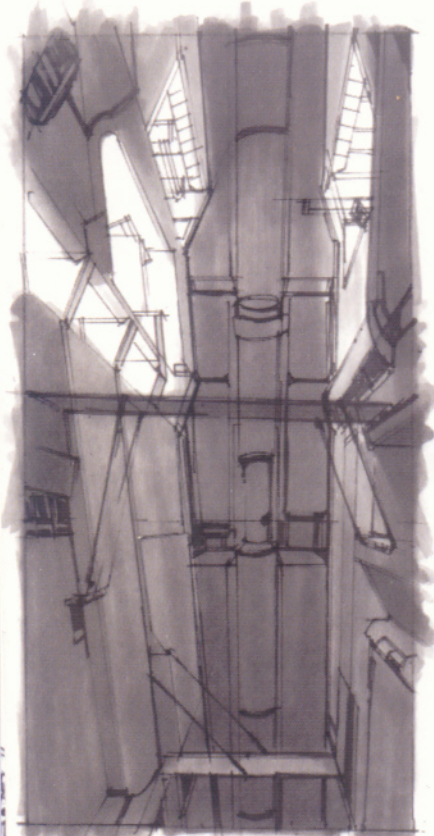




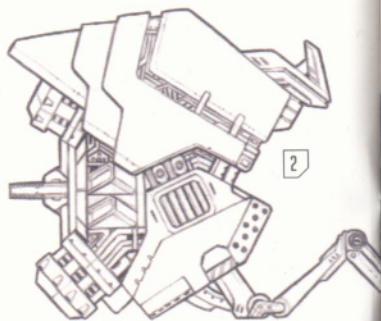


**LEVELS**

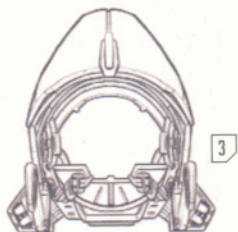
1. James Sumwalt- Wraith Concept, 2/3/5. Ted Halsted- Wraith Concepts, 4. Brett Hawkins- Wraith Concept



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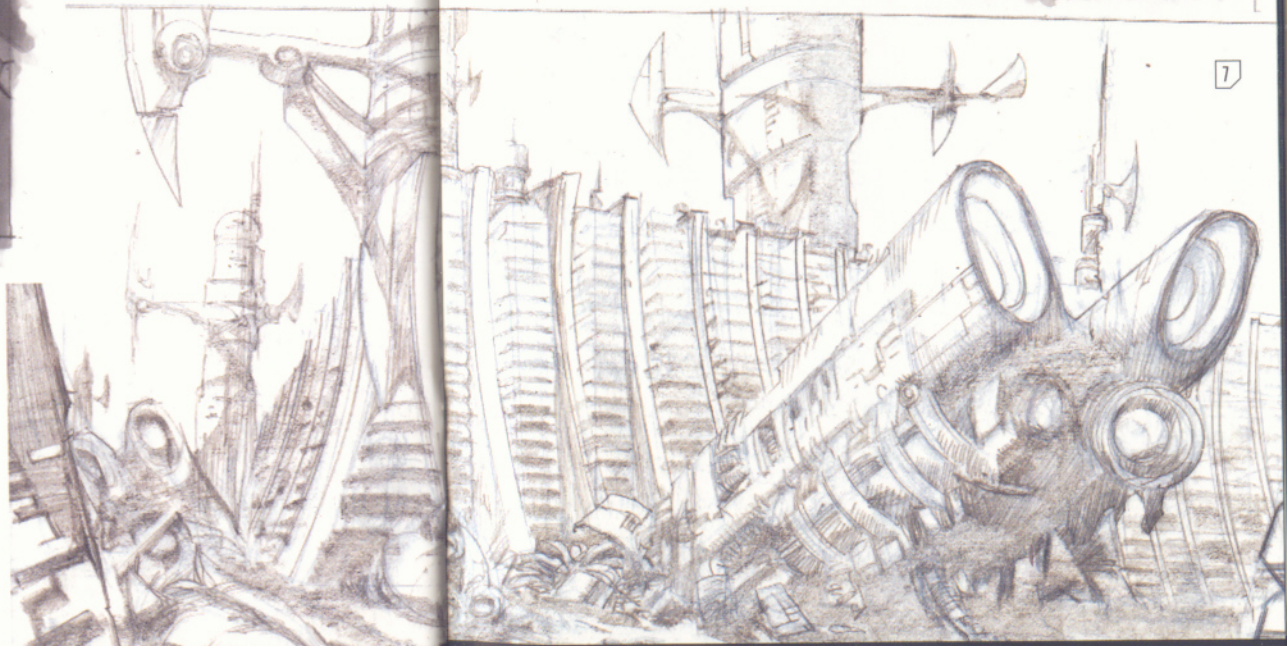
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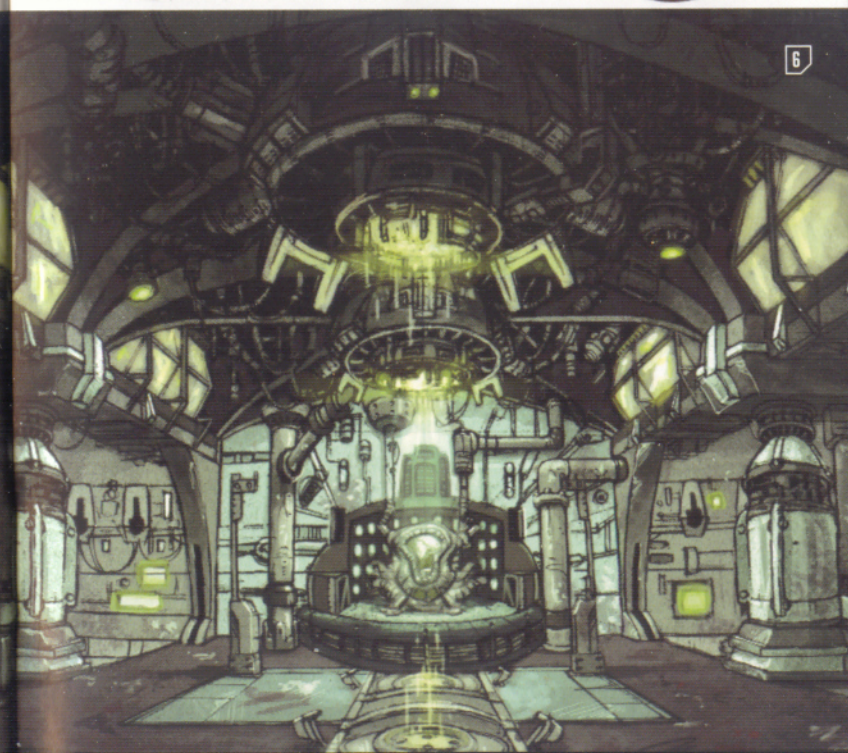
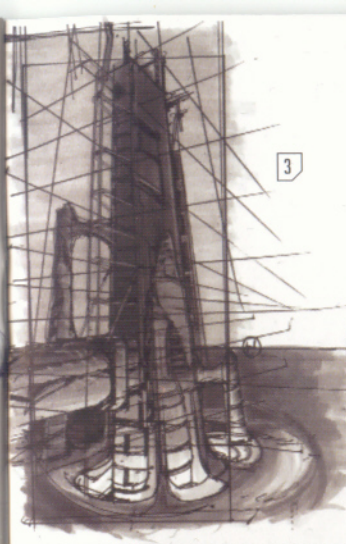
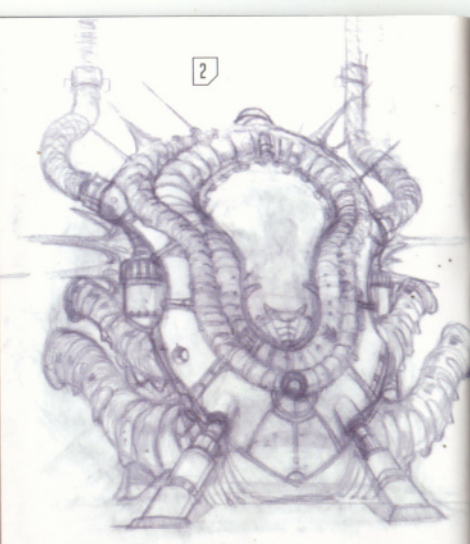
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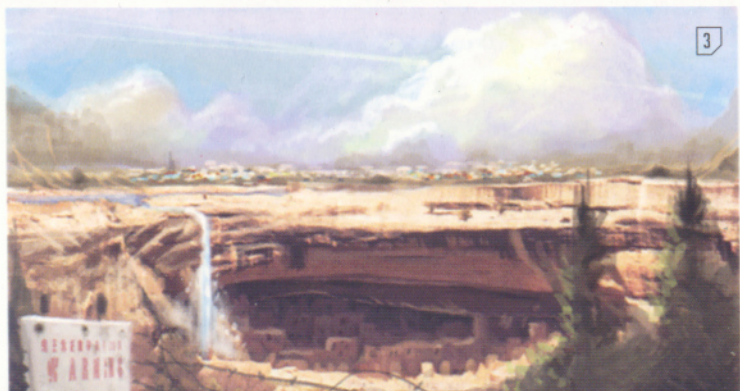
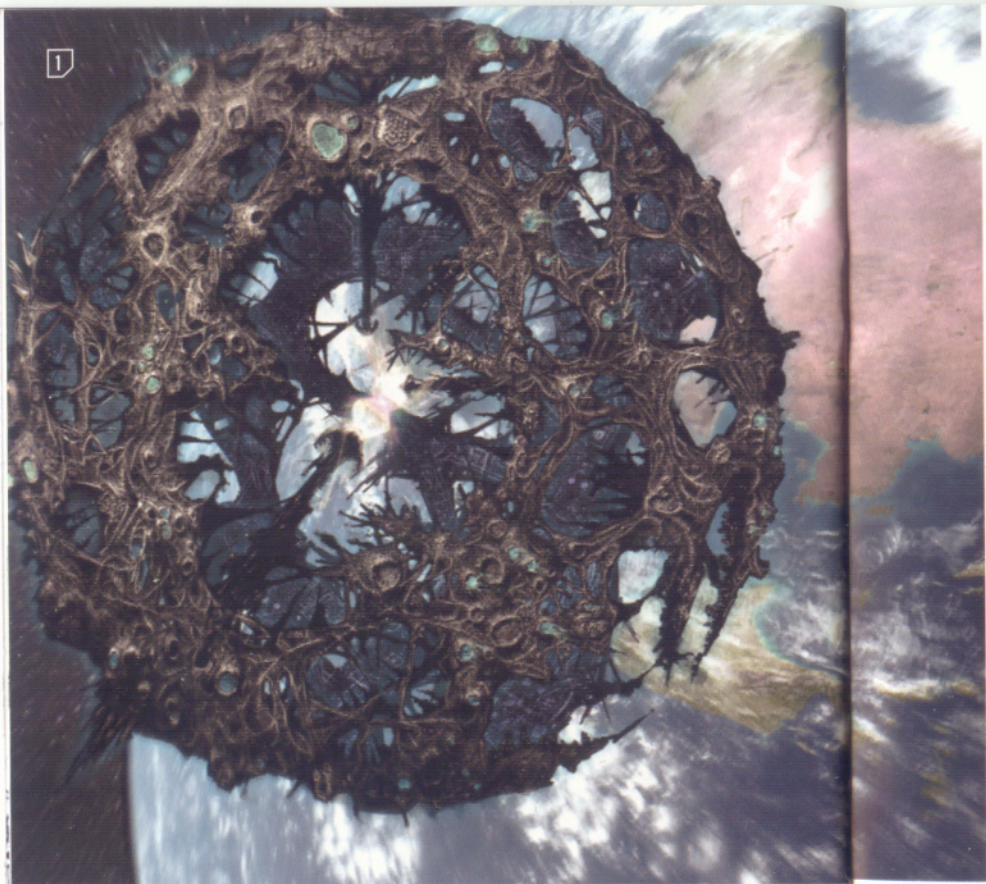
1/5. Brian Frank- Level Concepts, 2/3. Chris Miskic- Machine Concepts, 4. Chris Miskic- Level Concept,

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

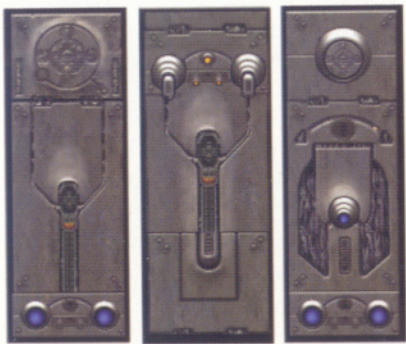


1. Chris Miscik- Tank Concept, 2/5. Jeff Dewitt- JennyX Tank Concept, 3. Brian Frank- Spindle Concept,

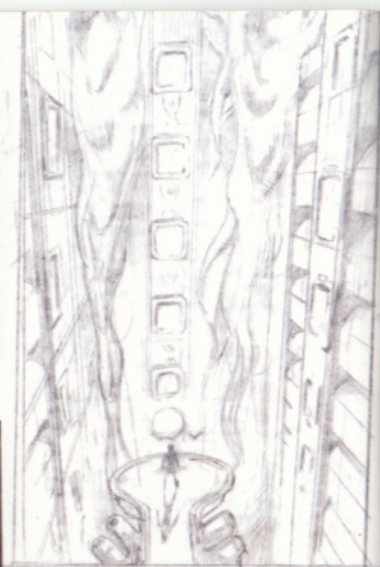
4. Jim Surwalt- JennyX Tank, 6. Chris Miscik- JennyX Room Design



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



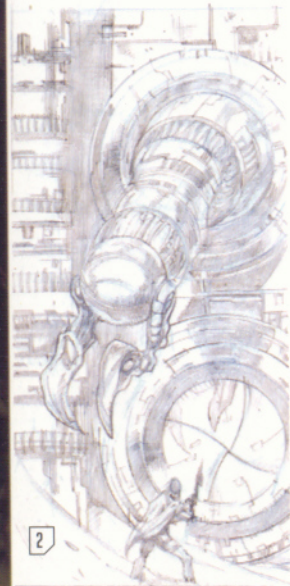
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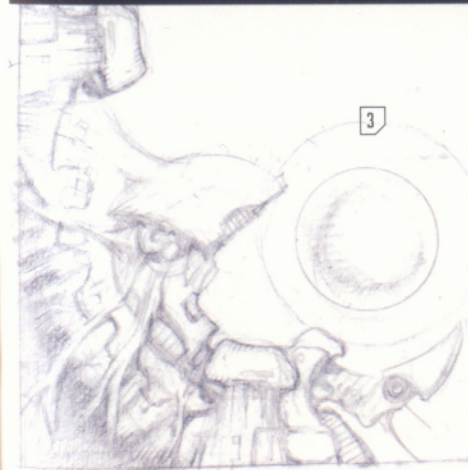
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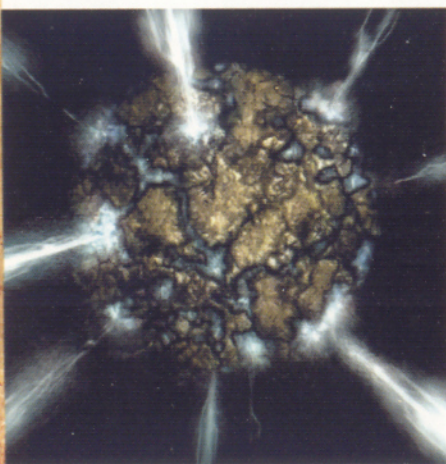
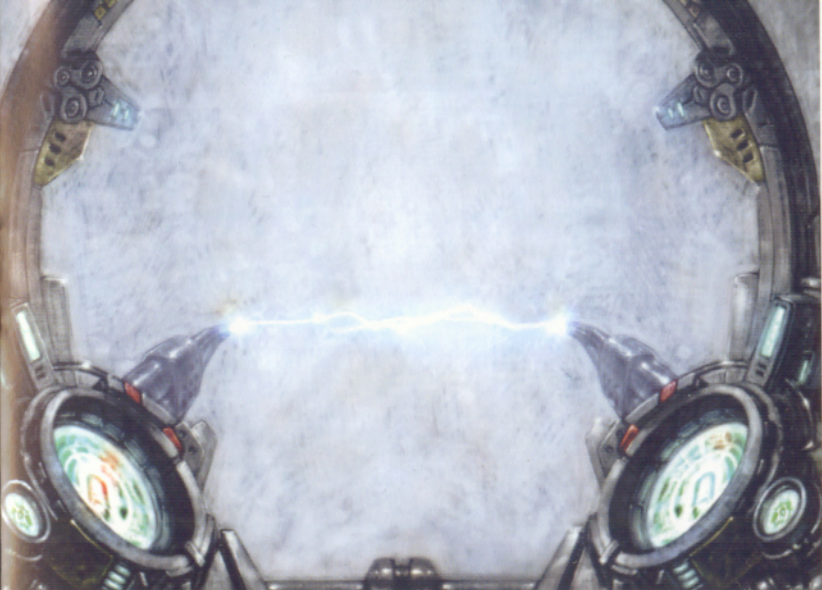
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4

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

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

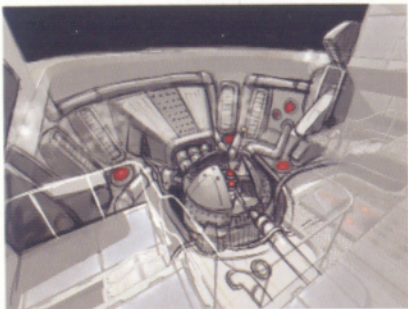


1. Chris Miscik- Sphere Battle, 2. Chris Miscik- SphereBrain Vehicle, 3. Chris Miscik- Mother Design,

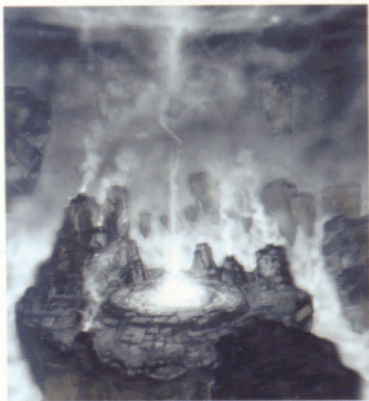
4. Chris Miscik- SphereBrain Stage 1



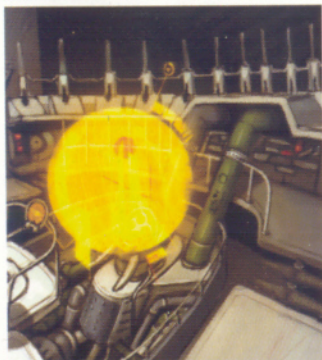
Greg Barr & Chris Miscik- Level Concept



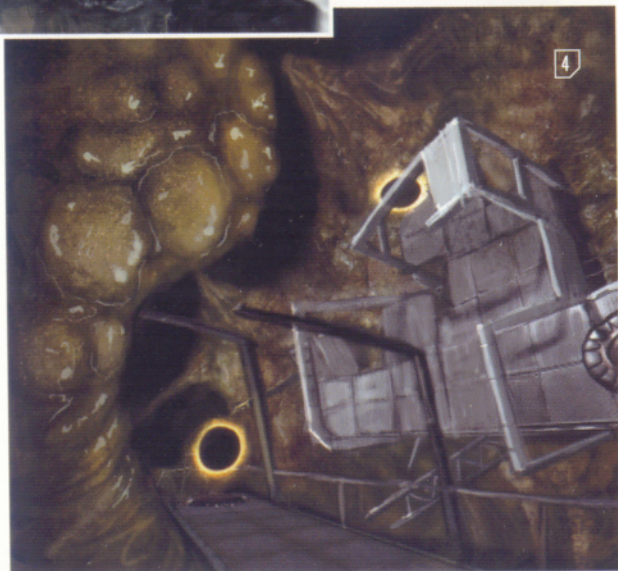
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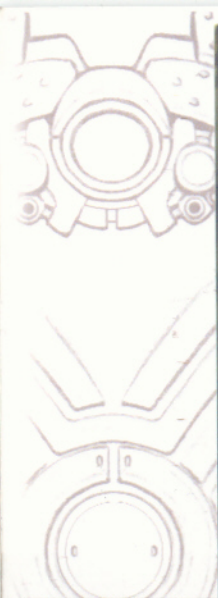
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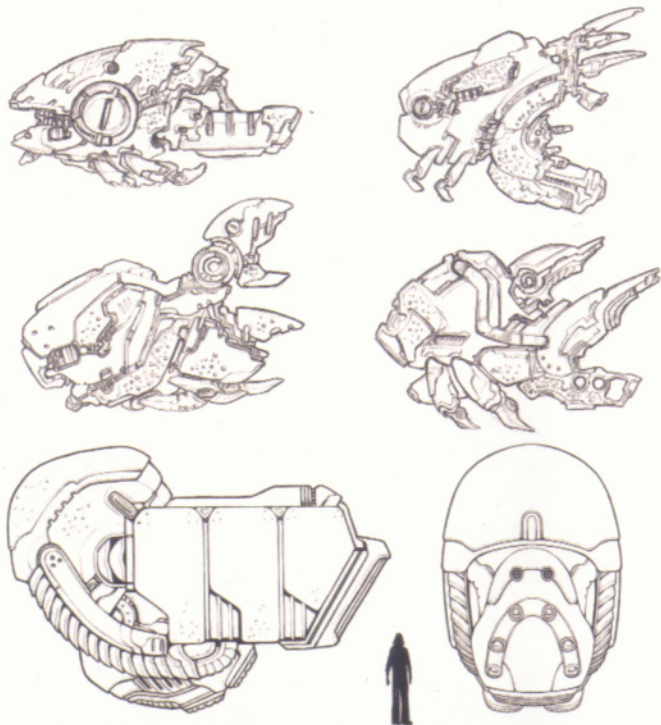




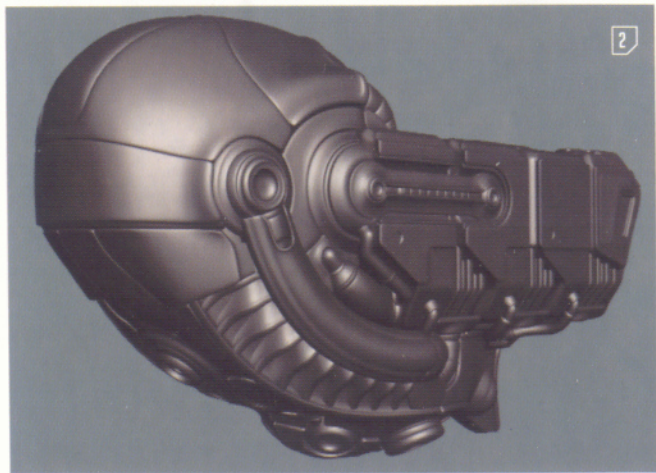


# MODELS

1



2



1. Chris Mischik- Dropship Concept, 2. Jim Sumwalt- Dropship Model

1



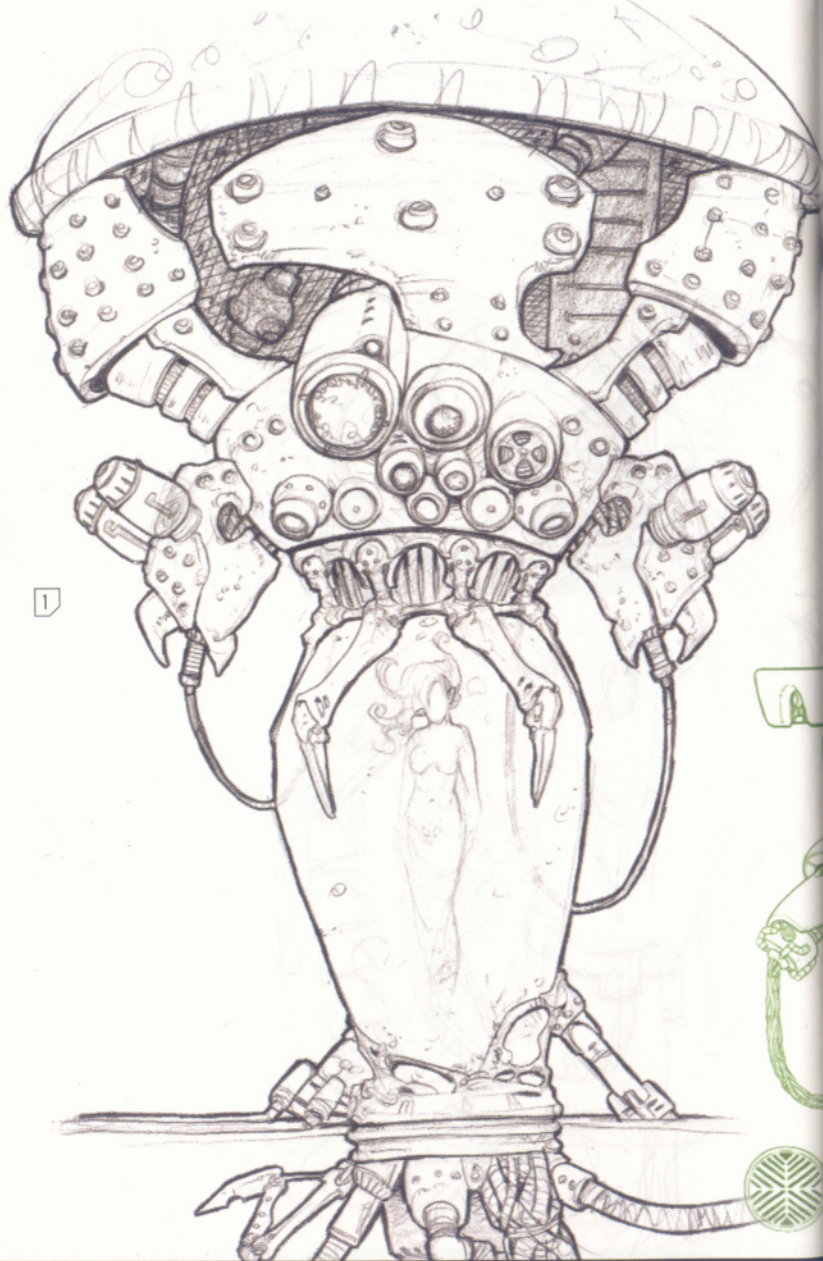
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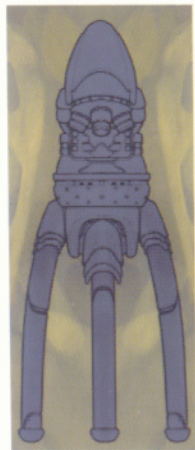


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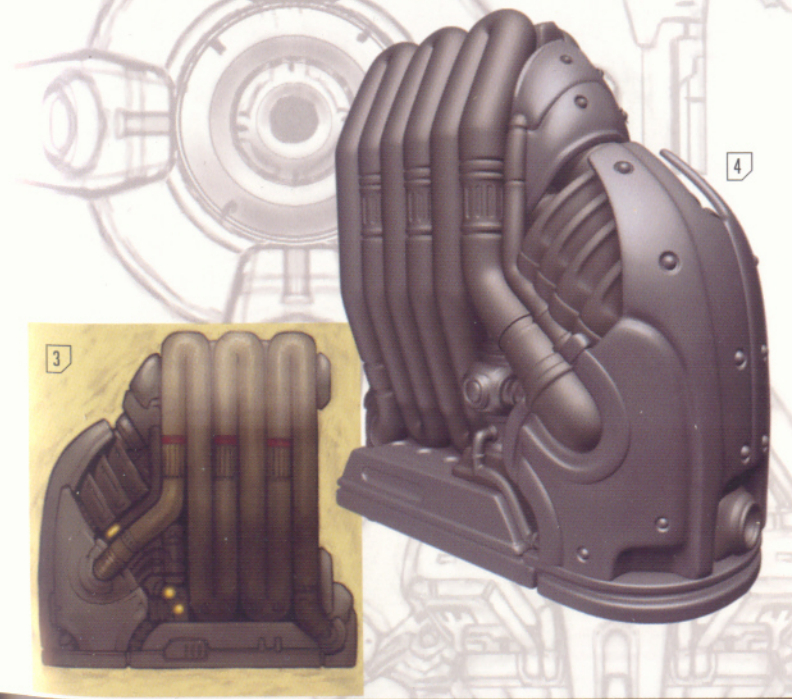
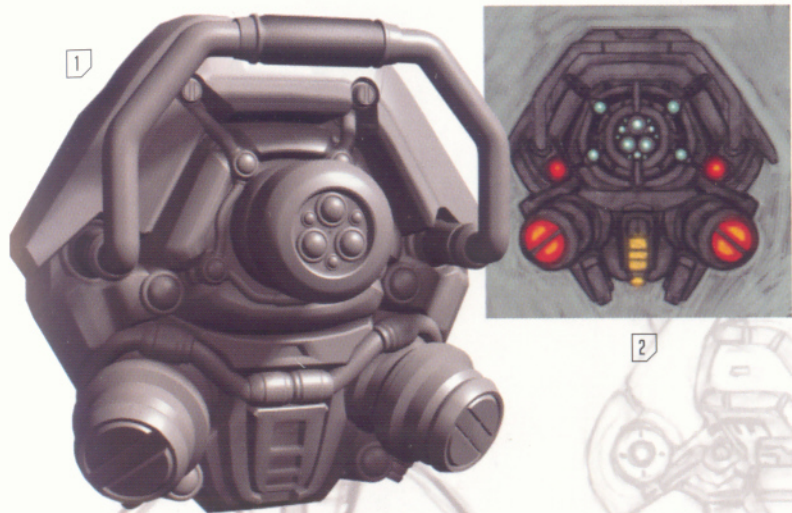


1. Randy Redetzke- BioDoor Design, 2. Randy Redetzke- Console Model,  
3. Randy Redetzke- BioDoor Model

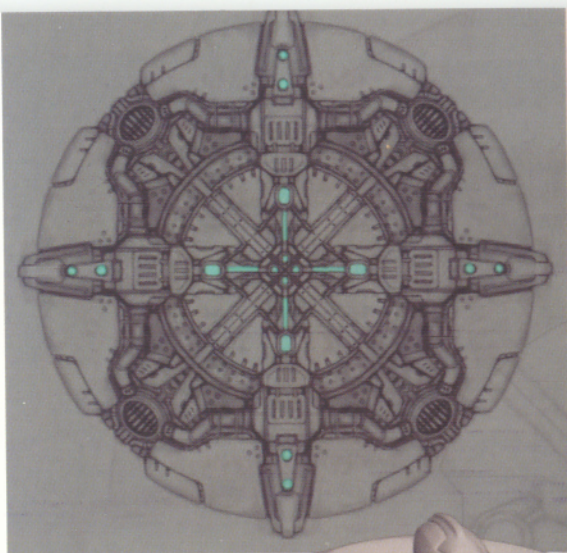




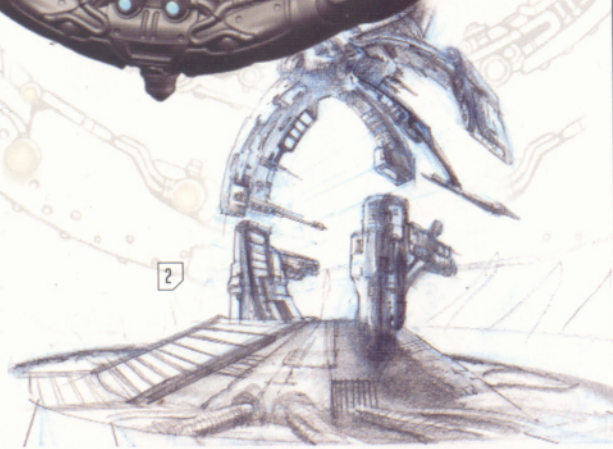
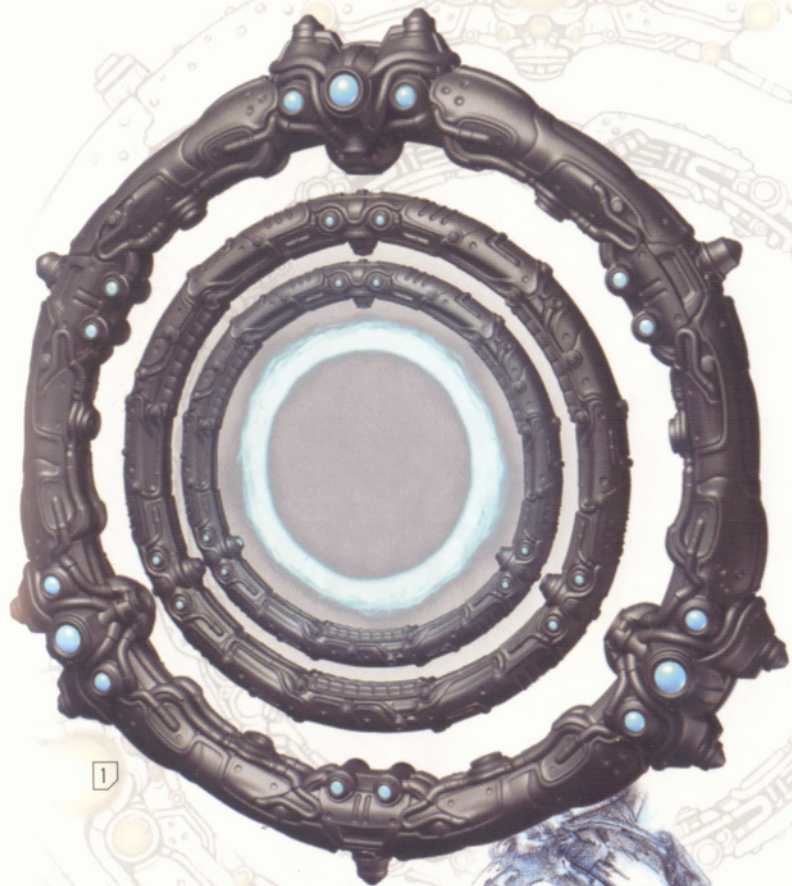
1/2. Chris Miskic- Lab Machine Concepts, 3. Shane Gurno- Lab Machine Model



1. Paul Reynolds- Alarm Model, 2. Chris Miskic- Alarm Concept, 3. Chris Miskic- Machine Concept, 4. Jim Sumwalt- Processor Model

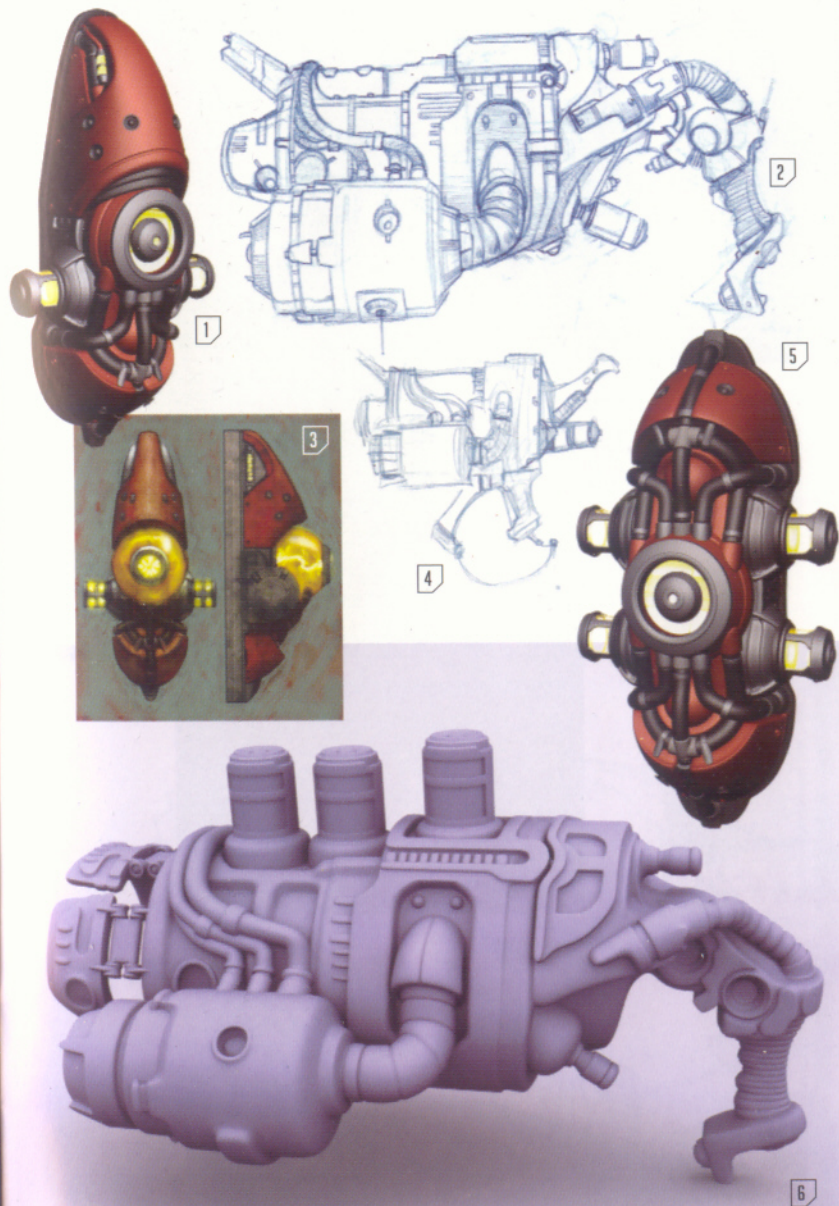


1. Chris Miscik- Shuttle Door Concept, 2. Jim Sumwalt- Shuttle Door Model



1. Jim Sumwalt- Super Portal Model, 2. Ted Halsted-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

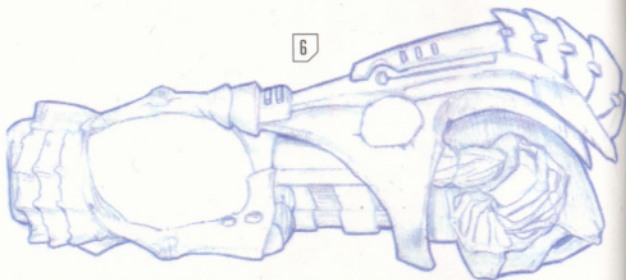
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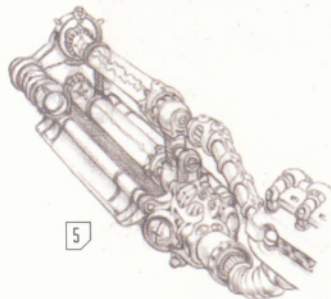
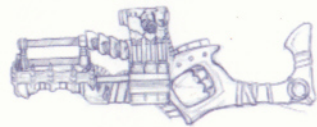
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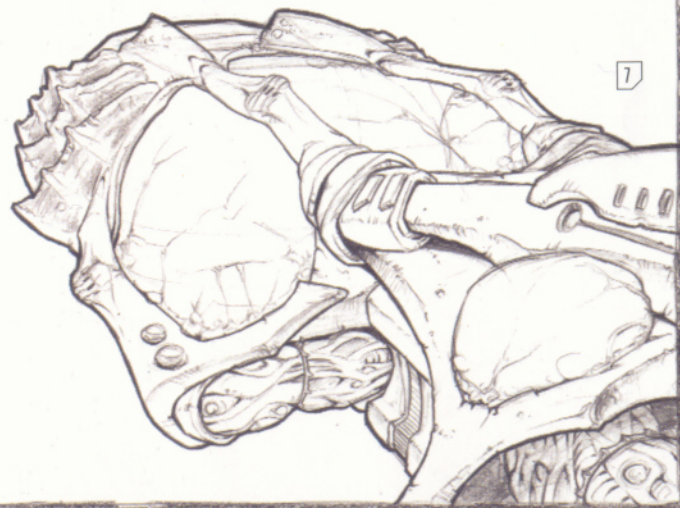
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7

1. Randy Redetzke-Wrench Model and Skin, 2/5. Chris Mischik- Rifle Concepts,

3. Shane Gurno- Bow Design, 4. Chris Mischik- Crawler Concepts, 6/7. Chris Mischik- Launcher Designs

