

THE ART OF
METAL GEAR SOLID
| IV



Studio Works
Gallery Works

THE ART OF
METAL GEAR SOLID
-IV-



Studio Works

Translated by
Zack Davison • Mari Morimoto • Heidi Plechl
with Takahiro Moriki • Kumar Sivasubramanian
Studio Cutie



DARK HORSE BOOKS







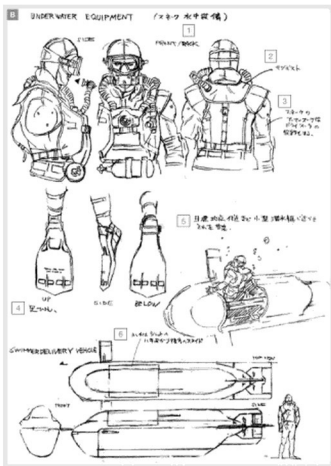
C O N T E N T S

METAL GEAR SOLID	004
METAL GEAR SOLID 2 SONS OF LIBERTY	076
METAL GEAR SOLID 3 SNAKE EATER	156
METAL GEAR SOLID 4 GUNS OF THE PATRIOTS	218
METAL GEAR SOLID PEACE WALKER	330



Solid Snake

1. For polygon character:
• Character height
• Units: cm



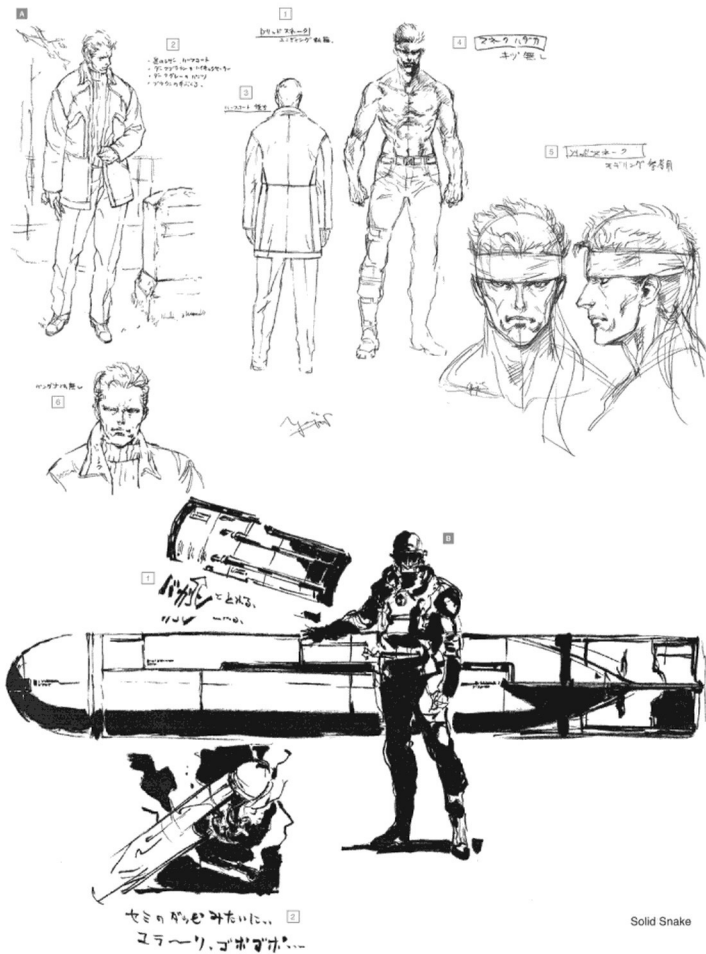
1. Belt
2. Grenade ornament
3. Harness
4. Hook
5. Pin
7. Suppressor
8. Cool bandana
9. Arm has metal plate
10. SOCOM 45
• Suppressor sticks out

- from holster.
11. Body armor is muscled, the
that of Batman.
• Note: This drawing does
not contain equipment
such as magazine
pouches, scissors, or
backpack.
• The areas around his belt
will actually be completely
covered with items.
12. Magazine pouches

13. His knees and elbows are
both covered by angular
protectors.
14. Boots
15. No laces, it's a strap.
15. Right foot
• As if elements of combat
boots have been added to
athletic shoes.
17. Leather
18. Rubber
19. Rubber

1. Snake's underwater
equipment
2. Sub vest
3. Snake's body armor also
acts as a dry suit.
4. Fins
5. He approaches the target
area in a small sub, which
he then discards.
6. Put the hatch a little higher
• It pops up and then slides
back.

1. Snake at briefing
2. Messy hair, like Jonathan
• Scully beard
3. Fastener on back can't be
opened or closed, can only
be removed from the front.



Solid Snake

1. Solid Snake's civilian clothes during closing scenes.
- Dark brown turtleneck sweater
 - Dark gray pants
 - Brown gloves
2. Black leather half-length coat
3. Rear view of half-length coat
4. Snake: shirtless, no scars.
5. Solid Snake reference for modeling.
6. No bandana
7. Can be removed with a "SAB"
8. Like a molting cloade "SWAAAY, BURBLE BURBLE"

A Liquid Snake



A 1. Liquid Snake: tattoos
2. Liquid Snake: expression

B 1. Liquid Snake:
shirtless three-sided view.

C 1. Liquid Snake: revised
version (version 2) of center-
closing coat.



Meryl Silverburgh



MS
1/1/00

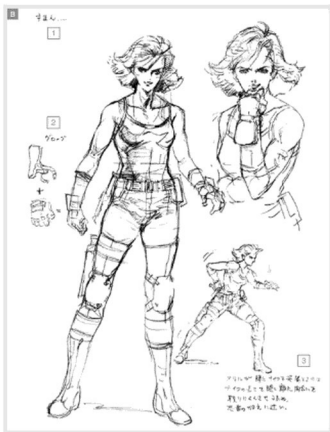


1. Draw the side locks.
 2. The neck may be a little too thick.
 3. Sorry, but please make the shoulder strap wider.

4. Tighten the mouth.
 5. More volume to the bangs.
 1. Mery's jacket
 2. Be sure to draw the wrinkles

- in the fully part.
 1. About sixteen years old.
 • Tall at 172 cm (5'8" so palest).

2. It's very cold, at least give her a down jacket outside. You could die like that!



1. Comparison to Snake
2. Sh-she's hug?
3. Comparison to normal girl
4. Accessory belt
5. This is a DESA0E
6. Combat knives on the right hip
7. Hook
8. This is Vetro
9. Gloves incorporate something like the hand covers of a ninja.
• They can even stop knives!

10. Combat boots with no laces. They use zippers and Vetro.
11. Meryl Silverburgh
12. Alsoof
13. Tattoo
14. Sorry...
15. Glove
16. Meryl keeps her knife at her hip to hide how long it is and to keep her attackers off balance. Her stance is similar to that of a ninja.

17. Meryl shooting concept
18. No. 1
• What do you think about her shooting with one hand? It's aggressive.
• Should we have the left hand cross over as shown below, or bring it together under the right hand?
19. No. 2
• Showing the left hand under the right.
20. No. 3
• Having the left hand

- completely free may make for a better-looking model.
21. Of course, there is a greater gun kick when shooting with one hand, but I've heard it said that since the force of the recoil goes from your arm to your shoulder, it can seem easier than when shooting with two hands.
22. The he he...
23. When being manipulated by Psycho, she shoots with two hands, which is

- different from her usual form. Her center of gravity isn't balanced, and it's like she is being led by the gun (Ninja-style shooting).
24. Meryl in sneaking suit for MGSC.



Hal Emmerich



Naomi Hunter



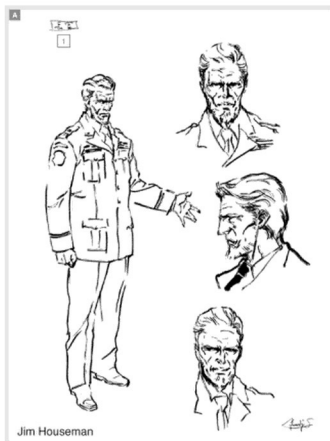
Mei Ling



A 1. Otakon

C 1. Mei Ling

B 1. Unconstrained crying
2. Habit
3. Otakon expressions



A 1. Secretary of defense

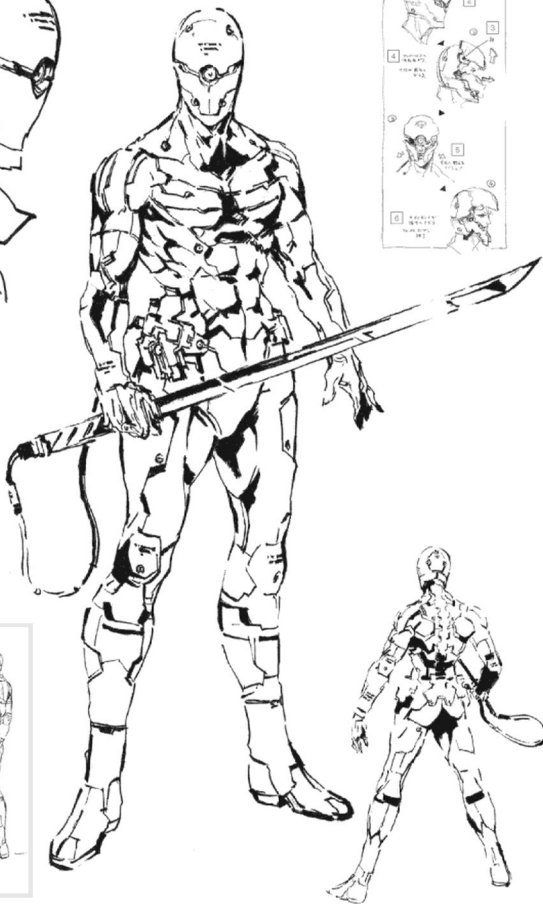
B 1. Colonel Campbell

C 1. Nastasha

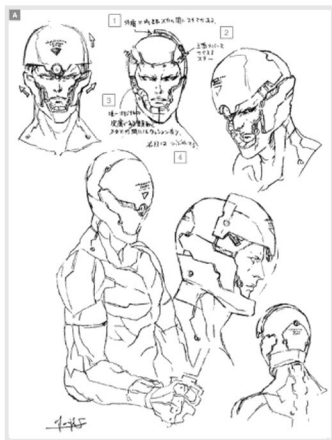
D 1. Master Miller



Cyborg Ninja



1. Opening the Ninja face
2. Upper guard slides forward
3. Pivot
4. The upper part pops upward
 - The side slides forward
5. Left and right split apart
 - "POKER"
6. Side guards slip toward the back, completing the operation and exposing the face.
7. Three-sided view of Ninja



1. Gap between skin and internal mechanism.
2. Bar for supporting upper face cover.
3. Cushion between the only remaining original skin on the face and the mechanism.
4. Missing the right eye

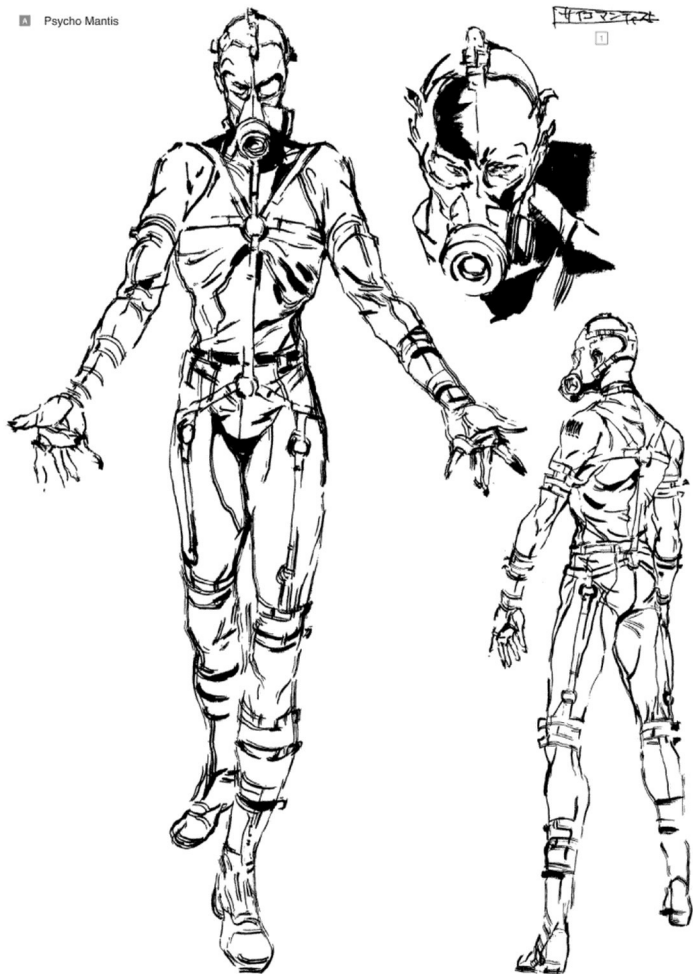
5. Ninja's laser gun arm "KACHIK"
6. Cartridge release button
7. Energy cartridge
8. Bumper
9. Note: I think the gun might be a little too large in this drawing.
10. Energy packs stored at the hip.
11. Energy cartridge—Seventeen continuous

12. seconds from one pack.
13. Separate part starts here.
14. Stomped
15. Packs hang from the hip
16. Moving sensor?
17. Camera lens
18. Muzzle
19. Laser device
20. The board in the middle is for mounting modules.

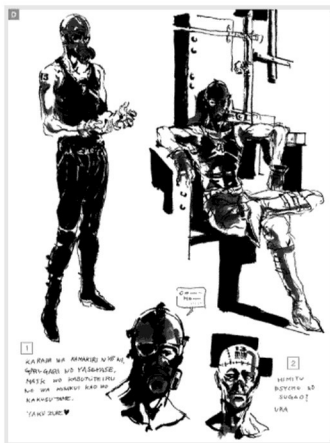
21. Gray Fox (before)
22. "Niri Aini"
23. "SICKIN' ONKISH"
24. Ninja being crushed by Metal Gear
25. Head shape
26. Elongated toward the front
27. The back portion is completely mechanical. Since the face is a mask, it is longer in that direction.

28. Ninja's arm being blown off
29. "More than the arm—his shoulder is shot, and the arm is ripped off."
30. Blood gushes out
31. Point-white of clavicle
32. Muscle ("The blood has been left out of this drawing")

1 Psycho Mantis



1 Psycho Mantis



1. Psycho gloves
2. Wraps a strap around the combat boots with fasteners.
3. Psycho Mantle coat

1. Psycho's actual face.
2. Even though we'll never see it...

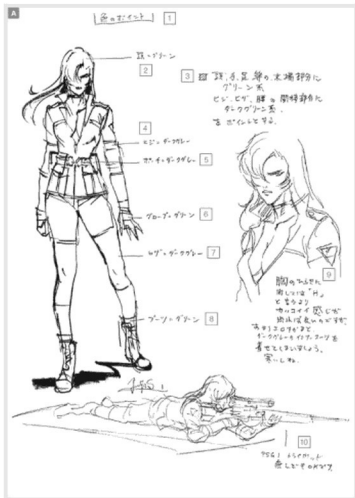
- Scars from the brain surgery.
- Distal eyes. Fish eyes.
- Mouth is stitched closed. He doesn't need to eat.

3. Reference for Psycho body shape
- Skin and bones.

1. Three-sided view for making polygon models.

1. Body like a manne. Skin and bones. Wears a mask to hide his ugly face. Everything came together perfectly!

2. Is this the true face of the secretive Psycho? We all have our dark side...



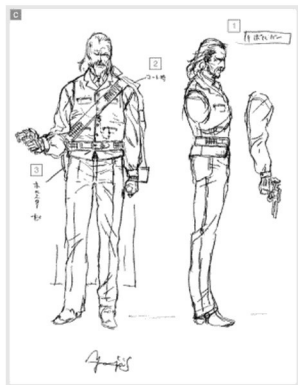
- Colors
- Head = green
- Important points are: Head, hands, feet, and other end parts should be greenish. Elbows, knees, hips, and other joint parts should be dark grayish.
- Elbows = dark gray
- Pouch = dark gray
- Gloves = green
- Knees = dark gray
- Boots = green
- It would be nice if the opening in her shirt showing her breasts was more "ooch" than "sexy." If it is too raucy, let's give her a dark gray inner suit. Besides, it's cold.
- PSG-1. She doesn't need a tripod.
- See separate sheet for more.
- "Silver," who is tame for Sniper, is the wolf dog pack leader.
- Silver Wolf
- One eye is covered by her hair.
- Hair is silky. It flutters when she moves.
- Turned-up collar
- Pockets on chest
- Cooking handle is out
- FH logo
- Both elbows
- Magazine pouch
- Pockets on both the left and right outer thigh.
- Pants are short and sexy.
- Golden stitches
- Pockets are left out of this drawing.
- Wearing a leather necklaces
- Breasts should be normal, not too big. Her cleavage should appear natural.
- Sniper Wolf
- Slim, overall
- PSG-1
- She uses the tripod sometimes.
- Always carries tranquilizers
- Muscular
- Slightly thicker material
- around the liners (to act as pads). The color should also be slightly darker.
- Inner lining
- Combat boots
- Legs
- Is this what they would look like as polygons? It would be best if they could be shapey.
- Snarled wolf coat
- Upper half has the same texture as snow troops. It's different in that it has a hydration pack.
- Color: gray
- It's like a canteen, but it would probably freeze
- Problems: Do we put her hair inside the coat, or leave it out? Is the hydration pack necessary? What should we do?
- Likely answers: If we make her wolf-like, it would be best not to have the hydration pack and to keep the hair out.
- On the right hand, only her index finger is visible. It sticks out of the mitten. Note: the entire finger is not exposed, but is in a thin glove.



Decoy Octopus



Revolver Ocelot



F 1. Death by FOXDIE

- G** 1. Mr. Revolver
2. Black vest
3. White shirt
4. Red trim
5. Gold buttons underneath the coat.
6. Silky silver hair. It flutters

- when moving.
7. Black vest with red trim (westcoat).
8. Pocket watch chain hangs from button to pocket.
9. Armband (black)
10. Gun belt
11. Red gloves
12. Coat was supplied by FH

- (same as Liquid's)
Open wide in front
13. SAA
• Silver
• Gold medalion on wood of grip
14. Fastener
15. Leather holder on right hip.
16. Cowboy boots

- D** 1. Revolver
2. Wearing a coat
3. This is a holster

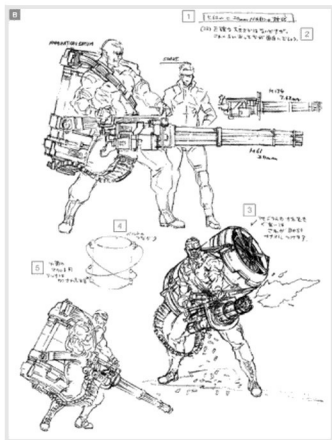
- I** 1. White shirt
2. Waist gun belt
3. Bullet loops are placed slightly higher than the center of the belt.

4. Boots
5. Pants
6. Collar

Vulcan Raven

イゾミ季考





1. Vulcan Raven
2. Forehead tattoo
3. Sloping shoulders. I don't like the square shoulders you see on some of those same westerns!
4. Brown skin
5. Front
6. Back

7. Cross section of arm
8. Tattoo
9. Dark blue color
10. Tattoo
11. Tattoo
12. Pants are not baggy. It should be as though you can see the thigh muscles through the tight pant legs.

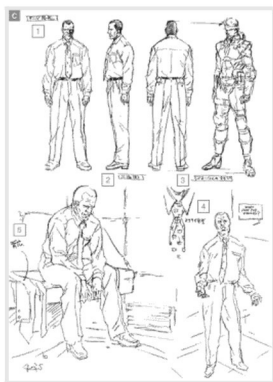
1. Comparison of the 7.62 mm and 20 mm Vulcan guns
2. Note: These are not the actual sizes, but it would be interesting if they were portrayed this way.
3. This is the best angle for the ammo drum. It should be at an angle.

4. Belt connections
5. There's a mounting latch on the bottom.
6. Three-sided view of president of AT.
7. Cleaned-up version.
8. Cane

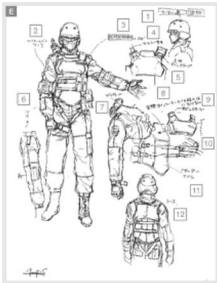
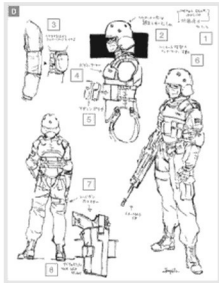
Big Boss



Donald Anderson



- 1. Hooked nose
- 2. Old Man?
- 3. Old Man capsule: rear view
- 4. Old Man research
- 5. 1. Head of DARPA
- 6. 2. Three-sided view
- 3. Comparison with Snake
- 4. Necktie reference
- 5. Suit



1. Snowfield heavy infantry
2. White cover on helmet
3. Large snow boots
4. Back
5. Simple view of vest
6. Lots of space below the chin
7. Large head mask
8. Rubber gloves
9. Sliding on the head cover
10. Bulging cheeks
11. The reason I didn't make the gas mask look like an octopus was to differentiate it from Psycho. The one for Psycho is much more old school.
12. Give the suit a voluminous feeling
13. Closed light by the harness
14. Harness

15. Belt
16. Stacks out
17. Rubber gloves
18. If possible, I would like an accessory—like a bag that holds disinfectant or first-aid kits.
19. Ridge in the side pocket
20. Closed with a harness
21. Boots are wrapped by a bag
22. Bottom is also covered with bumps to prevent slipping
23. Front
24. View from the bottom
25. Head
26. Not like this, but a skullcap where the mouth is visible
27. Snow trooper
28. Light infantry
29. Heavy infantry
30. Gas mask trooper

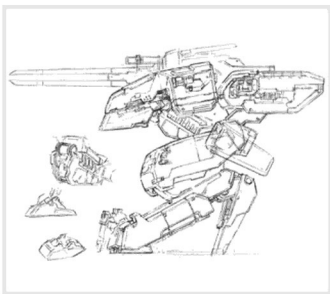
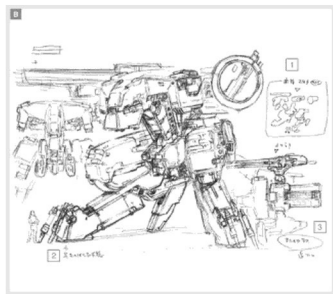
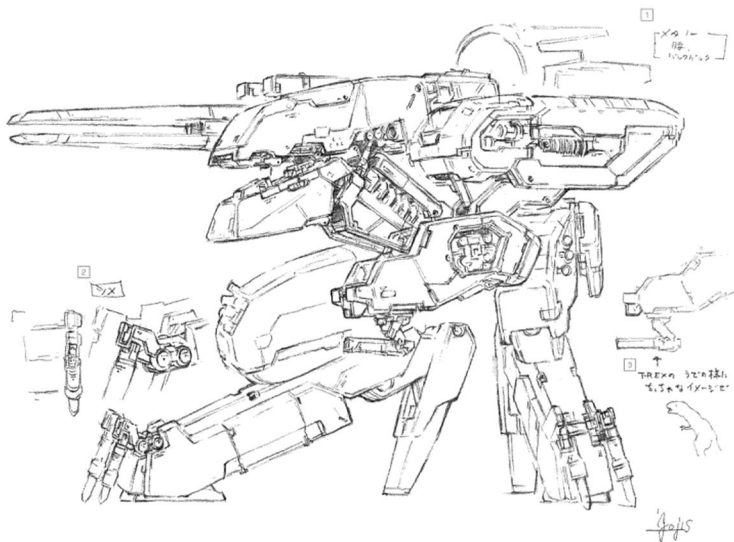
25. Reference books: Survival Skills, pages 94–109, World Weapons Illustrated, pages 182–183.

1. Guards
2. Walkie-talkie
3. PH unit insignia on the left shoulder and back. Platoon number on right shoulder and breast.
4. Walkie-talkie holster
5. Mono green than brown
6. Walkie-talkie
7. USP holster on hip (same as the one for infantry)
8. USP (I have a photo for reference)
9. New FOX insignia for FOXHOUNDS.

Put on back and left shoulder... Meryl will have the old insignia.

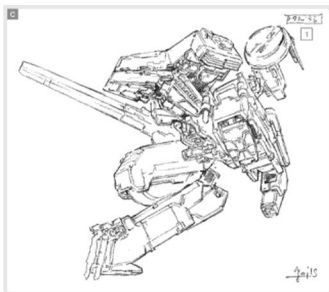
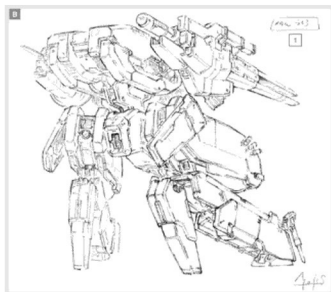
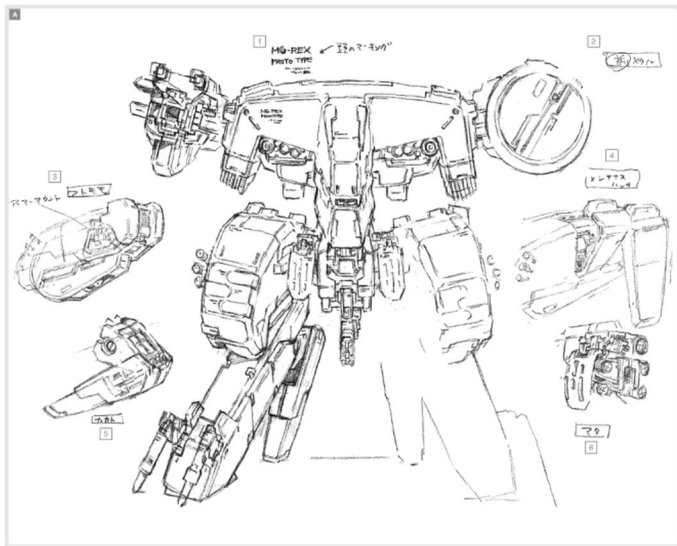
1. Infantry
2. S16196
3. Holes in helmet for better airflow
4. Rembrand with elbow part.
5. Body armor
6. Magazine pouches
7. Back flap on helmet can be moved.
8. Handgun holster
9. Sidearm
1. Infantry additional
2. Outer Heaven insignia
3. Outer Heaven logo
4. Harness below
5. Velcro on top
6. Patch
7. Velcro

8. Armor is actually attached and cannot be broken down
9. Velcro
10. Mass inside
11. Armor—Kevlar
12. Back
1. Side view of face mask
2. Reference for suspenders
3. PH unit insignia
4. I want to show breath with these lines.
5. The USP sidearm hangs from the equipment belt (right hip).
6. Make the boots too big since they're snow boots.
7. Suspenders
8. This is the back side.
9. Equipment belt hangs off of hooks.



1. Metal Gear waist and backpack
 2. Close-up
 3. Small, like the arms of a T Rex

1. Twenty-four joints max
 2. Fully extended leg
 3. Still rough
 • Additional

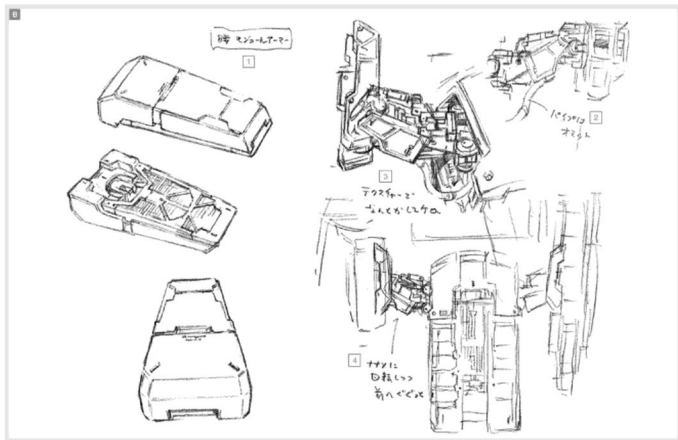
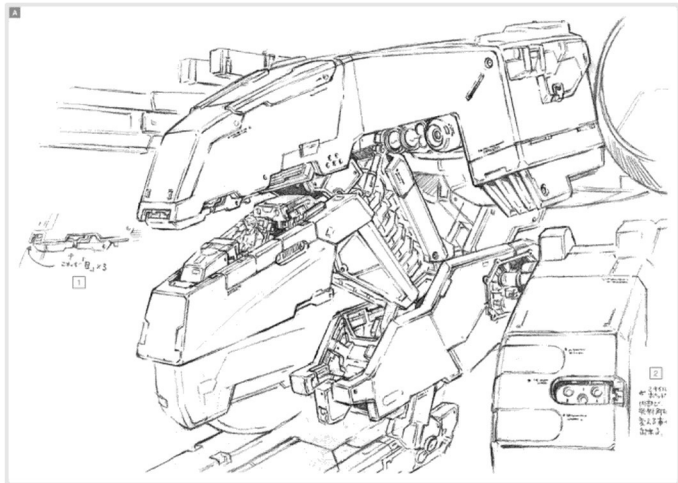


A 1. Marking on the head
2. Metal Gear from the front
3. Armor mount
• Thigh

4. Maintenance hatch
5. Heel
6. Crotch

B 1. Metal Gear from the rear

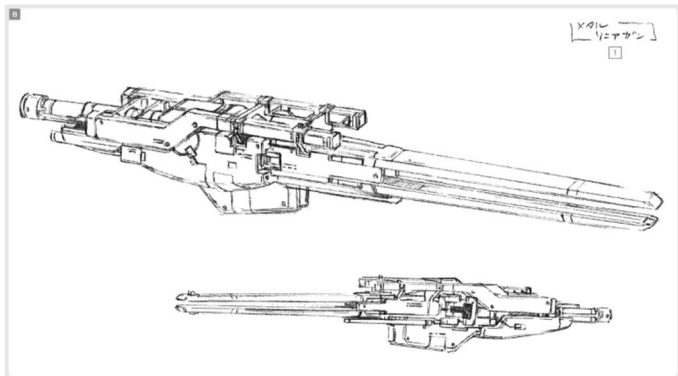
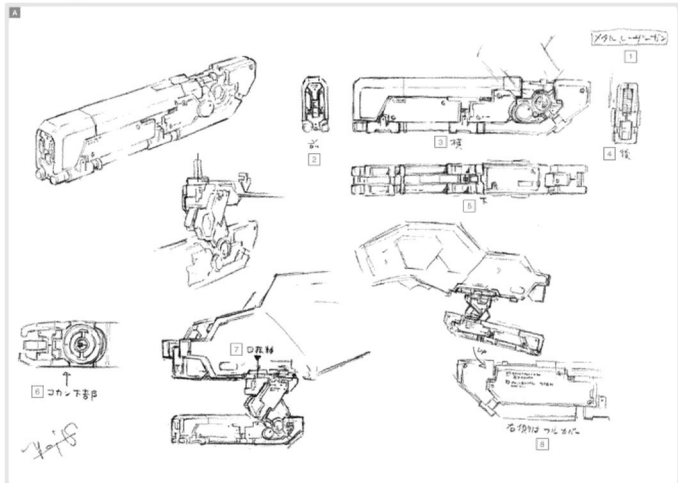
C 1. Back view of Metal Gear



1. Three "eyes"
2. Launch angle can be changed within the missile pods.

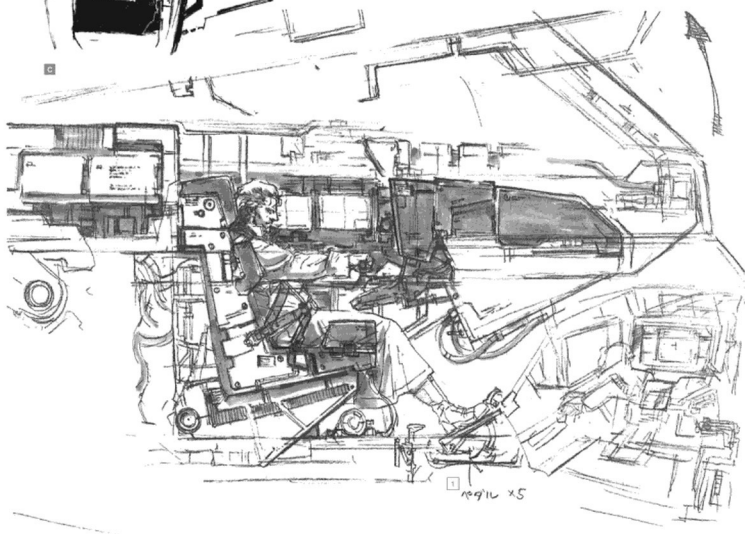
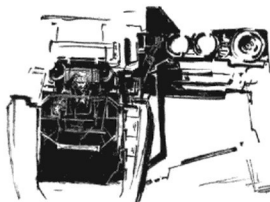
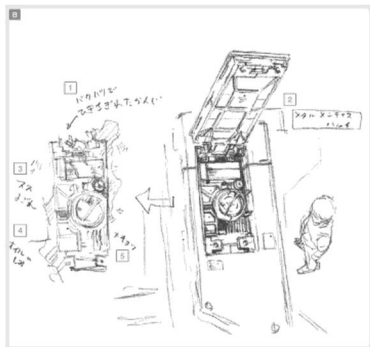
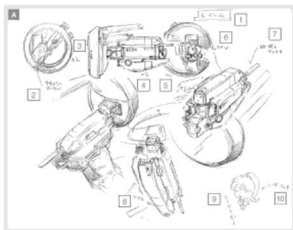
3. Waist module armor
4. Plates are omitted.
5. Do something about the texture.
6. Moves forward while spinning diagonally.

Metal Gear REX



1. Metal Gear—laser gun
 2. Front
 3. Side
 4. Rear
 5. Bottom
 6. Rear section of crutch
 7. Revolving shaft

8. Full cover for right side
 1. Metal Gear call gun



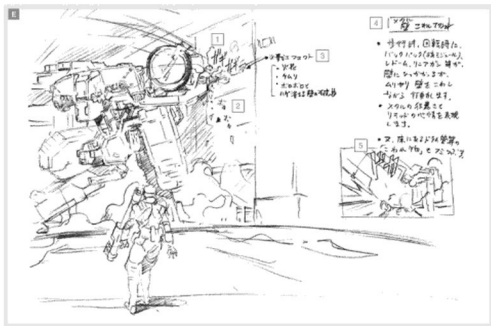
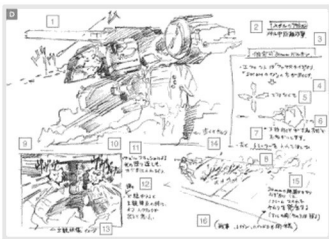
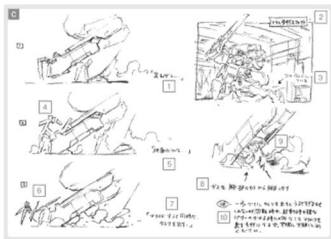
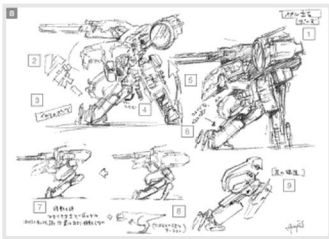
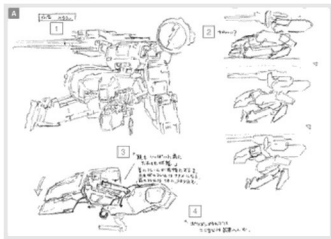
1. Radome
2. Offset from center
3. Front
4. Side
5. Rear
6. White line
7. Flat antenna

8. From the bottom
9. "It's a radar"
10. Radar fetish
1. Like it was blown apart by an explosion.
2. Metal maintenance hatch.

3. Oil stain
4. Seat
5. "STRETCH"

1. Five pedals

Metal Gear REX



- A** 1. Metal Gear down low
2. Cuts?
3. Head in the lowest forward position.
• The neck frame shifts back and forth. The bone frame goes diagonal. The forward frame enters the body.
4. Will this pose work with the finished Metal Gear model?

- B** 1. Metal Gear standing pose
2. "KREEEN"
3. Angry pose
4. Head tilts up
5. "WOO"
6. Sides
7. When moving, it leans forward on its tip-toe (the

position of the head does not move much even during brisk movement).

8. (Motion like a T. rex)
9. Leg structure
C 1. Leg is lifted
2. Walking effect for Metal Gear
3. About this smoke ...
4. "KERTHUD"
5. Hits the ground
6. "BWSH"
7. Smoke rises as it slides
8. Gas is released through the back of the leg.
9. "SHOO"
10. Note: It might be a little too much to have smoke come out with every step, so

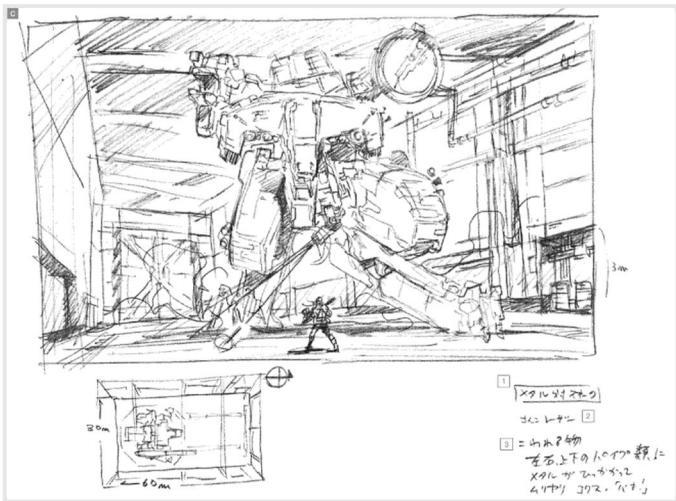
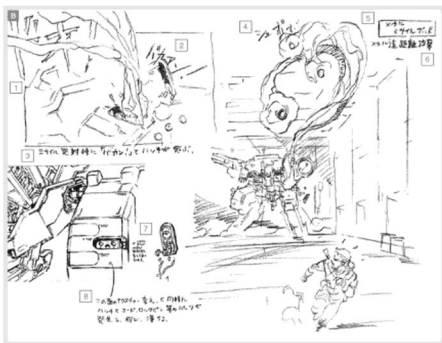
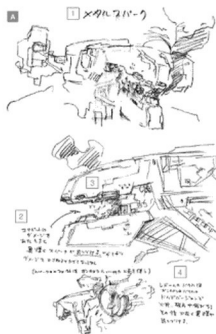
maybe we should use it for a slide variety when it turns, or when power is applied, such as during startup. Experiment and see.

- D** 1. "VOOOOM"
2. Metal Gear action
• Misrange attacks
3. Fixed 30 mm Walcan
4. It is better for the muzzle flash to be "FAMAS-ish" than "GOCOM-ish."
5. Not this.
6. Please make it layered like this three-shot picture.
7. Also, put in tracers.
8. Smoke rises when it walks.
9. "VOOO"
10. "VOOO"

11. Reflection from the muzzle flash should be very bright.
12. I think it would have more of an impact when looking head-on if there were lines of tracer fire.
13. Head-on view
14. "CHI CHI CHI CHI CHY"
15. Make the ricochets of the 30 mm ammo really stand out. Delay the appearance of smoke by one frame (smoke should stay for a short time).
16. (Just like it does for tanks, Raven, and Hind D.)

- E** 1. "CRASH"
2. "CRUMBLE CRUMBLE"
3. Necessary effects:

- Sparks
- Smoke
- Crumbling wall debris
- 4. Metal Gear: wall-crumbing action
- Meeklessly crushes walls with its backpack (nuclear module), radome, linear pens, and other parts when walking and turning.
- This expresses the violence of Metal Gear and the emotions of Liquid.
- Also crushes "breakable things" on the ground, such as steel drums.
- 5. "THUD"



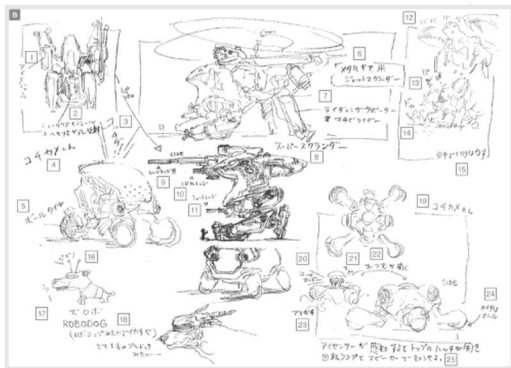
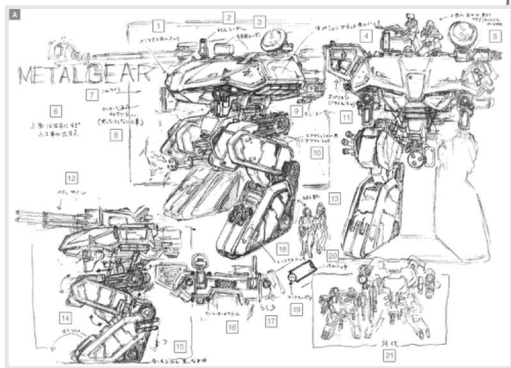
1. Metal Gear vs. Snake
2. Continuous black smoke and sparks when the cockpit is damaged. As damage builds, these effects become even worse (use gun camera explosion for spark effect).

3. "TCHK TCHK"
4. The radome explosion should be a maxed-up version of the gun camera explosion. Sparks and shards fly everywhere. Afterward, sparks and black smoke continue to pour out.

5. "BOOM"
6. "BAM"
7. Hatch comes off with a "BAM" when firing a missile
8. "SHOOOP"
9. Metal missile pod
10. Metal long-distance attack
11. Launch angle can be

changed within the missile pod
12. Change the texture of this surface, and at the same time, parts such as the hatch, code, and lock pin appear, fly off, and fall.

13. Metal Gear vs. Snake
14. Dick laser
15. Breakables? Metal Gear gets caught on pipes located on all sides, ends up breaking them. "SMAP"



1. Maintenance hook
2. Radar for detecting humans
3. Multipurpose radar
4. Hatch for mounting options
5. If it could be cool to have soldiers ride on top (with safety ropes).

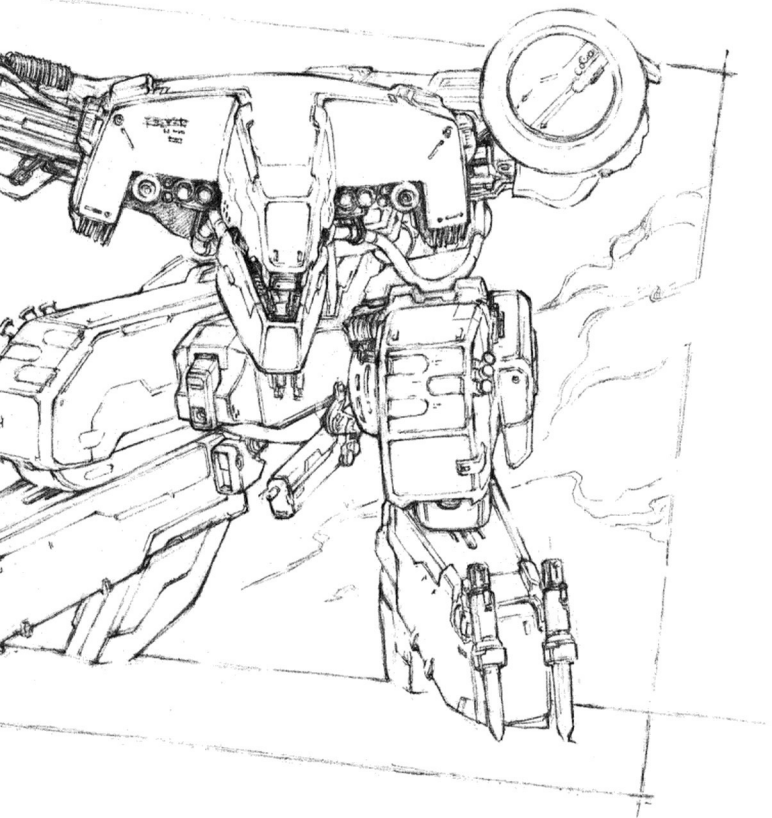
6. Upper part can rotate 45°.
7. This is a camera.
8. This is a sensor, not a camera (by which I mean it does not emit light).
9. Radiator
10. Outlet for air pressure

11. Option (mistakes)
12. Main cannon
13. Humans for size comparison.
14. Stopper
15. Make the legs a little longer.
16. Mount for the radiator

17. Back
18. Maintenance hatch
19. Safety pin
20. This is a hatch.
21. Size comparison

1. Eye module
2. Nuclear module—fires slowly and then fires.
3. Thrust
4. "Little turtle"
5. Ball tires
6. Metal Gear "Jet Scramder"

METAL GEAR
RIFINE
EXCEED
[M-REX]



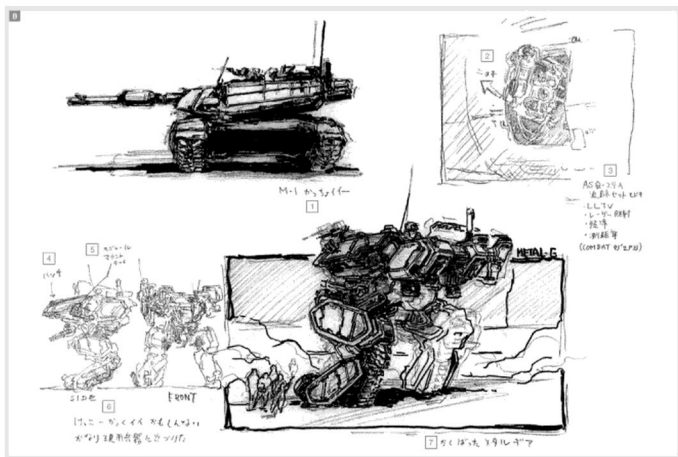
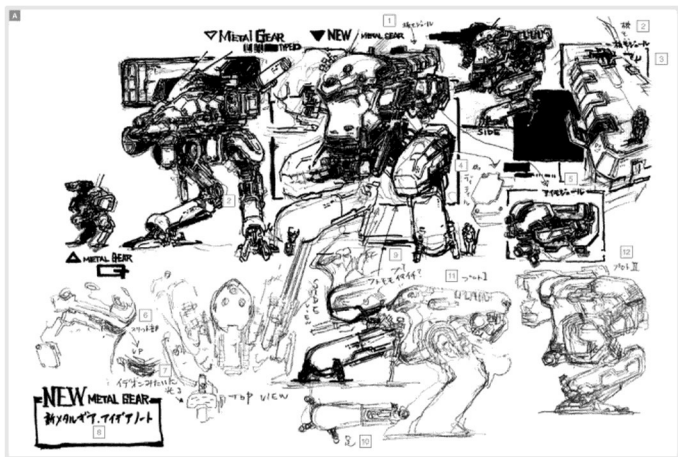
7. Riding supporter and stabilizer
8. Super "Scramble"
9. Long range
10. Medium range
11. Short range
12. "FWAP FWAP FWAP"

13. "FWAP FWAP"
14. "WHAM"
15. "THUD"
16. Can separate even while in the air
17. "BEEP BEEP"
18. "GRR"

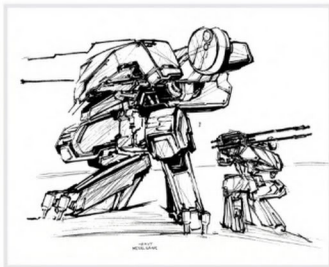
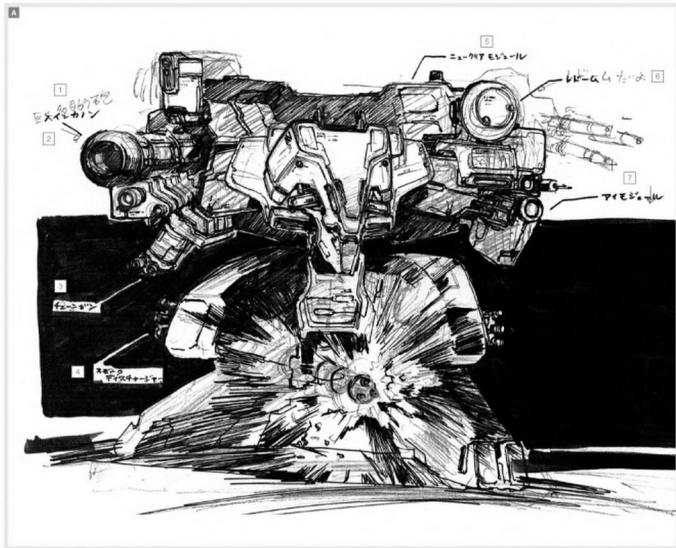
19. Like usual
20. Like usual
21. Like usual
22. Head pops out
23. Like usual
24. Like usual
25. Like usual

26. Like usual
27. Like usual
28. Like usual
29. Like usual
30. Like usual
31. Like usual
32. Like usual
33. Like usual
34. Like usual
35. Like usual
36. Like usual
37. Like usual
38. Like usual
39. Like usual
40. Like usual
41. Like usual
42. Like usual
43. Like usual
44. Like usual
45. Like usual
46. Like usual
47. Like usual
48. Like usual
49. Like usual
50. Like usual
51. Like usual
52. Like usual
53. Like usual
54. Like usual
55. Like usual
56. Like usual
57. Like usual
58. Like usual
59. Like usual
60. Like usual
61. Like usual
62. Like usual
63. Like usual
64. Like usual
65. Like usual
66. Like usual
67. Like usual
68. Like usual
69. Like usual
70. Like usual
71. Like usual
72. Like usual
73. Like usual
74. Like usual
75. Like usual
76. Like usual
77. Like usual
78. Like usual
79. Like usual
80. Like usual
81. Like usual
82. Like usual
83. Like usual
84. Like usual
85. Like usual
86. Like usual
87. Like usual
88. Like usual
89. Like usual
90. Like usual
91. Like usual
92. Like usual
93. Like usual
94. Like usual
95. Like usual
96. Like usual
97. Like usual
98. Like usual
99. Like usual
100. Like usual

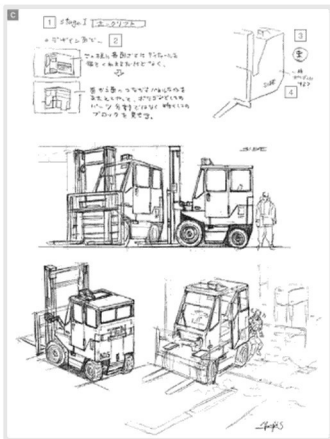
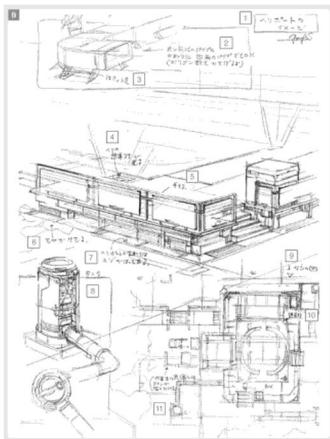
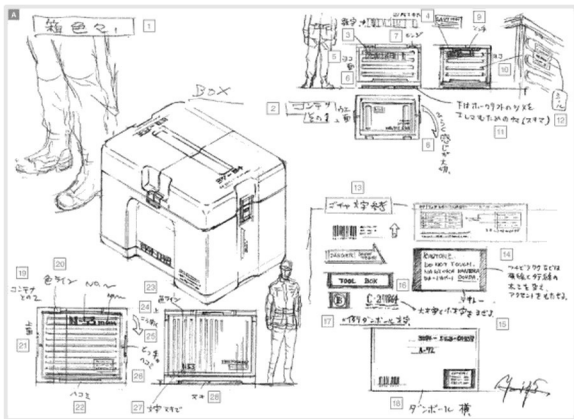
*Editor's note:
A Scramble is a flying vehicle featured in the Mazinger series of manga and anime.



- | | | | |
|---|---|--|--|
| <p>1. Nuclear module
2. Nuclear module
3. Nuclear module
4. Detail
5. Eye module
6. Sit</p> | <p>7. Shinsu like lion*
8. Metal Gear concept notes
9. Thighs could be better?
10. Log
11. Prototype I
12. Prototype II</p> | <p>1. M-1. It's so cool.
2. "NYUK"
3. ASO-26A
Pursuit Set-ish
• LLTV
• Laser firing
• Sighting
• Distance measuring, etc.
4. Hatch
5. Module mount latch
6. This could be really cool.
It's getting much closer to modern-day waspmony.
7. Angular metal armor</p> | <p>*Editor's note:
Densetsu Kyujin Ikkou is an anime series created by Yoshiyuki Tomino.</p> |
|---|---|--|--|



1. Huge multipurpose cannon
 2. Main cannon
 3. Chain gun
 4. Smoke discharger
 5. Nuclear module
 6. Radome
 7. Eye module
1. Get the configuration of the left and right legs wrong.



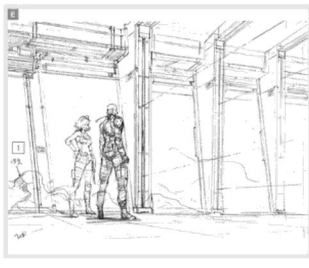
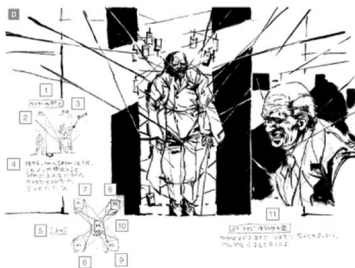
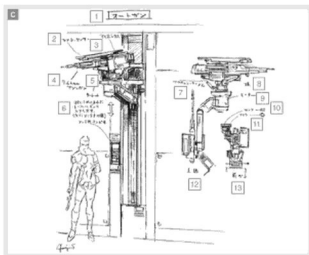
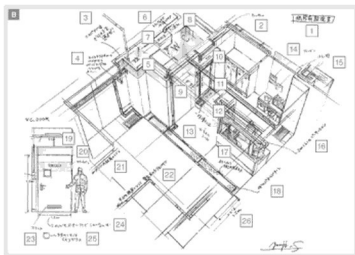
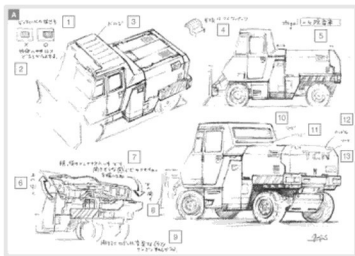
1. Various boxes
2. Container no. 1
3. Numbers
4. Okay if they turn
5. Side view
6. Top view
7. Hinge
8. The way it opens is important.
9. Handle
10. Side
11. The bottom has gaps to insert the fork of a forklift.
12. Label

13. Reference for the block of text.
14. Accent by changing the thickness of vertical and horizontal lines around the edge.
15. Something appropriate
16. Mix of capital letters and numbers
17. Cardboard box sample text
18. Container no. 2
19. Colored lines
20. Colored lines
21. Top

22. Recessed area
23. Colored lines
24. Top
25. Opens like this
26. Recessed area for handling
27. Remove test
28. Remove
29. Remove
1. Helpport concepts
2. It's okay to use square pipes instead of cylindrical ones (that will also help us save on the number of polygons).
3. Supports

4. Guide light shines out for helicopters.
5. Handrail
6. Mist
7. There is a trench around the helpport
8. Bars
9. View from above
10. Guide light
11. Lines showing lines for work vehicles
1. Stage 1 forklift
2. In terms of design:

- Don't just add details to each side like this...
... apply panel lines that are linked from side to side and show as a single item block, not separate parts as polygons.
3. Proposal
4. Make this a single polygon?



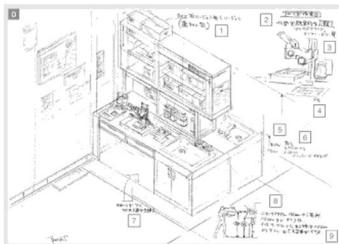
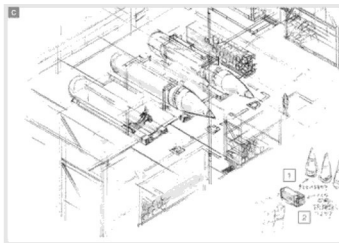
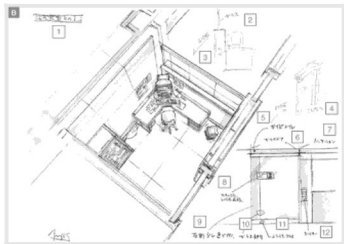
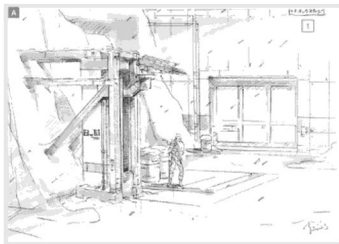
- A**
1. Drawing of the details
 2. Don't center it on the object. Push to one side or the other.
 3. Bulge
 4. A part like this goes on the roof.
 5. Stage 1 fake snowprow
 6. Swings in an upward direction.
 7. The side and rear have a maintenance hatch. The textures are drawn so it looks like it's opening.
 8. Swings in a downward direction.
 9. Transforms into a robot when it opens (not really).
 10. Window
 11. Gauge

12. Handle
13. Loop
- A**
1. Monitoring room for cells
2. Locker
3. This pipe runs over the duct
4. Change this from pipes having the wall texture to putting polygon parasolid pipes on top.
5. Pillar
6. This is a bathroom, so include water pipes.
7. Water tank
8. Water
9. Dart
10. Light
11. Mat
12. One slip down
13. Sticker on the glass

14. Calendar
15. Memoes
16. 3 m-high partition
17. Cutouts for lifting by hand.
18. Typical panel pattern
19. Light
20. Color line
21. To Mary's cell
22. To the GASPA exit. Conduit for electrical wiring.
23. Sign
24. This is pretty wide, isn't it?
25. The part in the middle is frosted glass.
26. Door is 1.5 m
- C**
1. AutoGun
2. Camera, sensor
3. Ammo box
4. 7.62 mm machine gun

5. Turist
6. Goes up and down along a rail embedded in the pillar (mostly for maintenance).
7. Outside Maintenance panel.
8. Outside
9. Side
10. Mtkot
11. Sensor
12. Camera
13. View from above
14. View from the front
- D**
1. Wires
2. Outer
3. Center
4. 1 m or 50 cm from the pillar is okay. Any more than that, you touch a wire and BOOM! Creeping would

- be fine, but standing should lead to a quick explosion.
5. From above
6. Outside
7. Outside
8. Outside
9. Outside
10. Center
11. All's crisscross—the wires are wrapped tight around him and he can barely stand on his spine. He is shaking uncontrollably.
- E**
1. Cold air

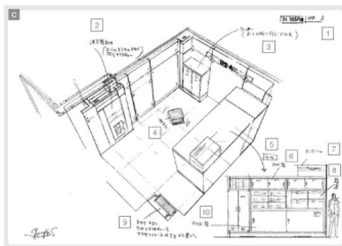
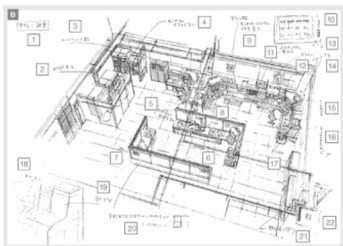
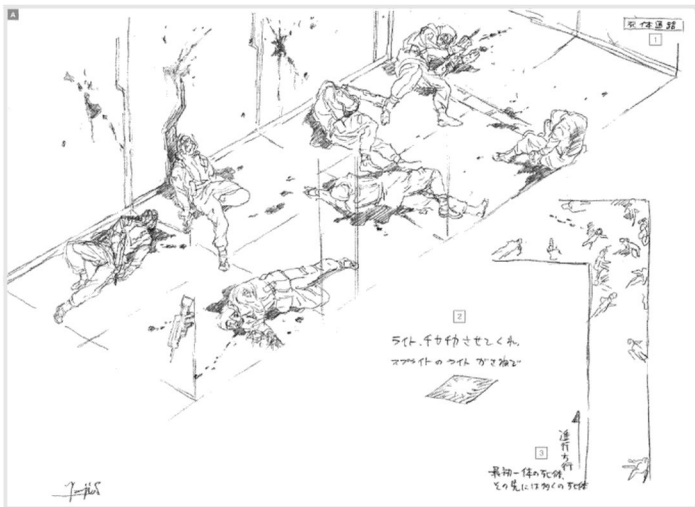


- A** 1. Tank stage
B 1. Lab no. 1
 2. Glass
 3. Wall
 4. Like this
 5. Guide rail
 6. Glass door
 7. Partition
 8. Displays security level
 9. Slightly tilted on the

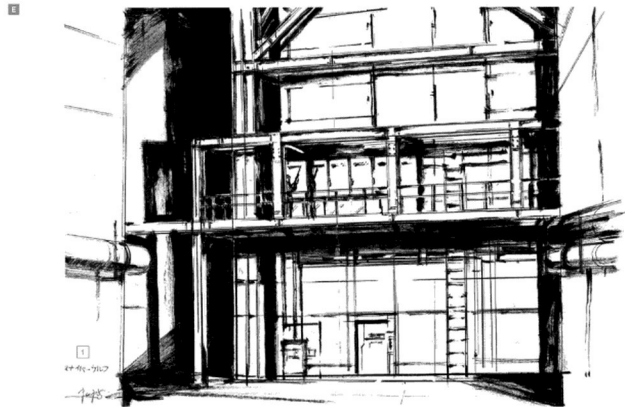
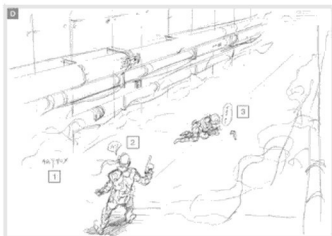
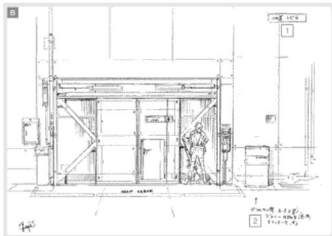
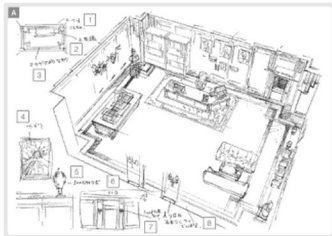
- right-hand side
 10. Glass
 11. Top and bottom are aluminum
 12. Card key reader
C 1. Stand them up and reduce the quantity?
 2. Make the nuclear warheads square like this?

- D** 1. Versions with and without boxes (first-aid kits).
 2. Gas chamber workbench
 3. Staging—like a chemical experiment room. Microscope, beakers, jars, etc.
 4. Notes
 5. Table
 6. Height—modeled to be 200 to 230 cm

7. Snake can hide here
 8. Hill area
 9. The Melta missile is fired from 136 cm. Everything under 115 cm will be missed, thus it is important to keep everything on the table at 115 cm or lower.
E 1. Image for B-2 south



- A**
1. Corridor of corpses
 2. Make the light flicker by adding spikes to light.
 3. Direction of movement. First there is one corpse, and then there are many.
 4. Messy wires
 5. Partition shouldn't stick out
 6. Pipe
 7. Memo
 8. PlayStation
 9. Handcuffs. Not just mementos—these should be mechanical items as well.
 10. Placement of lights
 11. Bookshelf placed on top
 12. Poster
 13. From above
 14. Memos
 15. Hand drives
 16. Cut slightly on the diagonal
 17. Trash can
 18. Monitor
 19. Slightly diagonal
 20. Not glass all the way to the bottom. Only the top part of the partition.
 21. Intrusion for the pillar
 22. Pillar
- B**
1. Otacon's room
 2. Pipe goes below
 3. Hard drives
 4. Messy wires
 5. B-2 storage room no. 3
 6. Fire extinguisher box (same texture as the one in the B-1 corridor).
 7. Lockers (can be the same as those on B-1).
 8. Bed
 9. Shelves
 10. Sliding doors
 11. Cardboard box
 12. Boxes, etc.
- C**
1. The floors would be better if there were accents from different textures here and there.
 10. Sliding doors



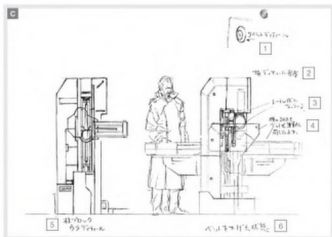
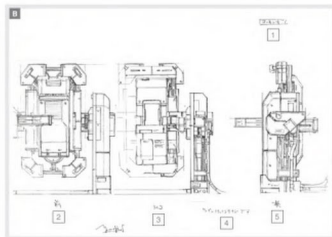
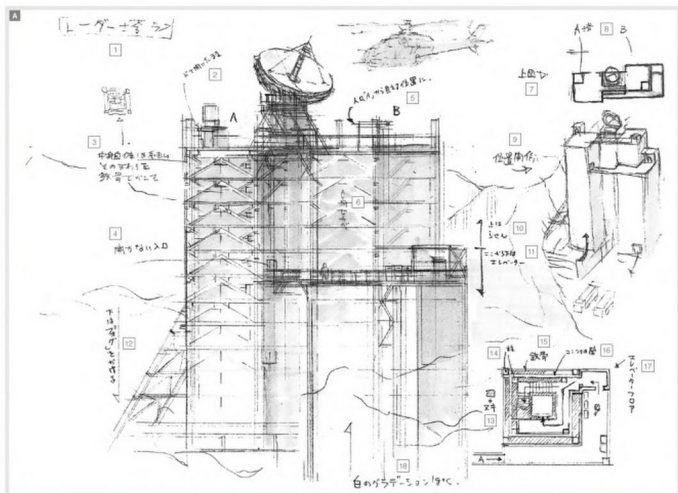
- A**
1. Carpet is like this.
 2. Flowery
 3. Geometric
 4. Mirror
 5. \$50,000 vase
 6. Entrance
 7. Lampshade shaped like candles.
 8. Wall sticks out a little on each side of the entrance.

- B**
1. Downway
 2. Place two or three drum cans. Borrow some from Johnny 4-2.
- C**
1. Steam
 2. First appearance of Stripper Wolf
- Wall:
-High walls on both sides.

- Area above is hazy and can't be seen.
-Random snow
-Long corridor filled with steam, beyond which a steel-framed tower comes into view.
3. Light

- D**
1. Steam animation
 2. "AH"
 3. "OW"

- E**
1. Stripper Wolf



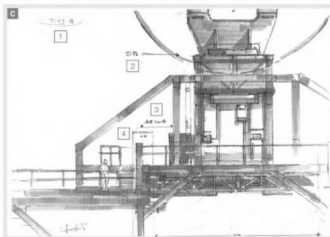
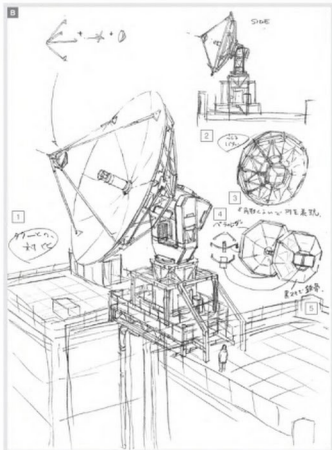
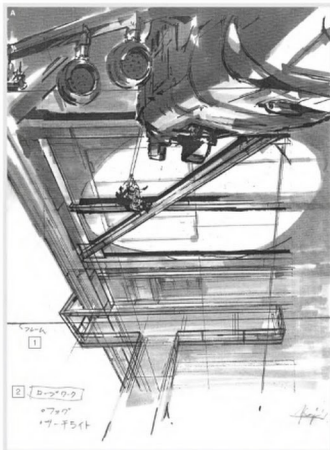
- A**
1. Rough sketch of radar tower
 2. Door is open
 3. The interior parts are detailed, and are surrounded by a massive steel frame.
 4. This door doesn't open
 5. Place in a position that can be seen from entrance A.

- B**
6. Same wall as A.
 7. View from above
 8. Tower A
 9. Positioning
 10. There is a quarter-turn staircase above.
 11. There is an elevator below.
 12. The open space below is covered in fog.

- C**
13. Open
 14. Pillars
 15. Steel frame
 16. Concrete walls
 17. Elevator floor
 18. Gradient to white

- D**
1. Torture device
 2. Front
 3. Rear
 4. The lines are very vague
 5. Side

- E**
6. Down at same time.
 7. Rear detail of pillar block.
 8. View with the bed down.

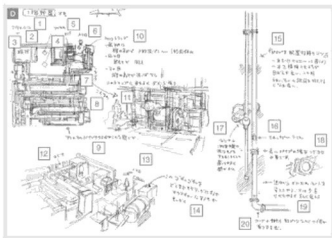
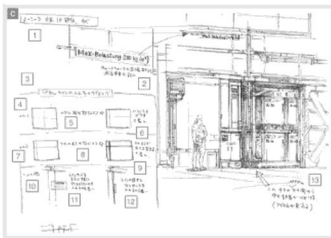
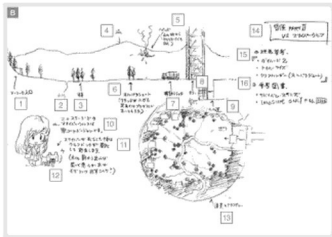
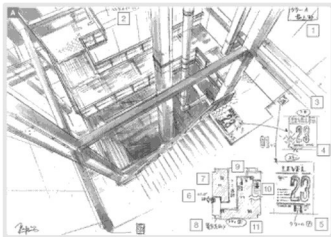


1. Frame
2. Rope work
• Fog
• Searchlight

1. Size comparison with tower
2. Pattern on back
3. Create a circle using octagons.
4. Parabolic radar
5. Steel frame created using black outlines.

1. Side of antenna
2. Rotates
3. Corridor is 2 m wide
4. Man pillar

1. Quarter-turn staircase



- A**
1. Top floor of Tower A
 2. Ladder
 3. Floor
 4. Pillar
 5. Tower diagram
 6. Ladder up
 7. Open
 8. Electrical box
 9. Lattice walkway
 10. Open
 11. Bird's-eye view

- C**
1. Entrance to blast furnace
 2. Creek
 3. Woods
 4. Mountain
 5. Hind (it's fine if it's just visible as smoke coming from behind the mountain).
 6. Parachute in tree (Liquid has escaped and his footsteps should be generated by the program).
 7. Truck

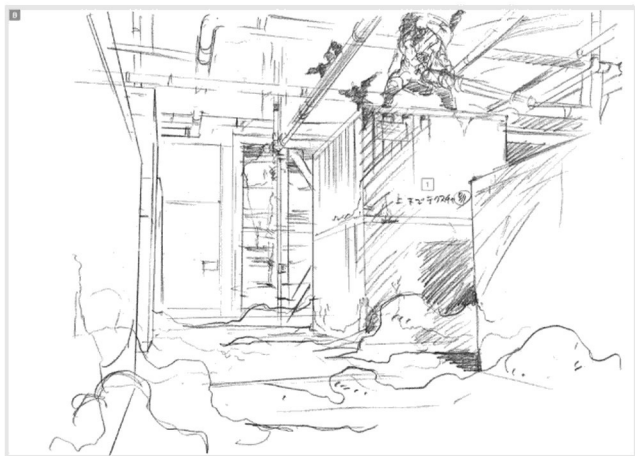
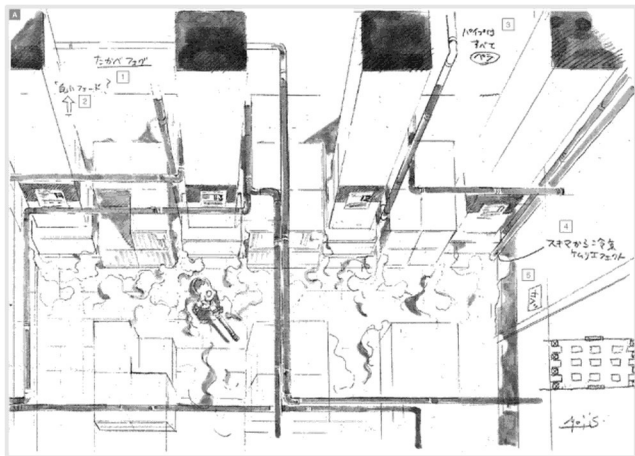
6. Tower
9. Road
10. At this stage, Sniper Wolf is in her snow suit.
11. Once Sniper Wolf dies, the wolf dog appears as an enemy. I think it would be good for it to appear from behind trees—can the trees be modeled?
12. "GRIN"
13. Texture from a distance
14. Snowfield part II vs. Sniper Wolf
15. Reference movies:
 - Die Hard 2
 - True Lies
 - Glimmer (parachute in the trees)
16. Reference books:
 - Survival Skills
 - Landscape Only, page 46 (CS4).

- C**
1. 1F in front of blast furnace wall
 2. Insert max weight near the catwalk.
 3. Inserting panel lines
 4. No. 1
 5. Rather than an equal cross...
 6. ... it would be good to make it off center.
 7. No. 2
 8. Rather than having the same thickness...
 9. ... it would be good to change the thickness for vertical and horizontal lines.
 10. Other
 11. It would be good to insert other details over lines.
 12. It would also be good to insert accents in the middle of lines.
 13. You can see the room inside (see items) through the

vertical gaps between pipes.

- D**
1. First floor room notes
 2. Room room
 3. Machinery
 4. Items
 5. Tank
 6. Entrance
 7. Tank
 8. Like the
 9. The pipe texture underneath the lattice looks like this.
 10. Steam trap. Getting caught in this trap causes damage.
 11. "First—these seconds of steaming at chest level, followed by one second off
 12. "Second—same, but at foot level
 13. "Third—constant steam at chest level
 14. "FOSSIL"
 15. Gap through which you can see.

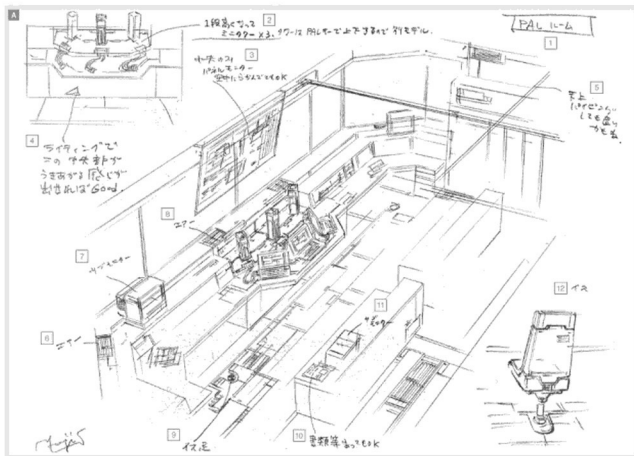
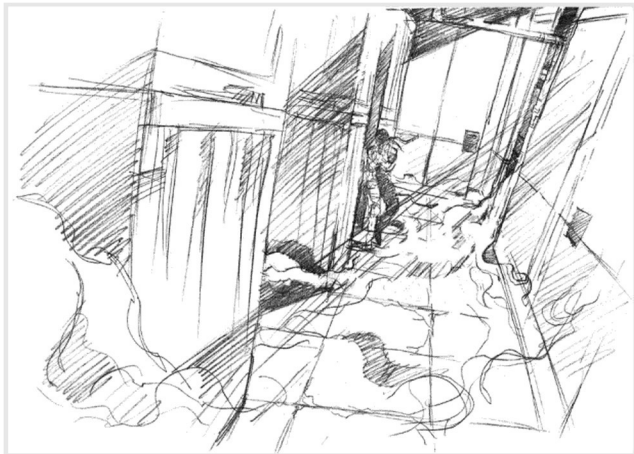
13. Entrance
14. The problem is how much to model or texture this busy area...
15. Positioning the pipes—placing two pipes close to each other looks better than just a single thin pipe. It would also be good to have some contrast, such as one pipe being wide and one narrow.
16. Some kind of label.
17. The space will look better if it's accented with some kind of gauge.
18. If the pipes are long, they will need joints.
19. If you change the routing or add junctions halfway, it looks more real.
20. Curves are created from separate parts, so you need joints.



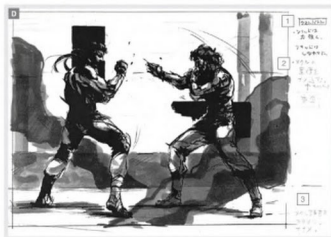
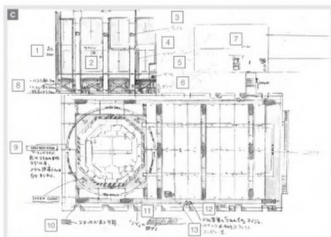
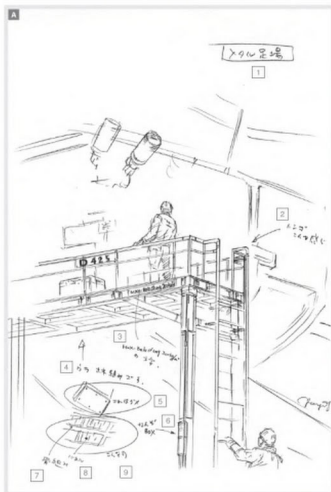
- 1. Talkie fog*
- 2. Face to white?
- 3. Pipes are all parasolids.
- 4. Cold air coming in from the openings. Fog effect.
- 5. Wall

- 1. Different textures for the top and bottom.

*Editor's note: This fog effect was created by Kunio Takabe.



1. PAL room
 2. Three mini towers that are one step higher. The towers go up and down using the PAL key, so they are different modes.
 3. The only panel monitor is in the center. Okay to have it floating in the air.
 4. It would be good if the central part stands out in relief using lighting.
 5. It might be good to have piping on the ceiling.
 6. Air conditioner
 7. Sub monitor
 8. Air conditioner
 9. Chair leg
 10. It's okay to have documents here.
 11. Sub monitor
 12. Chair



- A** 1. Metal catwalk
2. Ladder looks like this
3. Text: Max-Belastung 200 kg/m²
4. Bottom is framework
5. Not this
6. Some kind of box
7. Frame
8. Panel
9. Like this

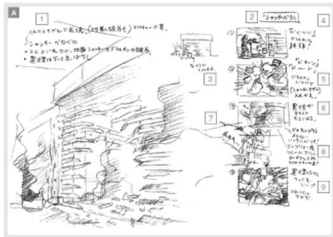
- B** 1. To parking area
2. Pillar
3. Pillar
4. Metal slumped up against the wall
Black smoke from mouth (cockpit)
Randomly half-destroyed
Wall is also crumbled
C 1. Height: 200 m

2. White line
3. Light
4. Pipe
5. Dust
6. Compressed gas cylinders
7. Post
8. Height of cavity: 3 m
Depth of cavity: 50 cm
Projection of pillar: 50 cm
9. Danger area. The marking line color is ivory and text

- is red. The white matches the color used in the guiding lines for Metal.
10. Areas where Snake can enter and exit.
11. "Trench" and metal grate to "break."
+ Explosion and smoke effect
13. Computer

- D** 1. Last battle—Solid is strong. Liquid is graceful.
2. Important camera work. Throw in black smoke from Metal Gear.
3. Metal Gear's head should be somewhat diagonal.

- E** 1. Tied-up Meryl



1. Explore using a replacement model (ground distors as well). Texture is required.
- Shutters destroyed
 - Soil-stained wall, shutter, and drum can shards on the ground
 - Continuous black smoke
2. Shutter explosion
3. Destroyed on the left-hand side.

4. "BANG BANG BANG BANG"—bullets fly toward the drum can!
5. "BAM" "BOOM"—drum can explosion (replace shutter model).
6. Black smoke billows
7. "SKREECH"
8. Meryl changes gears. It slams through! The Jeep momentarily leaves the

frame, and there is a tire squeal as she shifts into low gear!
3. Jeep rushes into the black smoke. Snake bends down a little.

























1 METAL GEAR SOLID
 1970年代の
 海軍

イメージスケッチ

1



HEILING



2

イメージは
 海兵隊? 200
 ぐらい?

GI 参考 3



4 スーミングスーツの
 メリルも出したい。

↓
 5 冬季ミッション
 第3話? -
 少佐? 七郎?



SOLD SNAKE

- 1 Image sketches
 2 Is it okay to make her
 uniform look like a Marine
 uniform?
 3 GI ref
 4 I would like to show Meryl in
 a sneaking suit.

- 5 Maybe the winter mission
 in the third part? It's a little
 sexy.



A



1. Hollywood-style poster
2. Schwarzenegger
3. For DirectTV
4. Metal Gear Solid



①

- 1 ポイント
・コーゲル
・手
・目(表情)



②

- 2 ポイント
・「重た」
・SOCOM
・コーゲル



④

④ ④ ④

⑤

⑤



⑤

⑥

⑥

- 6 ポイント
・コーゲル



1. No. 1
Points:
・ Goggles
・ Hands
・ Eyes (expression)
2. No. 2
Points:

- ・ "Molten"
・ SOCOM
・ Goggles
3. Concept 1
4. Border
5. Konami hotline
6. No. 3

7. Layout concept 2
8. Point:
・ Goggles

Snake



Naomi



Otacon

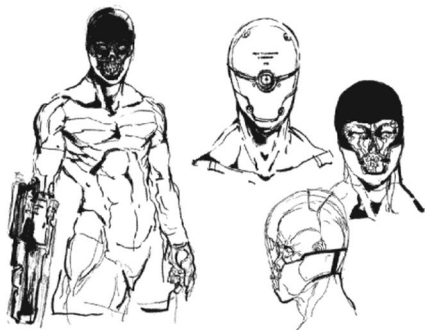
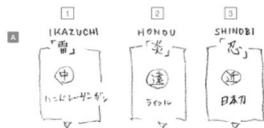
Baker



Nastasha



Other Characters



Ninja



1. Kazuchi
Medium
Hand laser gun

2. Honou
Far
Rifle

3. Shinobi
Near
Japanese sword



Wolf



Liquid





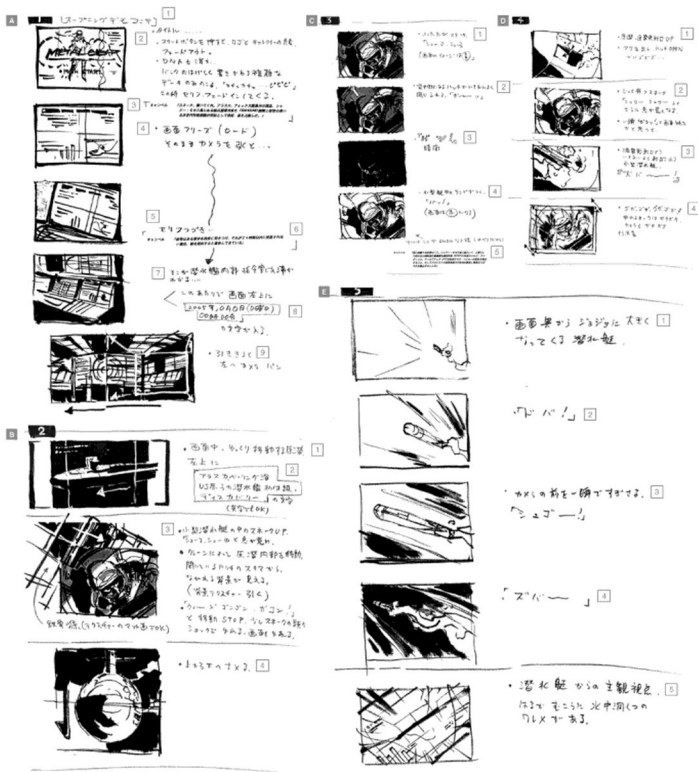
Mantis



Costume Design Assistance: Ikuya Nakamura

1. Wears suspenders
2. With long hair
3. Half-length coat, dress shirt, and T-shirt
4. Nike
5. Nike
6. It's showing again...





1. Opening demo storyboards
2. Title ... and character drawings fade out when pushing the Start button. DNA also disappears. Back is entirely reaction so that only complex data remains.
"CLICK CLICK... BEEP BEEP BEEP"
Then the spoken lines fade in:
3. Campbell: "Snake, listen. FOXHOUND troops and their next-generation special troops have started an uprising at the reactor repository on Shadow Moses Island in the Fox Archipelago of Alaska, and have taken over the island."
4. Freeze frame (loading). The camera pulls back and ...
5. Lines continue.
6. Campbell: "They've presented their demands

- to the government, and if these aren't met in twenty-four hours, they've said that they'll launch nuclear missiles ..."
7. We now see that this is the control room of a submarine ...
8. Somewhere around this point, the top left of the screen shows the text XX XX, 2005 (XXDAY), XXXX
9. When this is done, the camera pans to the left.
1. The screen is filled with a slowly moving nuclear submarine.
2. Text in the upper right reads: BEARING SEA, ALASKA USS DISCOVERY, OHO-CLASS NUCLEAR SUBMARINE (This can be in English)
3. Close-up of Snake in the mini submarine, "SHIK SHIK"

- Snake's breathing is heard (only the sound of breathing with the oxygen tank).
- The mini submarine is moved through the nuclear submarine by a crane, and we can see the background flow by through the open hatch. (Background features)
- "SHREEE CLANK CLANK CLANK"
It stops moving, and Snake's head, as well as the screen image, shakes from the shock.
- Steel framework background
- Pan from top to bottom
1. Return to Snake: "SHIK SHIK" (Screen is blueish)
2. Hatch behind him closes with great force with a "GREEE".
3. "SLAM"

- Pitch dark
- The light in the mini sub comes on. "CLICK" (Screen becomes red)
- Start the spoken lines so they come to an end here: Campbell: "We have two missions for you. First, sneak onto Shadow Moses Island and save DARPA chief Donald Anderson and the president of ArmsTech, Kenneth Baker. Second, investigate whether the terrorists have the ability to launch a nuclear missile. If they do, prevent it."
1. Close-up of torpedo tube of the nuclear submarine
- "GUBB GUBB" and the hatch opens.
- "GUBB GUBB" appears.
- Snake waits patiently. His breathing is even heavier

- "SHIK SHIK"
Suddenly there is a "CLANK" and the screen shakes.
- The mini sub launches at high speed from the torpedo tube.
"SHOOOM"
"SHOOOM"
Snake and the camera are shaken all around. It's quite the ordeal.
1. From the back of the screen, the sub gradually gets bigger.
- "FWOOOM"
2. "FWOOOM"
3. It only appears in front of the camera for an instant.
"SHOOOOSHI"
4. "WHOOOSHI"
5. Subjective perspective from the sub. The opening of an underwater cave is seen far in the distance.



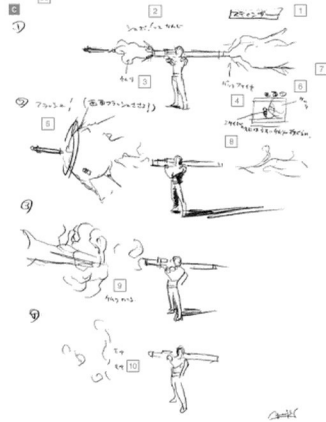
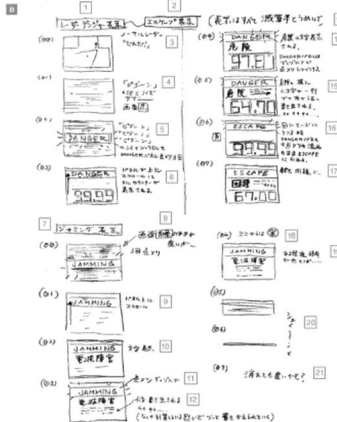
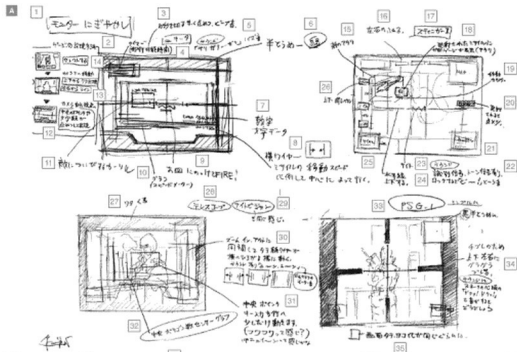
- A**
1. • Close-up on the crevice. It plunges in!
 2. • Different angle
The sub dives in!
 3. • After a second you can no longer see it...
 4. • Speed gradually decreases... Snake waits passively in the background.
 5. • Snake looks around.

- B**
1. • The subjective perspective does the same.
 2. • Screen moves down very slowly. It is about 8 m down to the sea floor. Shadows become bigger and slower along the floor.
 3. • During this time, the nose camera moves back and forth.
 4. • The mini sub nearly comes

- C**
1. • Starts to lean a little bit. (This drawing may be a little exaggerated)
 2. • Snake's head appears from the bottom of the screen.
 3. • "BURBLE BURBLE BURBLE"
 4. • Hatch bursts open with a flood of bubbles.
 5. • "SSSSSH"

- D**
1. • Snake slowly appears from within (like a molting cicada). A somewhat mystical feel.
 2. • Snake's head appears from the bottom of the screen.
 3. • He moves upward!
 4. • Rises

- E**
1. • Angle from above. The sub sinks. Snake approaches the screen.
 2. • Extreme close-up
 3. • Bubbles
 4. • End



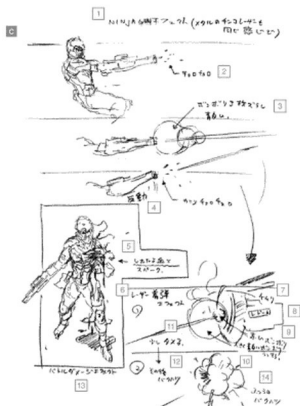
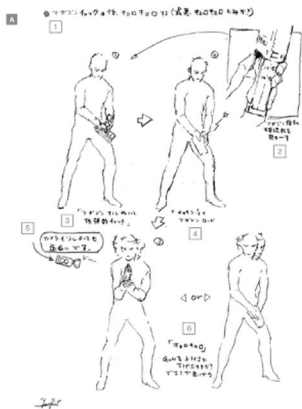
- Very active monitor
- Timer (time remaining)
- Red lamp showing that there is less than ten seconds, "BEEP"
- Nilite
- Sound: "CRACKLE CRACKLE" white noise.
- Half opaque/green
- Numerical and textual data
- Parallel wires
- Missile speed
- Move at equal speed toward the center.
- Match up and feel
- Graph (speedometer)
- Cursor follows the enemy
- Camera shows your own perspective. The center pointer and text flash on and off.
- Camera pans down, frame appears from top and bottom, lines from the left and right.
- Appearance of gauges
- Select
- Location of enemy.
- Shakes to left and right.
- Stinger II
- Guide gauges shown for the launched missile (location).
- Movement counter.
- Blinks when launched.
- Weapon
- Sound, identification signal, tone. Loud "BEEEEP" when locked.
- Sight
- Horizontal line goes up and down.
- Item
- Vertical angle
- Frame
- Telescope
- Like right vision
- Vertical lines move left and right along with the zoom level. There is a sound to this: "EEEEEEEEEN" (sound of the motor on a camera's zoom).
- Center pointer moves slowly toward the direction of the

- key input (like it's floating); no, more like "NGLIMIN".
- Center polygon number sensor graph.
- PSG-1, make it simple. Black or half opaque.
- Unsteady due to hand shaking. The sound heard here could be that of Snake's heartbeat.
- "D-DUM! O-DUM!" What do you think about that?
- Main vertical and horizontal aspects about the same.

- Radar danger display.
- Escape display
- Normal radar
- "Who's there?!"
- "BEEBCH"
- "BEEBCH BEEBCH BEEBCH"
- "Danger" panel blinks out/off three times in

- synchronization with the SE.
- Panel scrolls up and a counter shows up below.
- Jamming display
- Screen should stay green, blinks on and off three times.
- Panel scrolls up.
- Text display jamming.
- Flashes in and out.
- Small text appears: "CLICK CLICK CLICK" ... (Keeps getting overwritten, as if something is being calculated) "jamming."
- (Displays are all abstracted, half opaque)
- "Danger" displays
- "Danger" panel continuously fades in and out.
- Small text appears one line at a time to the right side of "Danger"
- When moving to Escape mode, the screen and blinking stay the same.

- but "Danger" changes to "Escape"
- Yellow
- Like OS ...
- "Escape" "CLICK CLICK"
- Proposed
- Once a certain amount of time has passed ... "Jamming"
- "SHRILL"
- It disappears. How does that sound?
- Slinger
- Like "SHOOP"
- Smoke
- Black blast
- Flash! (Make the screen flash?)
- Screen 1
- Smoke
- One layer of thin smoke by the missile.
- Smoke lingers
- "DRIFT DRIFT"



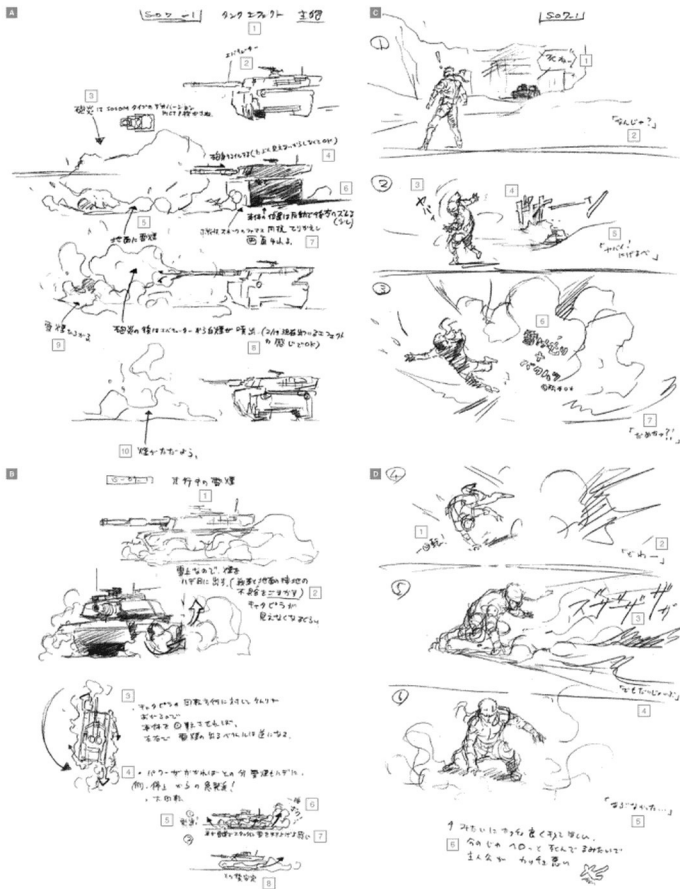
- Looks around after checking the magazine (at the very least, looks around).
- You can see the check holes in the back of the magazine.
- Takes magazine out and checks the number of bullets.
- Slams the magazine into the gun.
- It would be interesting to have the camera move in a little.
- Looks around. Should he raise the gun or keep it down? Which would be better?
- Draft of Raven's frozen room.
- Most of the fighting is done in the mist.
- Shape of the ground is

- Ignited by the cold mist. (The cold mist floats down slowly from a step 3 m high) on the wall, and then spreads out evenly on the floor) If it looks like we will go over the processing number for polygons, take out the floor polygons!
- Cold mist floats in circles around the characters. Stains for the containers and other objects (as much as possible).
- When Raven shoots the 30 mm Vulcan, cold mist shoots up and spirals! It helps show the awesome power of the Vulcan (four thousand shots per minute). Flashes along the floor using sprites.
- "VOOO"

- Nixes gun effect (similar to that of Mortal's dick laser).
- "TRICKLE TRICKLE"
- Three light rings, bluish-white.
- Recoil, the reel bickles out.
- Dripping blood and sparks.
- Laser impact effect
- Smoke
- Radome
- Red light ring
- Larger, more transparent bluish-white light ring.
- It builds up...
- ...and then explodes!
- Bullet damage effect
- Normal explosion
- Blood effect
- The current version only has blood polygons, but in the proposed revision, it

- is a combination of blood polygons and spraying blood. (A large amount of blood spurts to the back, and trickles down the front.)
- Depending on the remaining number of HP (3rd point), there is a difference in the slowness of the effect. Example: with the first shot, just a little bit of blood shows. On the first shot, it gushes out in a much more eye-catching fashion.
- The bullet goes straight through!
- Slake
- Slake
- Bloodstain
- Pool of blood and spraying blood come out of the back of his head.
- "THUD"

- Falls down, but the blood remains.
- "SPLAT"
- (A small amount of blood dribbles out of the front of his head. There is a bloodstain on the wall. Thrown back due to the recoil. Note: the bloodstain on the wall may not be possible?)



1. Tank effect—main gun
2. Evacuator
3. The flames from the barrel are a large version of the SOCOM type.
4. Three layered pictures
5. Snow spray on the ground
6. Position of the vehicle slips back (a little) from the recoil
7. Reflection on the body like Shaka's FAMAS. Screen shakes.
8. Behind the flames, white smoke plumes out of the

evacuator (effect as it showed on 2'19 is fine).
 9. Snow spray
 10. Blowing snow spray

1. Snow spray
2. There should be a lot since it is running over snow. (This will cover some of the poor contact between the tank and the ground.) There should be so much that you can't see the caterpillars.
3. - Snow flies in the same

direction as the turning of the caterpillars, so when the body turns, the vectors for the snow spray go the opposite direction on the left and right.

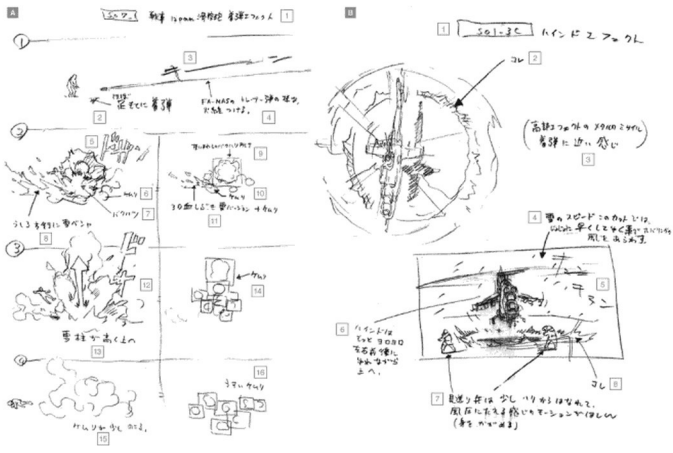
4. More flying snow to accentuate movement. Example: sudden takeoff from a sloped position. - Wide turn
5. Takeoff!
6. Sudden pull!
7. Like the vehicle is throwing

up snow as it revs up on top of the snowy road.
 8. Then it stabilizes.

1. "Die!"
2. "What the—?!"
3. "On no!"
4. "BOOM!"
5. "Oh no! Run!"
6. Snow spray and explosion
7. "Is he done for?"

1. Flip!
2. "Whoa..."

3. "SLIDE"
4. "Looks like he's okay."
5. "That was close."
6. I want it to be cool like this. It would be very uncool for the hero to just up and die here.



- Impact effect of 120 mm mortar.
- Lands practically at his feet.
- "WHEEEEE"
- Add five lines like the tracer bullets of the FAMAS.
- "FWAP"
- Smoke
- Explosion
- Show flies toward the back
- The explosion picture used

- everywhere
- Smoke
- Snow version of 3D blood spray and smoke
- "BOOM"
- High pillar of snow
- Smoke
- Some smoke remains
- Thin smoke
- Hind effects

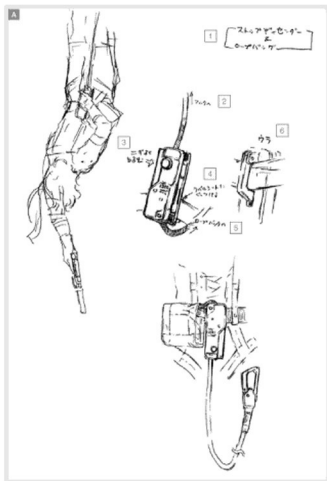
- This
- Similar to Takabe effect for impact of metal missile
- In this cut, the speed of the snow gradually increases, giving the impression of hovering.
- "FWAP/FWAP"
- The hind sways left and right and back and forth as it rises.

- I want the soldiers to move away from the helicopter, bodies bent over like they are shielding themselves from the wind.
- This
- Light: no shade and shining blur
- Light reflection on the road (like a searchlight).

- If we try hard on the effects for this scene, I think it could look really cool, so we need to do so. I especially want the lights since you don't see those very often in race games.



Solid Snake

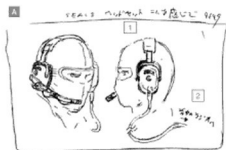


- 1 Stop descender and rope bag
 2 To hook
 3 Slacklines when gripped
 4 Attaches to ratchet seat
 5 To rope bag
 6 Rear





Iroquois Pliskin



SEAL



- A** 1. SEAL's headset—this kind of vibro glassie
2. To radio on back

- B** 1. SEAL Team A
2. Sidearm is a US SOCOM pistol in thigh holster
3. Chalkier sling worn under

the combat vest. M4 is hung from the center hook.

4. Chalkier sling
C 1. Pliskin
2. Puts on a bandana to get himself pumped
3. "RUMBLE"

4. Bare
5. Bare
6. Sport-style kneepads
7. Shotgun?
8. SOCOM pistol holster
D 1. Snake. Plant chapter. Blond hair almost the



- same as Solidus.
2. Near climax
3. Near the end, to get himself pumped, he takes off his headset, and puts on the bandana!
4. Line under the chin slightly slack

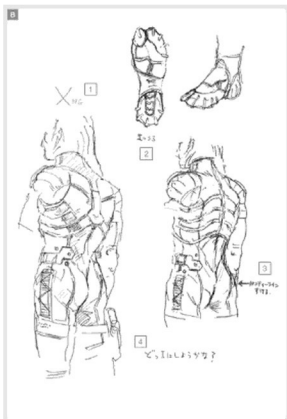
5. Has normal underclothes on under the SEAL pilot suit (a light, dark blue shirt, the same as the Tanker chapter)

01



Raiden

01 | Raiden



1. Netting pattern

1. Raiden

1. X rejected

1. Eyes: large

2. Sole

Mouth: smallish

3. Visible panty line

Eyebrows: thick

4. Which should we use?

Furrowed brow



- 1 Resident's body armor
2 Thick in fore
1 Tattoos



Rosemary

Otacon



1. Otacon
 2. Cell phone
 3. Notebook PC
 4. Maybe wears jeans?
 5. Sneakers

1. Otacon



Emma Emmerich

1. Morphed into a super-deformed three-dimensional form
2. Rear

1. EE
2. Powerpuff Girls watch
3. Su (katakana)

1

Richard Ames



Richard Ames



Colonel



1. Richard Ames

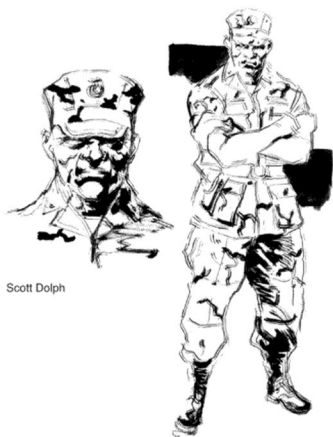
2. Colonel Camboli. Almost the same as in previous appearances
 2. DI FOXHOUND badge
 Same as previously seen
 3. US badge
 4. Stack

5. Tight collar
 6. Nameplate
 7. Service medals
 (details on separate page)
 8. "HAAH..."
 9. "Hmph."

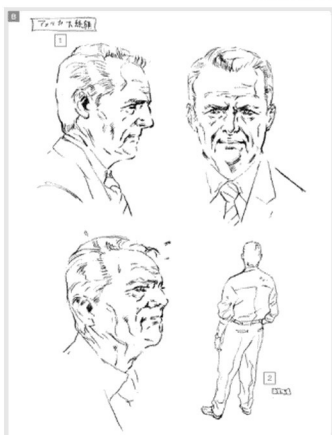
Peter Stillman



James Johnson



Scott Dolph



1. Peter
2. Crisply parks

1. President of the
United States
2. Rear



Sergel Gurlukovich



1

1 ゴールドコミュニケーション兵

2 タンカーバト

ソフトハットXアウト(無接続)に
ドラクラド 3



厚キリグローブ
4

ブーツ
5



- 1 Gurlukovich soldier
- 2 Tanker chapter
- 3 Soft helmet (with built-in radio) and balaclava
- 4 Thick gloves
- 5 Boots

- 1 Gurlukovich soldier
- 2 Pistol holder at hip
- 3 AKS-74U with suppressor and flashlight attachment
- 4 Special scout knife. Fires bullets from grip. (refer to GUN 95 9 P44)
- 5 Communications soldier (demo only). Hands

- microphone to Colonel Gurlukovich.
- 6 Communications soldier. In-air radio system.
- 7 (Concept)
- 8 For use by Olga and Gurlukovich only. Ordinary soldiers get AK-attachment bayonets.



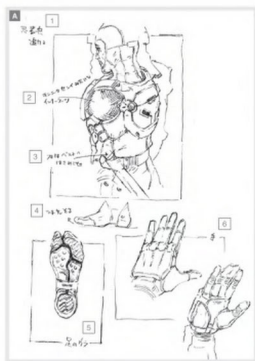
1. Plant chapter Gurlukovich soldier
2. Sling for AN-94 (same as for the Plant chapter)
3. Slightly protruding outline of ear
4. Scout knife (hangs off of belt below jacket)
5. Airborne bag

6. Bag attached
7. AN mag pouch
8. Grenades
9. AN mag pouches
10. (R) Makarov mag pouches
(L) Makarov
11. Small articles
12. Radio

1. Plant chapter Gurlukovich soldier special team
2. Sling for AN-94
3. Knife
4. Pouching
5. AN-94 mag pouch
6. Vest sketch

1. Gurlukovich soldier special team
2. Blue background, letter edges yellow
3. Sling for AKS-74U
4. Microphone is behind the collar
5. Spetsnaz knife hangs below vest

6. Belt goes through
7. Front
8. Knife hangs down
9. Sling for AKS-74U



1. Ninja soldier add-ons
2. Muscle fiber-like inner suit
3. Katana inserted into belt
4. Toes curve up
5. Sole
6. Hands



Hi-tech Soldiers



1. Arsenal interior
Ninja commands

2. Super infantry
Chukler sling added to chest
(M4 assault rifle hangs
from it)

3. Thigh holster
4. Helmet (top)
5. Side
6. M3 thigh holster
7. Boots (side)

1. Arsenal interior
Ninja commands
2. FR0 mag pouch
3. Ninja sword
4. Suspended from belt strap
5. Throwing knife

1. Straps suspending
armor vest
2. Without the pads ...
3. Thigh holster to be hung
from pistol belt under armor
4. Can he have a beam
weapon?

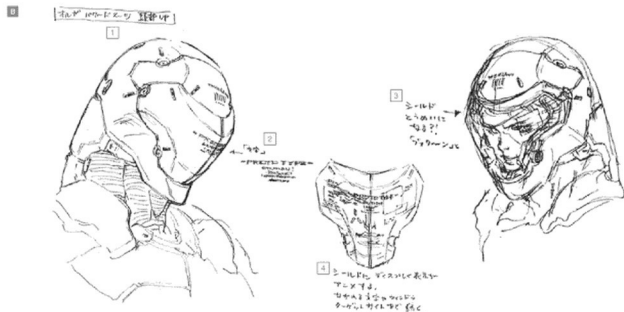
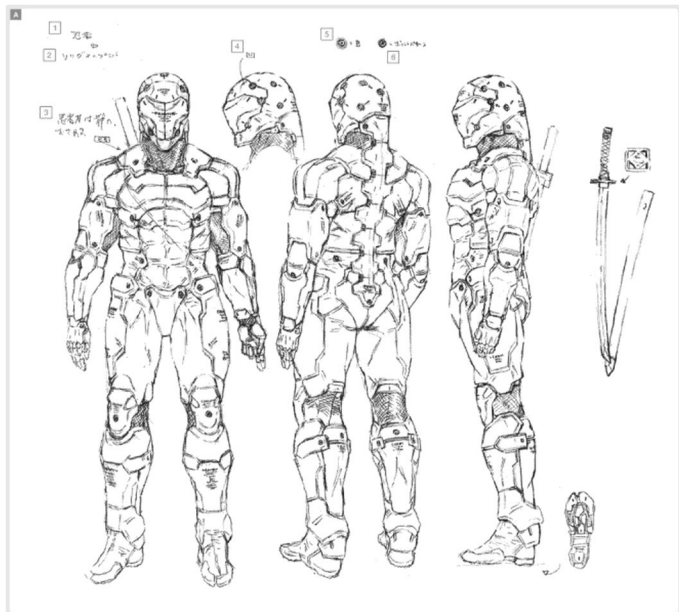
5. Small protrusion on back
of helmet

6. Under the part hanging off
the back is a pistol belt
7. Pistol belt, pouches, etc...
are suspended under the
body armor as well
8. Looks very bulky and thick



Olga Gurlukovich

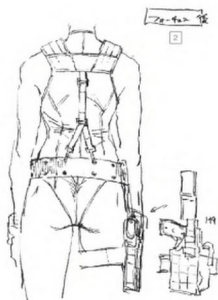
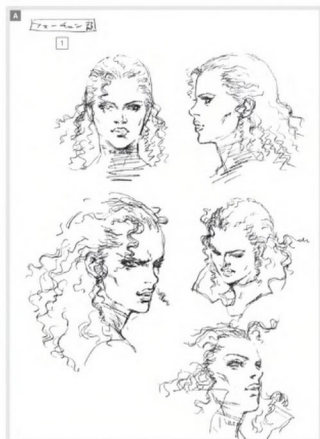




1. Ninja
2. Solidus prototype
3. Ninja sword is stored on back string
4. Depressed
5. Eye
6. Bol design

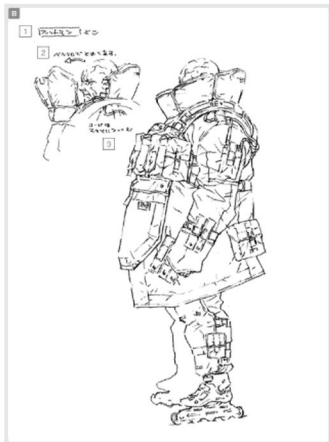
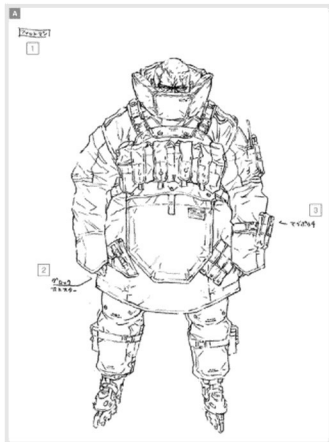
1. Otacon's power suit, held close-up.
2. Lettering
3. Face shield becomes transparent when a "WUMUMU" sound.
4. Display on the shield is

animated. The streaming text, windows, and target sights all move.



A 1. Fortune face

B 1. Sunglasses
2. Fortune rear



Fatman

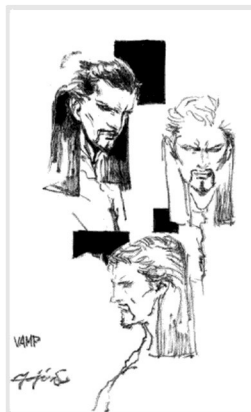
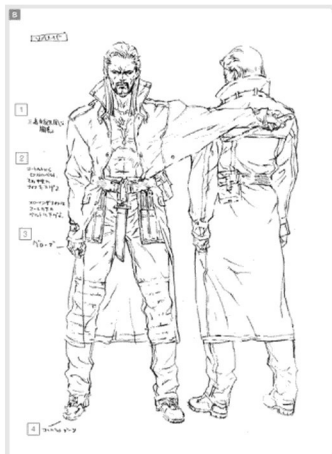
- A**
1. Fatman
 2. Glock holster
 3. Mag pouch

- B**
1. Radio

- C**
1. Fatman side
 2. Attached with Velcro
 3. Cord inserted through gap



Vamp



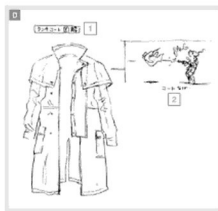
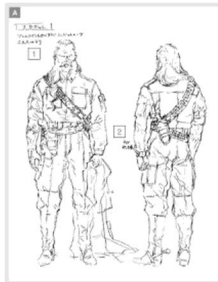
1. Vamp topless

2. Chest hair like Yukio Mishima
3. Pistol belt over the coat. A knife hangs down from its middle; his throwing knives hang from the belt under his coat.

3. Gloves
4. Combat boots



Revolver Ocelot



Liquid Snake

- A** 1. Outfit
Same combat suit as the Gurskovich soldiers. Has two SAA guns.
2. Has side pockets
- B** 1. Outfit ranch coat

- C** 1. Outfit, Plant chapter
2. Cream-colored shirt
3. Liquid arm
4. Sleeve rolled up?
5. Boots underneath push out slightly
6. Western boots

6. Wearing a vest
7. Seam
8. Note sides
9. Pants resemble horse-riding pants

- D** 1. Ranch coat diagram
2. Throws coat



Solidus Snake

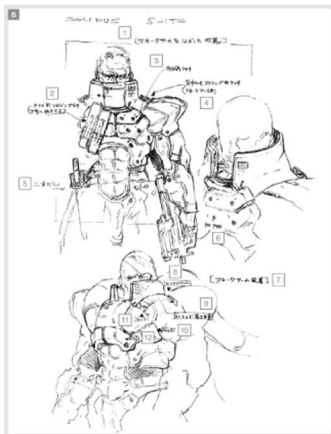
SOLIDUS



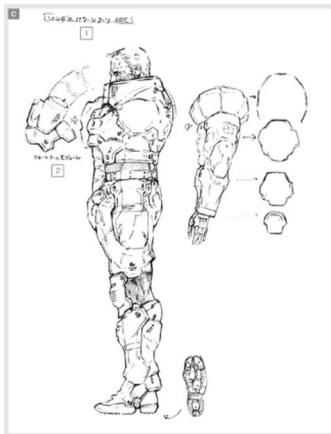
- A**
1. Solidus power suit
 2. Snake arms. They're not overly smooth and have a clunky movement.
 3. Double-sword fighting style
 4. Can fire 15 mm missiles
 5. This half is when in normal

mode, and this state is when in powered mode. He becomes more massive and his veins stand out.

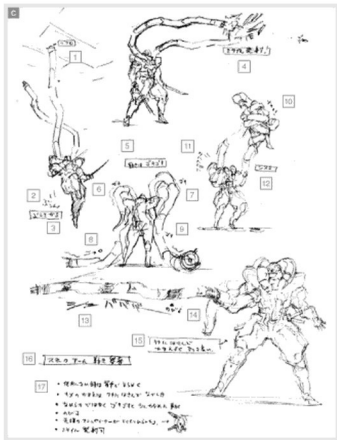
6. Brown (flesh color)



- B**
1. Appearance after disengaging Snake arms
 2. P90 magazine pouch
 3. Multipurpose latch
 4. Latch for straps on the back as well (for Snake arms)
 5. Two swords
 6. FN P90
 7. Snake arms mounted
 8. Lock point
 9. Hiss straps
 10. Lock
 11. Lock
 12. Lock



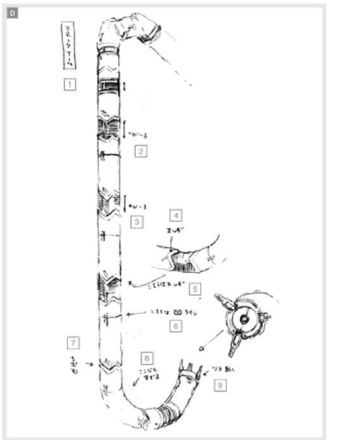
- C**
1. Solidus power suit side
 2. Snake arm module



1. Solidus
2. Uses the same modeling as Snake from the Plant chapter. However, he is much older than Snake, and his hairline is receding.
3. Shroud: first appearance
4. A gleaming jet-black shroud
5. Gives the impression of a veil of secrecy
6. White jostling
7. Goes through gradations
8. Catches fire
9. "WHOOOMP"
10. Ash and flakes flutter off

11. When he runs at high speed, it burns off in an instant.
12. Power suit, system down. His Snake arms are hacked off, and the main system on his back is also damaged. The power suit is now completely nonfunctional.
13. Is Raiden going to deliver the final blow?
14. Or is Solidus going to take his own life?

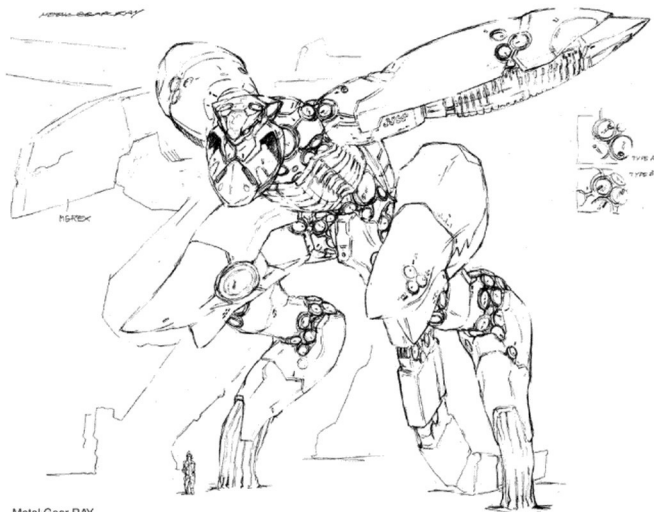
1. Grab
2. Hang
3. Swinging
4. Launch missiles!
5. Soft movement
6. "CLATTER"
7. "CLATTER"
8. "SQUIRM"
9. "CLATTER"
10. "SQUEEZE"
11. "Wahahaha"
12. Teething
13. "SHWOODOSH"
14. Extends
15. Looks cool when he poses with it held under his armpit.



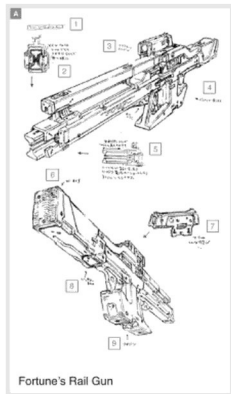
16. Notes on the movement of the Snake arms.
17. When he's not using them, they squirm behind.
• The best stance is when he looks sidelong with it held under his armpit.
• Their movement is somewhat stiff and clunky rather than smooth.
• They extend.
• The manipulators at the tips can close and open.
• Can fire missiles.

1. Snake arm
2. Extend
3. Extend
4. Edge
5. This is the edge
6. This is an indented line
7. Contracts
8. It can bend here, too.
9. Claws move

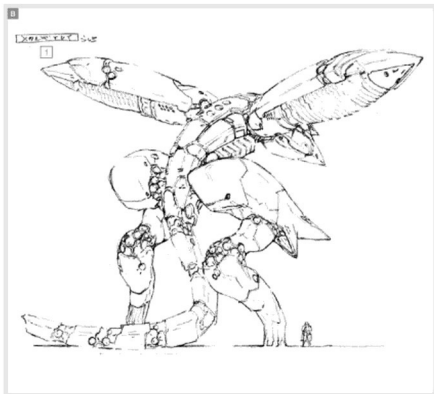




Metal Gear RAY



Fortune's Rail Gun

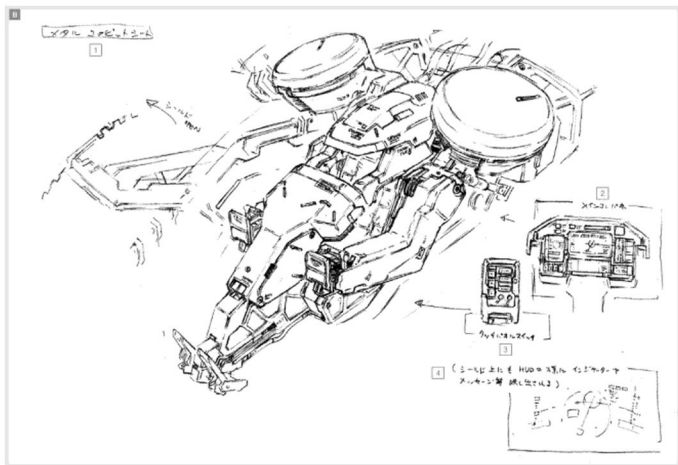
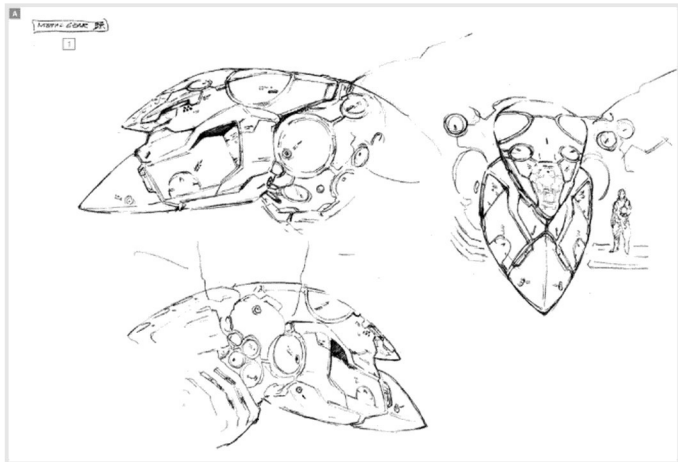


1. Metal Gear RAY rear

1. Linear rifle
2. Muzzle
There should be hardly any gap between each rail.
3. Glass is orange
4. Has a bolt knob
5. When firing, the rail goes

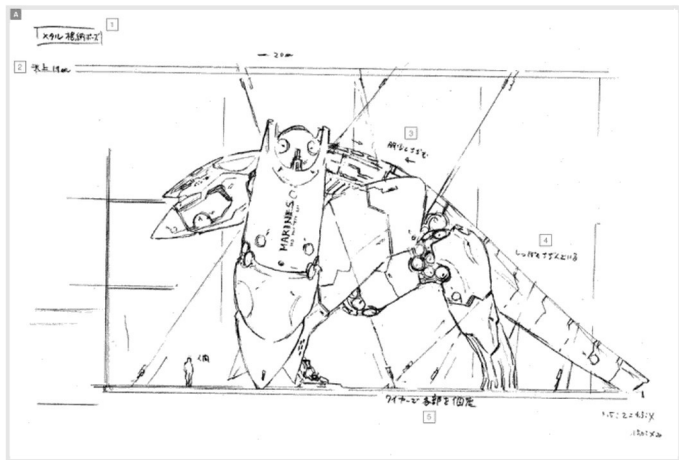
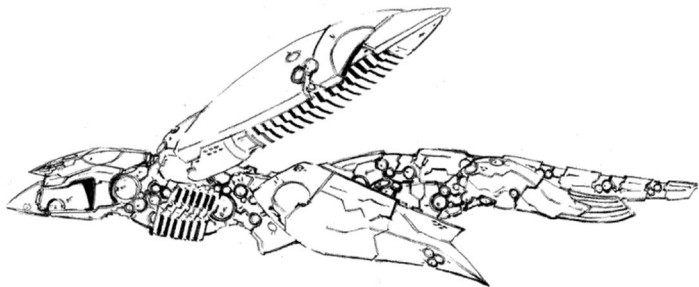
6. Flattened corners
7. Mount is like this

8. Battery box
9. Magazine



1. Metal Gear head

2. Metal Gear cockpit
 3. Main control panel
 4. Touch panel switches
 5. Indicators, messages, etc., are projected onto the shield as well as a HUD.

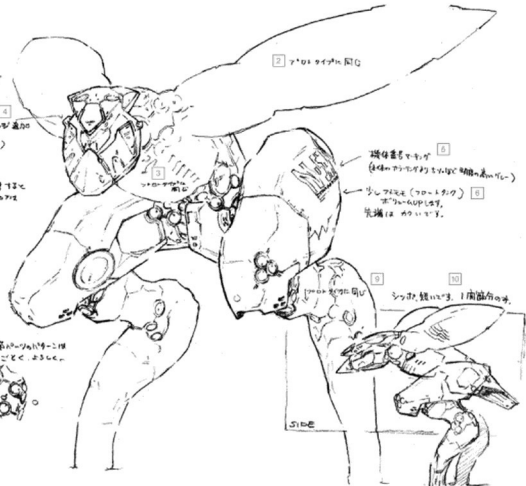


1. Metal Gezer in storage pose
2. Ceiling 13 m
3. Torso slightly contracted
4. Tail also contracted
5. All parts fixed in place by wires

1 無人量産型 メタルギア

METAL GEAR RAY, ALON

- 顔面、手足も、膝、シフトメカが
マロクに塗る。
- 2000年型メタルギア、
ボルトが錆びた
か、シフトメカが錆びたか？
(赤茶色のシミが湧いてくるか？)
- グンと流れてくる血、
（赤茶色のシミが湧いてくるか？）
- シフトメカ、シフトメカ、シフトメカ、
シフトメカ、シフトメカ、シフトメカ、
シフトメカ、シフトメカ、シフトメカ、
シフトメカ、シフトメカ、シフトメカ、



1. Unmanned mass-production model Metal Gear RAY-ALON

- Only the head, thighs, waist, and tail are different from the prototype.
- During the Metal Gear boss fight stage, there's a white fog, so their coloring will be light gray? Or would a reddish-brown

rustproofing color be good too?

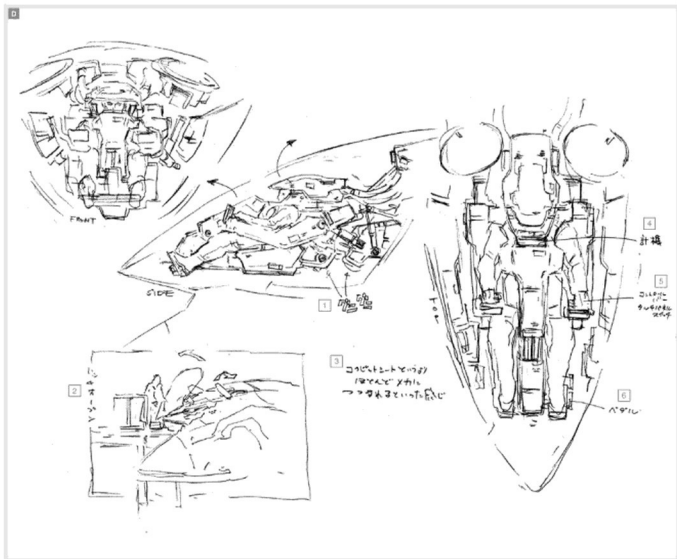
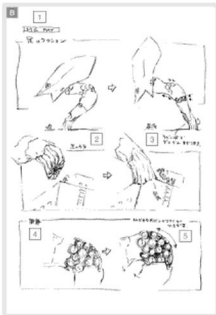
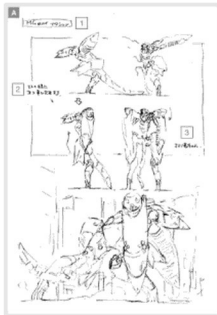
- They bleed when they take damage (it leaks reddish-brown oil).
- When Raiden attacks them with the rocket launcher, it causes an explosion and a spray of blood, making red stains on the white floor.

2. Same as the prototype
3. Same as the prototype
4. Added bulge
5. Model number markings. (A 5% brighter gray than the coloring of the main body)
6. The thighs (float tanks) have slightly more volume. The ends are angular.
7. Rear
8. The pattern of the joint

parts should be processed so small. Please and thank you.
9. Same as the prototype
10. The tail is short—only one joint

1. Metal Gear mass-production model—rear

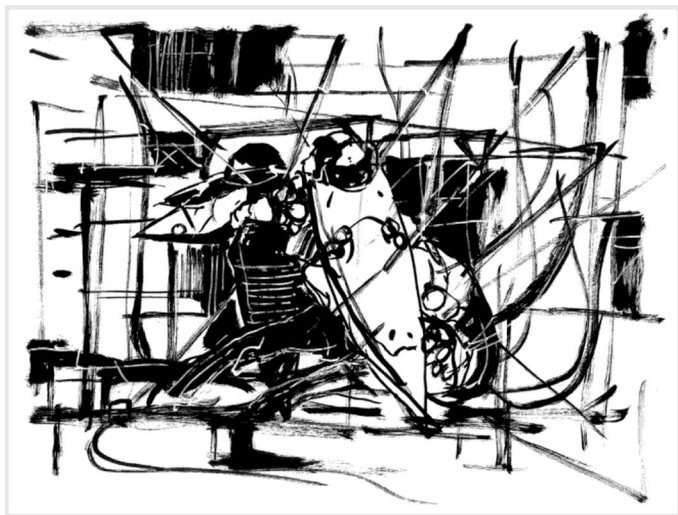
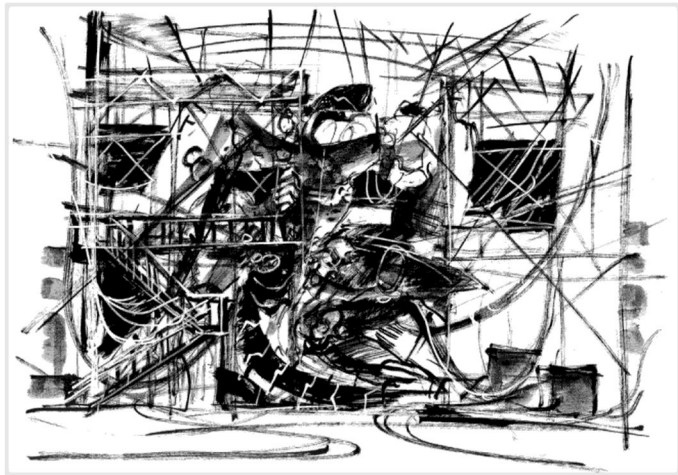
2. Mass-production model—face
3. Maintenance hatch open
4. Eye slit. Light goes left and right
5. Bulge shape
6. Maintenance

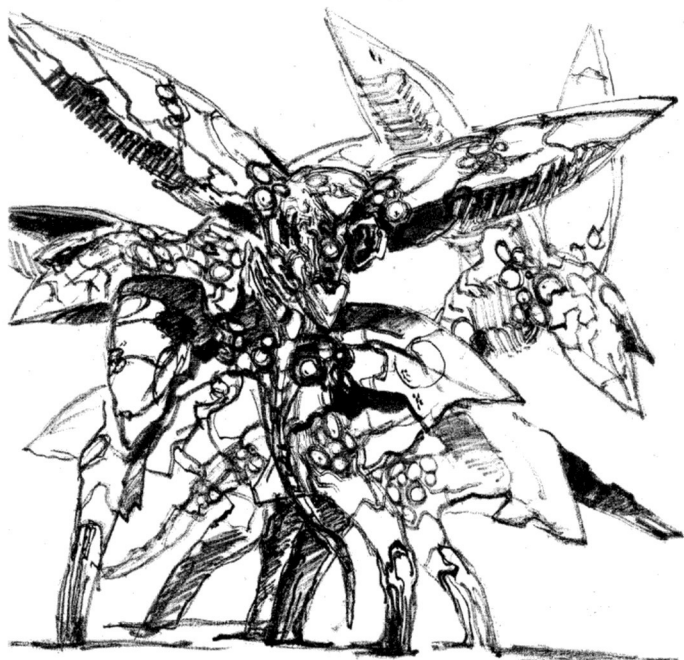


- A** 1. MIG RAY action
2. It can stand upright like a person.
3. Demonic looking...
B 1. Leg action
2. Soles of feet
3. Rubbery, so they can bond by squishing

4. Joints
5. The gaps between each of the discs widen.
C 1. Metal Gear action
2. Main stabilizer down
3. Tail extends
4. Croopy

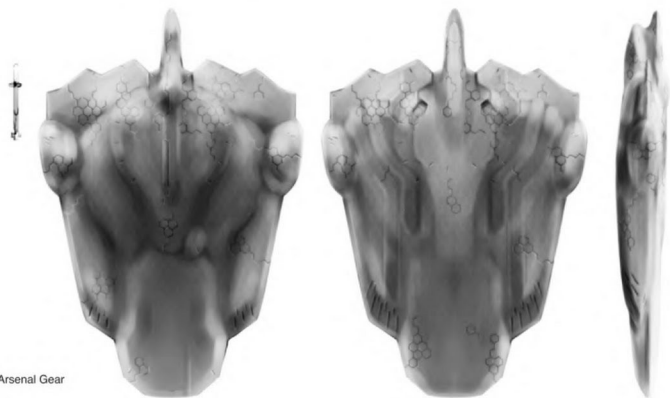
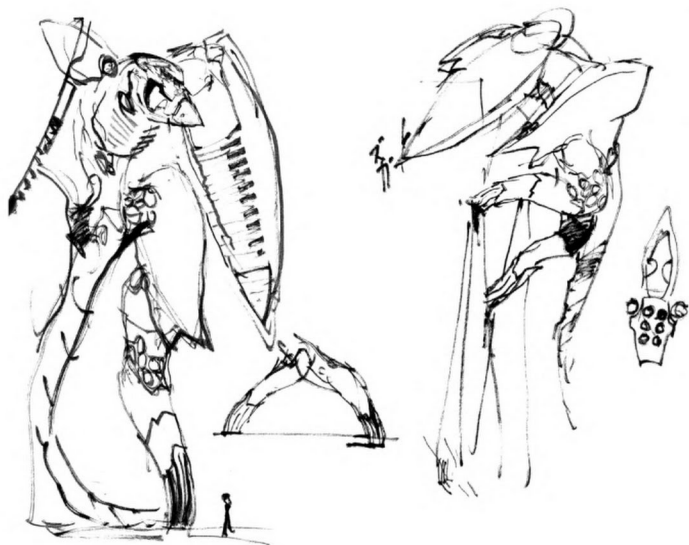
- D** 1. "SQUISH SQUISH"
2. Hatch open
3. The cockpit is so packed with tech that it hardly seems like a cockpit at all.
4. Instrument cluster
5. Control bar; touch panel switches.
6. Pedals



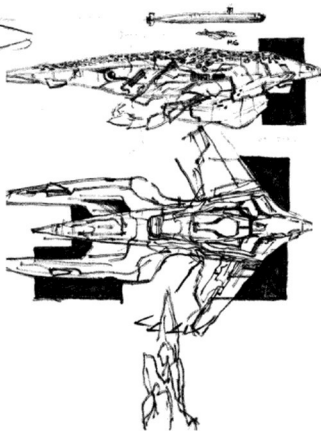


METAL GEAR - RAY

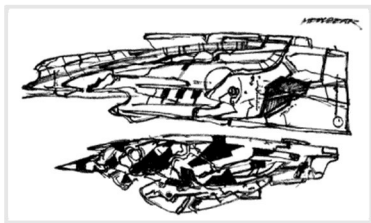
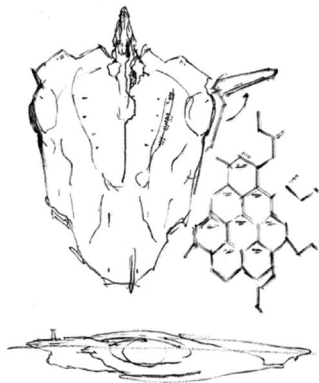
X 3

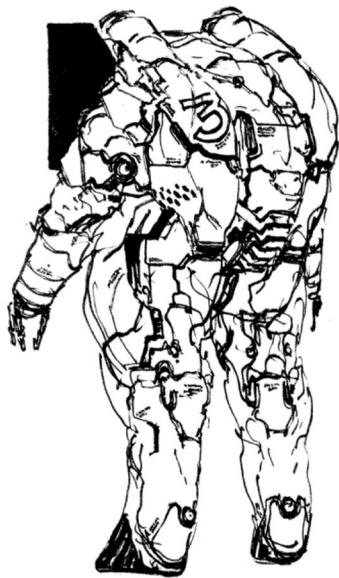


Arsenal Gear



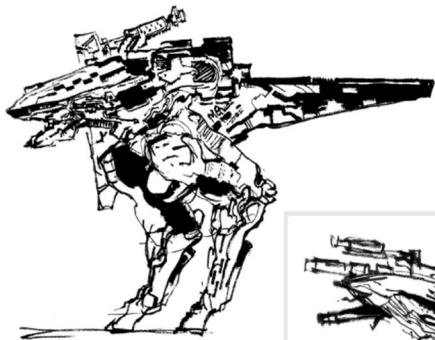
Arsenal Gear



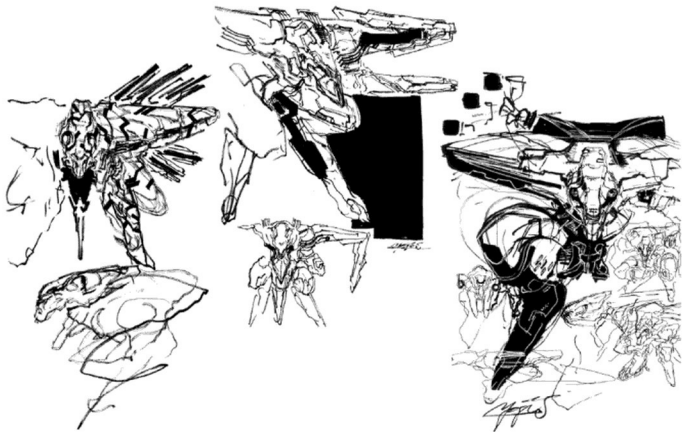
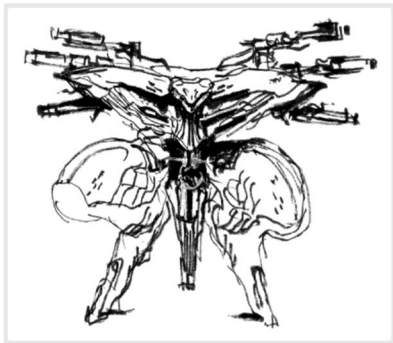


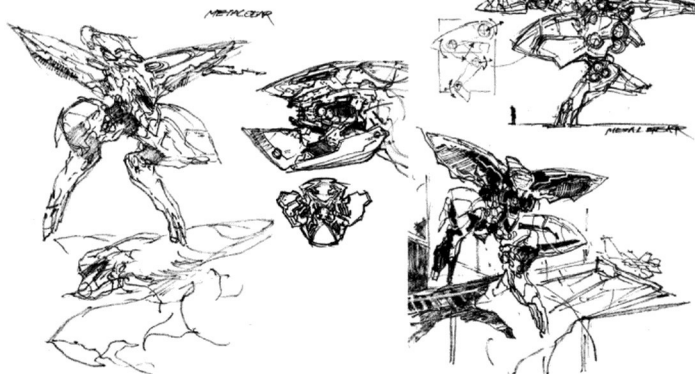
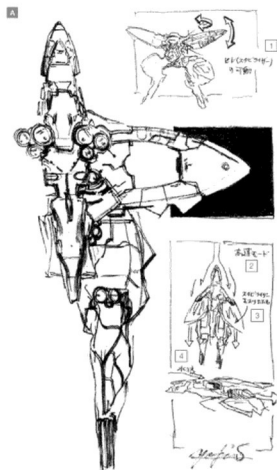
1. Metal blade Chiyotanzan
Flight option. Compatible
with weapon box.
Amphibious option is
also possible.
2. Toki

3. Stirling

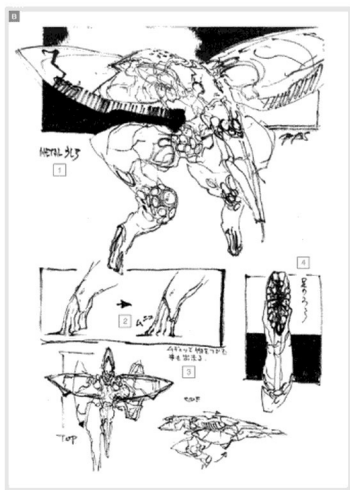
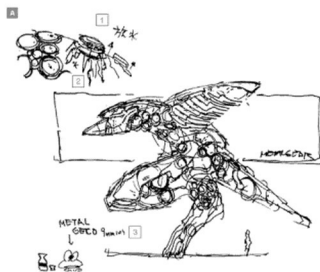


Metal Gear RAY

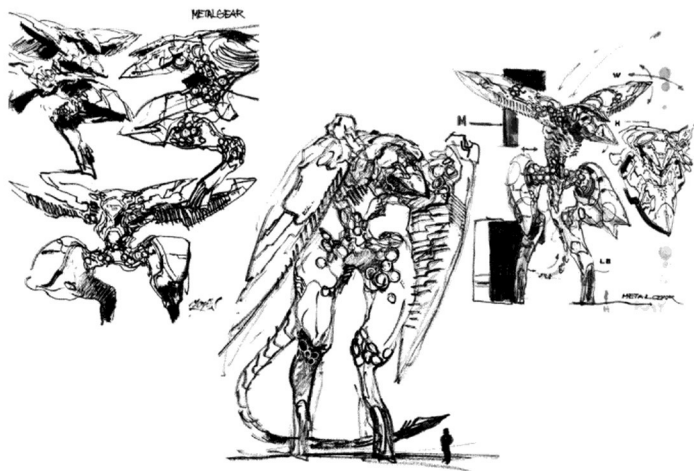
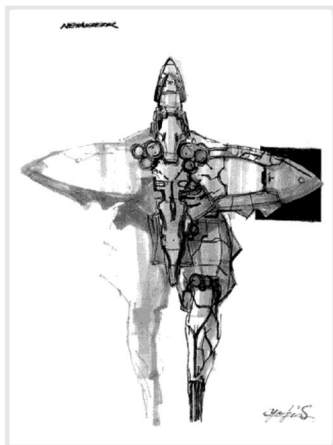
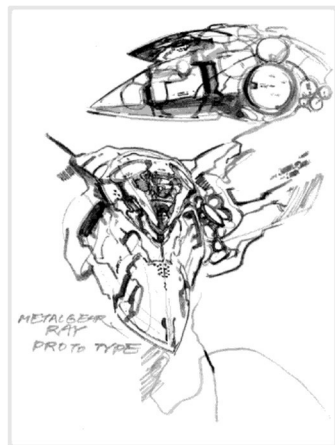


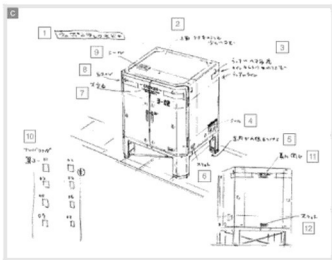
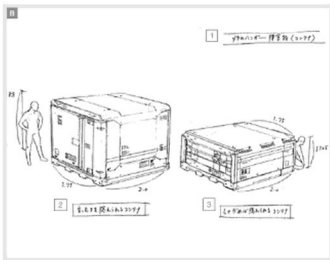
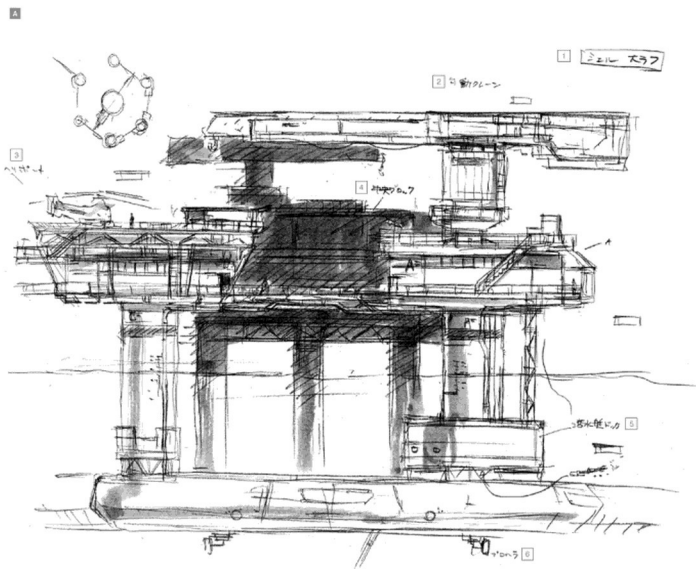


1. Articulation of fins (stabilizers)
 2. High-speed mode
 3. Stabilizers folded back
 4. Current



- | | |
|---|--|
| <p>1. Water drainage
2. Water
3. Metal Grid 9 mm
Parabellum</p> | <p>1. Metal rear
2. "SOULSH"
3. Can also grip things
4. Sole of foot</p> |
|---|--|



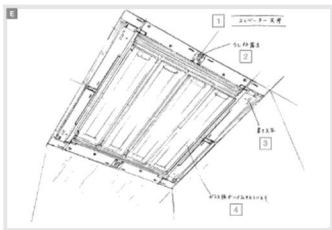
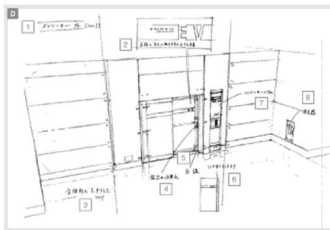
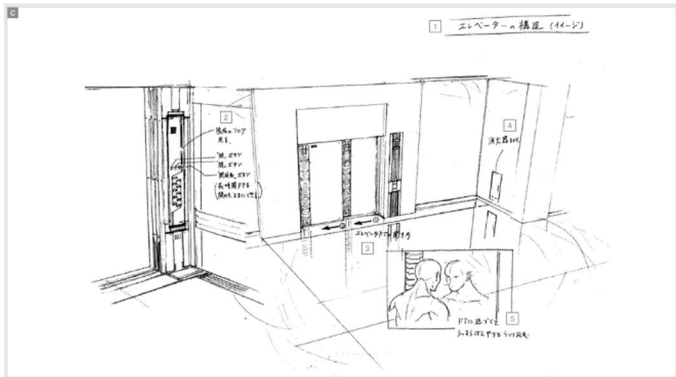
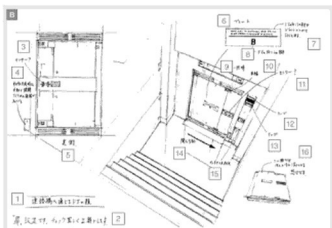
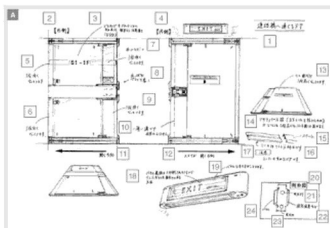


- A**
1. Shell—large rough
 2. Movable crane
 3. Heliport
 4. Center block
 5. Submarine dock
 6. Propeller

- A**
1. Metal Gear hanger (obstructions (containers))
 2. Container which you can hide behind, even while standing
 3. Container that you can hide behind if crouching

- C**
1. Pseudo weapon box
 2. Top side slightly indented except around the edge.
 3. Slightly indented circle. Line goes around to the back. Faint line.
 4. Sticker
 5. Note the inner sides of the feet.

6. Slit
7. Lettering—white
8. White line
9. Sticker
10. Numbering
11. Same as front
12. Slit



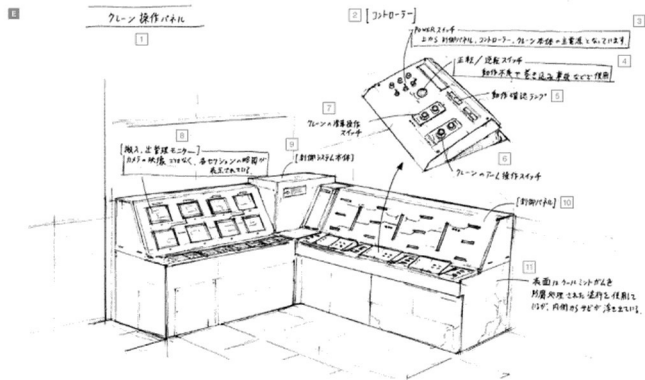
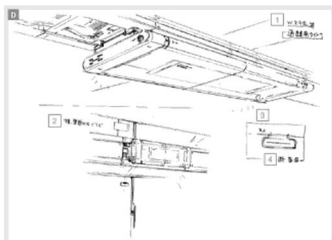
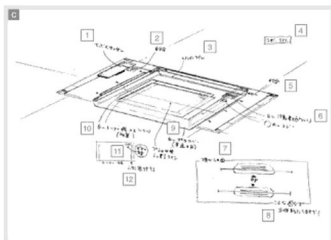
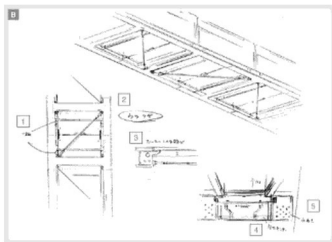
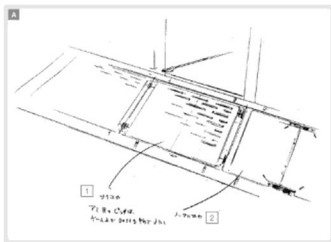
- A** 1. Doors to connecting bridges
2. Outside
3. If possible, they should be labeled differently for each block. If not, they should have a warning label.
4. Inside
5. One level lower.
6. One level lower.
7. White band
8. One level lower
9. One level lower
10. Thin groove. No difference in thickness.
11. Opening direction
12. Slide opening direction
13. Only this side is one level higher.

14. Perspective diagram from below (without the upper and lower rails).
* The rail lines up with the thicker surface of the door.
15. Foot
16. This is the configuration of the rails.
17. Note: the doors contain the rails.
18. The printing is on the reverse side of the panel, so the letters have slight depth.
19. The panel is raised.
20. Cross section diagram
21. Fluorescent light
22. Metal fittings, etc.
23. Fluorescent light
24. Panel

- B** 1. Types of doors to connecting bridges
2. Door designs. Please check them over.
3. Sensor?
4. In case of malfunction, the door can be opened or closed manually by these mechanisms.
5. Rear side
6. Plate
7. Shows what is on the other side of the door.
8. Bridge on the other side of the door.
9. Lighting
10. Wheel
11. Sensor?
12. Lamp
13. Lamp

14. Opening direction
15. Maintenance box
16. Only this section of the door's surface feels the slightest bit raised
C 1. Elevator construction (concept)
2. Current floor is lit
3. Open button
Close button
"Extended Open" button (can keep the door open for an extended period)
4. Fire extinguisher box
5. When near the doors, there is a faint, blurred reflection.

- D** 5. Outside elevator (shell 1)
The letters "EV" in negative-space white lines and a small amount of text.
3. This is a clean floor over. 4. Warning label to not trip your fingers.
5. White line
6. This part is white.
7. Elevator panel
8. Fire extinguisher
E 1. Elevator ceiling
2. Slightly exposed mechanics.
3. Text
4. Inlaid glass panel



1. Floor panel—use whichever method that best depicts the gridded flooring in the game.
2. Normal floor

3. Boards
4. Features
5. Basically like this
6. Pressure sensor
7. Drain

8. Sensor, probably
2. White lettering

3. Highlight line
4. Lab light
5. White lettering
6. White warning message (pnead)

7. Circular dent
8. Shall we make it three-dimensional like this?
9. White plastic cover (half transparent)

10. White transparent boards
x2 flooring (additional)

11. Gray lettering
12. Slightly differentiate colors

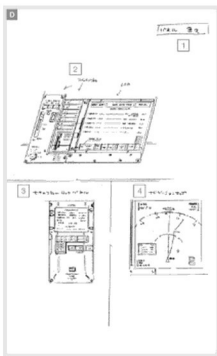
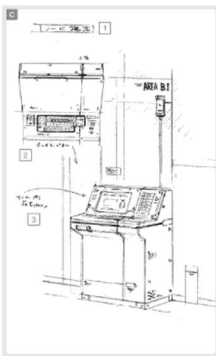
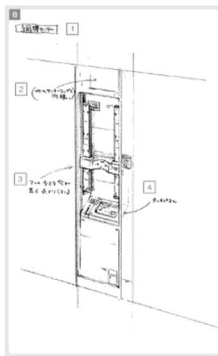
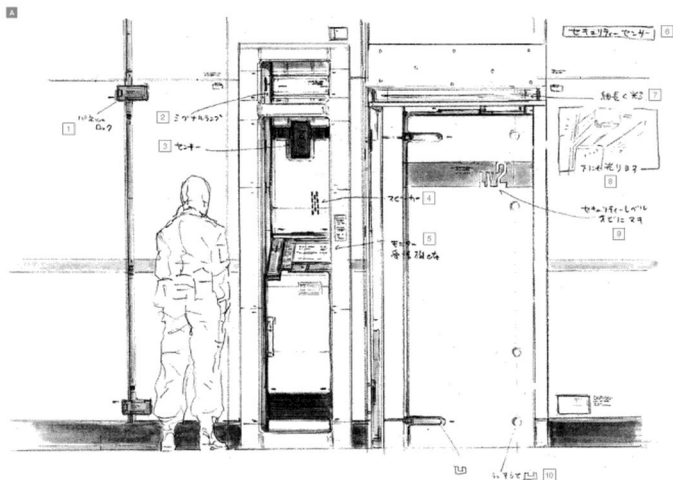
1. WD4a and others
2. Can be used on side walls too.
3. Ceiling
4. Cross section

1. Crane operation panel
2. Controller
3. Power switch

From above, control panel, controller, and main power switch for the crane itself.

4. Forward/reverse rotation switch. Used in the event of an accident, or when movement is malfunctioning or the crane is involved in an accident.
5. Operation confirmation lamp
6. Crane arm operation switch
7. Crane pulley operation switch

8. Receiving, discharge admin monitor. These aren't camera footage, but display layouts of each section.
9. Actual control system
10. Control panel
11. Outer surface is cool mint gum color. It's painted with a preservative treatment, but rust is seen coming through from the interior.



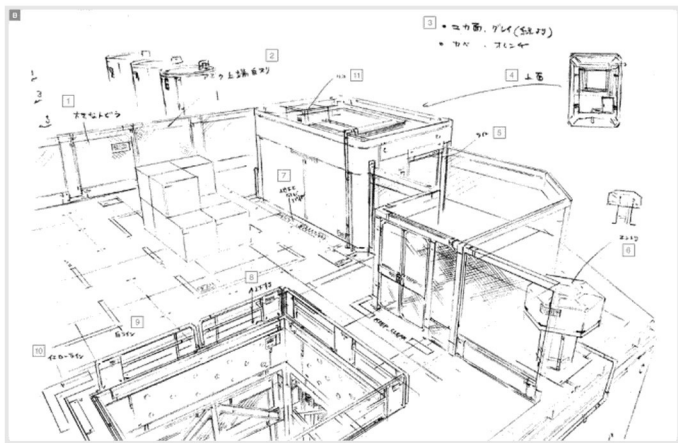
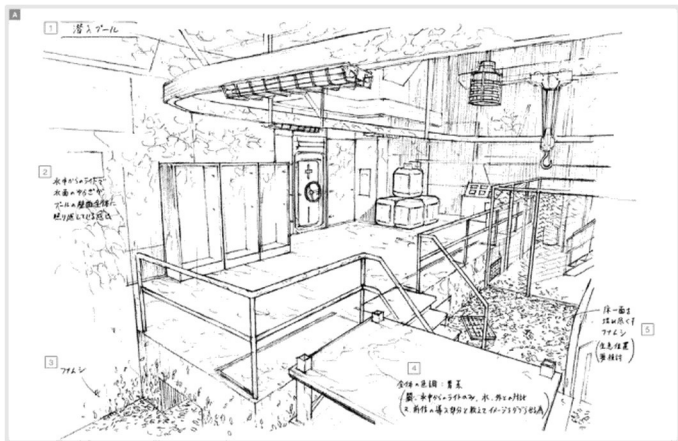
- A**
1. Panel lock
 2. Signal lamp
 3. Sensor
 4. Speaker
 5. Monitor, phone, etc.
 6. Security sensor
 7. Long, narrow, and it

- B**
1. Retinal scanner
 2. Similar to other sensor lamps
 3. The two small holes
 4. Touch panel

- C**
1. Node terminal
 2. Touch panel
 3. Inside monitor—JNT* design

- D**
1. Panel—various
 2. Switch panel
 3. Security lock panel
 4. Navigational map

*Editor's note:
"JNT" is a nickname for artist Junger Saito.

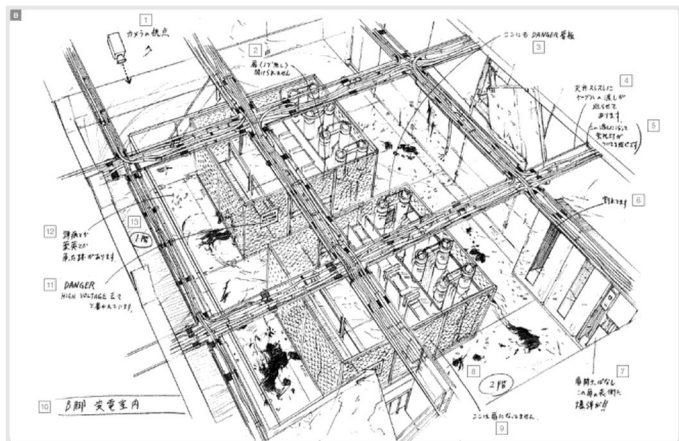
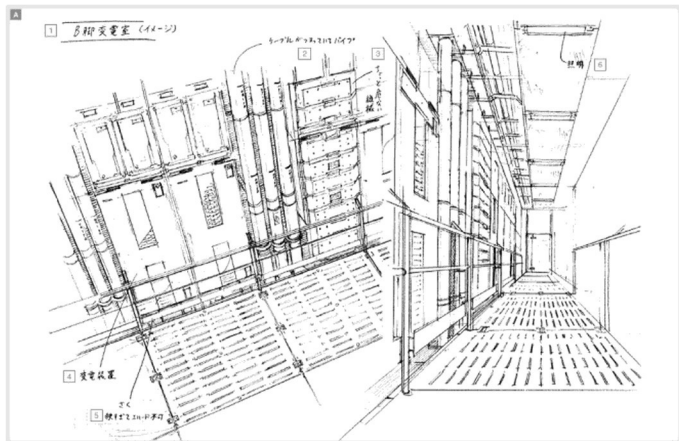


1. Infiltration pool
2. Light from the water and the undulating surface throws shimmering reflections over all the walls.
3. Sea box
4. Overall hues: blues (It's dark with only the light

from the water. Contrast with the surroundings. This will also call to mind the introduction of previous games.)
5. The surface of the floor is covered in sea loo (we need to discuss where they live).

6. Large door
7. Upper part of the ceiling painted white
8. Ground is gray (rather than green)
9. Walls, orange
10. Top
11. Light

6. Funnel
7. Some panels as underground
8. Goes up and down
9. White lines
10. Yellow line
11. Box

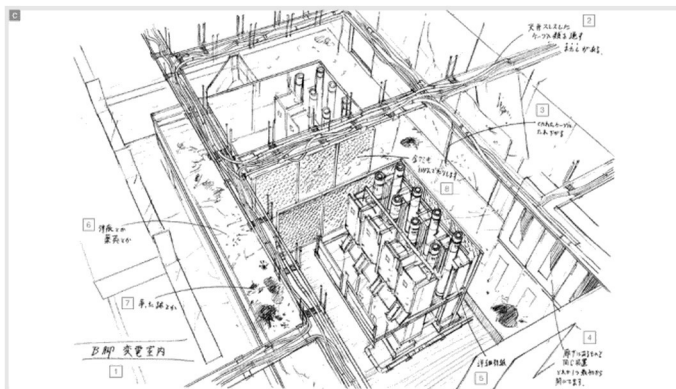
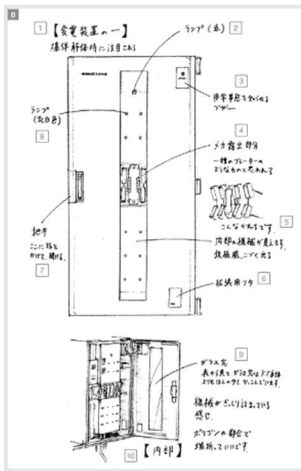
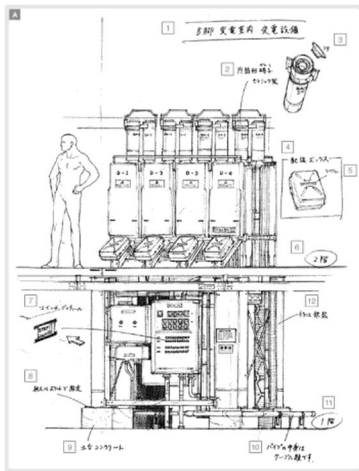


1. Strut B transformer room (concept)
2. Pipes housing cables
3. Slightly dangerous machinery
4. Transformer apparatus
5. Too narrow for elusion
6. Lighting

7. Camera's line of sight
8. Door (no knob). Can't be opened.
9. Danger sign here too
10. Cables running across the ceiling
11. (Fluorescent lamps are attached to these beams.)

12. Broken door left open. There's a boards on the other side of this door!!
13. Upper level
14. No door here
15. Strut B transformer room interior

16. "Danger - high voltage" etc. sign
17. Signs of battle such as bullet marks and cartridges
18. Lower level



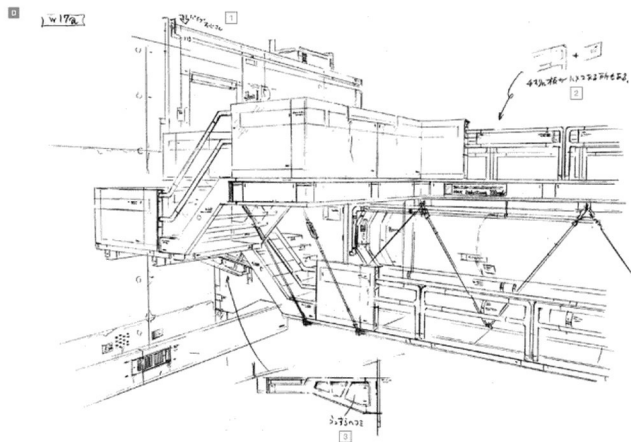
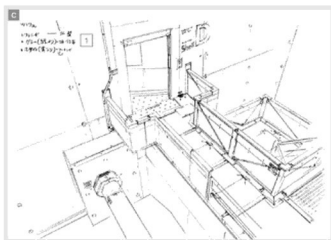
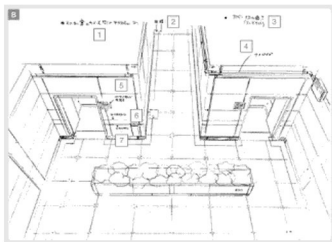
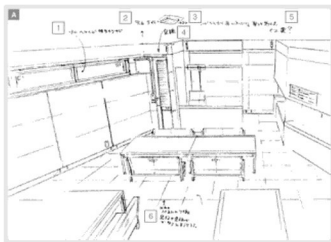
- A** 1. Strut B transformer room interior, transformation installation
2. Cylindrical insulators, ceramic
3. Lid
4. Wiring box
5. Label
6. Upper level
7. Switch detail
8. Base fixed in place with bolts
9. Concrete foundation

10. Pipe contains cables
11. Lower level
12. Steel posts
B 1. One transformer apparatus. Object of focus when neutralizing the bombs.
2. Lamp (red)
3. Emergency warning buzzer
4. Exposed machinery—calls to mind a sort of circuit breaker ...
5. ... this sort of formation.

- Interior machinery is visible. Glows dimly like a hot plate.
6. Expansion cover
7. Handle—pressing here with a finger opens the door.
8. Lamp (milk white)
9. Glass window. Seals from the front, the glass window is slightly deeper than the door itself. The machinery should seem tightly packed. If this is too difficult to do in

- 3D, it can be omitted.
10. Interior
C 1. Strut B transformer room interior
2. Cables are suspended from the ceiling by hangers.
3. Severed cable dangling down.
4. Same device as in the corridors. One of them is open from the beginning.
5. Details on separate page

6. Bullet marks, cartridges, etc.
7. Signs of combat
8. Metal mesh is bent out of shape.



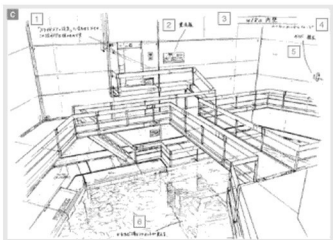
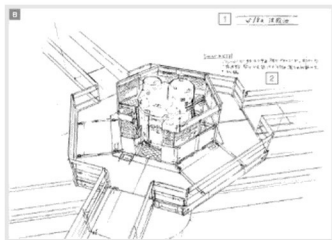
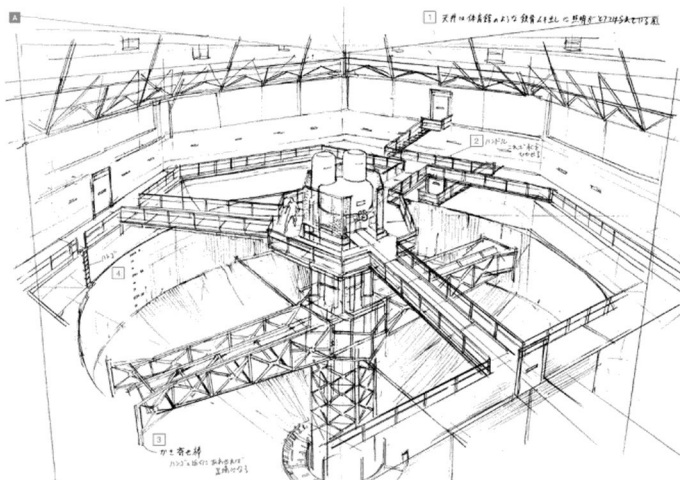
- A**
1. Windows to collect light, slightly inset
 2. Ceiling light
 3. This
 4. Air conditioning
 5. The glass has a bit of color. Slightly broken glass.

- B**
1. The monitor room walls have the same texture.
 - Chair is black?
 - The floor panel seams are so faint that they're barely visible.

- C**
1. Light/dark
 2. Cream-colored walls (off-white)?
 4. Pipe
 5. Panel lit from inside
 6. Line between different paints

- D**
1. Panel line
 1. W17a
 - Orange—outside wall
 - Gray (rather than green) rear side of board
 - White (yellowish) markings

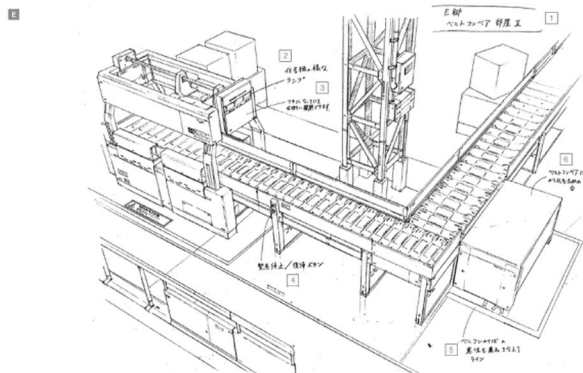
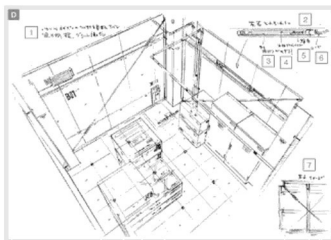
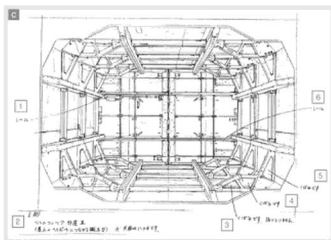
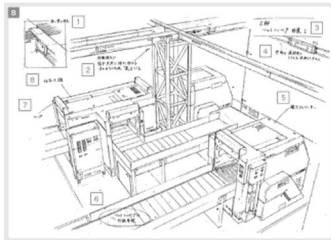
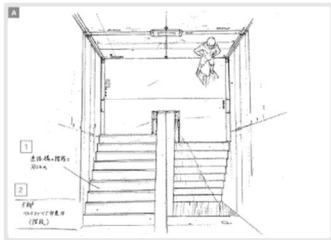
- E**
1. Pipe maintenance
 2. There are boards placed on some places on the handrails.
 3. Slightly indented



- A**
1. The ceiling has an exposed steel framework, like a gym, and the lighting is fixed to it.
 2. Handrail. This draws the water.
 3. Stirring shaft. If it's lined up near the ladder, it can be a footbed.
 4. Ladder

- B**
1. WtBa sediment pool
 2. Mysterious apparatus
 - Orange and similar to the outside area. Has white lines.
 - Floor, handrails can be the same. New fence surrounds only this mysterious device.
 - Green walls

- C**
1. Please use "sliding door design." The door in this drawing is only a placeholder.
 2. Information board
 3. WtBa inner walls
 4. Similar orange to outside
 5. Guide marking
 6. Outline of stirring shaft is visible



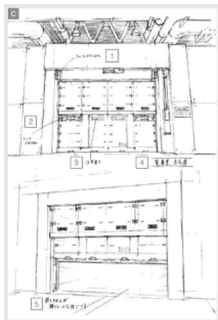
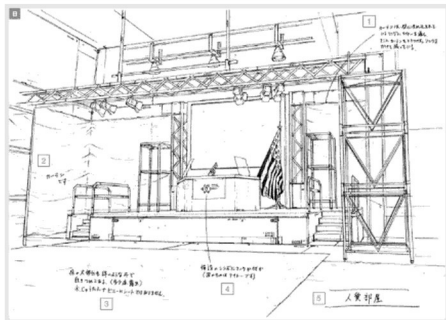
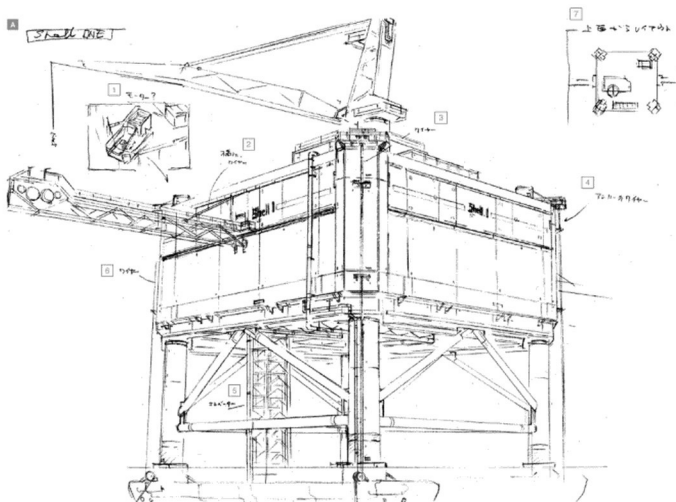
- A** 1. Same as the connecting bridge stairs
2. Strut E conveyor belt room IV (stairs)
B 1. Beam and wall joining point
2. "Beams" added so that the pillars don't appear to be floating where they connect to the ceiling
3. Strut E conveyor belt room I
4. Please incorporate the

- conductor lights for lighting hairs.
5. Dispatch elevator
6. Refer to separate page for conveyor belt.
7. Lamp
8. Sorting machine
C 1. Rail
2. Strut E conveyor belt room III (dispatch entry that connects to helpout on roof)

- The top is a hatch.
3. Indentation. Not empty space
4. Indentation
5. Indentation
6. Rail
D 1. • For walls, refer to Negibon's walls and fences
• Similarly, the color should be greenish-gray

2. One on each side, left and right.
3. Should use model the inside in 3D too?
4. Main part is cream yellow
5. White lettering
6. Corals
7. Roof concept
E 1. Strut E conveyor belt room II
2. Traffic signal-style lamp
3. This is a cover that can be

- opened or closed from the right side.
4. Emergency stop/restart button
5. Platform to get onto conveyor belt.
6. Line that also indicates conveyor belt boarding platform.

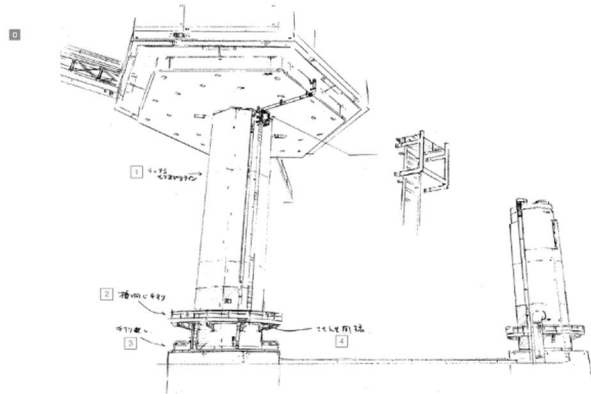
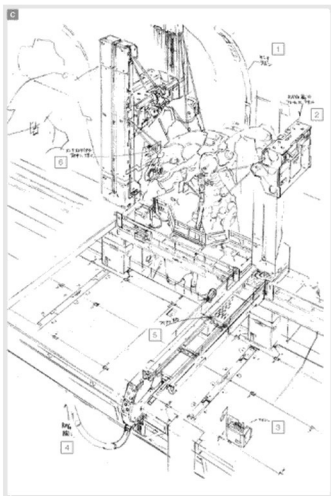
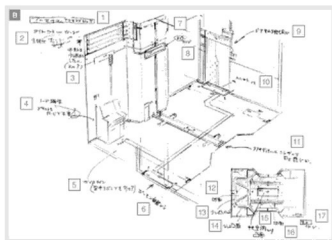
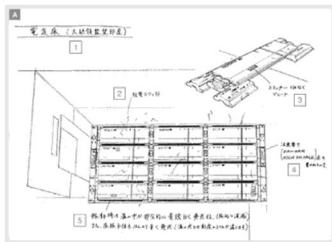


1. Motor?
 2. Wire connected to bridge
 3. Wire
 4. Anchor wire
 5. Elevator
 6. Wire
 7. Layout from above

1. The curtain is hung from a wire that passes through rings fixed to the wall. Hooks attached to the curtain are hung from it.
 2. Curtain
 3. Most of the floor is also covered with a cotton-like

- cloth (a little bit of the floor is exposed).
 • This is not carpeting or a vinyl sheet.
 4. Symbol of the institution or the like (this drawing is only vague).
 5. Hostage room

1. Some mechanisms exposed
 2. Some mechanisms exposed
 3. Warning notice
 4. Computer room AG door
 5. It doesn't open, but if it did it would be like this.

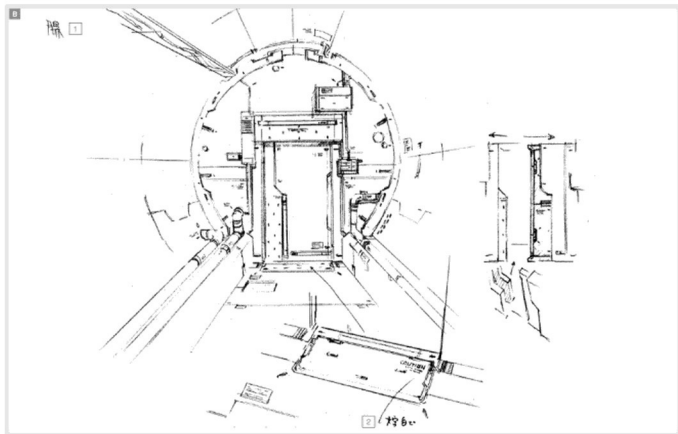
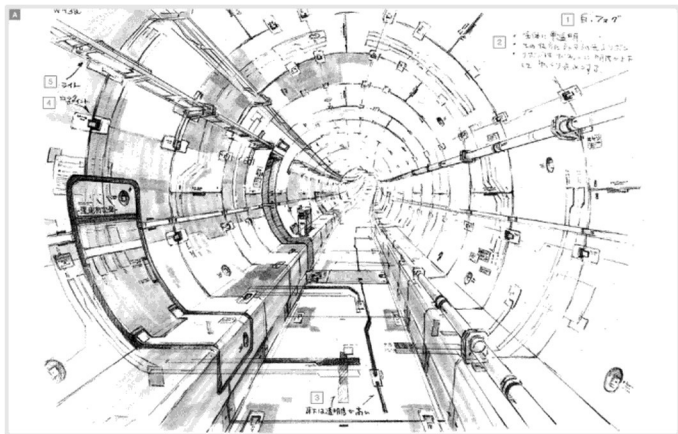


- A** 1. Electrified floor (to room where the president is imprisoned).
 2. Electric discharge effect
 3. Not a sticker plate
 4. Warning notice ("Danger—high voltage," etc.)
 5. When in operation, the channels glow blue-green-white from the inside (ceases upon death). Also,

- the base plates themselves glow slightly blue (saturation of a different level than the light from the channels).
B 1. Aerial access block
 2. Light coloring
 3. Orange overall
 4. No handle here
 5. No handrail here
 6. Microcomputer
 7. Light
 8. Same as what's around the doors, etc.
 9. To hangar
 10. Connection detail. Similar to the hangar
 11. Indented surface
 12. Indented surface
 13. Slightly raised

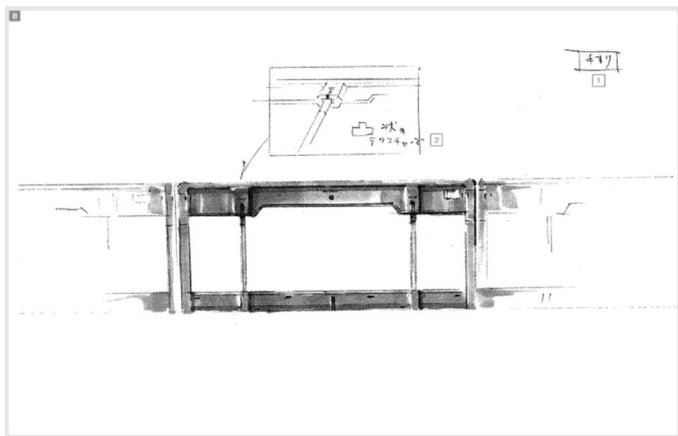
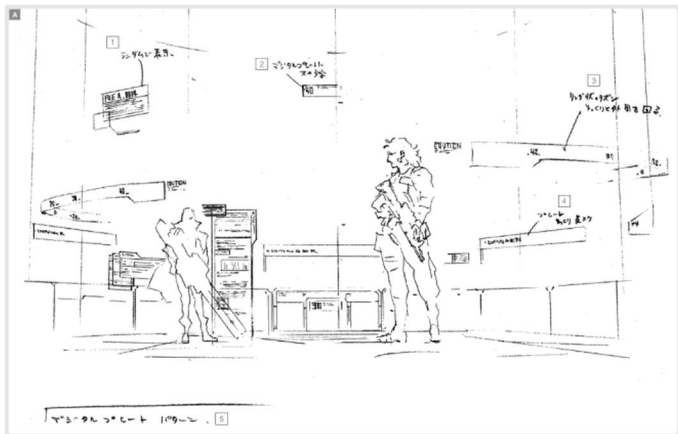
14. Slightly raised
 15. Center is air conditioning.
 16. Indented surface
 17. Ceiling concept
C 1. Data ribbon
 2. Mounted on the frame at RAY's shoulder
 3. Microcomputer
 4. From RAY's chest
 5. Grating

6. Maintenance data floating in midair
D 1. Slightly raised line
 2. Same handrail as bridges
 3. No handrail here
 4. Supports are similar



- | | |
|--|--|
| <p>1 White fog</p> <p>2 • Semitransparent overall
• A fairly glowing ribbon at the back
• The ribbon is subtly and slowly going up and down in brightness.</p> | <p>3 Floor is highly transparent</p> <p>4 Lock point</p> <p>5 Light</p> |
|--|--|

- 1** Ascending gland
2 White lettering



1. Random displays
2. Negative-space letters on digital plate
3. Ring-shaped ribbon slowly revolving around the exterior
4. Blinking slowly
5. Digital plate design
1. Handrails
2. Convex shape



Snake

1

MAGAZINE

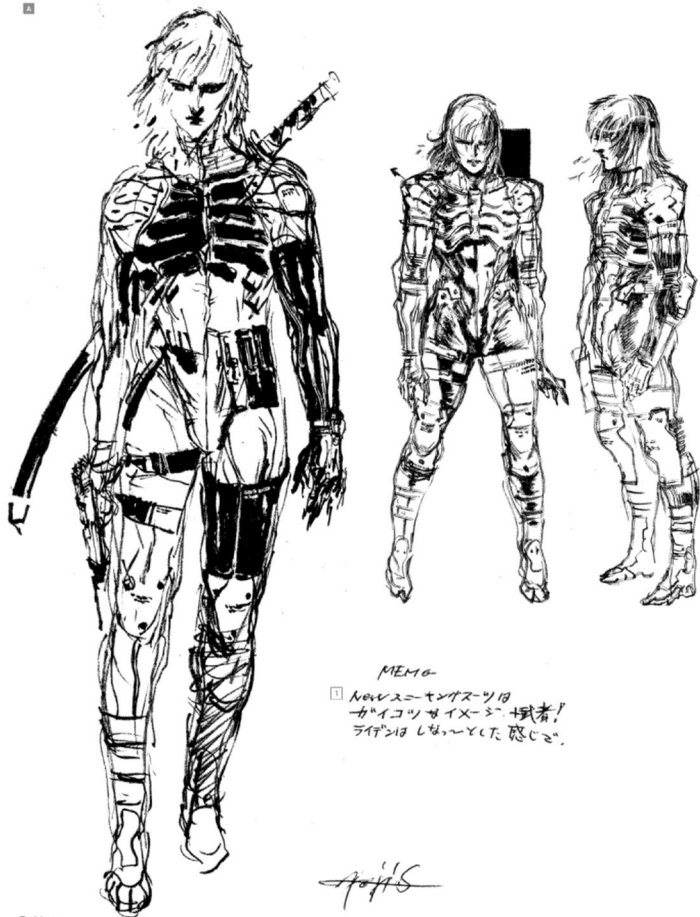


SEALS —

今回の様な MISSION で
 パイロットスーツが主流かい。
 階級章は戦闘服には
 付いてないのが普通
 パンツはつたがけ
 本業にたがたいか
 わからなくなる。は
 じり。

1 SEALS

I guess he usually wears
 a flight suit on a mission
 like this. There is no rank
 insignia on the combat
 uniform, but I'd like it so if he
 doesn't wear his bandana,
 you really can't tell that it's
 Snake anymore.



MEMO

- New スモークスーツは
 カイゴツサイエンス 研究者!
 ライデンは しゃべって 感じさ。

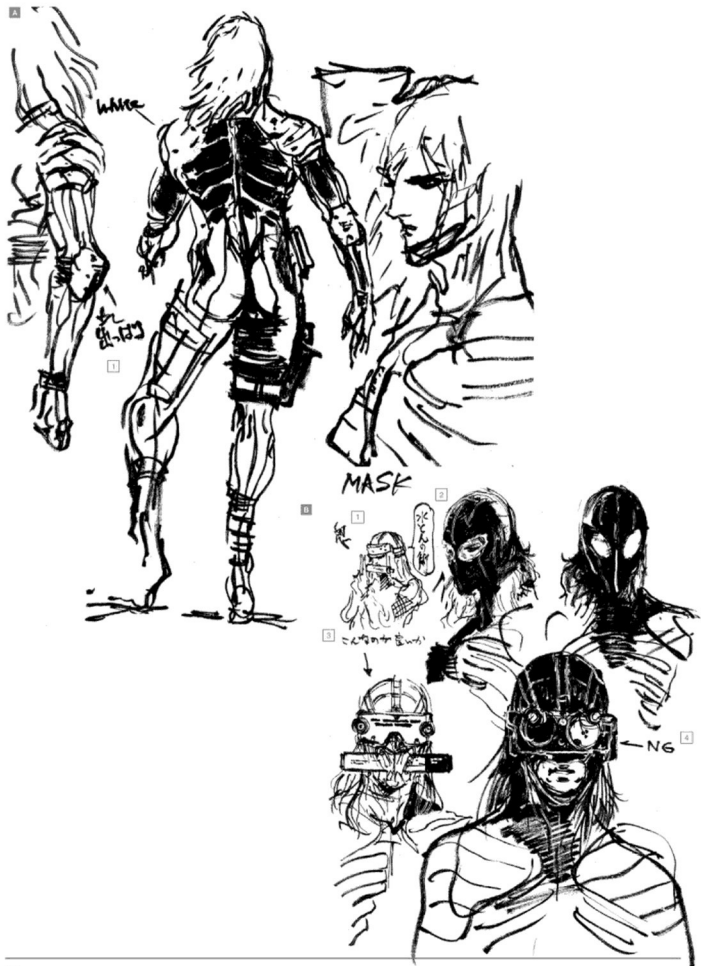
ajj's

Raiden

1. The new smoking suit seems both skeletal and winter-like! Raiden is a little feminine.



1. Raiden
2. Raiden



1. Slightly prouding

2. Ninja
 3. Invisibility via water rings
 4. Maybe like this?
 4. Reject





■

RAIDEN 仮装 ④

RAIDEN II

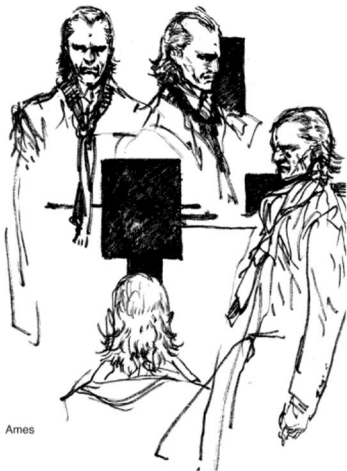






Emma





Ames

1



Scott

1

・ドク (博士) アーセナルギア/AI開発者



Salaryman

1

××× 強い普通のサラマン



Doc (Unpublished)

1

1 Super strong, ordinary white-collar worker

1 Doc... Arsenal Gear AI developer

Ed (Unpublished)

Old Man
(Unpublished)

A



Seal



Sergei

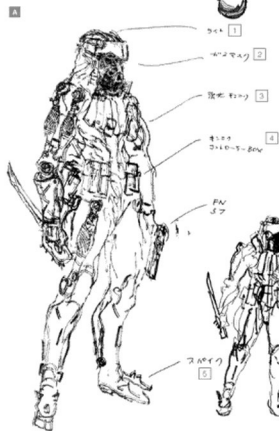


Olga

1. US SEAL Team Alpha and Snake
2. Headset for leaders only
3. Lettering in white
4. Hopping rope
5. Side zipper

6. Lettering
7. Lettering
8. Slightly futuristic boots

Soldiers



CQBスーツ
⑥



- ① Light
- ② Gas mask
- ③ Augmented muscles
- ④ Muscle controller box
- ⑤ Soles
- ⑥ CQB suit



- U.S. Navy 2030
SEALS TEAM D





Olga

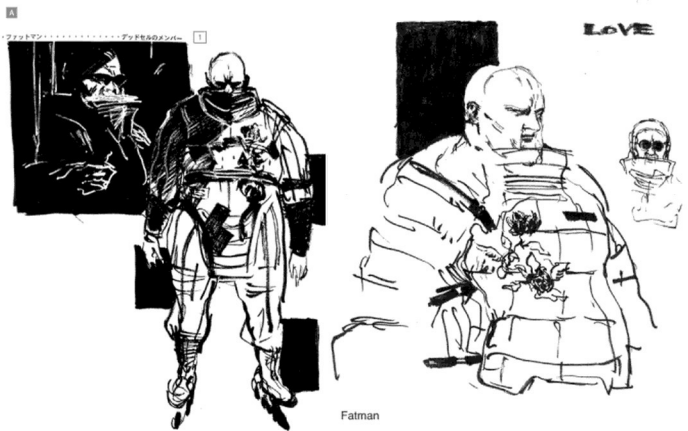




1. All Dead Cell members normally hide their eyes with sunglasses or goggles. This is their trademark. When in combat, they sometimes take them off.



Chinaman (Unpublished)



Fatman

1. Fatman ... a member of Dead Cell



Vamp



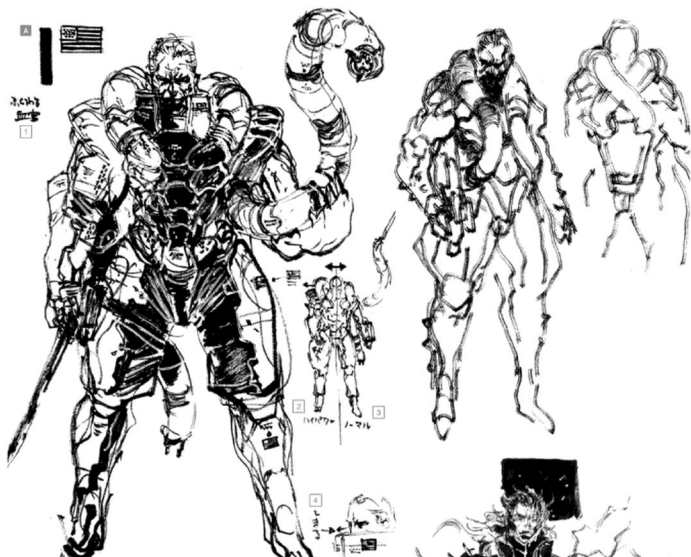
リキッドの、うぶにおこ、若くは



Yoshinori Koyama

Ocelot

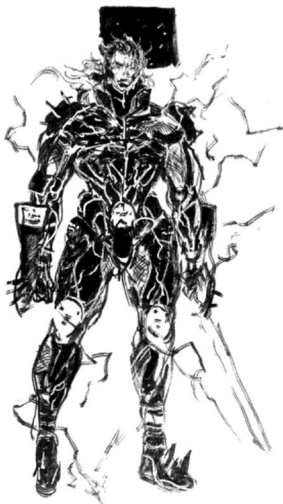
- 1. Regenerated by the Liquid arm
- 1. One arm is cybnetic



1



Solidus



1. Serfing veins
2. High power
3. Normal
4. Closed

1. Solidus new snelling suit
Soldier modernization plan
(younger than this, 30s
or 40s)
Ninja cyborg muscles:
can make huge jumps
battling on Wall Street



1. Textures so the wires stand out.
2. Solid Snake
Solidus Snake
Queen
Old Man

Gurkovich
Scott Dolph
CIA

1. Fortune B design

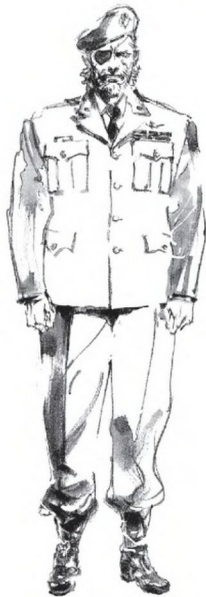


Chinaman



Fortune

1. What if Snake was in the old Antarctic Adventure?



Snake





BLACK LEATHER



Eva



The Boss



THE BOSS
VR MISSION



THE BOSS with Davy Crockett (たじろく大まてがが?) □

1 The Boss with Davy Crockett (maybe it's a bit bigger?)





THE BOSS

1 The Boss in cape, rough sketch.



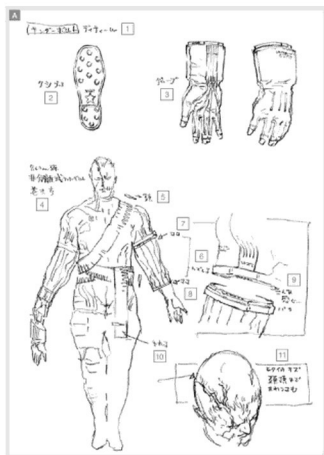
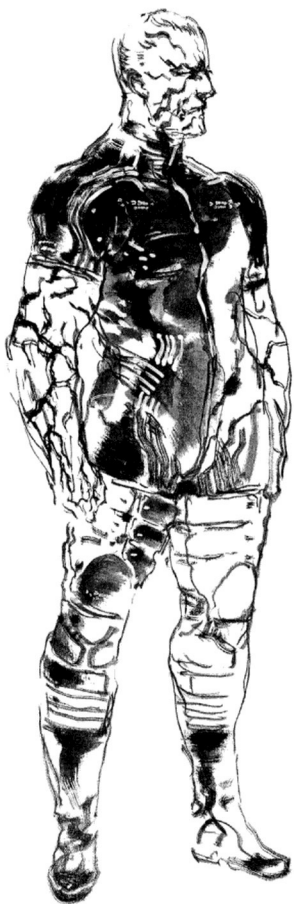
Volgin







Volgin



- 1 Thunderbolt—details
2 Underside of shoe
3 Gloves
4 How to drape (I've 7.62 mm cartridge nondisintegrating link belt.

- 5 Bullet nose
6 Detaches
7 ● Here
8 ● Here
9 Like this... "POP"

- 10 Swaps
11 Forehead scar extends to back of top of head.

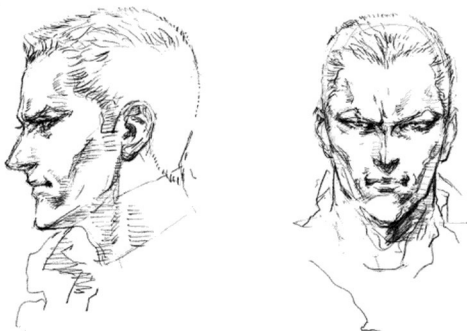


Ocelot



オセロ

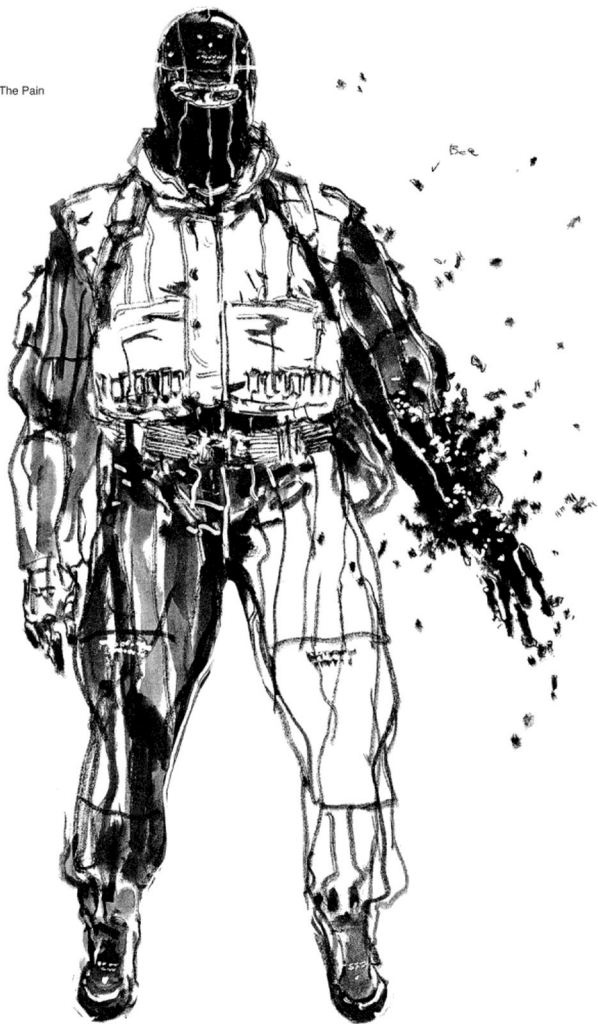
3

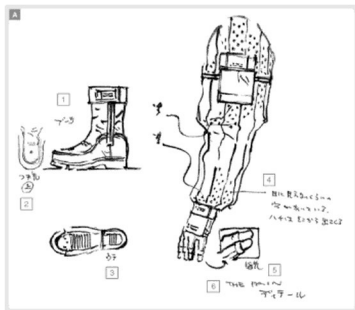


1. Lynx*
2. Lynx
3. Ocelot

*Editor's note: During development, Ocelot was originally referred to as "Lynx."

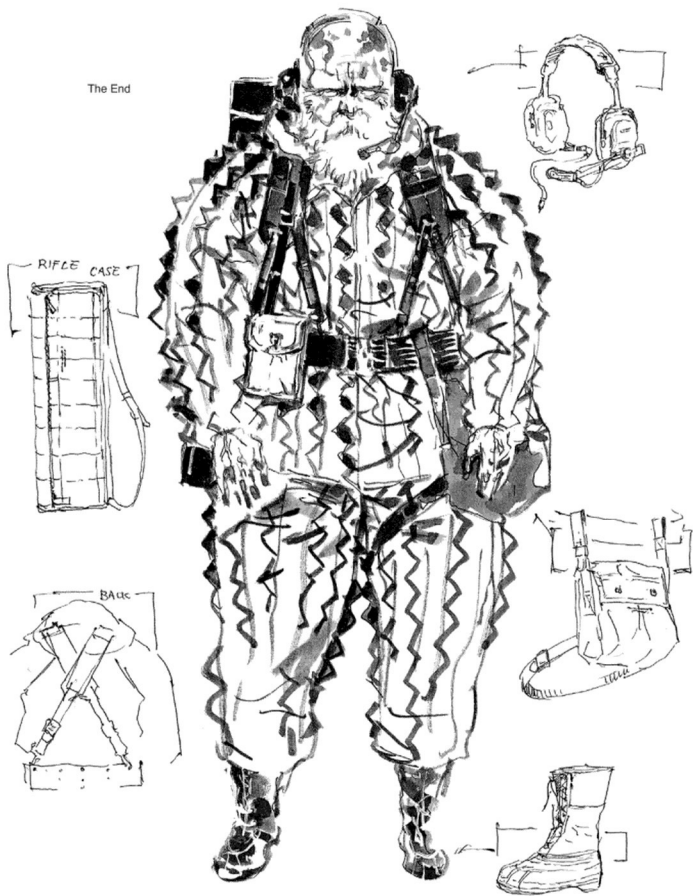
The Pain





1. Boot
2. Toe
3. Sole
4. There are holes big enough to be visible to the naked eye. The hornets emerge from them.
5. Fingers
6. The Palm Details
7. The large butt park is like a hornet's rear end ...

The End





A



□ 二の五の田五出。



1 His eyes can protrude about this much.

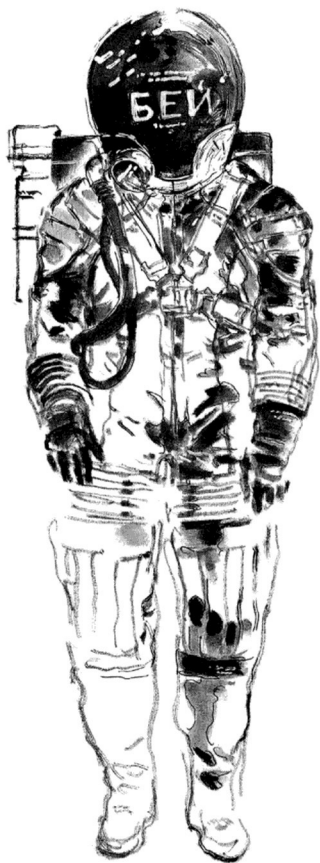


The Fear

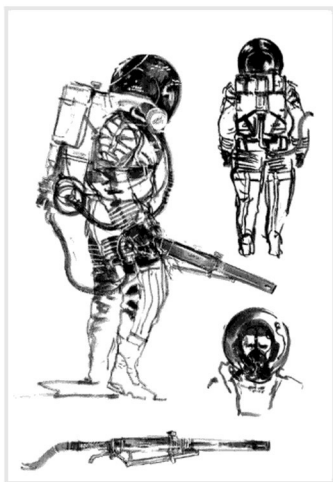
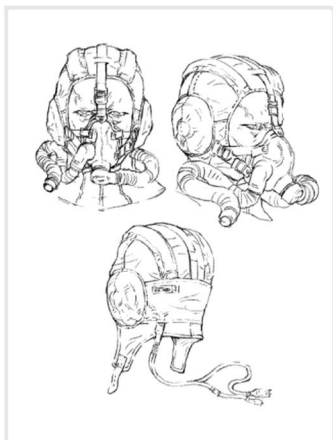


THE HEAR
SP1E RIGGING HARNESS

- 1 Turned-up chin
- 2 Long tongue
- 3 Able to bend his joints backward.



The Fury



A



The Sorrow

1. Napalm
↓
Flames
↓
Rain
↓
Appears
2. Parka
3. It always rains whenever the Cry shows up ...
4. Tears of blood
5. "DUPLEX"
6. His glasses break

Editor's note: During development, the Sorrow was originally referred to as "the Cry."



Para-Medic



Mr. Sigint



MR. SIGINT
HIS FIELD BAGGAGE



Zero



*Editor's note: Parka.



Sokolov



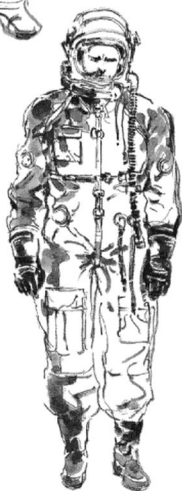
Granin

1. "GLARE"
2. "GRIN"



Russian Crew





Russian Soldiers





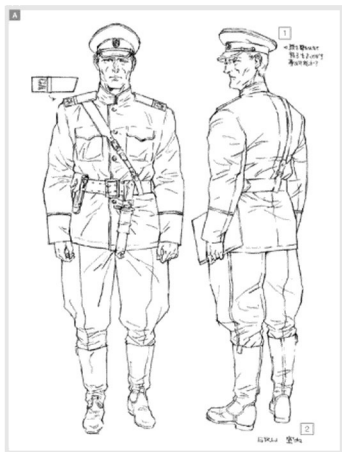
Johnny



Spetsnaz



Raikov

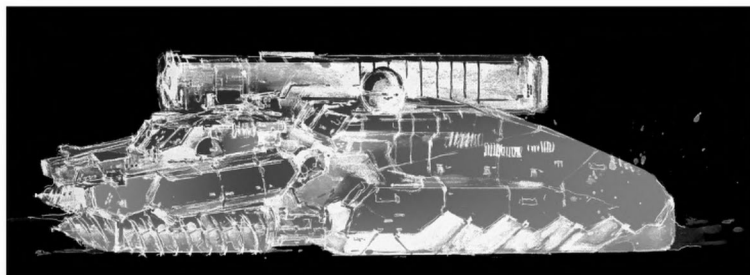
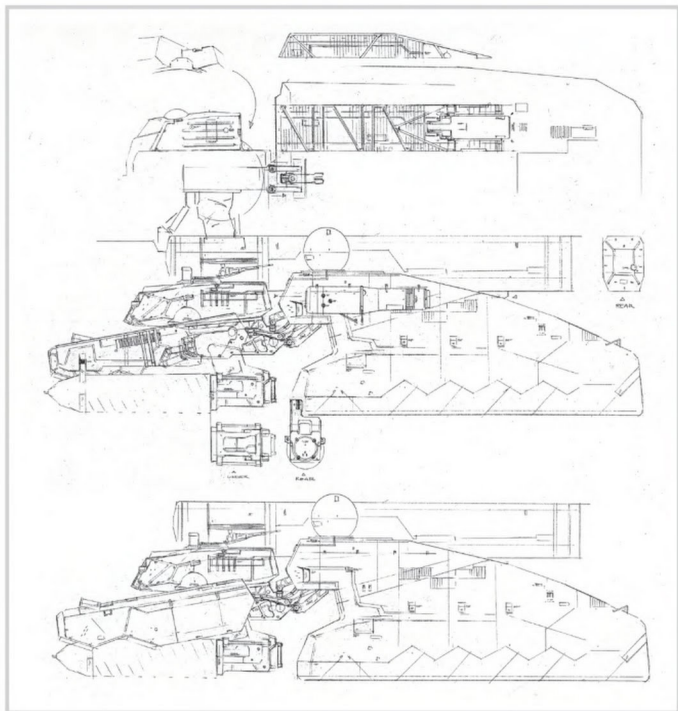


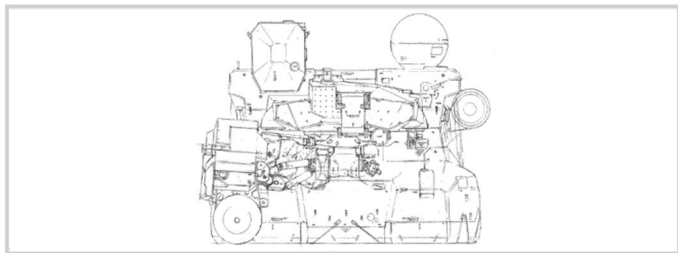
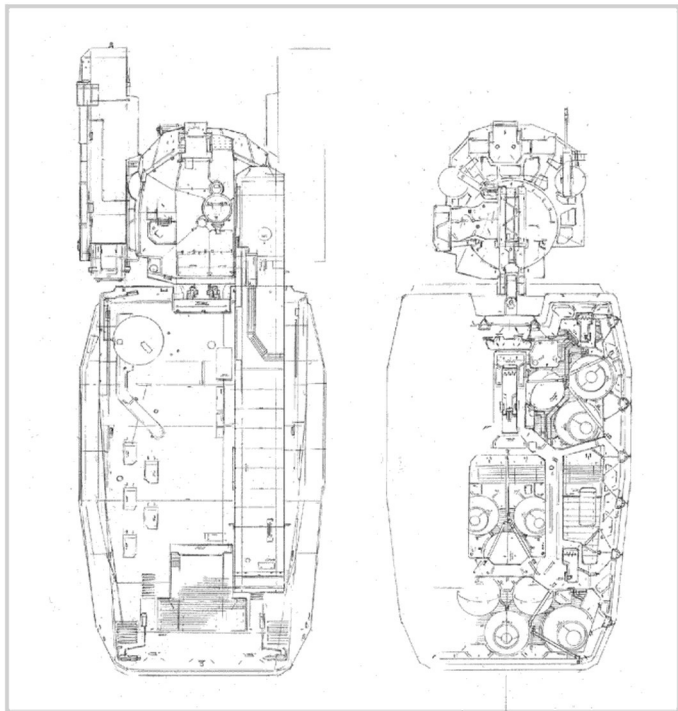
- 1 • Could his hat fling off of his head when it's shot at?
 2. GRU service uniform (as on inside)

Shagohod









Snake

1



1 ボディアーマーは
 前全開で着る。(ワイルド...)
 スタボハーネスは足の下
 CQCナイフは少し
 955がセツク。

Snake
 with M955

1 Wears body armor open in the front ("Wild"...) STABO harness underneath, with CQC knife just slightly peering out.



SNAKE



Eva







Eva





EVA



Eva



EVA





The Boss





The Boss





1. See-through
2. Images of the Boss
3. Bunched
4. Images of the Boss

1



Volgin



- 1 Rubber suit
2 Gloves family

CLCP

THUNDERBOLT



THE ROSE



EVA



STAKE



1. Chameleon



- 1 The Fear
 2 Looks dark if he takes off
 his coat . . .
 Ghost



number two



number two

Snake eye



Unpublished Characters

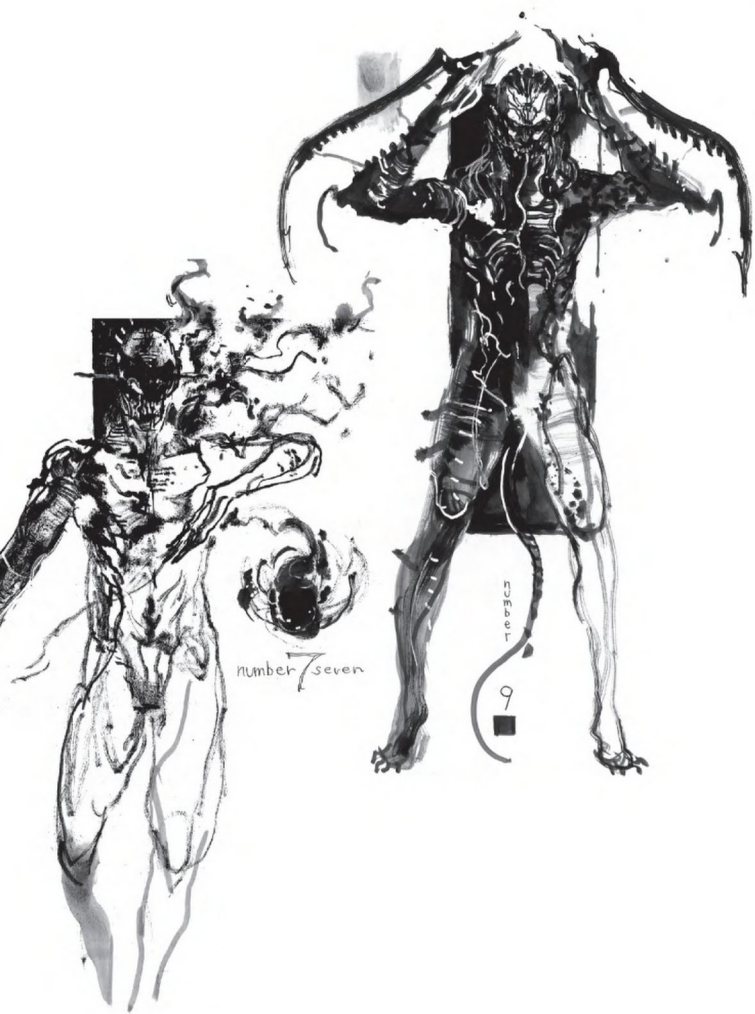




number ³ three



Unpublished Characters





Para-Medic



Sokolov



Granin



Zero



Ocelot

2



1







1 Layout illustration drafts

A



<The Boss>



<The Boss>



1 <Second skin>

足踏か悪い中での、足音は少し少なく、
体にびたりにフィットするスリムな構造。
軽いつまみ、足元は、足指シューズのような、
足への開けは大きく開いている。

2

<High heels>

足踏か悪い、ハイヒールは、静かに
なるが、足元は、足音をある程度まで
軽減させる。

あかすけでも足踏か、グワッという。

3 キャラクターデザインアシスタント 内山千穂子

1

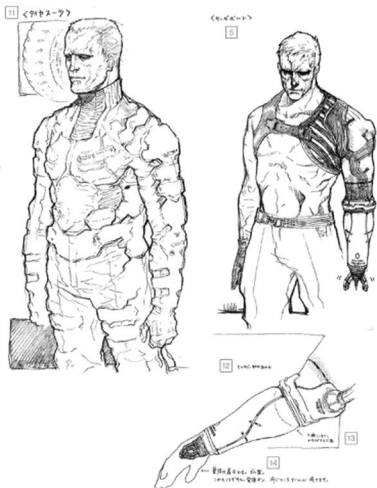
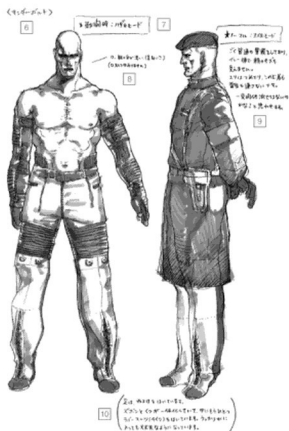
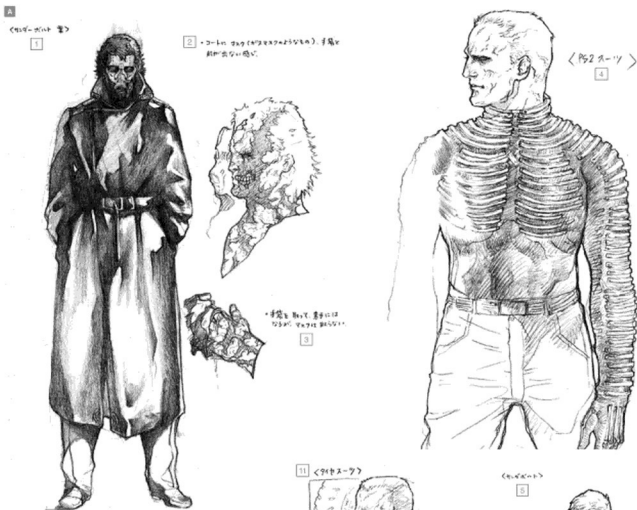
<Second skin>
As a master of Qi Gong,
she wears very little body
armor, just a custom-made
snug bodysuit. Light, thin,
and durable like a biker
suit. Gapes wide open at
the chest.

2

<High heels>
High heels are a hindrance
when dealing with poor
footing, but the Boss can
manipulate her weight, so it
doesn't matter. She leaves
no footprints, even in the
mud.

3

Character design assistant:
Chihoko Uchiyama



1. <Concept for Thunderbolt>
2. Wears coat and respirator-style mask. Gloves and skin not shown.
3. He'll take off the gloves, but never the mask.
4. <PS2 suit>
5. <Thunderbot>

6. <Thunderbolt>
7. Fights without a shirt on.
8. Mouth and face have sickly coloration (Pale? It's not lipstick).
9. "Normal colonel mode"—wears a rather ordinary uniform with the beret

- covering up his facial scars. The coat has a standing collar, and also blocks electricity. It makes you think he's not jacked at first glance.
10. Wears rain boots on his feet. The boots are integrated

- with the pants, and he wears an additional rubber suit (goggles) inside—just in case he inadvertently steps in water.
11. <Eye suit>
12. The upper cover piece is removable.

13. Lower arm ends here.
14. Normally a prosthetic hand. Rubber. When it is removed, power turns on and the closed grip opens up.

4 <ハチ男 HEAD 案>

1



2 SM ガスマスク



3 黒人マン 風

4 赤外線男
(ハチ男に 視界)モンスター・マン
(さかまぎた男)

5

6 <ボクシ 案1>

水を利用。ただし視界悪し(にこぼれ)
水が上がる 霧が下がる(ハチ男)
泳ぐ → はたき → 撃つ → さかまぎ → 泳ぐ...
● くりかえし。



スタミナ勝負。水中にいないと
ハチに刺されるので、泳いで
戦う。息がつかやせにいい。
(おどろおどろキョウア有る?)

7



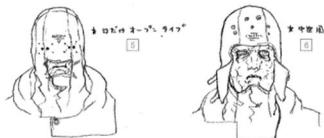
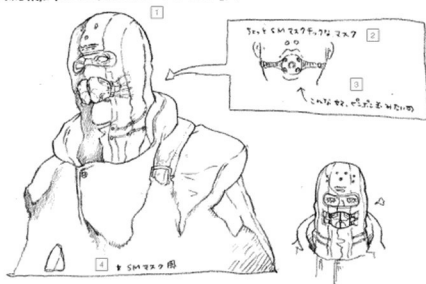
1. «Humet soldier head concepts»
2. Felish slave mask
3. Black man style
4. Infrared soldier (has same field of vision as homets).
5. Monster soldier (was stung

- too much).
6. «Does battle example»
Utilizes the water, but visibility is bad (the water is cloudy). If he leaves the water, he is attacked (by the homets).

- Swim • Emerge • Shoot • Dive • Swim ... Repeat
7. It's a stamina race. He will be attacked by homets unless he is underwater, so he hurriedly dives in. It's difficult to breathe

- (could the crocodile cap be effective?).
8. «Gonna sting you!»
9. «It's gonna hurt!»

＜THE PAIN：口から吐き出す場合のフェイスマスク案＞



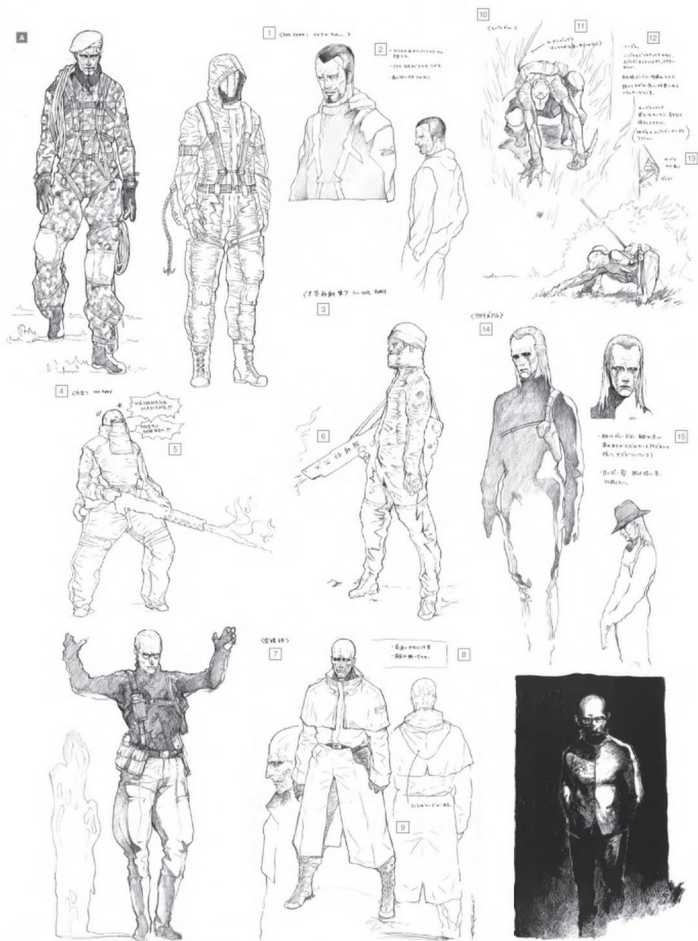
8



1. <The Pain>: Ideas for face masks where horns emerge from mouth.
2. A monk is bit like a fofish mask.
3. This thing is like a Ping-Pong ball.

4. "Fofish" style
5. "Mouth-hole-only" type
6. "Medieval" style

7. <Ancient Sniper>
8. "The End"
9. Shoulders go up
10. Clants



1. <The Fear> Beneath the mask
 2. Has some African blood, so he's slightly dark-skinned
 • Stripes of white in hair
 • Age is 48 to 49 (less than 50)
 3. <Flame soldier>
 • <The Fury>
 4. <Flame soldier> <The Fury>
 5. "Burn, burn!!"

6. Flamethrower
 7. <Sport medium>
 8. • Thin, but not abnormally so.
 • Armed with a single gun.
 9. There is a hood on the back.
 10. <Spider>
 11. The rope emerges from the edge of the bag (not the center).
 12. • Ninja.

Not as tricked out as a ninja, but seems to be more so than Spider-Man. The mask has built-in IR goggles. Moves craftily, scuttling with his knees higher than his head, using a rope to swing about and descend without a sound. Pursueweb spiders = Spider-Man-like action.

13. Rope-assisted wall run
 14. <The Sorosa>
 15. • Eyes are blue but the whites are red, with inflamed tear tracks down his cheeks (there are scar-like furrows).
 • Hair is whitish, skin is dark-colored. About 54 years of age.

*Editor's note:
 From the Cynical Flair.



A 1. «Para-Medic»

B 1. Grants—is generally dead drunk, but sobers at the mention of REX.
2. Vodka

C 1. Design for Bureau A director Korotev Sokolov*

D 1. «Major Zero»
2. At CIA
3. Inside gearship

E 1. «Shagohod staff»

F 1. Kinda Russian-looking guy

*Editor's note:
Director Korotev's first name was eventually changed to Nikolai prior to the game's release.

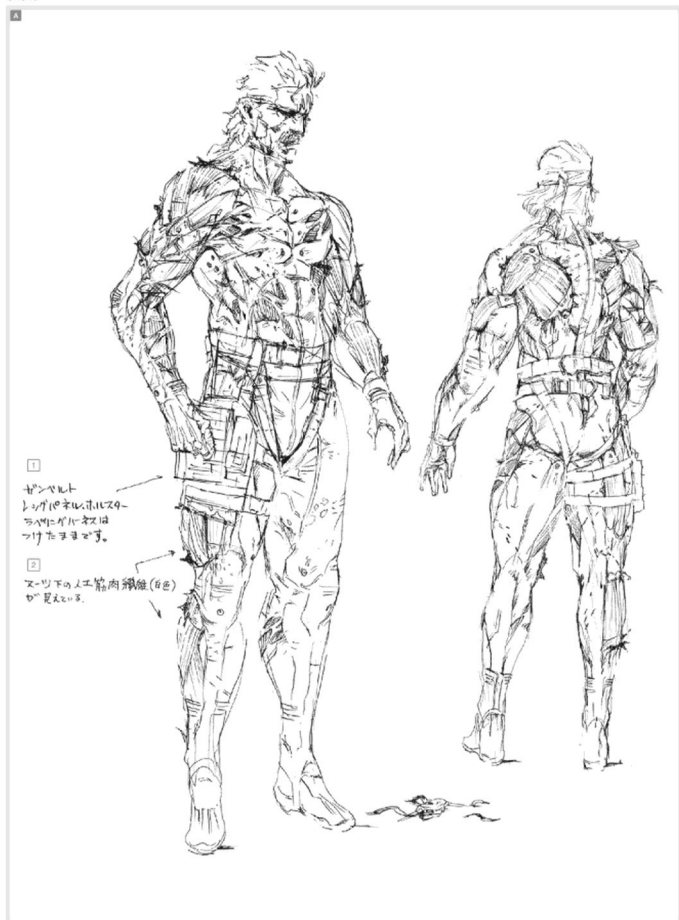
Old Snake





1. Solid Snake (Old Snake), rear view

Snake



1. Gun belt
Drop leg panel holder
Rappelling harness left on
2. Artificial muscle fibers visible
under uniform.



1. Round collar
 2. Pistol belt
 3. Tobacco cigarette
 4. Rear view



SKETCH
SUBSE
017004H





- 1 Snake—inside Combat
Talon
- 2 Solid Snake in the opening
scene. Invariably packing
a gun.



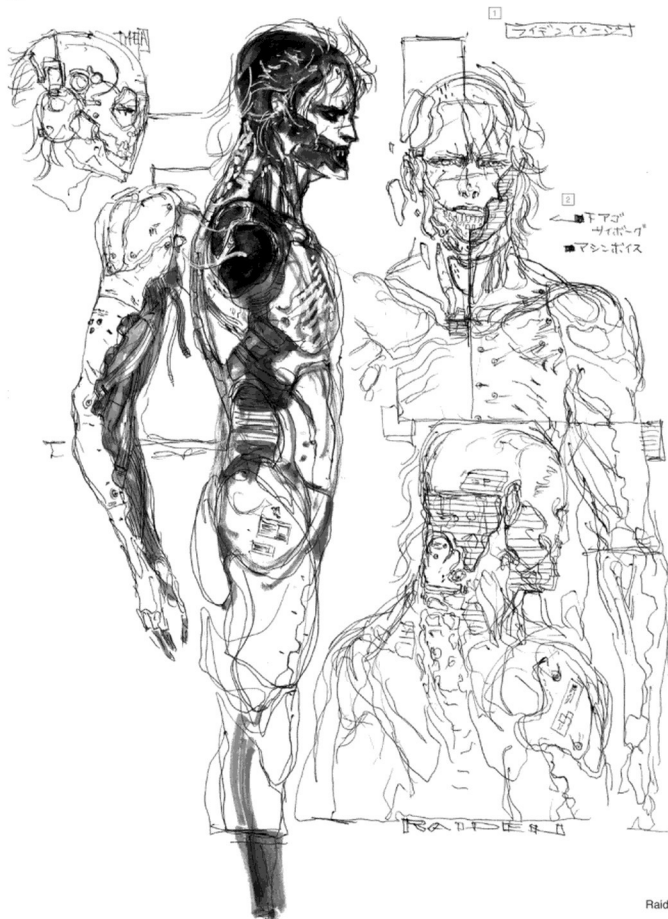
1 足長袴



1. Raiden, final battle.
2. Raiden's foot, bottom view.



Raiden



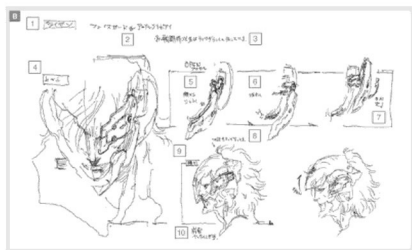
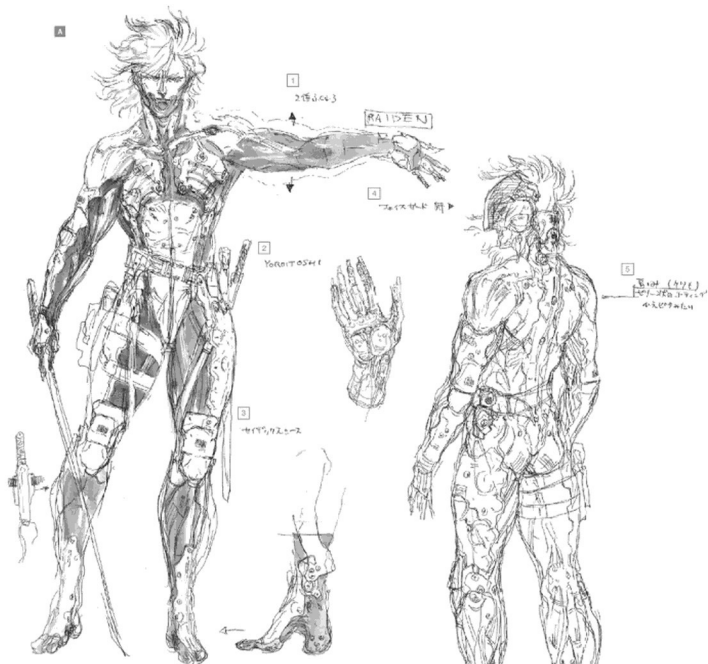
Raiden

1. Raiden
 2. • Cybernetic lower jaw
 • Mechanical voice



- 1 Face shield
 • Opaque eye coverings
 • Retractable
 • Microphone headset
 2 Glass shield
 3 Visor unit

- 1 Raiden—unique sword skills.



Raiden

- | | |
|---|--|
| <p>1. Expands to double in size</p> <p>2. Swords</p> <p>3. Kydex sheath</p> <p>4. Image with face guard</p> <p>5. Shoulders (and buttocks) have a jelly-like coating like a Hepta colt composite.</p> | <p>6. Slight gap on the side.</p> <p>7. Moves to the back</p> <p>8. Finishes up</p> <p>9. Hair is full here.</p> <p>10. Hair is flat in front.</p> |
| <p>1. Raiden</p> <p>2. Face guard and dual Solid Eye system.</p> <p>3. Retracted when not in combat</p> <p>4. Top view</p> <p>5. Opening process</p> | |



1. Rear view
 2. Final scene—Raiden's hand. The hand appears to be human but is actually cybernetic.
 3. Slight smile
 4. Human-like chin
 5. Raiden's final scene



1
リキッド
メカニカル

2
リキッド
ブレイド

1. Liquid—mechanical arm
2. Liquid—brat bottle



Liquid Ocelot

1. Shoulder holster for Thor hand rifle.
Thor cartridge holder—single shot capacity.
2. Shoulder holster.
3. Fingerless gloves.

1



EVA

Big Mama (Eva)



1

EVA 大母 KATANA
黄色の上半着と黒い刀

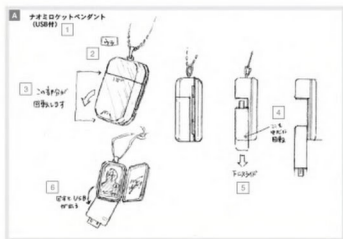
1. Yellow half coat with a black katana



NAOMI



Naomi Hunter



1. Naomi's locke pendant (with USB).
2. Rear view.
3. This part turns.
4. Turn here.
5. Slide down.

6. The USB is released when turned.

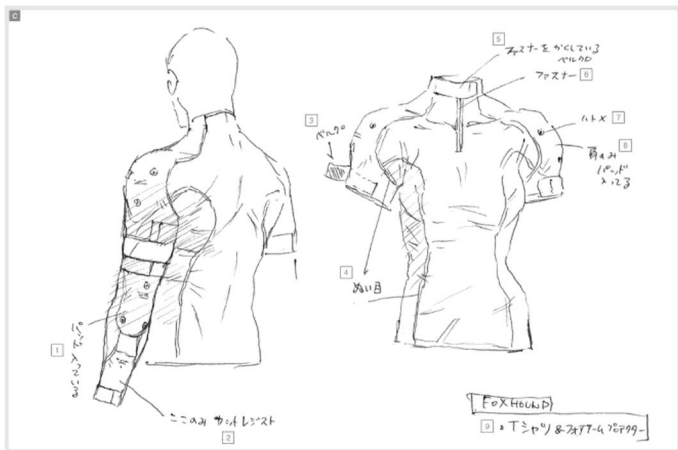
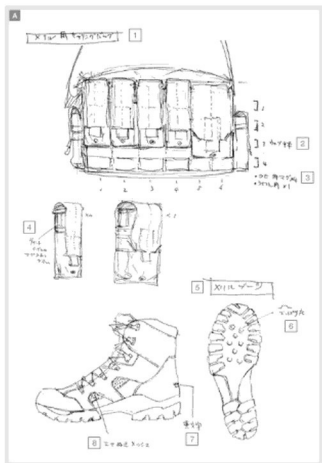


1. Black guy with backpack.



Meryl Silverburgh





1. Meryl's shoulder bag
2. MOLLE holds four pouches with cases.
3. Desert Eagle pistol magazine x1.
4. Inset Desert Eagle pistol

5. Meryl's boots
6. Mesh for breathability
7. Yellow lettering
8. Crest-like brood

1. Bandana, slightly visible

1. Elbow padding
2. This part is cut resistant
3. Velcro
4. Stitching
5. Zipper hidden under Velcro closure
6. Zipper

7. Grommet
8. Shoulder padding and arm protector
9. FOXHOUND - T-shirt

FOXHOUND

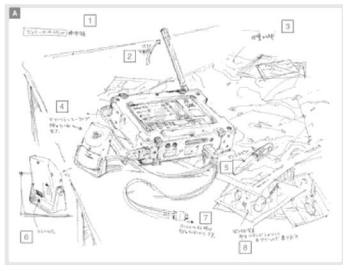
1. T-shirt & 2. 3. 4. 5. 6. 7. 8. 9.



Johnny (Akiba)



detachable
keyboard



1. Johnny—trap sensor receiver
2. Pivoting antenna
3. Middle Eastern map
4. Emergency light. The lamp inside lights up.
5. Permanent marker
6. Connector plug

7. This is controlled by handheld wrist-mounted keyboard.
8. Black-and-white photos. City shots from above. Marked with permanent white marker.





Ed



ED

- ①. 武器の研ぎ、
「イロニクス、研ぎの「研」
いれ、イロニクス」。
- ②. 何々の武具は神聖な物
宗教画が (イロニクス) のようにある。

1. Ed without his equipment.
 - Special forces tattoos.
 - He's often seen praying.
2. Also officiates a wedding as the minister.
 - Has religious-type tattoos, too.



- 1 New FOXHOUND
2 Marl
3 Heavily scarred face and torn ear. Always wears neck garter to hide deformities.

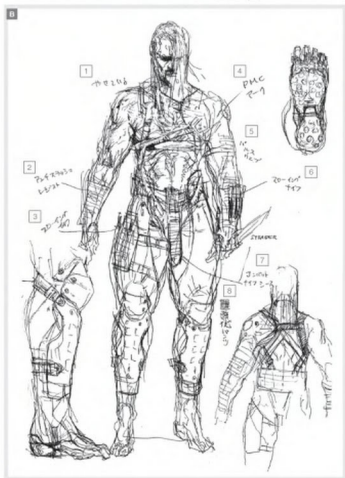
2



Vamp



1 Vamp
Wearing the dog tags
of deceased Dead Cell
members

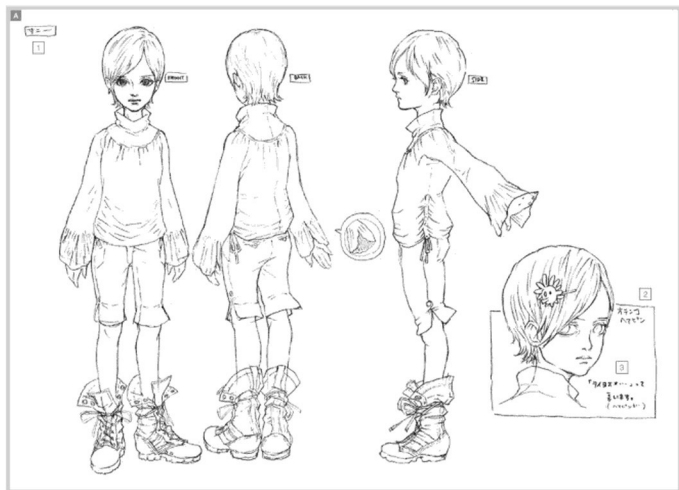


1 Vamp
• Wearing the dog tags
of deceased Dead Cell
members.

2 1. Slim build
2. Cut resistant
3. Throwing knife
4. PMC emblem
5. Nylon webbing

6. Throwing knife
7. Combat knife sheath
8. Reinforced parts





Sunny



- 1 Sunny
 2. Flower hair clip
 3. The hair clip calls out,
 "Tayeyooo..."

Editor's note: Tayyo translates to 'sun.'



Otacon



OTA





Drebin



Campbell



Zero



Little John



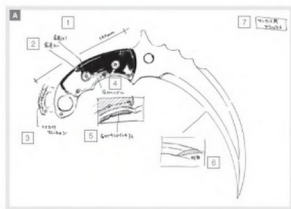
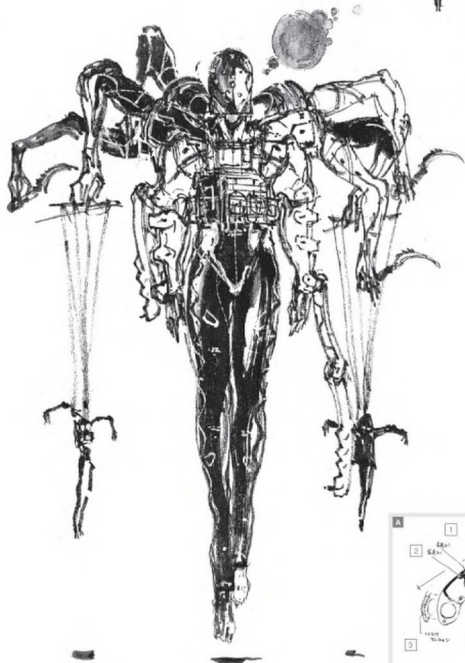


Rose



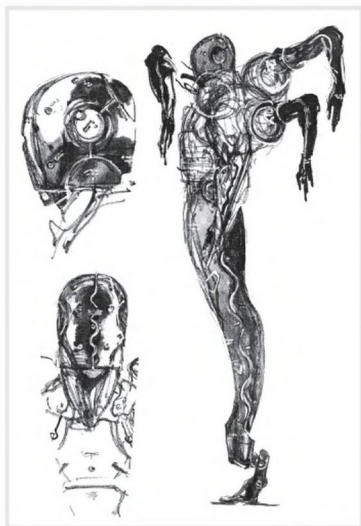
Mei Ling

Screaming Mantis

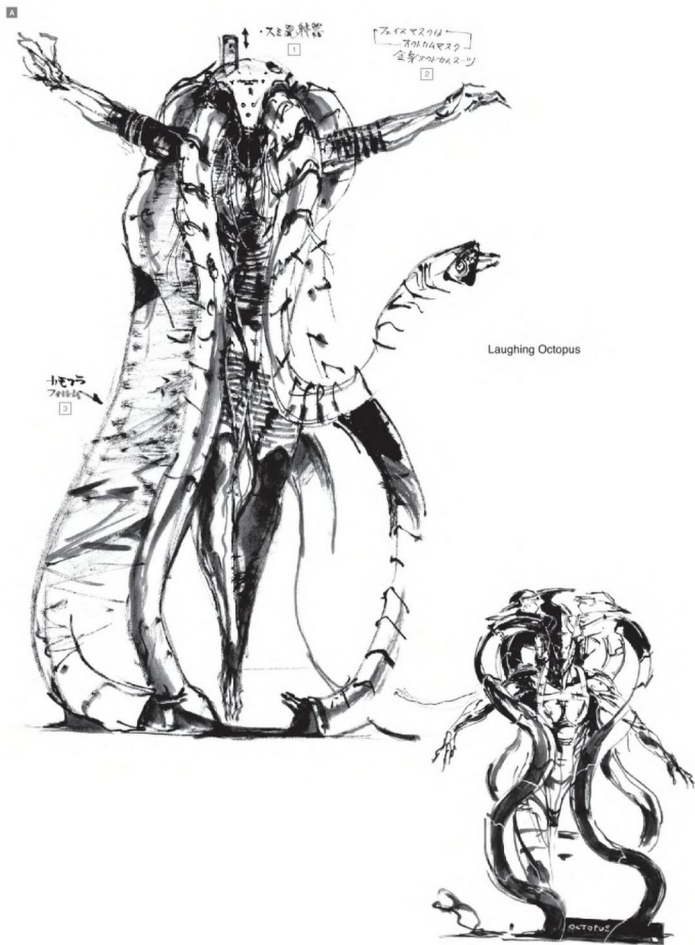


- 1. Clasp, big
- 2. Clasp, small
- 3. This part is serrated
- 4. G10 handle
- 5. G10 layer
- 6. Cross section

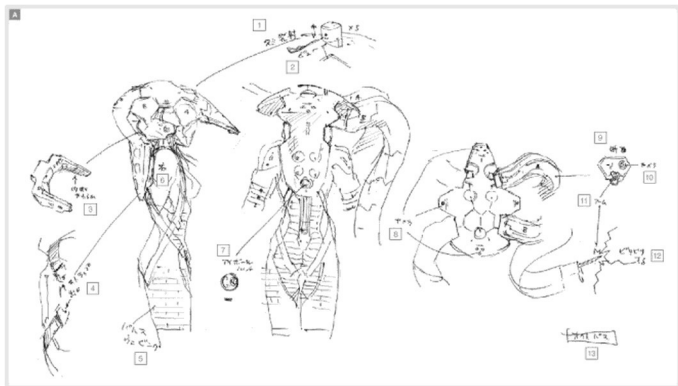
- 7. Screaming Mantis's karambit



- A**
1. Chest rig and leg panel
 2. Is the huge sickle too much?
 3. Large karambit
 4. Use karambit
- B**
1. Screaming Mantis's empty suit



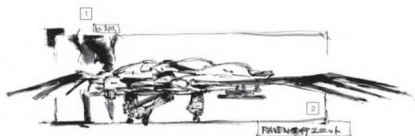
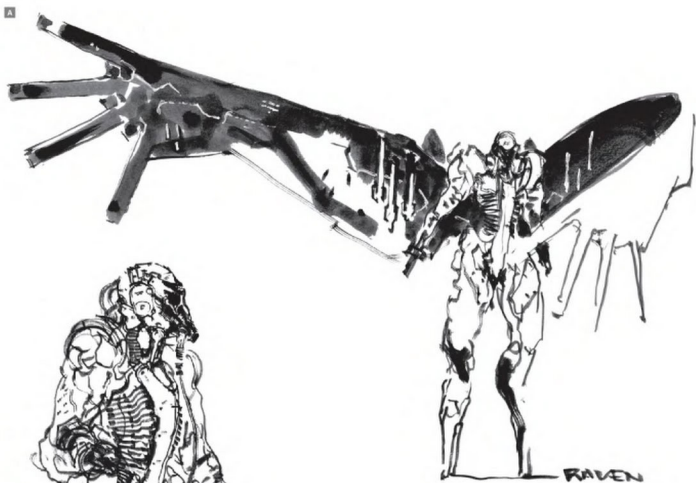
1. Ink-exposing siphon
 2. Full face mask is OctoCamo Mask
 3. Full-body OctoCamo Suit
- Camouflage form



1. Ink expulsion
2. "FEWW" is the sound of the ink expelling
3. Soft interior
4. Strap exit
5. PALS webbing
6. Right side

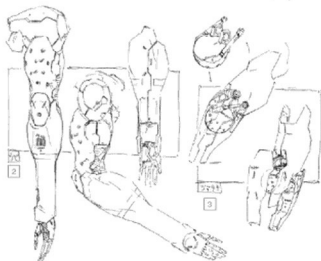
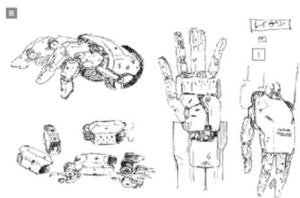
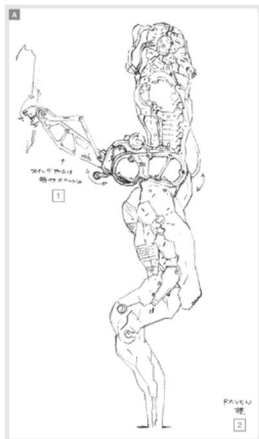
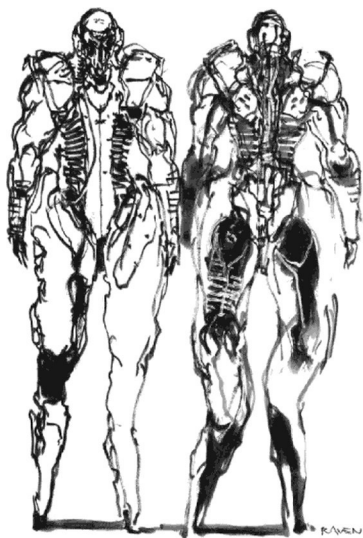
7. Eyeball socket
8. Camera
9. Cross section
10. Camera
11. Arm
12. Electrical shock
13. Octopus

1. Spin and transform at this angle.
2. Numbering prod. Poisonous sting.



Raging Raven

1. Size comparison with human
2. Raven fight unit
3. Each has the ability to single-handedly seek and destroy
4. Raven group



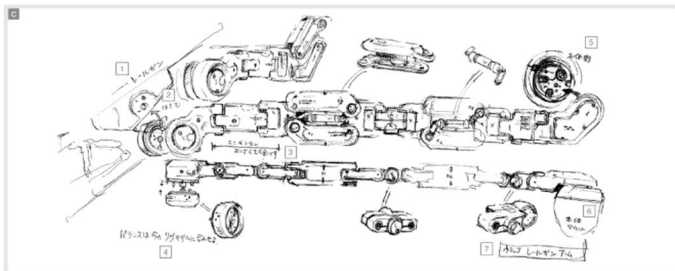
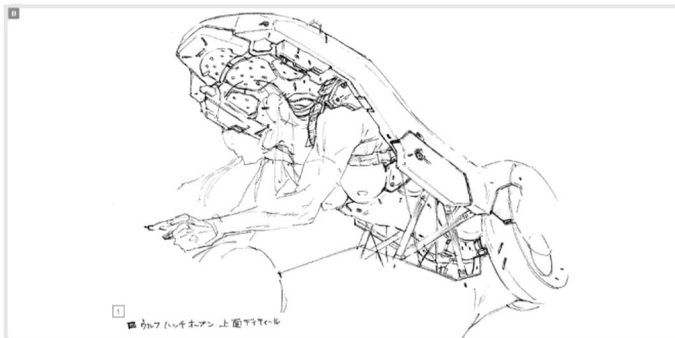
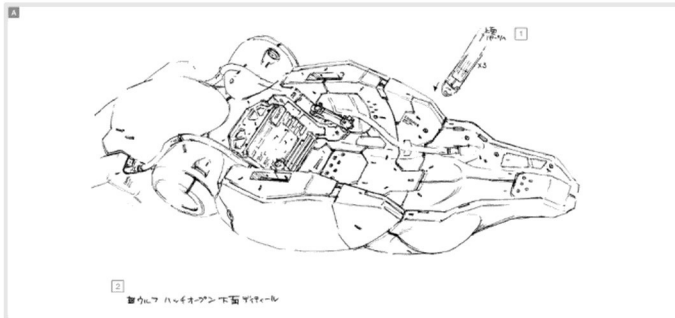
- A** 1. Swing arm becomes flight unit
2. Raven side view
- B** 1. Raven—hand
2. Arm
3. Toes
- C** 1. Cluster bomb



Crying Wolf



1. Beasty
2. Cords extending from her suit.
3. More contrast



1 Top hatch connection point
2 Open hatch, lower surface details

3 Rail gun
4 Main unit side
5 Main unit mount
6 Rail gun arm
7 Rail gun

1 Open hatch, upper surface details



- A** 1. US Ranger troop
 • Three-color pattern
 • Camouflaged armor
 2. Baseball-capped sniper
 3. Liquid Snake temporary mercenary
 3. Black Beece

- Body armor—CIRAS
 (Color: cogite brown)
 4. Base layer—flight suit (tan)
 5. Black boots
 6. Glossy texture
 7. Matte lining

- C** 1. PMC bodge
 2. Eastern European PMC
 3. Full armor
 • Night vision goggles
 • Helmet
 • Chin guard
 • CIRAS... used as plate carrier?

4. Color?
 OD flight suit
 Black armor

Soldiers



1. South America
2. South American guerrilla

3. Commando recon harness
• Paratrooper pants
• Thigh holster
• Also used for jungle patrol
4. Long- and short-sleeved
(with arm hair) variations
5. PMC dog tag on the waist
• PMC badge on the chest

- PMC logo on the cap
"Pleure Armement"
written small in katakana
4. Rolex
5. Pleure Armement—
South American PMC—
indoor version



Resistance



2

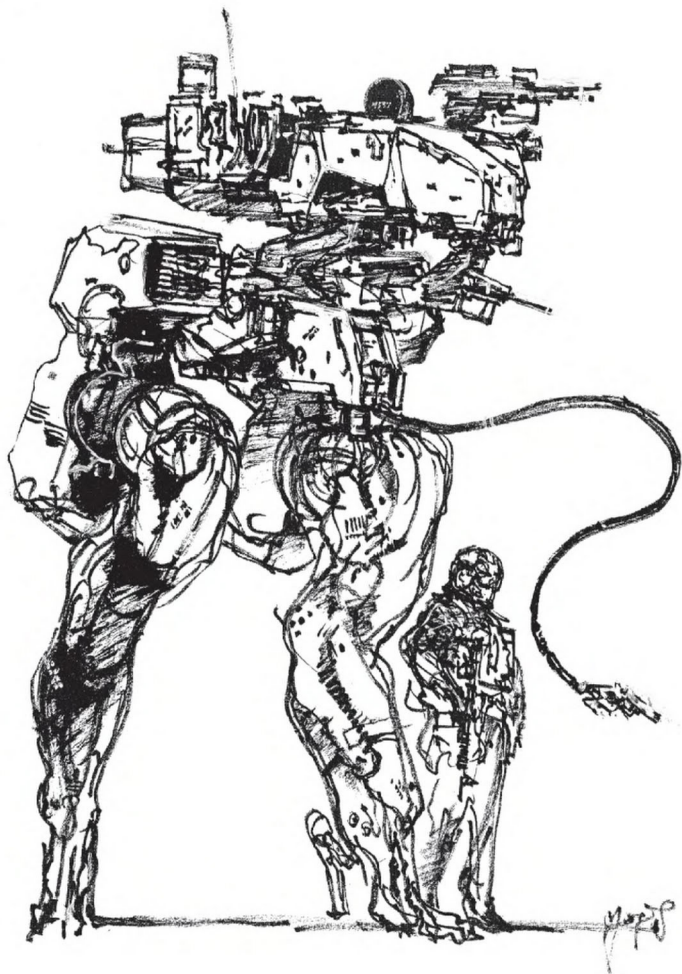
3

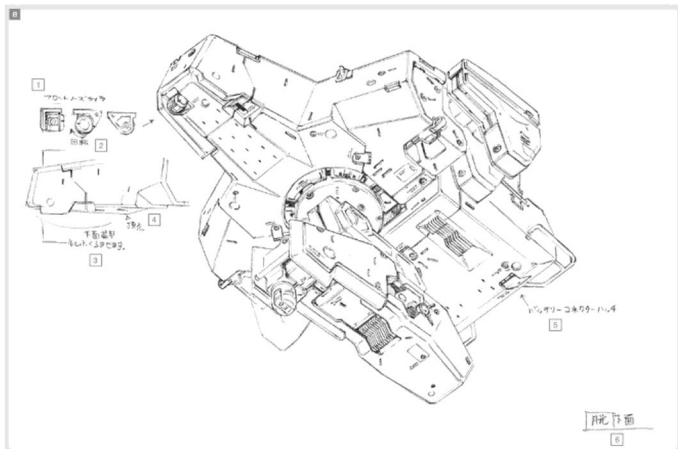
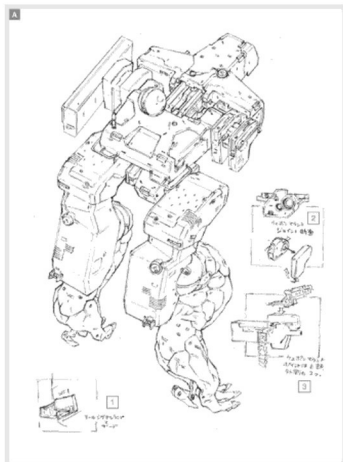
1. Eastern European mob scene (casually dressed).
2. Eastern European guimilla black leather. Everyone wears black leather. They look like spies.
3. Eastern European resistance



1 Patch
This side only

Gekko



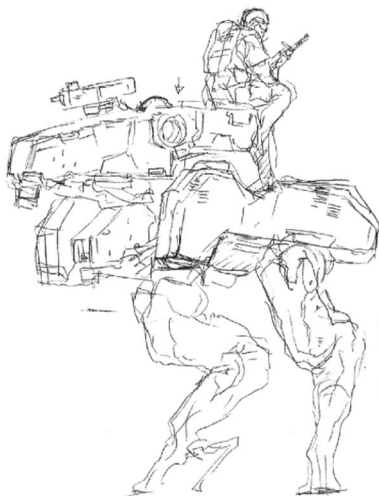


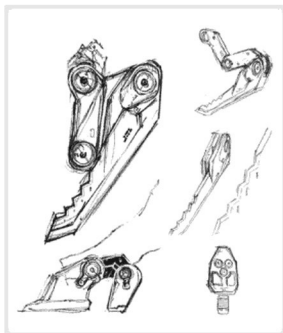
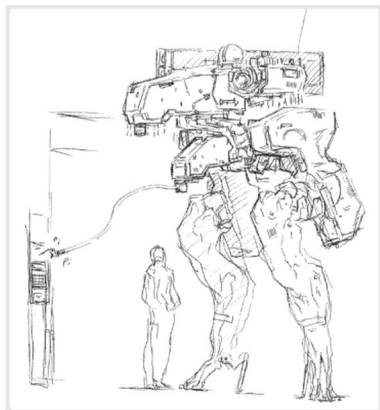
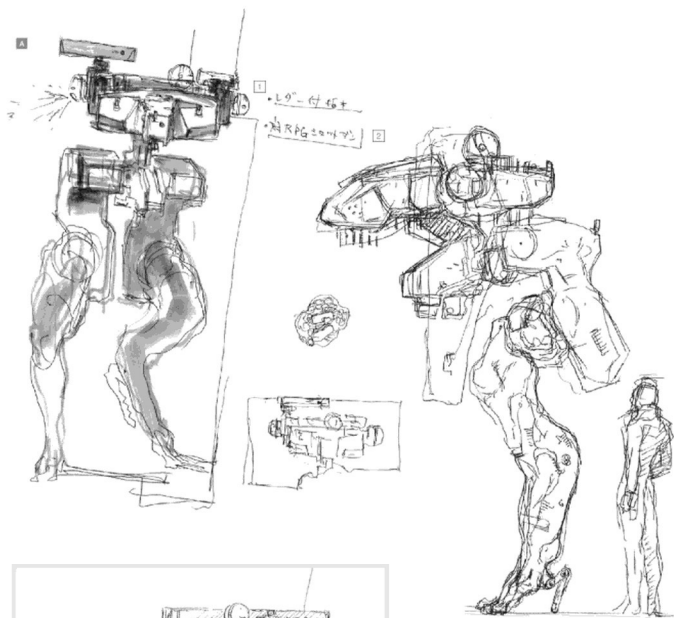
1. Rear signal lamp with guard
2. Cross section of weapon mounting joint.
3. Weapon mounting points for the top and bottom exterior surfaces.
4. Nose-mounted camera
5. Rotation
6. Armored underside—inflates the armor.
7. Apex
8. Battery connection hatch
9. Underside of the Gekko

4



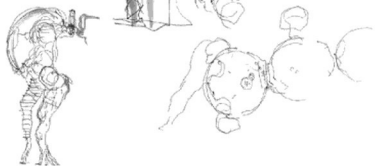
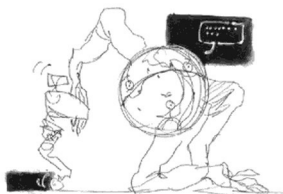
METALGEAR

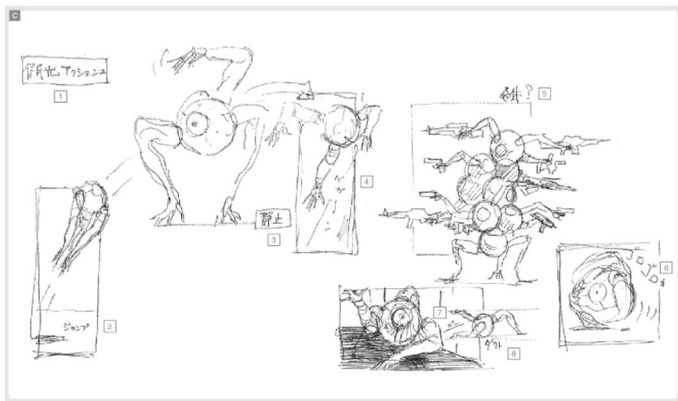
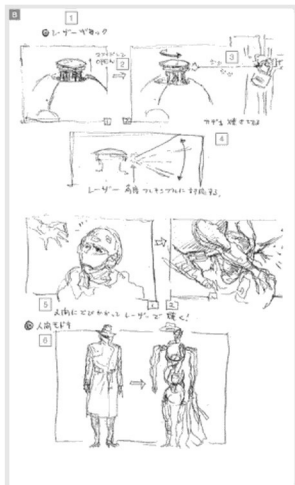




1. Controlled by radar remote
2. Anti-RPG shotgun

Dwarf Gekko



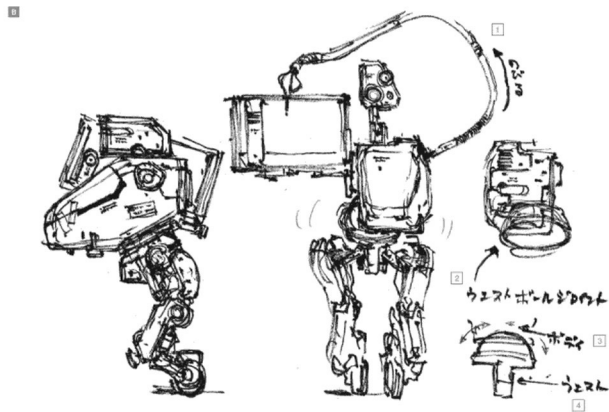
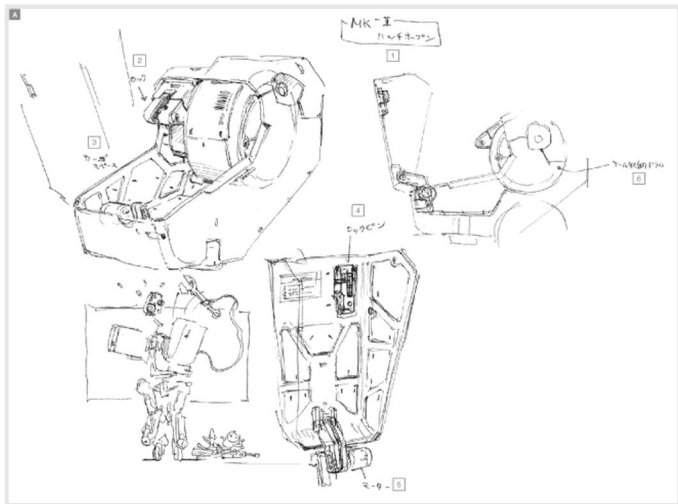


- A**
1. Dwarf Gekko action
 2. "SCUTTLE SCUTTLE"
 3. "TWITCH TWITCH"
 4. "DANGLE DANGLE"
 5. "DANGLE"
 6. The Dwarf Gekkos hang back to back from one arm, wrapping their other two arms around their bodies.

7. Shooting a handgun
8. Slowly, stealthily, moving in close
9. "STEP STEP"
10. Spinning while running
11. Clinging to walls
12. "BLACK GLACK"
13. Jump and pounce

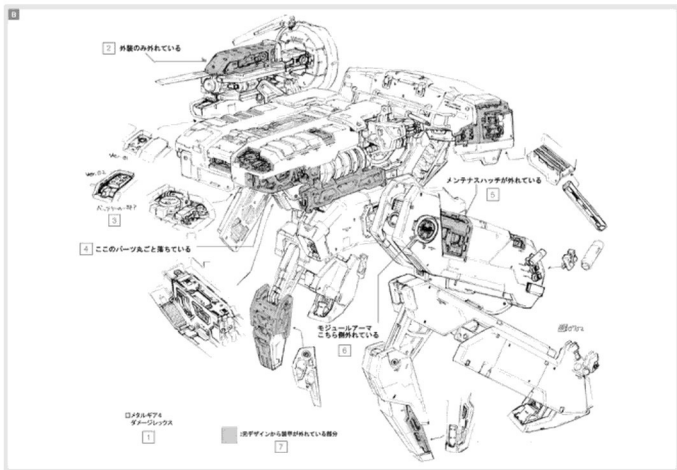
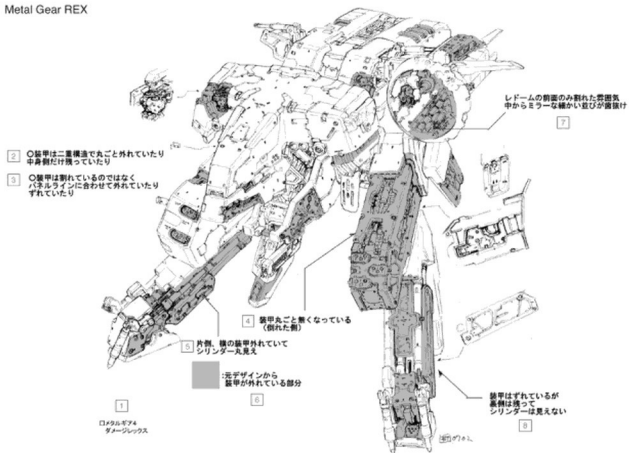
- B**
1. Laser utility
 2. Sleze to open
 3. "SZZLE"
 4. Laser changes angle to extend range
 5. The Gekko pounces to burn its target with the laser
 6. The Gekko in disguise

- C**
1. Dwarf Gekko action moves
 2. Jump
 3. Complete stillness
 4. "LEAP"
 5. Amalgam?
 6. "ROLL ROLL"
 7. "SLIDE"
 8. In a duct



- | | |
|-------------------------------|-----------------------|
| 1. Open hatch | 1. Extends |
| 2. Lock | 2. Ball-jointed waist |
| 3. Cargo space | 3. Body |
| 4. Locking pin | 4. Waist |
| 5. Motor | |
| 6. Cargo drum for arm storage | |

Metal Gear REX



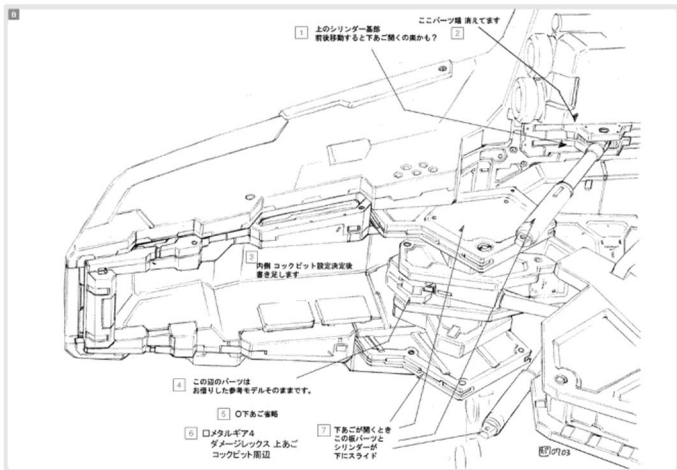
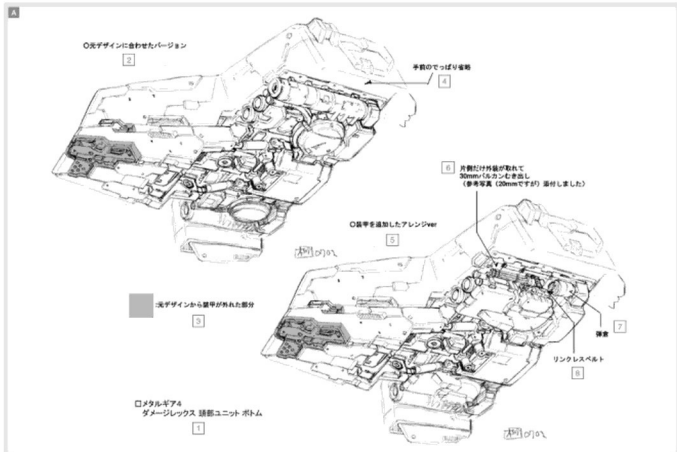
1. Metal Gear 4-REX
2. Double-layered armor structure. Can be fully disengaged or only interior layer engaged.
3. Armor is shown removed or shifted from the panels beneath.
4. Armor has been removed

5. Armor is removed on the side to show the cylinder.
6. Shaded areas have had the armor removed from the original design.
7. The entire surface of the radome appears split. Small notched teeth-like structures

8. Armor is removed, and the back layer is attached—the cylinder is not visible.

9. Metal Gear 4-REX
10. Outer layer is removed
11. Battery compartment
12. All parts seen here have been taken down.
13. The maintenance hatch has been removed.
14. This side of the modular arm has been removed.

15. Shaded areas have had the armor removed from the original design.



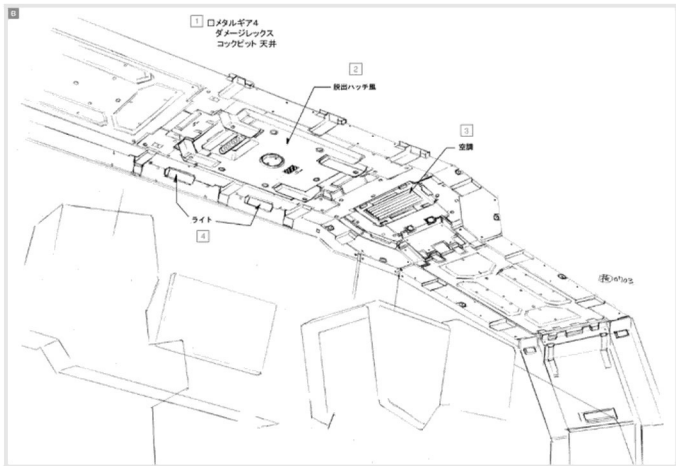
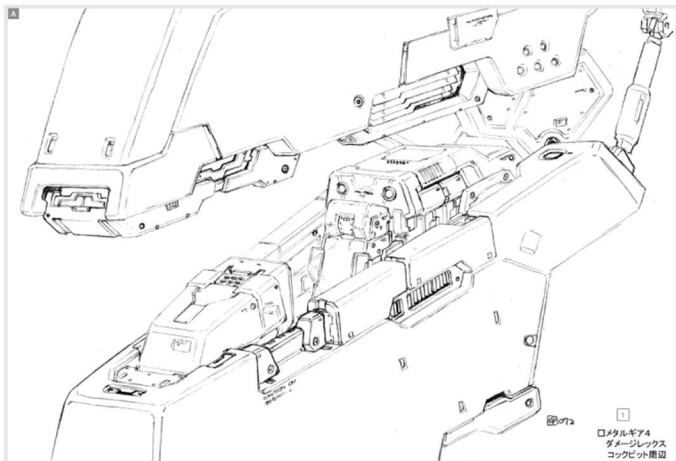
1. Metal Gear 4-REX head unit bottom.
2. Drawings based on the original design.
3. Shaded areas have had the armor removed from the original design.
4. Front rigged details removed.

5. Armor has been added to this version.
6. Exterior is removed on one side, exposing the 30 mm Valon (reference image attached is 20 mm).

7. Magazine
8. External bit

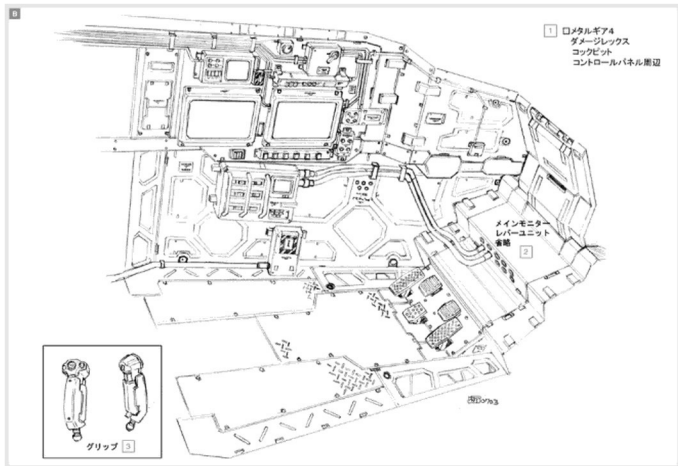
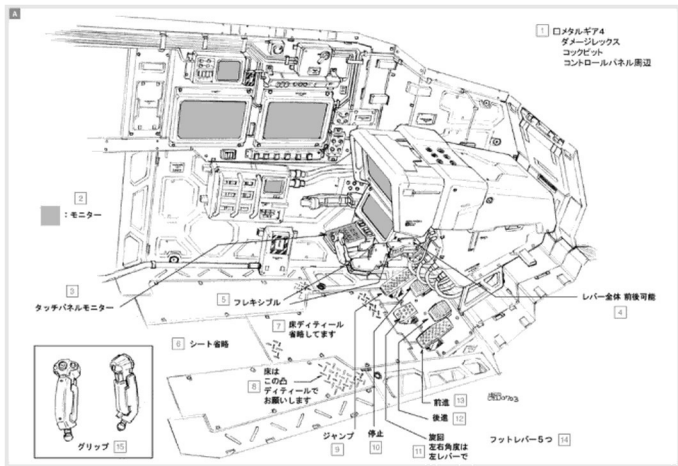
1. Upper cylinder base. Forward and backward mobility would make for easier lower jaw movement.
2. The end of this piece has been omitted.
3. Will finish drawing after deciding the interior configuration of the cockpit.

4. This area is based on the borrowed reference model.
5. Lower jaw has been omitted.
6. Metal Gear 4-REX upper jaw, around the cockpit.
7. When the lower jaw opens, this board and cylinder slide down.



1. Metal Gear 4—
REX cockpit peripheral

2. Metal Gear 4—
REX cockpit ceiling
3. Emergency escape hatch
4. Light



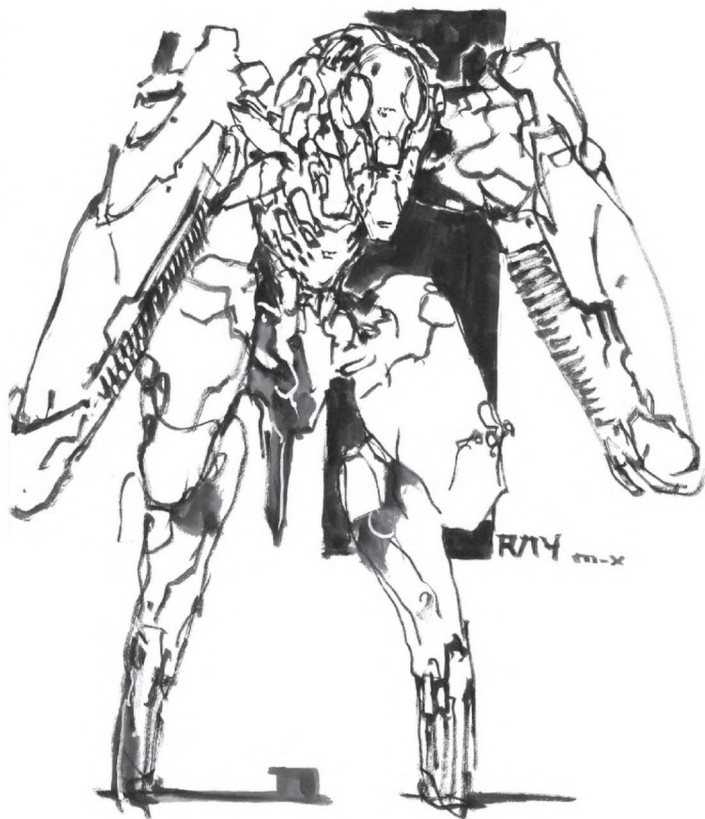
1. Metal Gear 4—REX cockpit control panel layout
 2. Monitor
 3. Touch panel monitor
 4. Lever moves forward and backward.

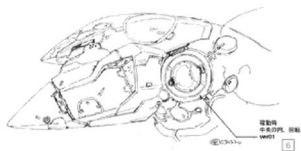
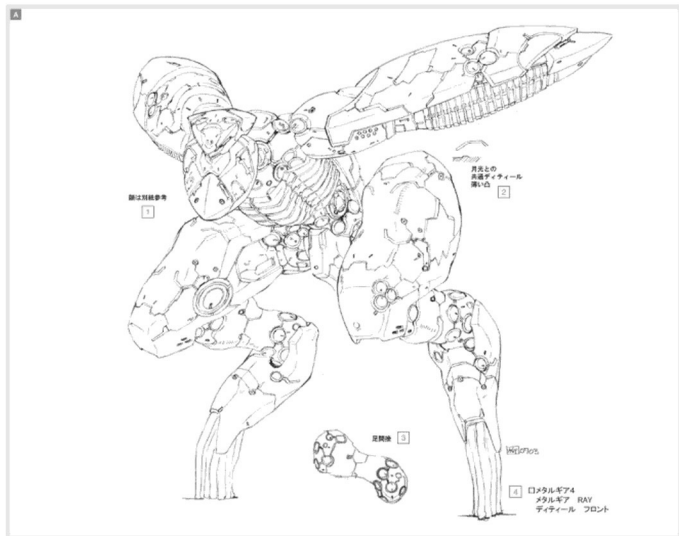
5. Flexible
 6. Seat placement
 7. Floor details removed
 8. Use this  pattern for the levers
 9. Jump pedal
 10. Brake pedal

11. Flotation pedal—Use the left-hand lever to go left and right.
 12. Reverse pedal
 13. Forward pedal
 14. Five foot pedals
 15. Handgrips

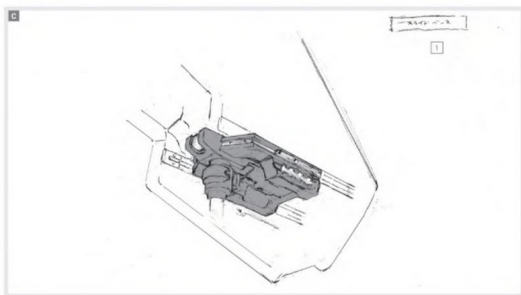
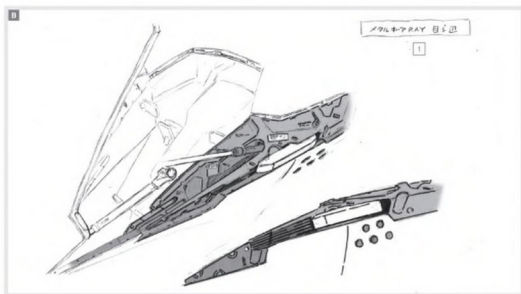
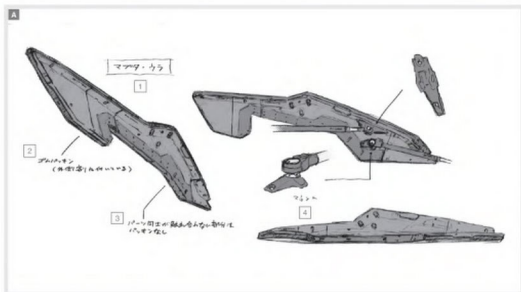
1. Metal Gear 4—REX cockpit control panel layout
 2. Main monitor and lever unit removed.
 3. Handgrips

Metal Gear RAY

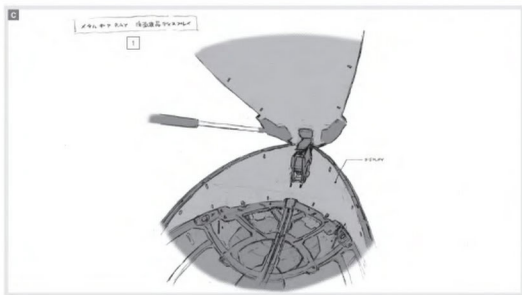
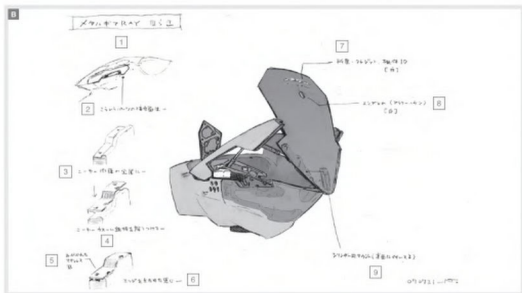
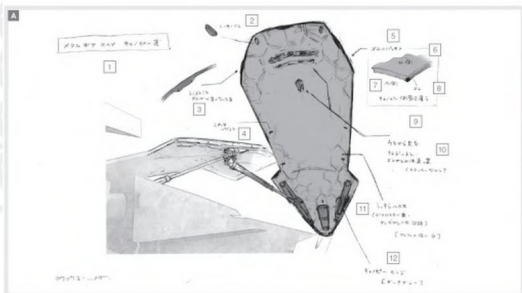




- 1 Refer to accompanying sheet for face
- 2 Same detailing as Gekko-trin
- 3 Ankle joint
- 4 Metal Gear 4-RAY front details
- 5 Metal Gear 4-RAY rear details
- 6 Inner circle spines when RAY is mobile



- A** 1. Underside of eye.
 2. Rubber seal (attached toward the outer side).
 3. There is no rubber seal where parts don't come in contact with each other.
 4. Mount.
- B** 1. Metal Gear RAY—around the eye.
- C** 1. Sliding base.



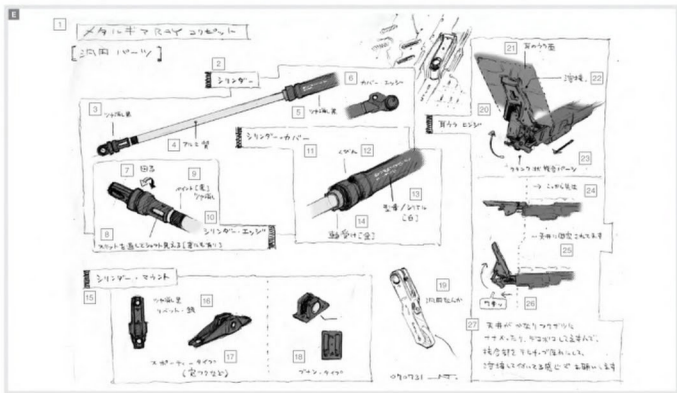
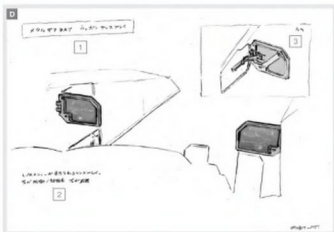
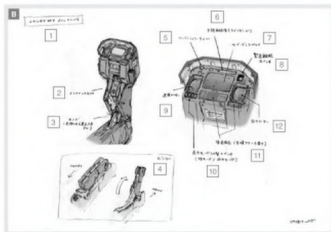
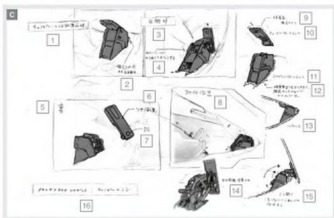
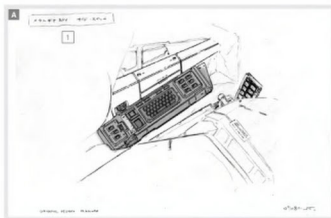
- A**
1. Metal Gear RAY—behind the canopy
 2. This type of rubber
 3. Some parts have thicker rubber
 4. This is painted
 5. Rubber seal
 6. Exterior
 7. Interior
 8. Rubber
 9. Edge of the canopy is lined in rubber

10. The credits and emblem on the underside are black (a decal?)
11. Light hexagon detailing (reflector and display circuit)
12. Canopy hinge [low alpha value, white]

12. Canopy hinge [dark gray]

- C**
1. Metal Gear RAY—around the eye
 2. Jointed surface on this type of part
 3. The track metal part . . .
 4. . . has this type of thin metal piece attached
 5. This has a polished stainless steel texture
 6. The edge has an angular style
 7. Affiliation, credits, and

- aircraft registration ID. [white]
 8. Outer Haven emblem [white]
 9. Mount for cylinder (attached to the underside)
- C**
1. Metal Gear RAY—LCD flooring



A 1. Metal Gear RAY—side switches

B 1. Metal Gear RAY—main control panel
2. Maintenance box
3. Hinge (seen from the front)
4. Hinge
5. Condition indicator light
6. Expected endurance gauge (dial/line)
7. Subdisplay
8. Emergency disengagement switch
9. Speedometer
10. Display mode switch (on land/underwater)
11. Monochromatic LCD (displays all alerts)
12. Output meter

C 1. Canopy hinge—closed
2. The inner mechanics are visible on the rear.
3. Canopy hinge—opened
4. Maybe inner parts protrude when opened.
5. Rear
6. Matte black
7. Silver
8. Mounting point
9. Joining surface, edged liquid crystal
10. Canopy side of the mount
11. Cockpit side of the mount
12. Slightly larger than the joining surface, edged LCD.
13. Closes like this
14. Inside, a complex and fantastic mechanism.
15. Opens like this (extended the

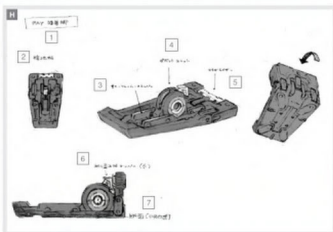
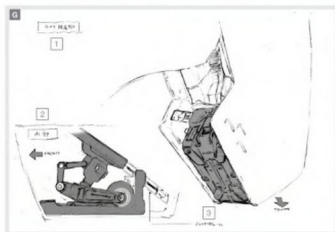
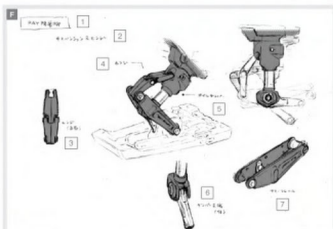
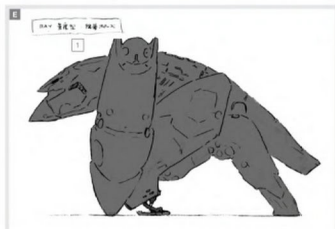
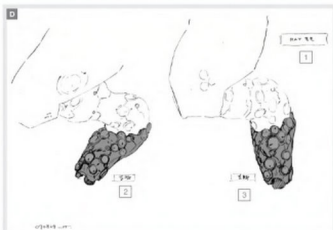
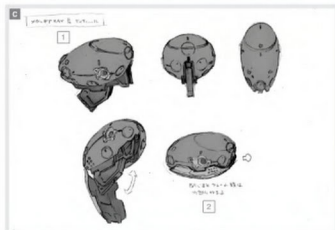
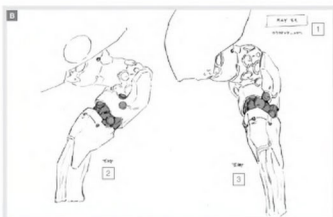
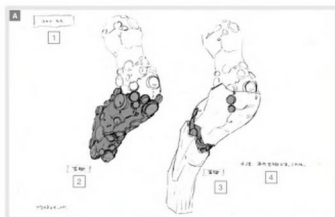
inner mechanism if it doesn't open enough).

D 1. Metal Gear RAY—cockpit canopy hinge
2. Cylinder
3. Rear
4. Aluminum
5. Matte black
6. Covered end

E 1. Metal Gear RAY—cockpit (general-purpose parts)
2. Cylinder
3. Matte black
4. Aluminum
5. Matte black
6. Covered end

7. Rotates
8. Shaft is visible through this slit. There's another slit on the opposite side.
9. Painted matte black
10. Cylinder end
11. Cylinder cover
12. Rod seal construction
13. Model and serial number [white]
14. Rod bearing [gray]
15. Cylinder mount
16. Matte black. Rivet is silver
17. Sturdy type (for window frame and such)
18. Safety type
19. General-purpose latch
20. Underside of ear hinge
21. Rear of ear

22. Weld
23. Crank shape, compounded parts
24. From here forward... this part is affixed to the casing
25... this part is affixed to the casing
26. "CRICK"
27. Calling is complex, angled, and uneven; therefore please make the joining point slightly thicker, creating a welded appearance.



- A** 1. RAY—thigh
2. Left leg
3. Right leg
4. Please note, these are both left legs

- C** 1. Metal Gear RAY—shoulder details
2. When closed this framing element fits inside.

- E** 1. RAY—production model, landing pose

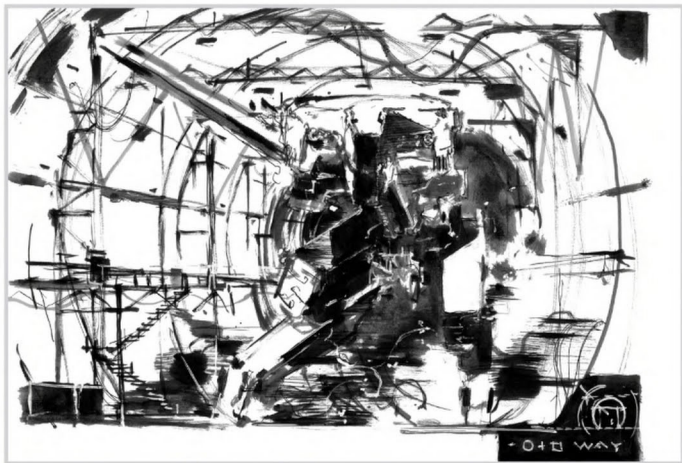
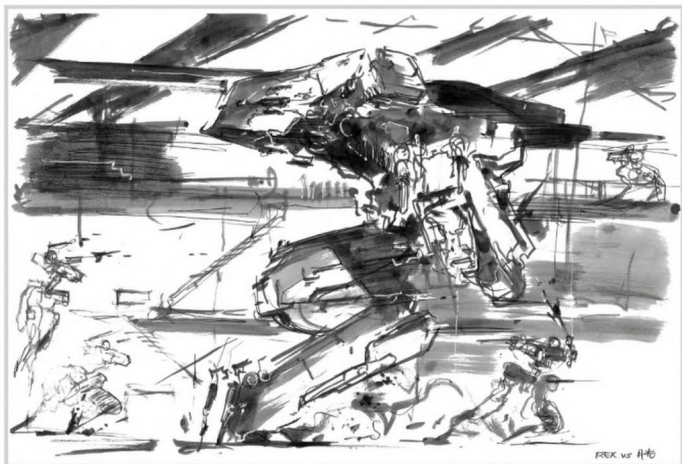
- F** 1. RAY—landing leg
2. Suspension and hinge
3. Hinge (front)
4. Hinge
5. Oil damper
6. Damper tube (back)

7. Suspension frame

- G** 1. RAY—landing leg
2. Interior
3. Sliding rail

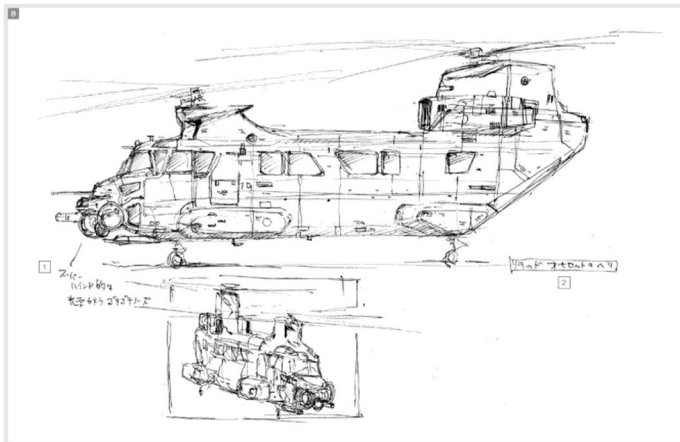
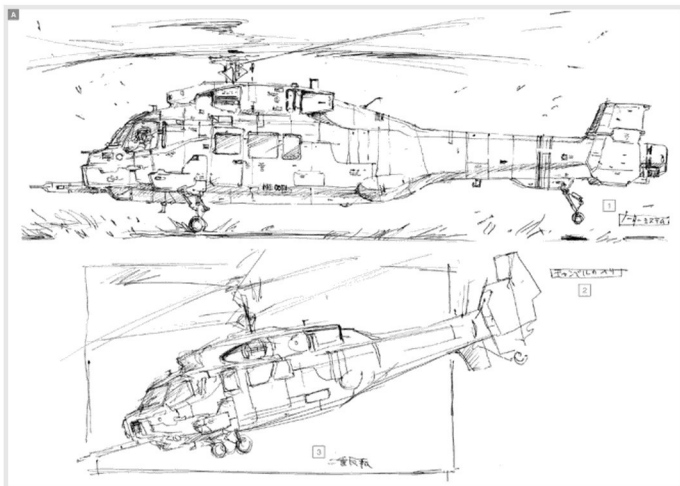
- H** 1. RAY—landing leg
2. Grounding plate
3. Suspension frame stopper

4. Pivoting unit
5. Stabilizer
6. Damper when folded (white)
7. Cross section [near the center]



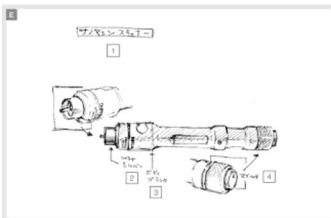
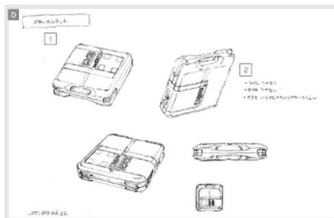
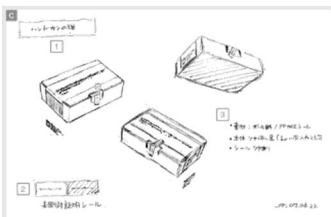
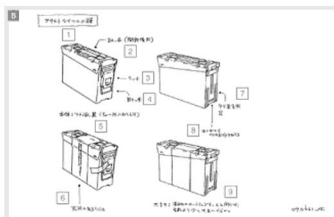
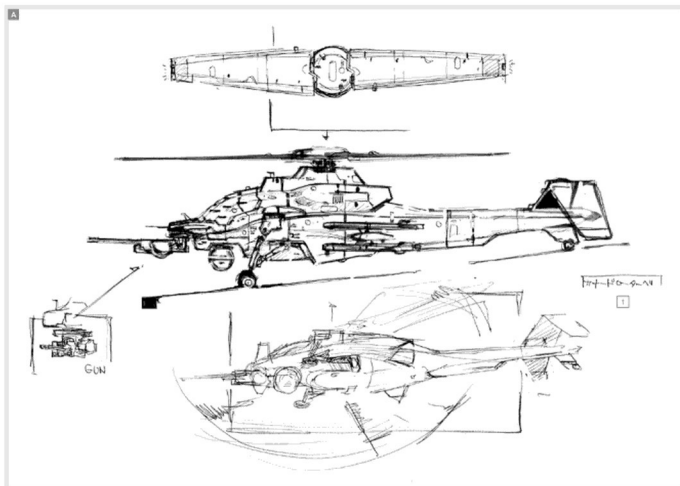


PREX vs RAY



- 1. NOTAR system
- 2. Campbell's helicopter
- 3. Double inversion

- 1. Similar to a Super Hind optical camera, garish nose.
- 2. Liquid Ocelot's helicopter



A 1. Carrier rotorcraft helicopter

B 1. Assault rifle bullets
2. Handle (for use before opening)
3. Latch
4. Handle

5. Main body: matte black (slightly grayish would be okay)
6. Shiny label
7. Latch for standing case on end.
8. An engraving is stamped there.

C 1. Handgun bullets
2. Unopened seal for authentication.
3. Material: cardboard with

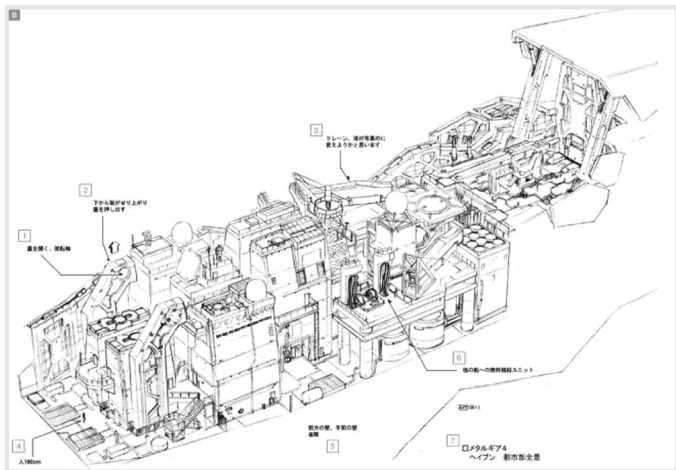
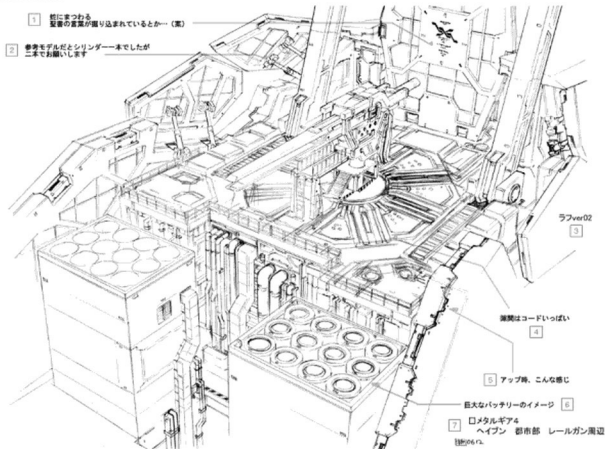
durable finish
• Main body: matte black (slightly gray is okay)
• Shiny seal

D 1. Medical kit
2. Label, shiny
• Case, not shiny

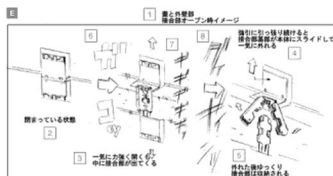
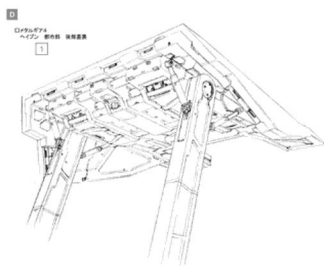
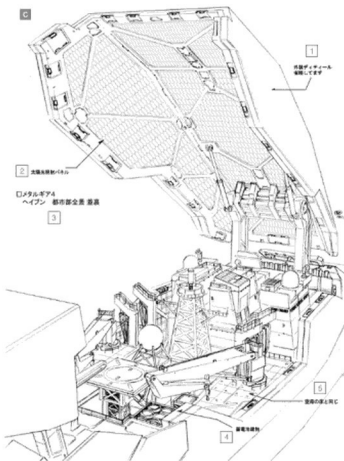
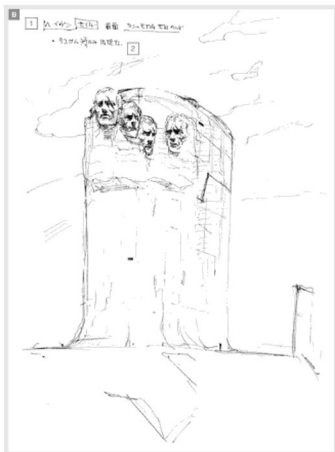
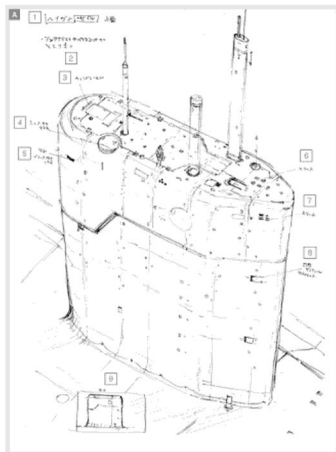
• About the size of a laptop case

E 1. Nanomachine scanner
2. Silver plug
3. Black body
4. Switch

A Outer Haven



1. Biblical quotes about snakes (slm).
2. Reference model shows one cylinder. Please use two cylinders.
3. Rough sketch, version 2
4. Many cords in this space
5. Like this, close-up
6. Image of an enormous battery
7. Metal Gear 4—urban Haven, around the rail gun
1. Opening hatch, axis of rotation
2. A platform from the bottom swings out to open the hatch.
3. Crane; think about switching to the one in the attached photo.
4. 180 cm-tall person.
5. Outer walls on all sides crissled
6. Fuel bunkering unit for other ships
7. Metal Gear 4—Haven and urban city full view



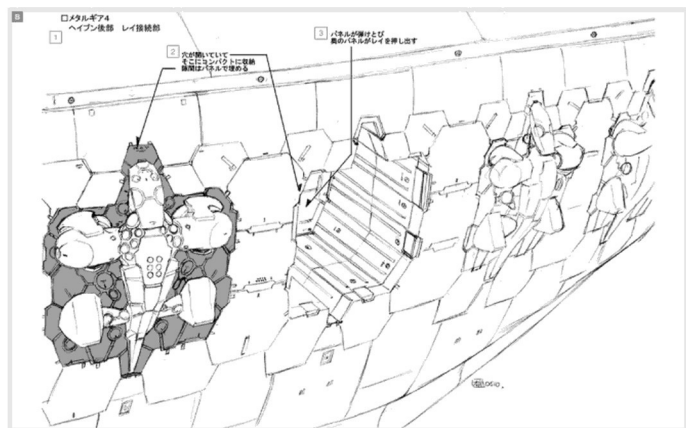
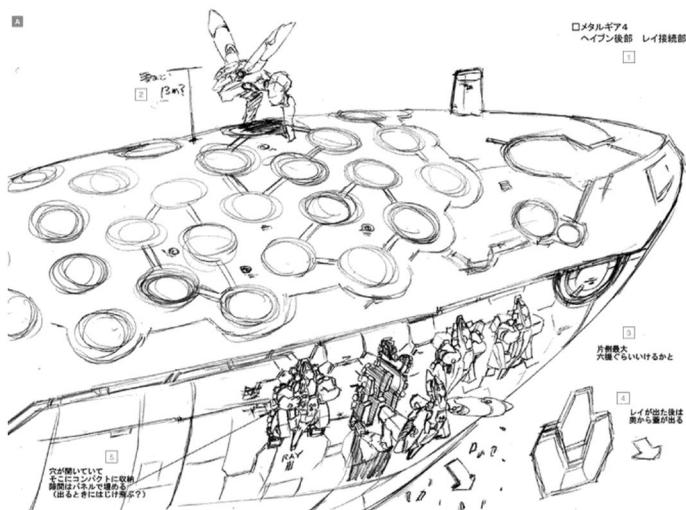
- A
1. Haven, sail—top view
 2. Antenna mast and periscope standing tall
 3. Wind shield
 4. Snorkel mast
 5. Window, blacked out
 6. Silts
 7. Silts
 8. Outlet detail
 9. Side view

- B
1. Haven, sail, and front view.
 2. Appears only during OcoCam.
 3. Exterior details omitted.

- C
4. Battery storage building
 5. Some booring as aircraft carrier.
 1. Metal Gear 4—Haven, urban city, and underside of back hatch.

- D
1. Rough image of how to open the part joining the hatch and outer wall.
 2. When closed
 3. When pulled with force, the inner joining part is exposed.
 4. When pulled with force in one continuous motion, the joining base will immediately release.

- E
5. Once released, the joining part slowly moves away.
 6. "CLANG"
 7. "CREEEEEE"
 8. "GA-KIN"

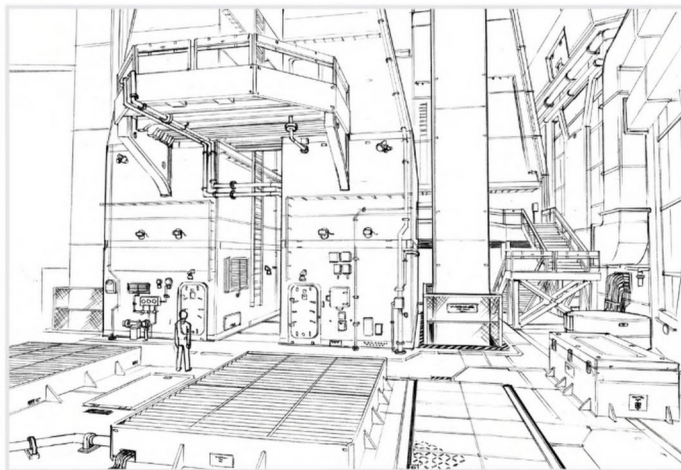
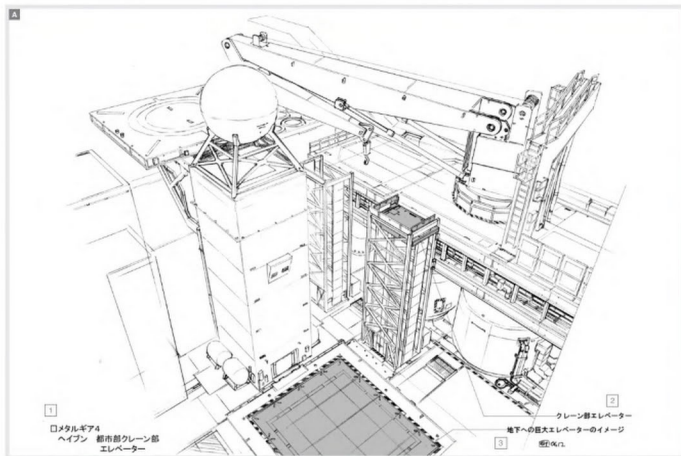


1. Metal Gear 4—Haven back area, RAY connection area (13 m tall to the head?)
2. Maximum six RAYs on each side
3. After a RAY takes off, an inner hatch is released.

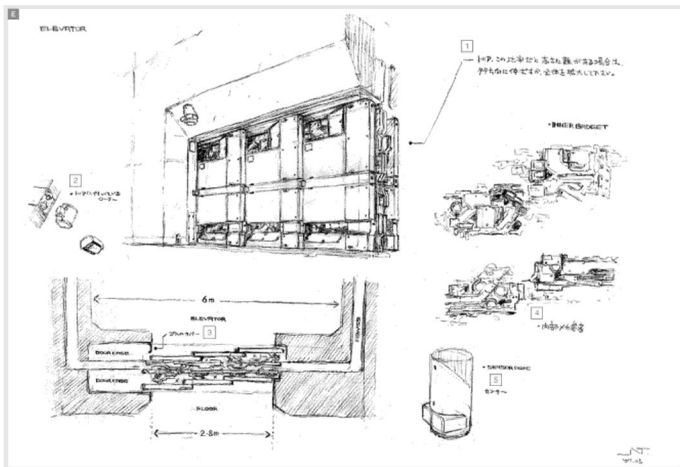
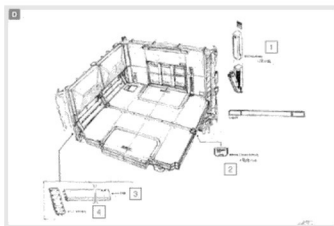
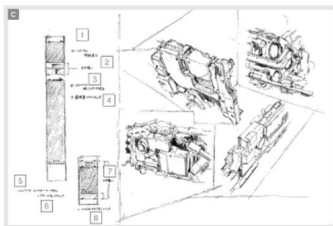
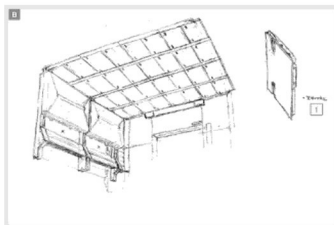
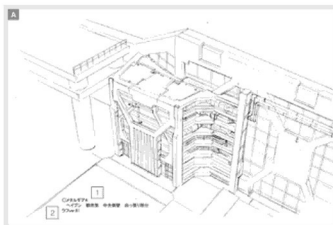
4. Each RAY is stored compactly in an exposed bay. When the RAY takes off, the bay is quickly closed with paneling (Burst off during takeoff?).

1. Metal Gear 4—Haven back area, RAY connection area. Each RAY is stored compactly in an exposed bay. When the RAY takes off, the bay is quickly closed with paneling.
2. After the front panel pops

off, the inside panel pushes and propels a RAY.



- 1 Metal Gear 4—Haven, urban city area crane and elevator
- 2 Elevator accessing the crane area.
- 3 Image of the enormous elevator accessing the basement.



1. Metal Gear 4—Hövar, urban city area, main sidewalk (producing part)
2. Rough version 1

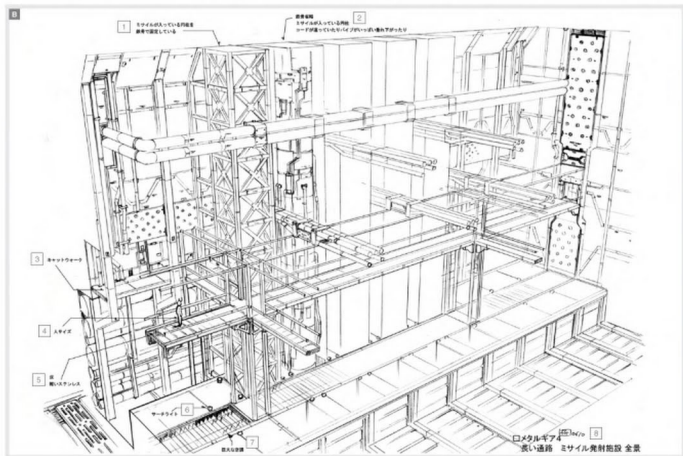
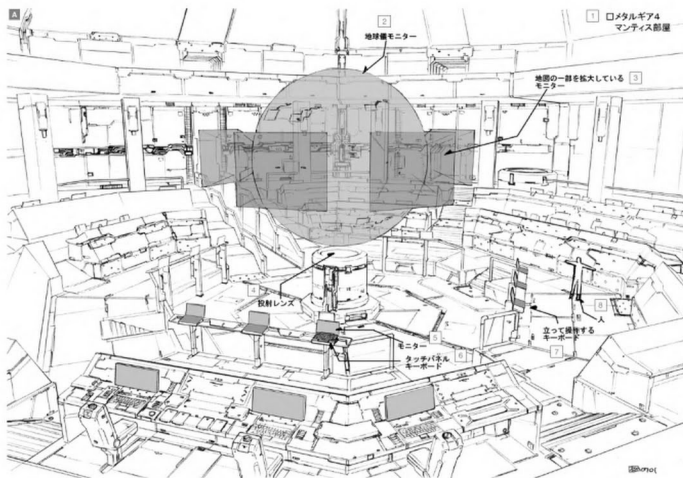
3. Lights up when pressed
4. Black transparent plastic
5. Elevator operating panel
6. Metallic chrome
7. Slightly dark
8. Call button

3. FRP = fiber reinforced plastic/polymer
4. Stainless steel
1. If the ratio or balance of the height of the door appears off in comparison to the width, please increase the height or overall size

2. Roller attached to the door
3. Rubber cover
4. Invar mechanism reference
5. Sensor

1. Ceiling panel
2. Floor number display
3. Slightly dark

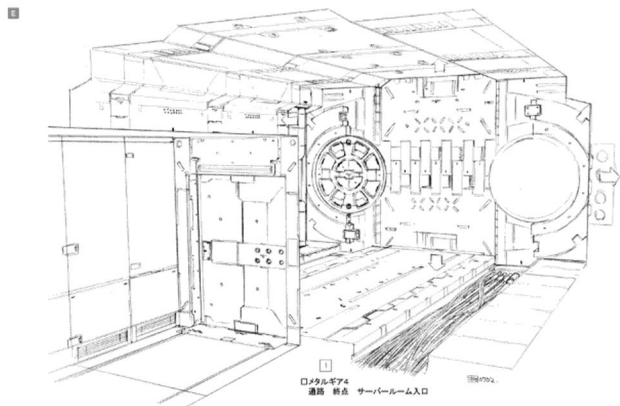
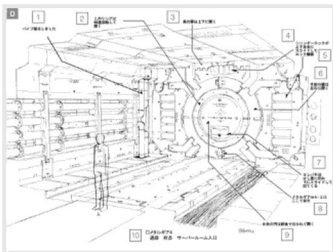
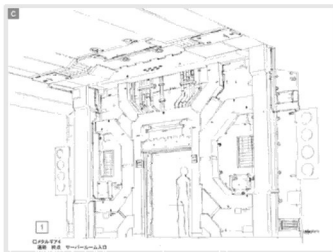
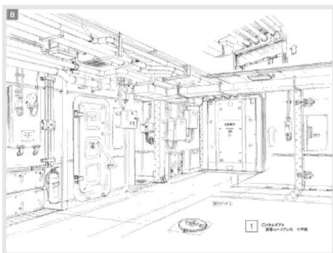
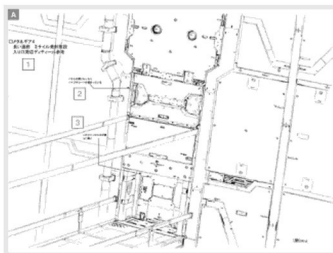
1. Extinguisher
2. Power supply hatch



1. Metal Gear 4—Mantis room
2. Global map monitor
3. Monitors with enlarged sections of the global map
4. Projector lens
5. Monitor
6. Track pad and keyboard
7. Stand to operate keyboard
8. Person

1. Fixed steel-framed column for housing missiles
2. Steel frame omitted. Column with missile, cords wrapping and many pipes running down
3. Catwalk
4. Scale of person
5. Light stainless steel platform

6. Searchlight
7. Enormous space
8. Metal Gear 4—long passageway, missile-launching facility. Full view.



1. Metal Gear 4—long passageway, missile-launching facility. Reference details for entrance and surrounding area.
2. Cords and pipes completely fill the space between the panels.
3. From this line to the right, the door opens by sliding up.

1. Metal Gear 4—Reisten vs. Haven troopers crossroads

1. Metal Gear 4—passageway terminal, entrance to computer server room

1. Pipe modification
2. This ring turns ninety degrees to open.
3. This door opens up and down.
4. Cylinder lock slides up and down, left and right.
5. The lock slides to release.
6. This door opens left and right.
7. The control panel is slightly

- surken in. It slides down and emerges.
8. Metal Gear Mk. II operates here.
9. The inner circle divides at the front and back to open.
10. Metal Gear 4—passageway terminal, entrance to computer server room

1. Metal Gear 4—passageway terminal, entrance to computer server room

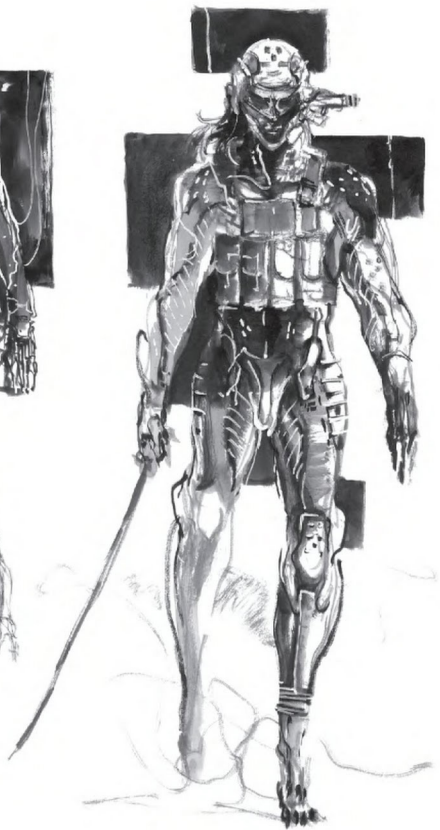


Snake





1. Solid Snake, soldier



RAIDEN





Eva



Meryl



- 1 Sunny, similar to Little Red Riding Hood
 2 Boâé tactical anti-onion goggles
 3 Chupa Chups in pockets
 4 Ladle, spatula

A



3

- 靴のデザイン
- 靴のカラー
- 靴の素材 (靴のカラー)
- カラー、パターンの組み合わせ



4 ナオミ ショウモウ

5

1

1. Image
2. Top and bottom different color
3. Long boots
 - Tight pants
 - White coat (might show bloodstains?)

- Gloves, pants, boots, all black
- 4. Naomi, Shadow Moses
- 5. Full torso silhouette



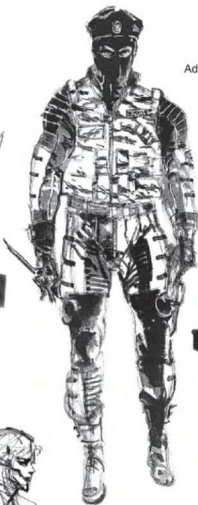
1. Naomi, rough sketch

Drebin



Vamp





Adam (Unpublished)



Snakeman (Unpublished)

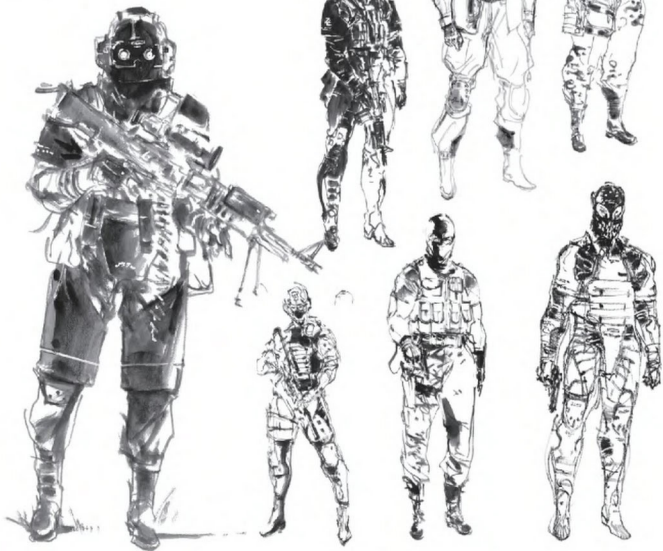
SNAKE MAN



A



Soldiers

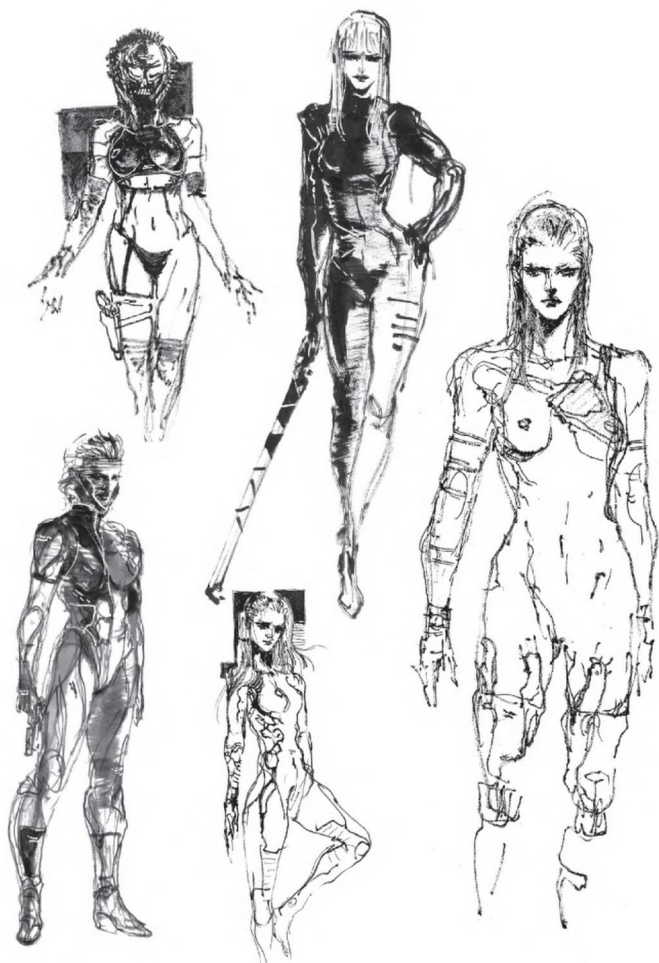


- 1 Rat Patrol Team
2 Rat Patrol Team

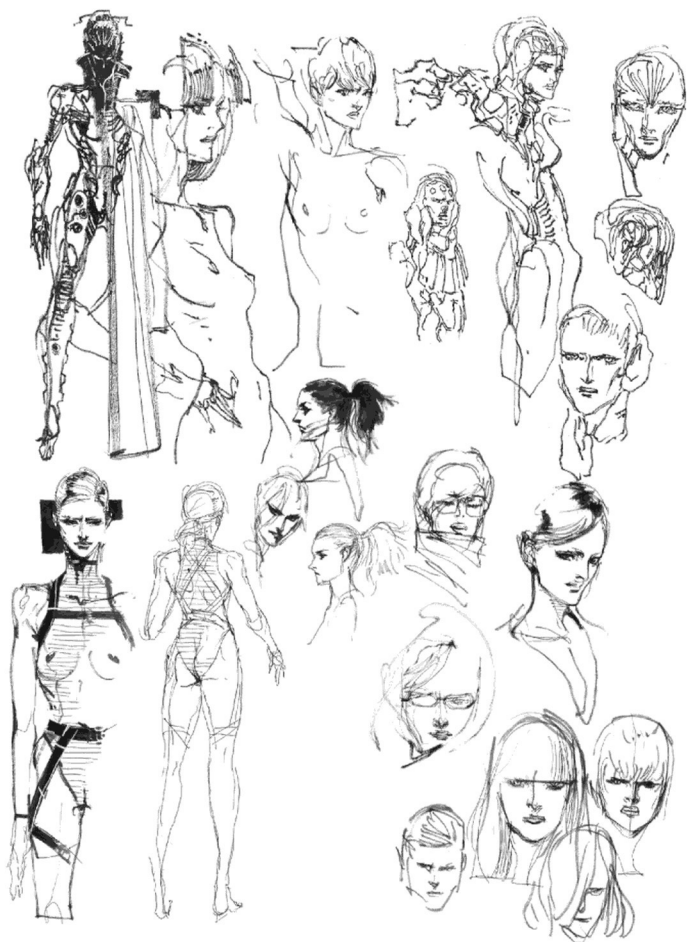
Beauty





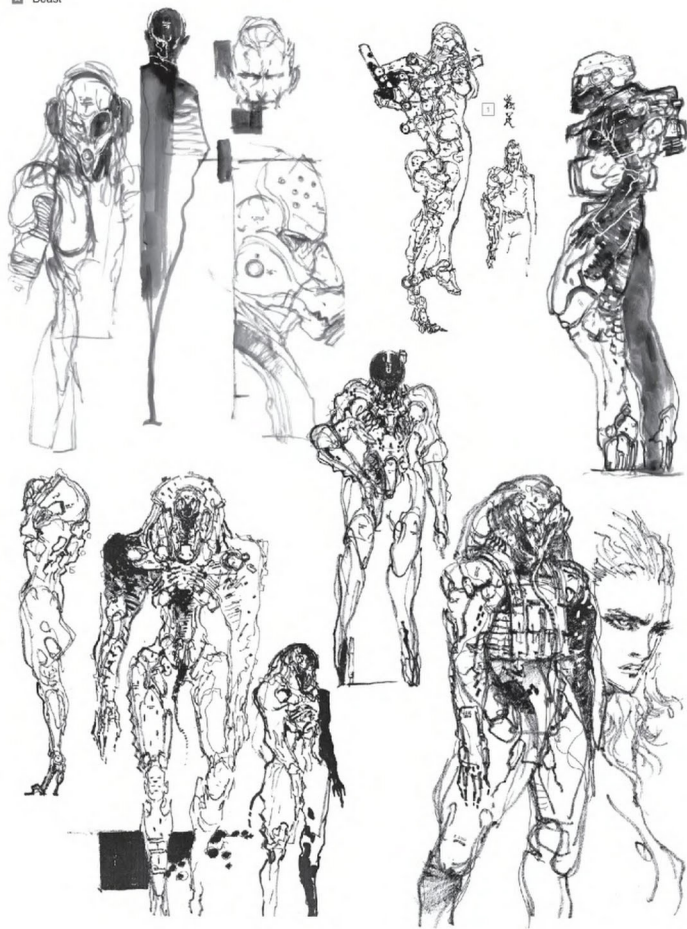




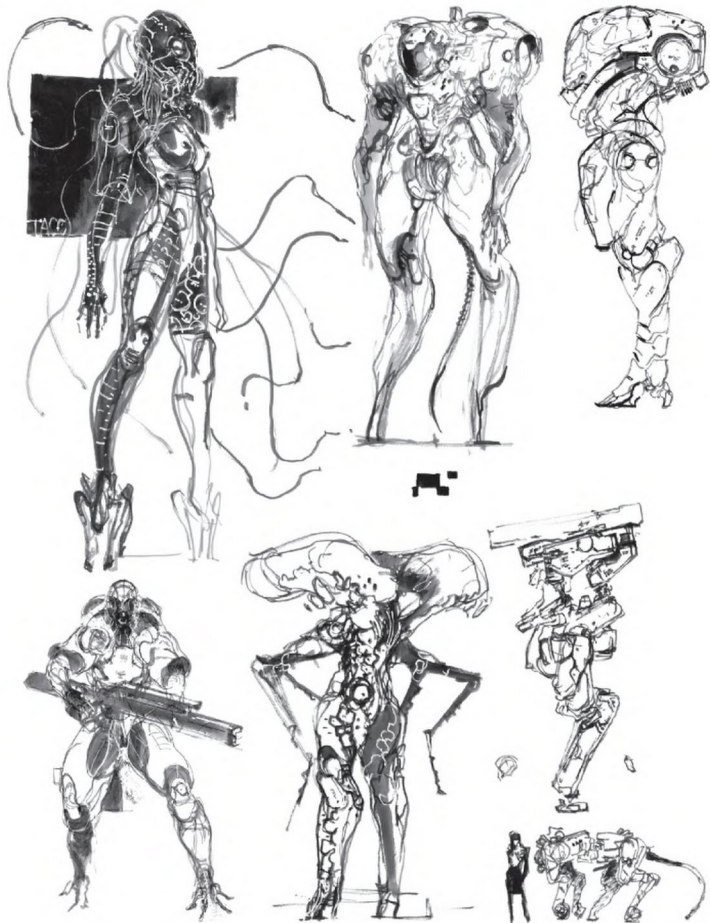




A Beast



1. Artificial leg







- 1
2
3
4



Haven Trooper

- 5
6

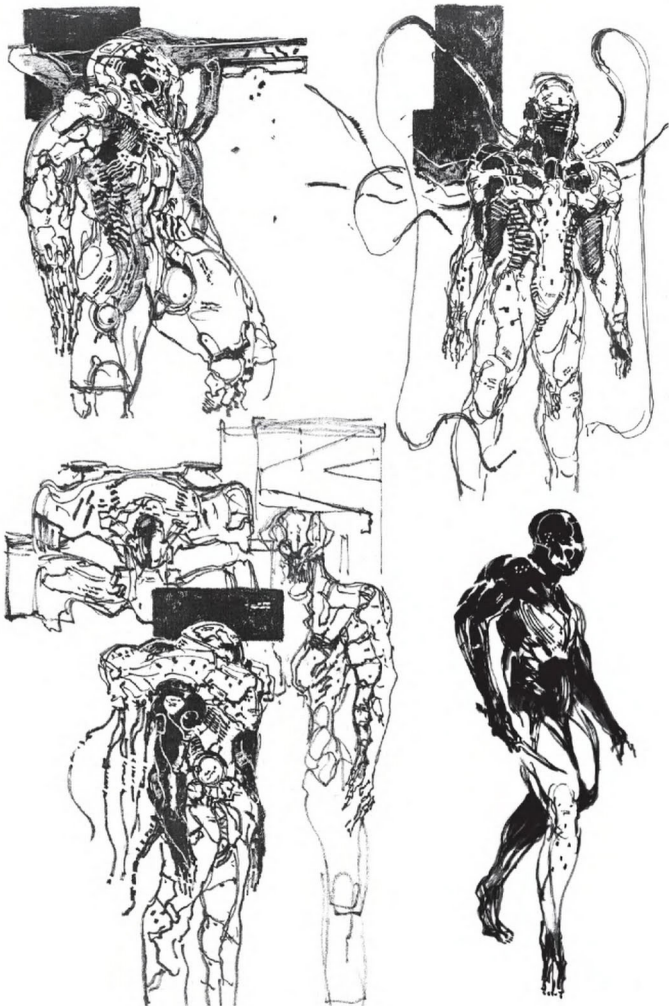


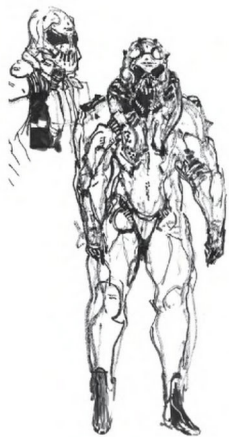
- 7

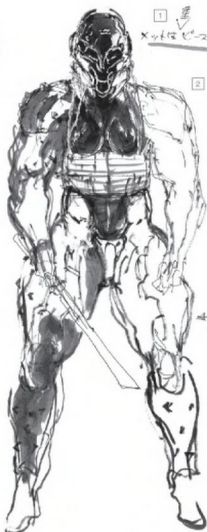


SNATCHER

1. Assault rifle
2. Knife
3. 40 mm automatic grenade launcher
4. Pistol
5. Beauty and the Beast unit—size comparison
6. Has a tail-like connector
... When necessary, he can plug himself in for maintenance.
7. Top of head moves up and down.







① 重
× かつはビースト部隊の同じ?

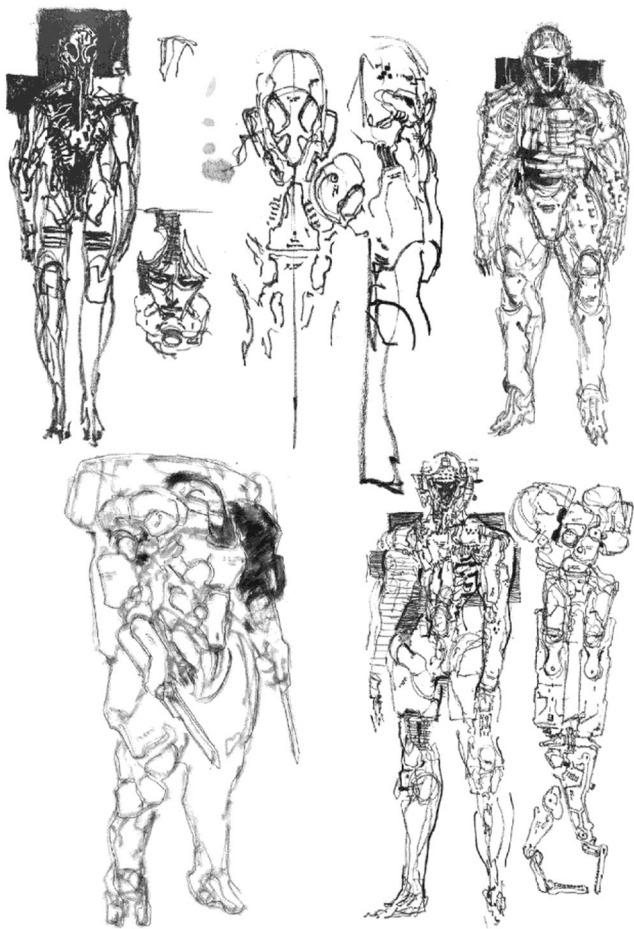
② もっと少し
フツウの
感じの
感じ、
感じ、

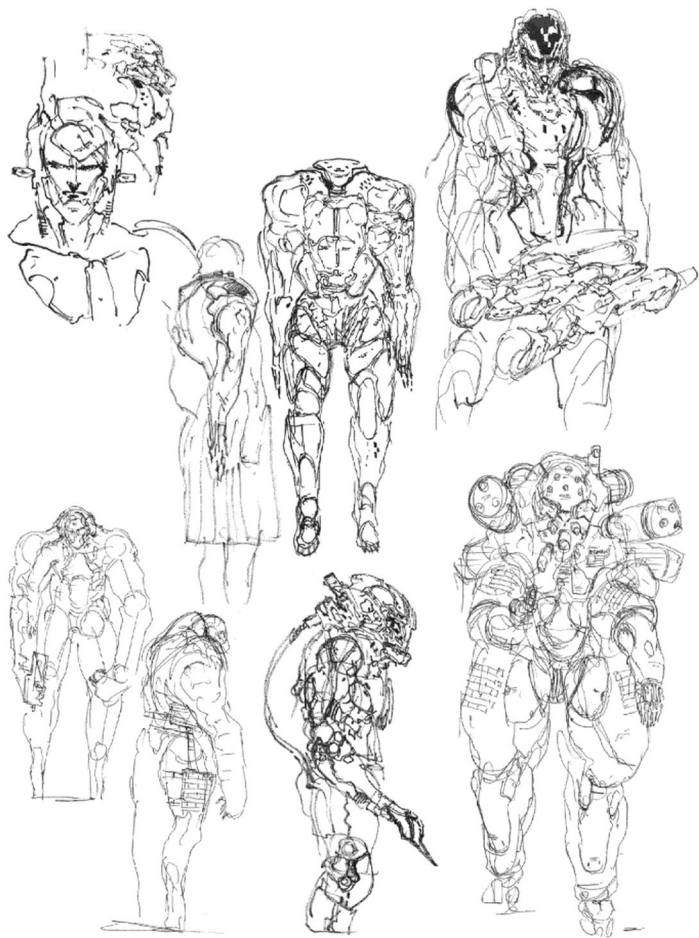
③ ハイファン兵

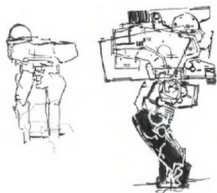
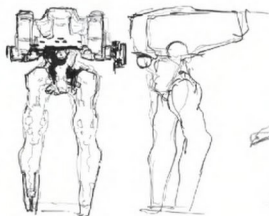
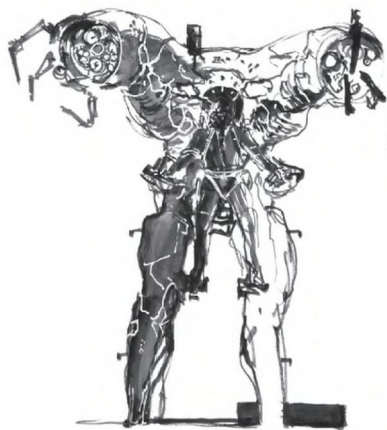
← 下のM.O.F.のビョロ
パンツの感じ。

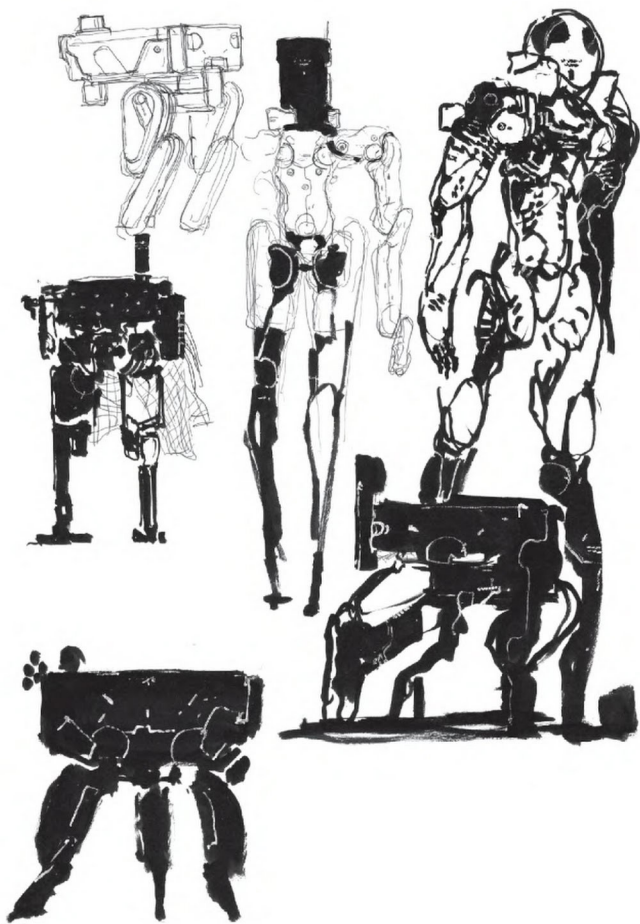


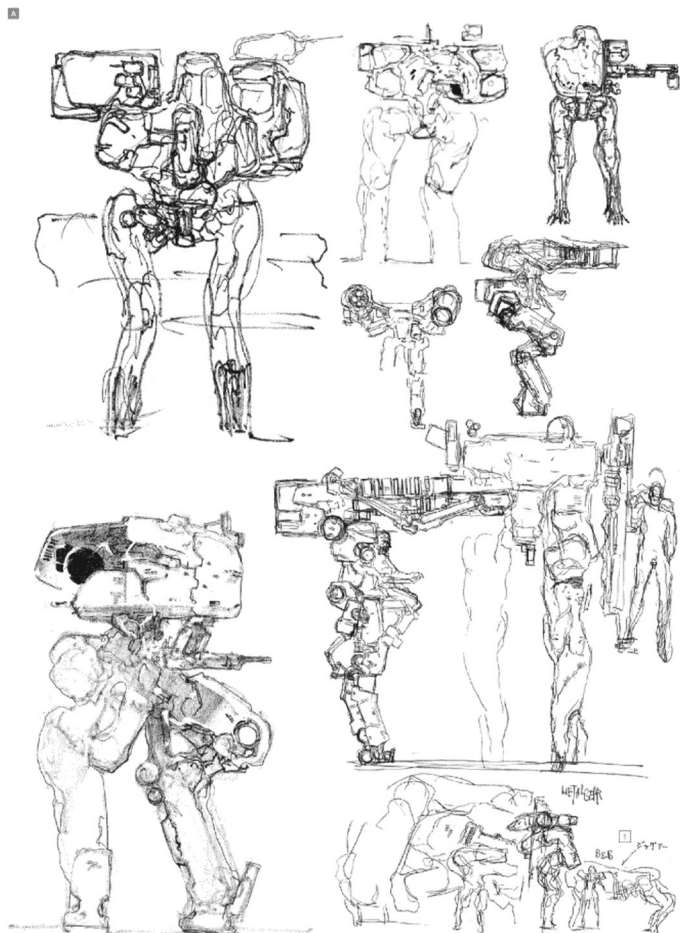
- ① Heavy helmet. Same as Beauty and the Beast unit?
② Something more ordinary might be better.
③ Outer Haven trooper. Powered suit parts have characteristics similar to Vamp's.

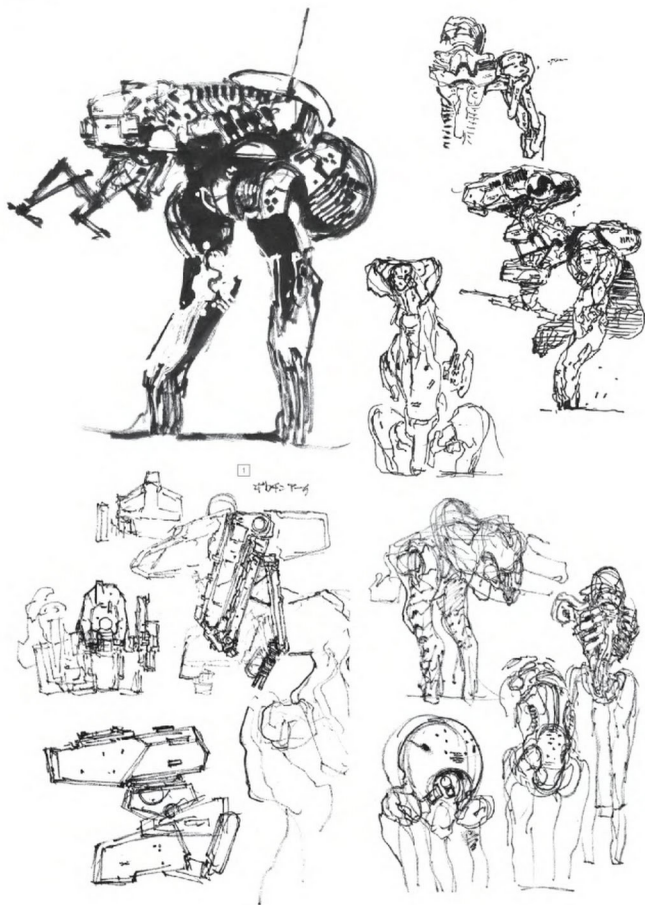


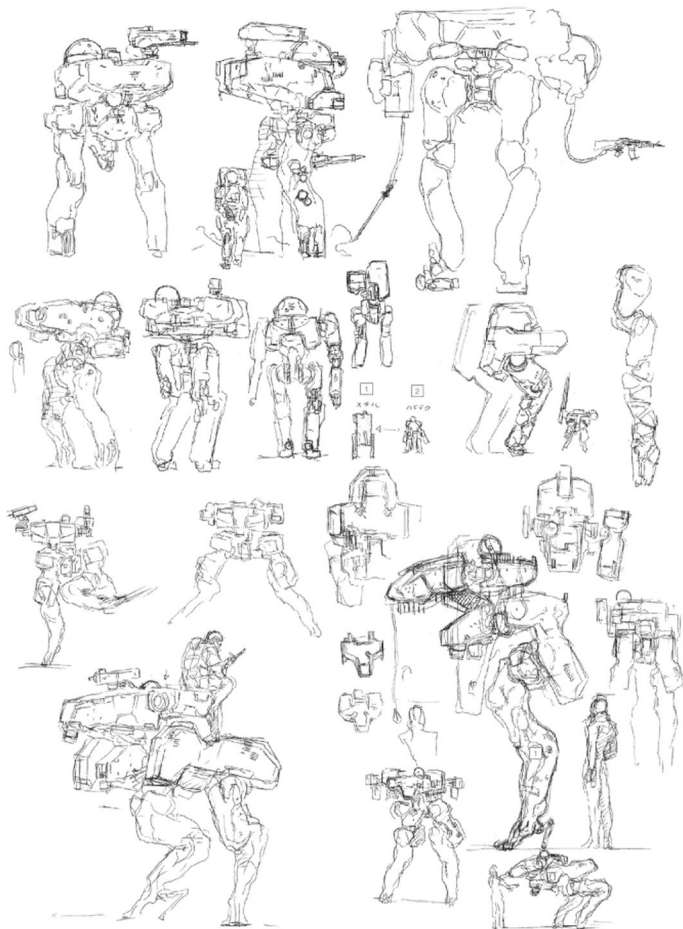




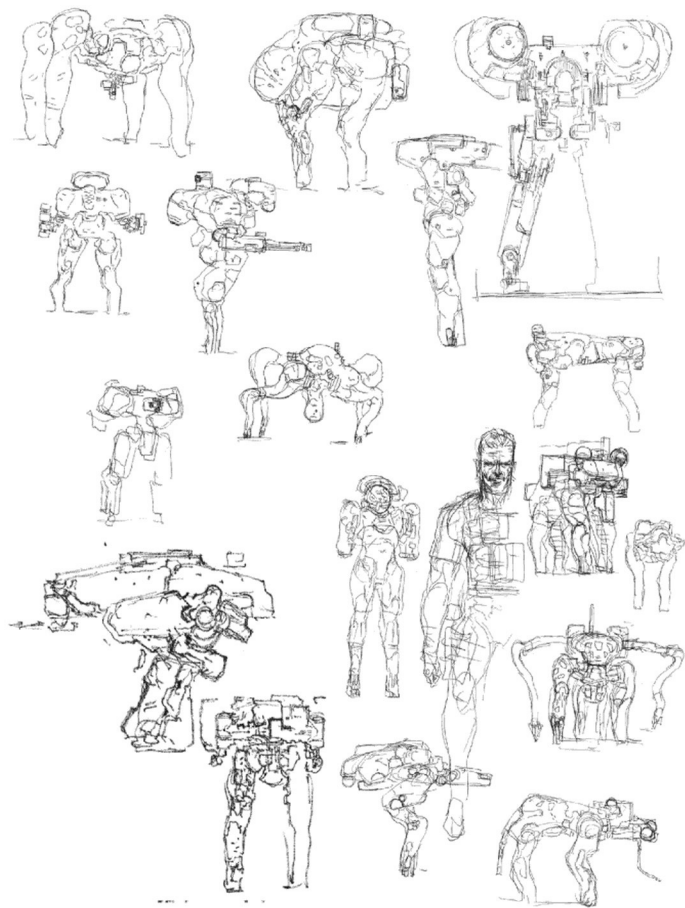


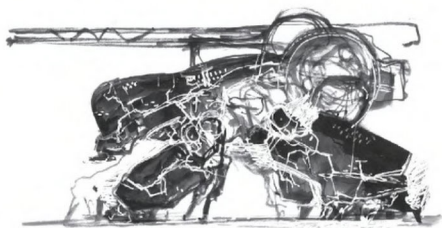
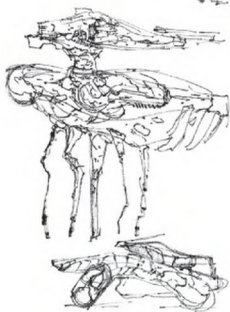
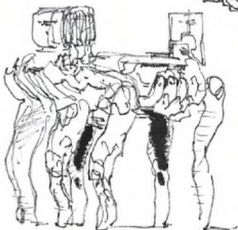
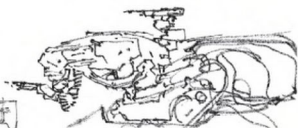
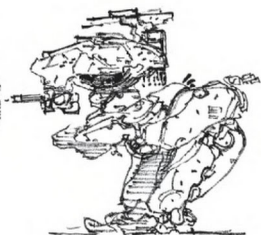
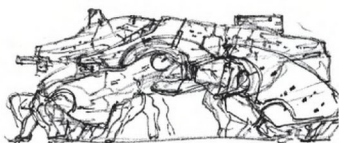




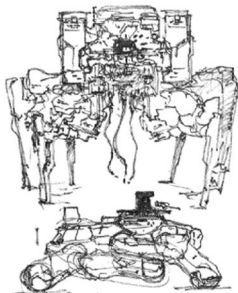
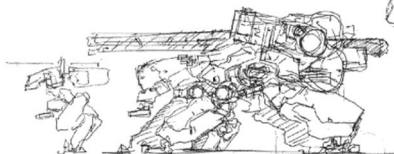
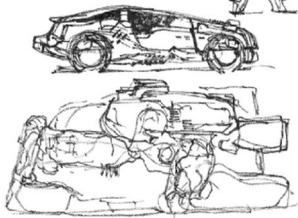
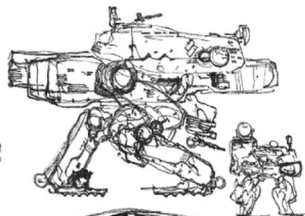
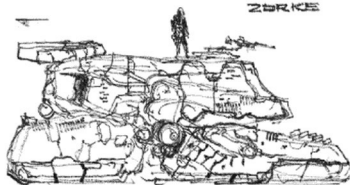


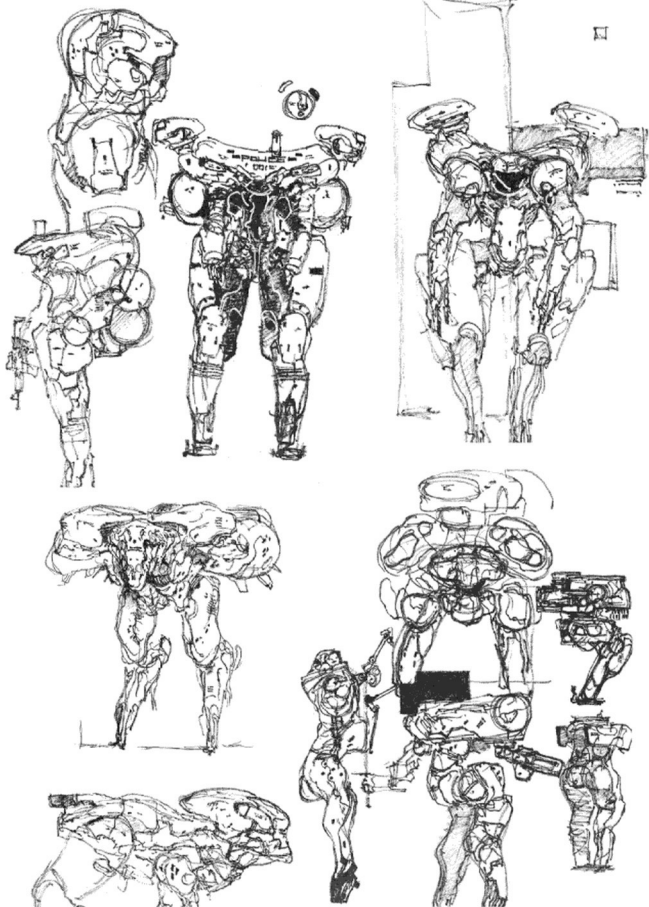
1. Metal
2. High tech

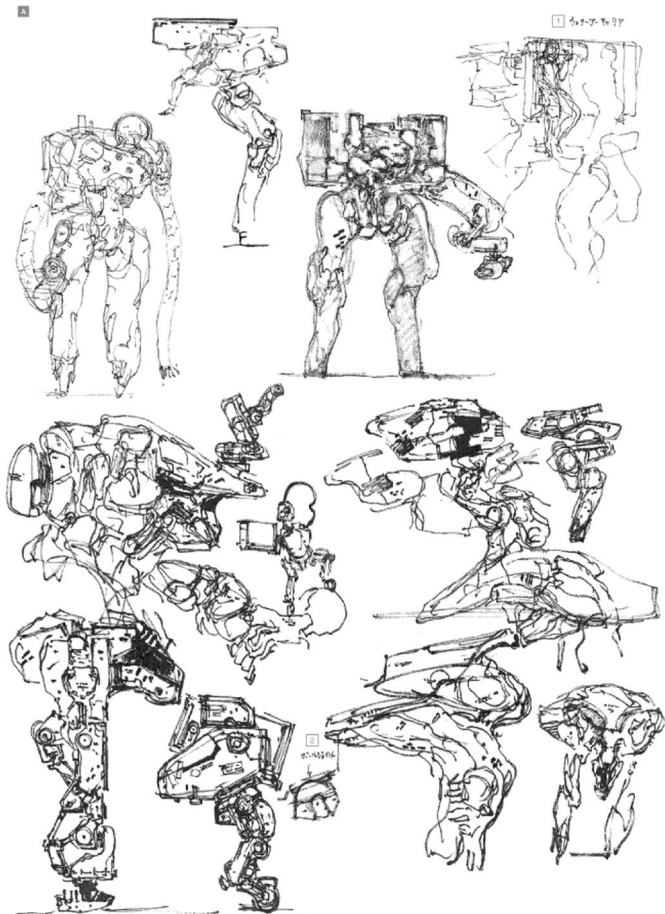




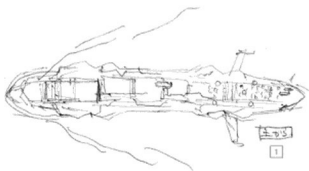
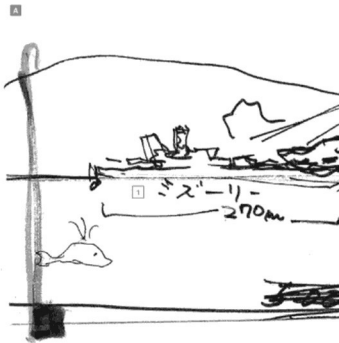
ZORKE



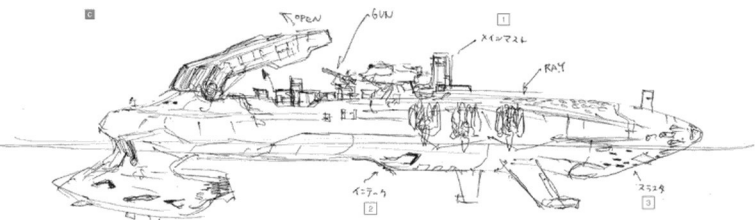
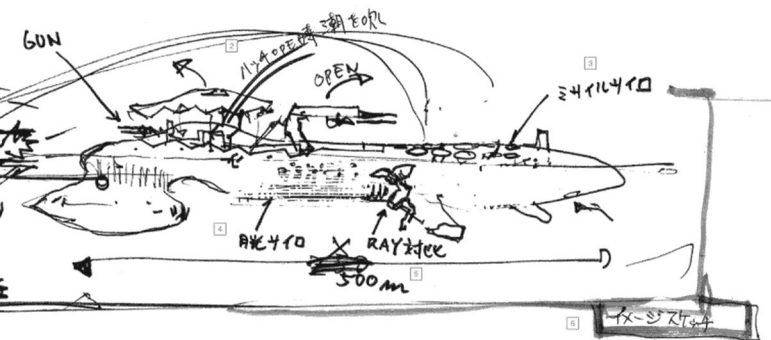
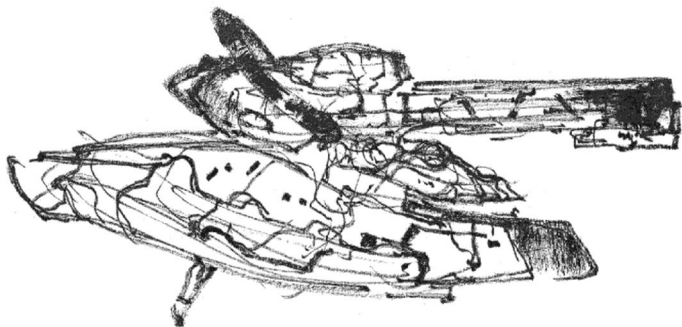


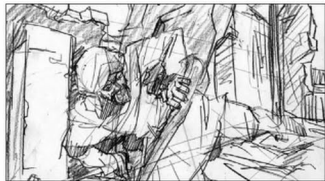
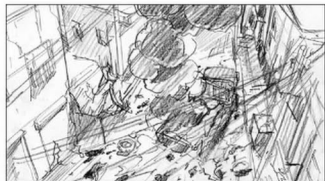
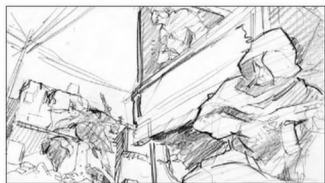


1. Warrior carrier
2. Ball joint

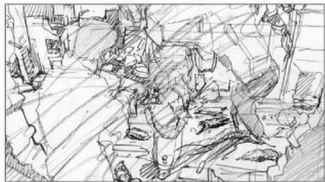
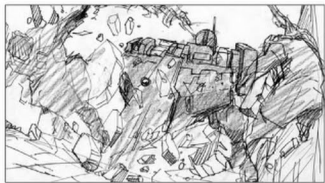
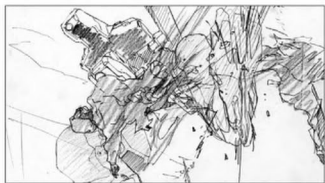


1. Missour, 270 m
 2. Water sprays when hatch is opened.
 3. Missile launch tubes
 4. Gekko into
 5. Metal Gear RAY
 6. Rough sketch
1. Aerial view
 1. Main mast
 2. Air intake
 3. Thruster





- 1. Separated
- 2. Gekko



A 1. Arm is too big.

B 1. Destroyed parts

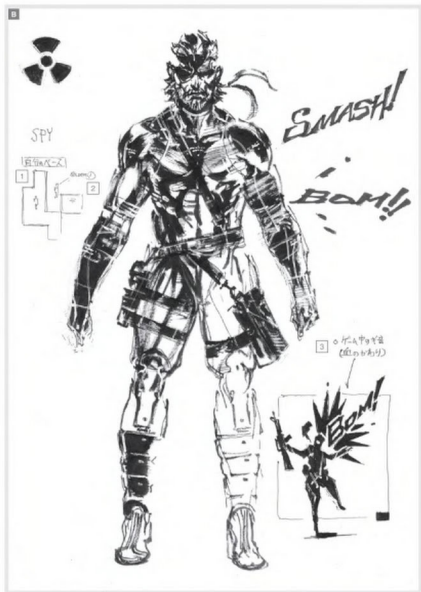


Snake (Big Boss)



1. Big Boss
• Smokey suit and CMU-30
survival vest

A Snake



- 1 大 BOSS
- 2 大 BOSS
- ・スニークスーツ
 - ・アーマー
 - ・ジョーカー (パイプ)

スニークスーツ

3



1. Big Boss
2. Battle dress version
• Sneaking suit
• Armor suit
• Combat shirt (camouflage)
3. Sneaking (0)

1. Own boss
2. Soldier
3. Midgame sounds (instead of blood)

1. On his chest is an S-shaped wound that looks like a snake
2. Big Boss
3. Naked

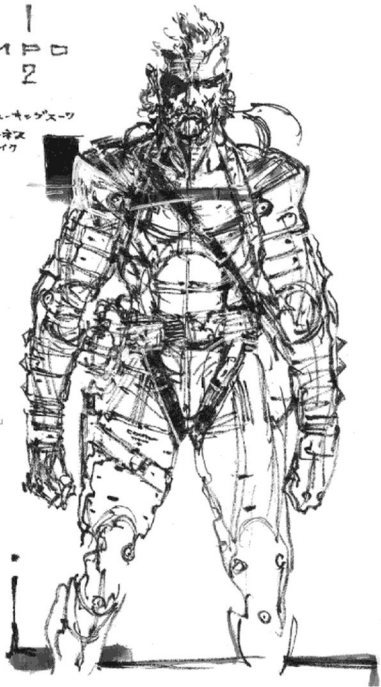
A



1
M
2
D

- 1 作中 スーツのパーツ
- 2 スーツのパーツ
- 3 ロボットメイク

1 スーツのパーツ
2 スーツ



↑ スーツのパーツ

1

- 1. M. III sneaking suit
- 2. Spy harness
- 3. Throat microphone
- 4. Sneaking Snake
- 5. Full armor, rear

1



1. All Snake?
2. Heart-shaped eye patch (mirrored)



- 1 Snake metal bandana
2 Cloth bandana with a metal plate riveted on
3 Big Boss helmet or face guard



Kazuhira Miller

1. Master Miller
2. With sunglasses off he looks cute.



4



Amanda

5



AMANDA 1

2. 90's, AC-119

3. 40's, 50's, 60's

4. 60's, 70's (194)

5. 70's, 80's (1944-5)

1. 70's, 80's, 90's, 2000's



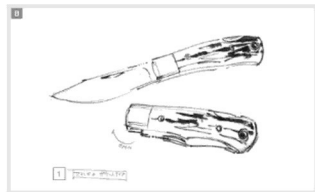
AMANDA

1. The lives can be soon.

5. Browning Hi-Power (handgun)

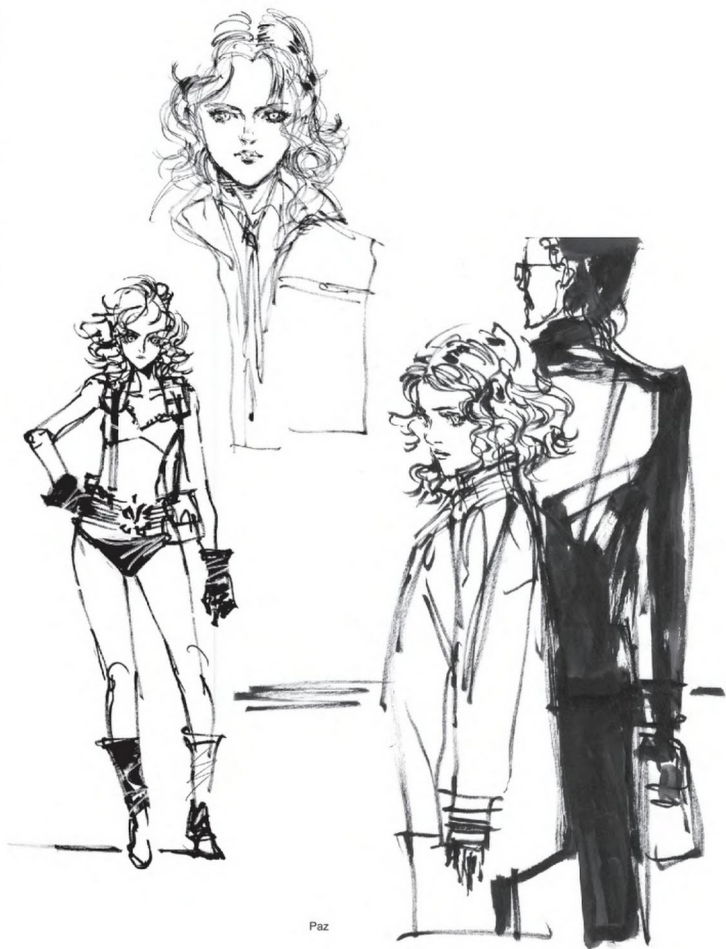
2. Chico Jean*
 3. Cigarette, heavy smoker
 4. Left shoulder pulled in
 5. Right arm, white bandage (wounded)

*w: Chico Jean is the name that was temporarily used for Amanda during the game's development.



1 Height comparison

1 Ameria's pocketknife



Paz

ARE YOU
SINGING?



Gálvez





Coldman





2 1. Lets people see a little.

1 Cécile
2. In jungle



Soldiers

1. Face guard
 2. Outer Haven soldier
 or Snake helmet



1. Player item
2. Reinforced plastic shield
3. Clear
4. Compact
5. Can only use with handguns

1. Shore



1. Contra
2. Color - khaki and yellow scarf
3. Squad leader class
4. Guerrilla commando
5. Guerrilla

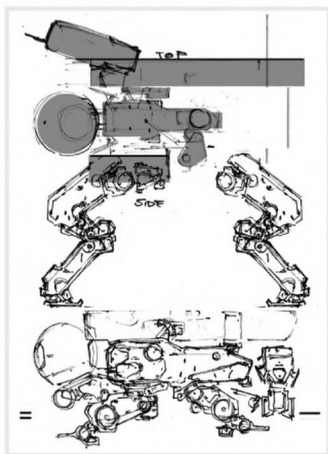
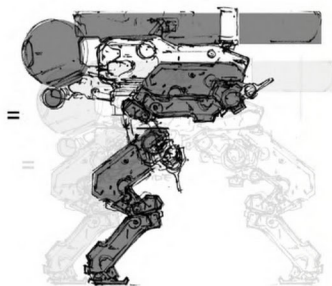
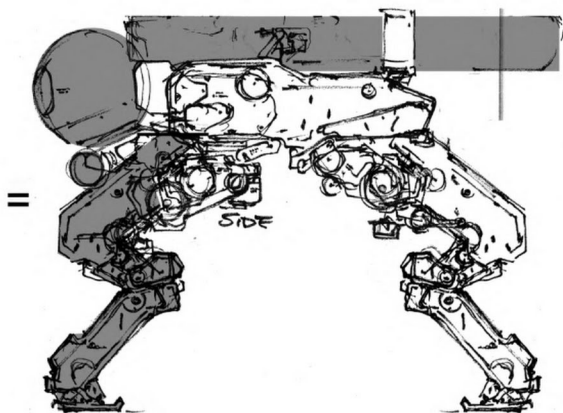
6. Scarf over face
7. Unarmed
8. Contra 2
9. Guerrilla version
10. Soldier

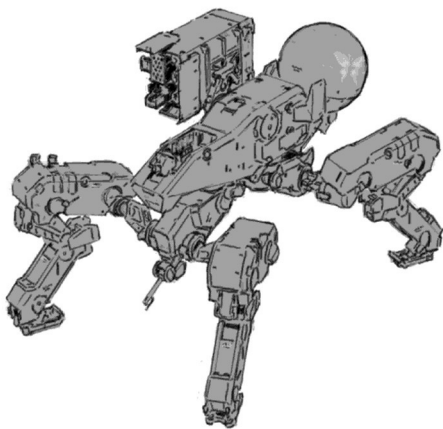
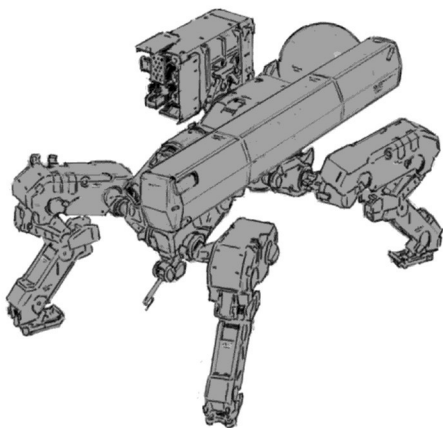
1. Balachava
2. US Army
3. Russian Army



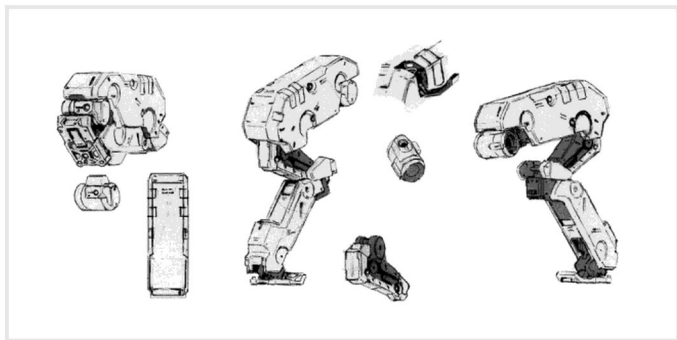
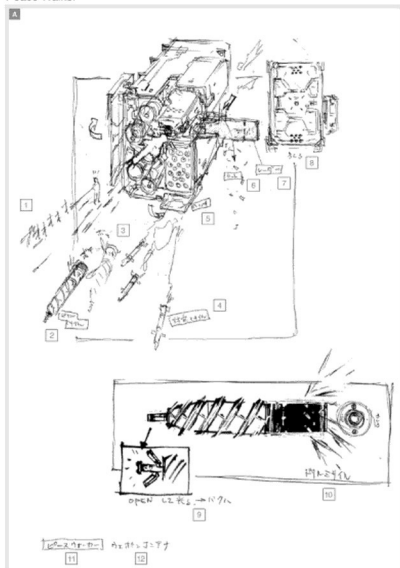
- 1 Russian soldier
2 Face guard
3 Soft helmet

- 1 Operator soldier
2 Rough



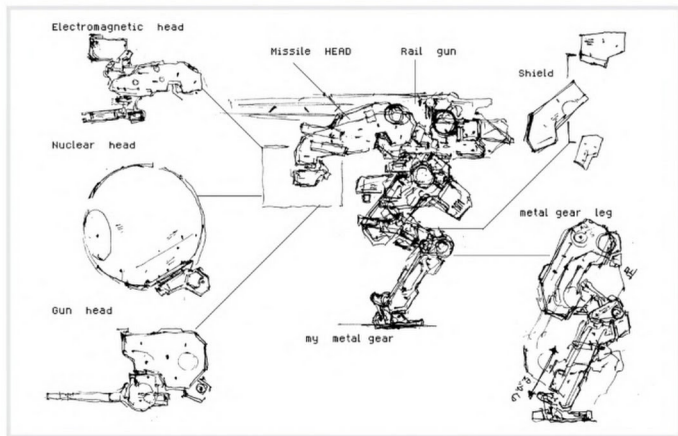
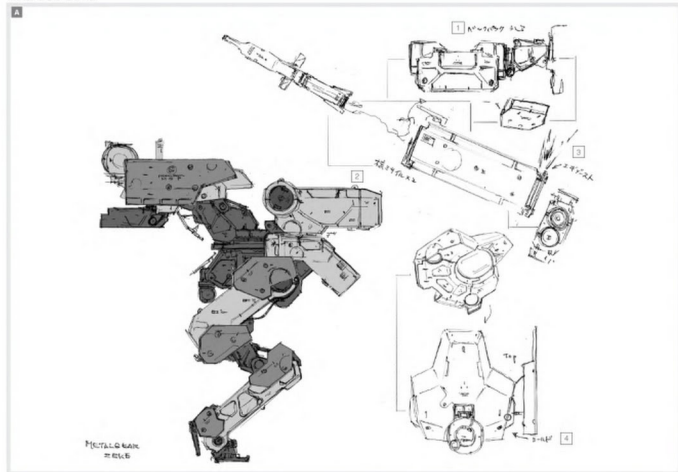


Peace Walker



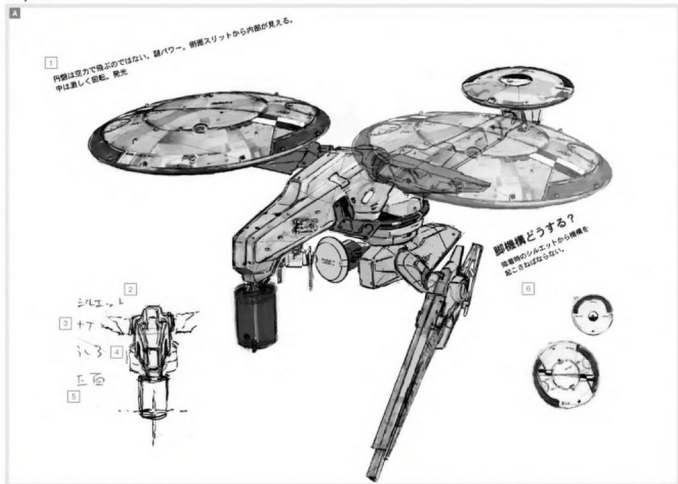
1. "YIHOOOOOOOO"
 2. Drill missile
 3. "SHOOM SHOOM"
 4. Anti-aircraft missile
 5. Hatch
 6. Carriages
 7. Loader

8. Rear
 9. Open laser guidance explosion
 10. Drill missile
 11. Peace Walker
 12. Weapon container

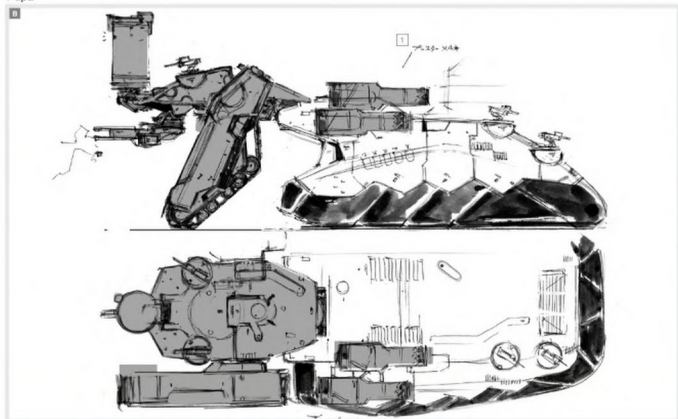


- A**
1. Nuclear missile v2
 2. Rear view of backpack
 3. Exhaust
 4. Shield

Chrysalis



Pupa



1 The disk is not restricted by aerodynamics. It's powered by a mysterious source. The interior, visible via the slide, sits and rotates intensely, emitting light.

2 Silhouette

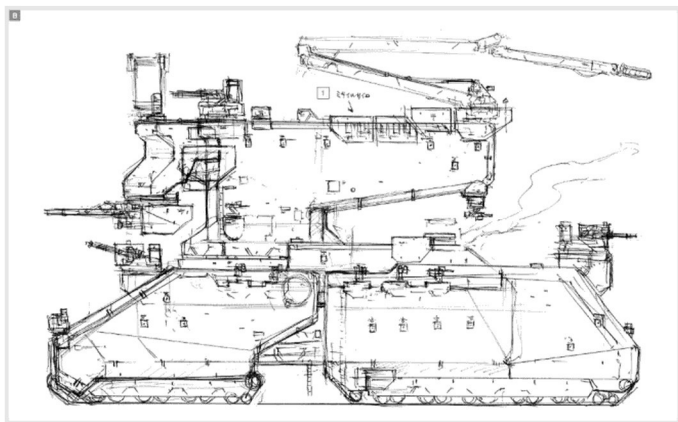
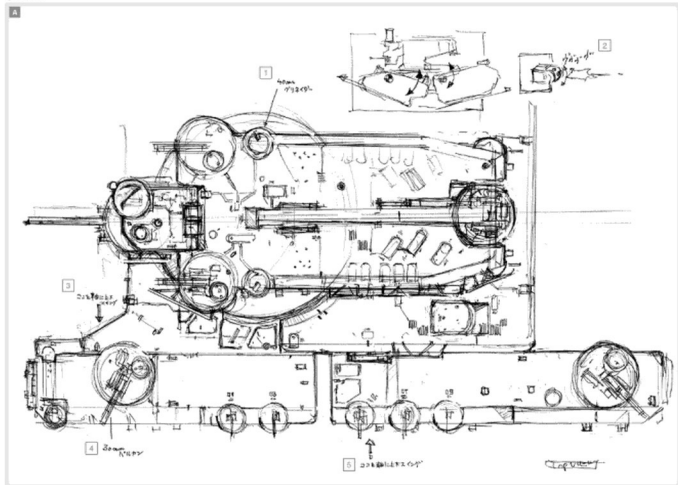
3 Askew

4 Rear

5 Straight on

6 How to address the leg mechanism? On landing it will have to be a silhouette, and activate from there.

1 Boosters x4



- 1. 40 mm grenade machine gun
- 2. "SAM SAM SAM"
- 3. Axis swings upward here
- 4. 30 mm Vulcan machine gun
- 5. Axis swings upward here

- 1. Missile silos



Snake



1 Bandana attached directly to the plate.



1 Patch
 This side only

A ジェシカ 1



Amanda



Cécile



Strangelove

1 Unused version



Paz





Gálvez

A

1



Coldman

2 *Huey*

Huey



1. Red
2. Huey Impressions

Soldiers

A



1
重歩兵

B



C



1. Heavy infantry rough

2. US Army—OD or leaf pattern + blue
3. Russian Army—summer camouflage or black + red
4. Contra—olive/yellow
5. Base color/secondary color

6. Patch of previous squad on left shoulder
7. No patch on left shoulder
8. Face guard looks like this when raised
9. Spy harness
5. Shoulder armor plate

6. Knee protector
7. Direct action shirt version 2
8. Outer Heaven female soldier
9. Battle dress uniform



2
3/24/04
30

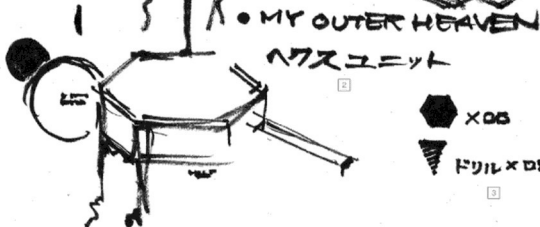
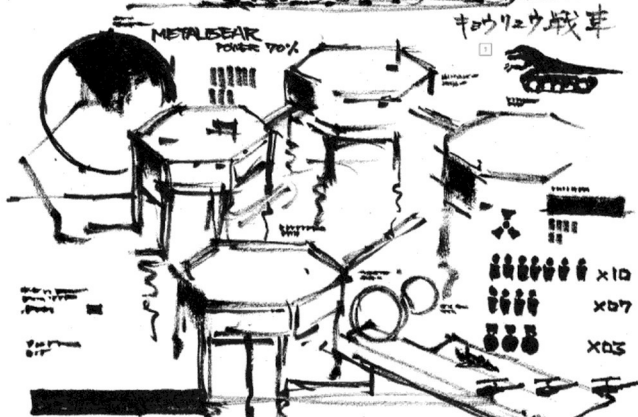
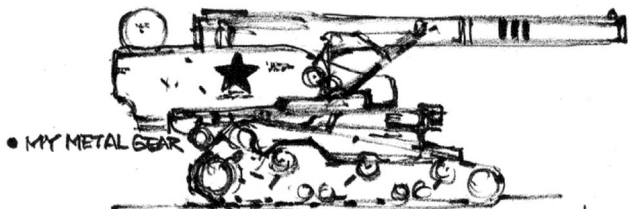


1. Which?
2. Russian soldier rough

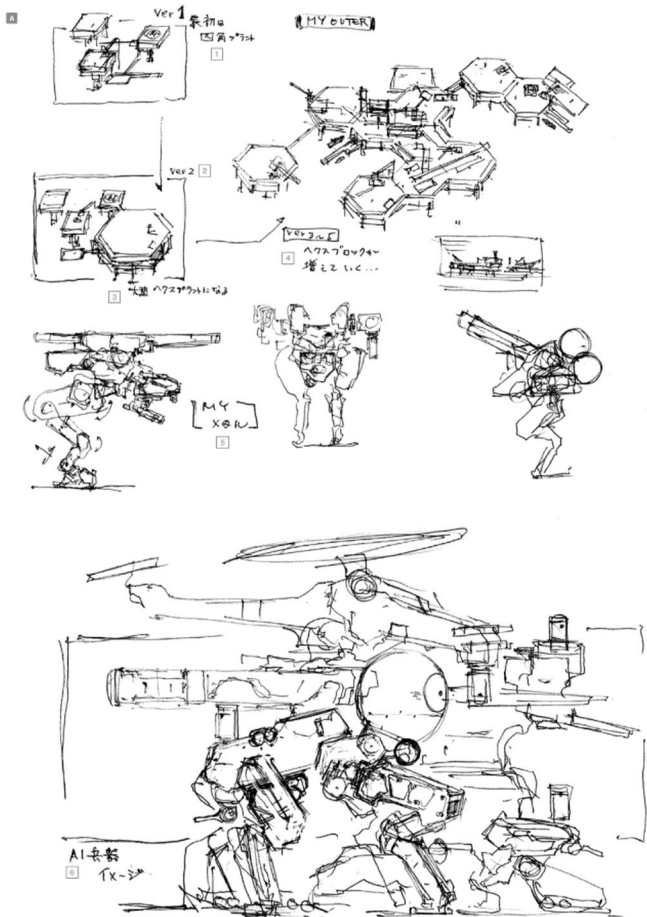
1. Russian Blue Tiger

1. Heavy infantry rough

A



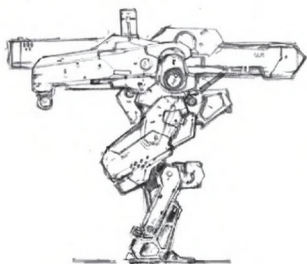
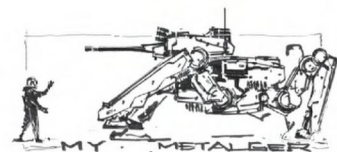
1. Dinosaur tank
2. My Outer Heaven hex unit
3. Drill x2



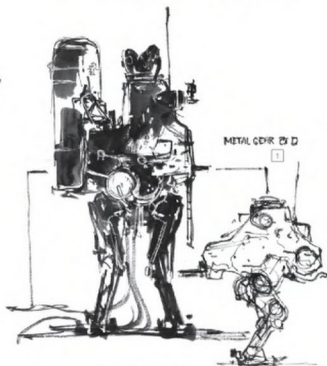
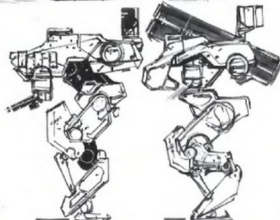
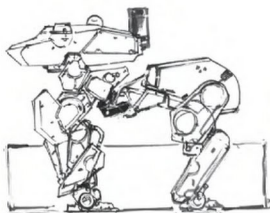
1. Version 1—initial state is square platform
2. Version 2
3. Expanded to a hexagonal platform
4. Version 3.5—additional hex blocks added...

5. My Metal
6. AI device image

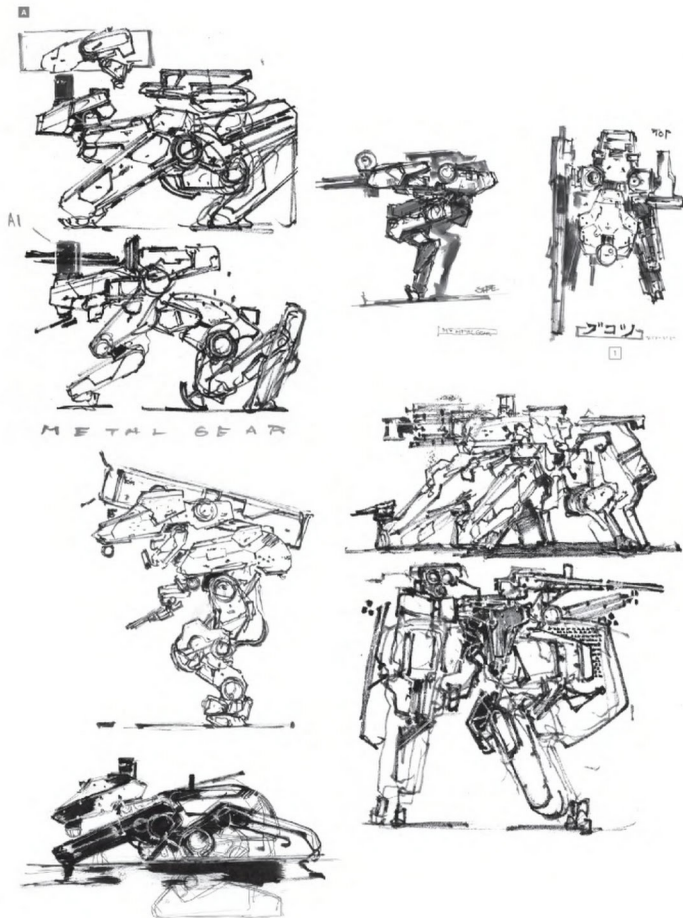
A



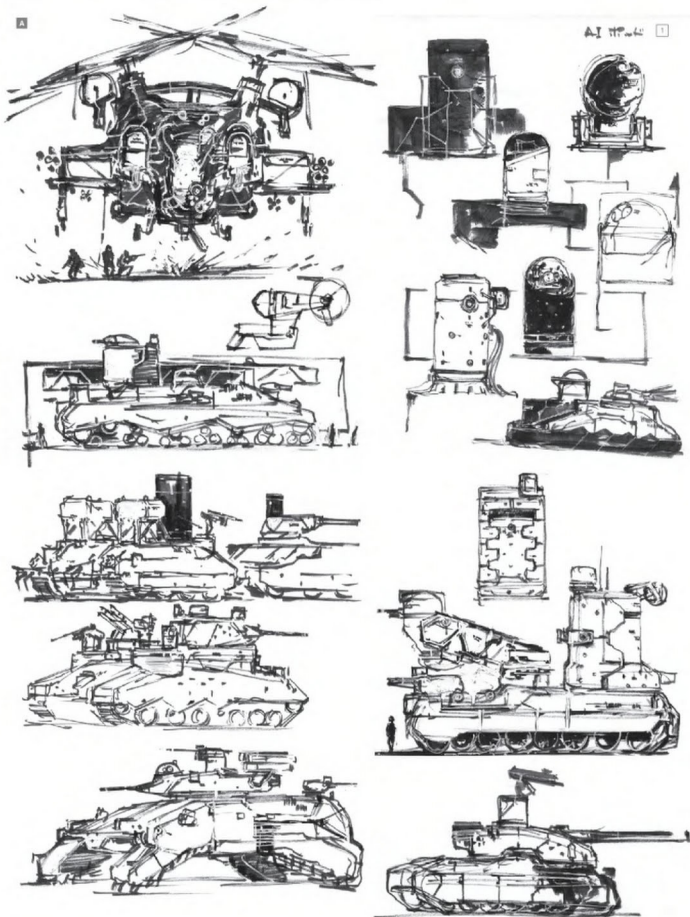
METAL GEAR



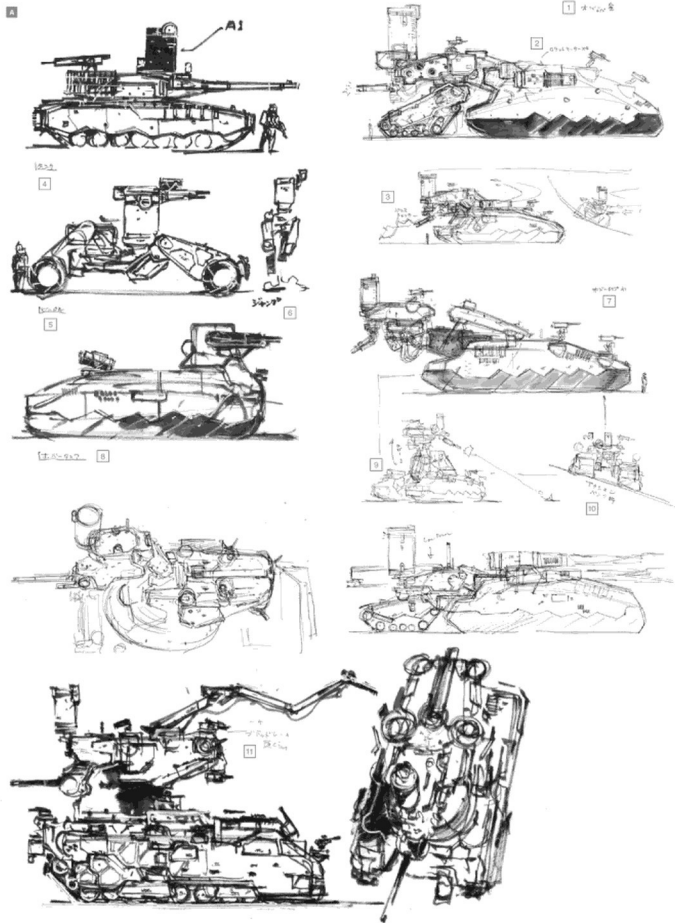
1. Metal Gear revision D



1. Rugged image



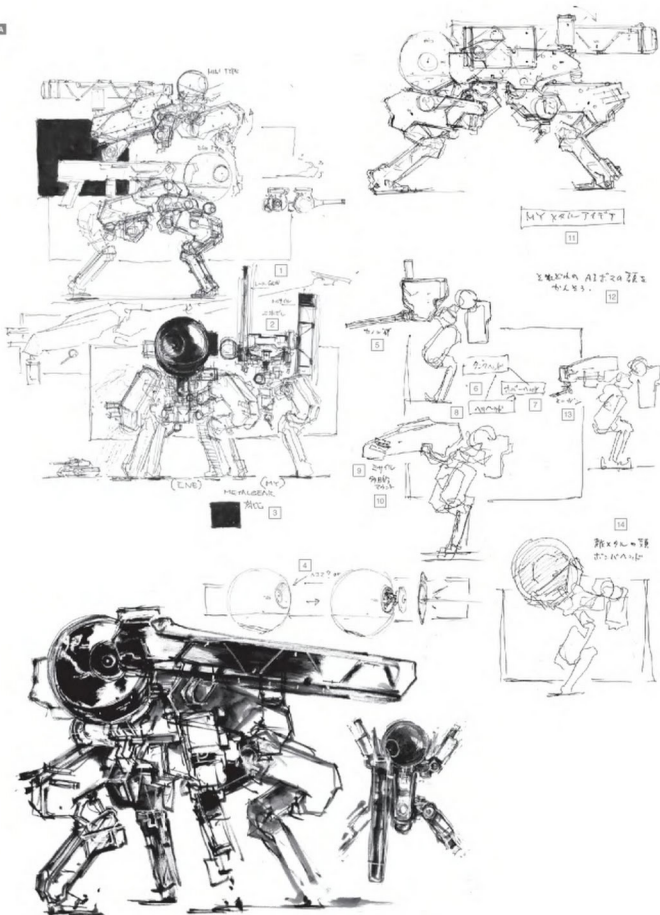
1. AI pod



1. Hover-type model
 2. Rocket motors x4
 3. Pulse shocker
 4. Tank
 5. Vehicle
 6. Jump
 7. Hover-type AI

8. Hover-tank
 9. Elongated
 10. Action when banking
 11. About the size of an M2
 Bradley's turret.

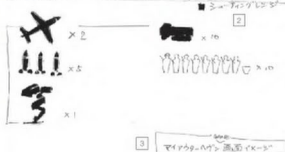
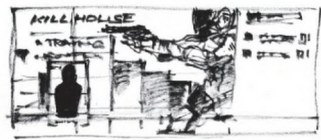
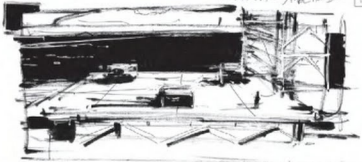
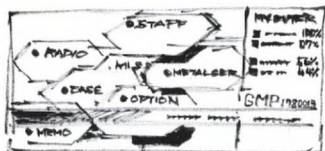
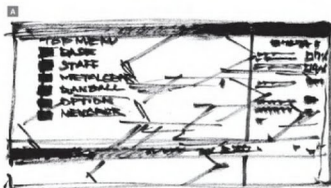
A



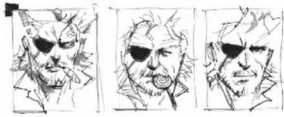
1. Rail gun
2. Missile—two loaded
3. Comparison between Metal Gears
4. Dedicated or...?
5. Cannon
6. Tank turret

7. Hover turret
8. Helo-turret
9. Assault
10. Multiple-shot mount
11. My Metal idea
12. AI boss turret loadouts
13. Mrigun

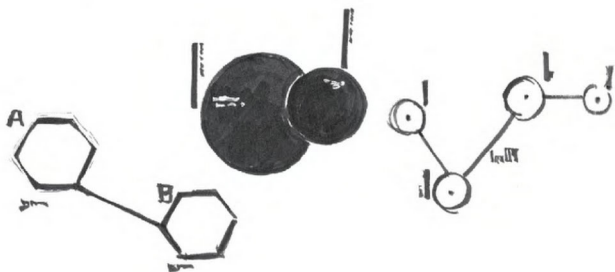
14. The final boss's turret is one big bomb.



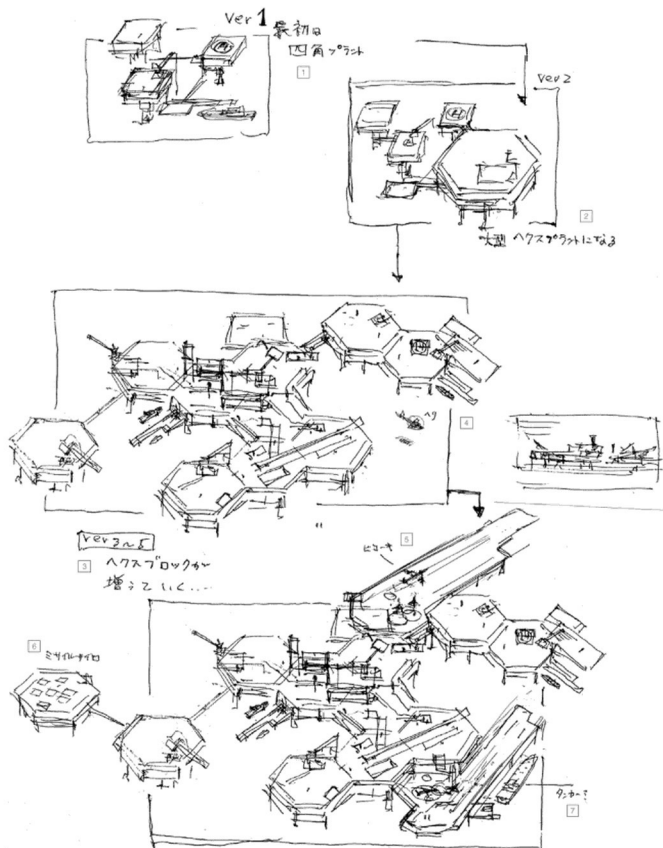
1 スターク アバター (コマンド時、10カ以内の顔)
 2 実際の顔
 3 スターク 顔で、異なるスターク、ボブスターク、新しいスターク...
 4 アバタースターク



1. Outer Heaven outside view
2. Actual face
3. Snake's faces: fat Snake, fat Snake, kind Snake ... Che Guevara Snake
4. Che Guevara Snake
5. Etc. ...



OUTER HEAVEN



1. Version 1: Initial state is square platforms.
2. Version 2: Expanded to a hexagonal platform.
3. Versions 3-6: Additional hex blocks added.
4. Helicopter

5. Airplane
6. Missile site
7. Tanker?



A



B

雨の音が聞こえる...
雨の音



別作の
コートは
近づく様子。

1. Surprised.
2. However you want to do this is fine. I think he should look annoyed.
3. Cut 12-B.
4. Filthy, sweaty, and rainy.
5. Cut 12-A.

6. I don't think we need to draw it at this size, but keep it atmospheric....
7. What kind of rain?
8. Falling is best.
9. After B, layer all the full-body pictures for

10. Use a different layer for the coat.
11. When close in, the coat's transparency is apparent.















ENGLISH EDITION

president and publisher
Mike Richardson

editor
Ian Tucker

assistant editor
Megan Walker

designer
Keith Wood

digital art technician
Chris Horn

special thanks to
Tina Alessi, Justin Couch, and
Michael Gombos at Dark Horse Comics

THE ART OF METAL GEAR SOLID I-IV Studio Works



DARK HORSE BOOKS

cover designer
Cindy Cacerez-Sprague

JAPANESE EDITION

creative director
Hideo Kojima

art director and illustrator
Yoji Shinkawa

graphic design director
Ichiro Kutome

book designer
Minoru Arakawa

editors
Minoru Arakawa
and Shigeaki Honda

special thanks to
Kojima Productions

Neil Hankerson Executive Vice President • Tom Weddle Chief Financial Officer • Randy Stratley Vice President of Publishing • Nick McWhorter Chief Business Development Officer
Matt Parkinson Vice President of Marketing • Dale LaFountain Vice President of Information Technology • Cara Niccio Vice President of Production and Scheduling • Mark Bernardi
Vice President of Book Trade and Digital Sales • Ken Lizzi General Counsel • Dave Marshall Editor in Chief • Davey Estrada Editorial Director • Chris Warner Senior Books Editor
Cary Grazzini Director of Specialty Projects • Lia Ribacchi Art Director • Vanessa Todd-Holmes Director of Print Purchasing • Matt Dryer Director of Digital Art and Progress
Michael Gombos Director of International Publishing and Licensing • Karl Yastro Director of Custom Programs

Originally published by Shinkigensha Co., Ltd. First edition: December 2012.

THE ART OF METAL GEAR SOLID I-IV: STUDIO WORKS

© Konami Digital Entertainment. Original Japanese edition published by Shinkigensha Co., Ltd. This English-language edition is published by arrangement with Shinkigensha Co., Ltd., Tokyo, in care of Tuttle-Mori Agency, Inc., Tokyo. Dark Horse Books® and the Dark Horse logo are registered trademarks of Dark Horse Comics, Inc. All rights reserved. No portion of this publication may be reproduced or transmitted, in any form or by any means, without the express written permission of Dark Horse Comics, Inc. Names, characters, places, and incidents featured in this publication either are the product of the author's imagination or are used fictitiously. Any resemblance to actual persons (living or dead), events, institutions, or locales, without satiric intent, is coincidental.

Published by Dark Horse Books
A division of Dark Horse Comics, Inc.
10956 SE Main Street
Milwaukie, OR 97222

DarkHorse.com

To find a comics shop in your area, visit comicshoplocator.com

Library of Congress Control Number: 2017960083

First print edition: July 2018
Digital ISBN 978-1-50670-583-5

