



PASTO

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About Our Game

A first-person, atmospheric, adventure game that invites you to step inside the imagination of Francisco Goya.



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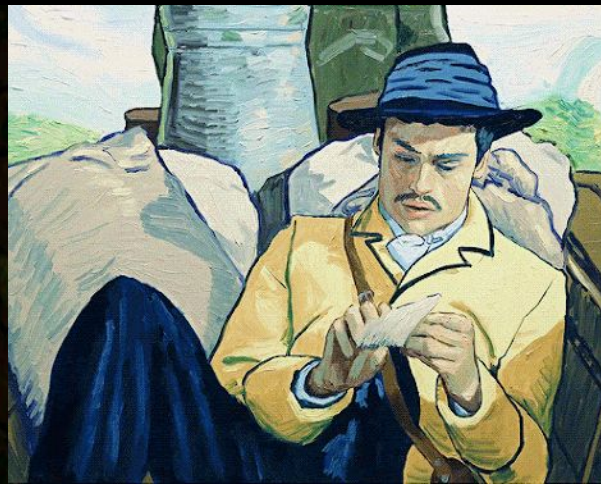
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Inspirations



Thief: The Dark Project



Loving Vincent



The Lighthouse

Gameplay

Immerse yourself in the world of the paintings.

I think you're exaggerating.

You're right.

Oh well what do YOU think?



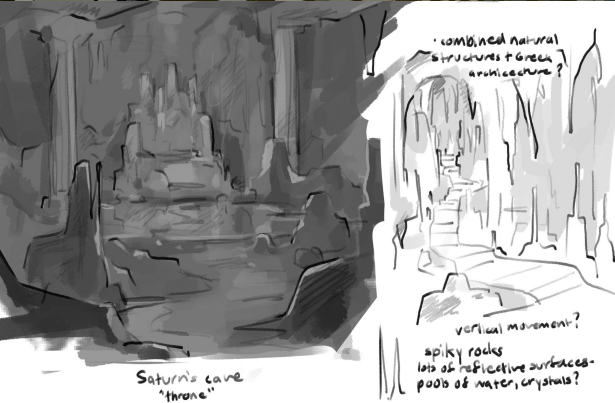
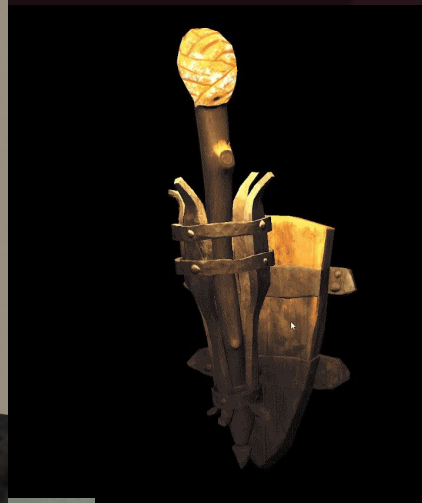
F to USE FLASHLIGHT
I to OPEN INVENTORY
CTRL to CROUCH



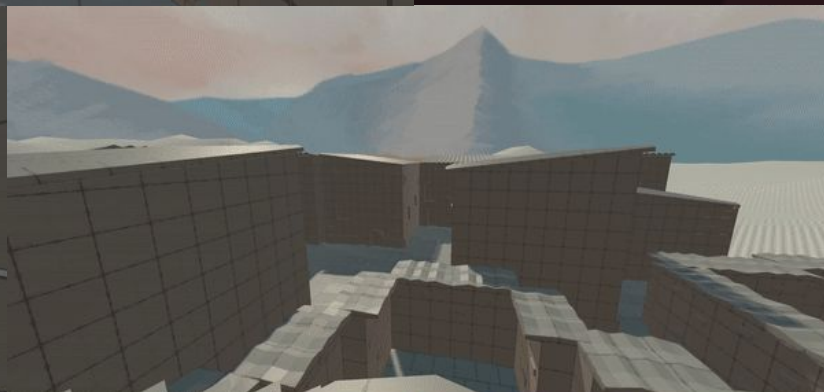
Wooden Spoon

An old wooden spoon, probably left behind in the museum by caterers.

Pre-Production Progress



Pre-Production Progress



Who We're Looking For

ENGINEERING:

- General Engineers
- VFX/Shader Engineer

DESIGN:

- Designer

NARRATIVE:

- Writer

ART:

- 3D Artists (Character Modelling Exp. Preferred)

MARKETING:

- Marketing Lead

USABILITY:

- Usability Lead

Questions?

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