



Book of  
**DEMONS**  
ARTBOOK



Book of  
**DEMONS**





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## HOW WE WENT FROM THIS ➤ TO THIS ↵

**B**ook of Demons was designed as a part of a series in which each title had to be visually unique and yet coherent with other games. To complicate things even further, we wanted a style that would be symbolic, one that would leave a room for the player's imagination to roam freely. We spent over a year searching for and refining our visual style. The final art-defining document was over one hundred pages long. During the process we experimented with styles and media ranging from papier-mâché to oil paintings, to pixel art and macaroni art. This book began when we decided to

adopt a paper pop-up book style. Undoubtedly, designing a consistent and unique art style for Book of Demons was a daunting task. It was more a journey than a simple process. We created this artbook to serve as a kind of memoir of that journey. It is our hope that you, the reader, will be able to gain valuable insight into the process that resulted in the Book of Demons in its current form. Come with us – and enjoy the trip!

*Thing Trunk Team*

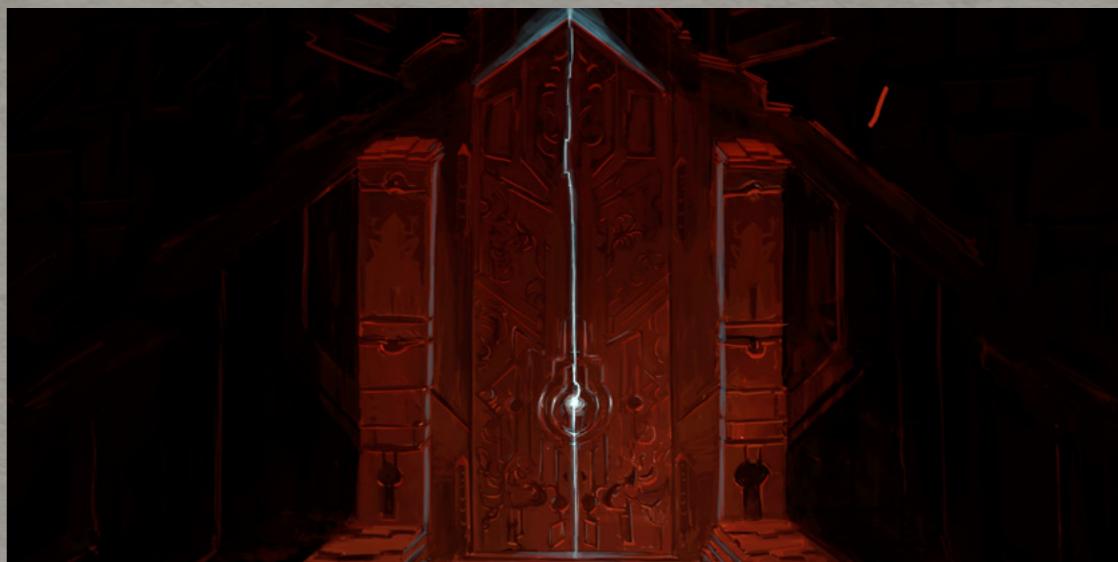
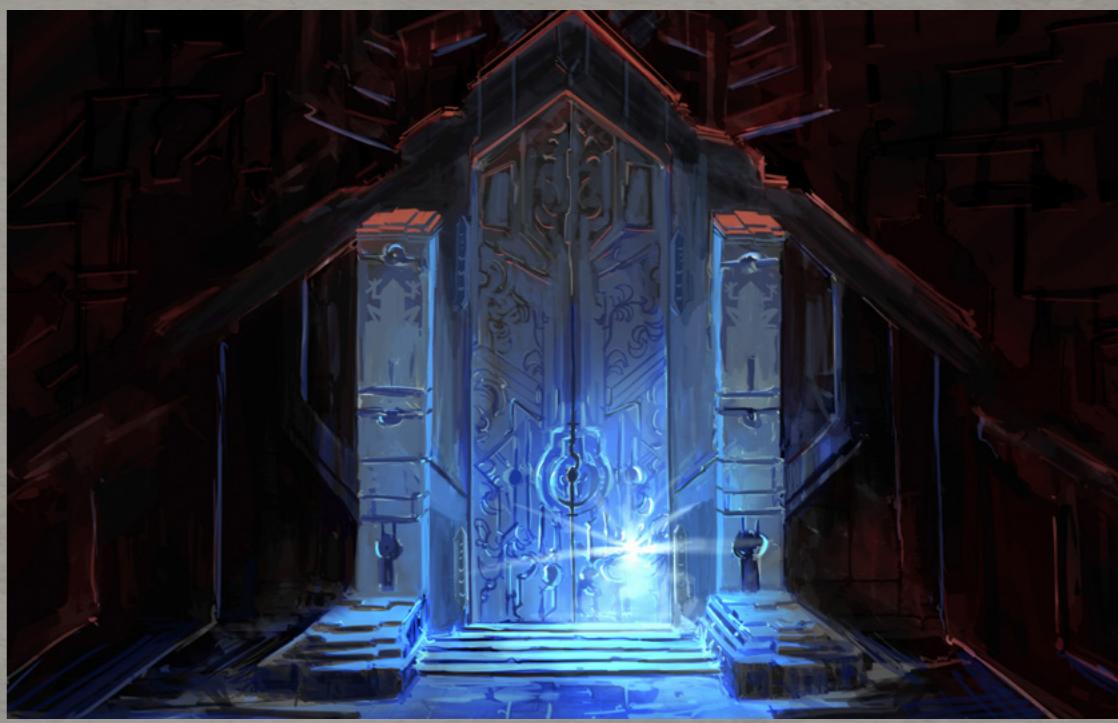
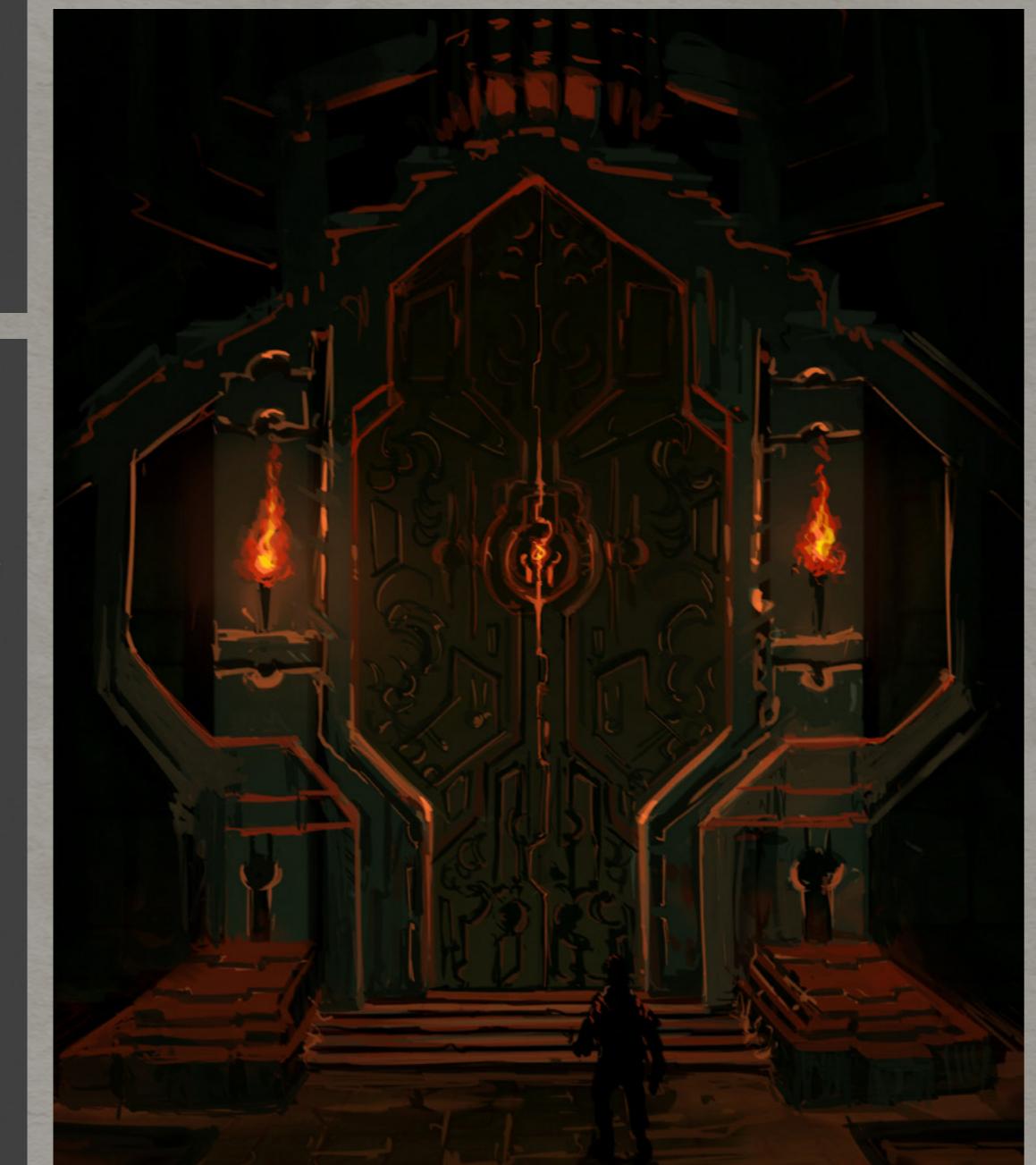
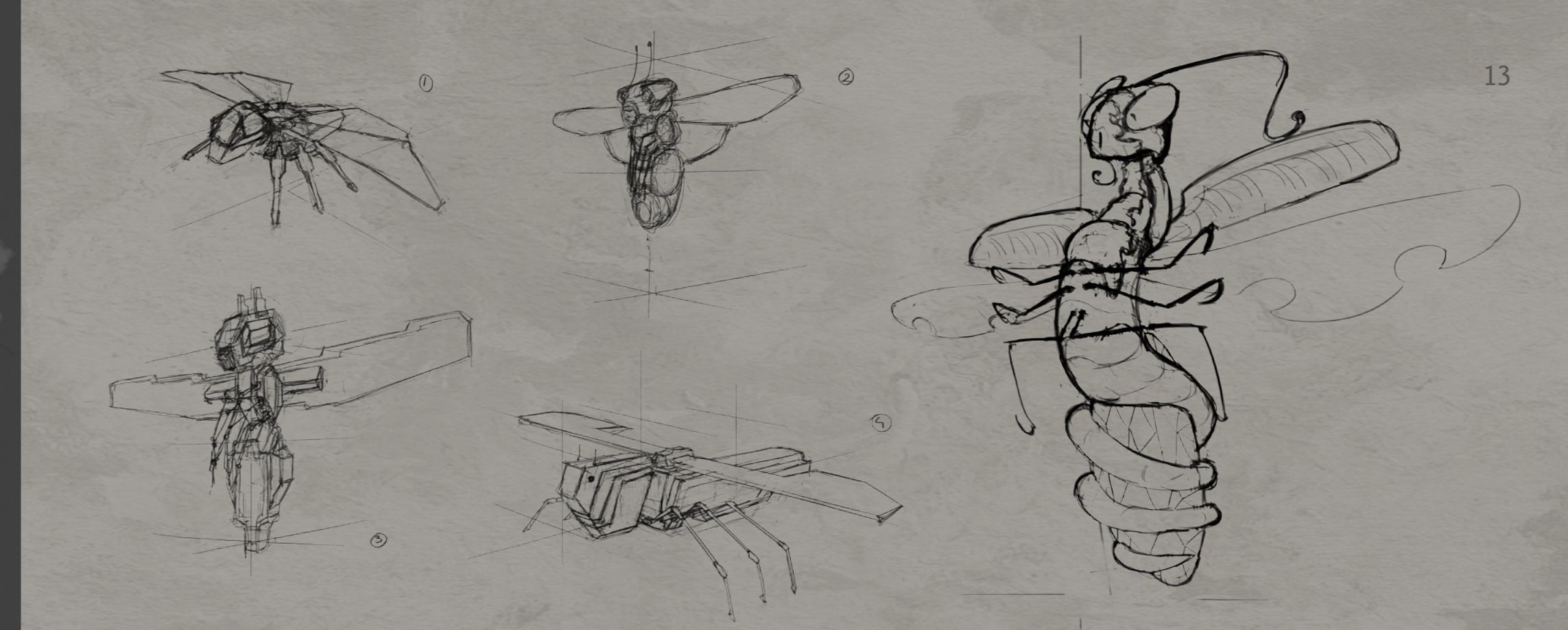
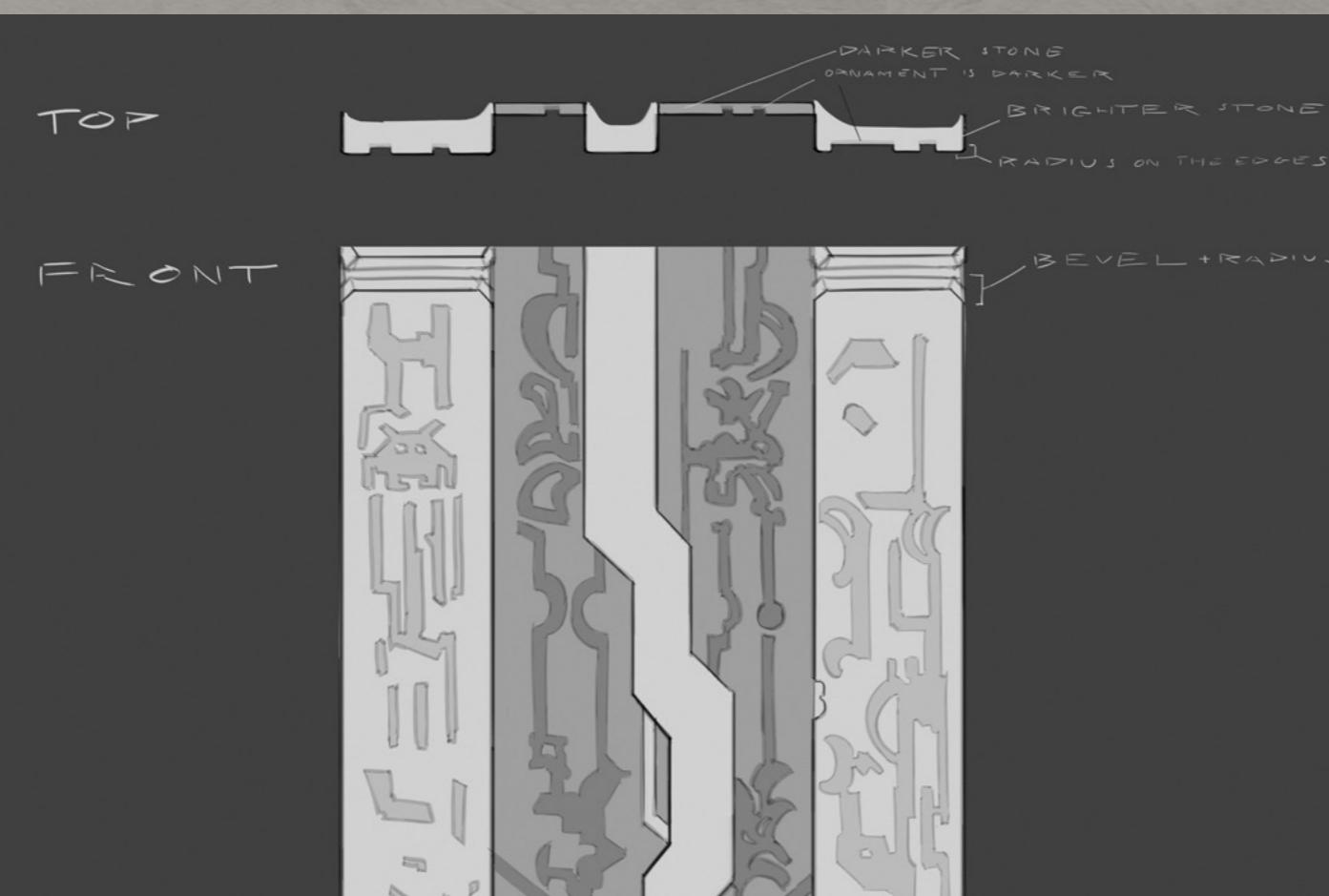
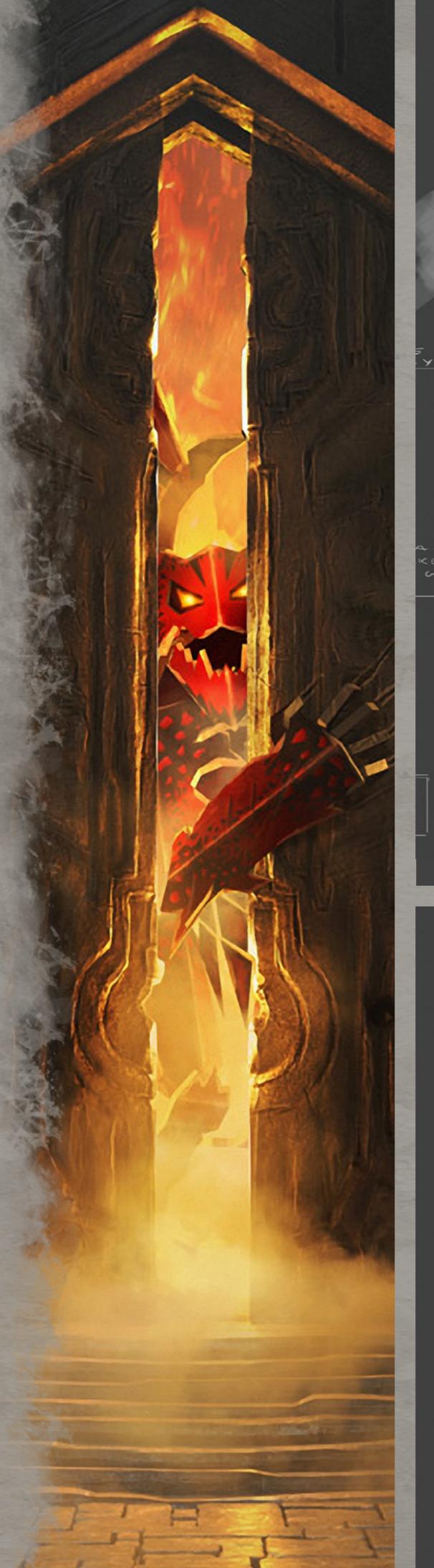




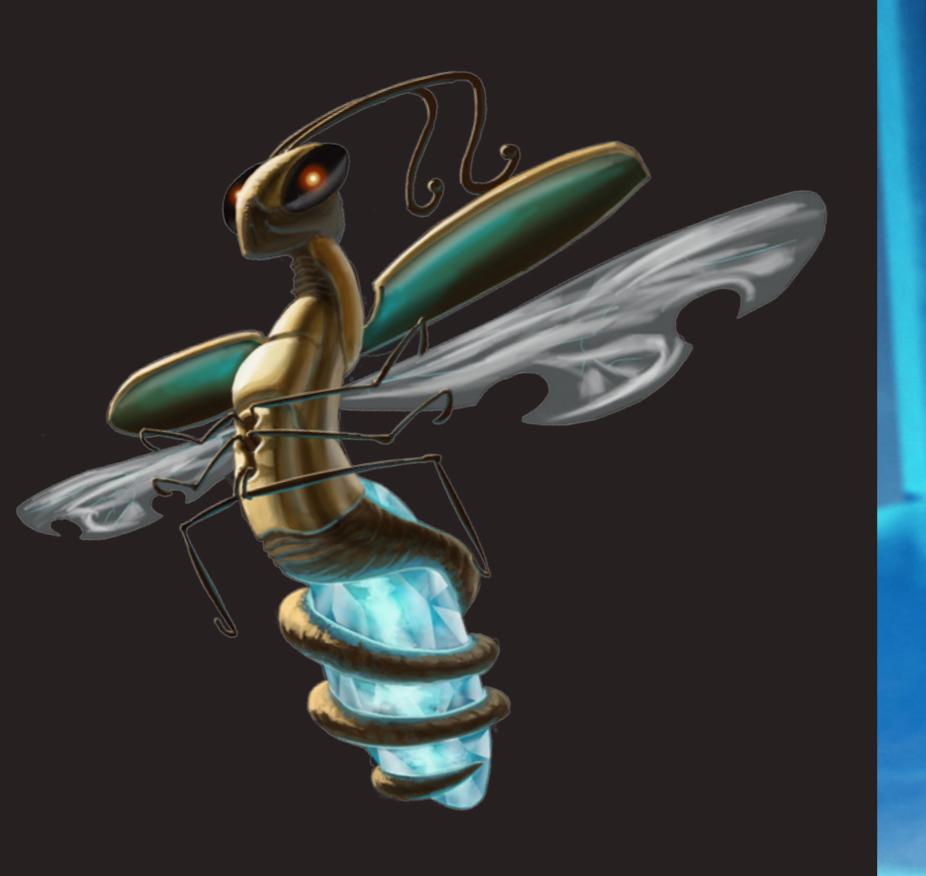


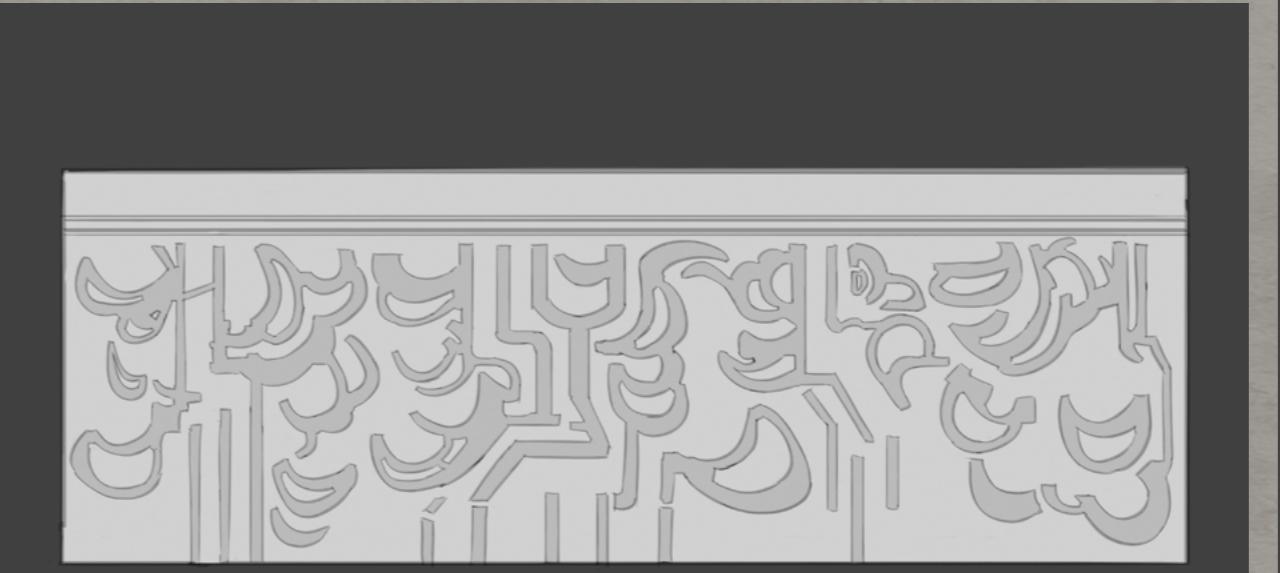
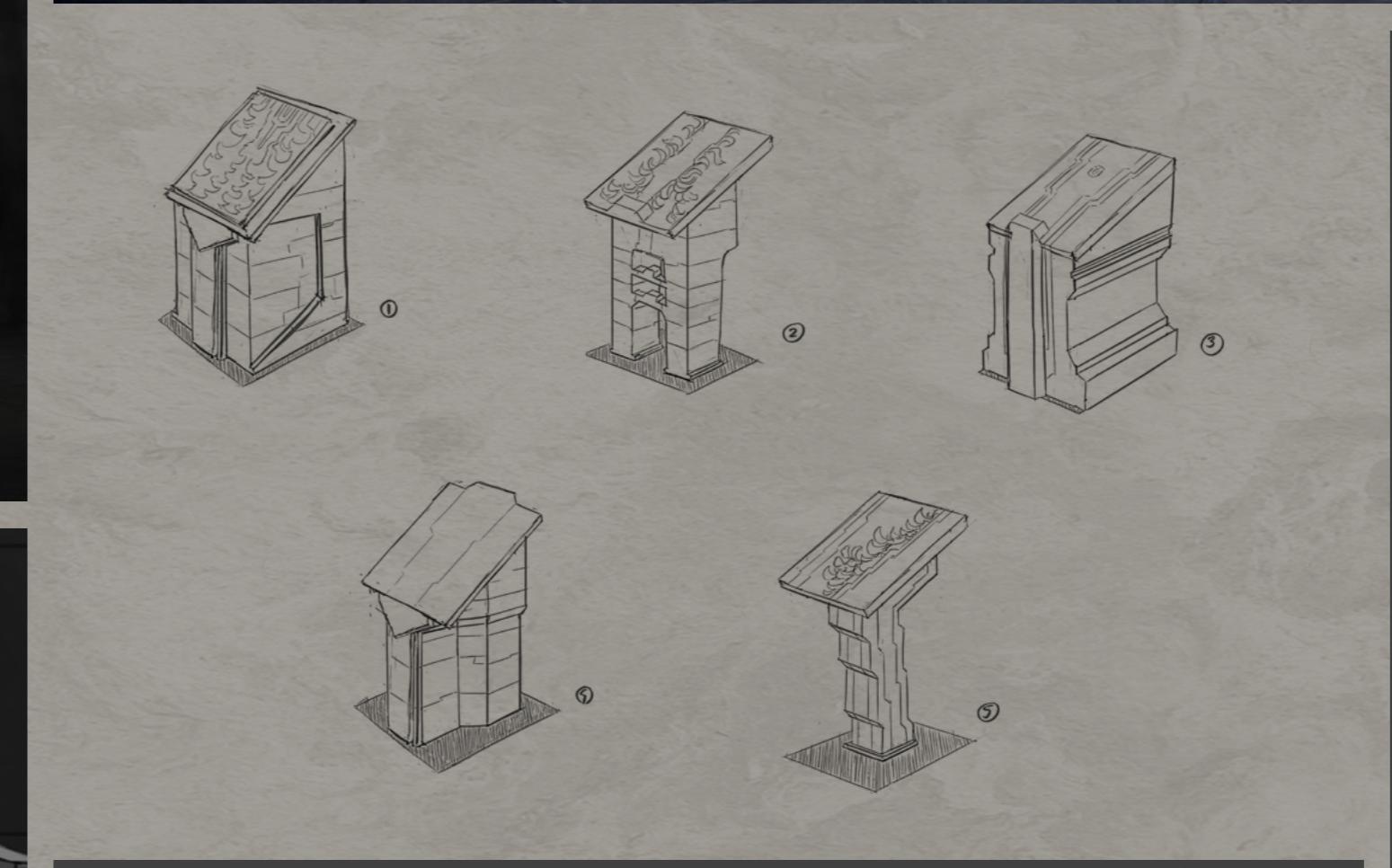
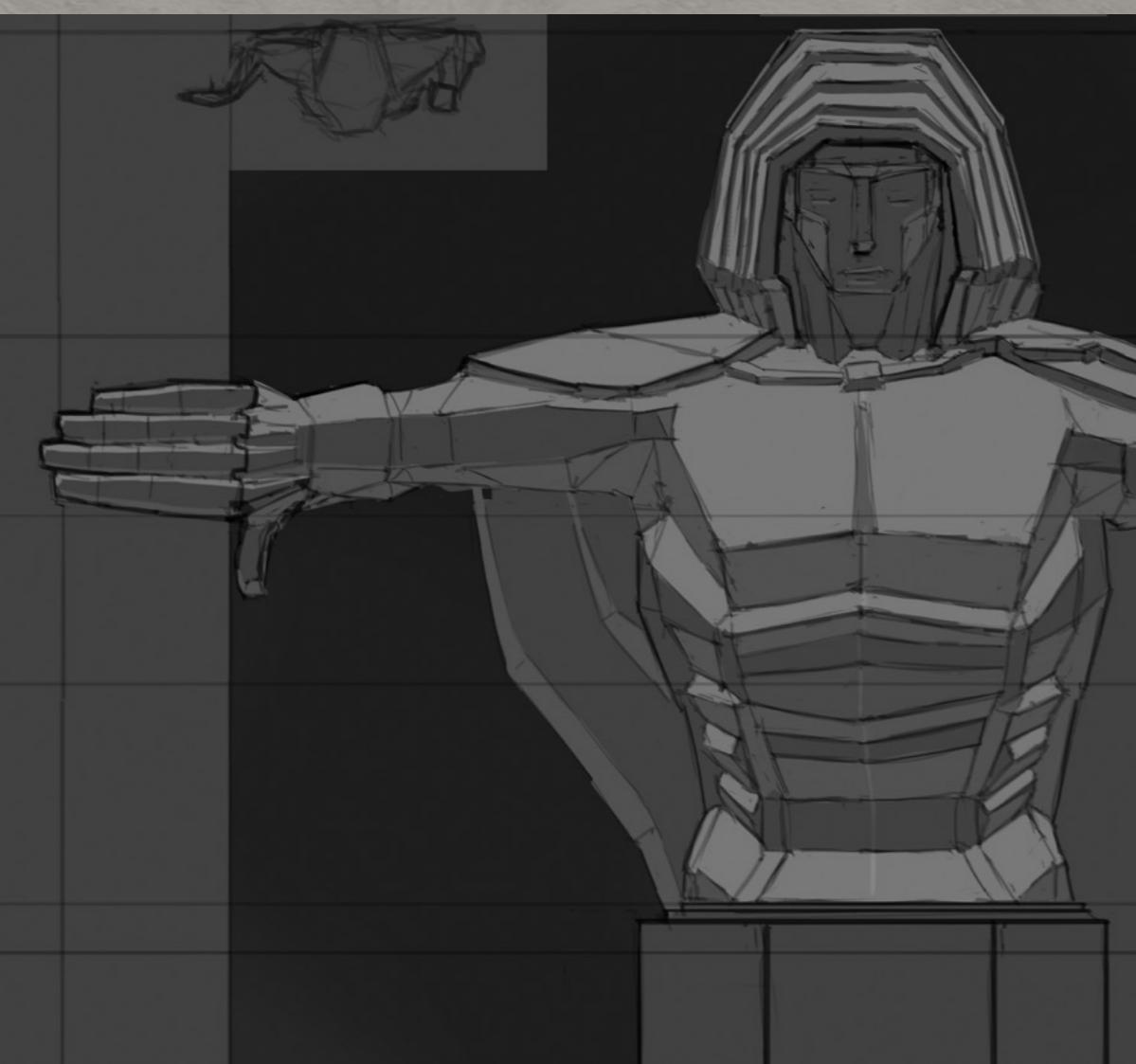
# THE ARCHIVE OF AWESOME

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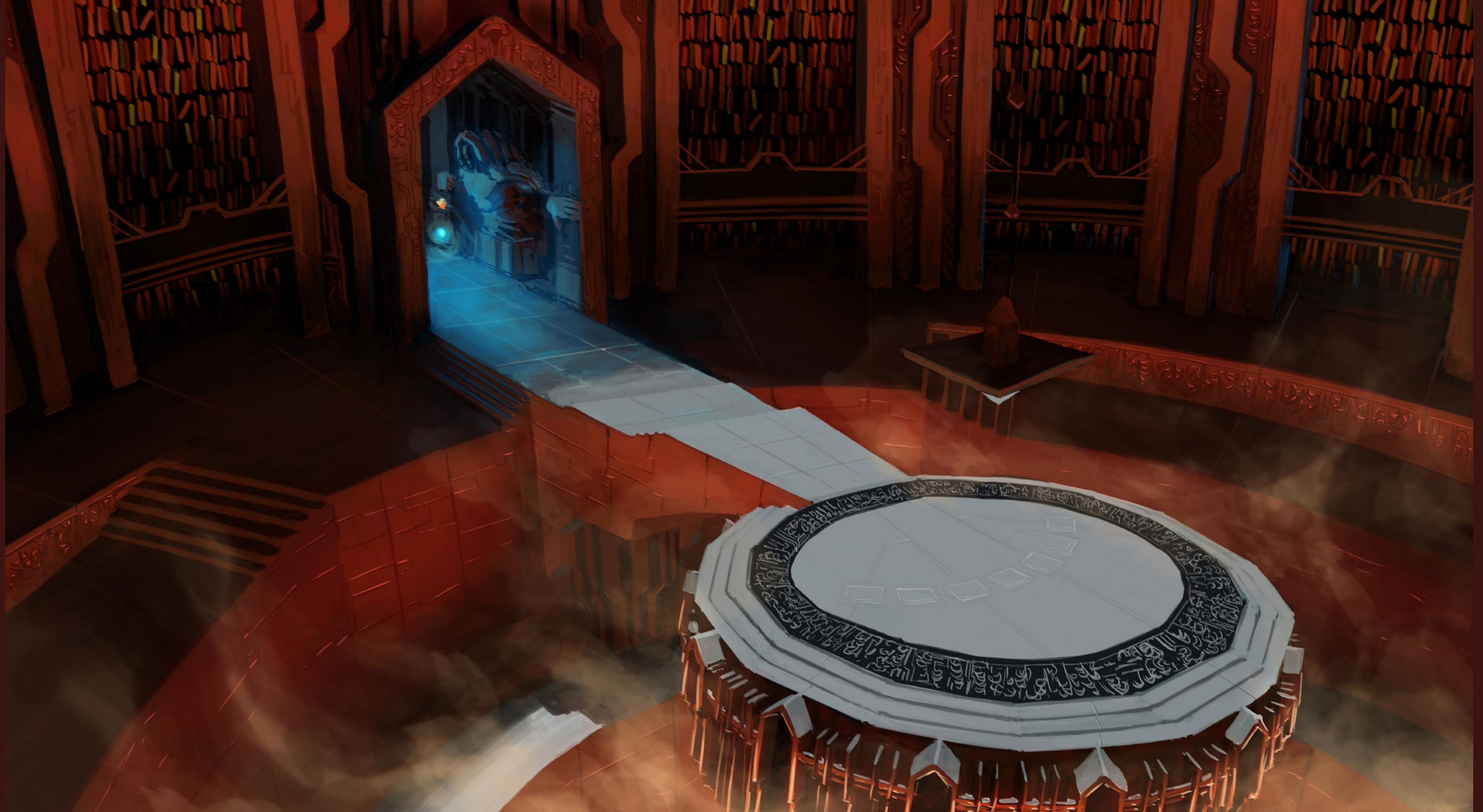


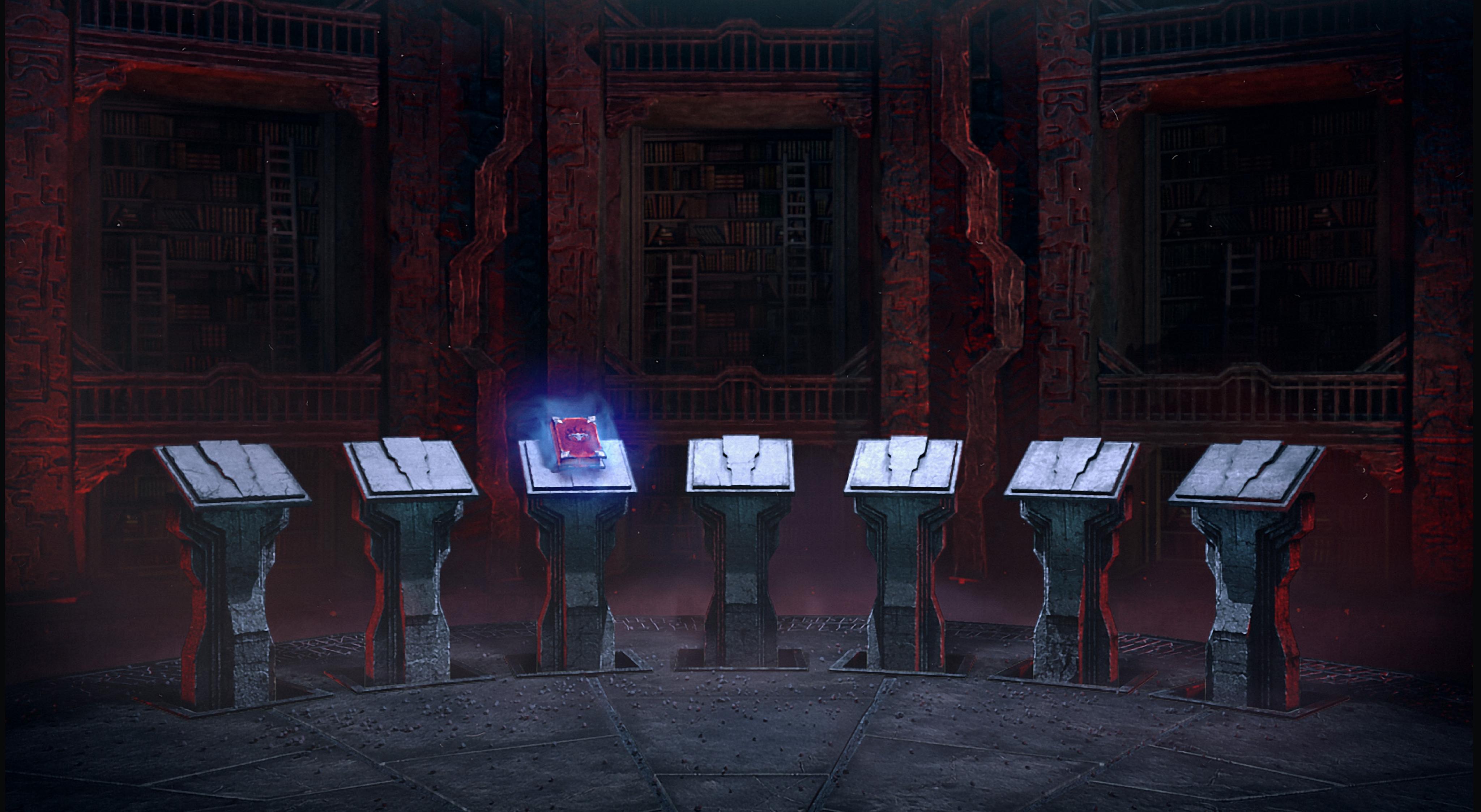
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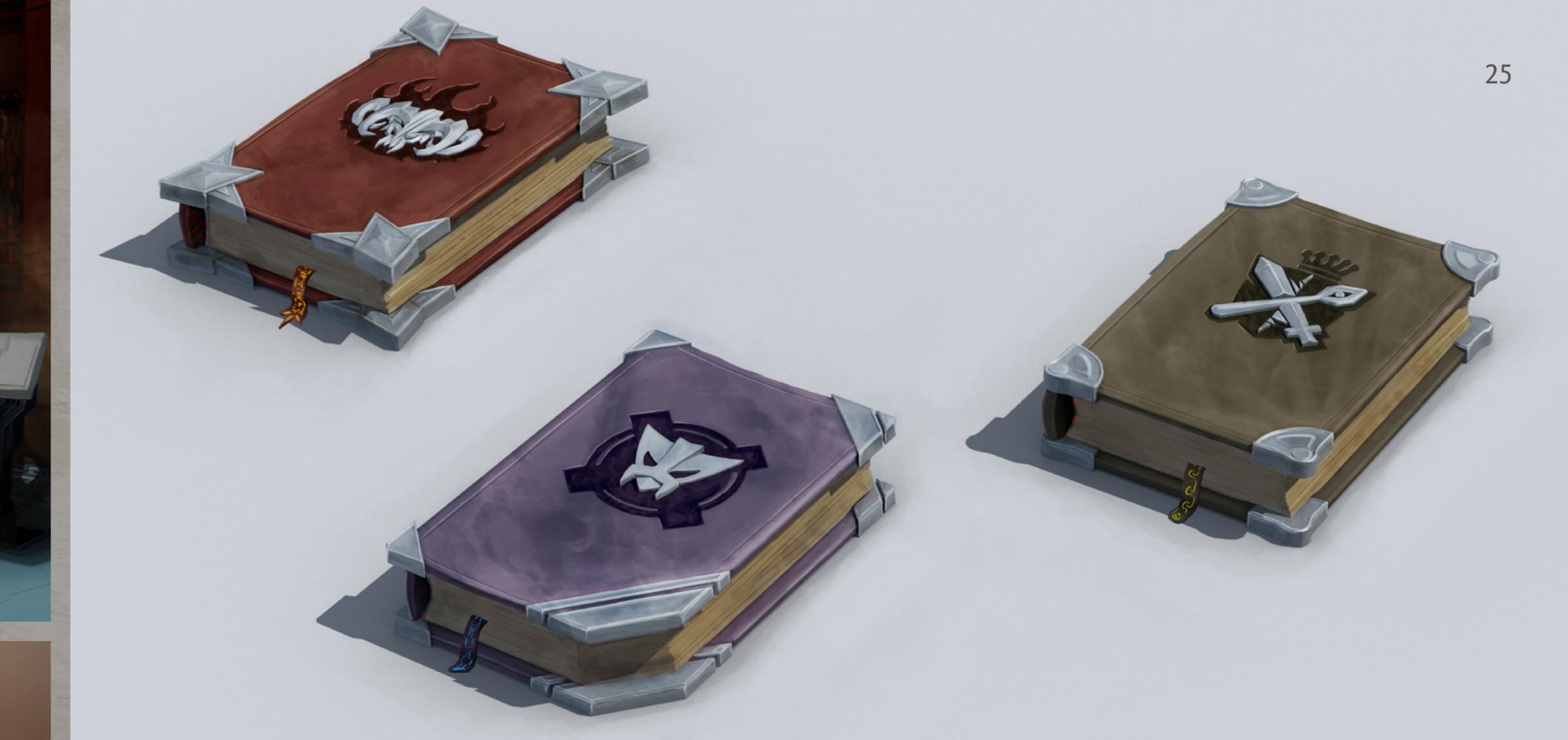
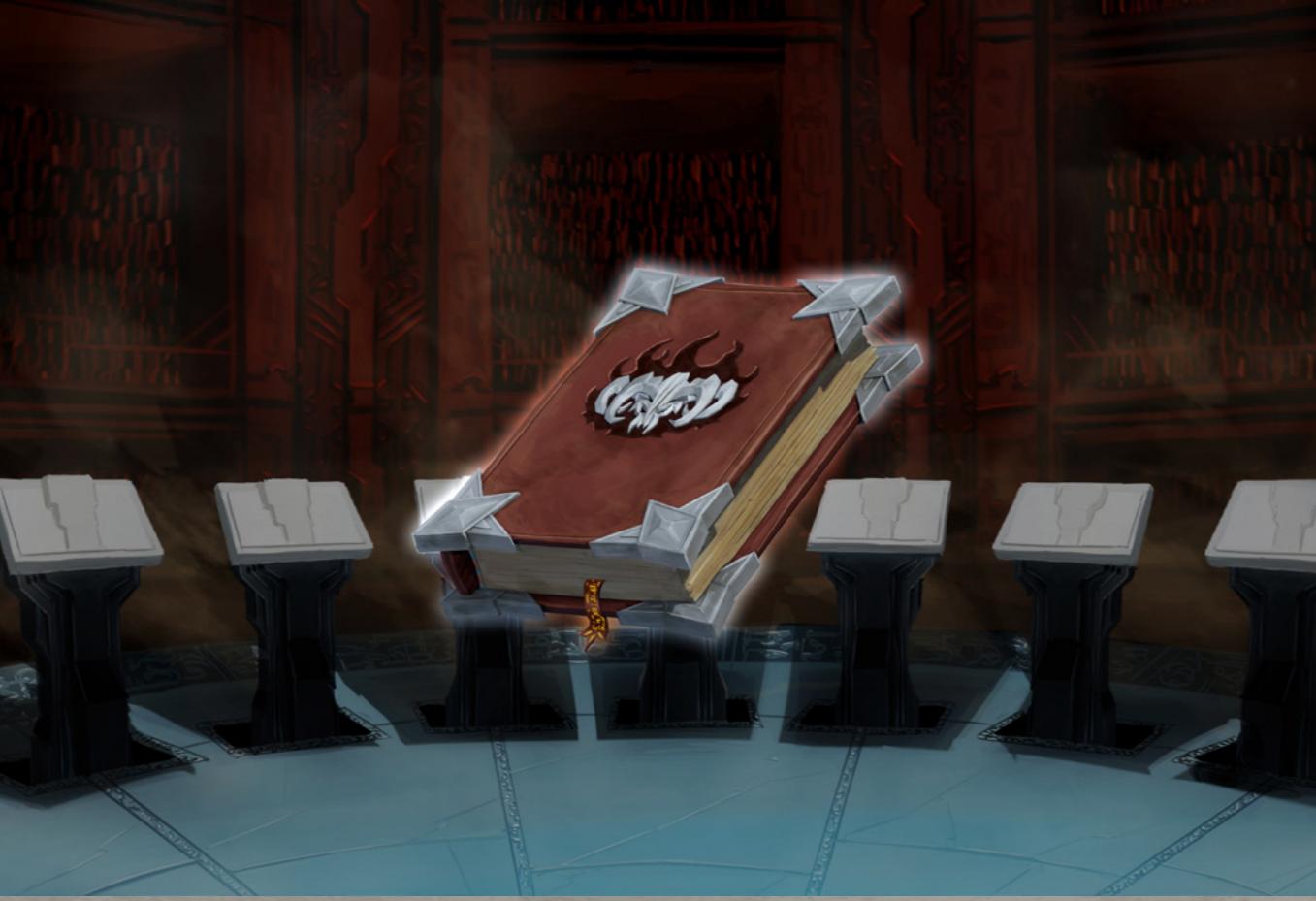
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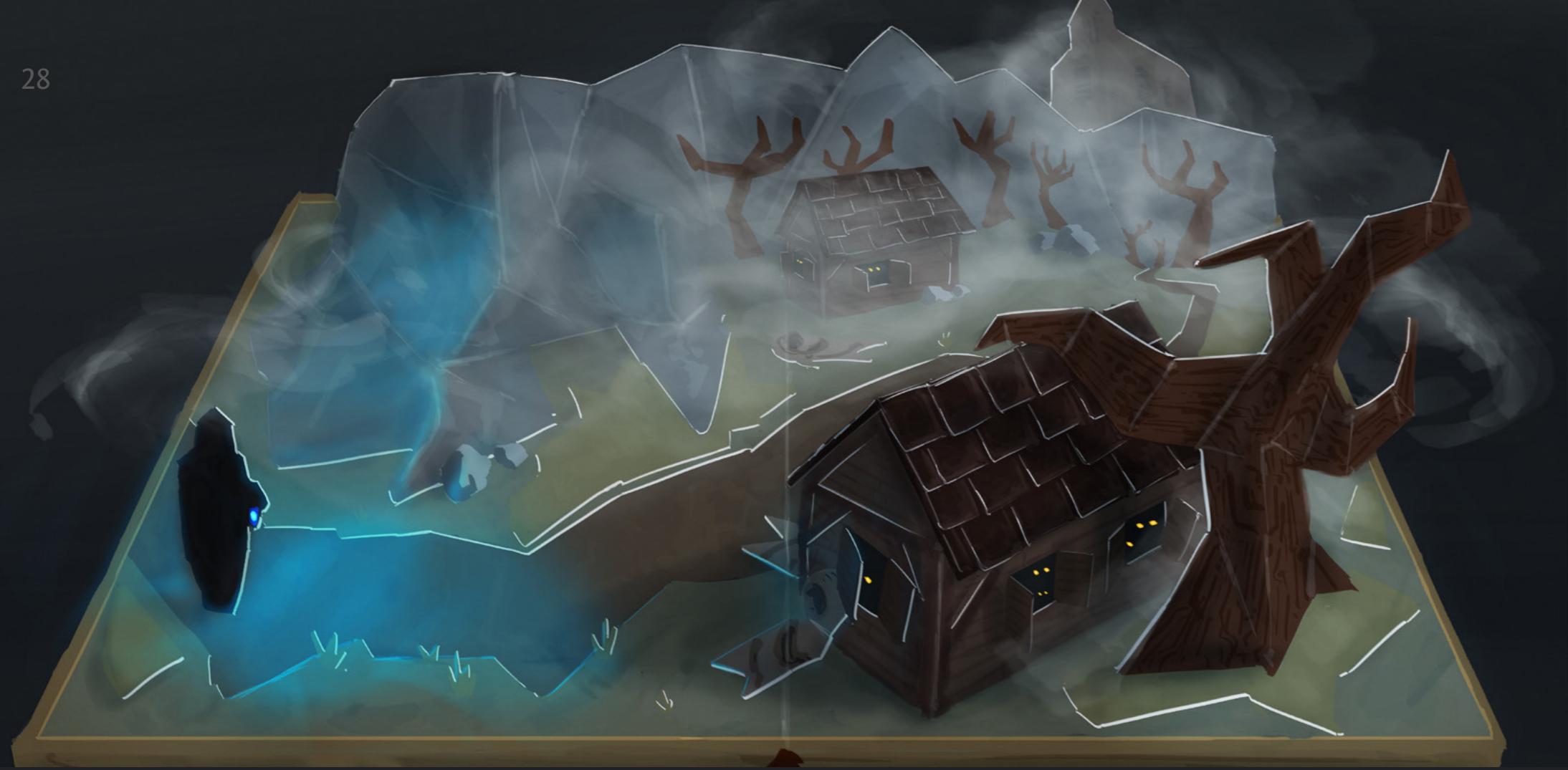
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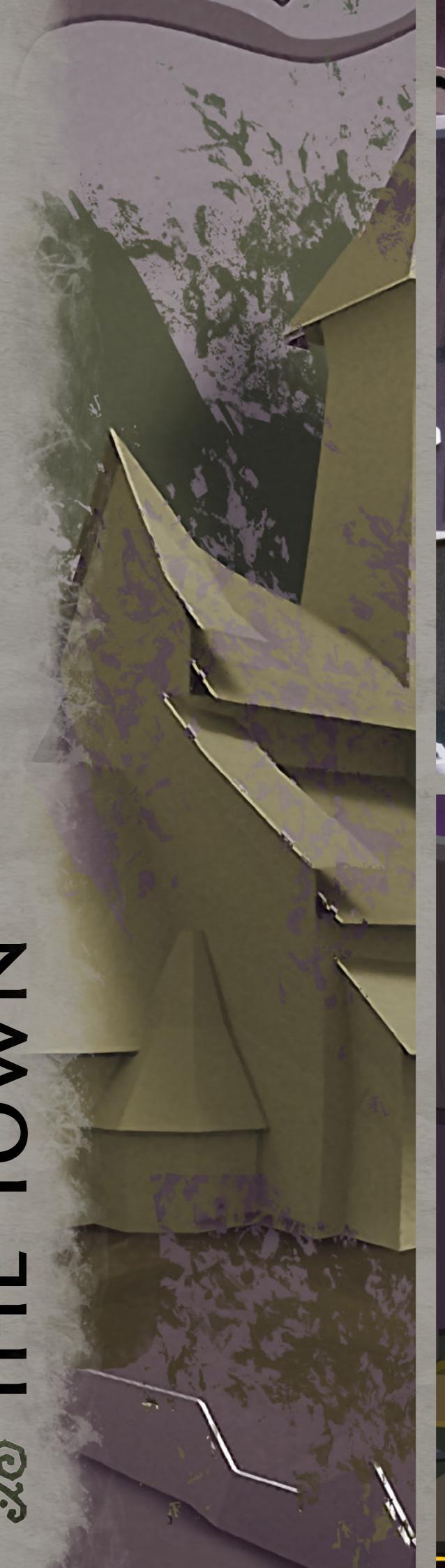






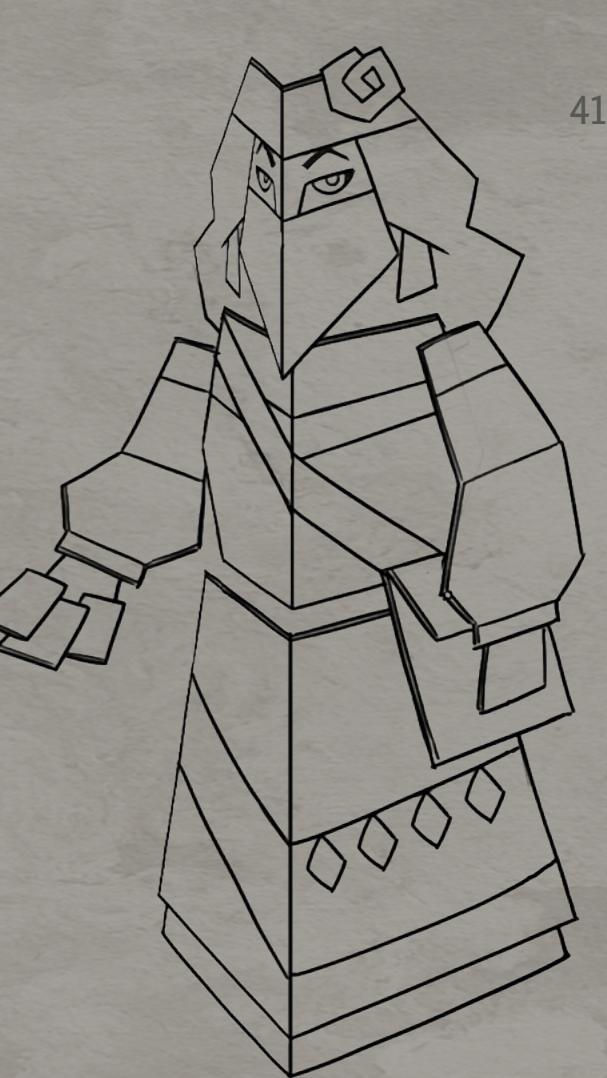
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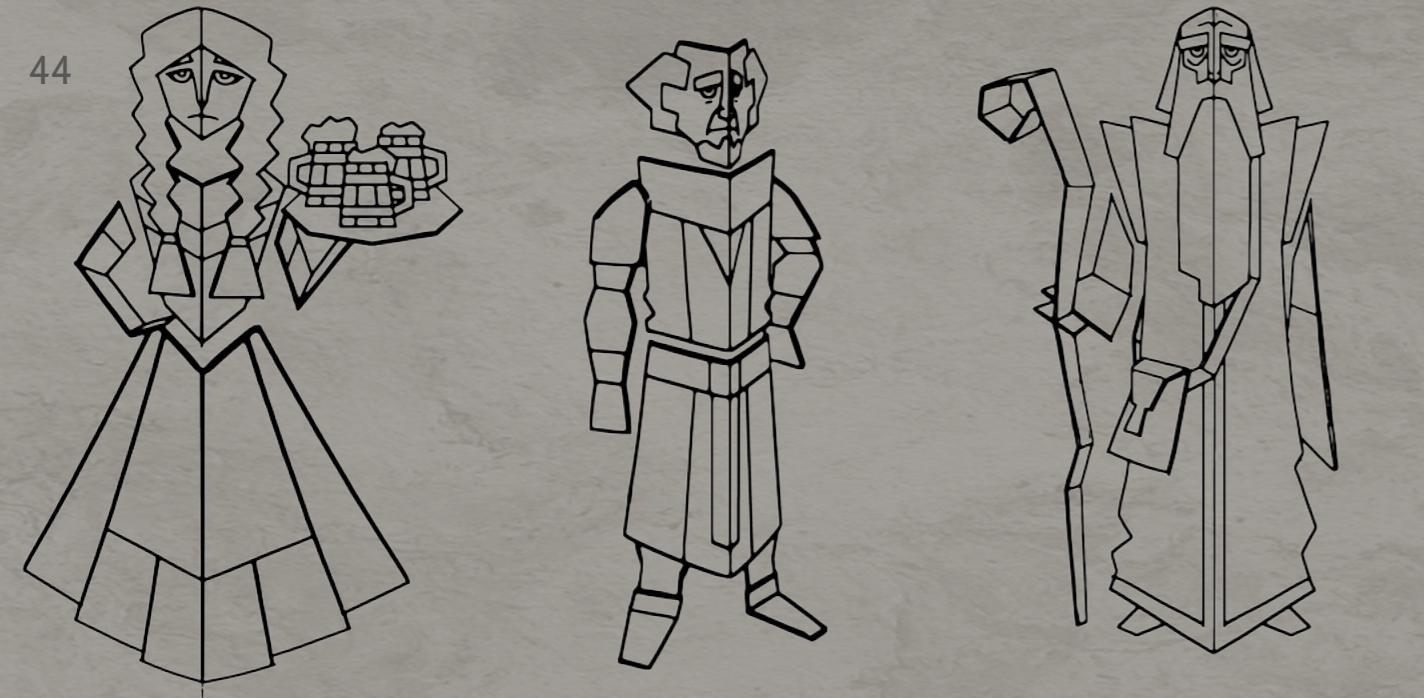


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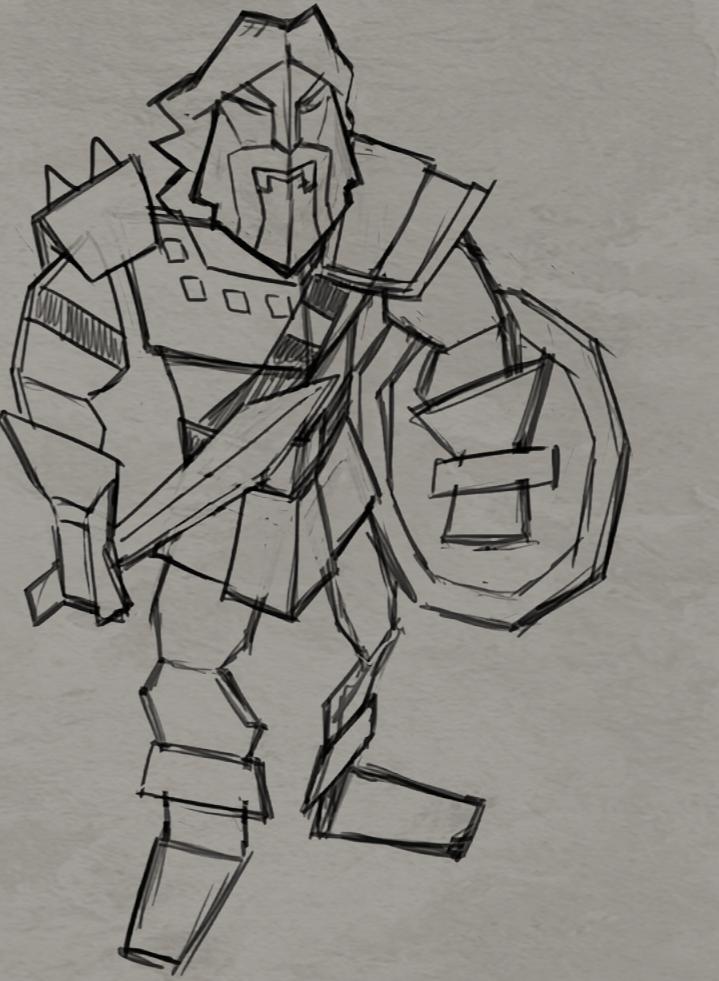
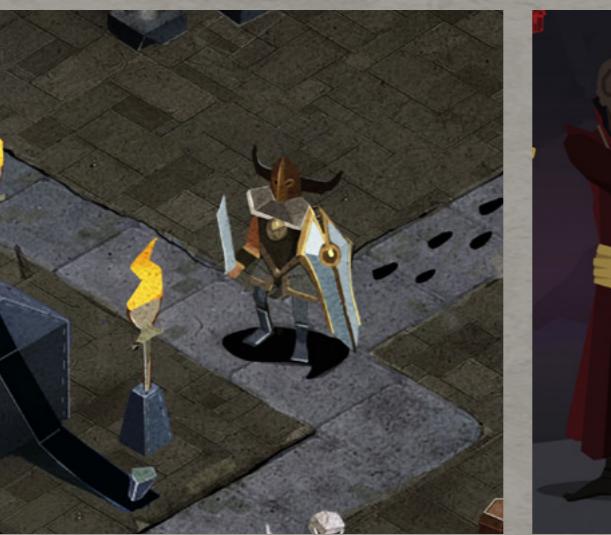
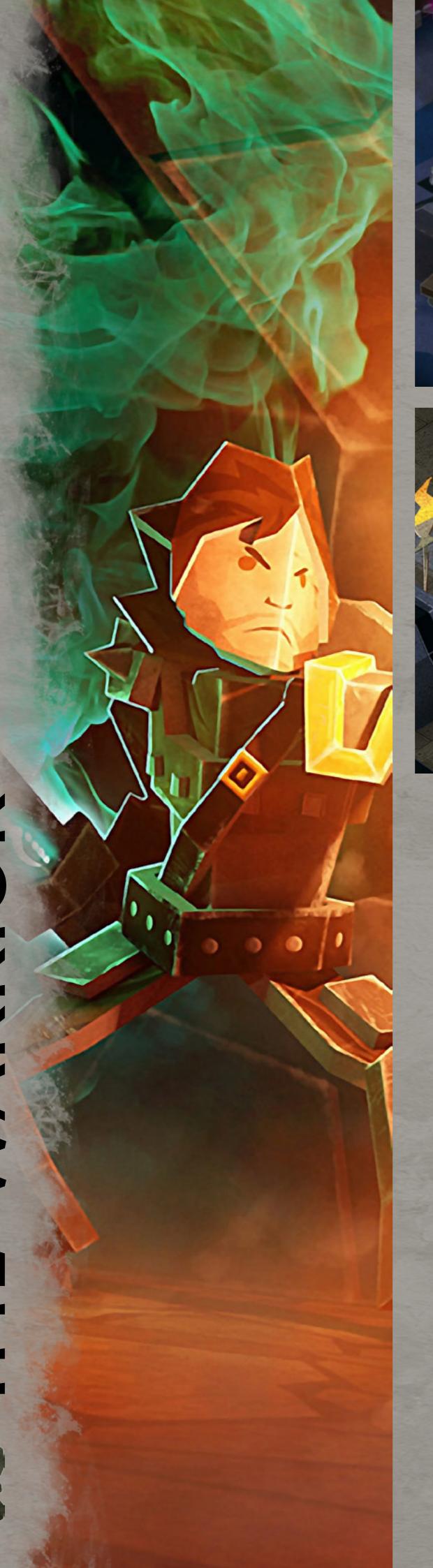




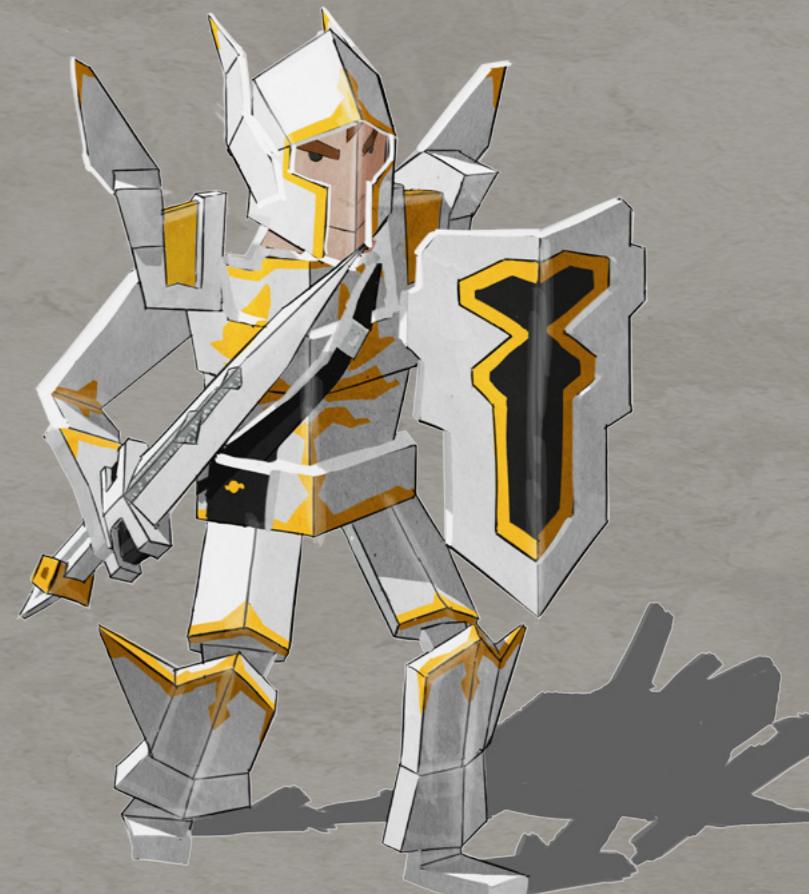


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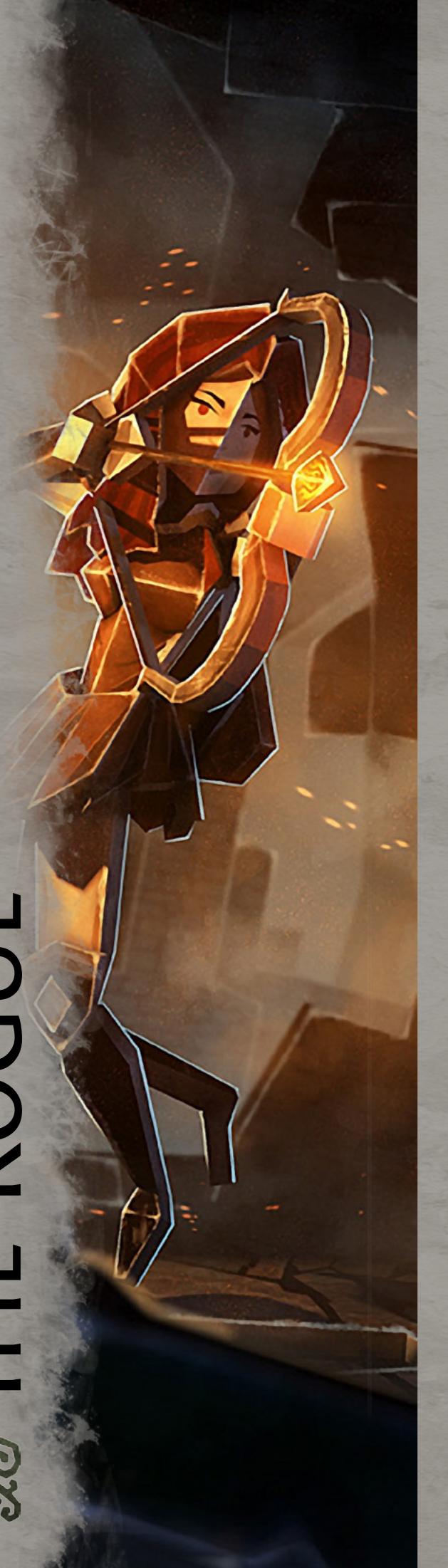
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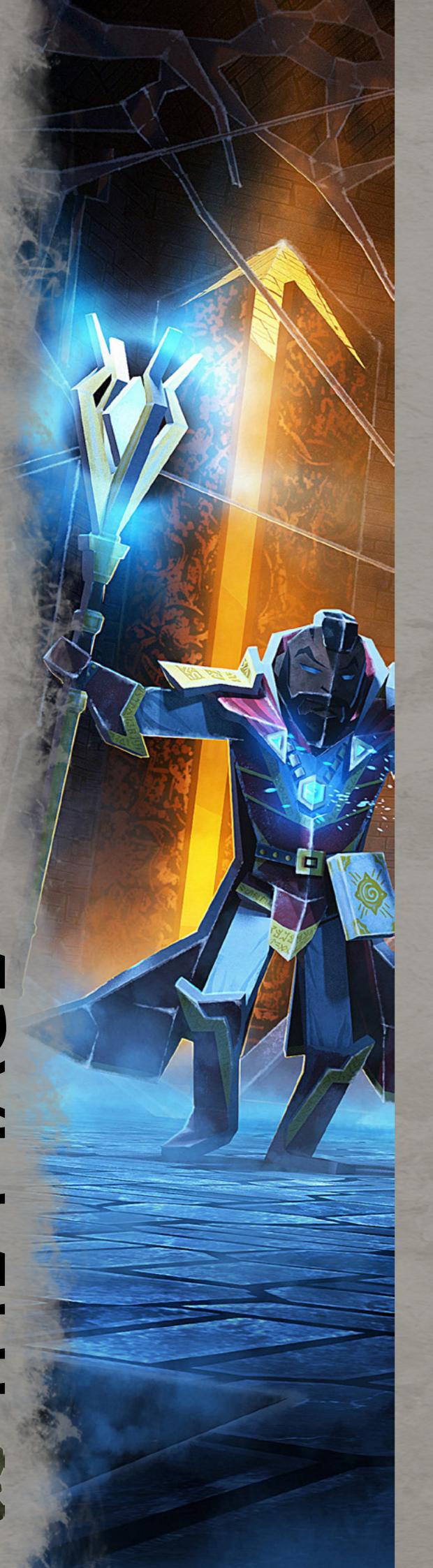
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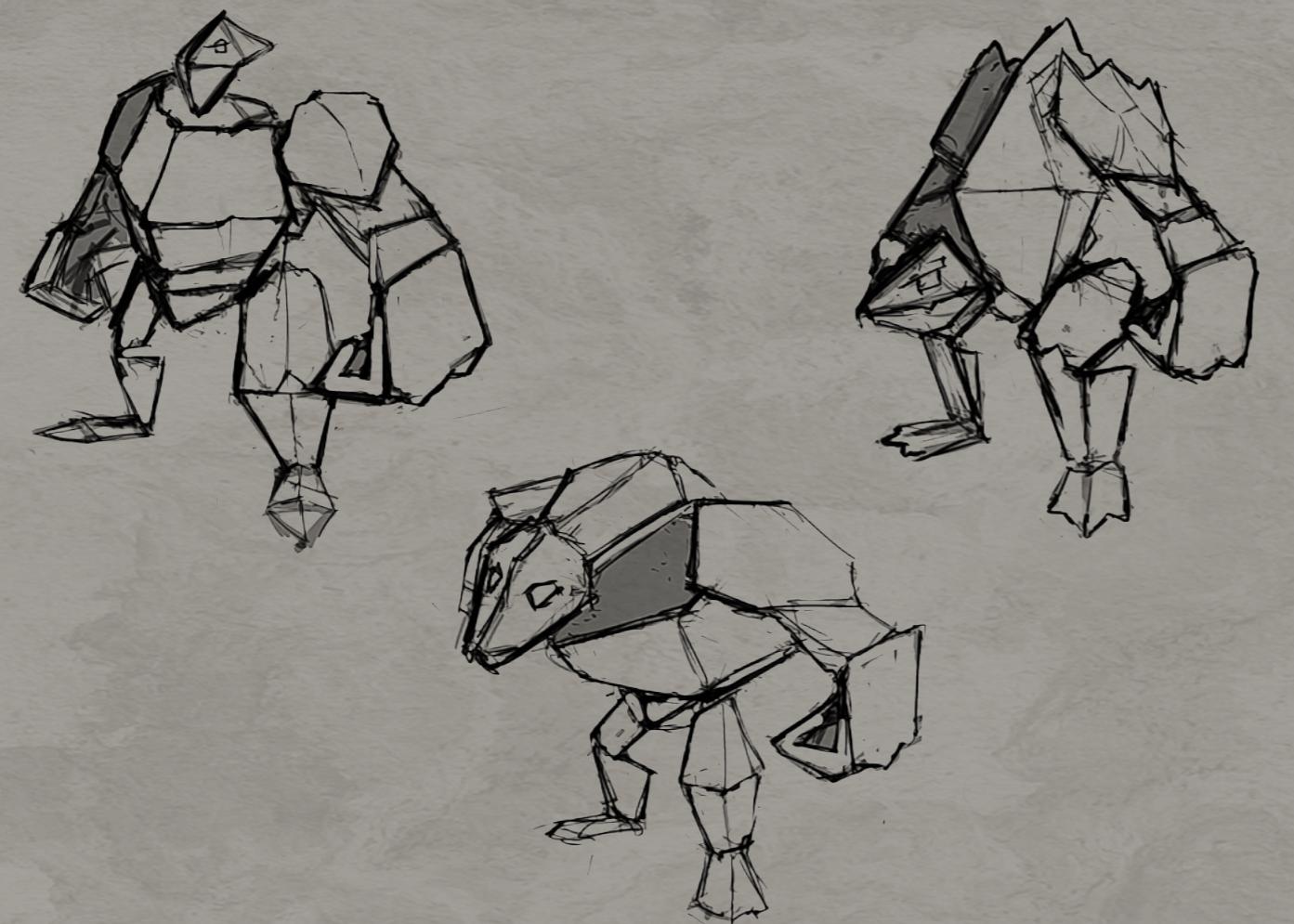
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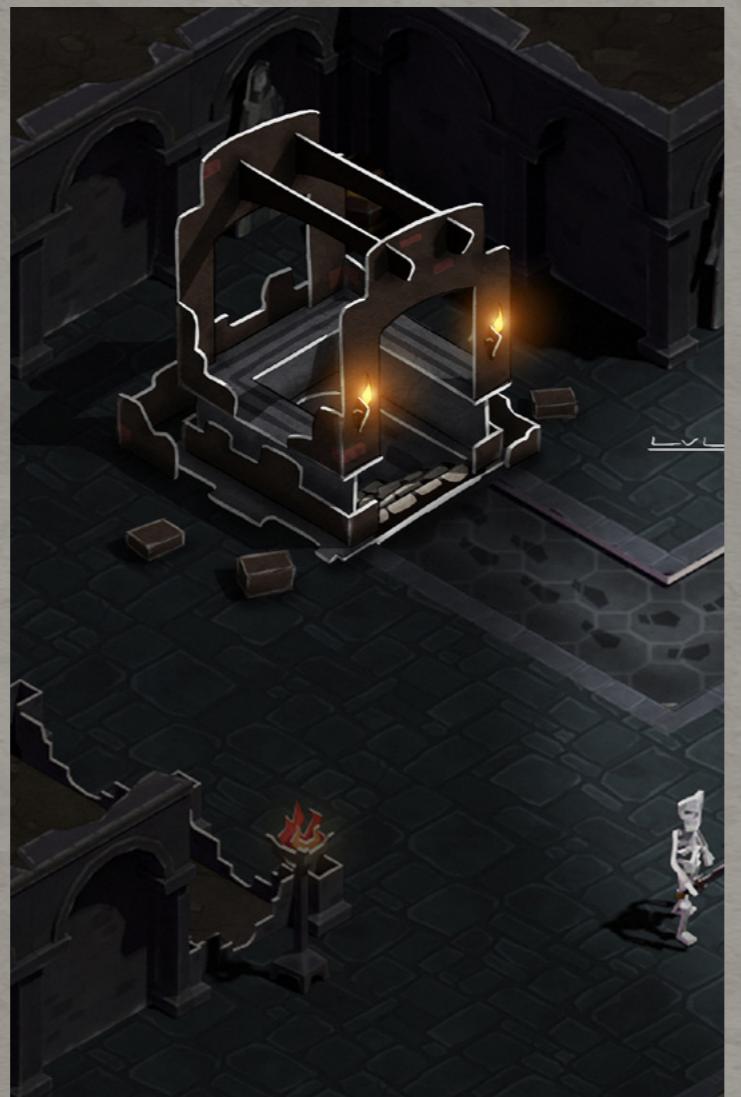
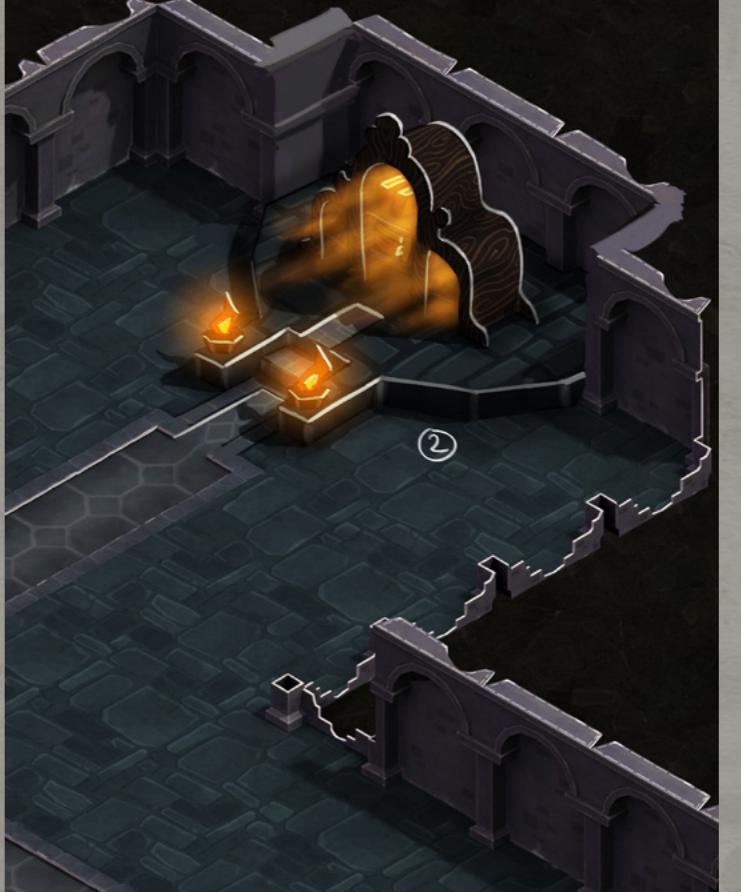
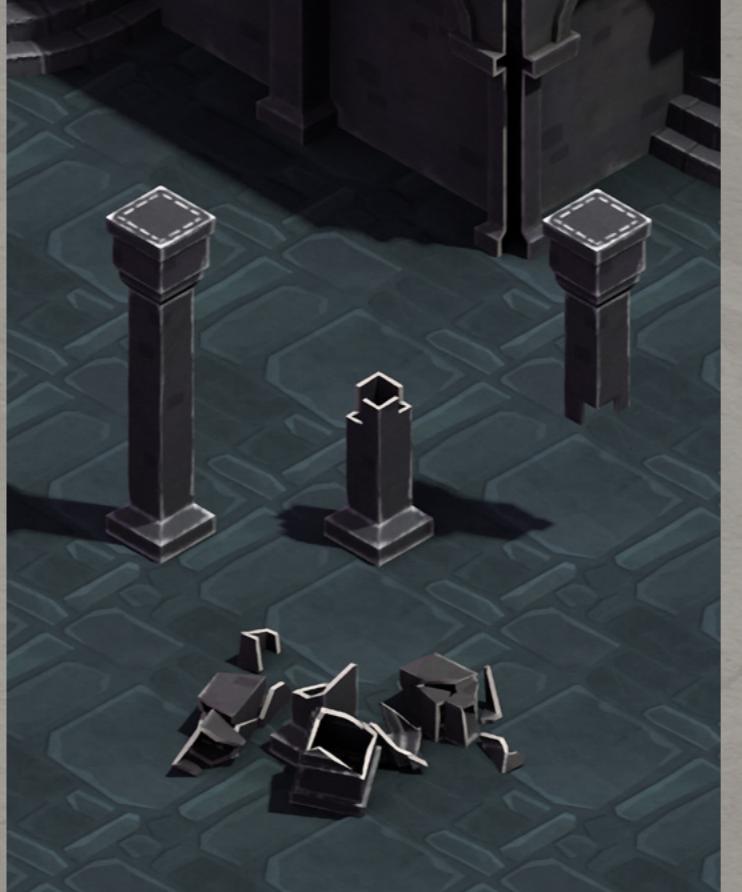
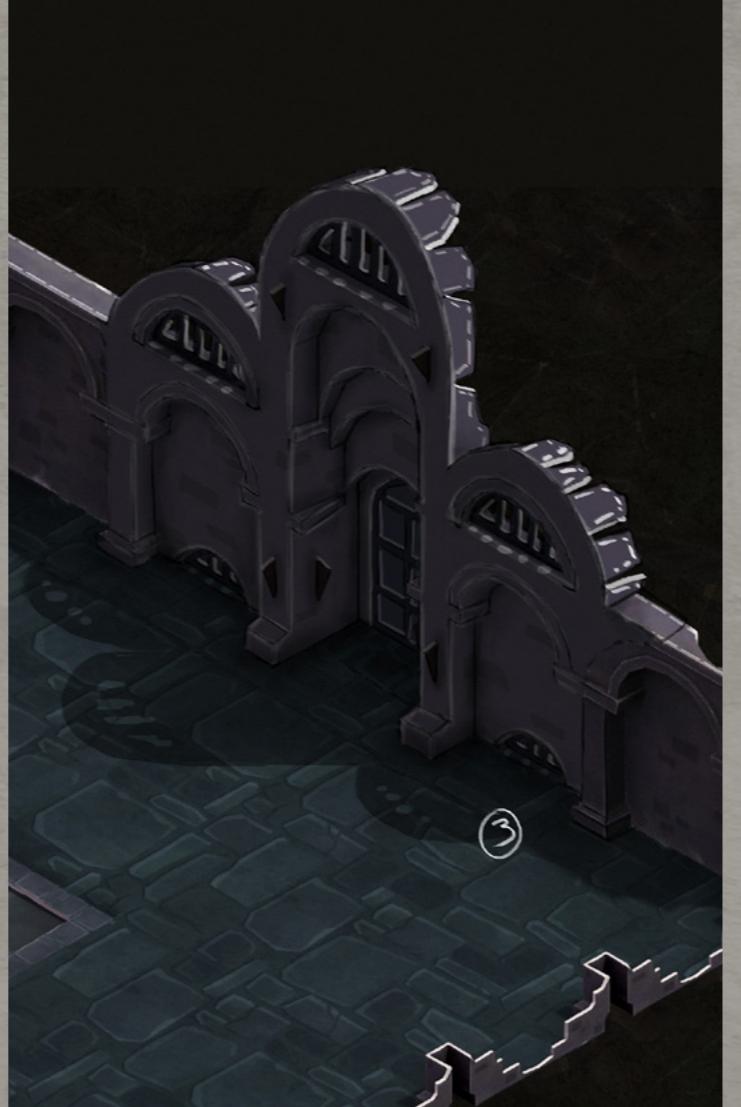
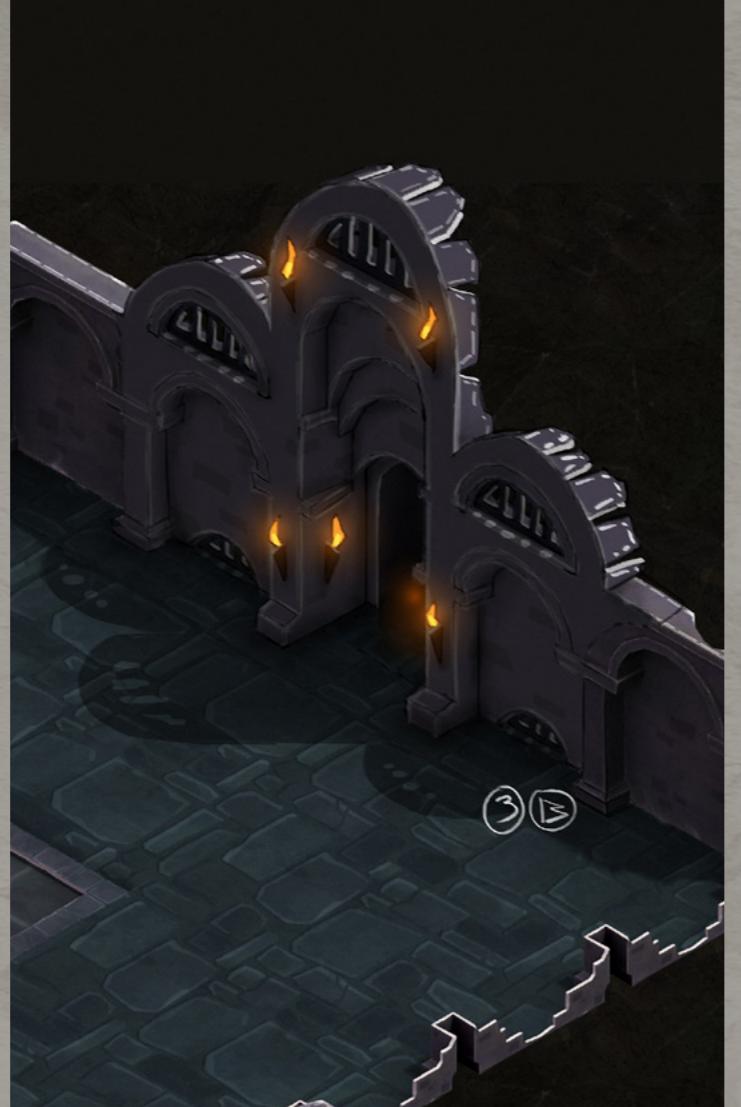
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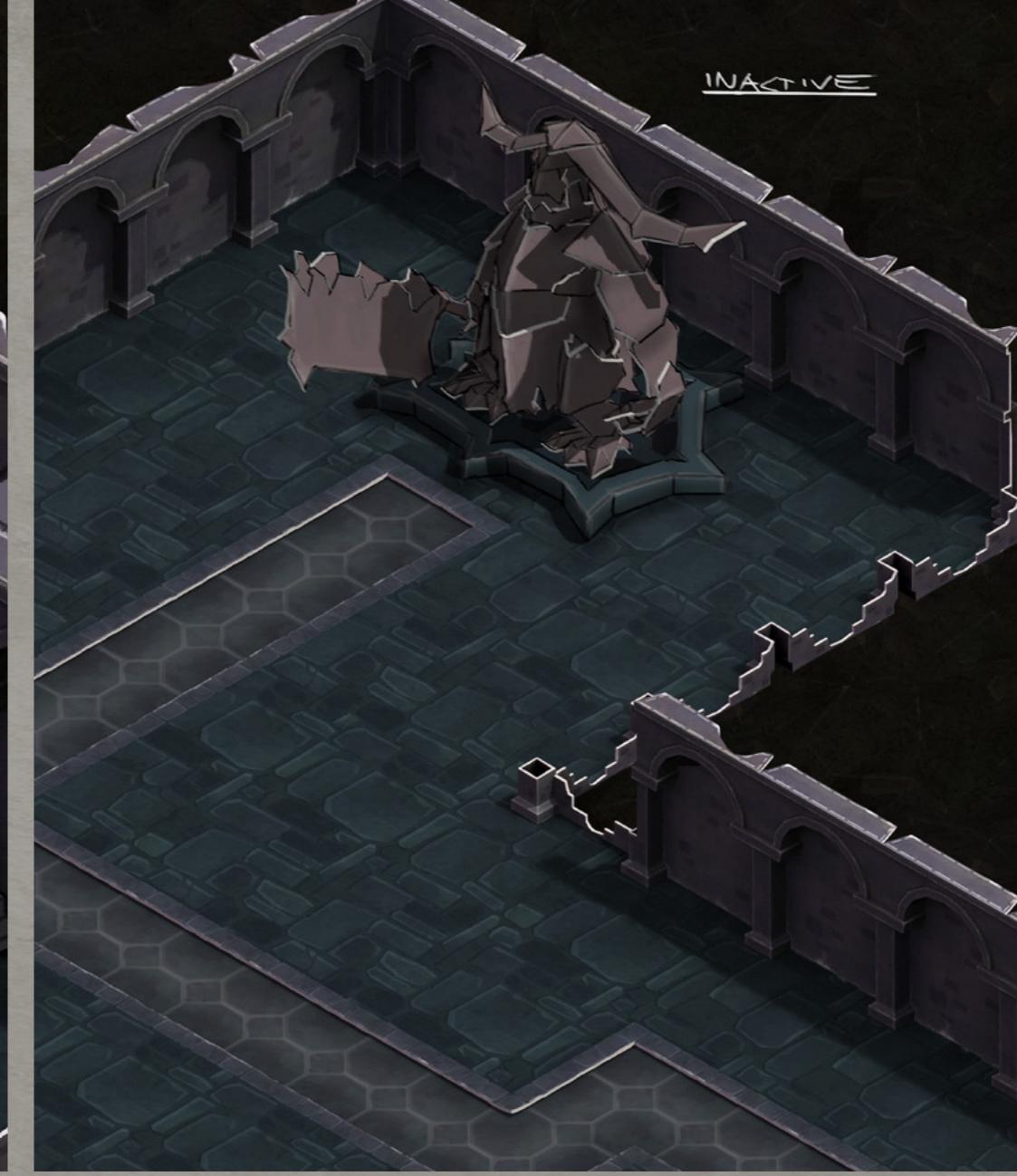
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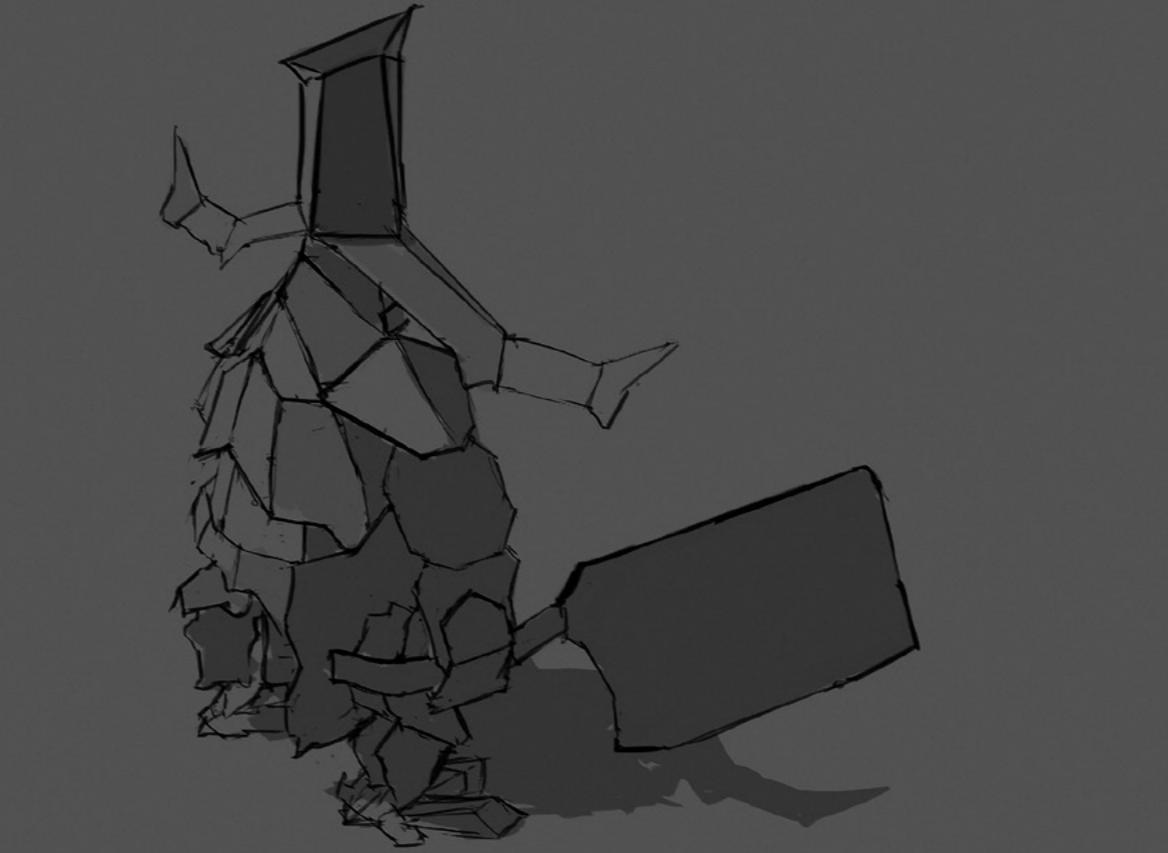
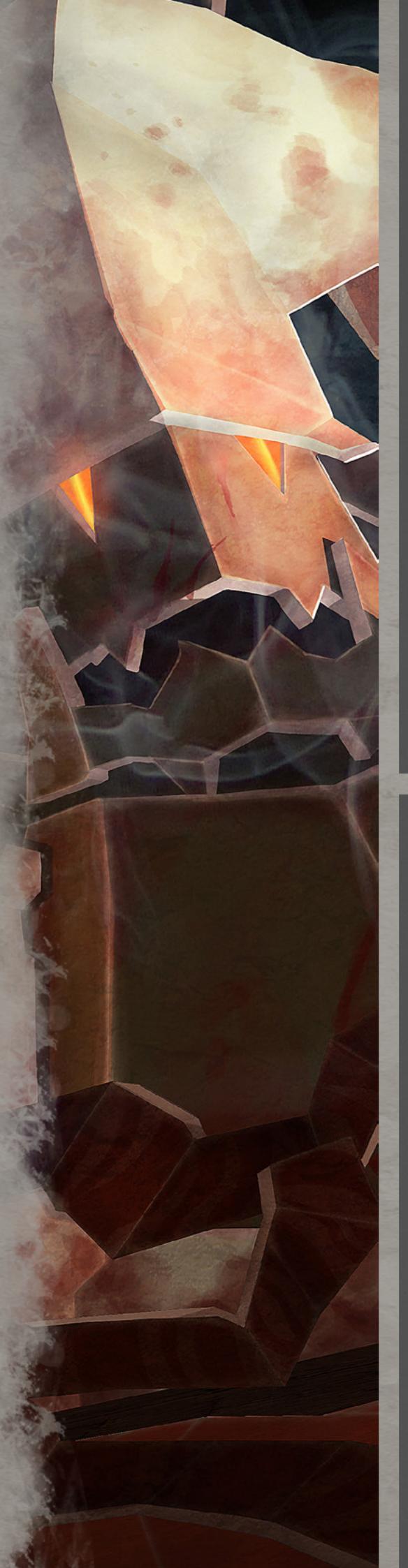


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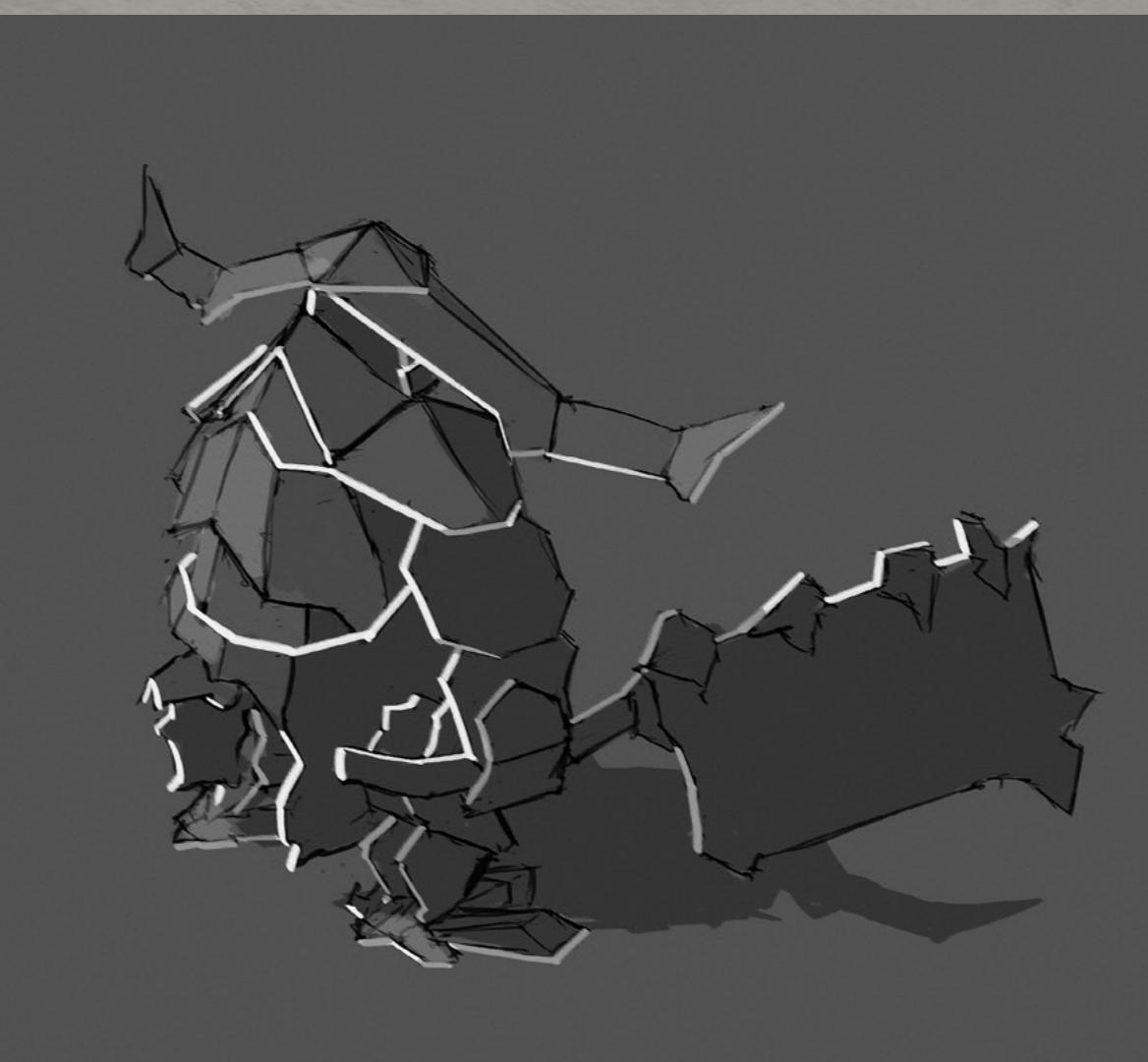


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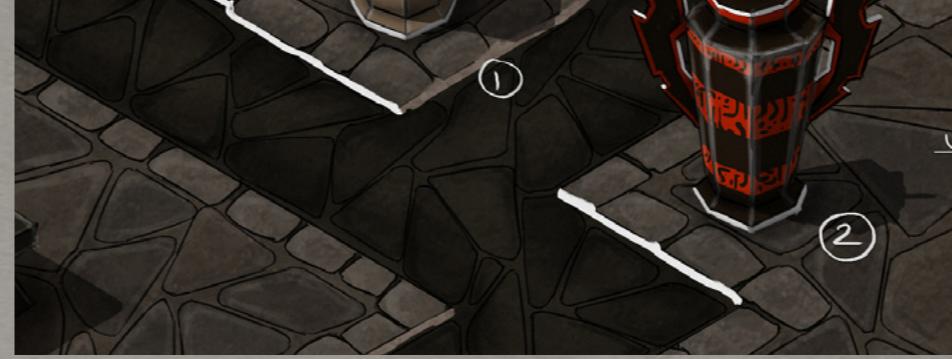
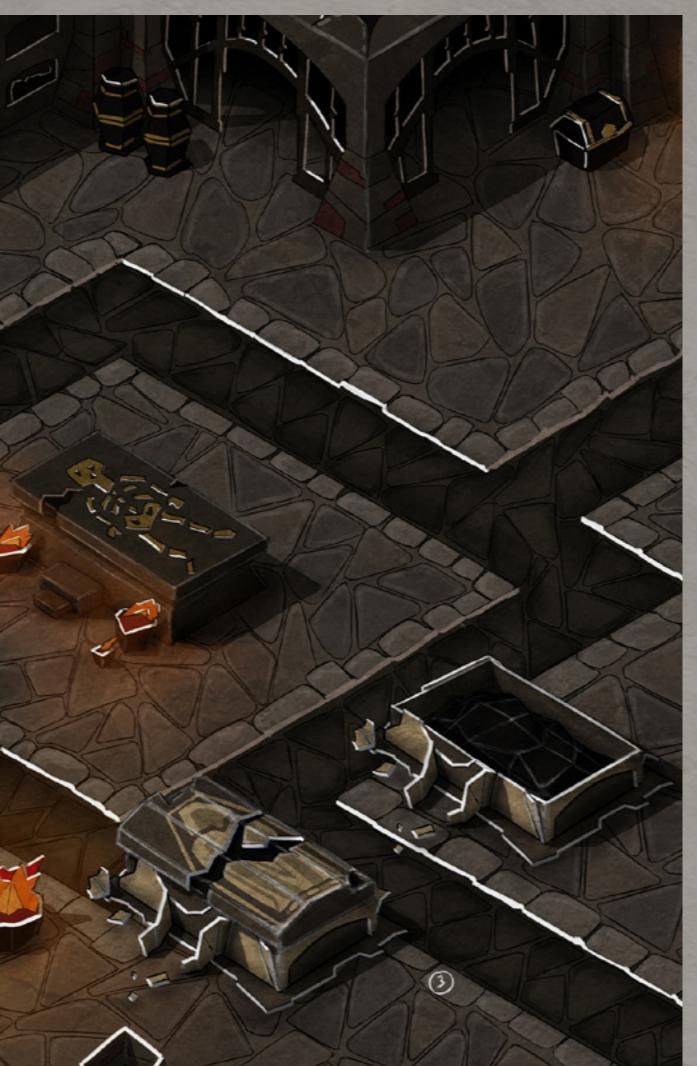
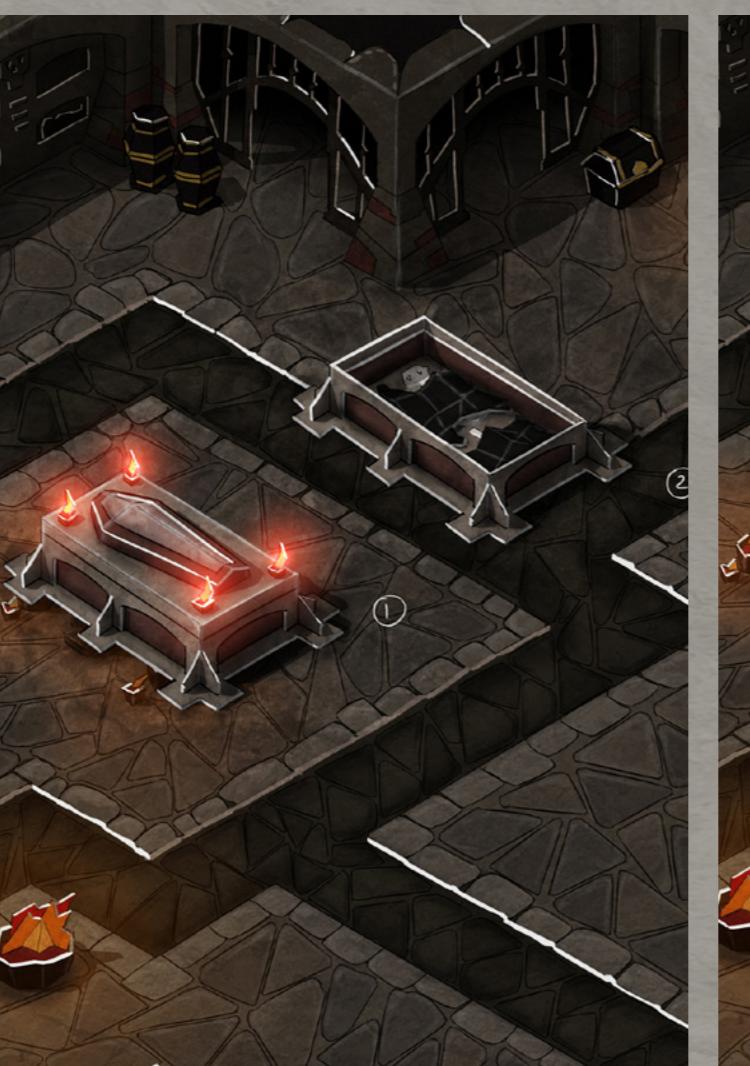
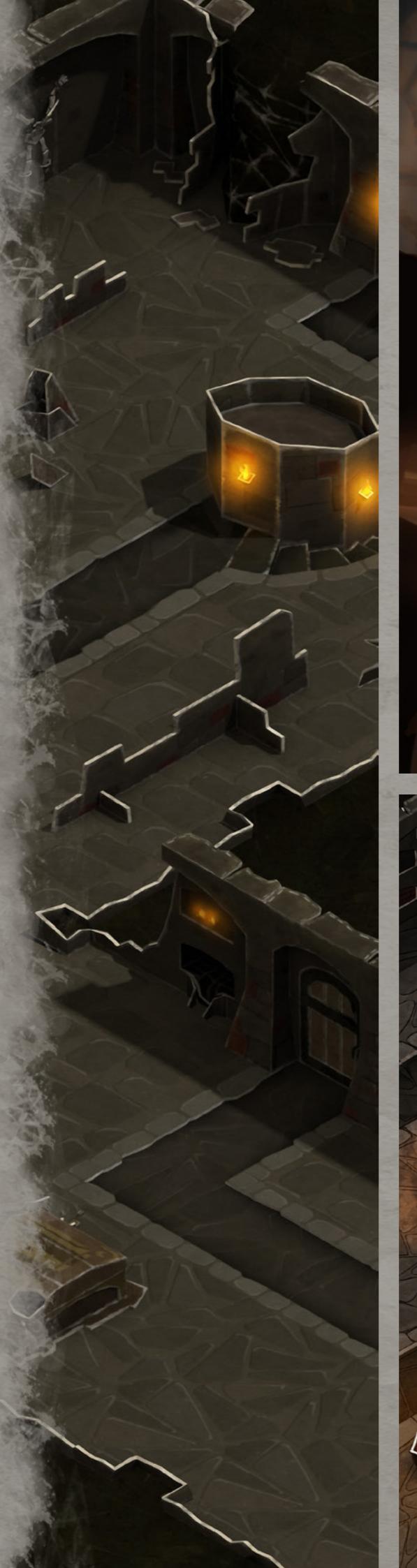
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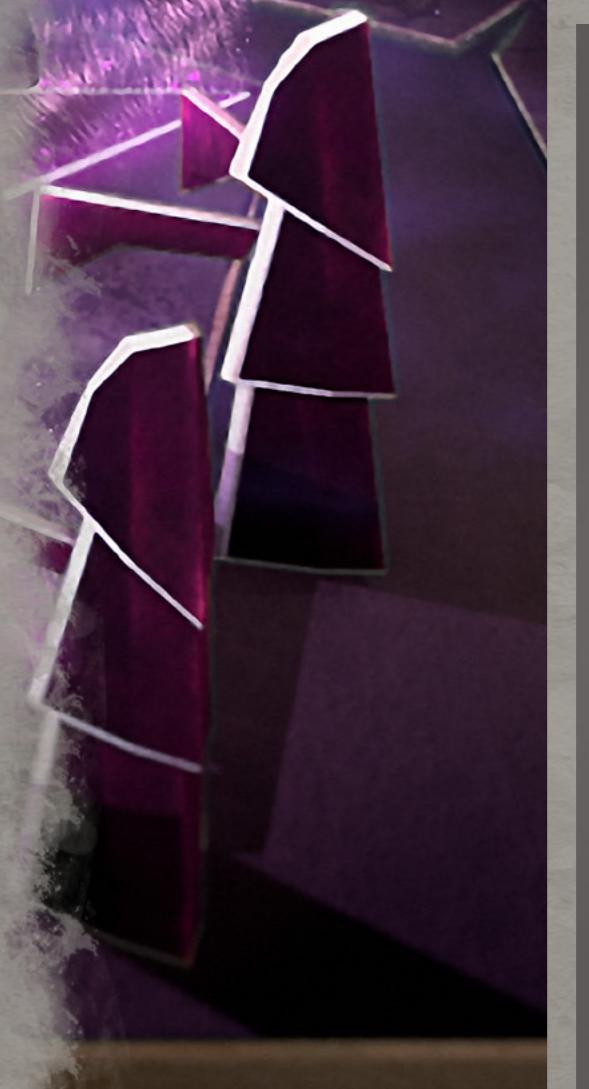


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## THE ANTIPOPE

72



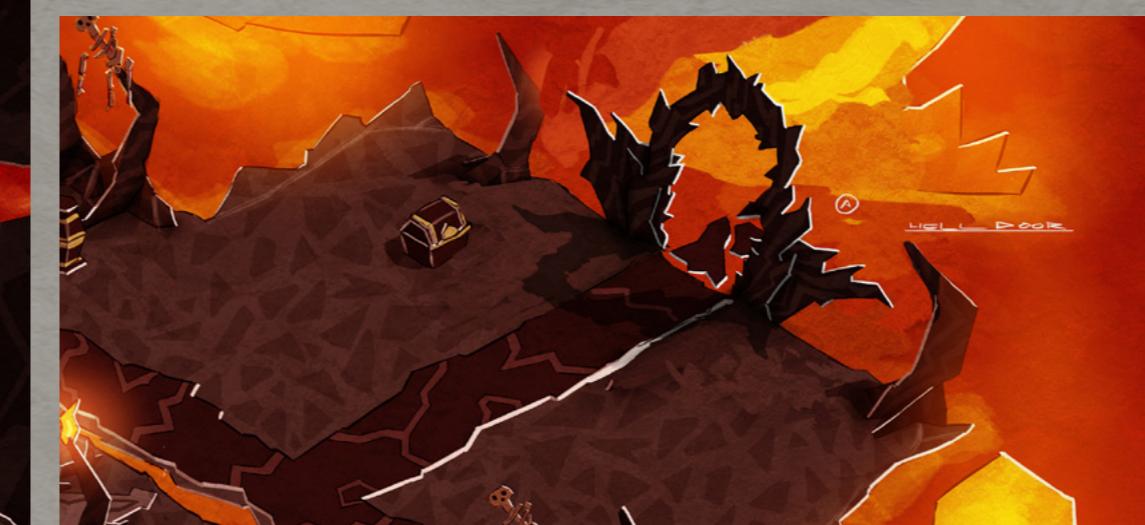
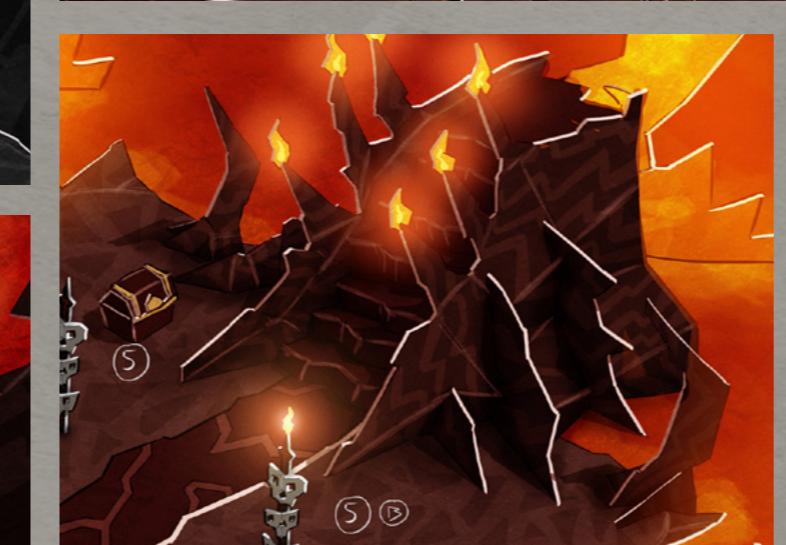
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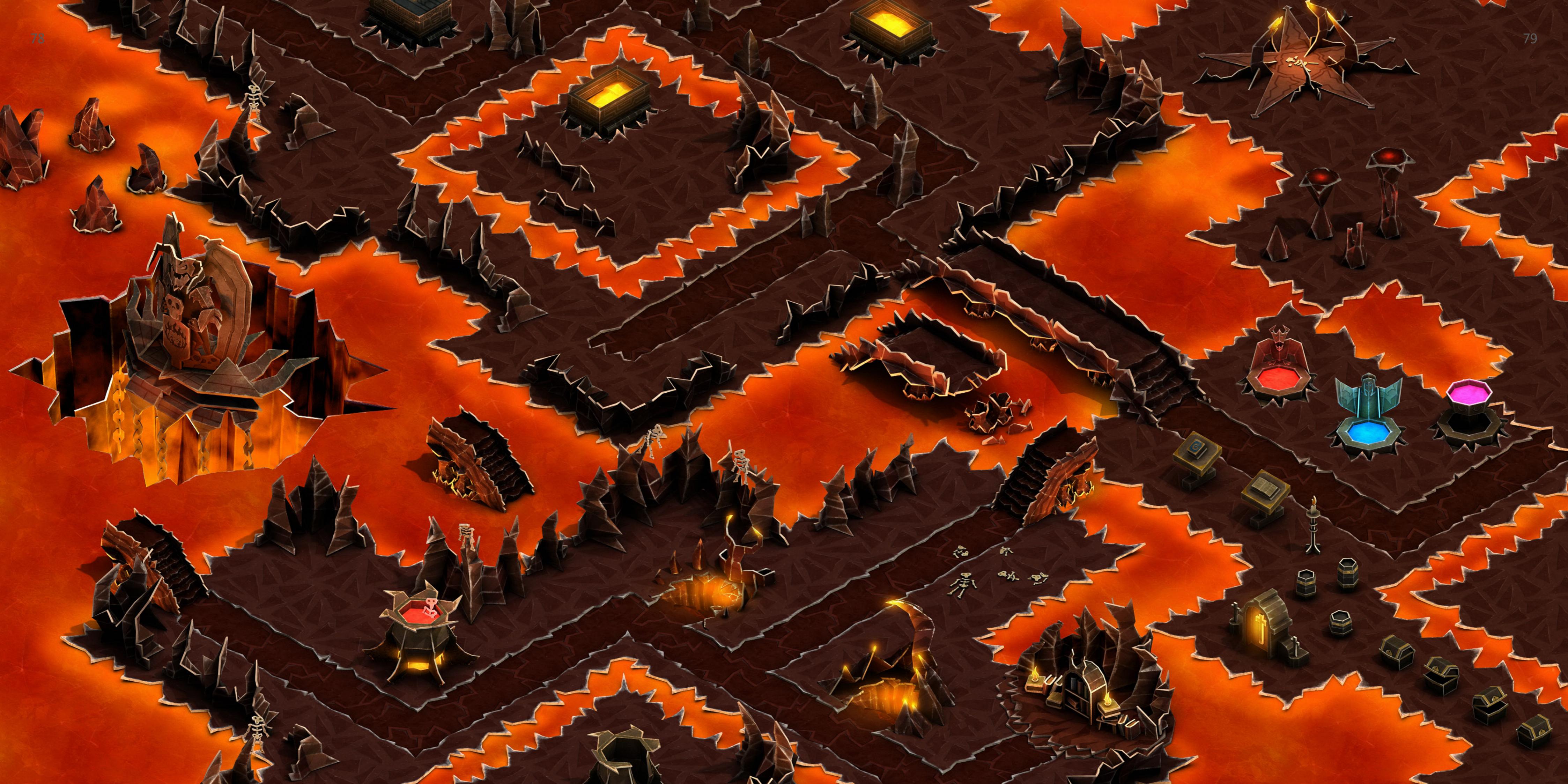
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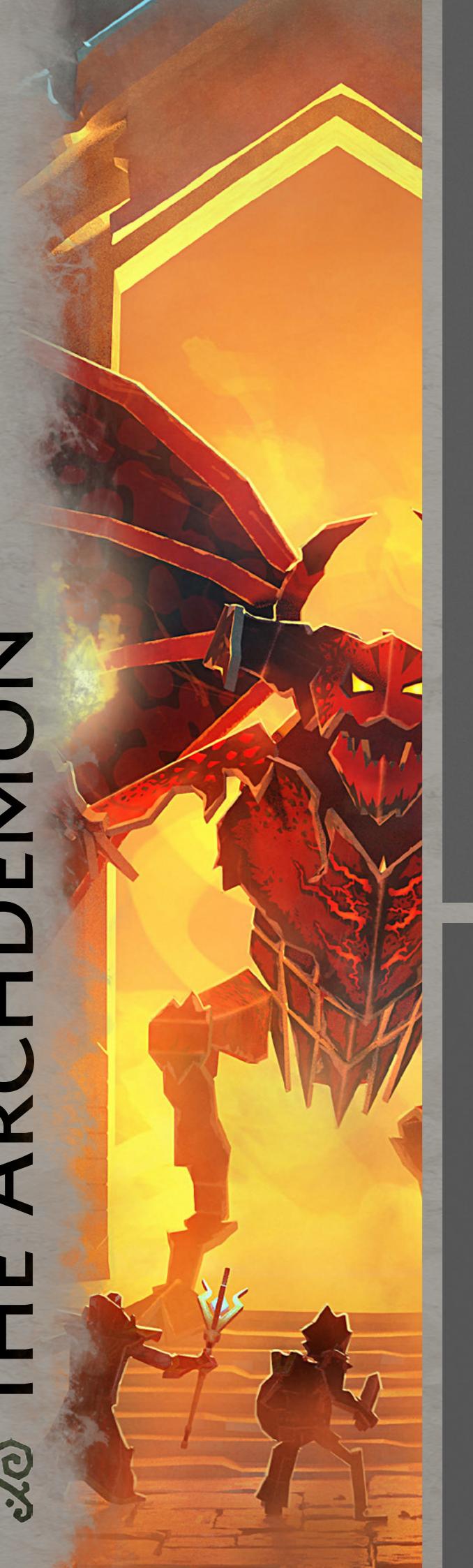


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# THE ARCHDEMON

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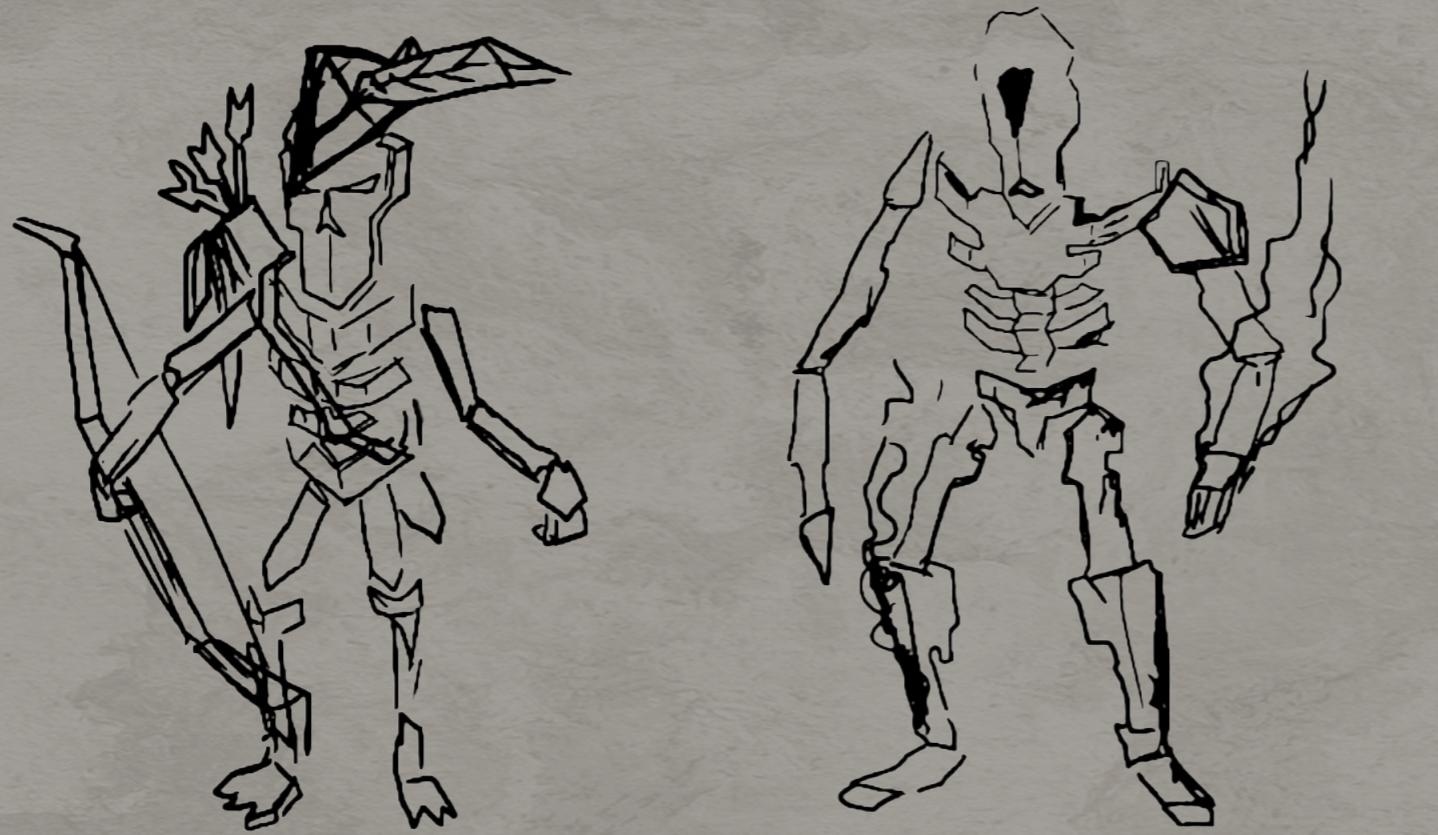


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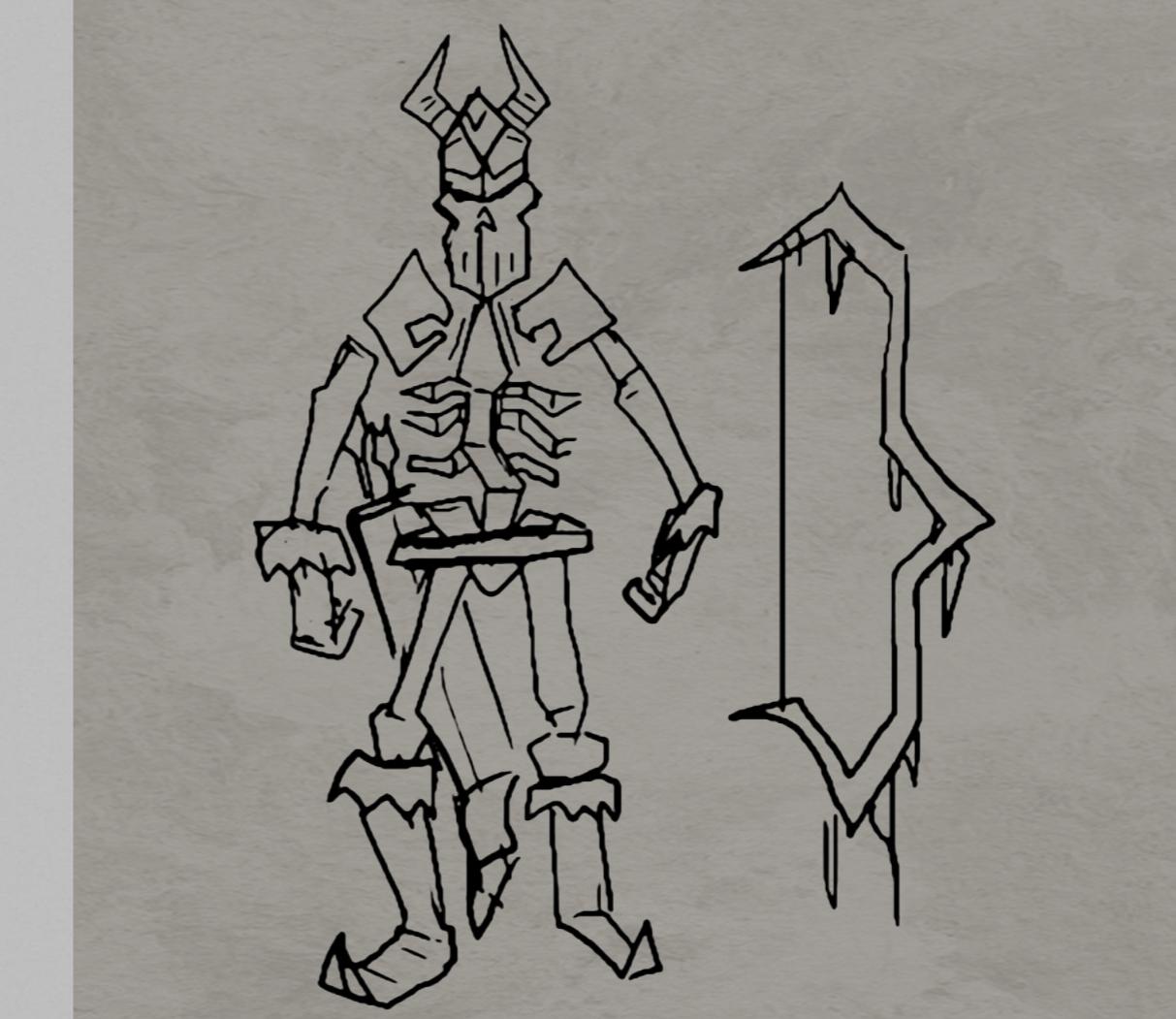
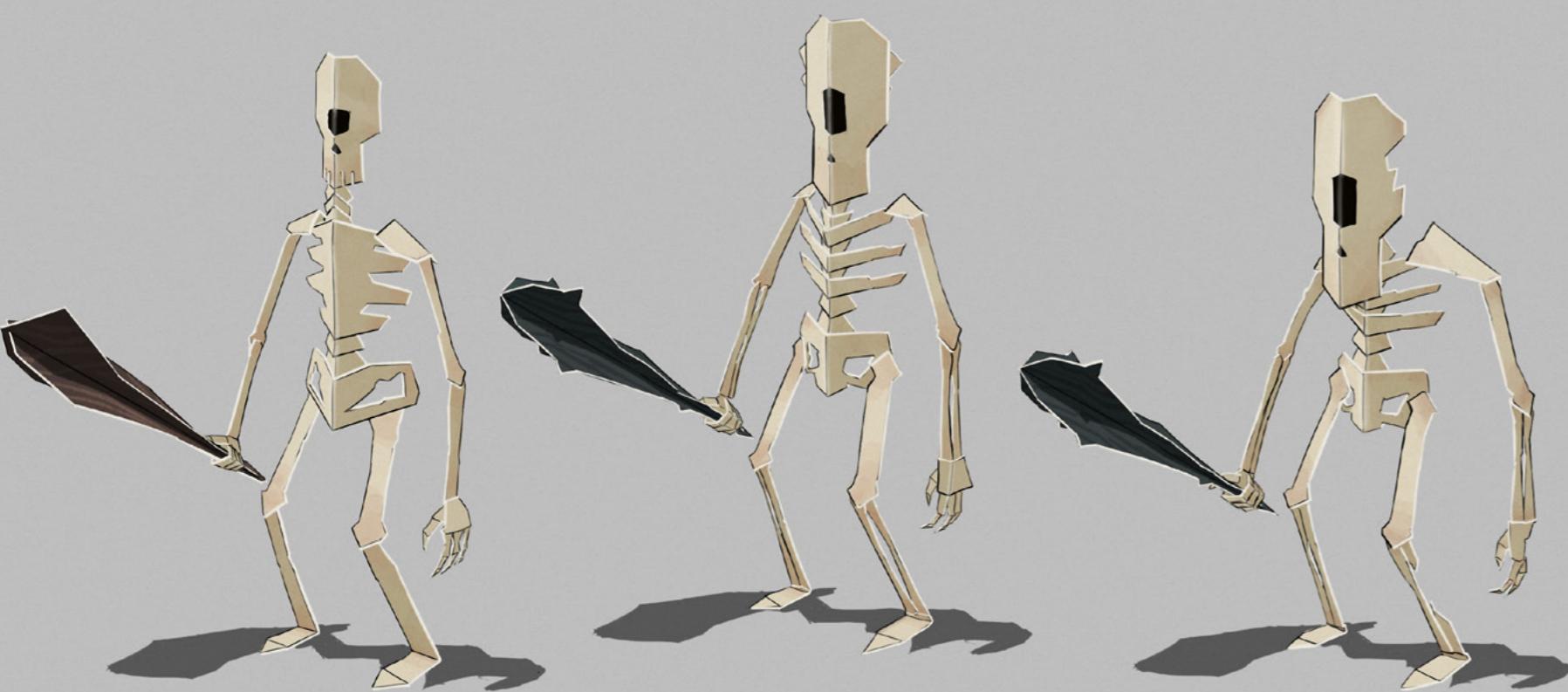
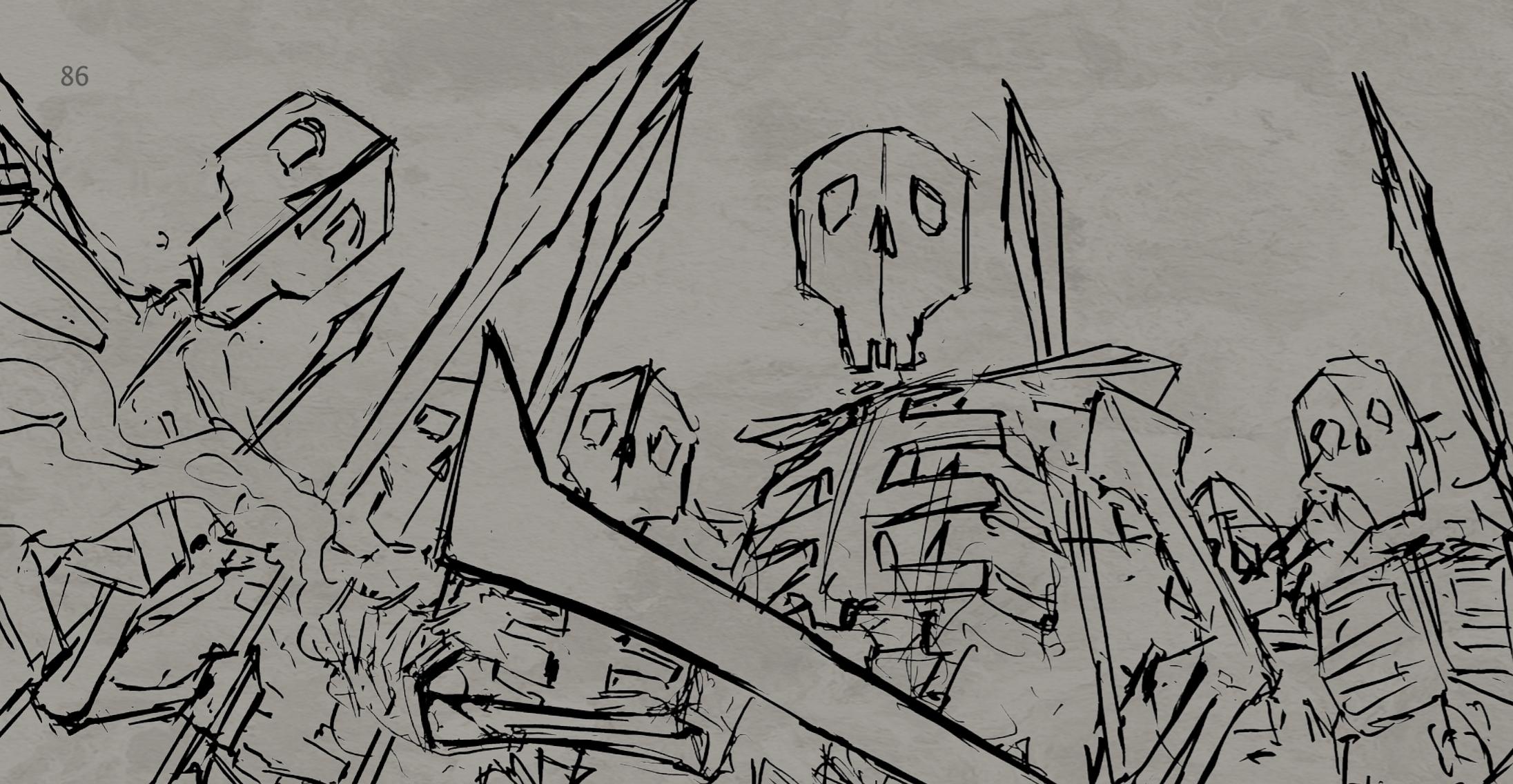


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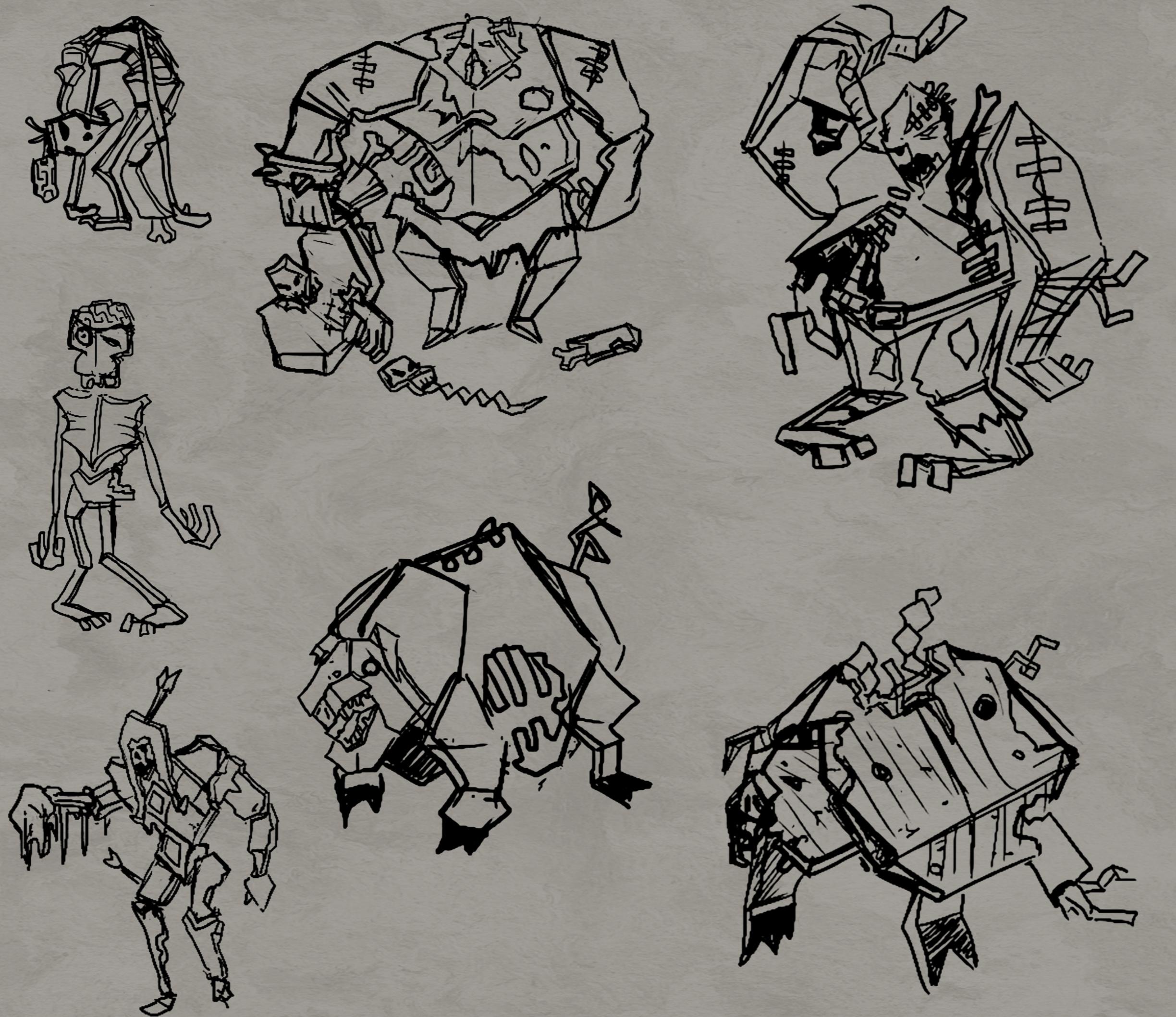
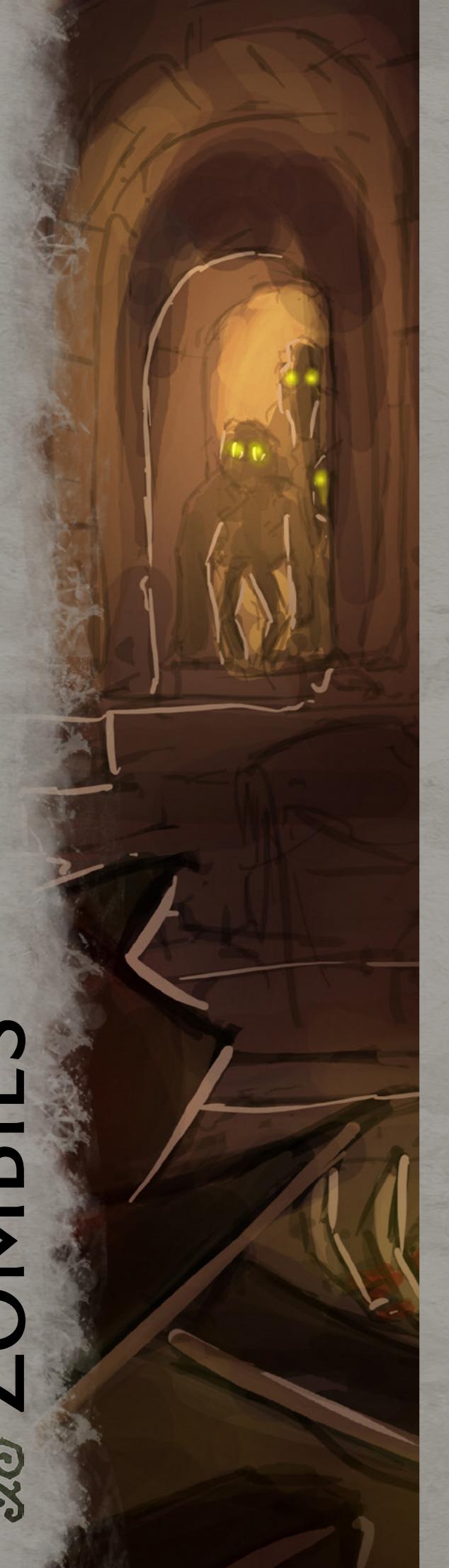
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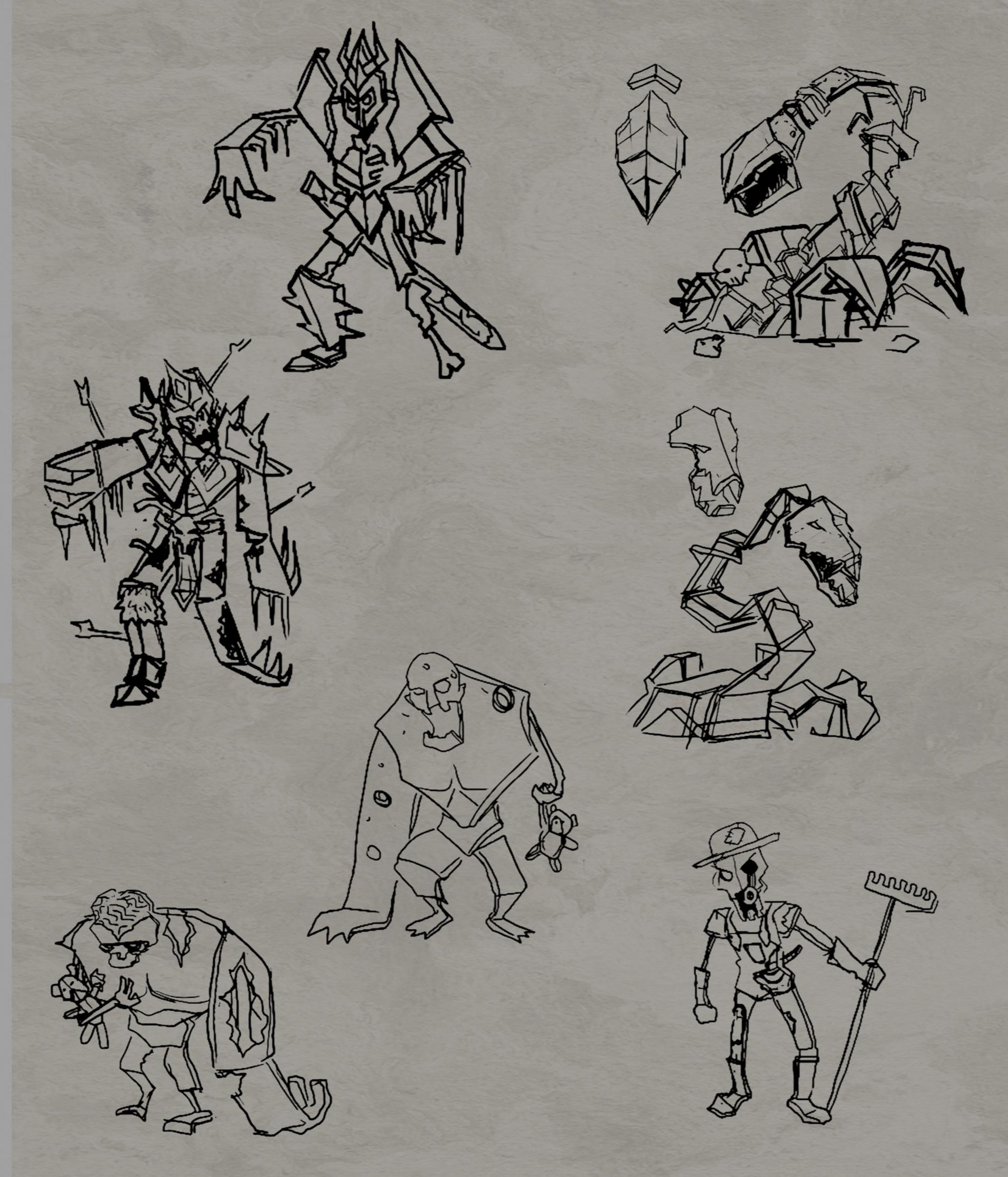
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91







# GOATMEN

96



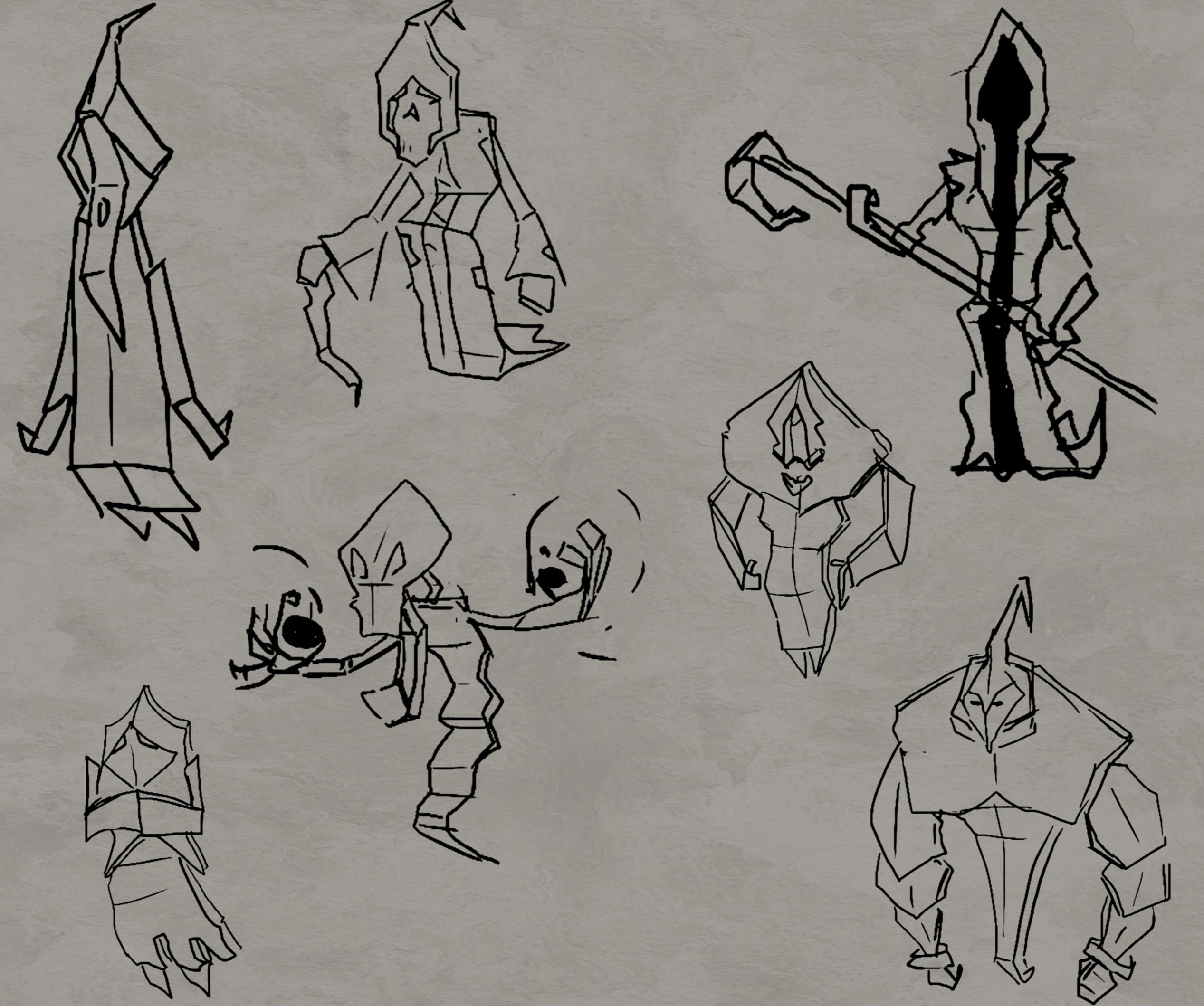
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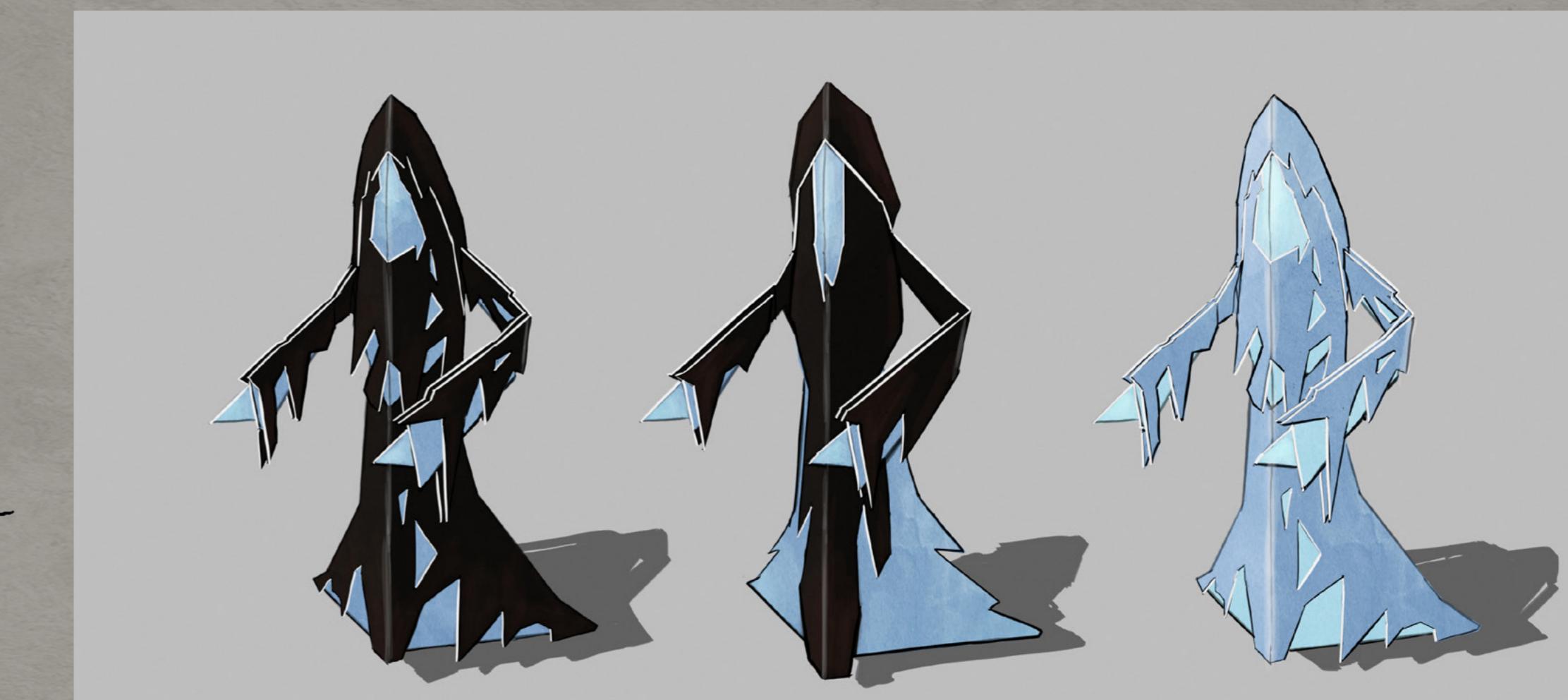
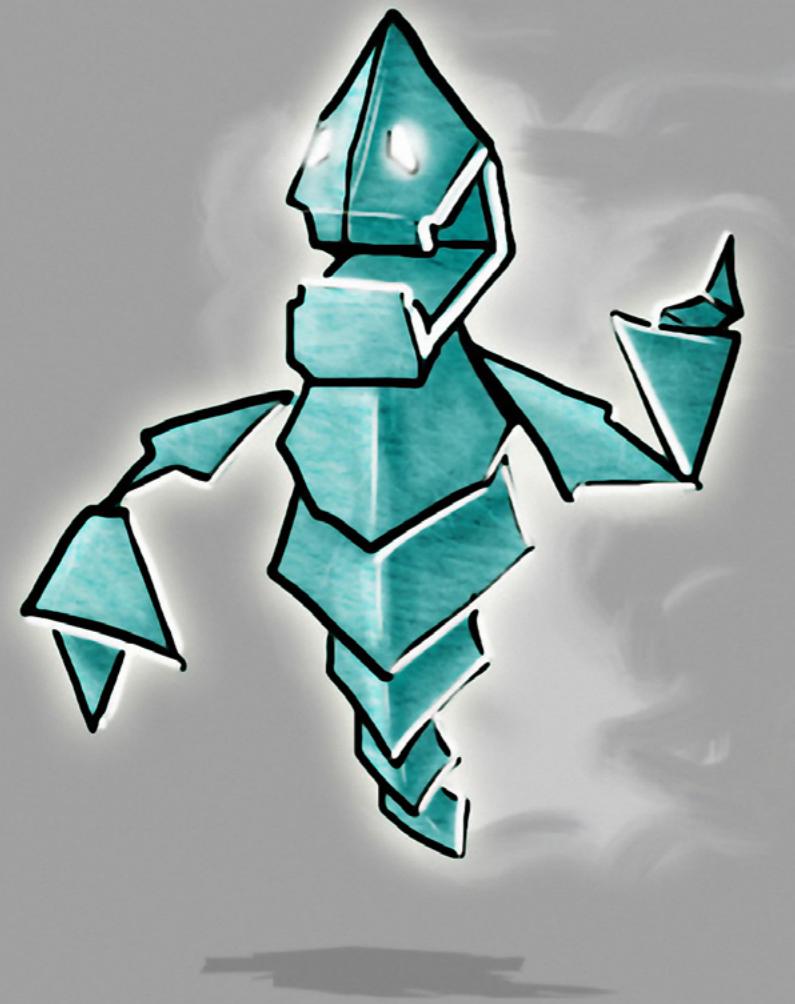
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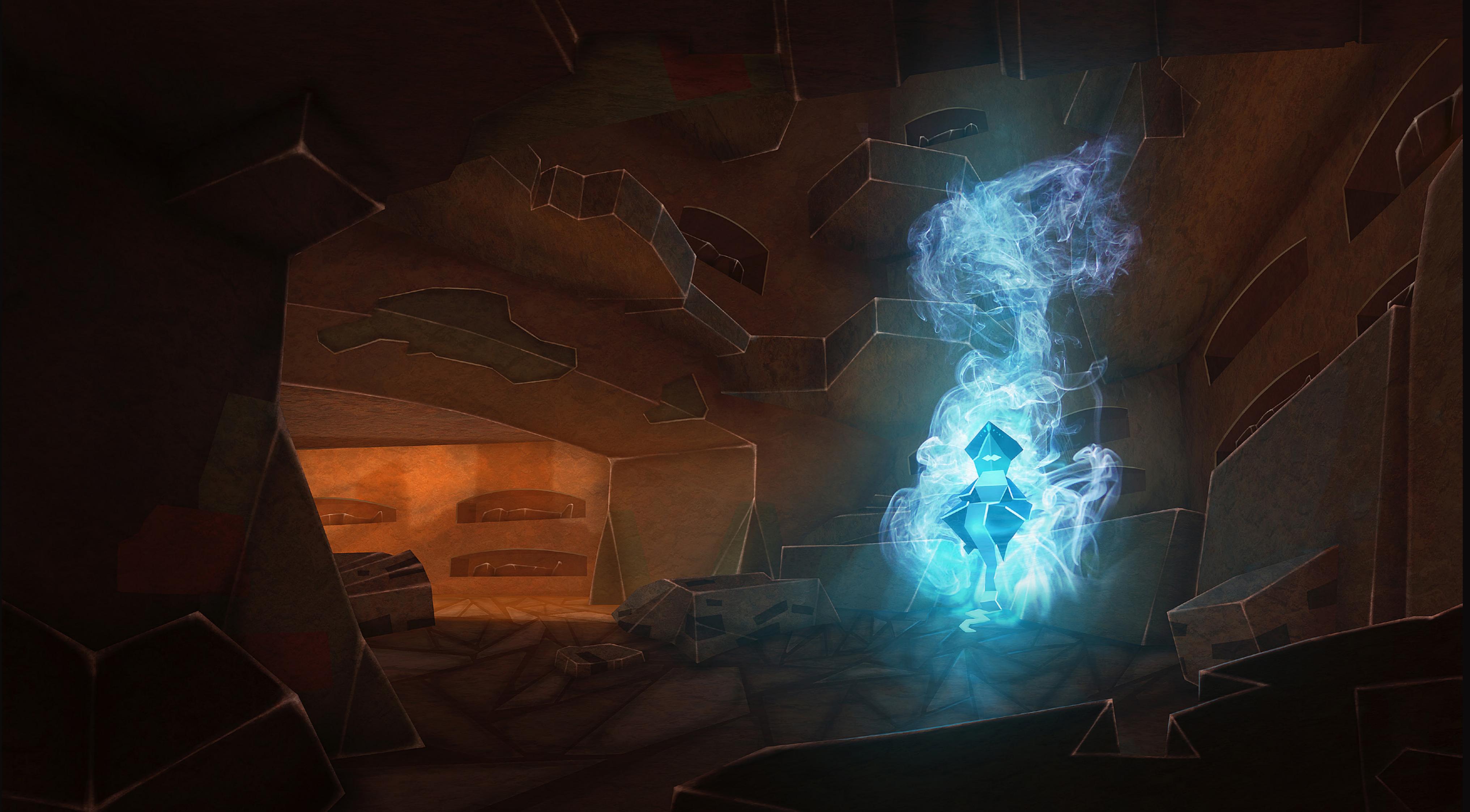
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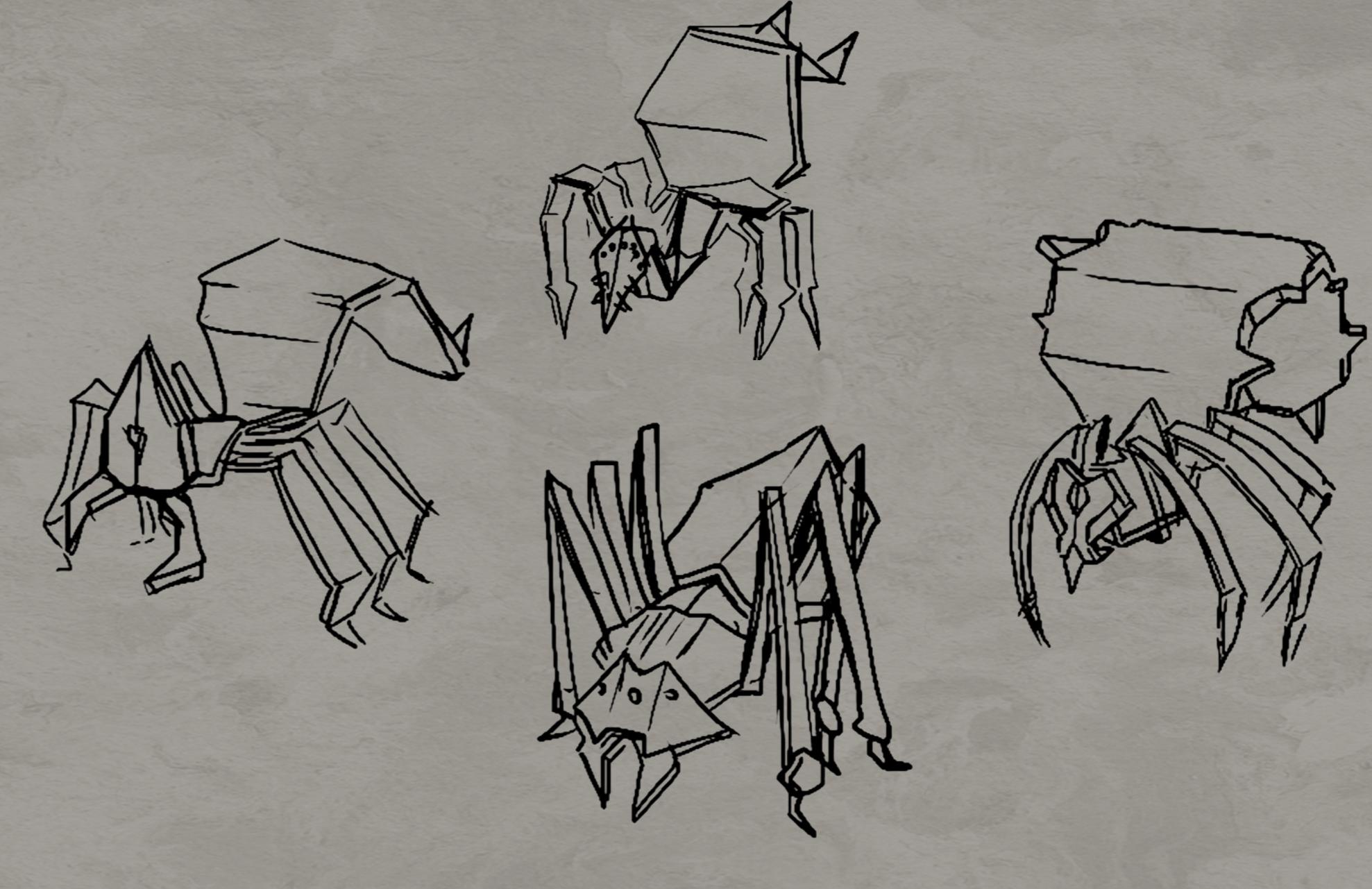
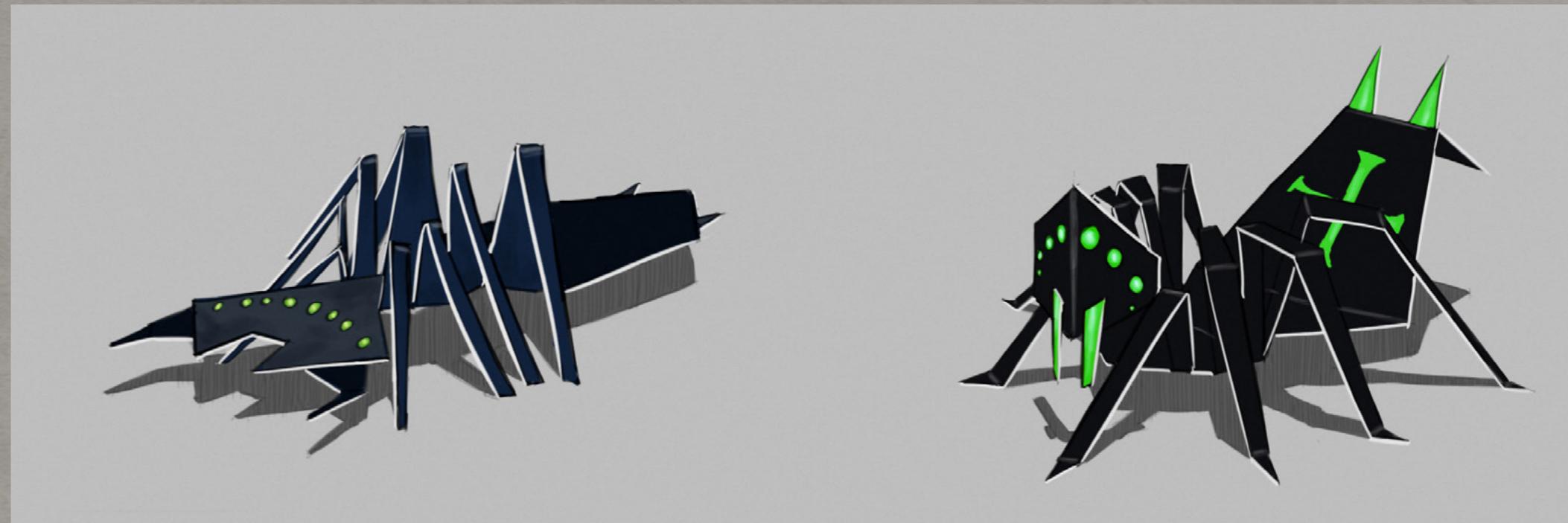




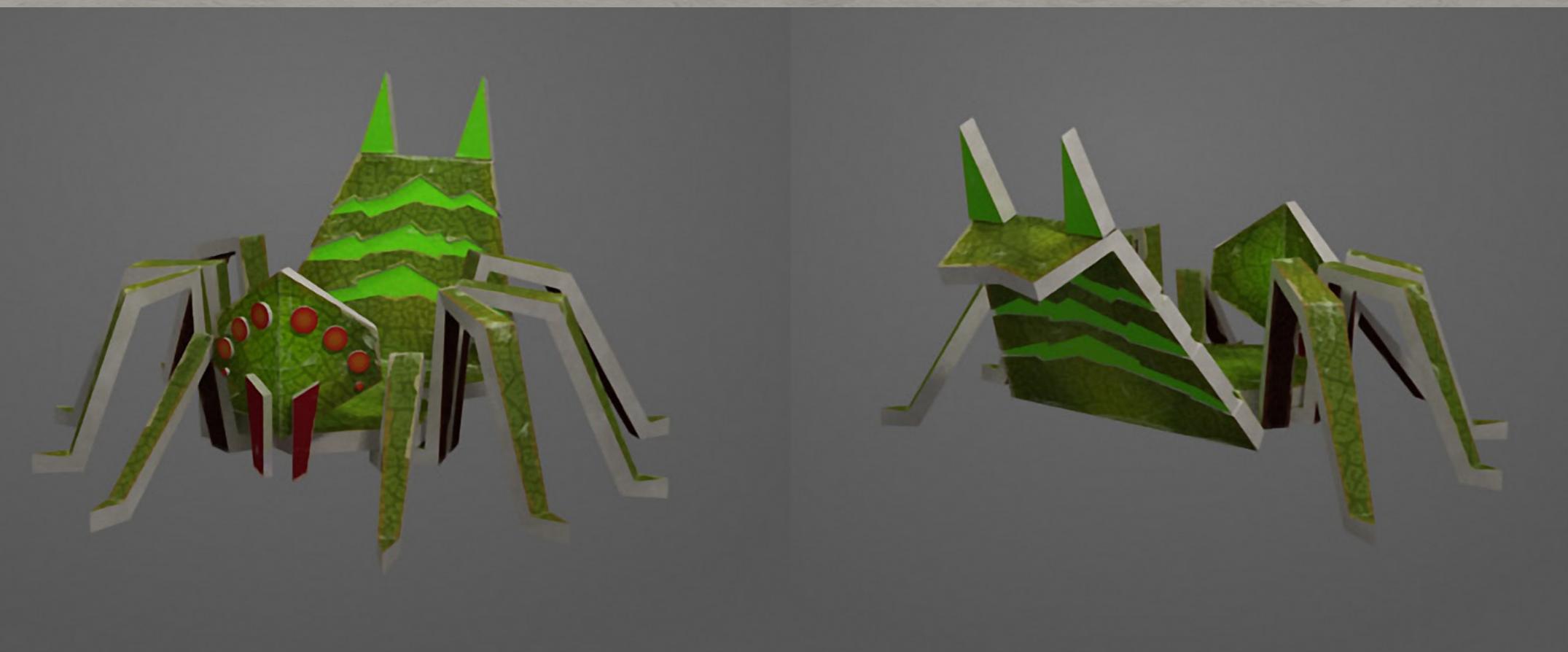


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107





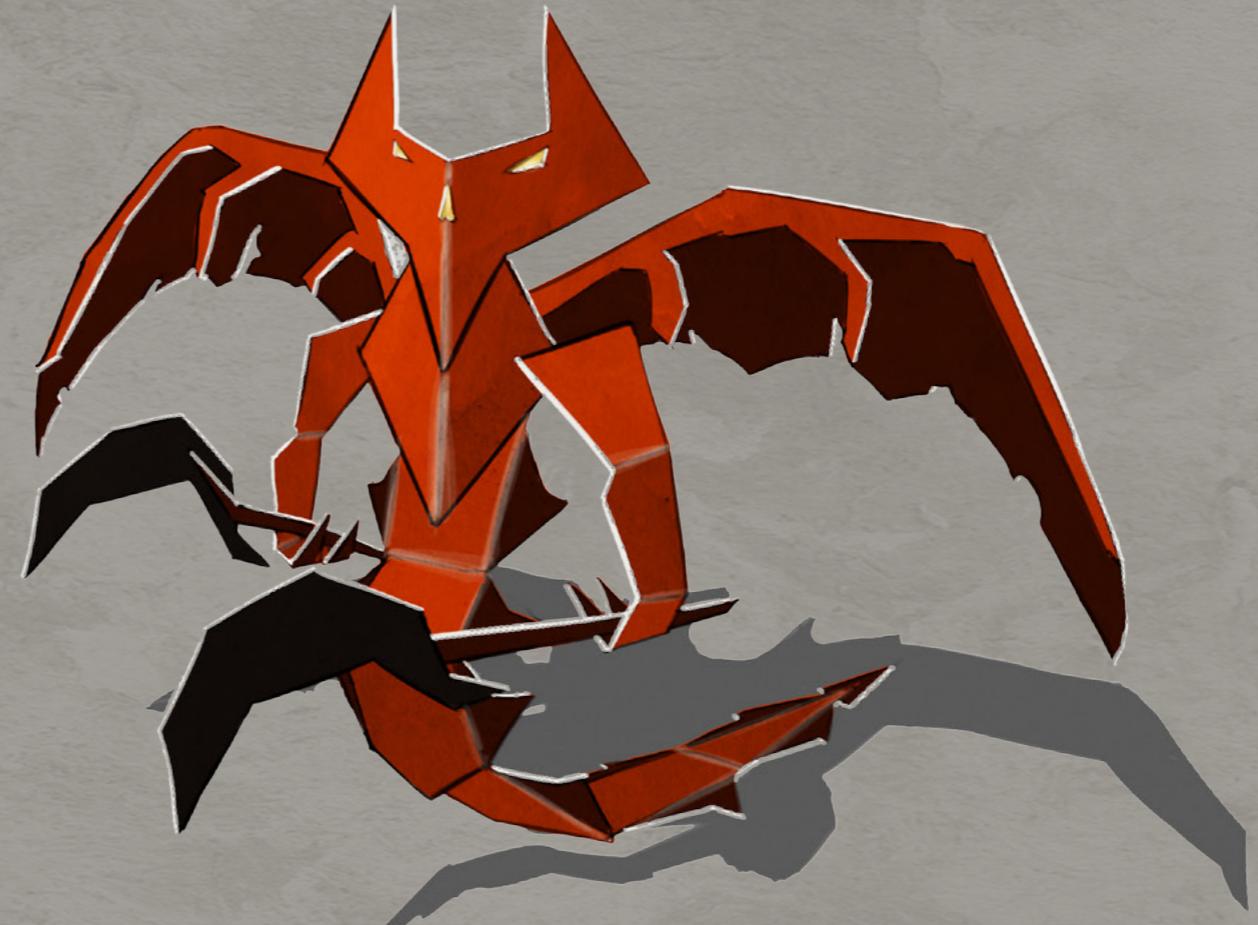
## GARGOYLES & DEMONS

112



113



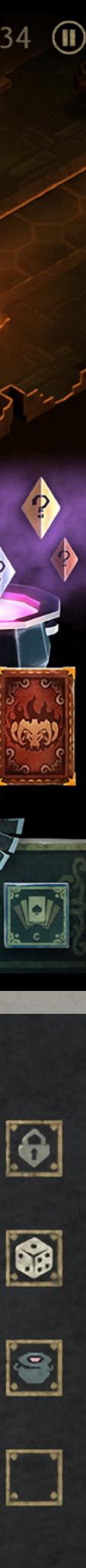




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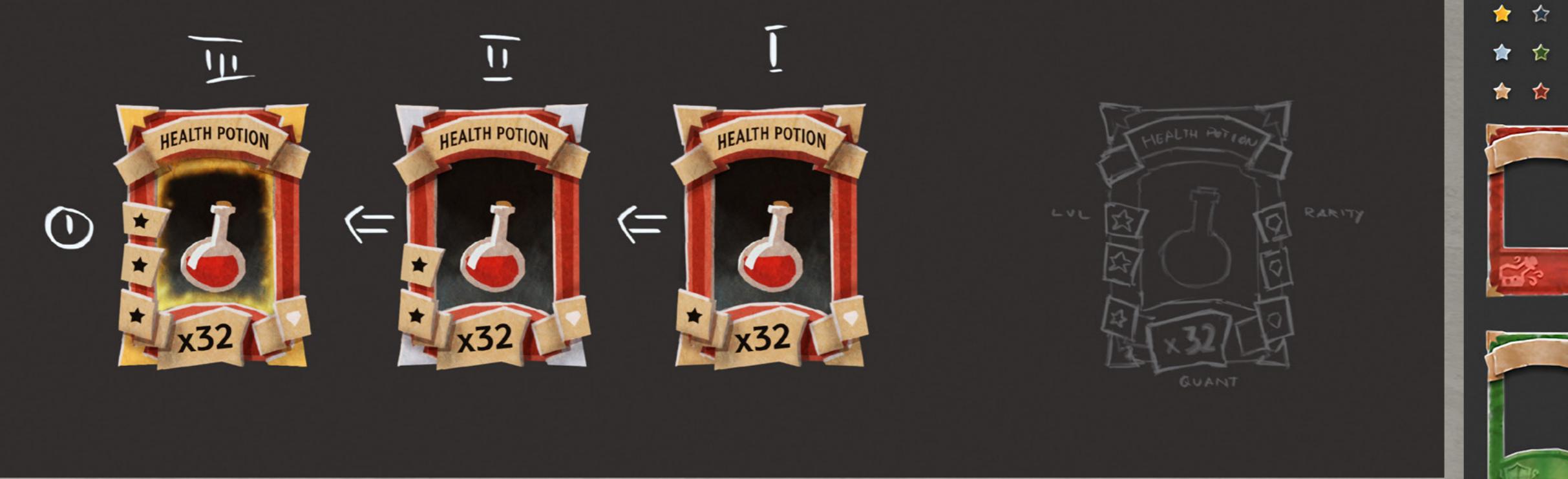
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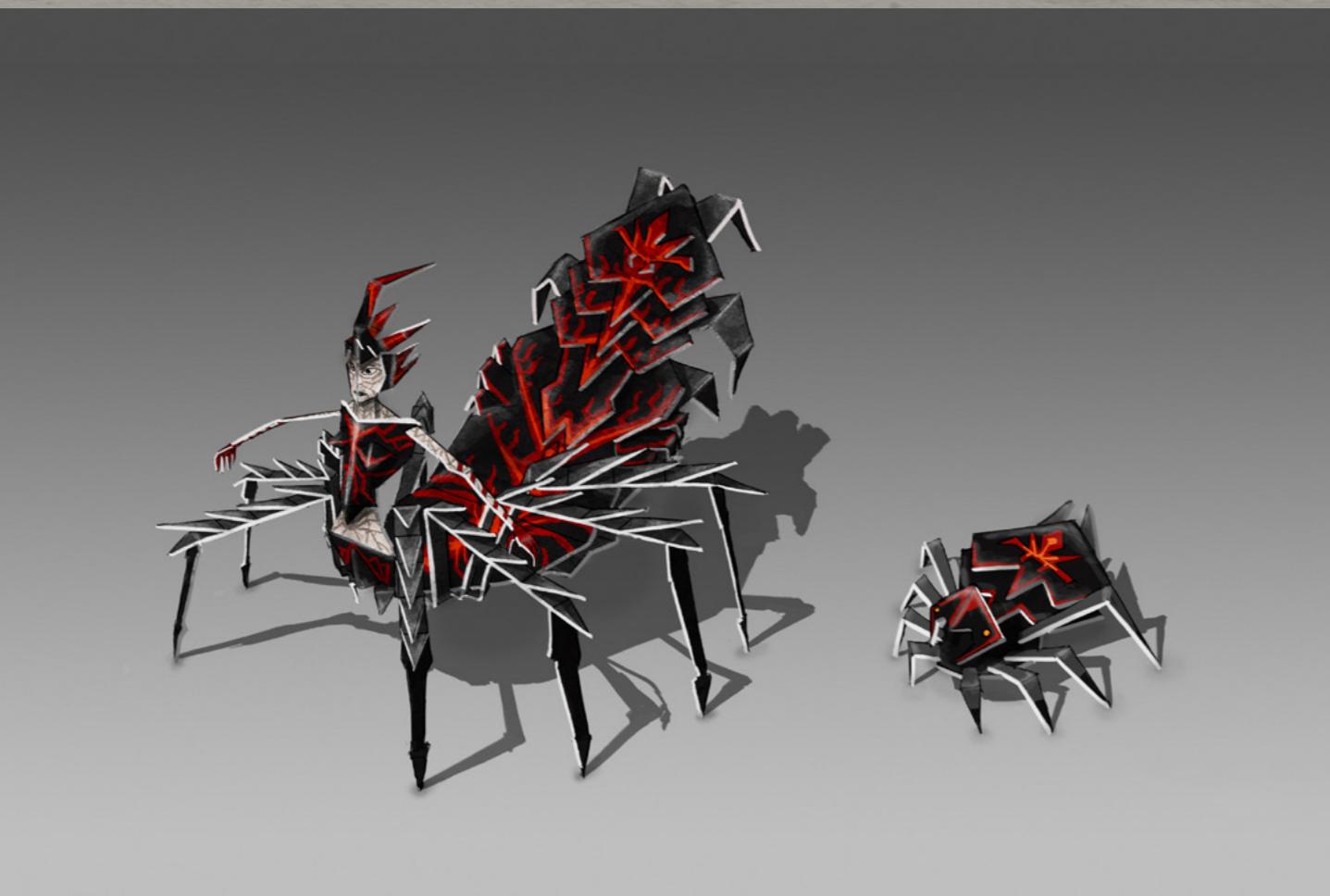
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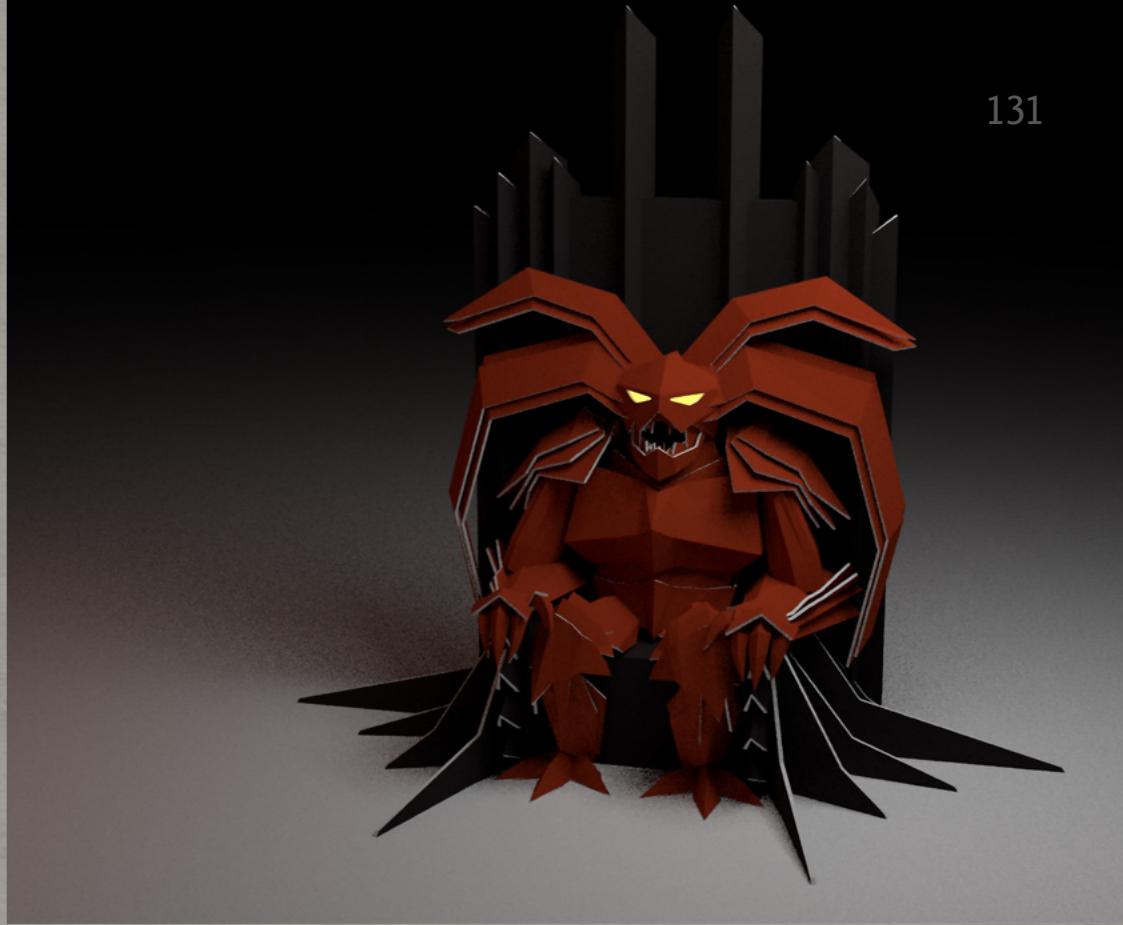
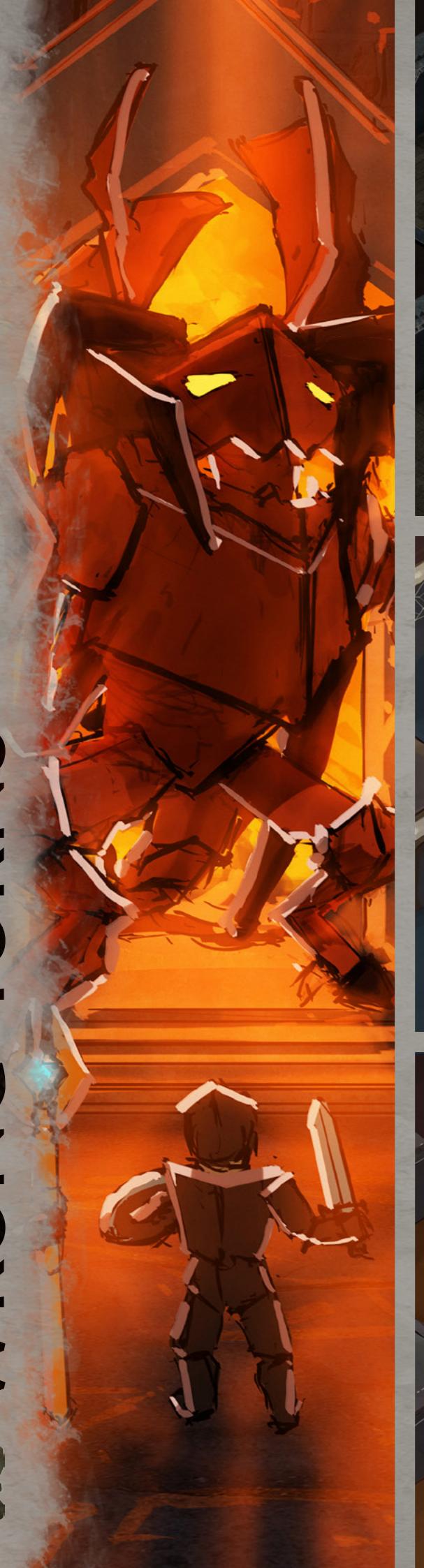


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# WRONG TURNS

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# CREDITS

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## ARTSTYLE DEVELOPMENT

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Piotr Kosmala  
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Piotr Brudniak  
HONETi

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Filip Starzyński

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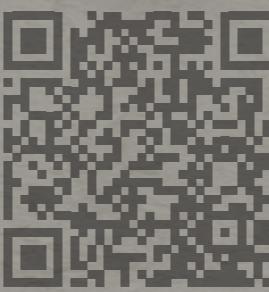
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Adam Buczek  
Krzysztof Rutkowski  
Piotr Lisek  
Stanisław Sożyński  
Tomasz Tomaszewski

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Konstanty Kalicki

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Adam Buczek



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