



meeting  
in the  
flesh

thank you  
booklet

from  
INKETHIC

THANK YOU!!!



**Hello, and welcome to the Thank You Booklet for Meeting in the Flesh!**

We always planned on keeping the game available for free. However, we were truly floored by the amount of support we received after the demo, and wanted a way to show our sincere appreciation to everyone who's supported us. This booklet contains rough sketches, progress shots and unused versions of the artwork used in the final game.

**This booklet does contain spoilers**, so we'd strongly suggest it be viewed after playing the game.

Again, thank you so much for your support, and we hope you'll enjoy this booklet!

# YIESTOL

## character design roughs



Yiestol is our resident humanoid, but I also didn't want to make him look too pedestrian. I ended up settling for an insect-inspired design that's fairly innocuous on the outside, and more monstrous on the inside.



# character design roughs

Brattan was really fun. I wanted to make his fur really shaggy-looking and textured, but make him buff enough that you could imagine the firm muscle beneath. He has a tough job, but he's a soft-hearted character, so it made sense to have the same soft-hard contrast on his body.

# BRATTAN





NYARGH

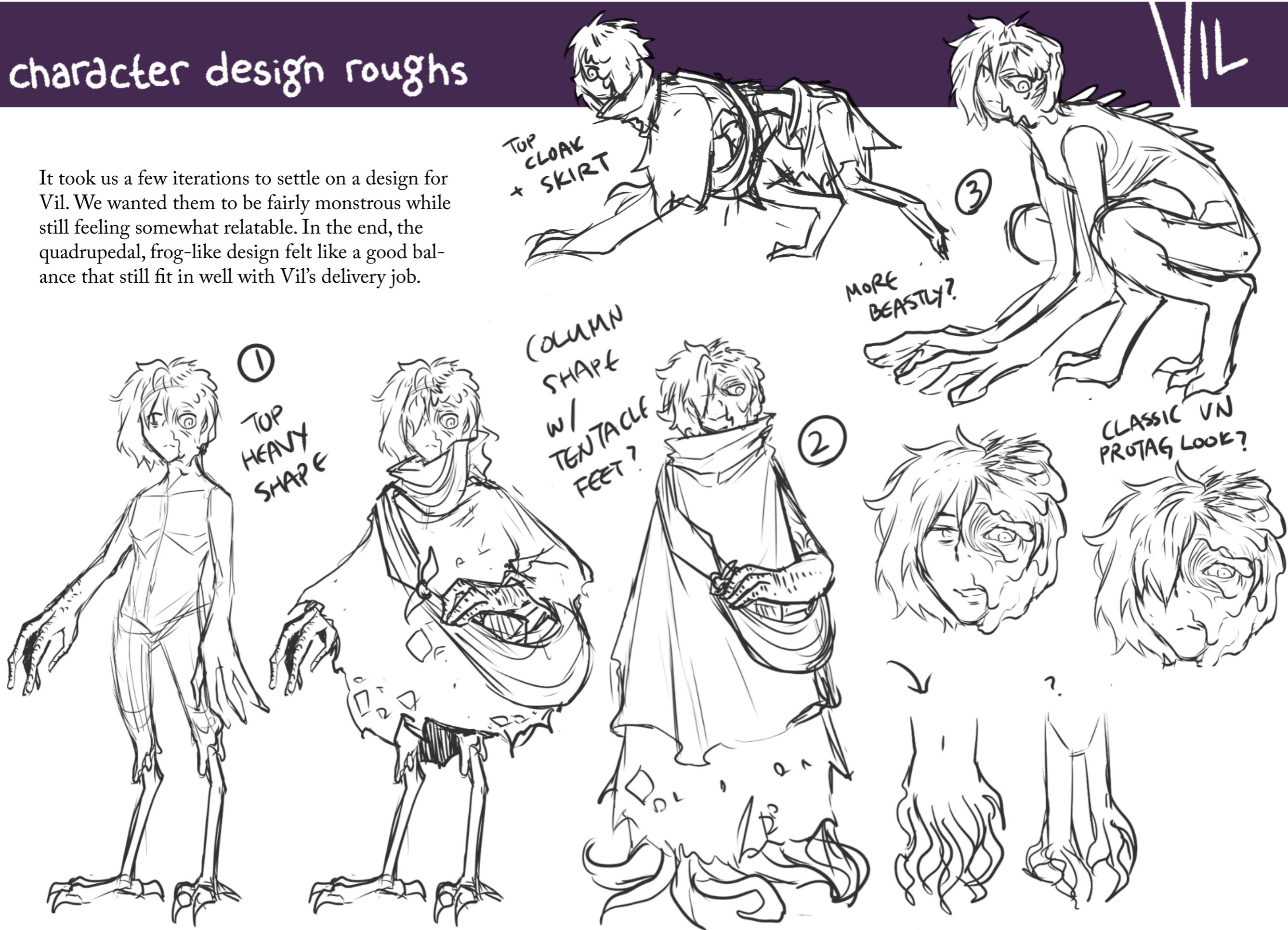
# character design roughs

Nyargh is the hardest character to draw, but I think his expressions are some of the most appealing. I imagined something where the mouths and gums project outwards from internal pressure, as if some tumours just grew mouths one day.



# character design roughs

It took us a few iterations to settle on a design for Vil. We wanted them to be fairly monstrous while still feeling somewhat relatable. In the end, the quadrupedal, frog-like design felt like a good balance that still fit in well with Vil's delivery job.



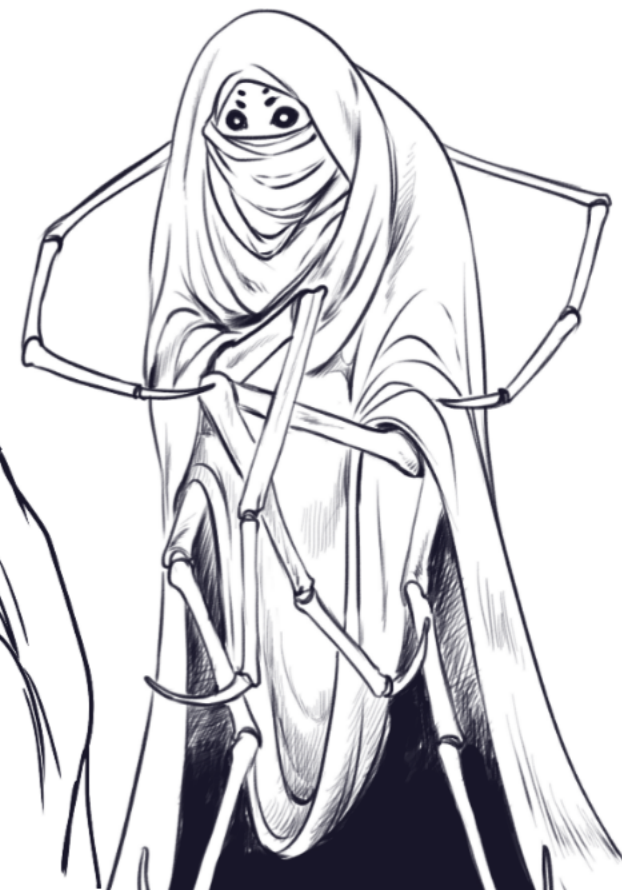
others

character design roughs



Miscellaneous monster residents.  
We had a lot of fun just drawing a  
variety of weird designs.

For the record, we were both kind  
of surprised by the boss' popularity.  
Unfortunately, he's not dateable in  
this game but perhaps in another  
timeline ...



# Painting Process



Vil's room



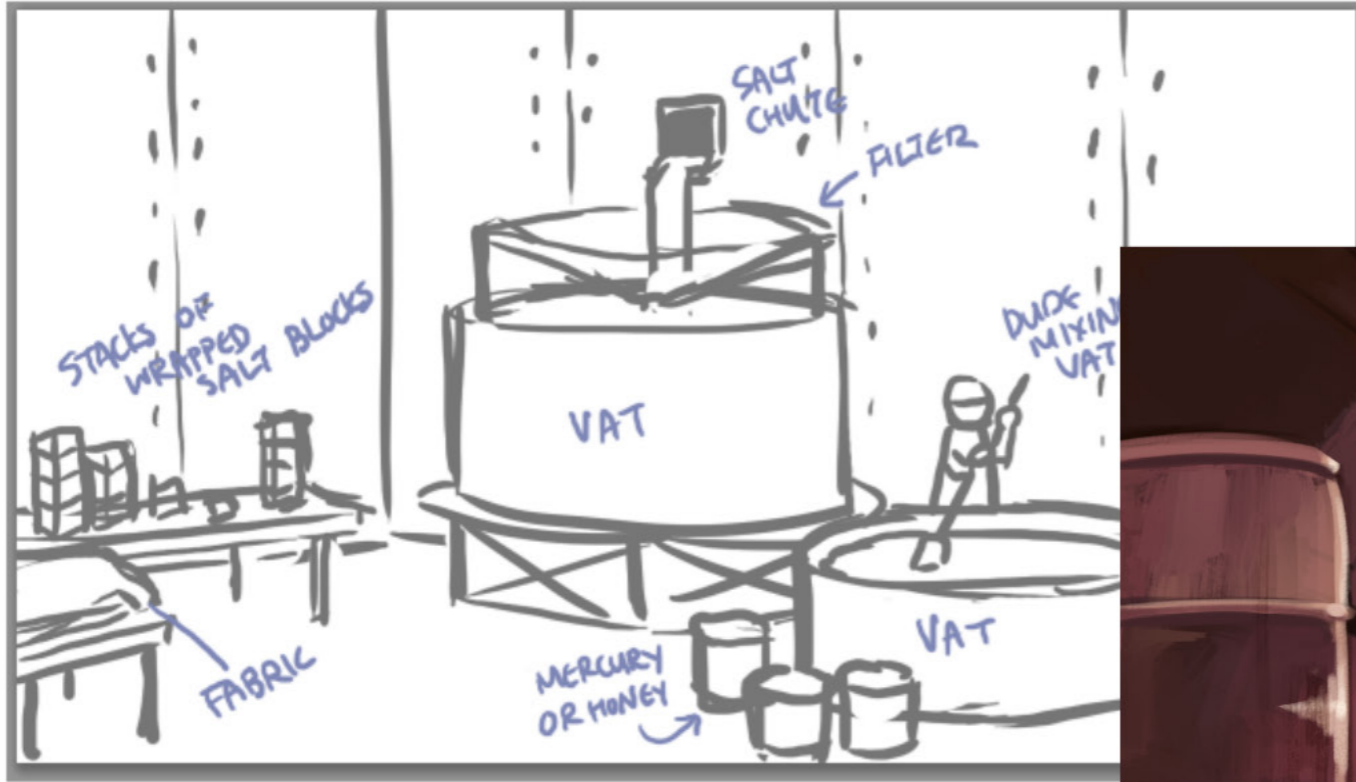
# Painting Process



City streets



# Painting Process



Salt factory



# Painting Process



The park



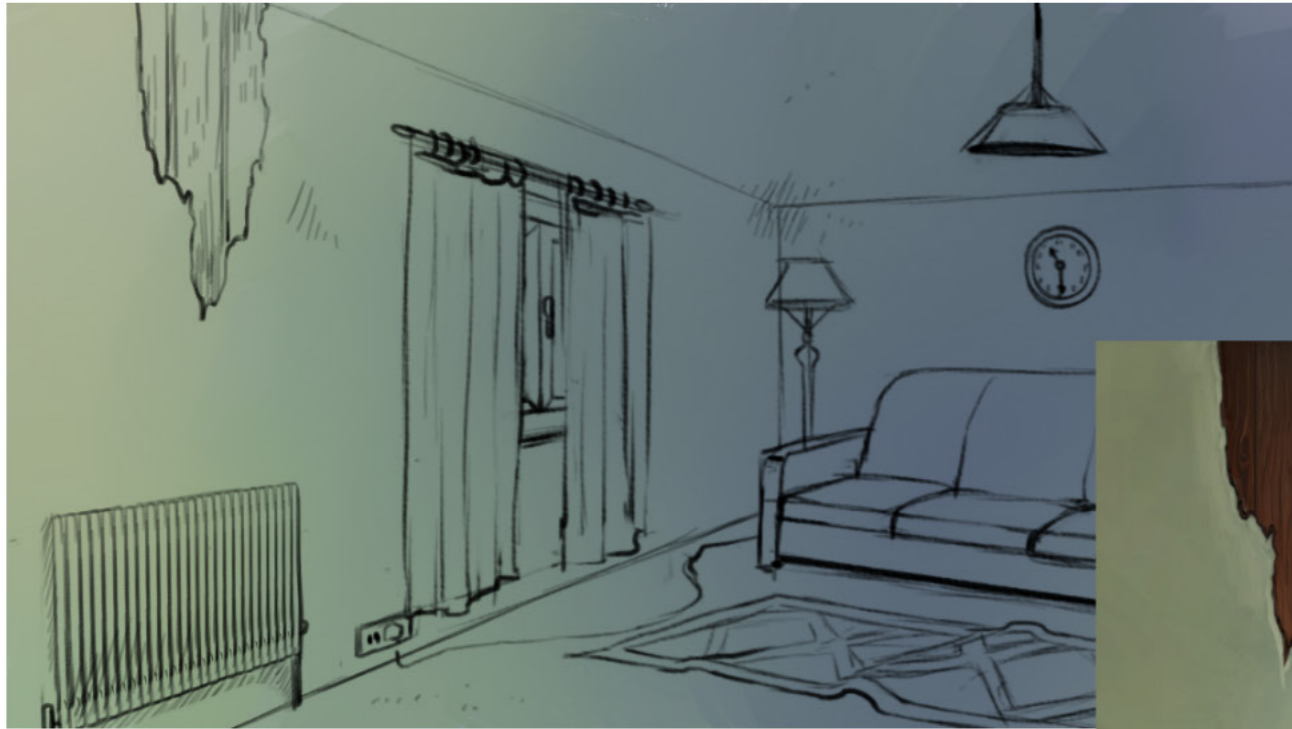
# Painting Process



Nyargh's room



# Painting Process



Brattan and Vil's place in the human world



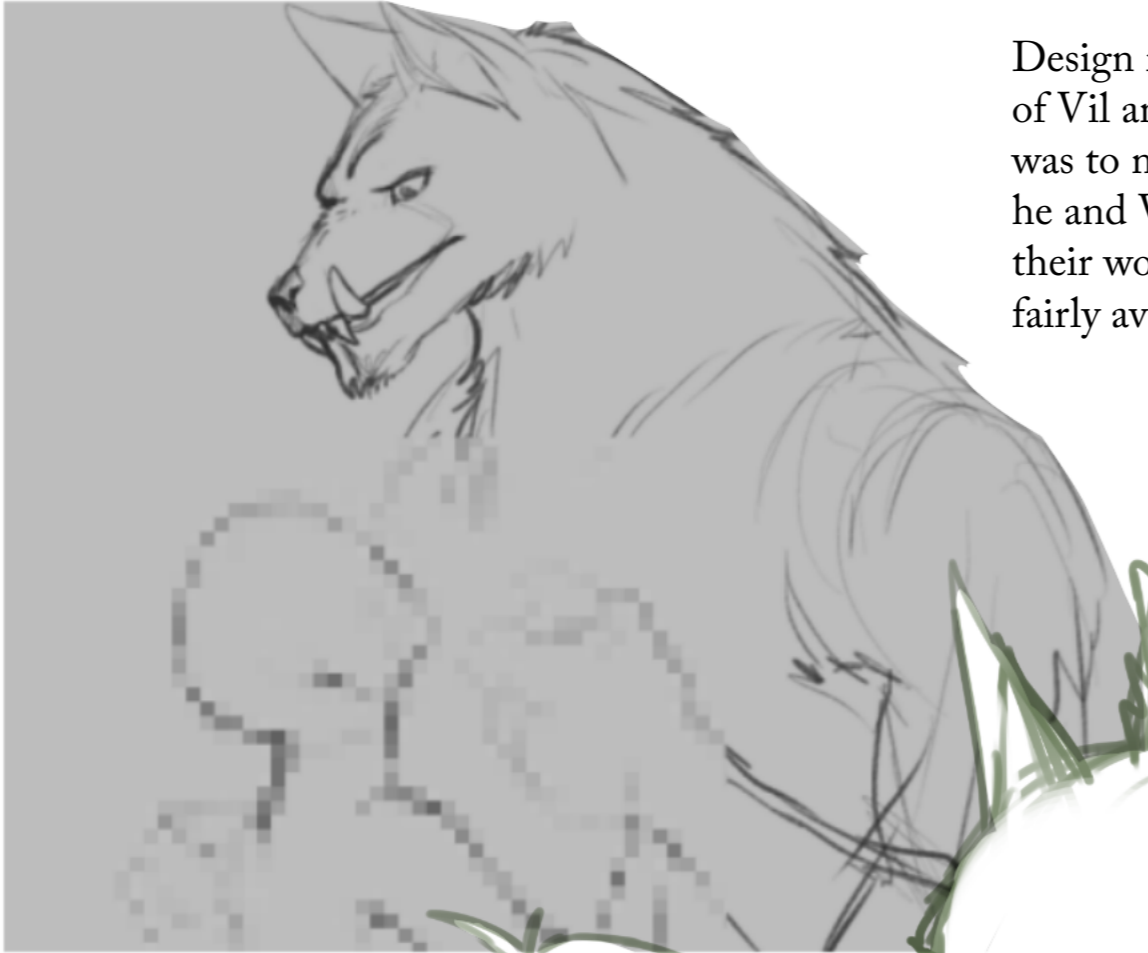
# character design roughs

BRATTAN  
& VIL

Design roughs for human versions of Vil and Brattan. My first instinct was to make Brattan huge, but both he and Vil are average people in their world, so I kept them both fairly average.



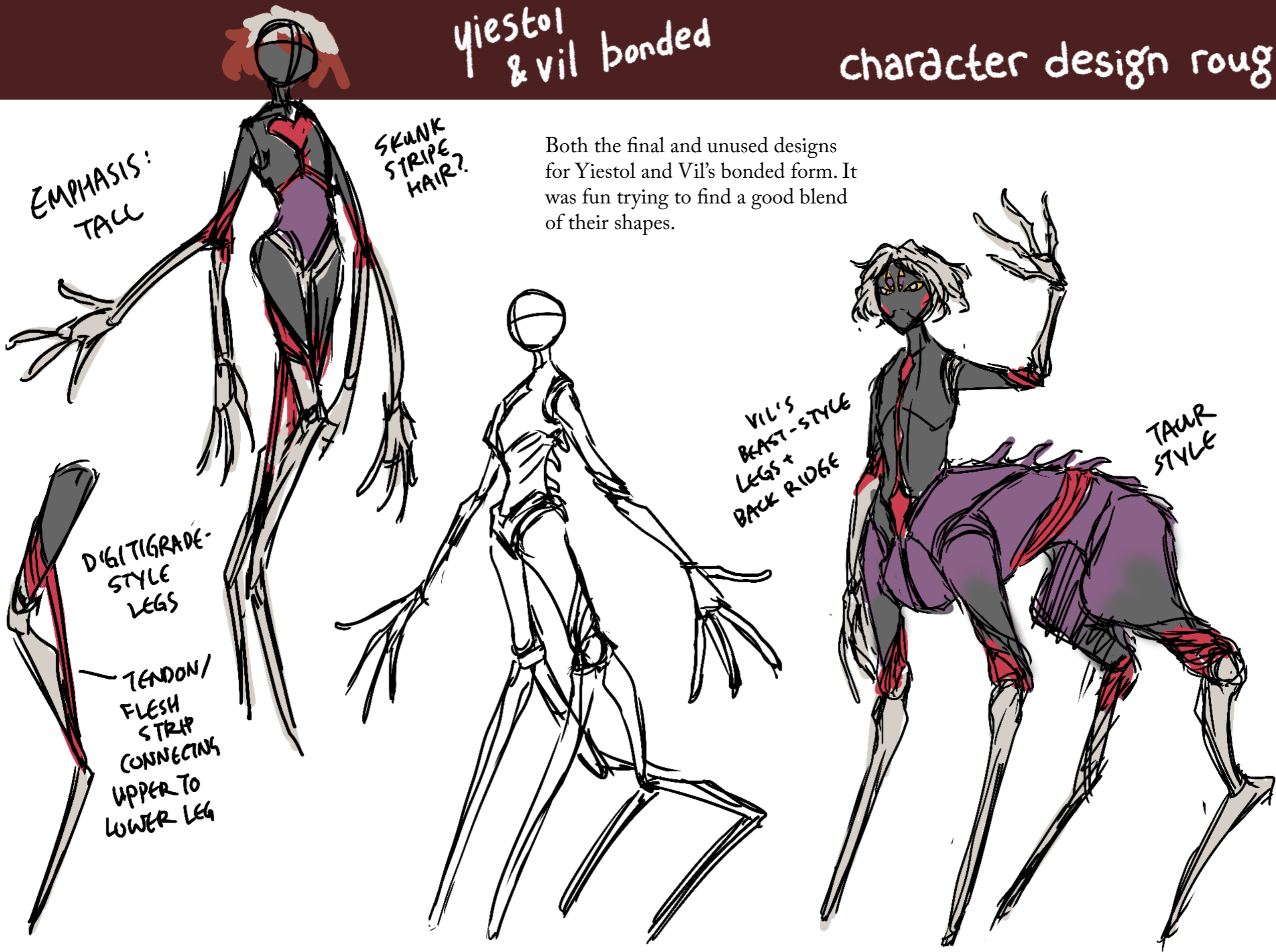
We tried to find a way to tease a reveal of Vil's form with the above image, but it turned out kind of creepy so that was that.



# Yiestol & Vil Bonded

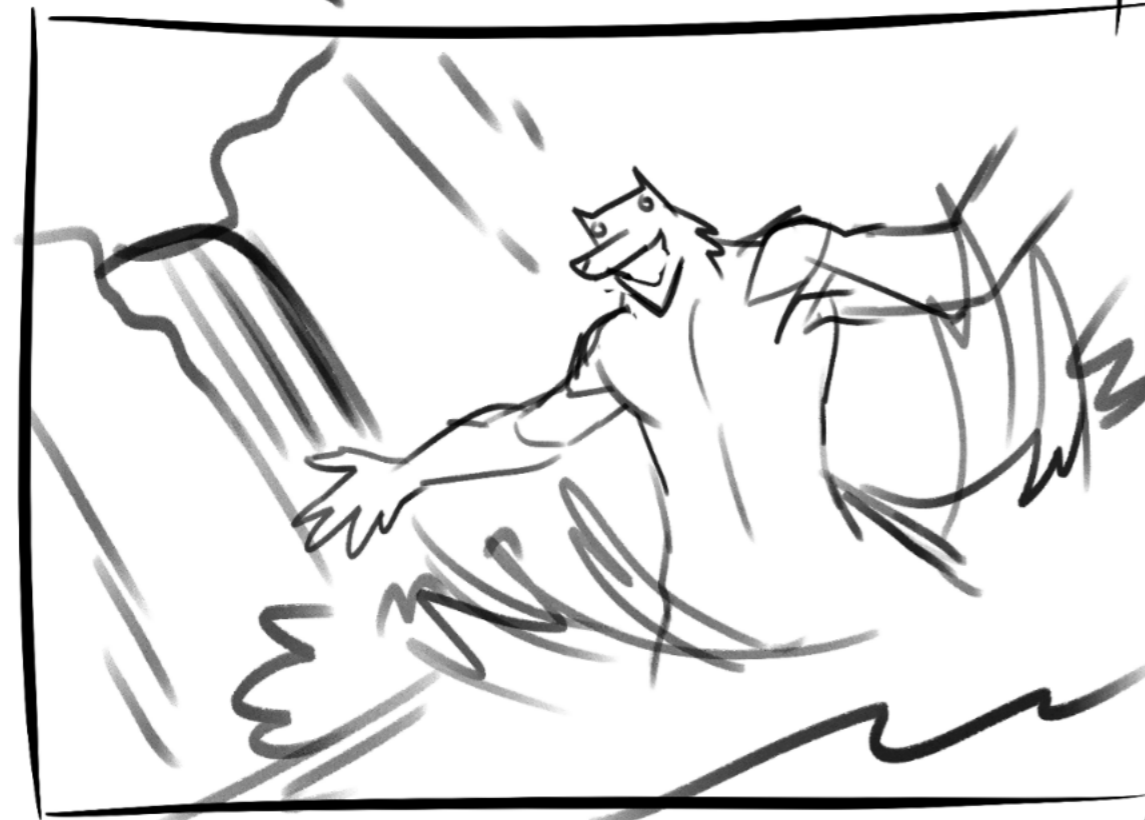
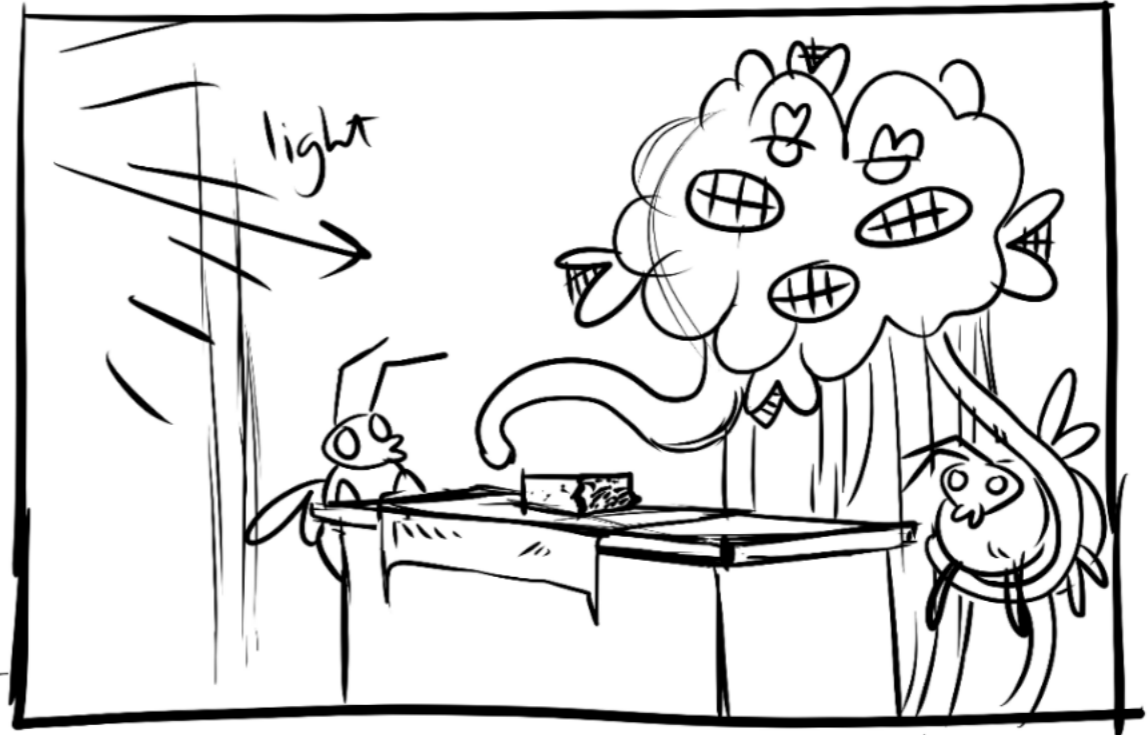
# Character Design Roughs

Both the final and unused designs for Yiestol and Vil's bonded form. It was fun trying to find a good blend of their shapes.

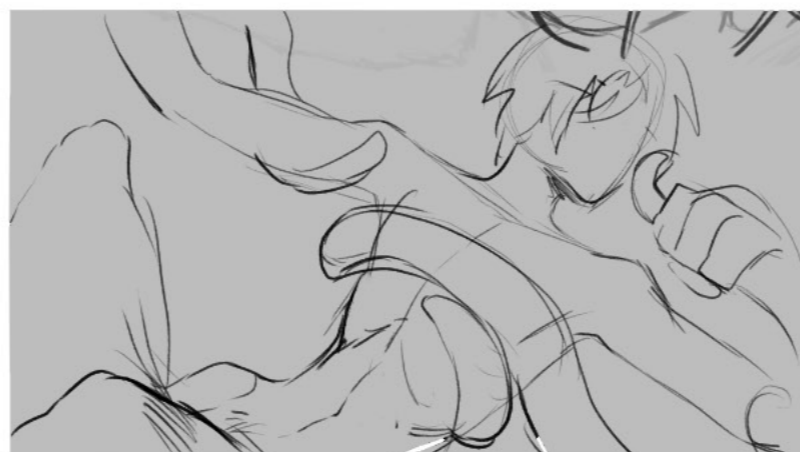


# CG thumbnails

In an alternate version of Brattan's waterfall scene, he and Vil went to a fair instead.



# CG thumbnails



# thank you !

## Miru

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tumblr.com/inktrashing

Thank you so much for playing and supporting our first game! Creating Meeting in the Flesh has certainly been a learning experience, and it wouldn't have been possible without all of kind and enthusiastic feedback we received. We hope you enjoy the game and this small token of our appreciation.

For the record, if anyone is curious what music this game was written to, it was mostly the following albums:

- Carpenter Brut, *Trilogy*
  - *NieR Automata OST*
- World's End Girlfriend, *Hurtbreak Wonderland*

## Fal

@cacogenic  
tumblr.com/cacoethic

Thank you so much for playing Inkethic's very first game, and for supporting us by purchasing this PDF! We've had so much kind and earnest support throughout that it really sustained us all the way to the finish. Thank you to everyone who helped us along the way. We hope you've enjoyed the story and this bonus art.

Here's my music selection:

- Chelsea Wolfe, *The Abyss*
- Esthero, *Breath From Another*
- Pink Floyd, *Wish You Were Here*