

THE ART OF

NAUGHTY DOG







THE EARLY YEARS

1984–1996

Andrew Gavin and Jason Rubin, Naughty Dog's founding fathers, began working together in 1984 and departed Naughty Dog in 2001. The following essays take a look at video game development during their tenure. Learn how Naughty Dog started, our foundation, and where our benchmarks for making best-in-class games arose.

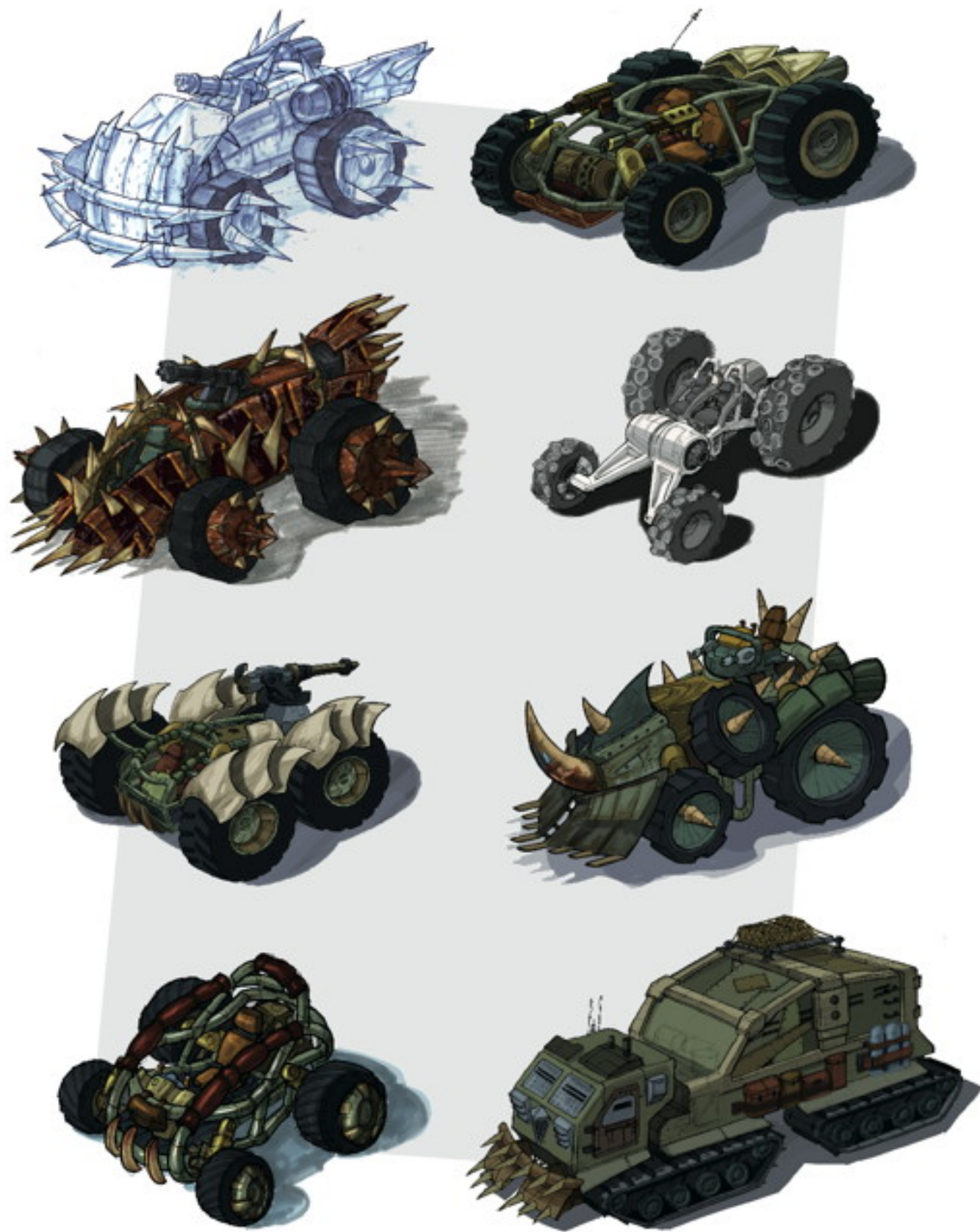


THE SIDEKICK AND THE KID

Jak's best friend and fellow troublemaker Daxter follows Jak on a perilous adventure. Formerly a human, Daxter can't stay out of trouble and finds himself in the "Dark Eco," which transforms him into the orange ottsel we all know and love.







VEHICLES

The desert environment gave us the chance to explore dune buggies and various futuristic, mystical iterations of those vehicles. With names like Sand Shark, Gila Stomper, Marauder Buggy, and Tough Puppy, it's clear that this exploration was a lot of fun.