

THE ART OF

IN
DI
KA



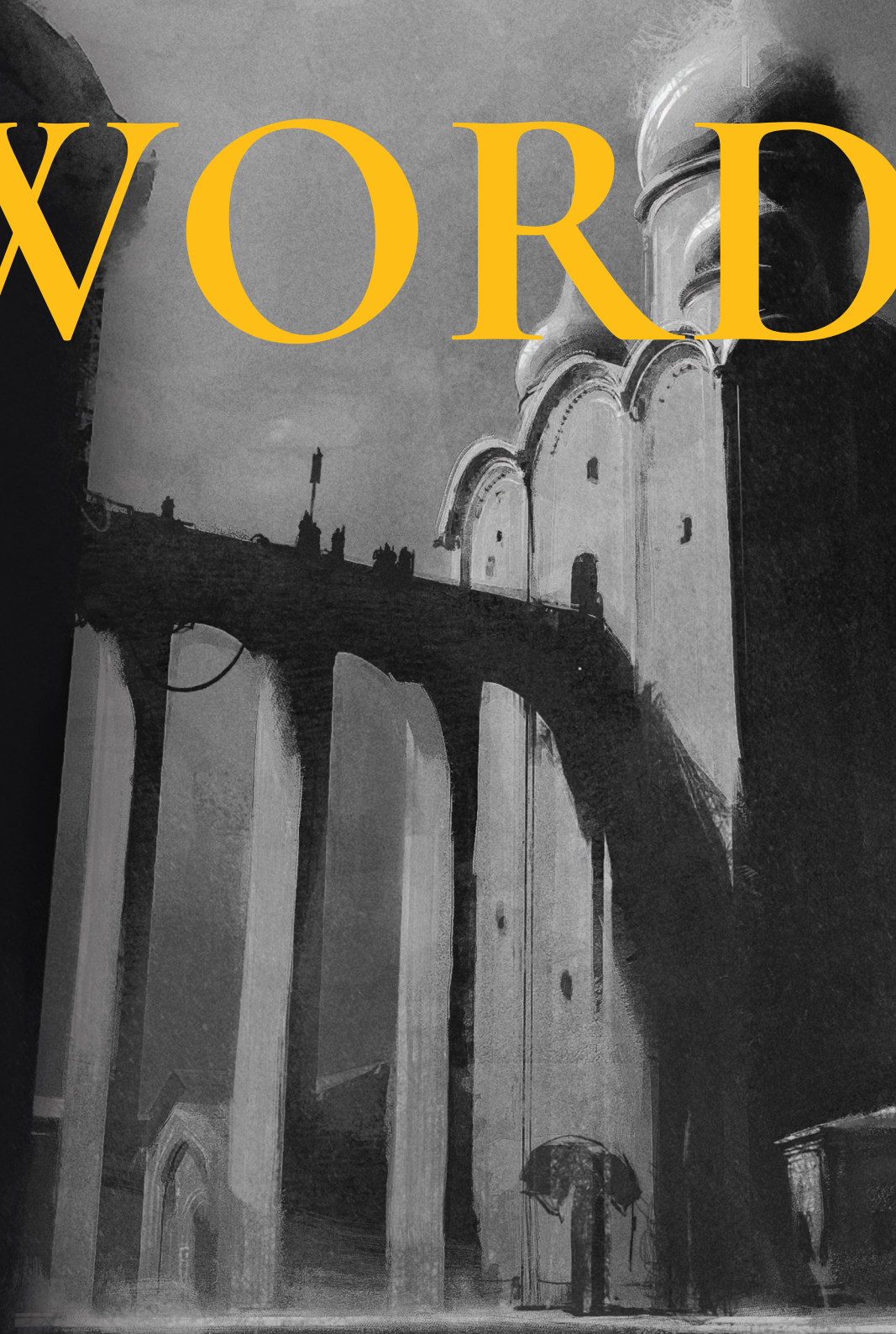
ASK
AND YOU
SHALL BE
DECEIVED

FOREWORD

When envisioning Eastern Europe during the late 19th and early 20th centuries, one might conjure up scenes of harsh winter weather: snow falling heavily, the sky cloaked in gray, and clouds hanging low. It's a landscape reminiscent of Bulgakov's or Dostoevsky's novels, with an added layer of inexplicable mystery lurking beneath the thick blanket of snow.

INDIKA, too, shares this atmospheric quality, albeit with a surreal twist. The game presents a whimsical distortion of the traditional Russian landscape, a kaleidoscope of the fantastical and grotesque. Set in a parallel universe, it evokes the feeling of a fairy tale on acid, where even the most familiar elements take on twisted forms. Buildings and mechanisms, though grounded in logic, possess a mystifying irrationality, each detail conspiring to confound perception.

As depicted in this artbook, INDIKA boldly diverges from the modern visual mainstream. Here, you'll find no clichéd symbols like nesting dolls or Khokhloma motifs. Instead, the ordinary is tangled up in the tale of a nun journeying alongside the devil. Every frame of the game is designed to challenge and subvert expectations, offering an experience that defies convention.



“

GOD AND THE DEVIL
—THOSE ARE YOU.
ONE CANNOT EXIST WITHOUT
THE OTHER.

”



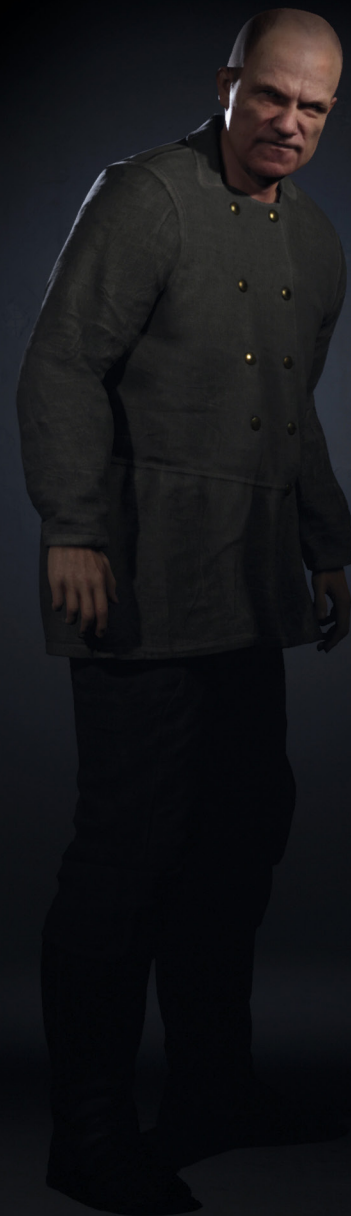
CHARACTER DESIGN













“

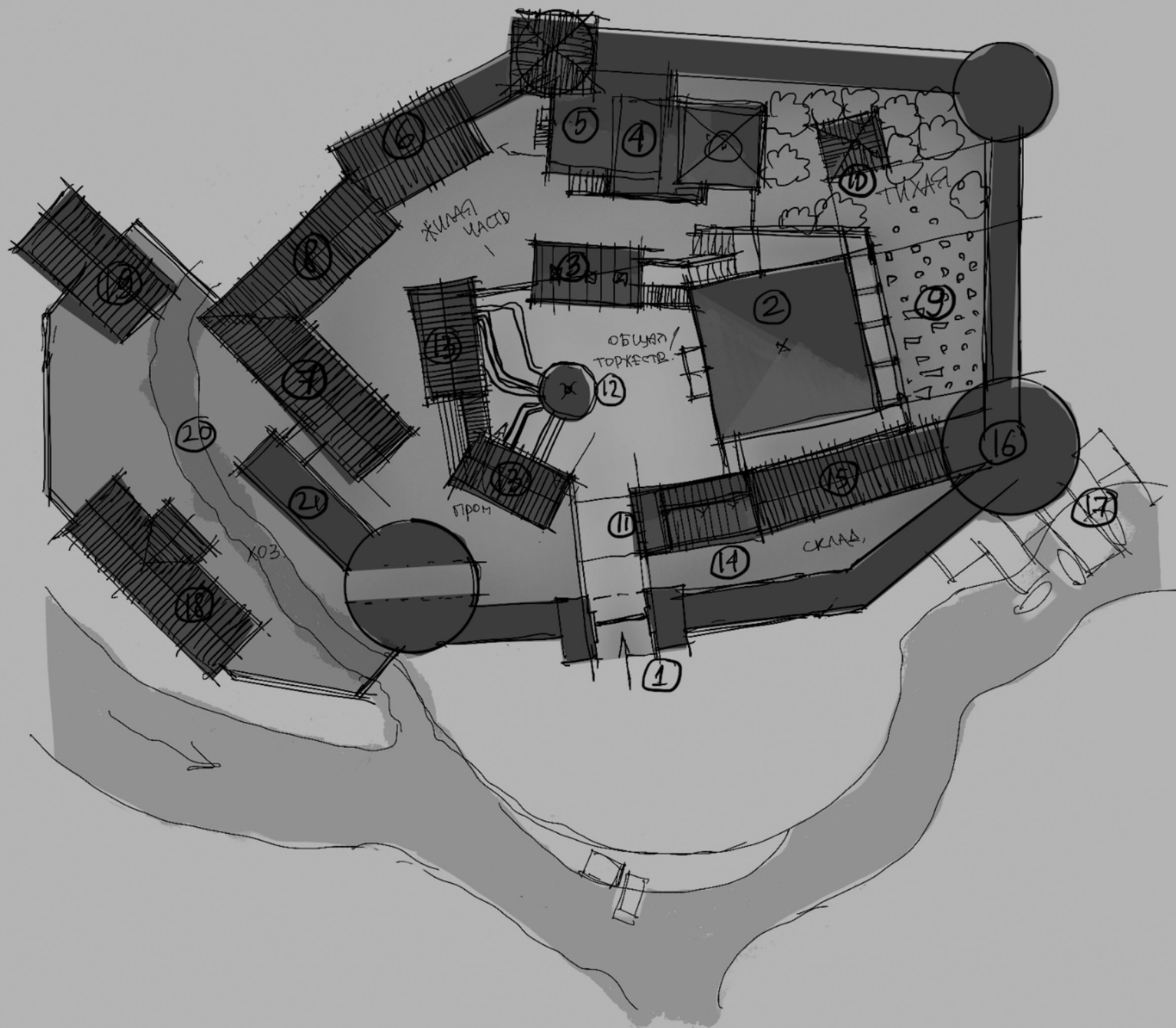
IS IT FAIR
THAT ONE TREE HAS
A THOUSAND LEAVES,
AND THE OTHER
HAS A THOUSAND
AND ONE?

”



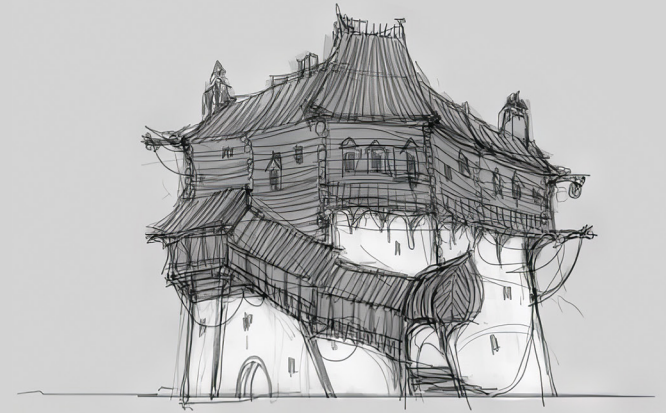
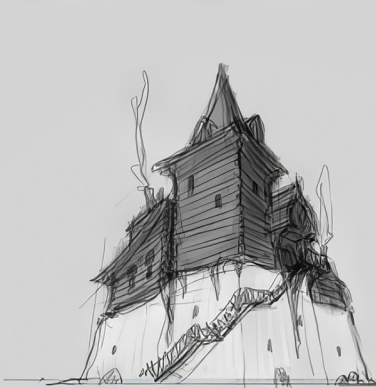
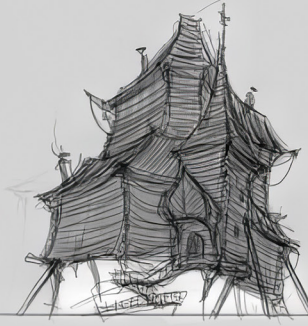
CONCEPT ART



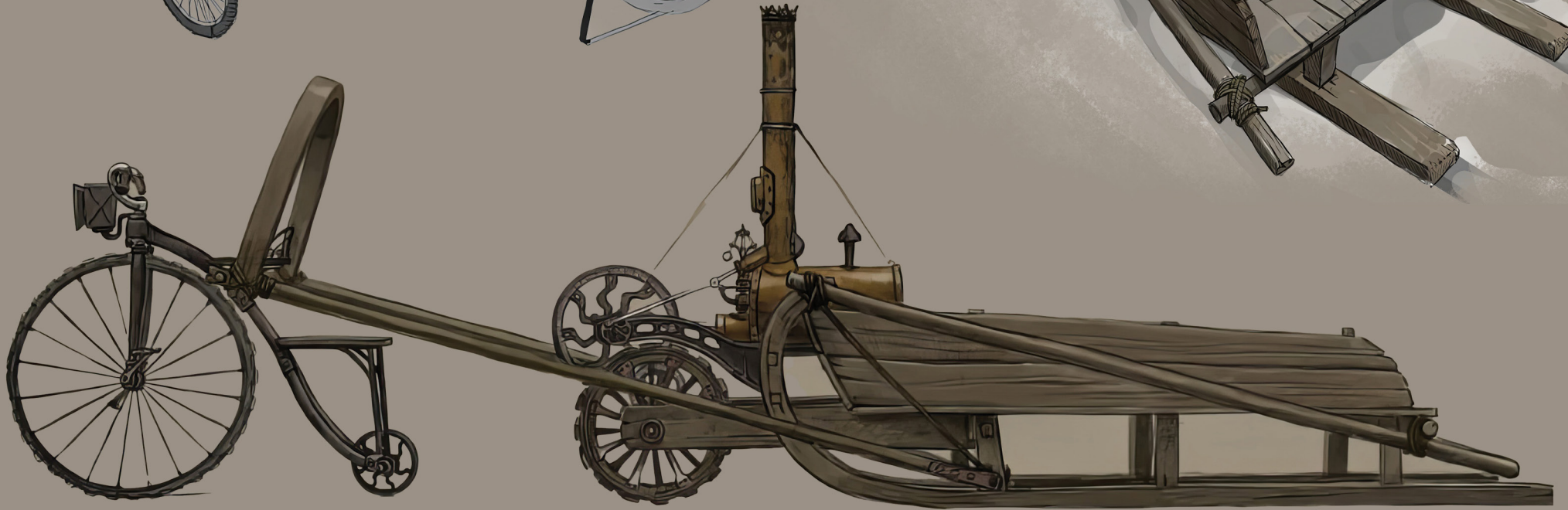
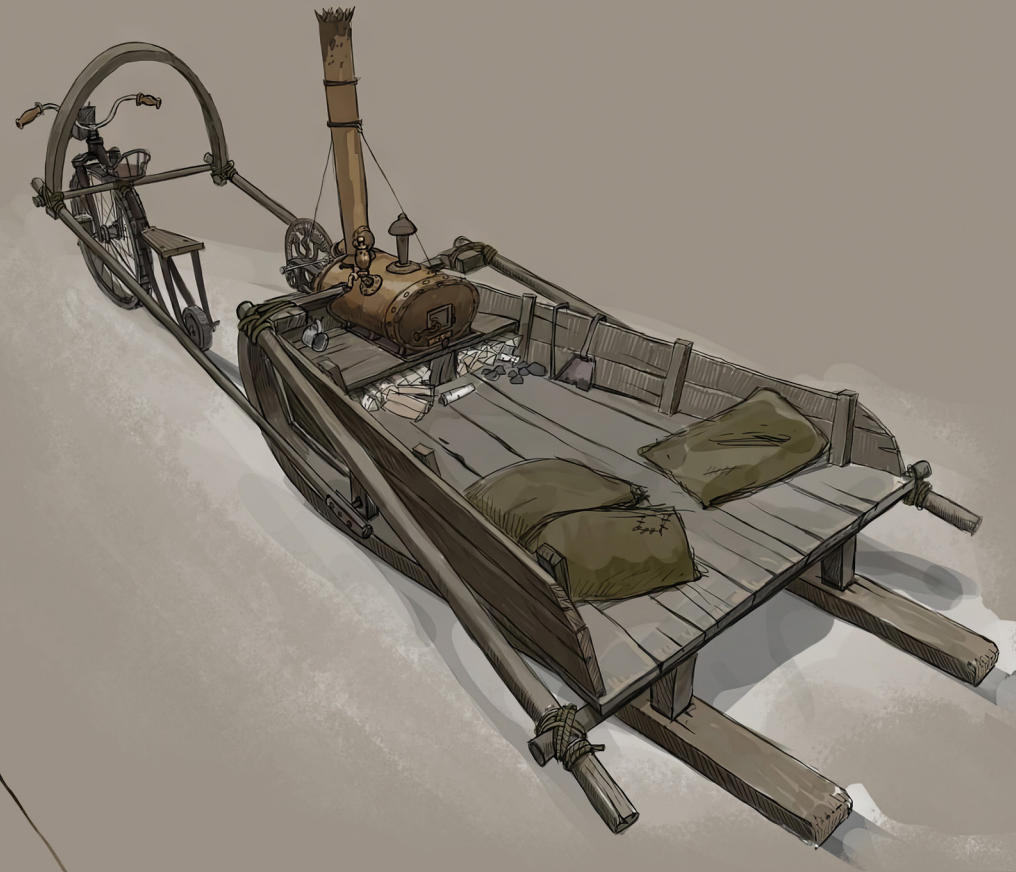


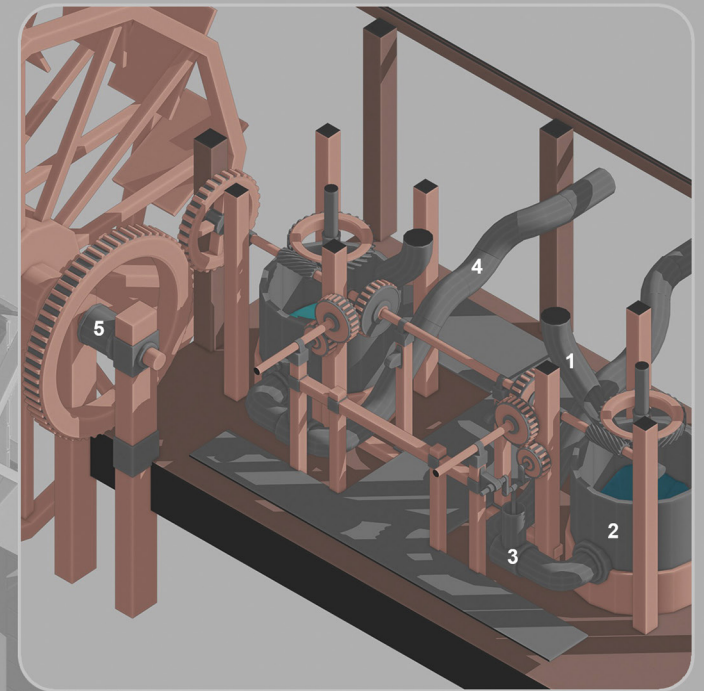
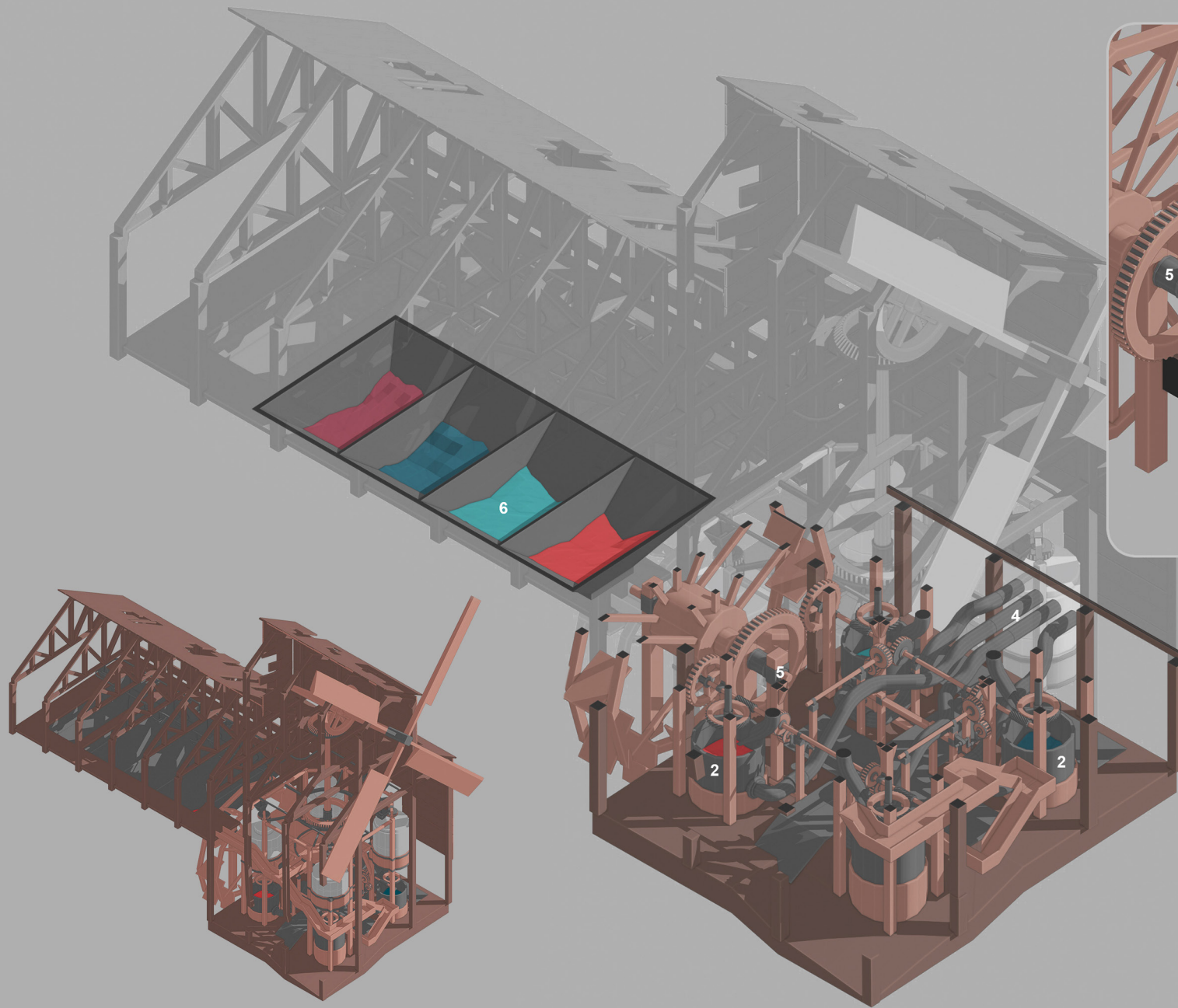
1. HOLY GATE
2. CATHEDRAL
3. BELL TOWER
4. REFECTORY
5. KITCHEN
6. MENTOR BUILDING
7. NUNS' BUILDING
8. LIBRARY + SACRISTY
9. CEMETERY
10. CHAPEL
11. COMMISSARY
12. HOLY SPRING
13. WATER PUMP
14. STOREHOUSE
15. PACKAGING WORKSHOPS
16. TOWER + DISTRIBUTION
17. PIER
18. BARN
19. GOAT STABLE
20. LAUNDRY
21. WALL DRYING



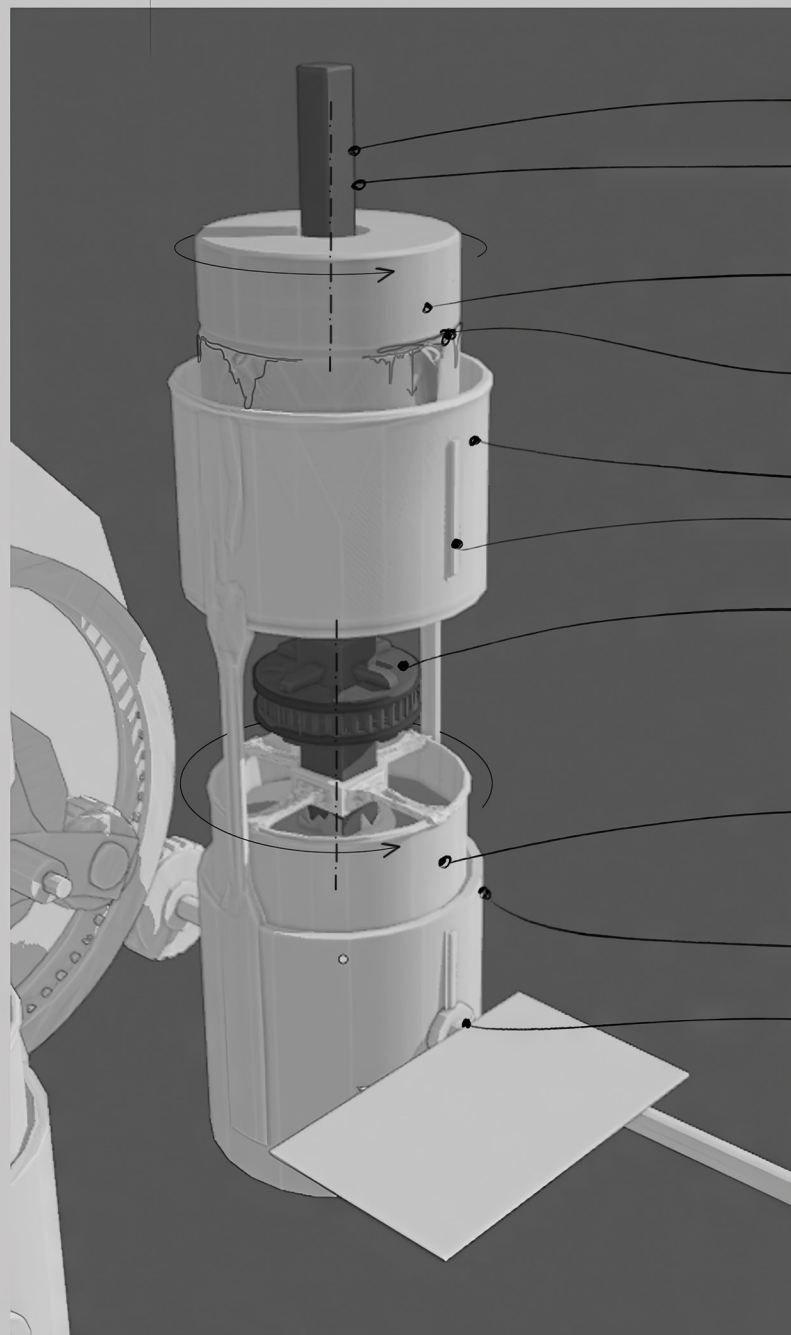








- 1) Feed channel for raw materials that come out of the millstones
- 2) Paint mixing unit
- 3) Pump
- 4) Feed channel for liquid paint
- 5) Water drive that propels mixing mechanisms and pumps
- 6) A storage place for raw materials



IT WILL BE NECESSARY TO MAKE A CHUTE TO FEED THE GRAIN INTO THE MILLSTONES.

THE GEAR WILL BE ATTACHED TO THE TOP

MILLSTONES

THE RAW MATERIAL IS GROUND AND Poured OVER THIS SURFACE INTO THE COLLECTOR BELOW

METAL COLLECTOR ENAMELLED WITH WHITE PAINT (LIKE POTS)

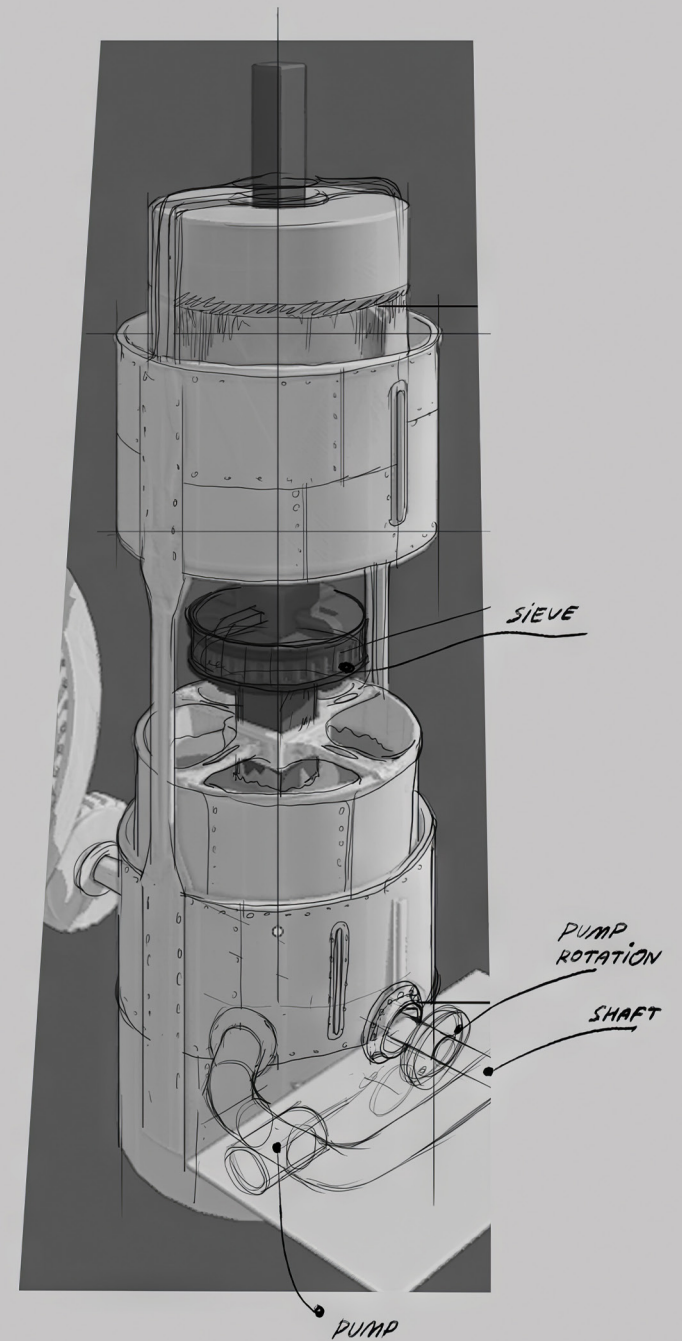
BARMETER FOR CHECKING THE COLLECTOR FILL LEVEL

THE AXIS OF MECHANISM FOR MIXING PIGMENTS WITH BINDERS (IT IS NOT YET DECIDED WHAT KIND OF GEAR IT WILL BE, BECAUSE THE MECHANISM IS NOT ATTACHED TO IT, BUT IT LOOKS NICE).

PAINT STIRRING POT, SPINS INSIDE THE COLLECTOR

COLLECTOR OF MIXED LIQUID PAINT, FROM IT THE PAINTS IS FED THROUGH PIPES, IT WILL BE NECESSARY TO ATTACH AN OUTLET PIPE AND A PUMP.

THE THROUGH HOLE, SHAFT, TORQUE AGITATOR PASSES THROUGH THE COLLECTOR

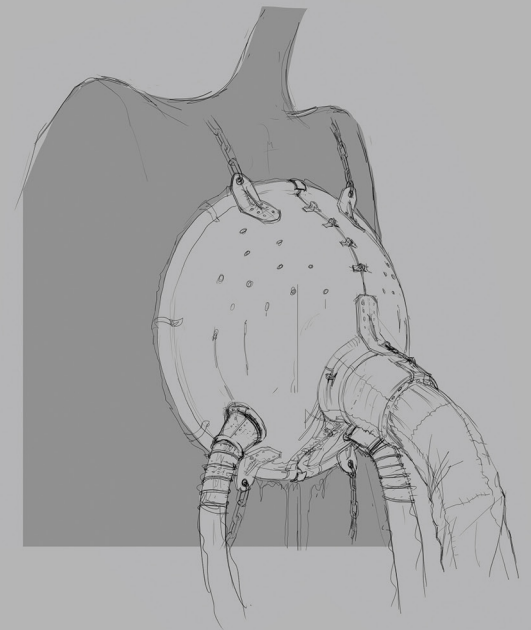
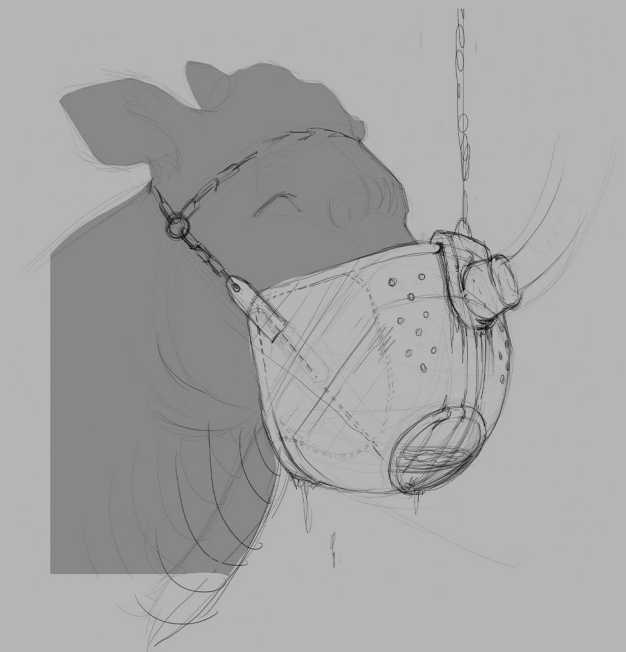


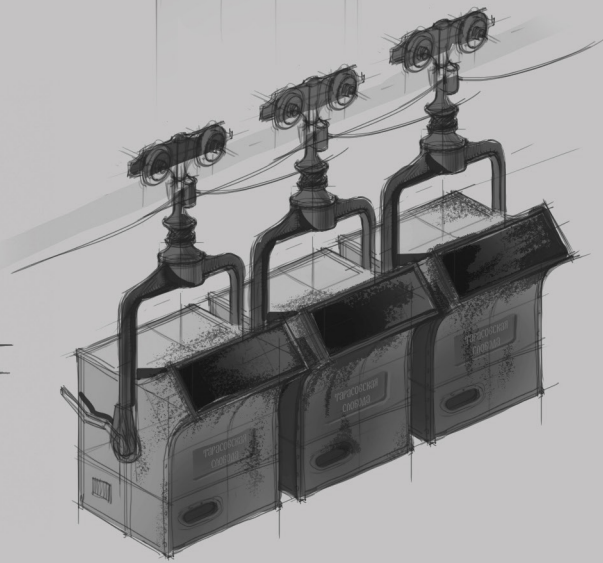
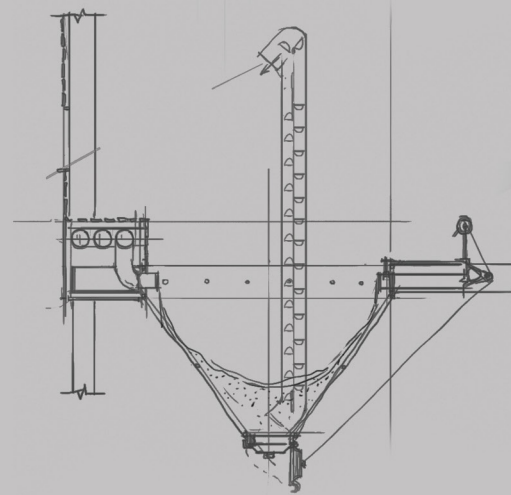
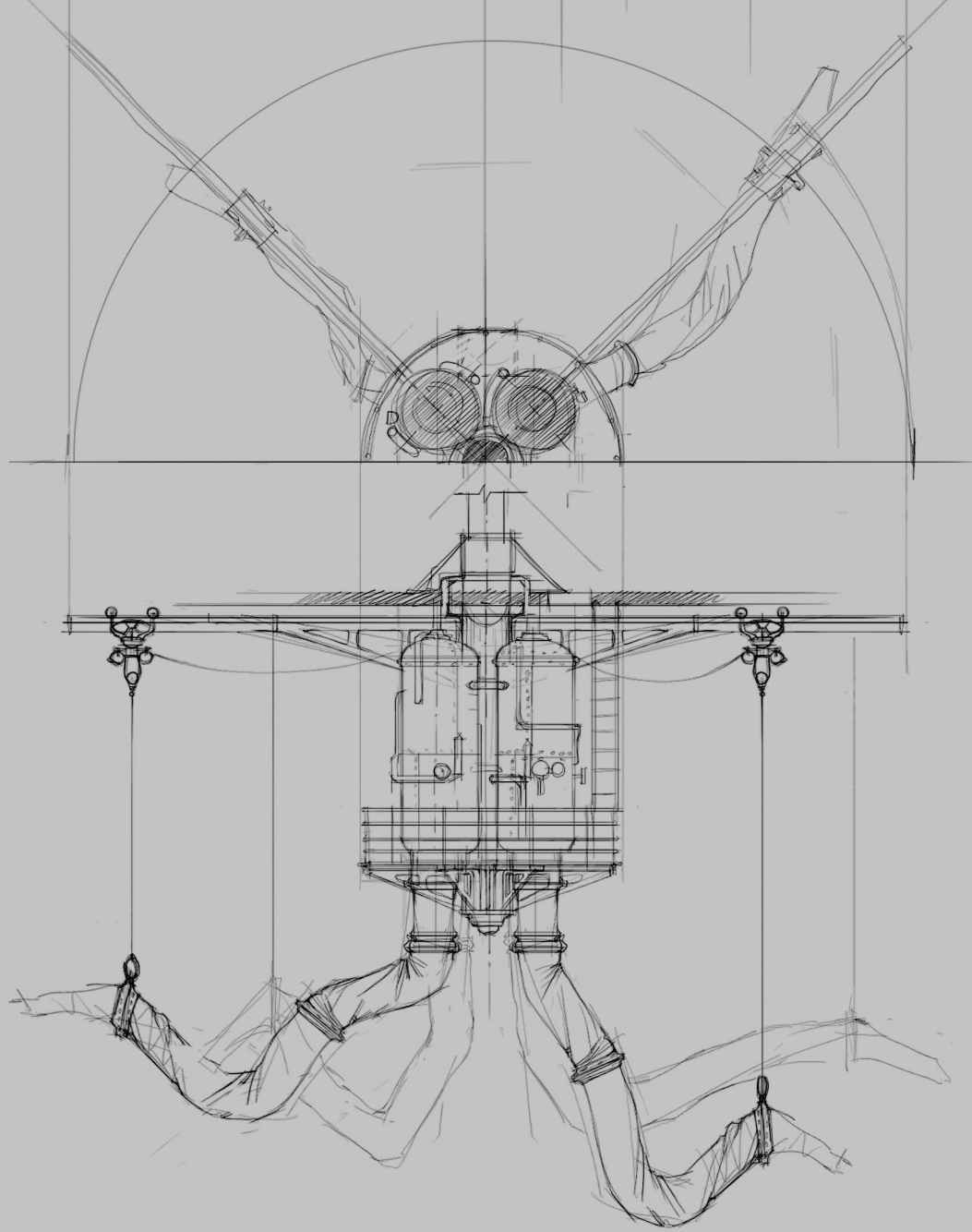
SIEVE

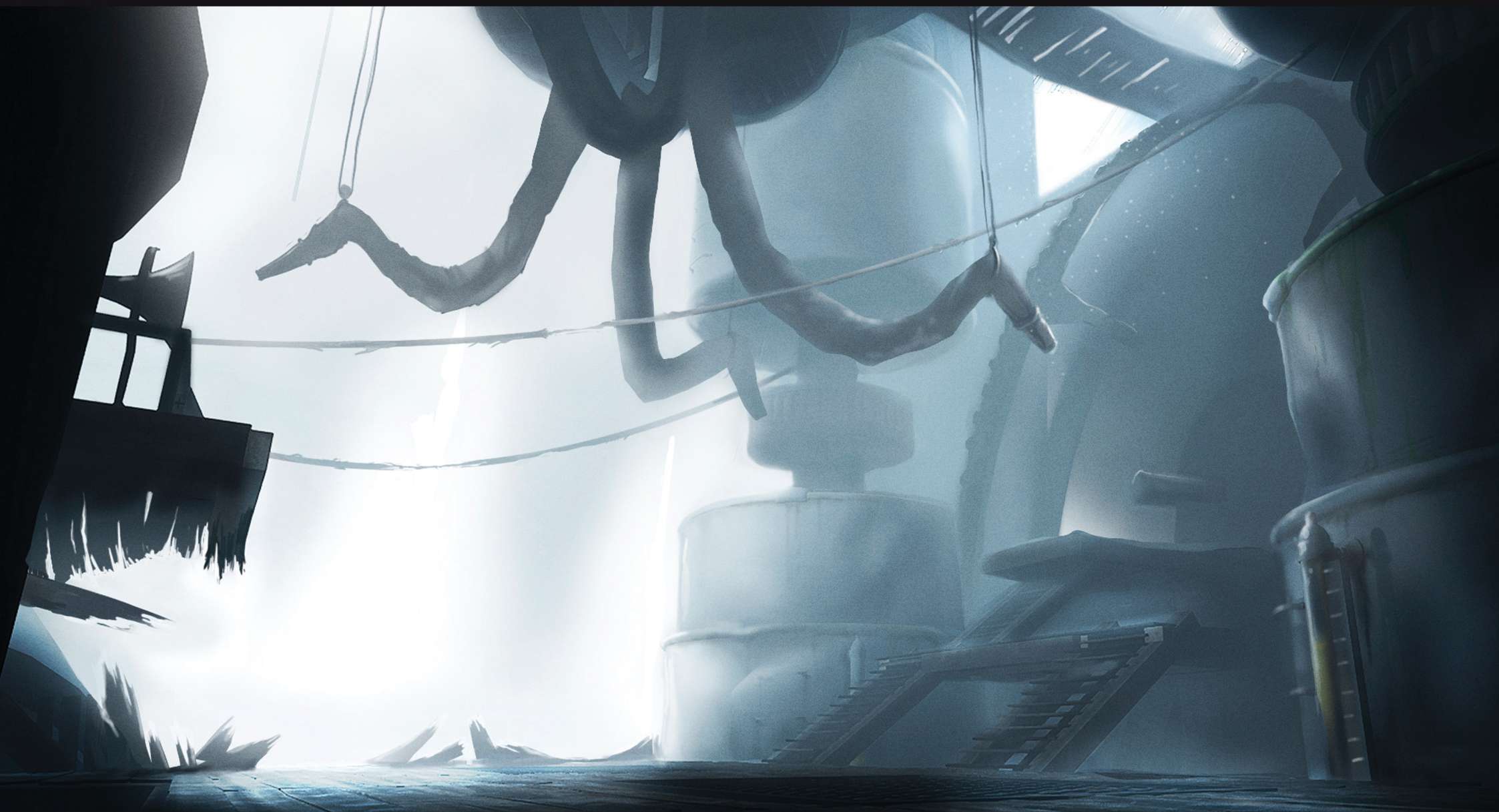
PUMP ROTATION

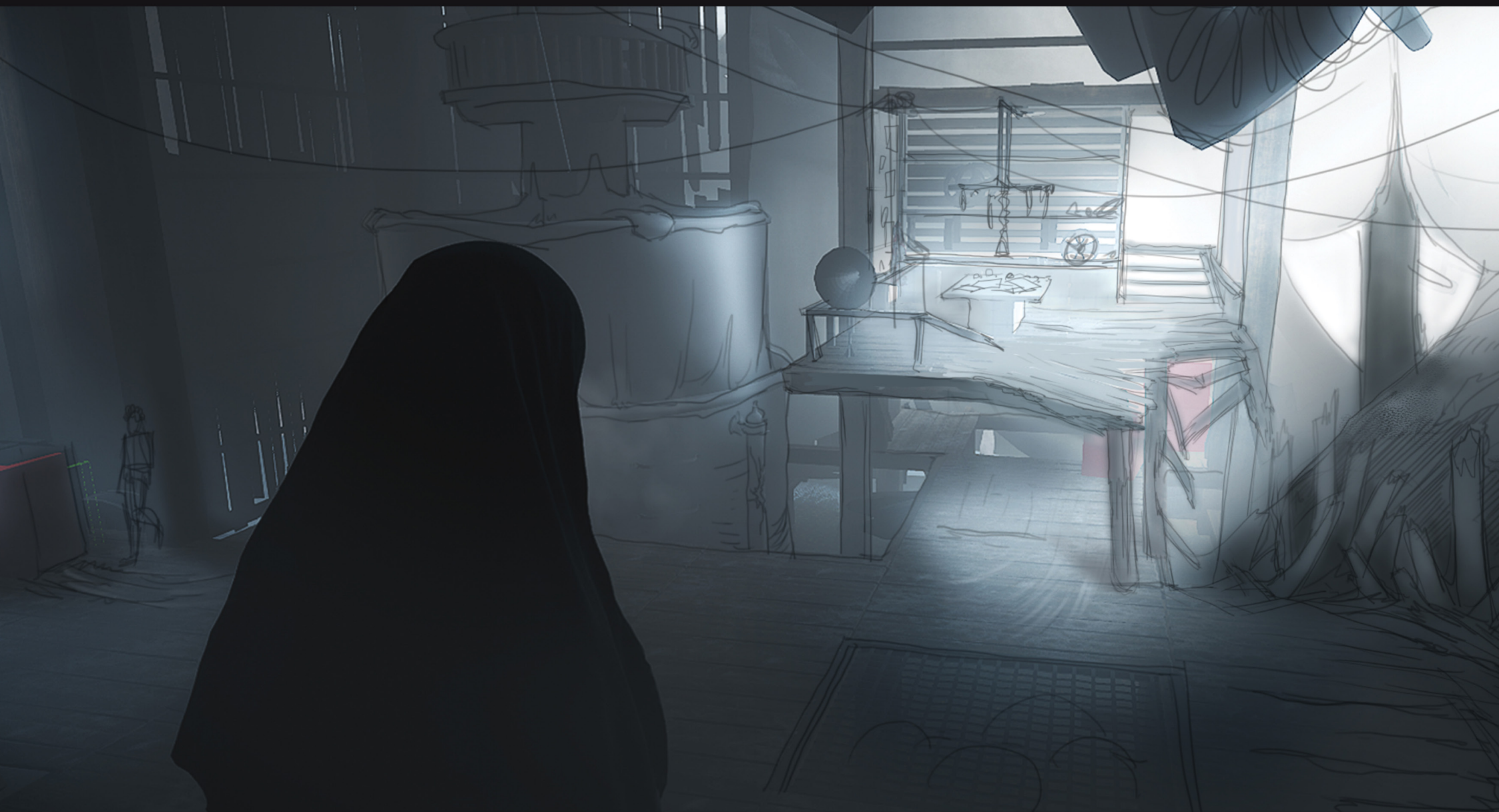
SHAFT

PUMP













THE METALWORK
IS BRASS, SCUFFED
AND OILED AS IN
STEAMPUNK

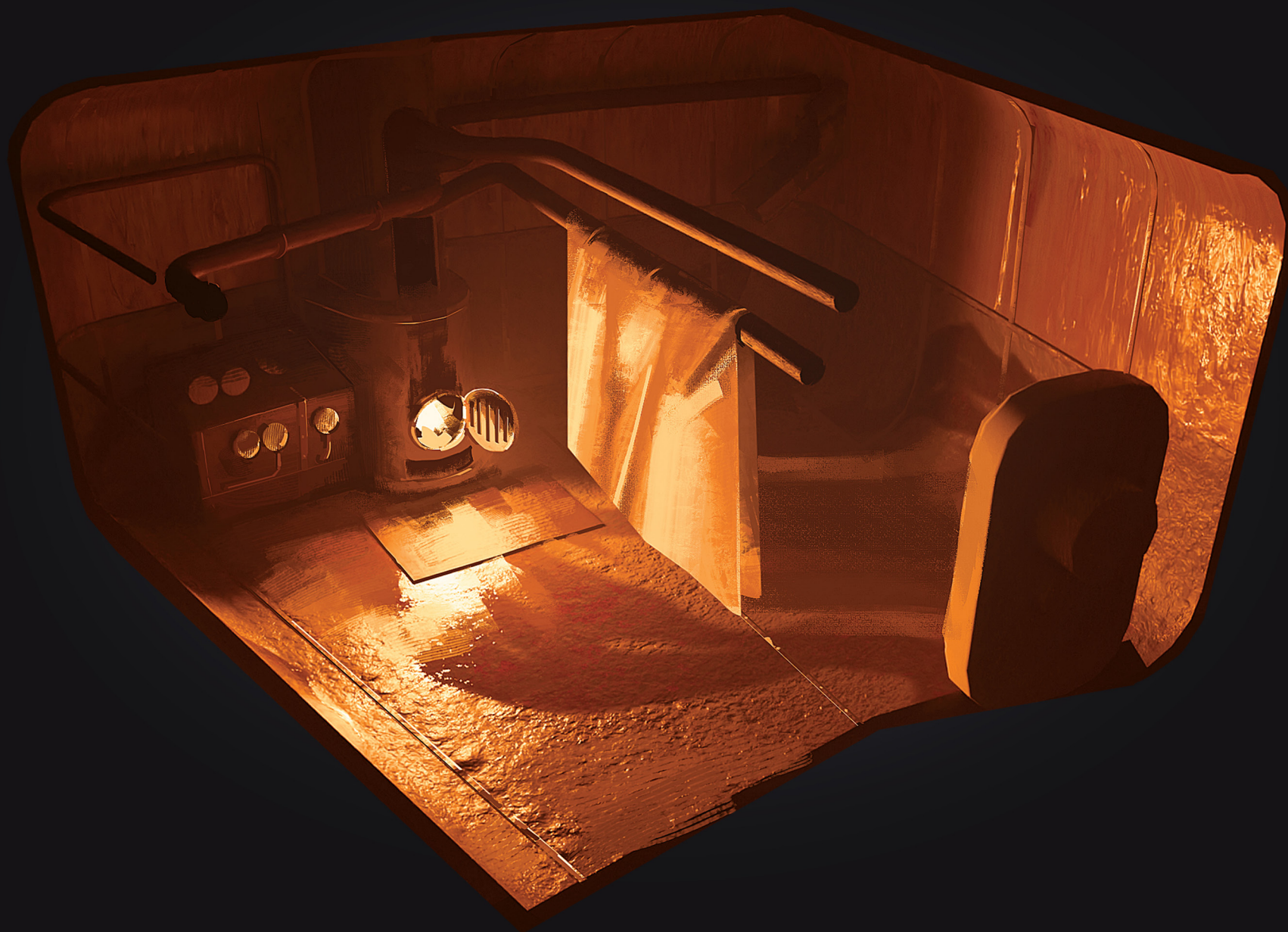
BENT CLOUDY GLASS
IN A BRASS FRAME.
BEHIND THE GLASS IS A
BRASS PLATE WITH TWO
ROUND EYE HOLES.

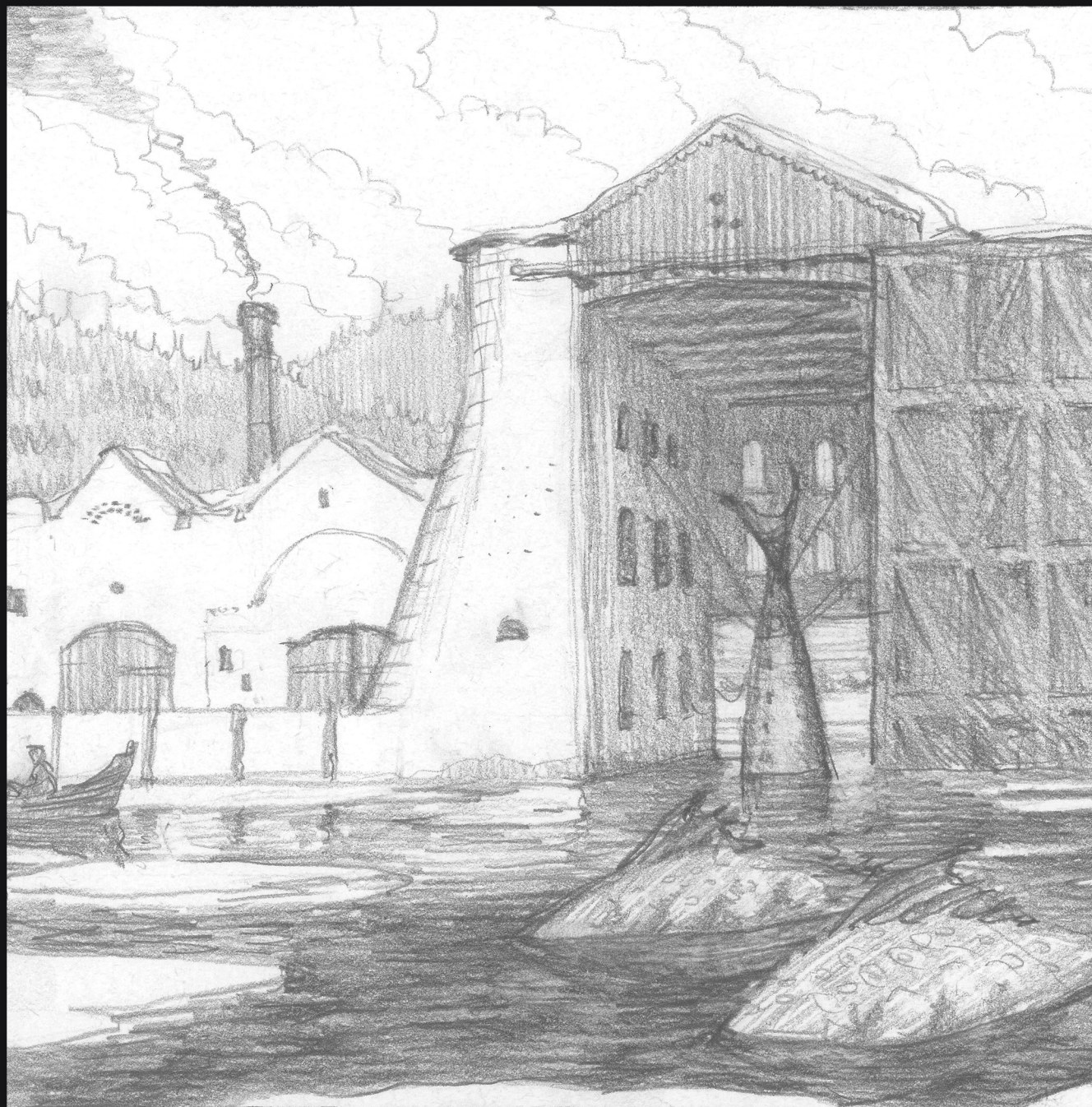
LANTERN WITH
DIFFUSING GLASS

SUIT MATERIAL -
DENS TARPULIN,
LIGHT RUBBER, LIGHT
GREY WITH SWAMPY
TINT

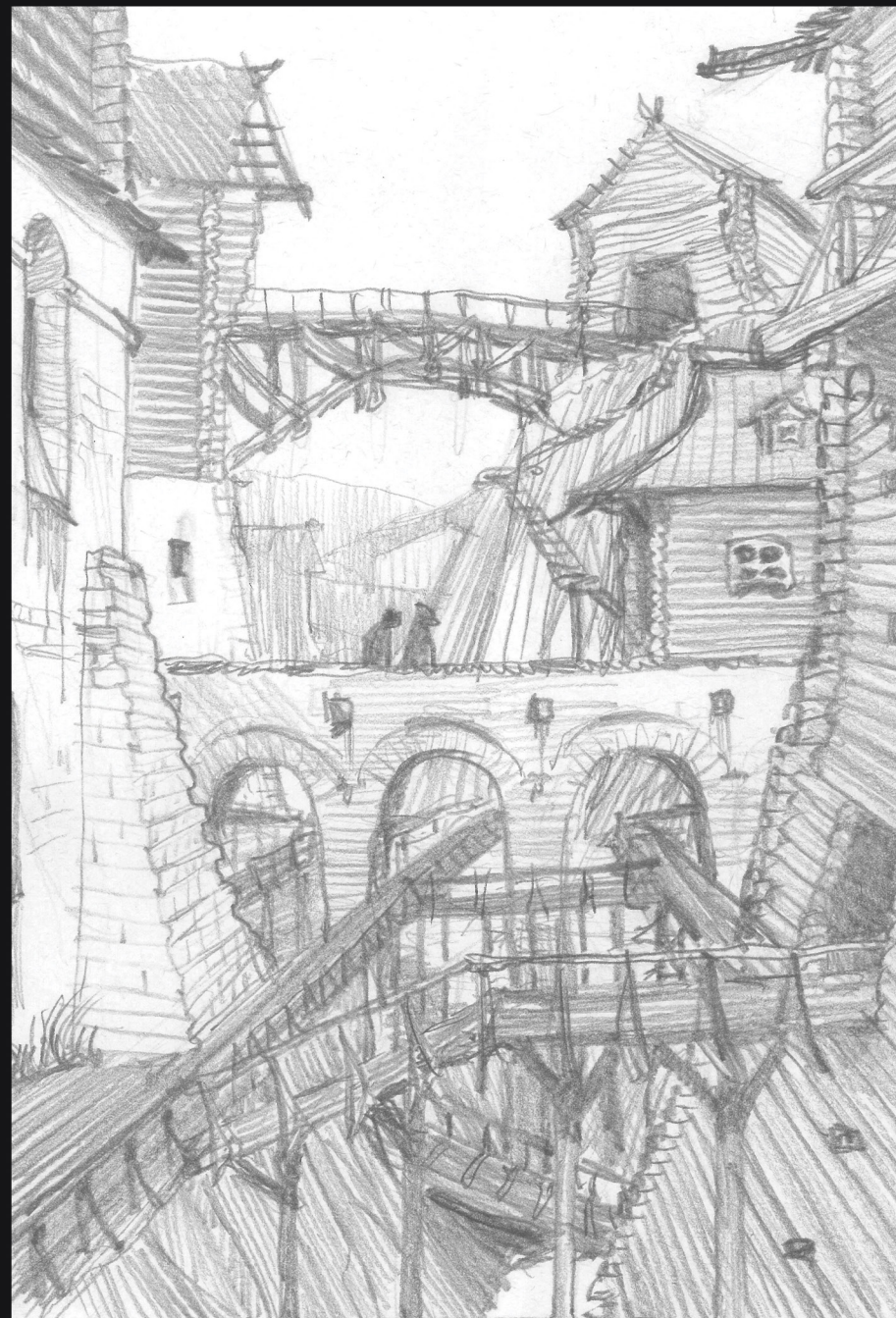
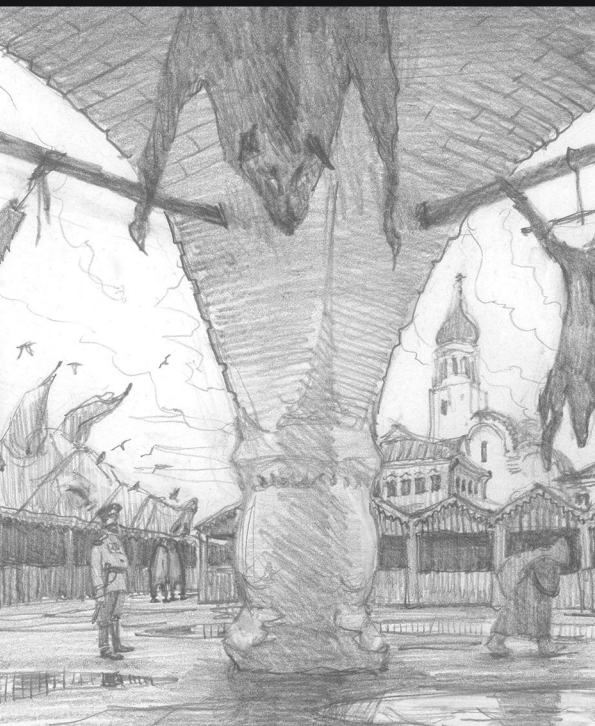
THE SUIT SHOULD BE
LOOSE AND HAVE
PARTICULARLY WIDE SIDES,
PELVIS AND HIPS. THE
WRISTS AND ANKLES ARE
NARROW.

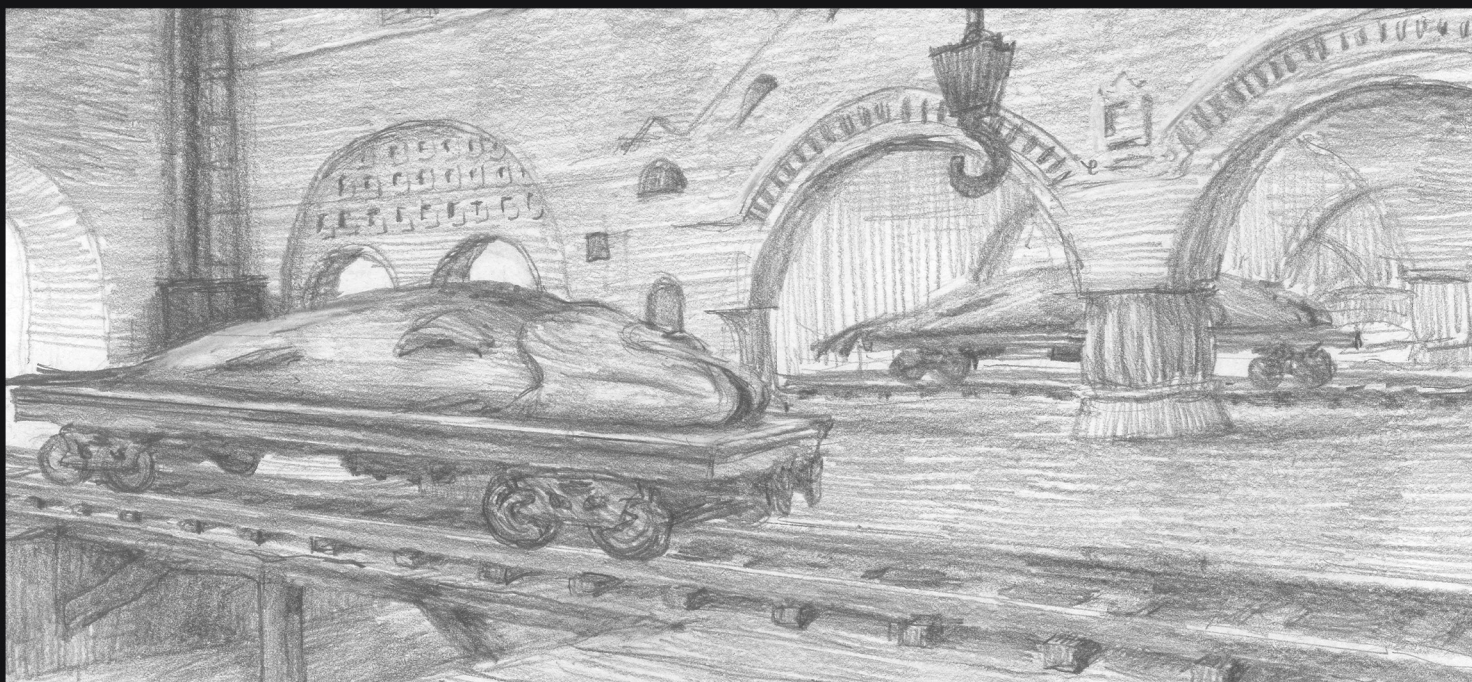
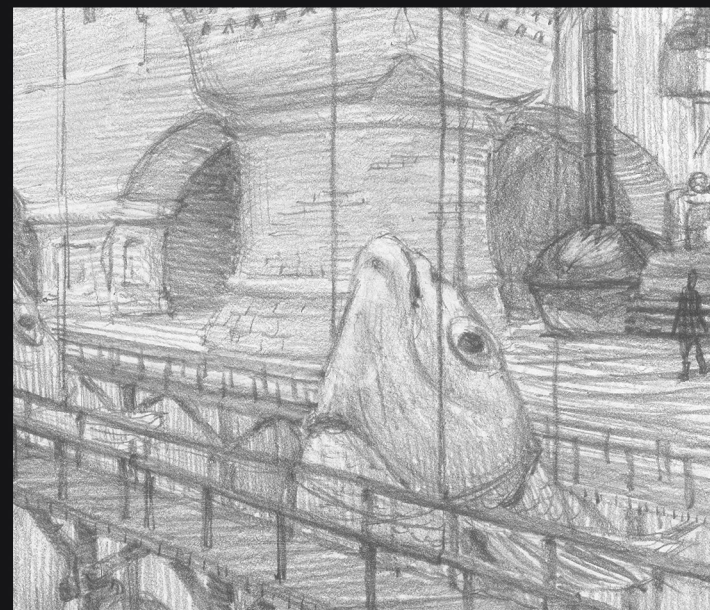
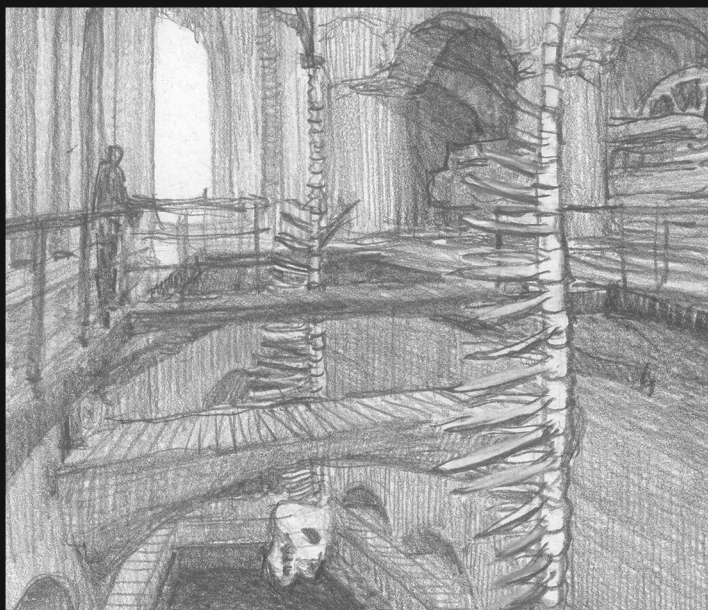
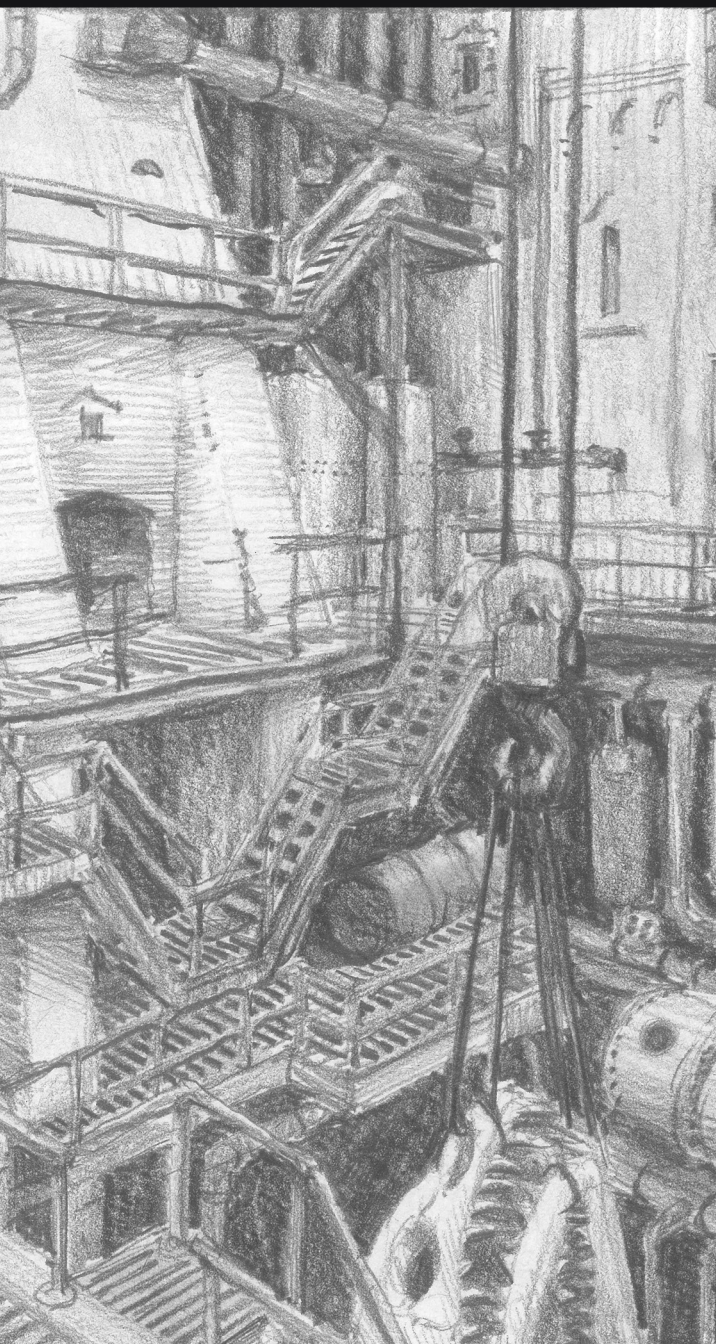








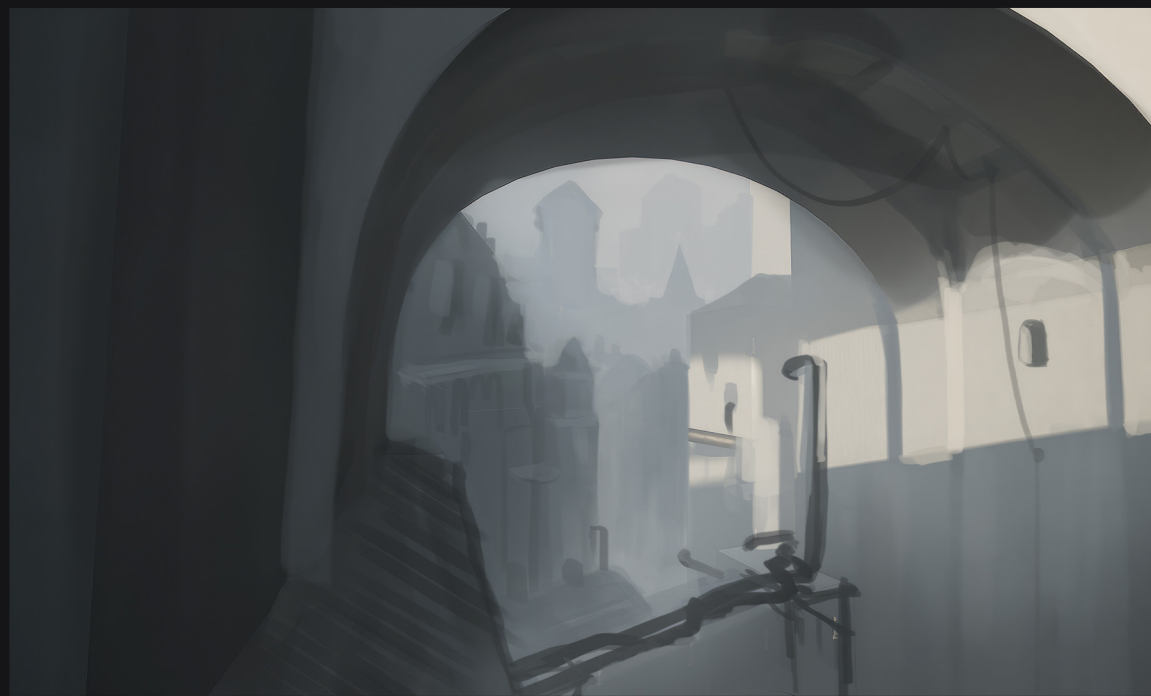






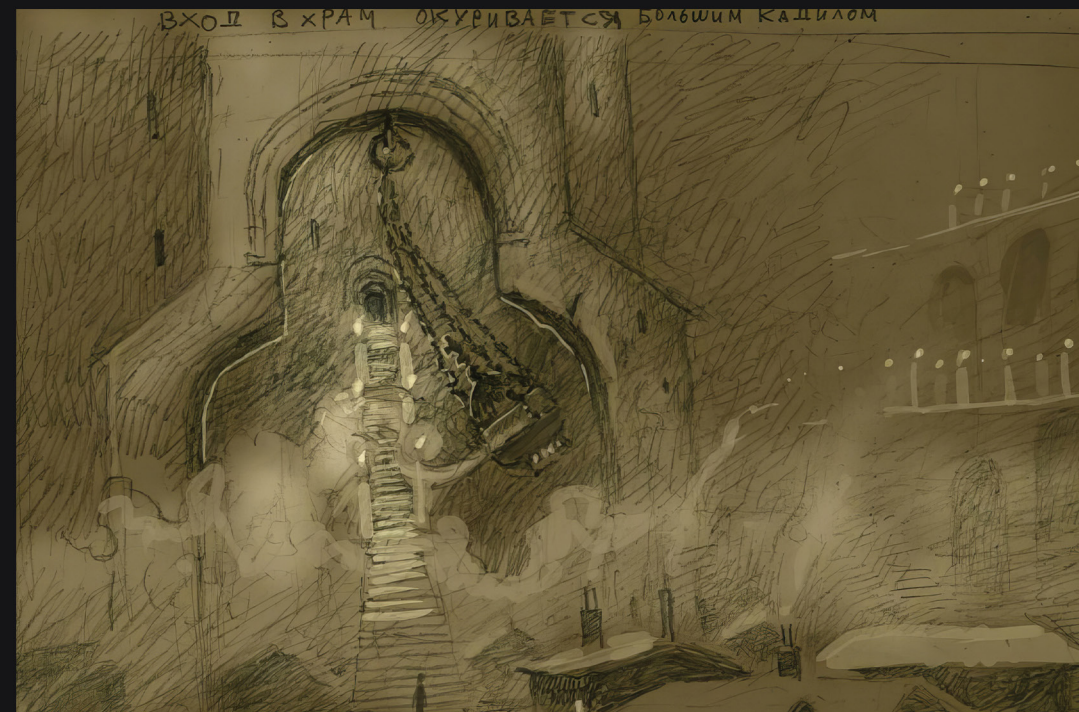








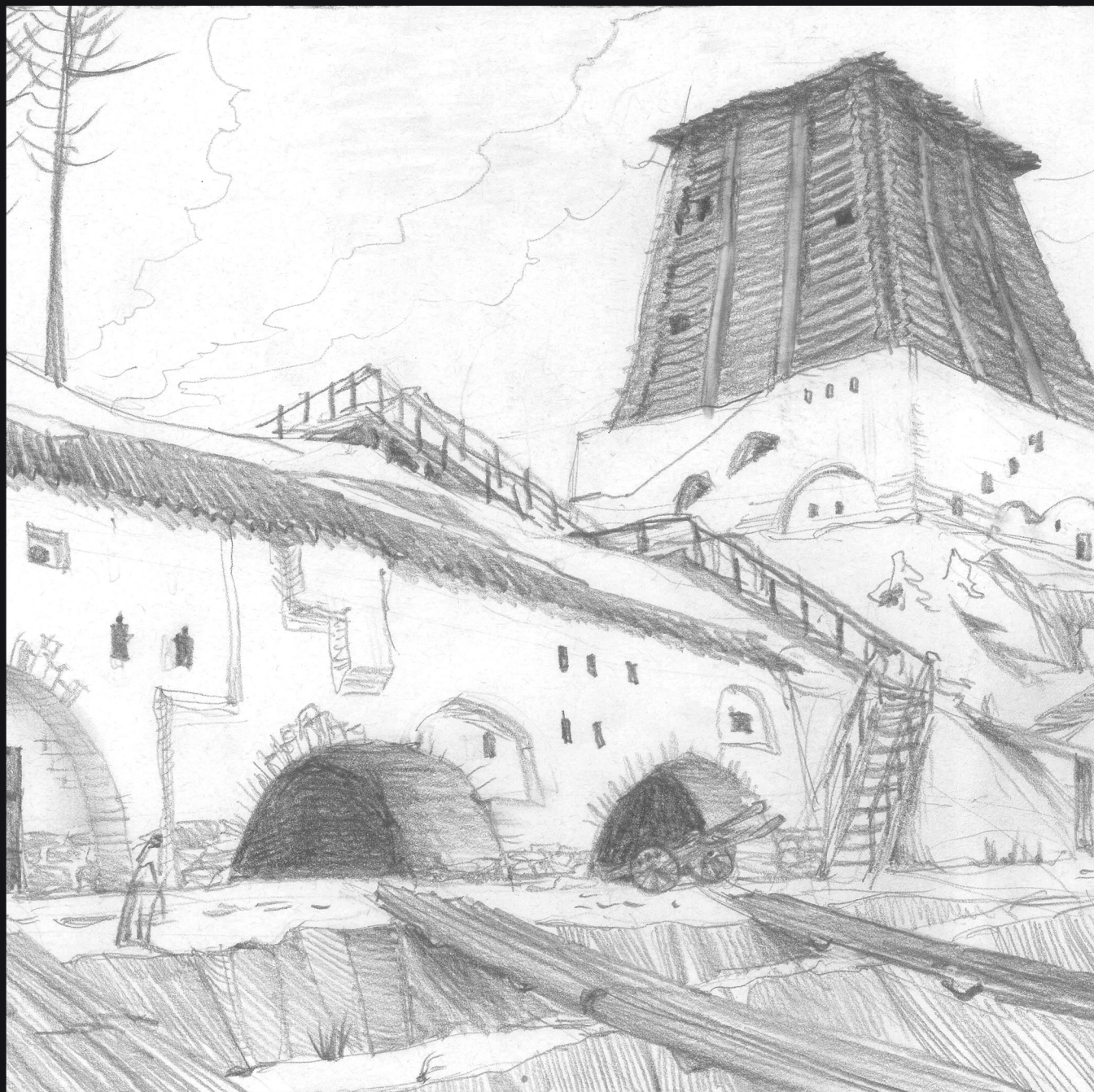












“

A MIRACLE!
WOULDN'T FEEL GOOD,
WOULD IT?

”

IN-GAME ART





ЗАВОДЪ РЫБНЫХЪ КОНСЕРВОВЪ Т^{ВА} БРАТЬЕВЪ ЩУКИНЫХЪ



СЕЛЬДЬ

БЛАНШИРОВАННАЯ ВЪ МАСЛѢ

В Ы С Ш А Г О Д О С Т О И Н С Т В А

Похлебка съ сельдями

Развари мягко десятокъ или больше макрошскихъ луковицъ и протри сквозь сито; разведи штофомъ отвара изъ костей, или въ недостаткѣ онаго кипяткомъ. Далѣе, подпали муки въ маслѣ коровьемъ, или салтѣ собранномъ съ студени изъ костей, подбей сею подпалкою похлебку, прибавь инбиря, и вари. Между тѣмъ изрѣжь мясо сельди въ полоски, положи въ чашу съ поджаренными ломтиками хлѣба, въ похлебку вслей нѣсколько ложечекъ уксуса, и выложи оную на хлѣбъ и сельдь въ чашу.

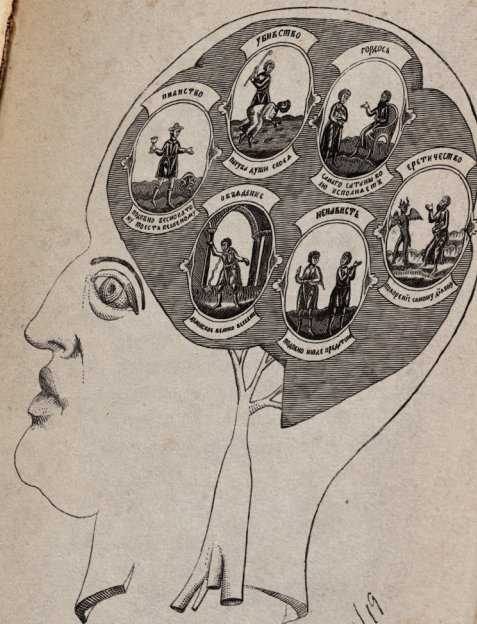
Сельди подь соусомъ

Возьми два или три четьре фунта сельди. Вымачивай сутки въ квасу. Затѣмъ слѣдуетъ жарить въ маслѣ. Накроши моркови, темнаго луку и поджарь в маслѣ; затѣмъ слѣдуетъ жарить въ маслѣ. Подлей немного бульона и вари до тѣхъ поръ, пока все хорошо уварится, затѣмъ протри сквозь сито, прибавь бульона и облей сельдь.



Фигура 17а
Грѣховныя побужденія праваго полушарія

Иванъ Васильевичъ Голубовъ



Фигура 17б

Грѣховныя побужденія лѣваго полушарія

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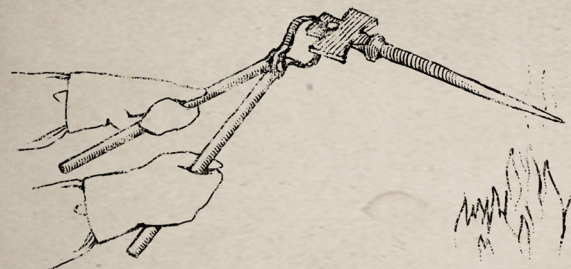


VI. 1.1 Обработайте верхъ и низъ внешней части бедра крѣпкими травяными настойками.

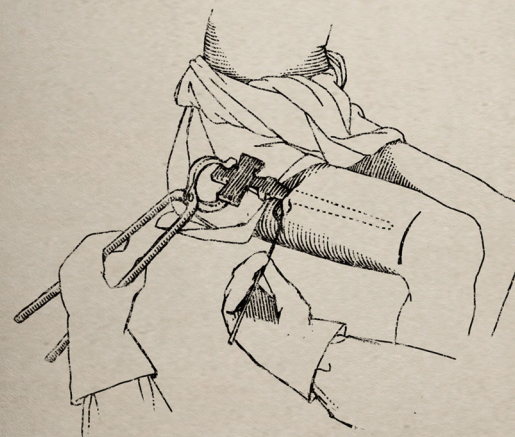


VI. 1.2 Сдѣлайте поперечные надрѣзы кожи въ нижней и верхней частяхъ бедра.

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VI. 1.3 Раскалите вериги на огнѣ до появленія краснаго каленія.



VI. 1.4 Медленно введите горячіе вериги подъ кожу, оттягивая её хирургическимъ крючкомъ.

43



Воротился попъ со службы
домой, а конюхъ попадью
за жопу хватаетъ.



- ну и жопа
- ну и жопа

THE ART OF INDIKA

CREDITS

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