



SEASHELL
STUDIO

2018





A PIRATE'S DREAM

Winner of a worldwide contest that included all expenses paid trip to England to visit Rare HQ.

2016

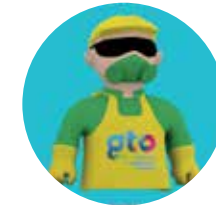
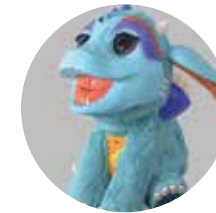


LAST STAND FILMS MOTION BRAND

Transition between warriors that symbolize the evolution.

Motion brand animation.

2017



BETWEEN OBLIVION

A game based on controlling the line between life and death. Made entirely in 48 hours for the Global Game Jam 2017.

2017



Running Fable α

You know already the tale...
IS TIME TO MAKE IT YOURS.



PROJECT: Running Fable
GENRE: Multiplayer Game
TARGET: Family
PRODUCER: Seashell Studio
YEAR: 2017



SEASHELL
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EUSTACIO



DON GUIÑAPO



ESPERANZA



SERAFIN



PROJECT: Moravilla
GENRE: Short Film
TARGET: Family
PRODUCER: Seashell Studio
YEAR: 2017

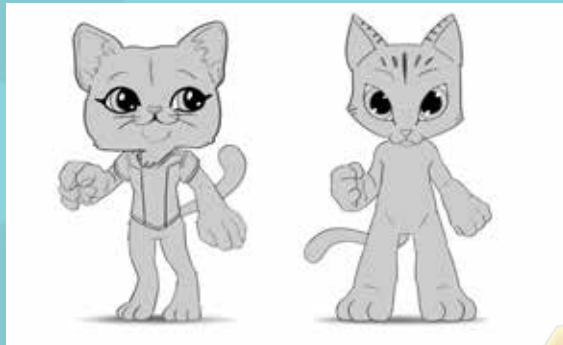
In the town of Moravilla, something strange is happening with the rotten berries. A fat farmer with a mustache and a shoeless woman will disentangle this mystery while exploring the importance of caring and recycling.

Lunch & PALIZA

PROJECT: Lunch a Paliza
GENRE: Party Video Game
TARGET: Family
PRODUCER: Seashell Studio
PUBLISHER: Alternative Software
YEAR: 2019

Full of surprises that will make you laugh, scream & shout, and play it again to show your friends who's the best food.





GENRE:
TARGET:
PRODUCER:
PUBLISHER:
YEAR:

Character Design
Video Game
Family
Seashell Studio
Alternative Software
2018



PROJECT: Mascot
GENRE: Store
TARGET: Family
PRODUCER: Seashell Studio
CLIENT: Tu dime rana y yo salto
YEAR: 2018



