



THE ART OF
METAL GEAR SOLID I-IV
Studio Works



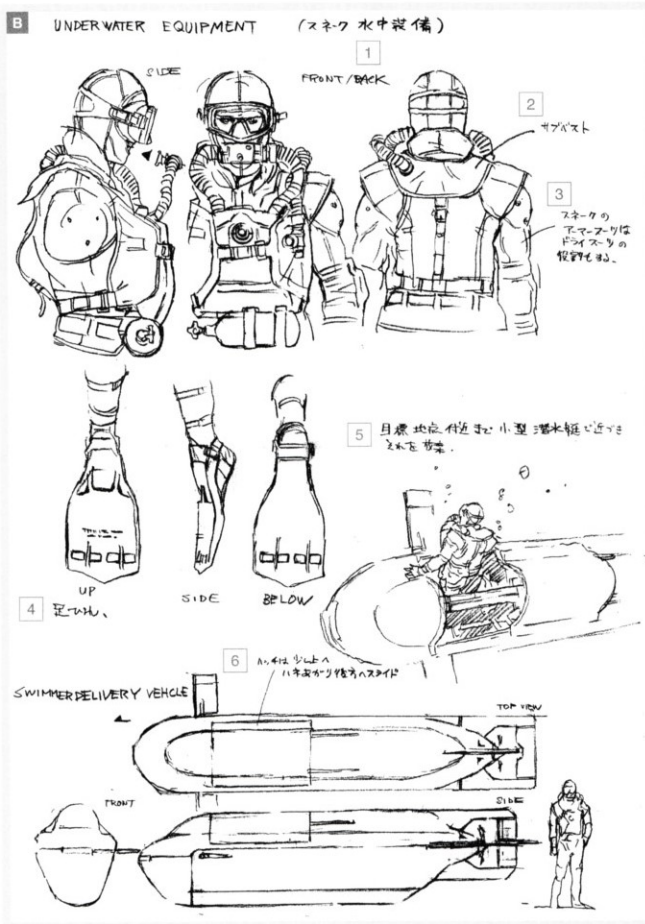
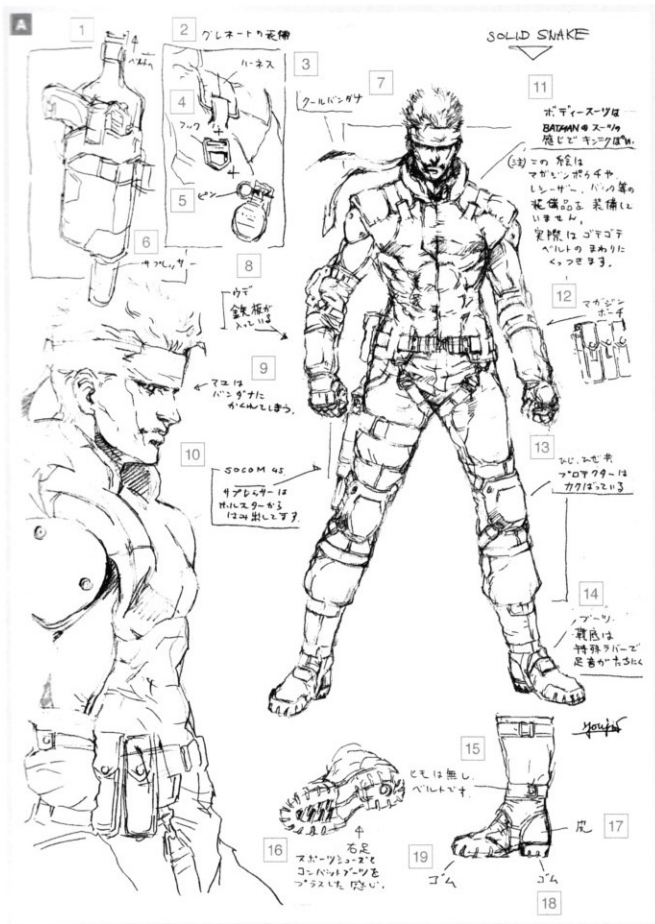


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Solid Snake



- A**
1. Belt
 2. Grenade armament
 3. Harness
 4. Hook
 5. Pin
 6. Suppressor
 7. Cool bandana
 8. Arm has metal plate.
 9. Eyebrows are hidden by the bandana.
 10. SOCOM 45
 - Suppressor sticks out

11. Body armor is muscular, like that of Batman.
- Note: This drawing does not contain equipment such as magazine pouches, scissors, or backpack.
- The area 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.
16. Right foot
- As if elements of combat boots have been added to athletic shoes.
17. Leather
18. Rubber
19. Rubber

- B**
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.

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

A



2

- ・黒のレザ、ハーフコート
- ・タンクトップ、ハイネック、タートル
- ・タンクトップ、ハイネック
- ・ブラコンの手がくさる。

3

ハーフコート 後ろ



1

「リッド スネーク」
エディンク 戦艦



4

スネーク ハゲカ
キツ 無し

5

「リッド スネーク」

モディリング 参考用



バンダナは無し

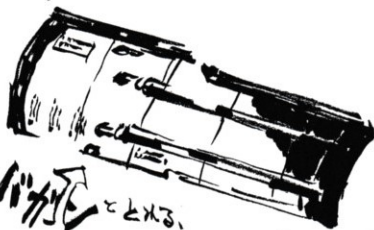
6



B

1

バカととめる。
リッド スネーク



セシのガッパみたいにい...
ゴラ〜リ、ゴホゴホ...

2

Solid Snake

- A
1. Solid Snake's civilian clothes during closing scenes.
 2. Black leather half-length coat

- Dark brown turtleneck sweater
- Dark gray pants
- Brown gloves
- 3. Rear view of half-length coat

4. Snake: shirtless, no scars.
5. Solid Snake reference for modeling.
6. No bandana

- B
1. Can be removed with a "BAM"
 2. Like a molting cicada "SWAAAY, BURBLE BURBLE"

A Liquid Snake



- A 1. Liquid Snake: tattoo
2. Liquid Snake: expression

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

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



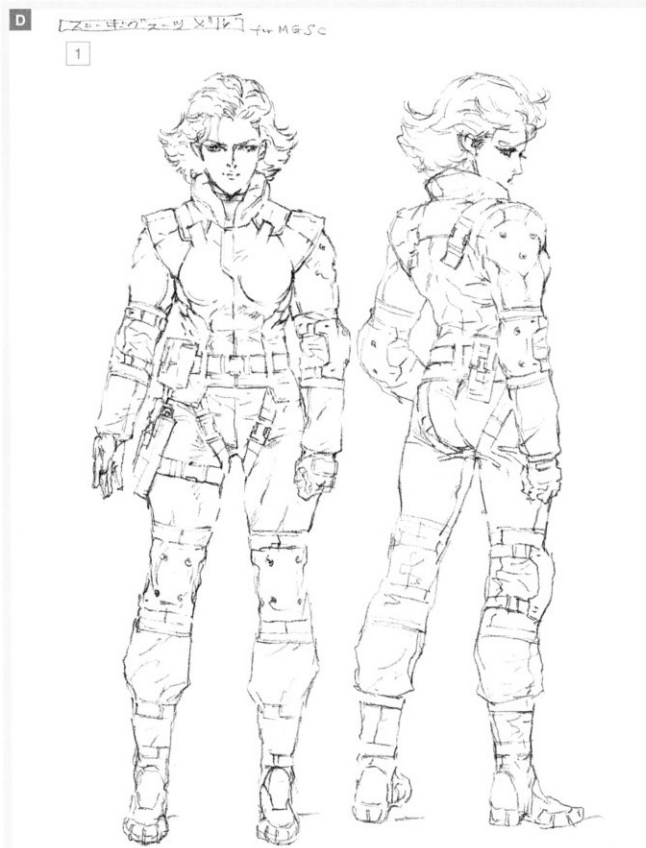




- A** 1. Draw the side locks.
2. The neck may be a little too thick.
3. Sorry, but please make the shoulder strap wider.
- B** 1. Meryl's jacket
2. Be sure to draw the wrinkles

- C** 1. About sixteen years old.
• Tall at 172 cm (I'm so jealous).

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



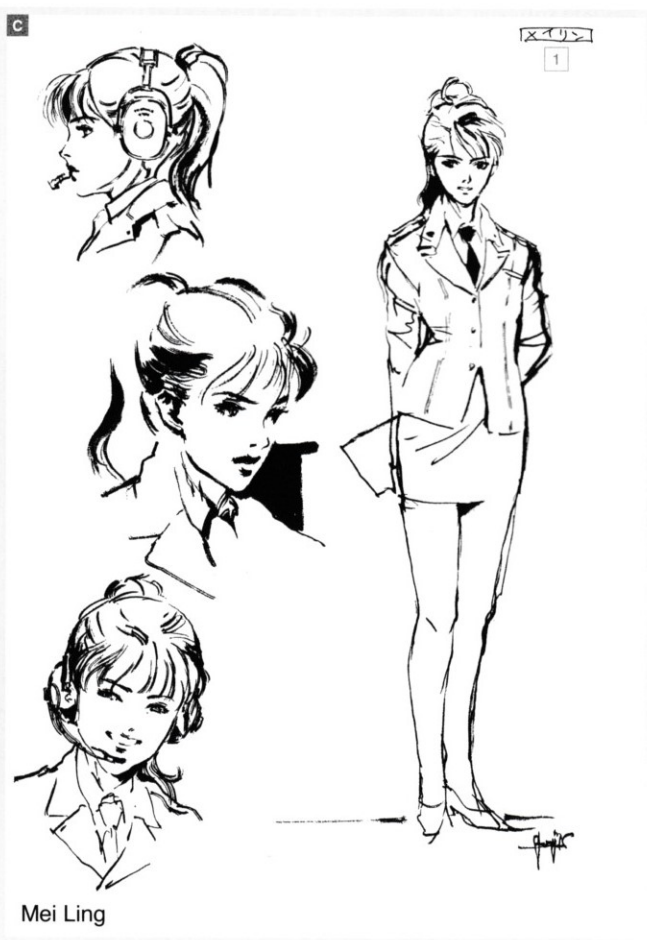
- A 1. Comparison to Snake
2. Sh—she's huge!
3. Comparison to normal girl
4. Accessory belt
5. This is a DE50AE
6. Combat knife on the right hip
7. Hook
8. This is Velcro
9. Gloves incorporate something like the hand covers of a ninja.
• They can even stop knives!

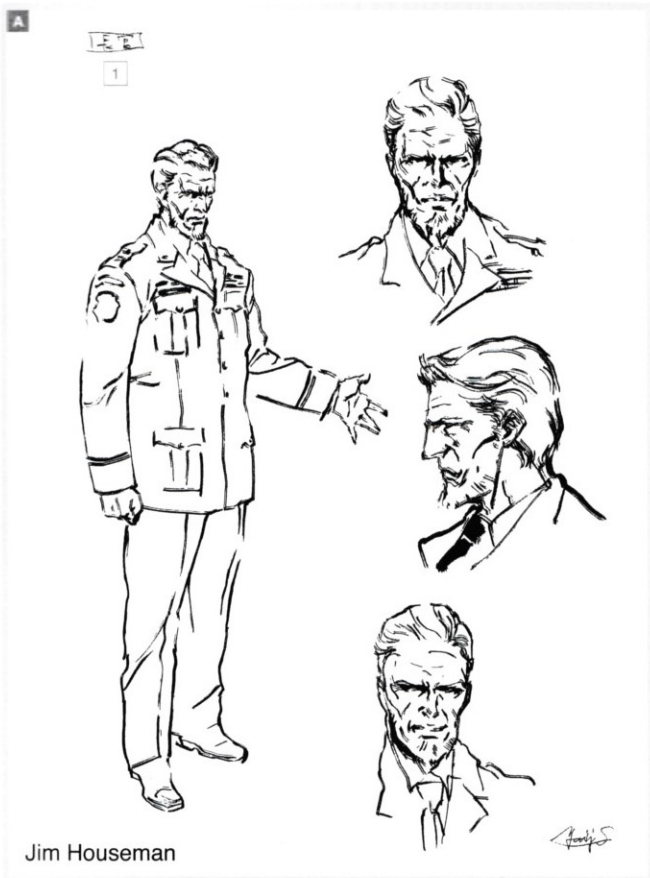
10. Combat boots with no laces. They use zippers and Velcro.
11. Meryl Silverburgh
12. Aloof
13. Tattoo
- B 1. Sorry...
2. Glove
3. Meryl keeps her knife at her hip to hide how long it is and to keep her attackers off balance. Her stance is similar to that of a ninja.

- C 1. Meryl shooting concept
2. 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?
3. No. 2
• Showing the left hand under the right.
4. No. 3
• Having the left hand

- completely free may make for a better-looking model.
5. 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.
6. "He he he..."
7. When being manipulated by Psycho, she shoots with two hands, which is

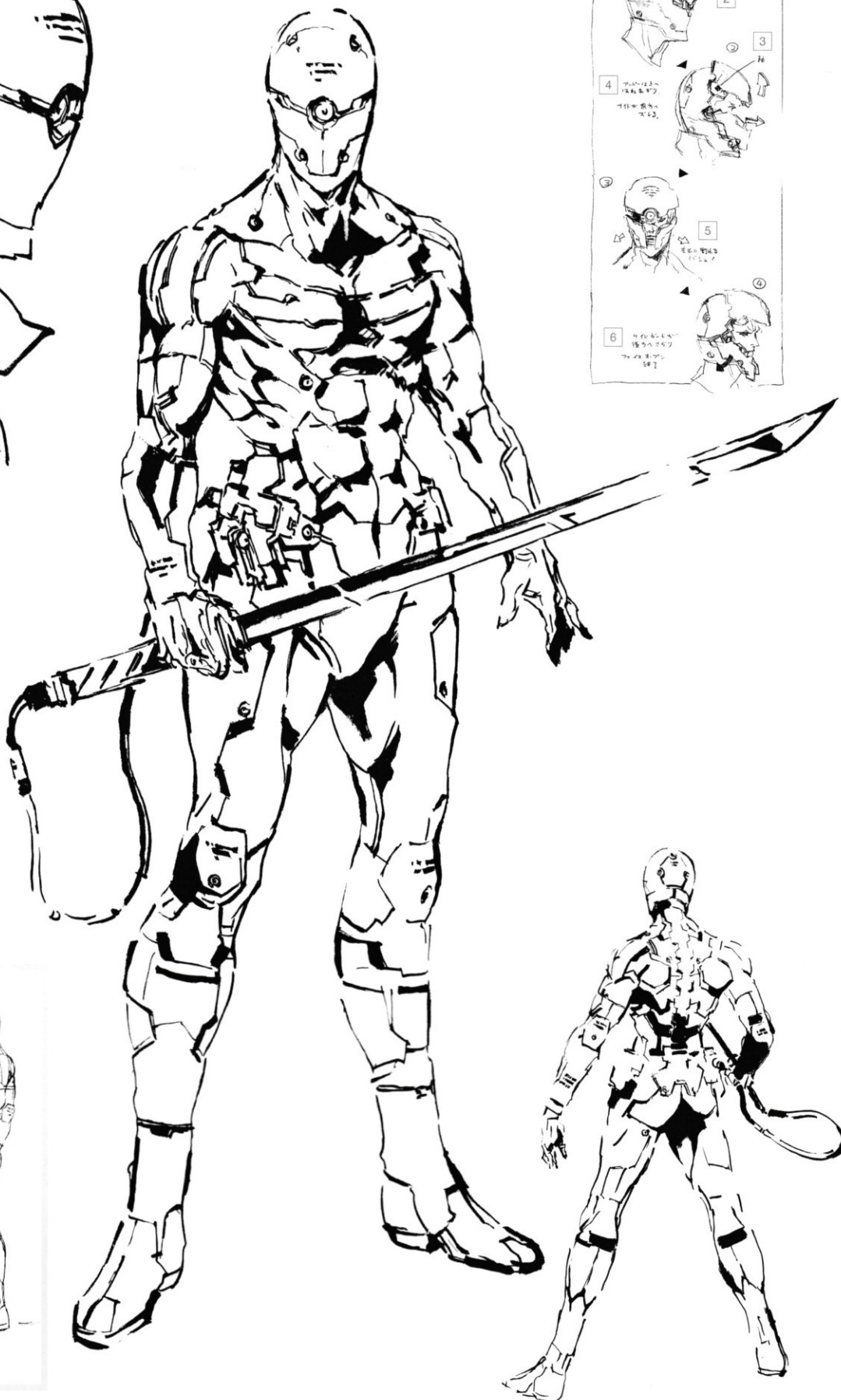
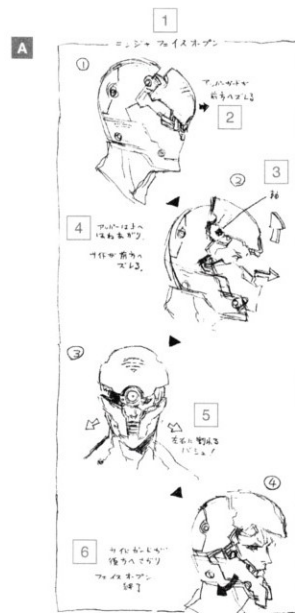
- D 1. Meryl in sneaking suit for MGSC
different from her usual form. Her center of gravity isn't balanced, and it is like she is being led by the gun (Nikita-style shooting).







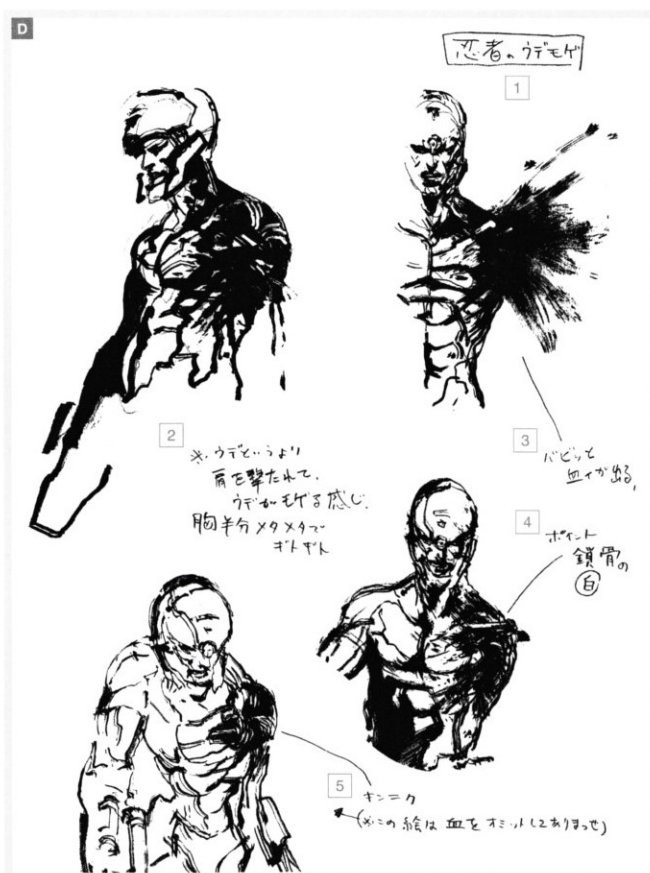
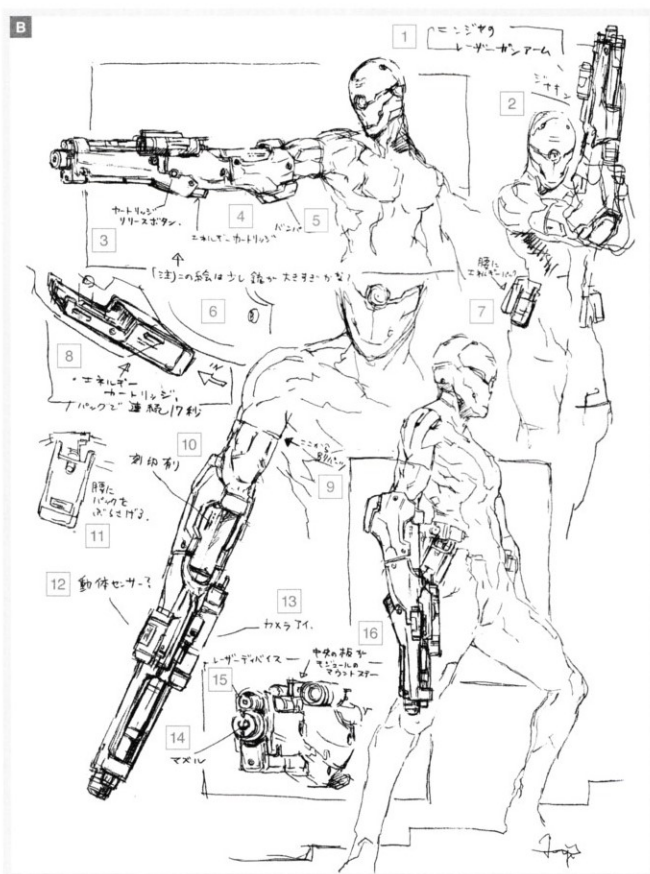
Cyborg Ninja



- A**
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
 - "PSHH"

6. Side guards slip toward the back, completing the operation and exposing the face.

- B**
1. Three-sided view of Ninja



- A** 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

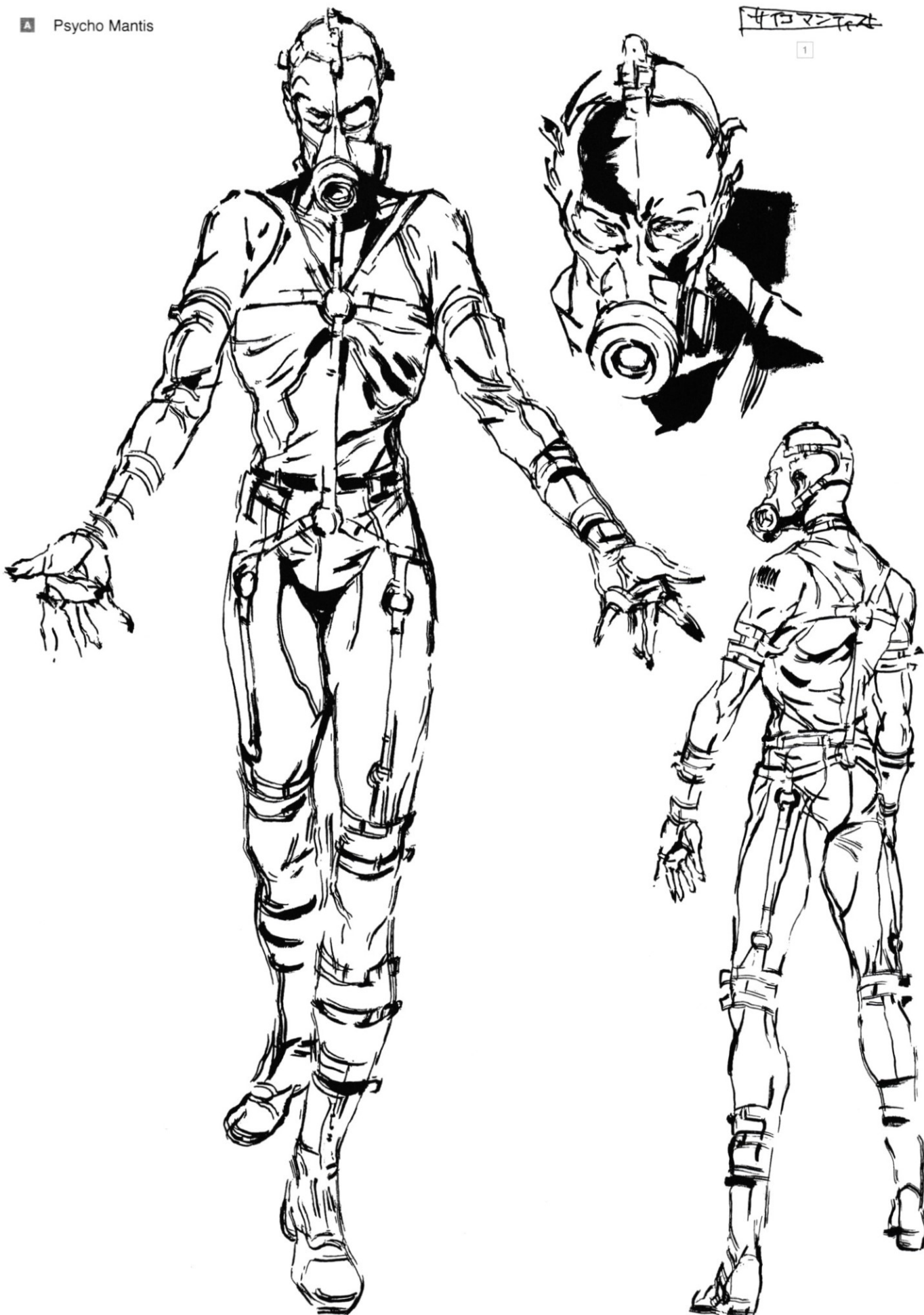
- B** 1. Ninja's laser gun arm
2. "KACHIK"
3. Cartridge release button
4. Energy cartridge
5. Bumper
6. Note: I think the gun might be a little too large in this drawing.
7. Energy packs stored at the hip.
8. Energy cartridge—Seventeen continuous

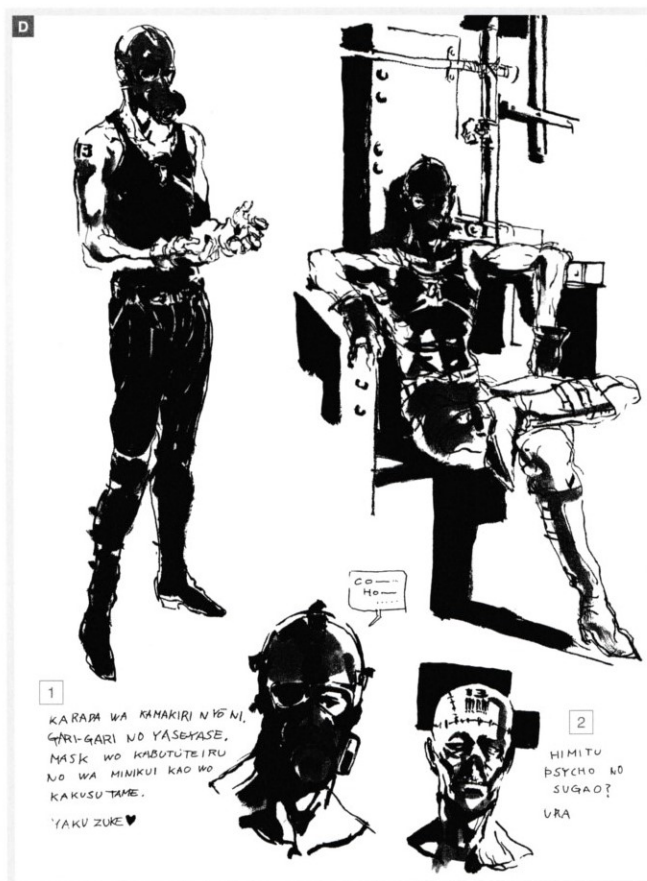
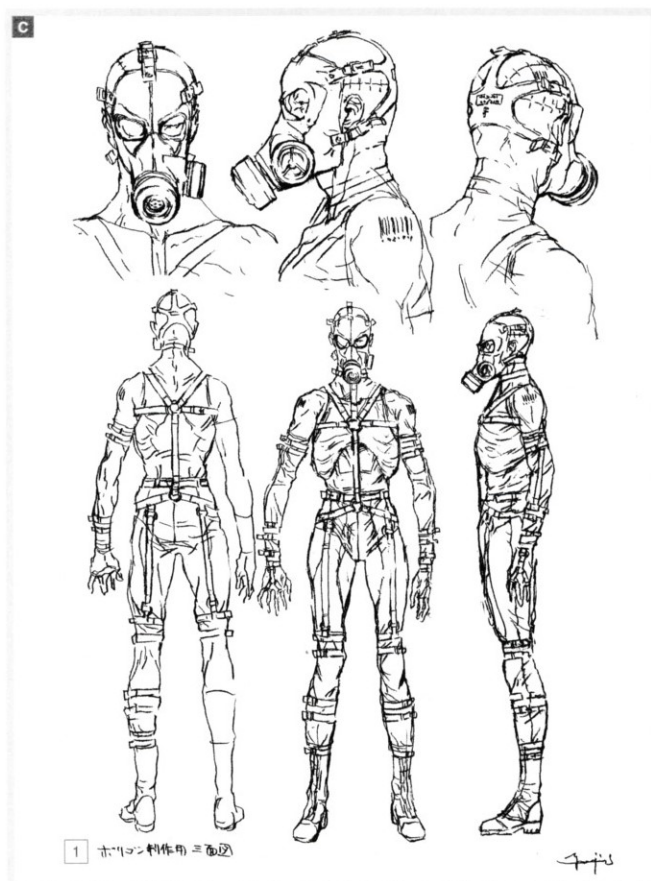
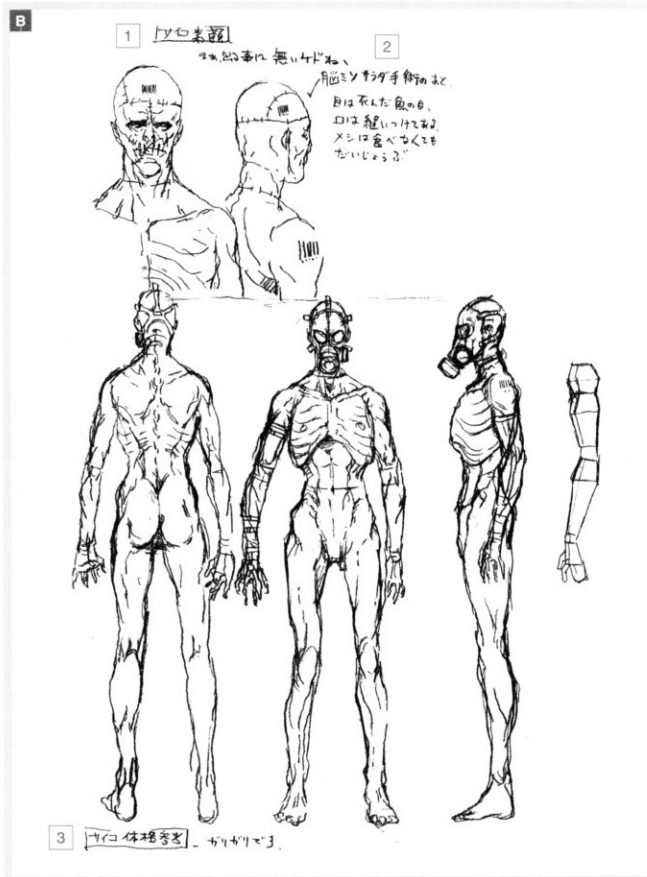
- seconds from one pack.
9. Separate part starts here.
10. Stamped
11. Packs hang from the hip
12. Moving sensor?
13. Camera lens
14. Muzzle
15. Laser device
16. The board in the middle is for mounting modules.

- C** 1. Gray Fox (before)
2. "Nnn! Ahh!"
3. "SKSH SKRASH"
4. Ninja being crushed by Metal Gear.
5. Head shape
6. Elongated toward the front
7. The back portion is completely mechanical. Since the face is a mask, it is longer in that direction.

- D** 1. Ninja's arm being blown off.
2. "More than the arm—his shoulder is shot, and the arm is ripped off."
3. Blood gushes out
4. Point: white of clavicle
5. Muscle ("The blood has been left out of this drawing.")

A Psycho Mantis





- A**
1. Psycho gloves
 2. Wraps a strap around the combat boots with fasteners.
 3. Psycho Mantis coat

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

- Scars from the brain surgery.
- Dead eyes. Fish eyes.
- Mouth is stitched closed. He doesn't need to eat.
- 9. Reference for Psycho body shape.
- Skin and bones.

- C**
1. Three-sided view for making polygon models.

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

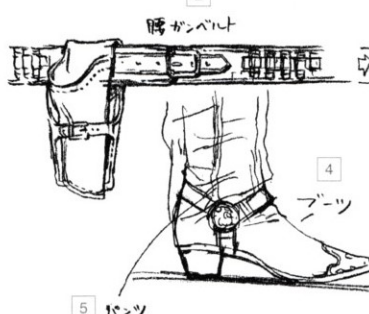
2. Is this the true face of the secretive Psycho? We all have our dark side...



Decoy Octopus



Revolver Ocelot



A 1. Death by FOXDIE

- B 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 (waistcoat).
8. Pocket watch chain hangs from button to pocket.
9. Armband (black)
10. Gun belt
11. Red gloves
12. Coat was supplied by FH

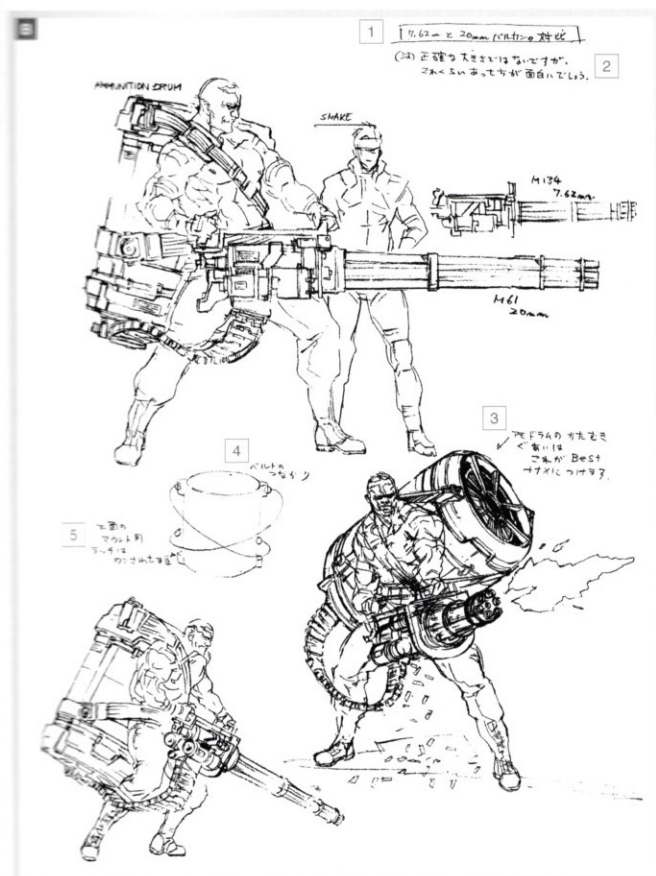
- (same as Liquid's)
Open wide in front
13. SAA
• Silver
• Colt medallion on wood of grip
14. Fastener
15. Leather holster on right hip.
16. Cowboy boots

C 1. Revolver
2. Wearing a coat
3. This is a holster

- D 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





- A**
1. Vulcan Raven
 2. Forehead tattoo
 3. Sloping shoulders. I don't like the square shoulders you see on some of those sumo wrestlers!
 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.

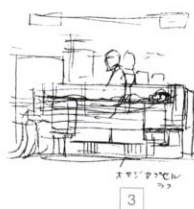
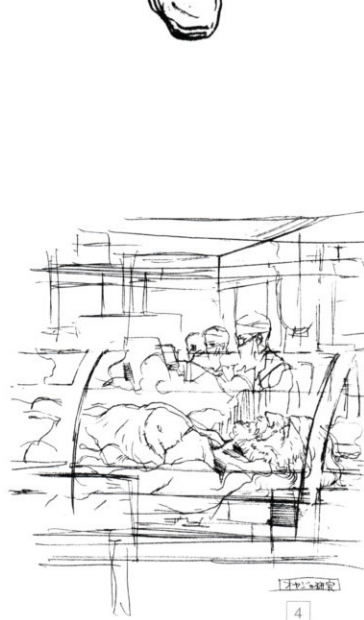
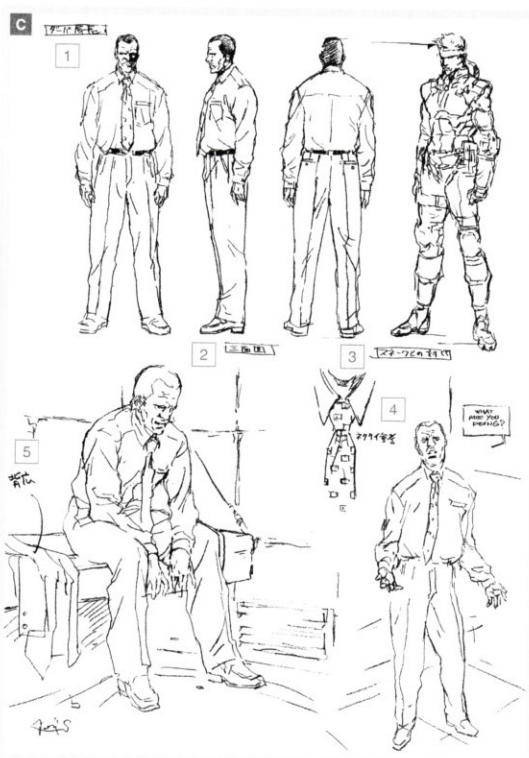
- B**
1. Comparison of the 7.62 mm and 20 mm Vulcan guns
 2. Note: These are not the actual sizes, but it would be interesting if they were portrayed this way.
 3. This is the best angle for the ammo drum. It should be at an angle.

4. Belt connections
 5. There's a mounting latch on the bottom.
- C**
1. Three-sided view of president of AT. Cleaned-up version.
 2. Cane

A Big Boss

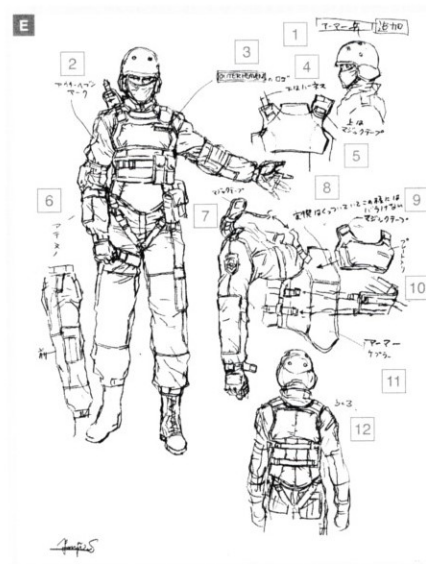
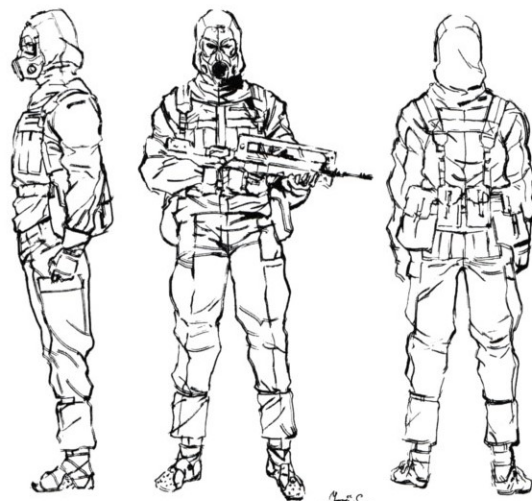


Donald Anderson



- A 1. Hooked nose
2. Old Man!!
3. Old Man capsule: rear view
4. Old Man research
- B 1. Head of DARPA
2. Three-sided view

3. Comparison with Snake
4. Necktie reference
5. Suit



- A** 1. Snowfield heavy infantry
2. White cover on helmet
3. Large snow boots
4. Back
5. Simple view of vest

- B** 1. Lots of space below the chin
2. Large head model
3. ... like this.
4. Gas mask troops
5. Stitching on the head cover
6. Bulging cheeks
7. 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.
8. Give the suit a voluminous feeling
9. Closed tight by the harness
10. Harness

11. Belt
12. Sticks out
13. Rubber gloves
14. If possible, I would like an accessory—like a bag that holds disinfectant or first-aid kits.
15. Bulge in the side pocket
16. Closed with a harness
17. Boots are wrapped by a bag
18. Bottom is also covered with bumps to prevent slipping
19. Front
20. View from the bottom
21. Heel
22. Under the mask
23. Not like this, but a skullcap where the mouth is visible
24. Snow troops ♦ White
Light infantry ♦ Brown
Heavy infantry ♦ Green
Gas mask troops ♦ Cream

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

- C** 1. Guards 6/10/96
2. Walkie-talkie
3. FH unit insignia on the left shoulder and back. Platoon number on right shoulder and breast.
4. Walkie-talkie holster
5. More 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.

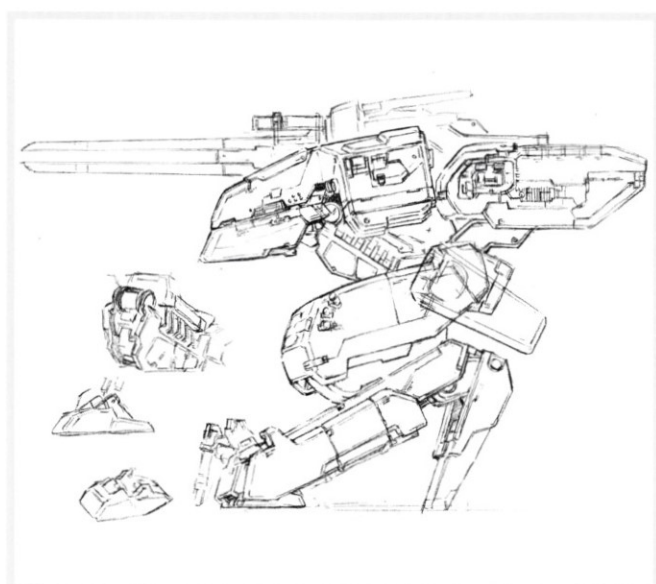
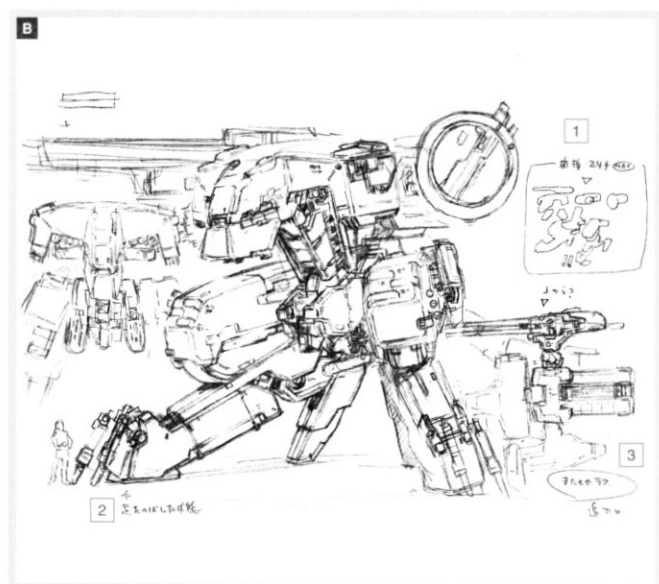
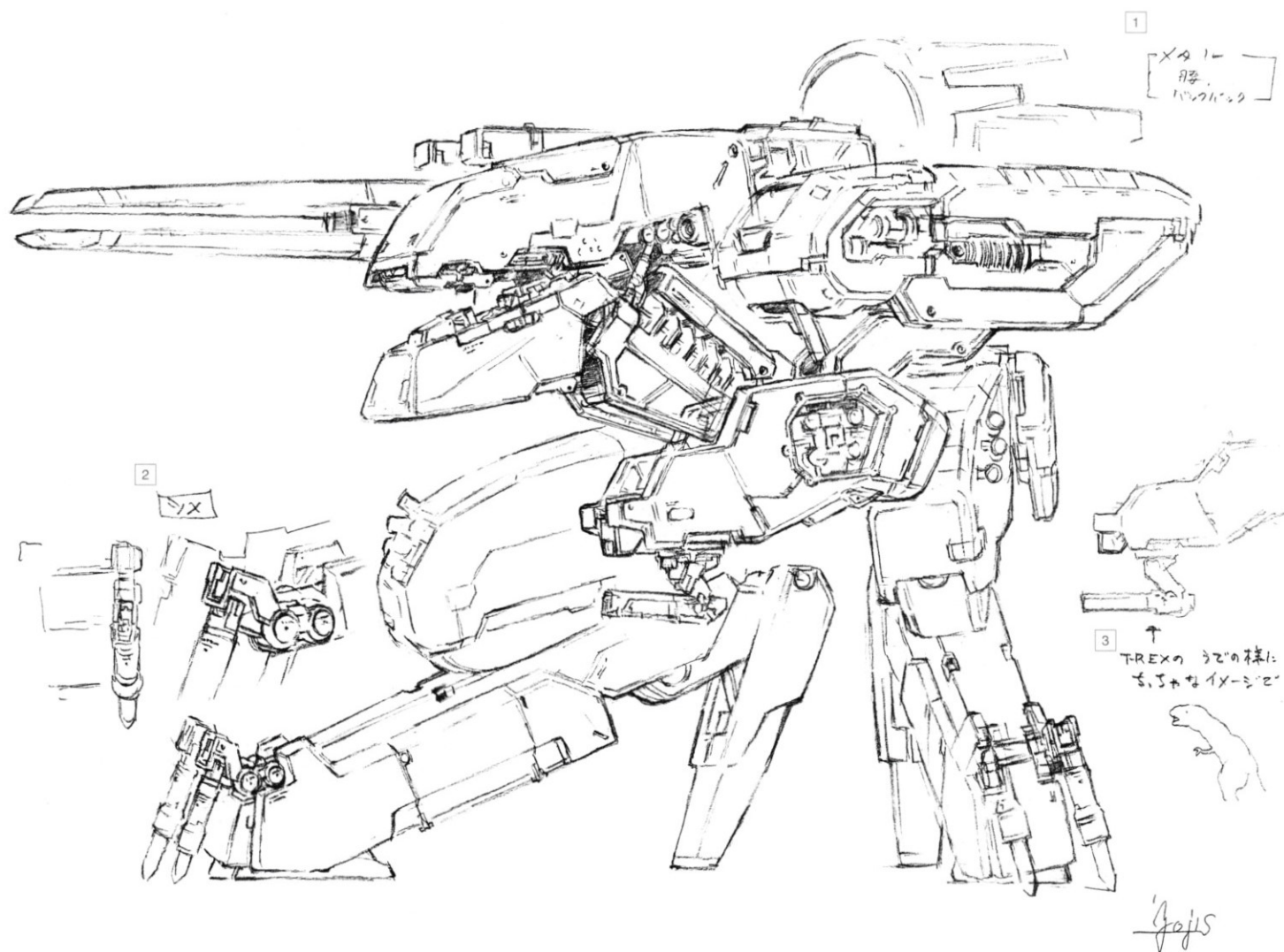
- D** 1. Infantry 5/16/96
2. Holes in helmet for better airflow.
3. Armband with elbow pad.
4. Body armor
5. Magazine pouches
6. Back flap on helmet can be moved.
7. Handgun holster
8. Sidearm

- E** 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. Plate inside
11. Armor—Kevlar
12. Back

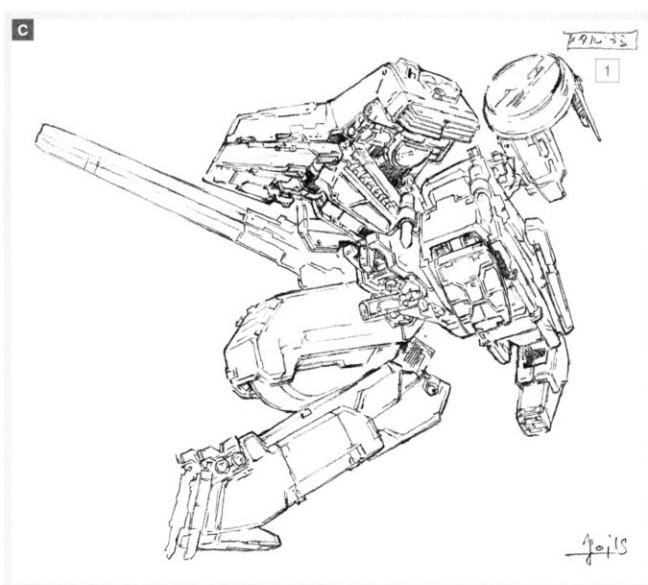
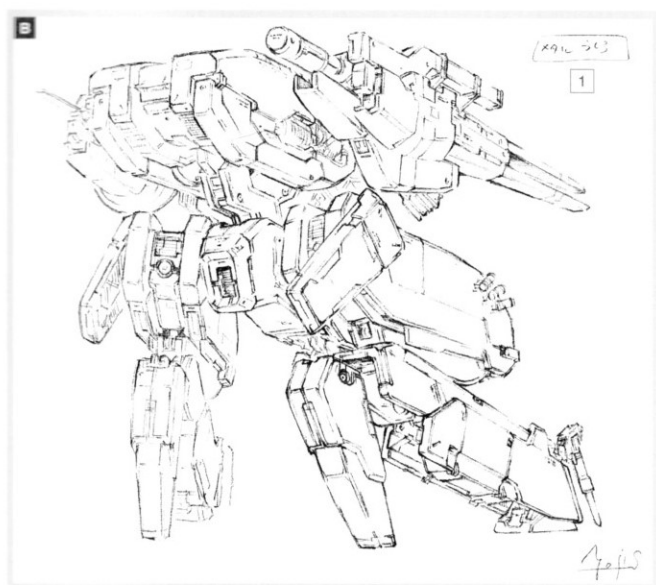
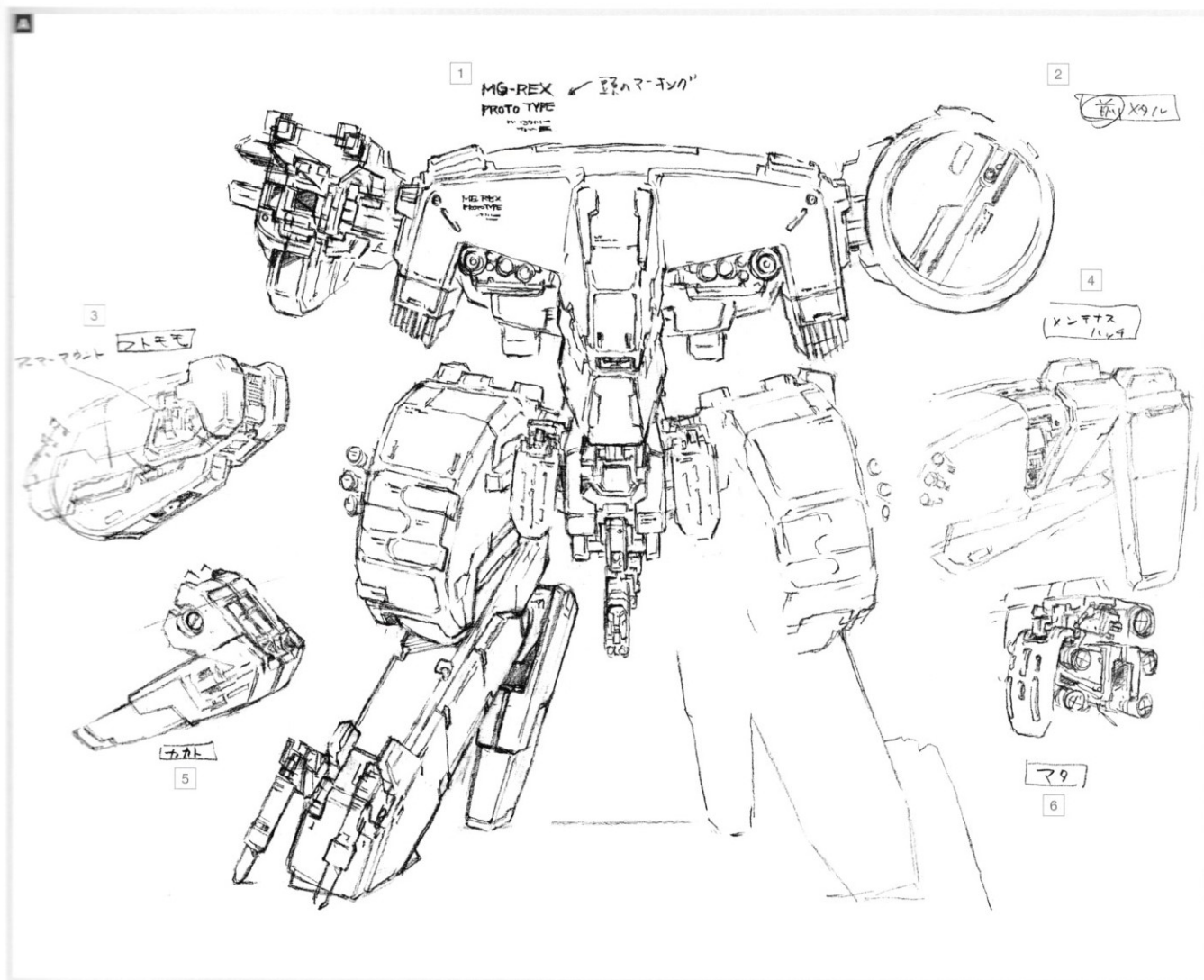
- F** 1. Side view of face mask
2. Reference for suspenders
3. FH unit insignia
4. I want to show breath with these lines.
5. The USP sidearm hangs from the equipment belt (right hip).
6. Make the boots big since they're snow boots.
7. Suspenders
8. This is the back side.
9. Equipment belt hangs off of hooks.

A Metal Gear REX



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

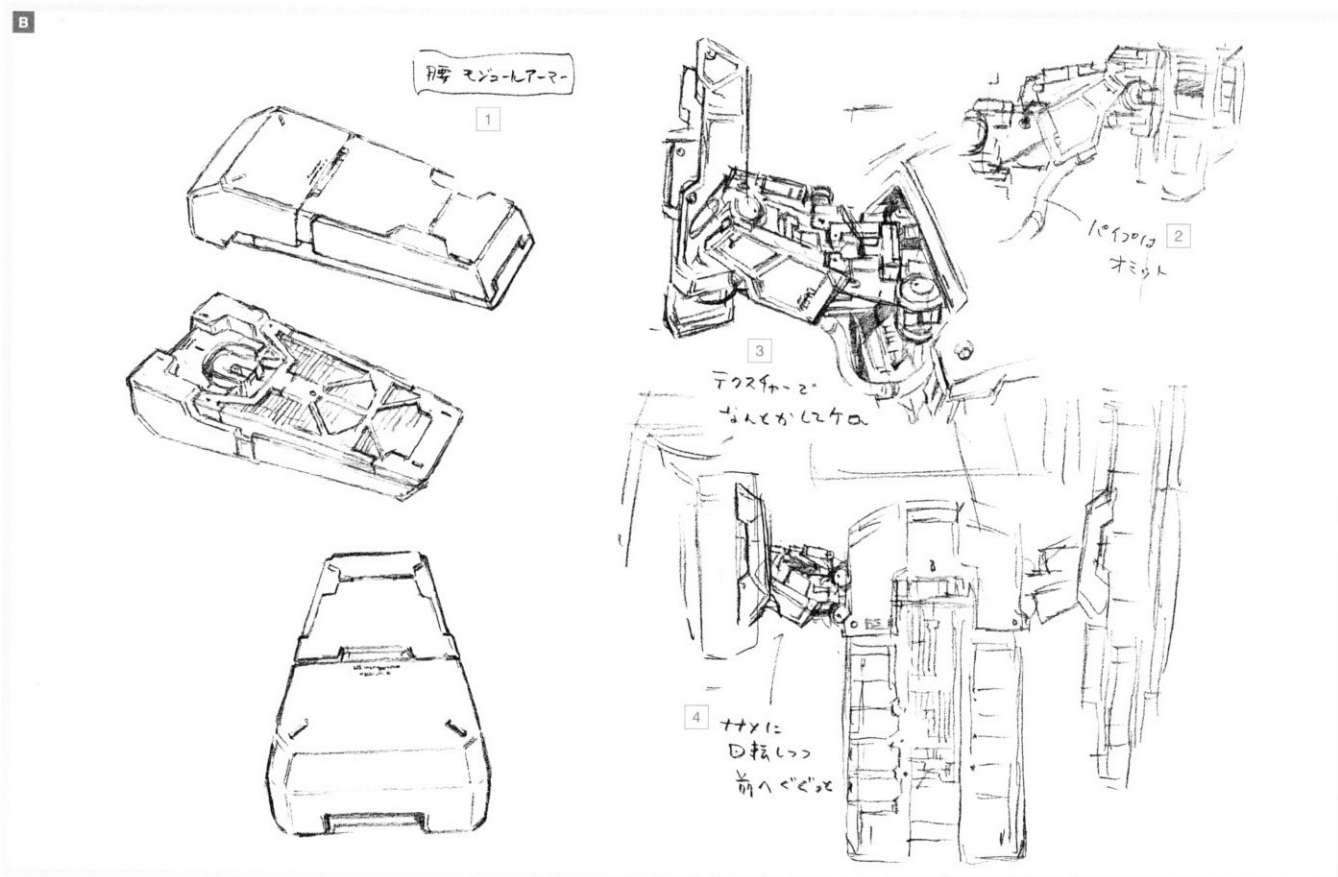
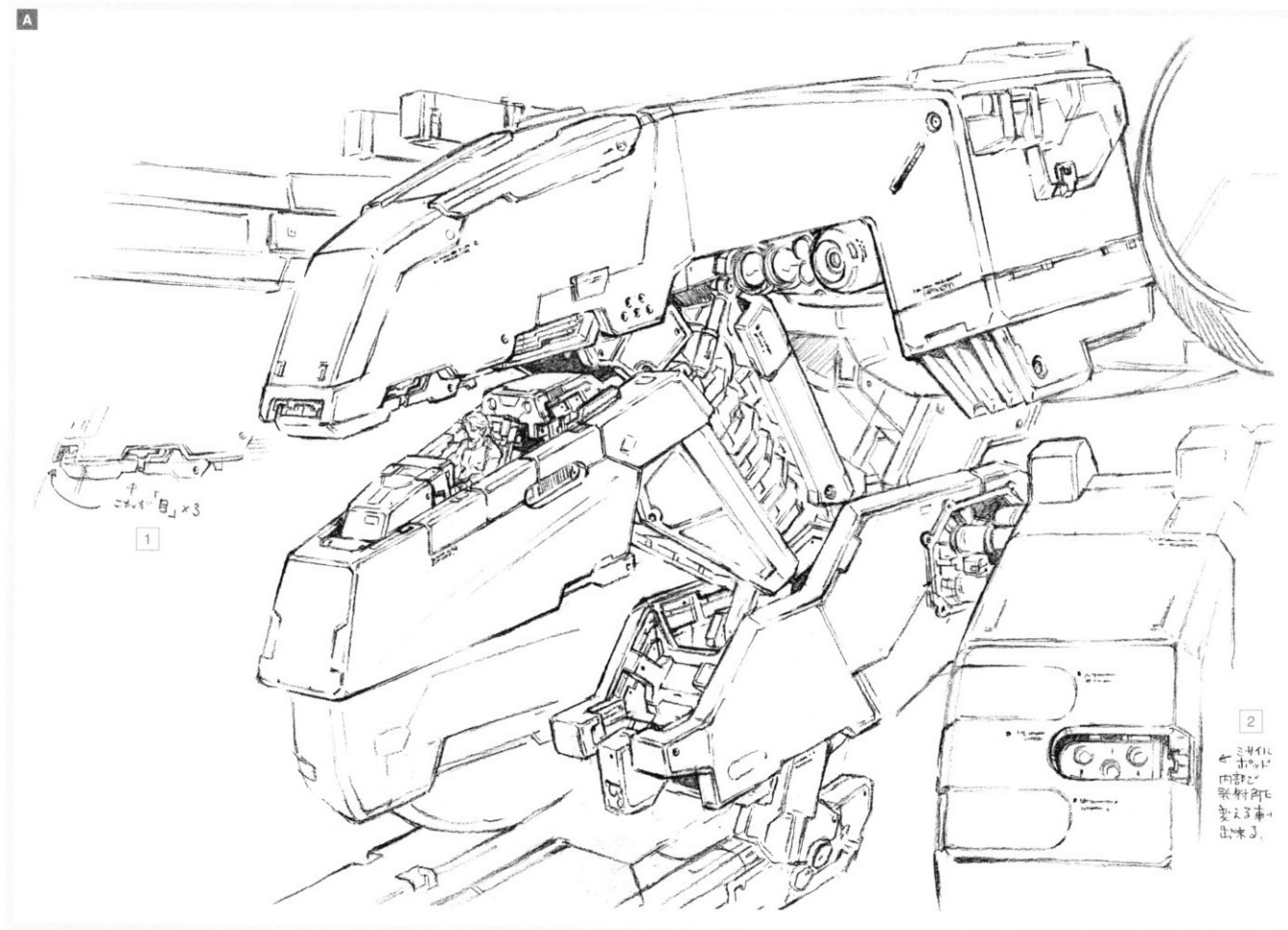
B 1. Twenty-four joints max
2. Fully extended leg
3. Still rough
• Additional



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

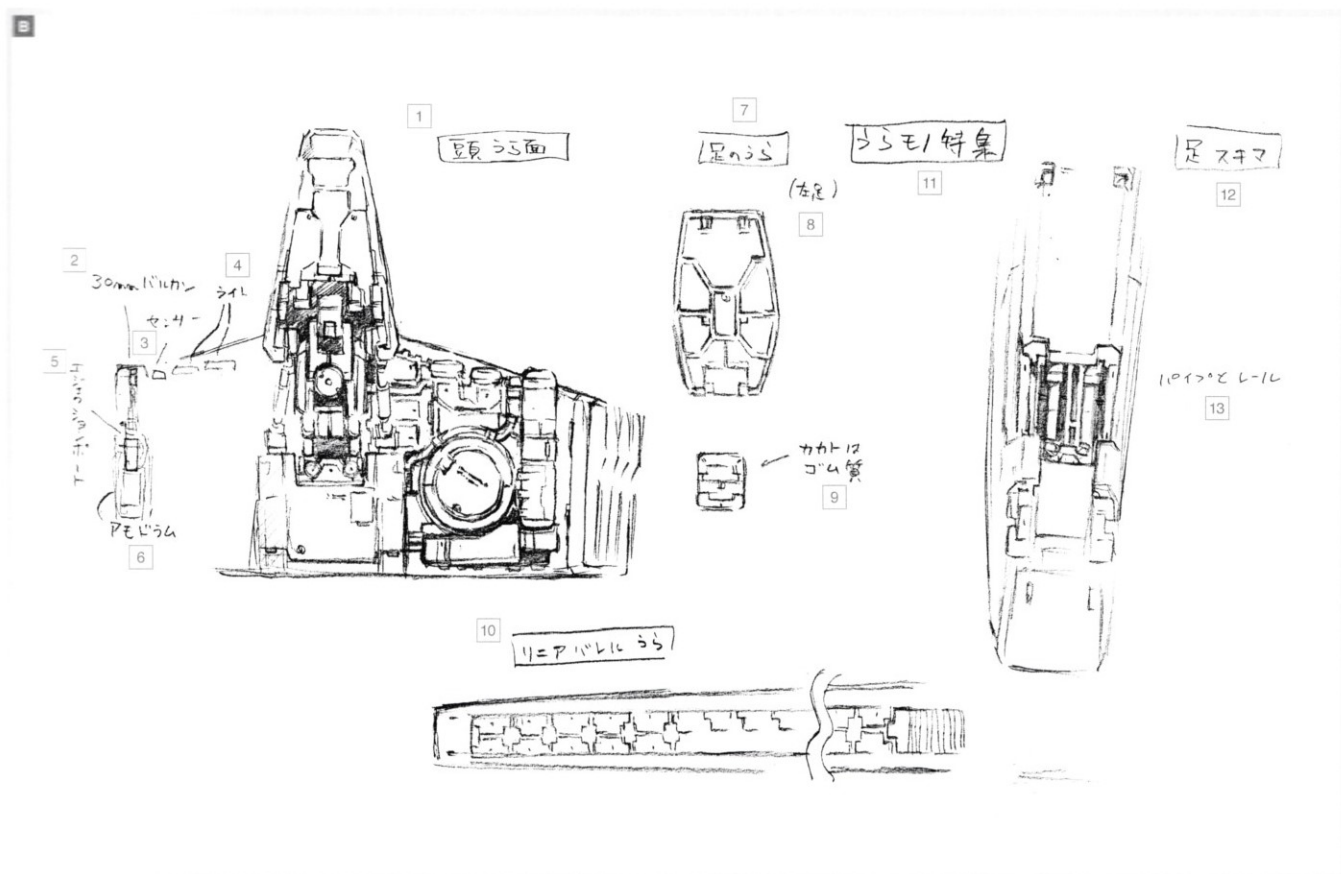
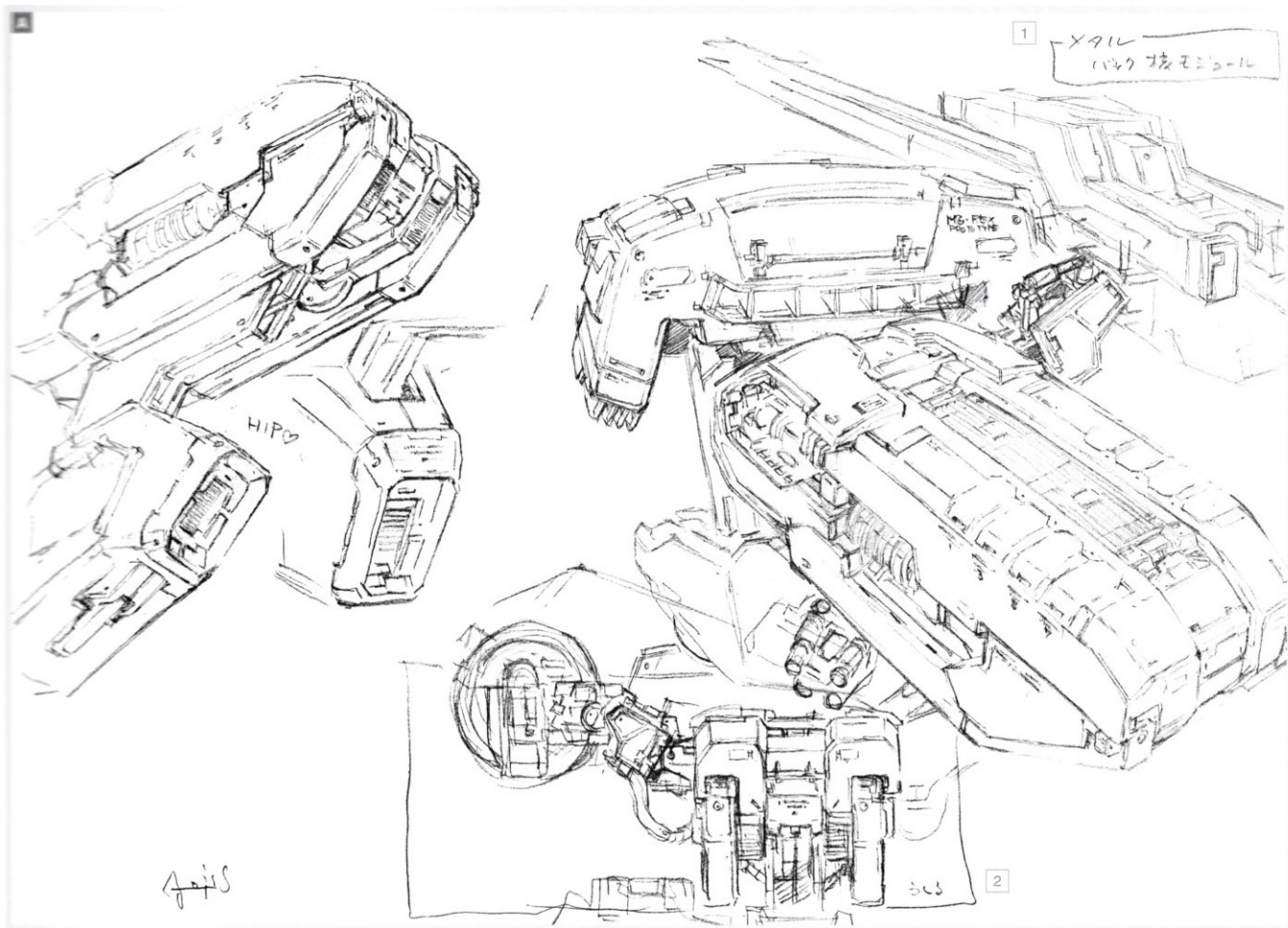
4. Maintenance hatch
5. Heel
6. Crotch

- B** 1. Metal Gear from the rear
C 1. Back view of Metal Gear



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

- B**
1. Waist module armor
 2. Pipes are omitted
 3. Do something about the texture.
 4. Moves forward while spinning diagonally.

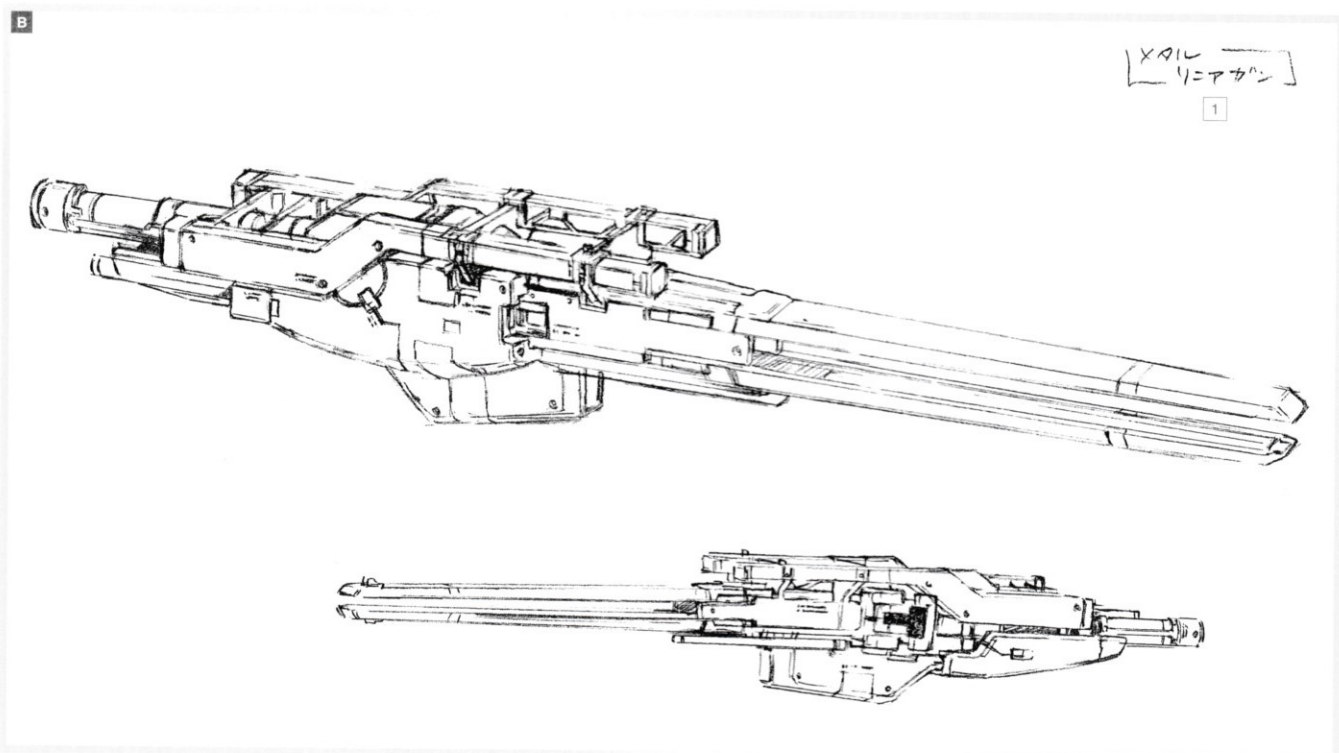
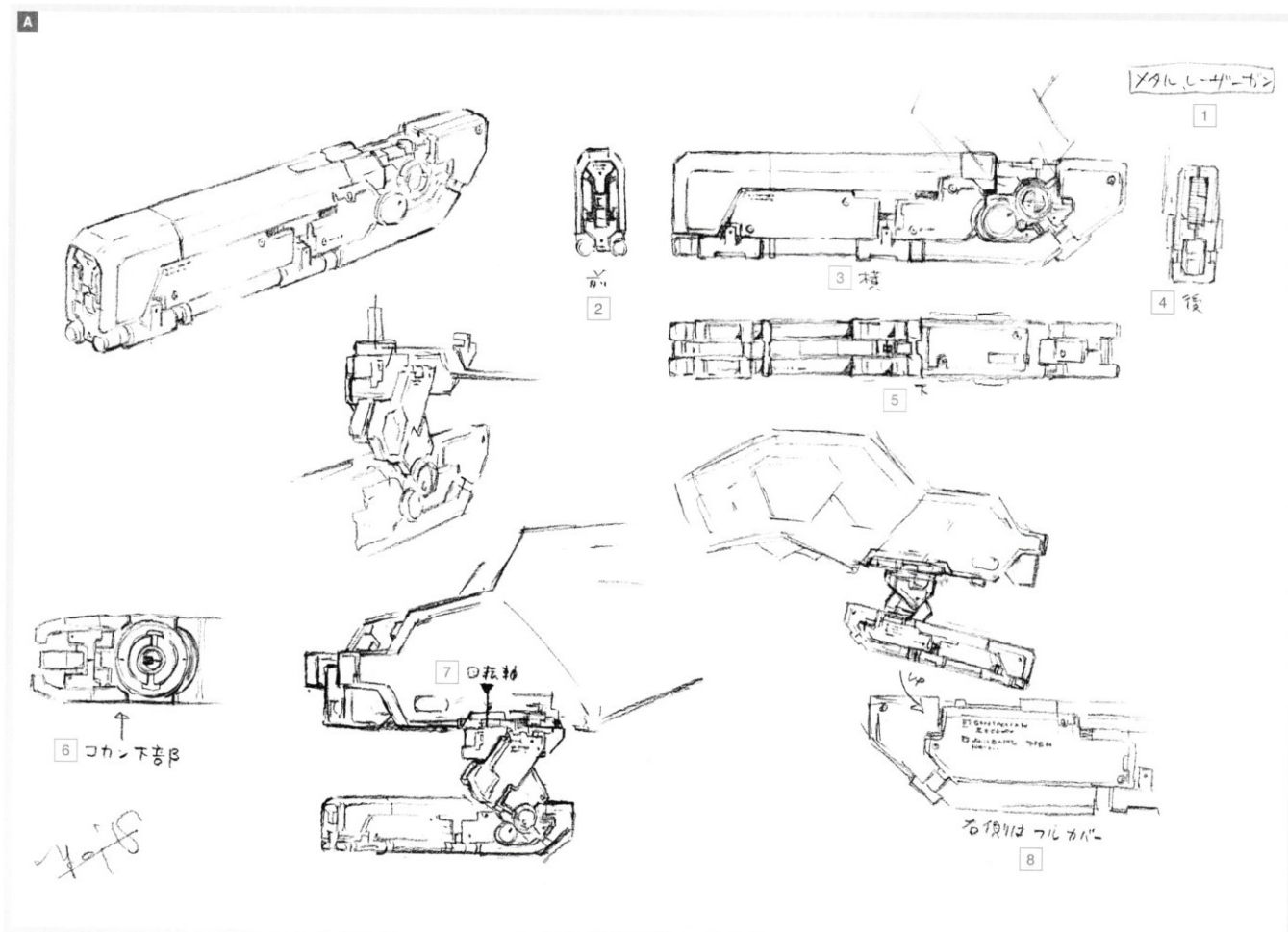


A 1. Metal Gear—back nuclear module.
2. Rear

B 1. Bottom view of the head.
2. 30 mm Vulcan
3. Sensor
4. Lights
5. Ejection port
6. Ammo drum
7. Bottom of foot
8. (Left foot)

9. Heel is made of rubber
10. Bottom of rail gun barrel
11. Assorted bottom views
12. Openings in feet
13. Pipes and rails

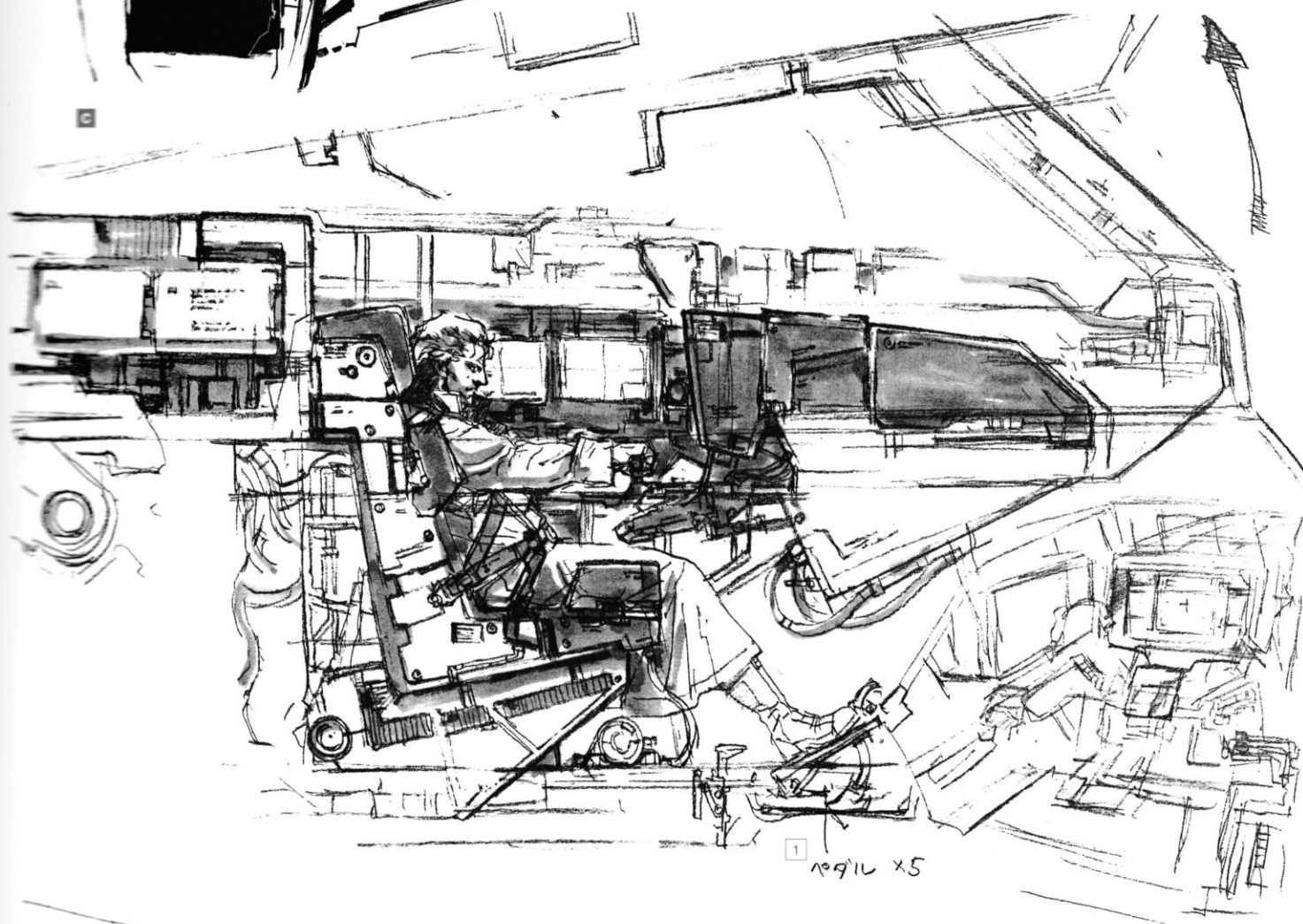
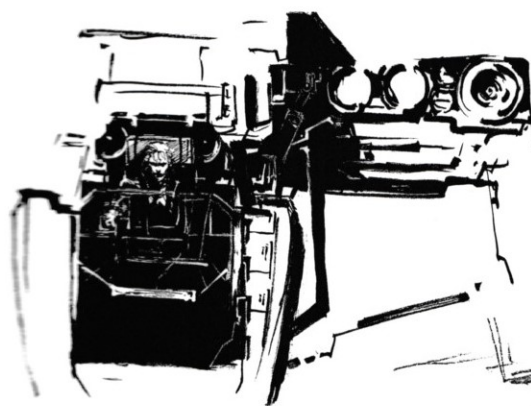
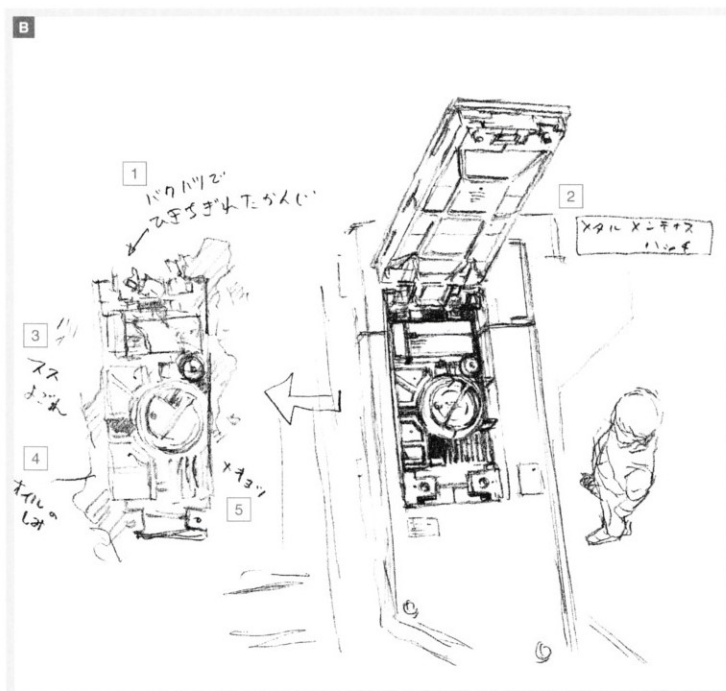
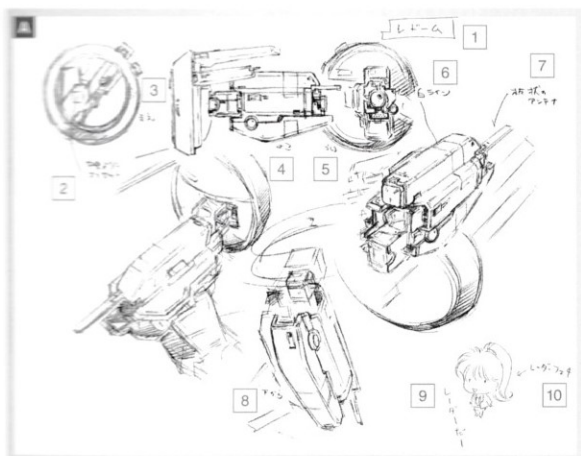
Metal Gear REX



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

8. Full cover for right side

- B**
1. Metal Gear rail gun

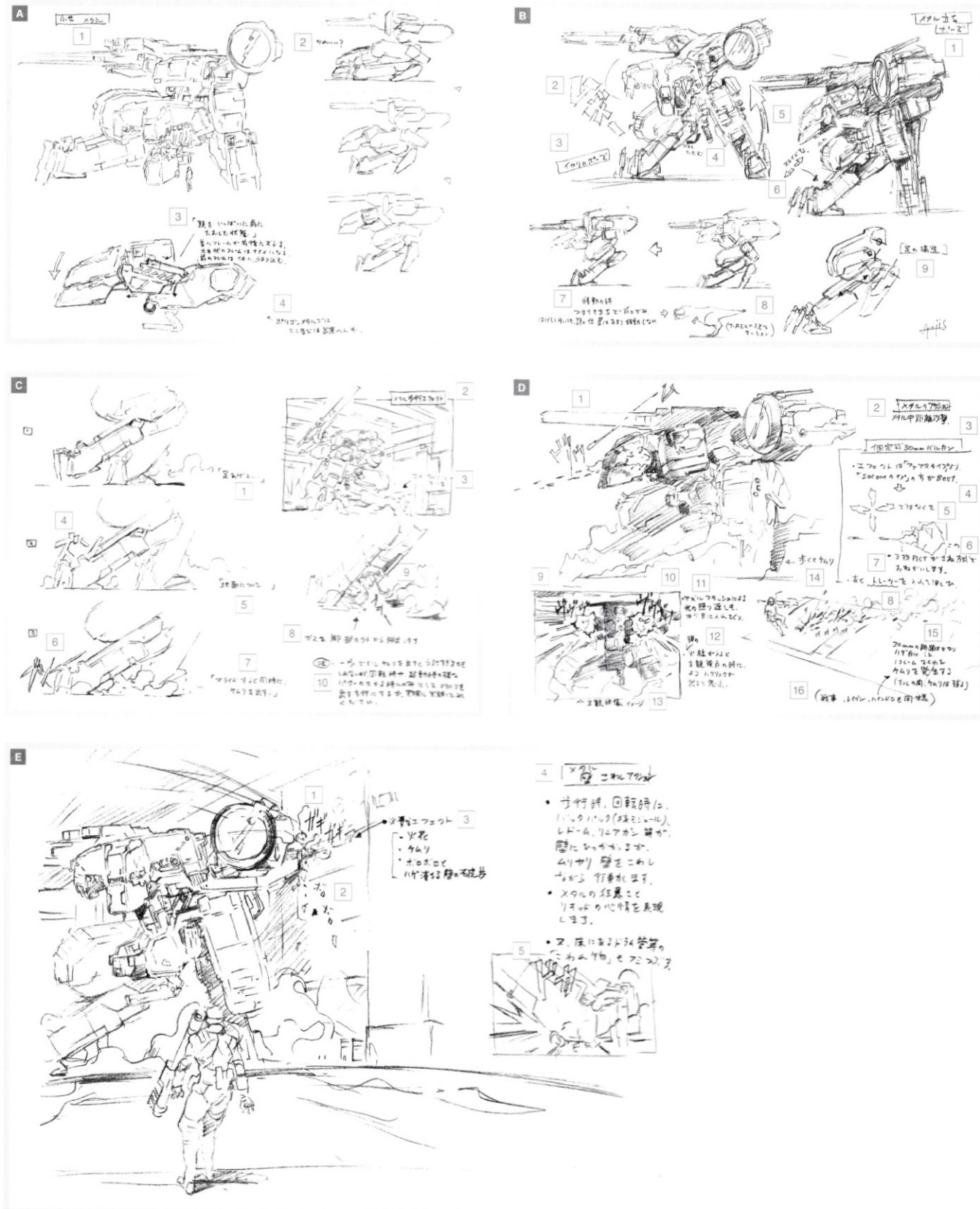


- A**
1. Radome
 2. Offset from center
 3. Front
 4. Side
 5. Rear
 6. White line
 7. Flat antenna

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

3. Oil stain
 4. Soot
 5. "STRETCH"
- C**
1. Five pedals

Metal Gear REX



- A**
1. Metal Gear down low
 2. Cute?
 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?

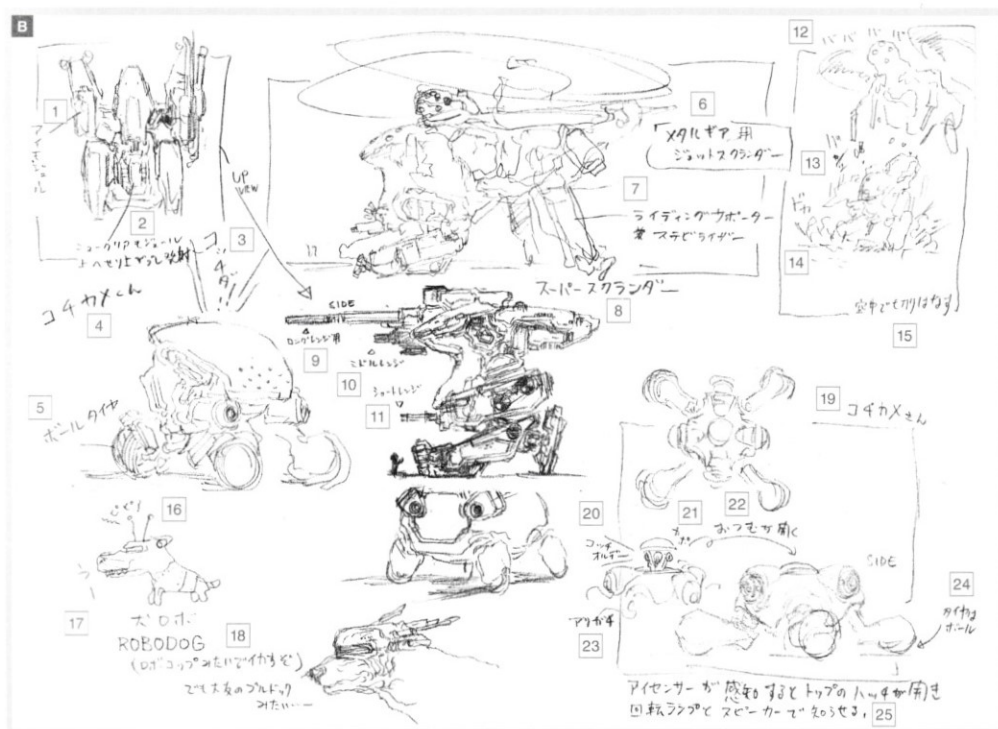
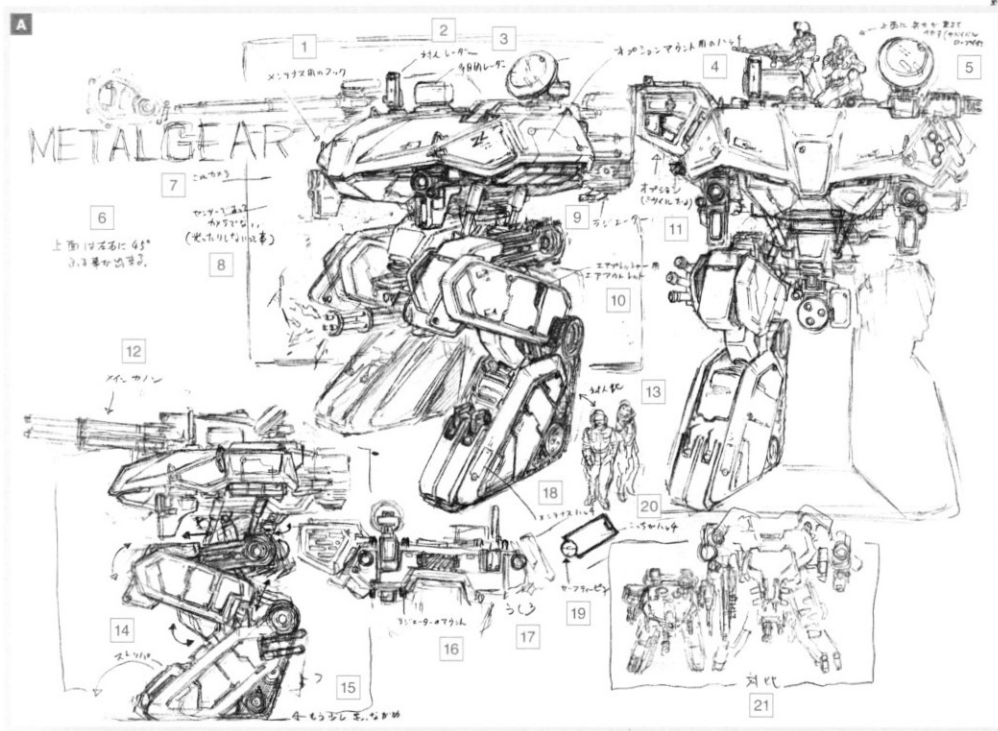
- C**
1. Leg is lifted
 2. Walking effect for Metal Gear
 3. About this smoke...
 4. "KERTHUD"
 5. Hits the ground
 6. "BWSSH"
 7. Smoke rises as it slides
 8. Gas is released through the back of the leg.
 9. "SHOOO"
 10. Note: It might be a little too much to have smoke come out with every stop, so

- D**
1. "VOOOOM"
 2. Metal Gear action
 - Midrange attacks
 3. Fixed 30 mm Vulcan
 4. It is better for the muzzle flash to be "FAMAS-ish" than "SOCOM-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 CHIN"
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
 - Mercilessly crushes walls with its backpack (nuclear module), radome, linear guns, 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. "THWUD"



- A**
1. Maintenance hook
 2. Radar for detecting humans
 3. Multipurpose radar
 4. Hatch for mounting options
 5. It would be cool to have soldiers ride on top (with safety ropes).

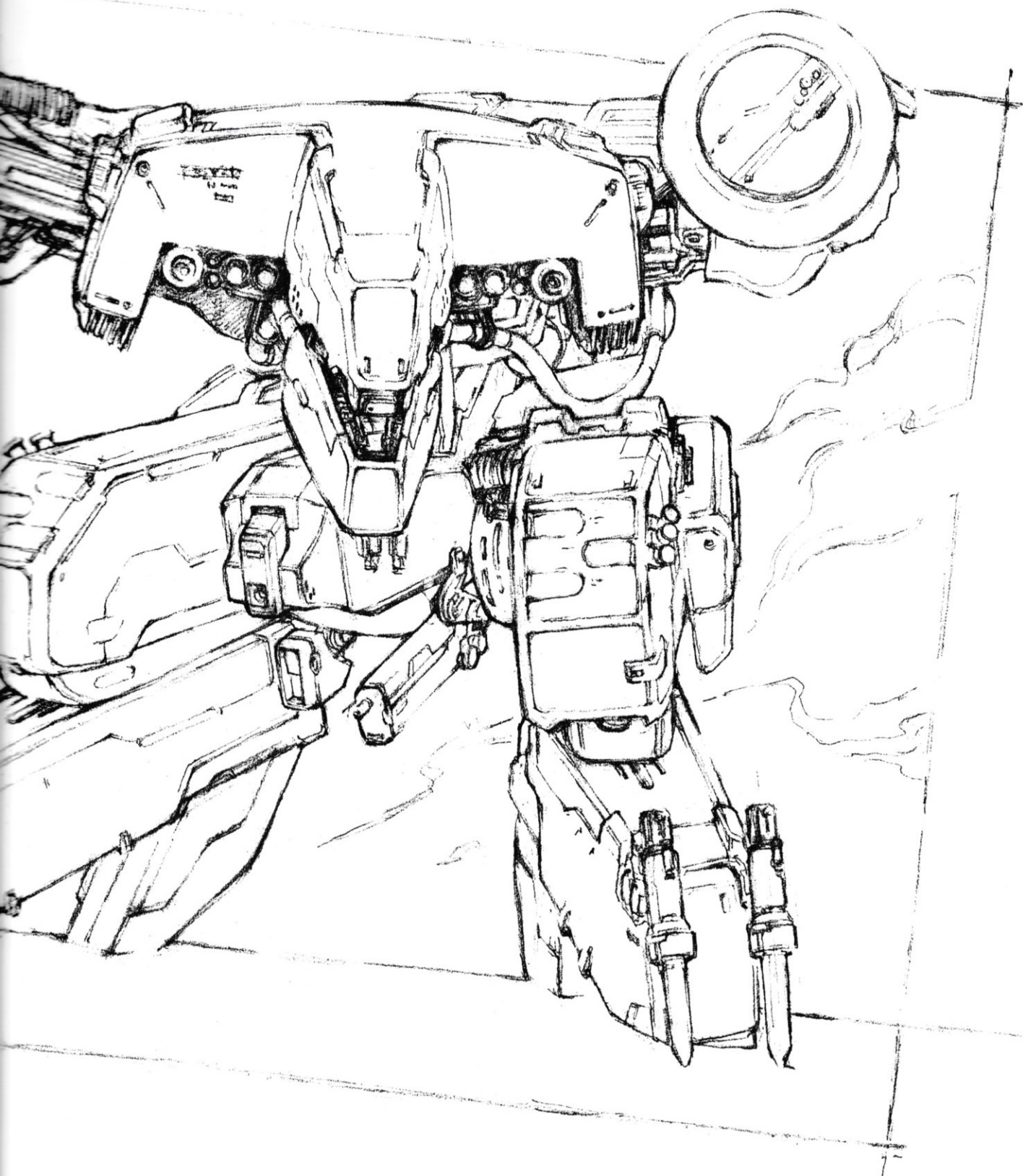
6. Upper part can rotate 45°.
7. This is a camera.
8. This is a sensor, not a camera (by which I mean it does not emit light).
9. Radiator
10. Outlet for air pressure

11. Option (missiles)
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

- B**
1. Eye module
 2. Nuclear module—rises slowly and then fires.
 3. This!
 4. "Little turtle"
 5. Ball tires
 6. Metal Gear "Jet Scramder"

METAL GEAR
REFINE
EXCEED
[M-REX]



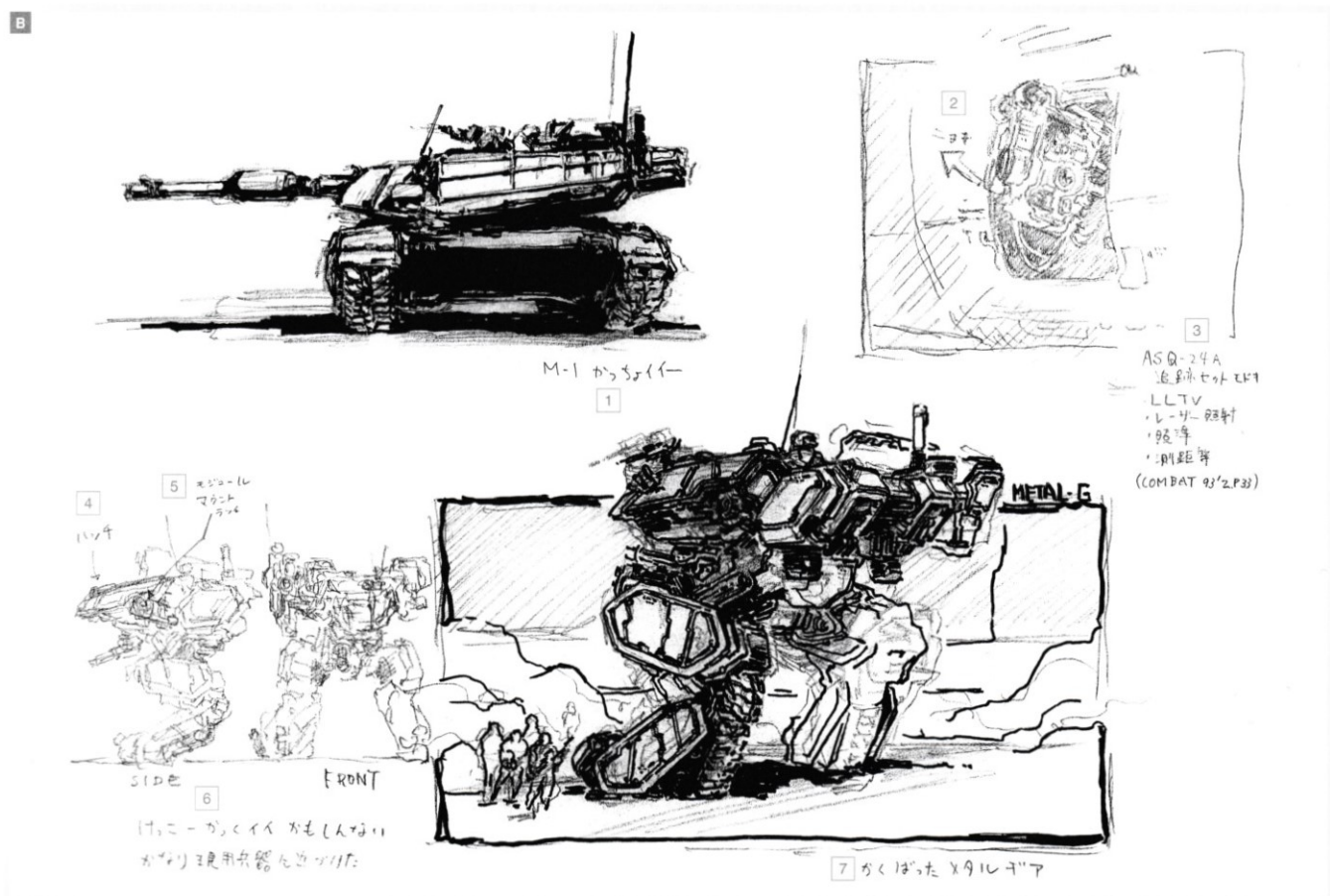
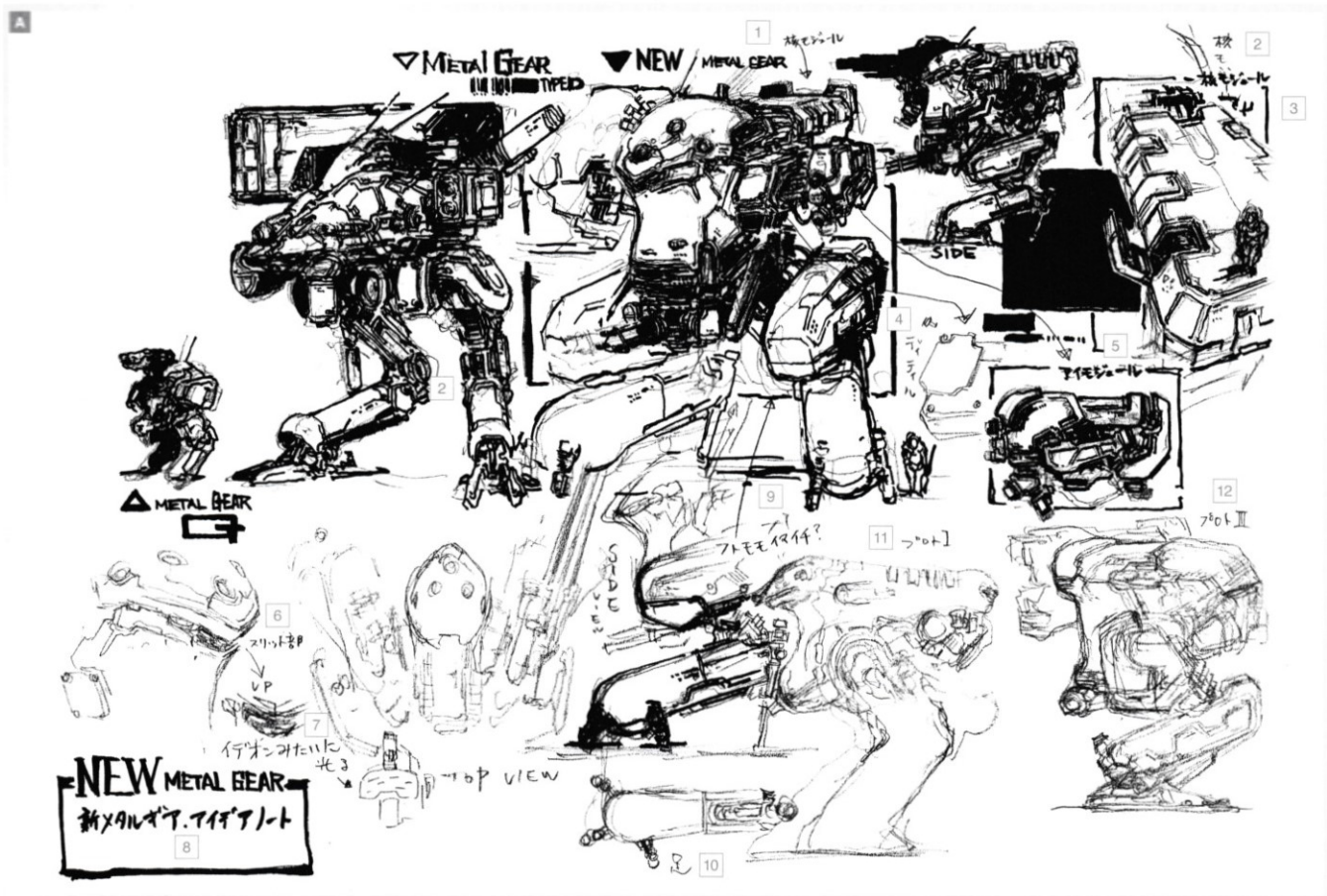
7. Riding supporter and stabilizer
8. Super "Scrander"
9. Long range
10. Medium range
11. Short range
12. "FWAP FWAP FWAP"

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

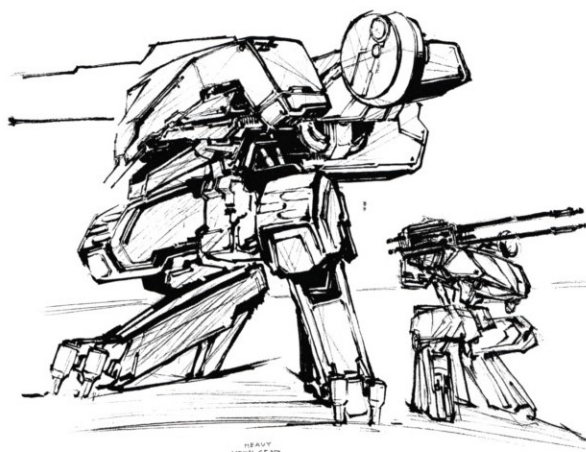
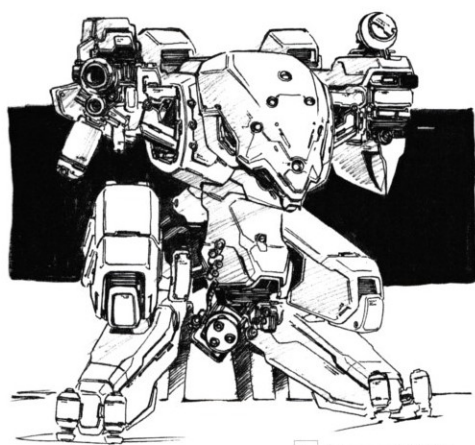
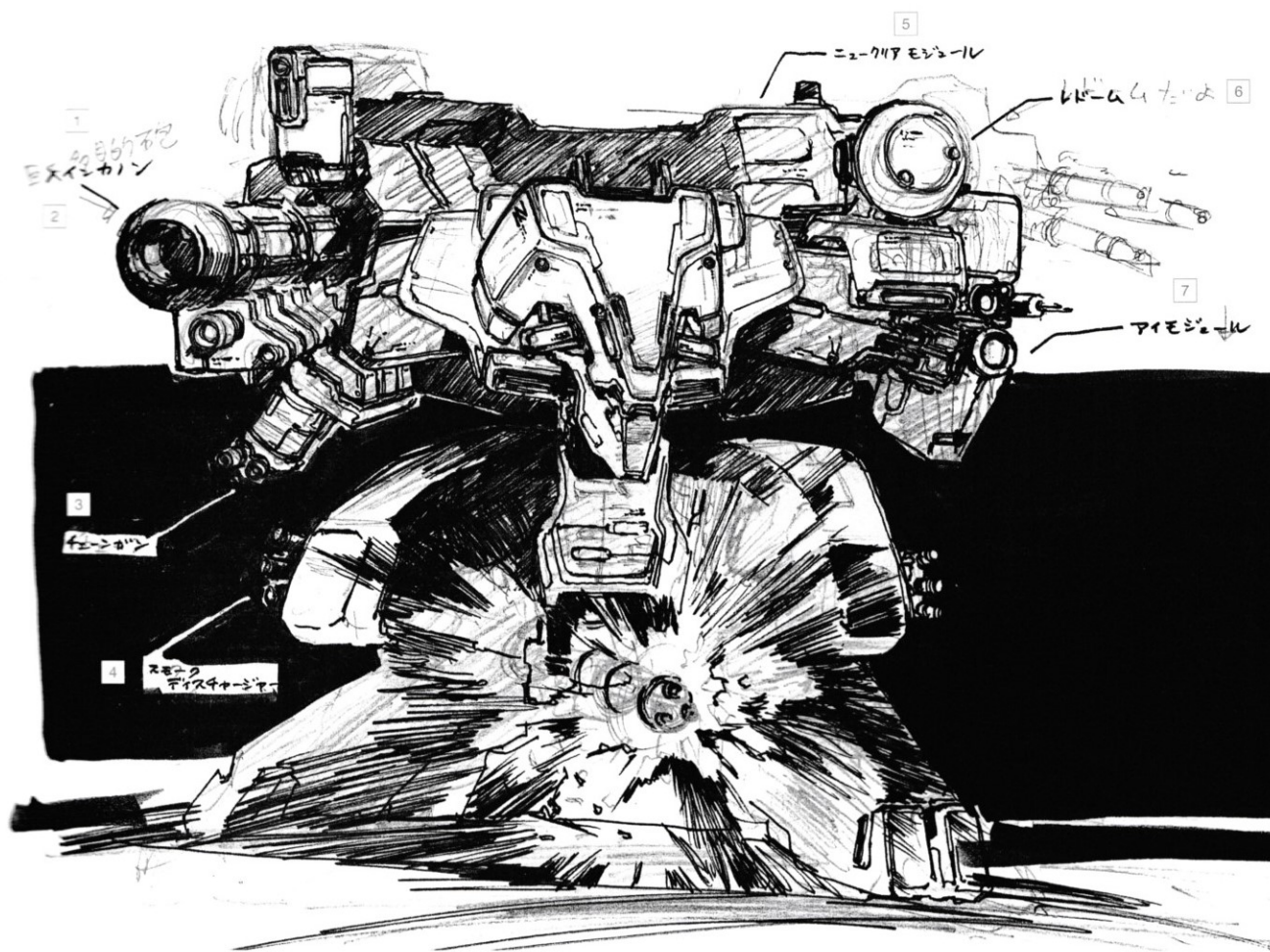
18. RoboDog (cool like RoboCop), but also like Bulldog by Katsuhiro Otomo.
19. "Big turtle"
20. Right here!
21. "K-POP"
22. Head pops out

23. Like usual
24. Tires are balls
25. The top hatch opens when alerted by the spinning lamp and siren after the eye sensor is tripped.

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

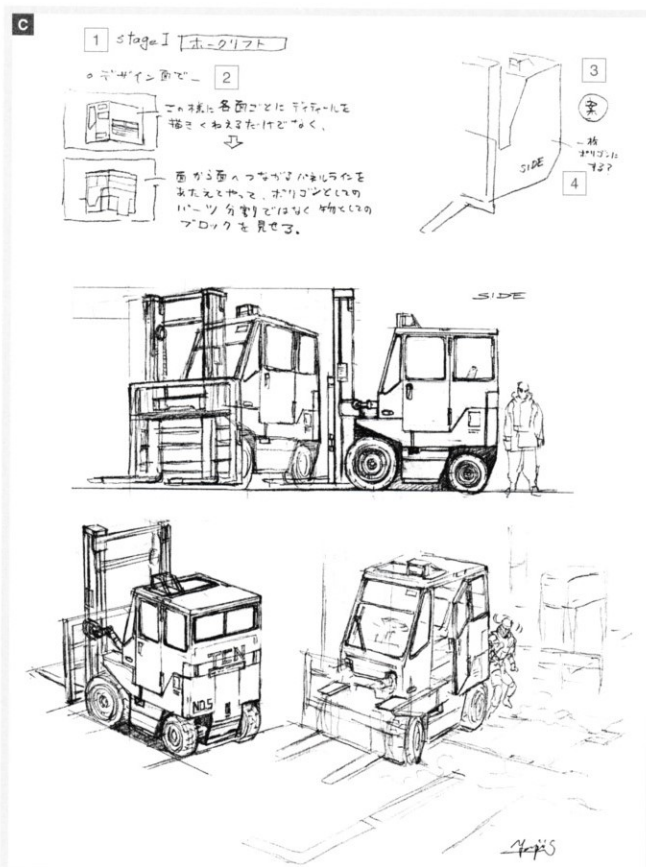
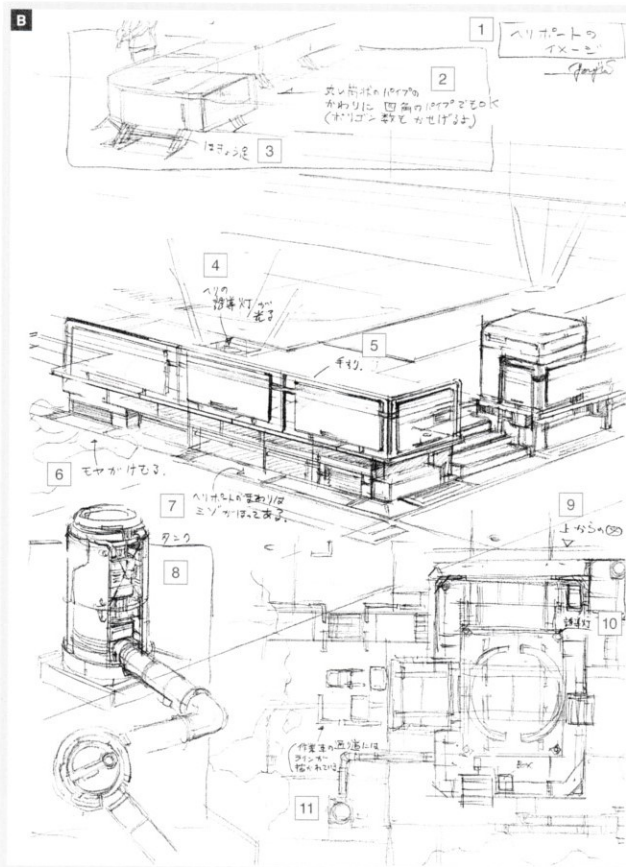
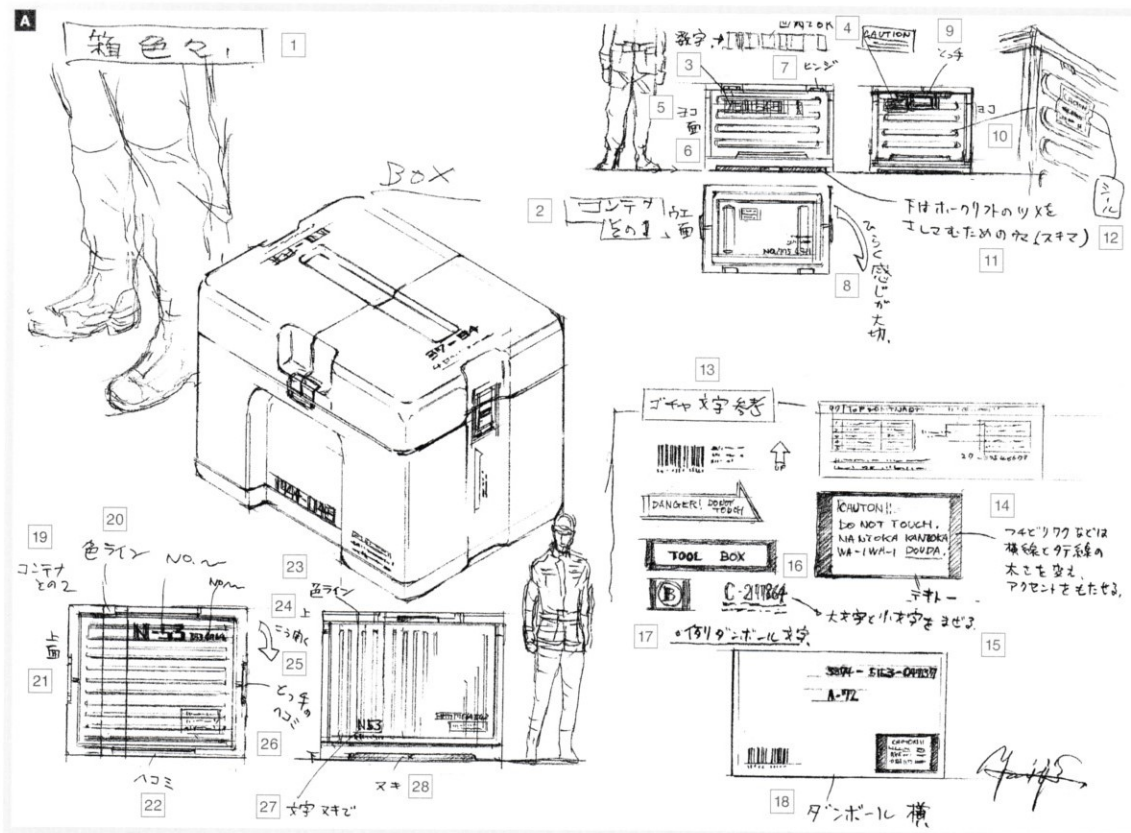


- | | |
|--|--|
| <p>A</p> <ol style="list-style-type: none"> 1. Nuclear module 2. Nuclear module 3. Nuclear module 4. Detail 5. Eye module 6. Side | <p>B</p> <ol style="list-style-type: none"> 1. M1. It's so cool. 2. "NYUK" 3. ASQ-24A Pursuit Set-ish 4. Hatch 5. Module mount latch 6. This could be really cool. It's getting much closer to modern-day weaponry. 7. Angular metal armor |
|--|--|
- Editor's note:**
Densetsu Kyojin Ideon is an anime series created by Yoshiyuki Tomino.

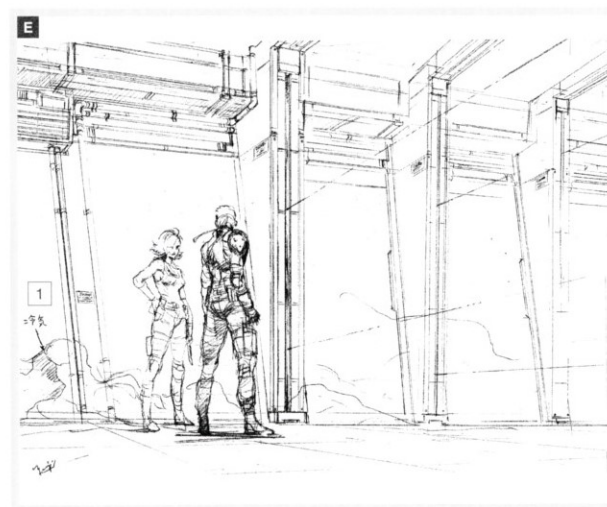
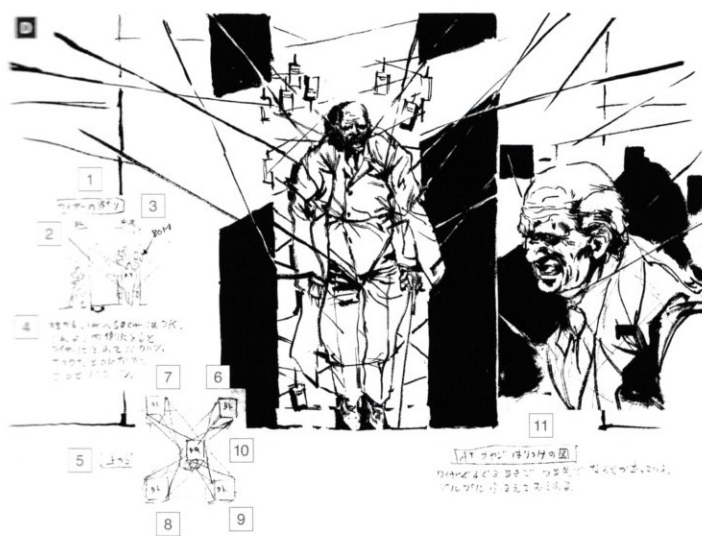
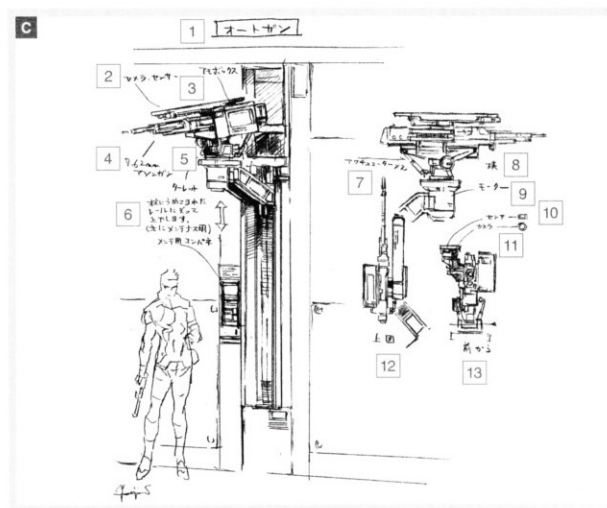
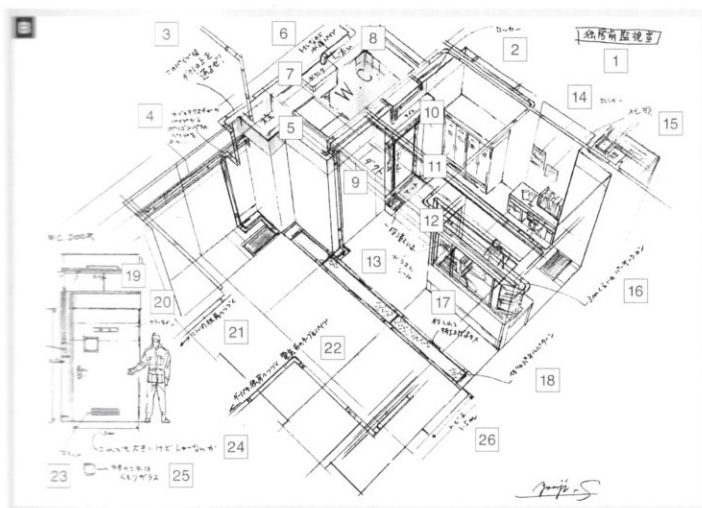
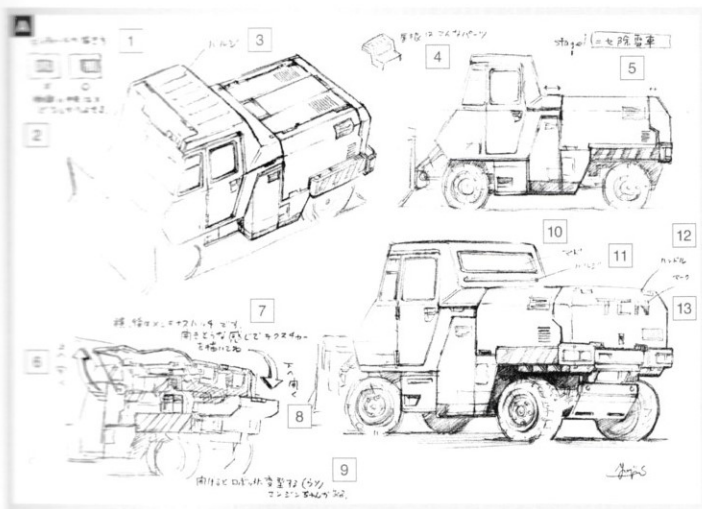


- A** 1. Huge multipurpose cannon
2. Main cannon
3. Chain gun
4. Smoke discharger
5. Nuclear module
6. Radome
7. Eye module

- B** 1. Got the configuration of the left and right legs wrong.



- | | | | | |
|---|--|--|---|--|
| <p>A</p> <ol style="list-style-type: none"> 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 | <ol style="list-style-type: none"> 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. Side of cardboard box 19. Container no. 2 20. Colored lines 21. Top | <ol style="list-style-type: none"> 22. Recessed area 23. Colored lines 24. Top 25. Opens like this 26. Recessed area for handling 27. Remove text 28. Remove <p>B</p> <ol style="list-style-type: none"> 1. Heliport 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 | <ol style="list-style-type: none"> 4. Guide light shines out for helicopters. 5. Handrail 6. Mist 7. There is a trench around the heliport 8. Tank 9. View from above 10. Guide light 11. Lines showing lanes for work vehicles <p>C</p> <ol style="list-style-type: none"> 1. Stage 1 forklift 2. In terms of design: | <p>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.</p> <ol style="list-style-type: none"> 3. Proposal 4. Make this a single polygon? |
|---|--|--|---|--|

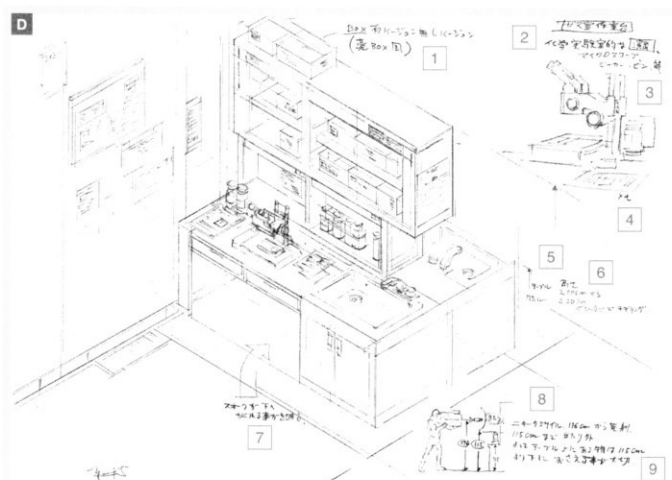
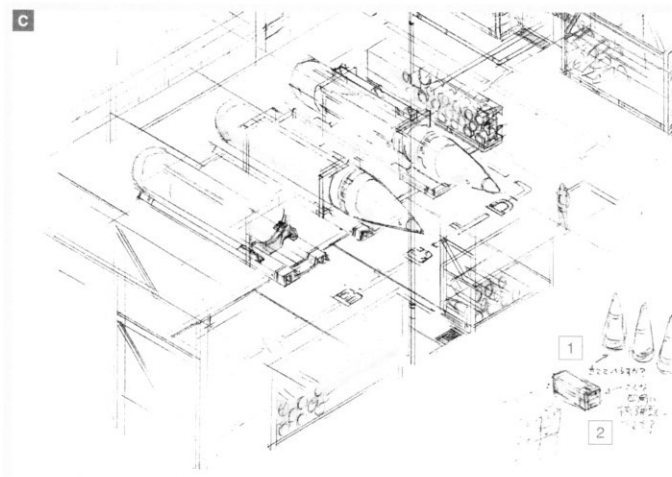
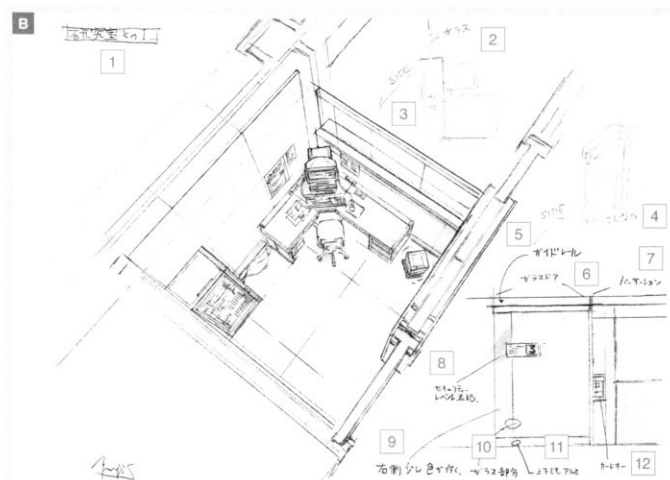
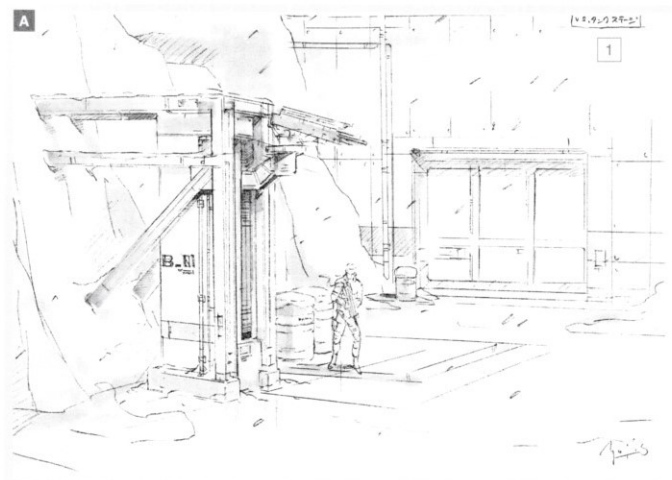


- A** 1. Drawing of the details
2. Don't center it on the object. Push to one side or the other.
3. Bulge
4. A part like this goes on the roof.
5. Stage 1 fake snowplow
6. Swings in an upward direction.
7. The side and rear have a maintenance hatch. The textures are drawn so it looks like it's opening.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

12. Handle
13. Logo
B 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. Wider
9. Duct
10. Light
11. Mat
12. One step down
13. Sticker on the glass
14. Calendar
15. Memos
16. 3 m-high partition
17. Cutouts for lifting by hand.
18. Typical panel pattern
19. Light
20. Color line
21. To Meryl's cell
22. To the DARPA cell. Conduit for electrical wiring.
23. Slit
24. This is pretty wide, isn't it?
25. The part in the middle is frosted glass.
26. Door is 1.5 m

5. Turret
6. Goes up and down along a rail embedded in the pillar (mostly for maintenance). Maintenance panel.
7. Actuator
8. Side
9. Motor
10. Sensor
11. Camera
12. View from above
13. 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.
E 1. Cold air
5. From above
6. Outside
7. Outside
8. Outside
9. Outside
10. Center
11. AT's crucifixion—the wires are wrapped tight around him and he can barely stand on his tiptoes. He is shaking uncontrollably.



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 tinted on the

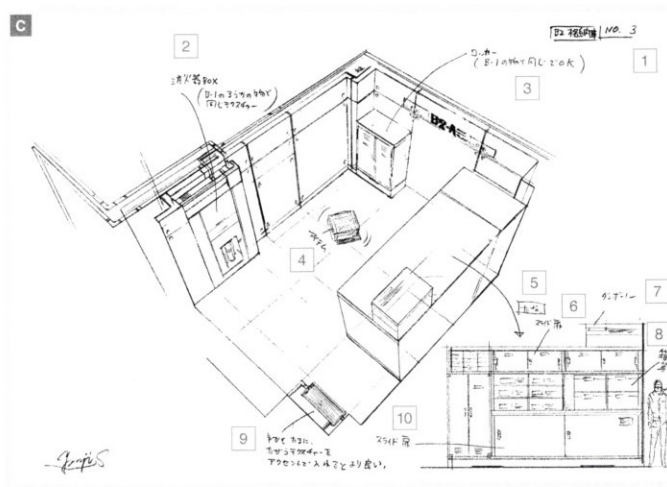
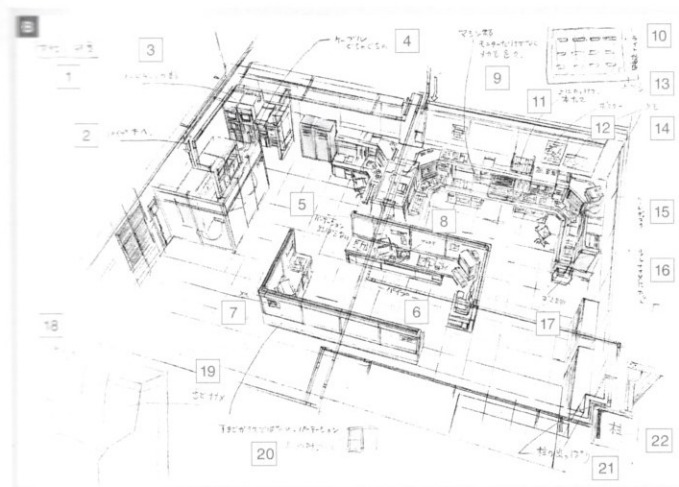
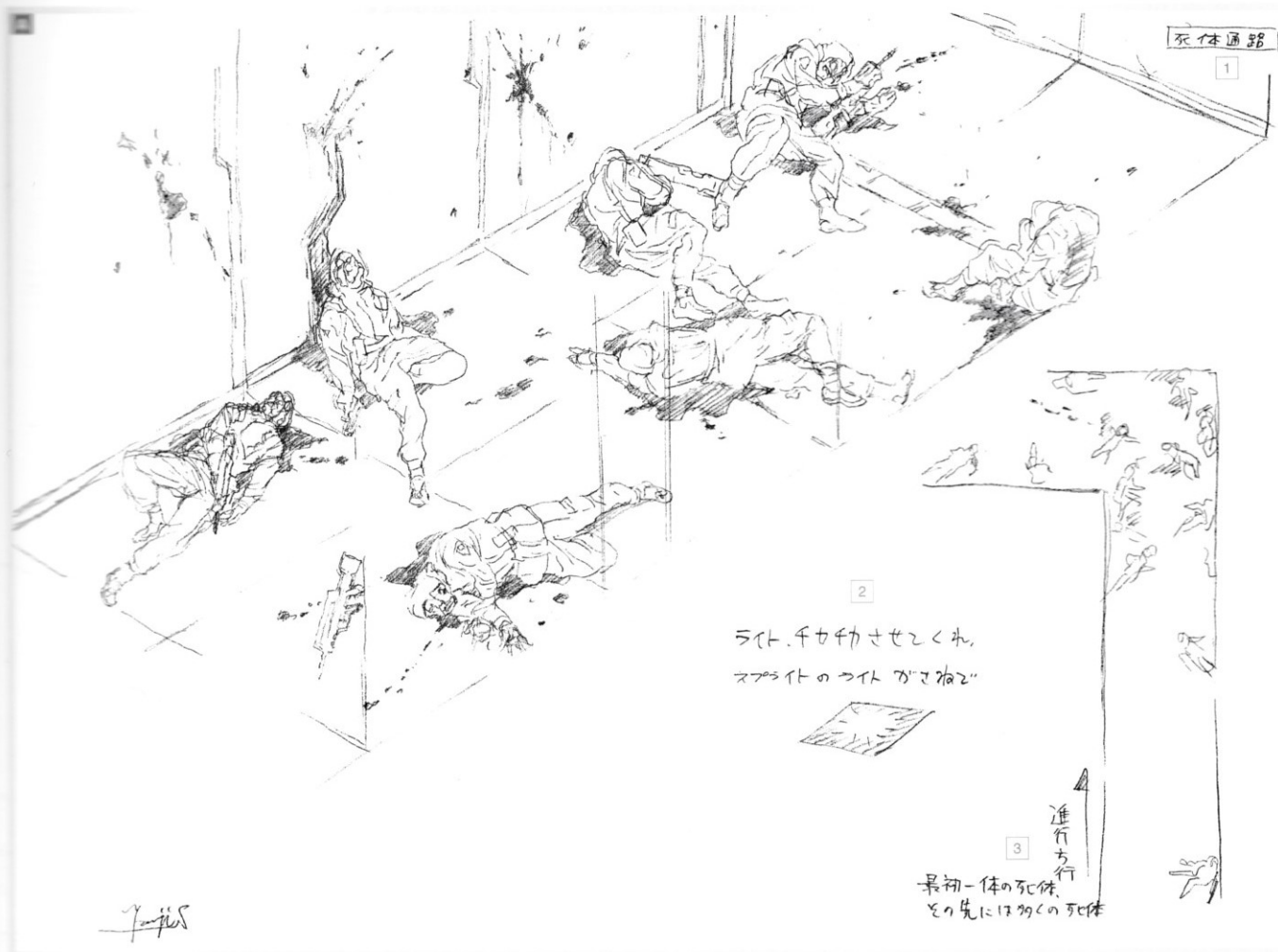
- right-hand side
10. Glass
11. Top and bottom are aluminum
12. Card key reader

- 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. Hit area
9. The Nikita 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 sprites to lights.
 3. Direction of movement. First there is one corpse, and then there are many.

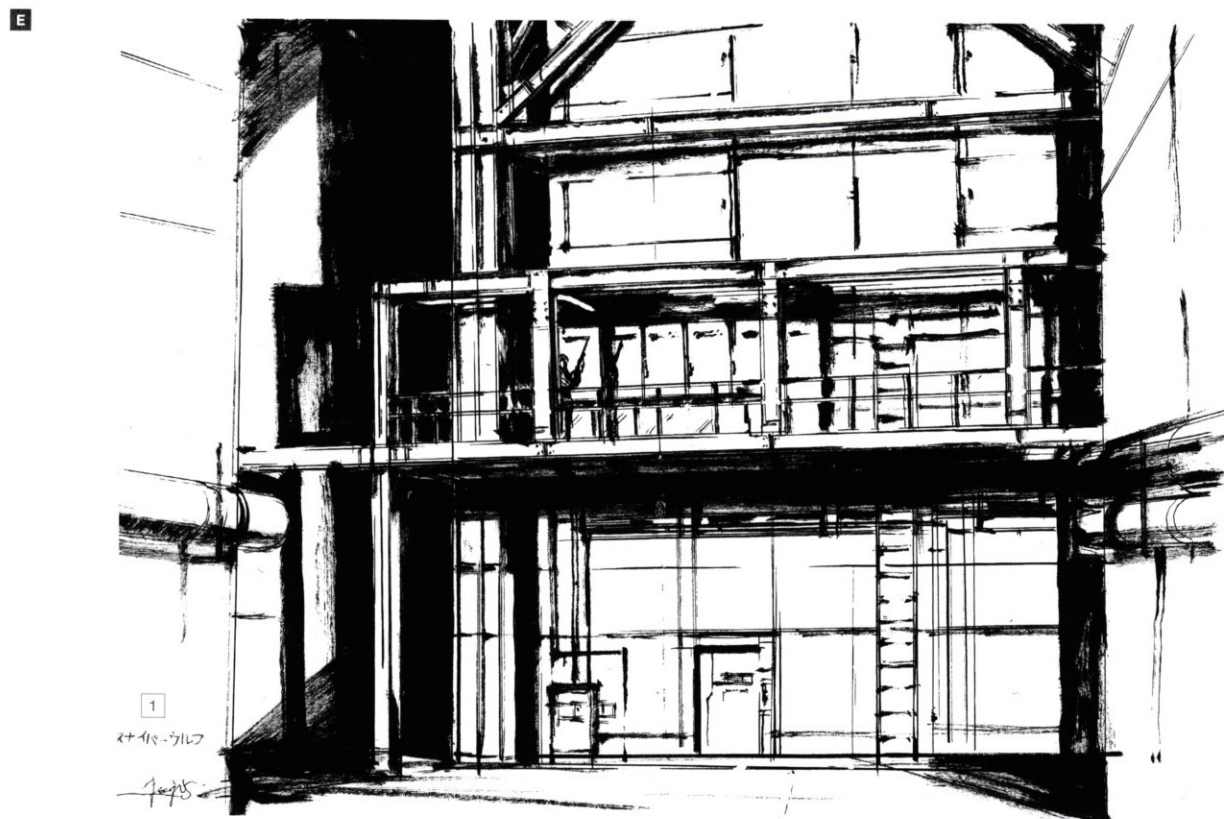
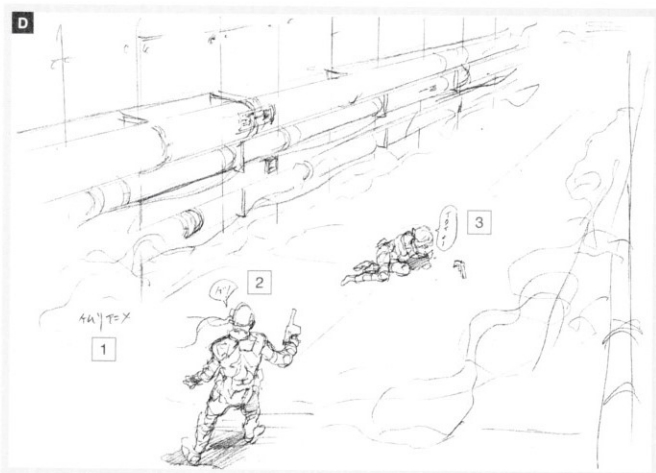
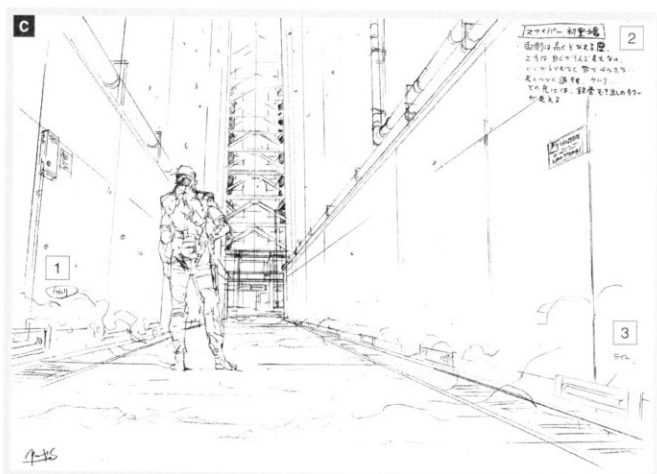
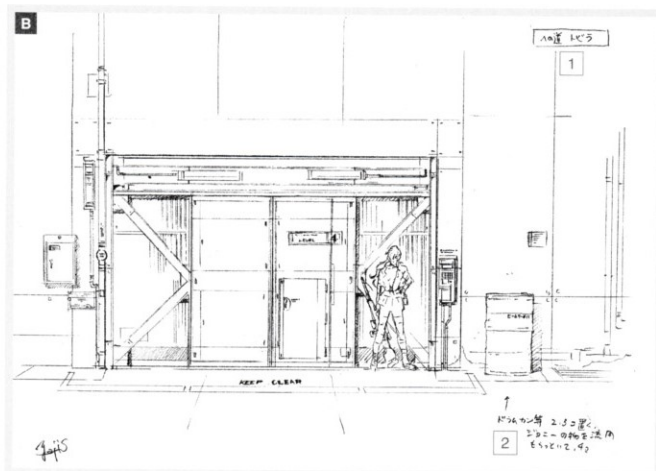
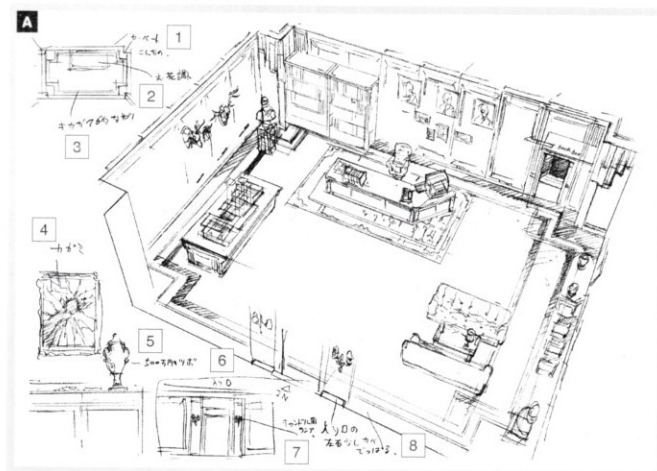
- B**
1. Otacon's room
 2. Pipe goes below
 3. Hard drives
 4. Messy wires

5. Partition shouldn't stick out
6. Pipe
7. Memo
8. PlayStation
9. Hardware. Not just monitors—there should be mechanical items as well.
10. Placement of lights
11. Bookshelf placed on top
12. Poster
13. From above

14. Memos
15. Hard 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. Protrusion for the pillar
22. Pillar

- C**
1. B-2 storage room no. 3
 2. Fire extinguisher box (same texture as the one in the B-1 corridor).
 3. Lockers (can be the same as those on B-1).
 4. Item
 5. Shelves
 6. Sliding doors
 7. Cardboard box
 8. Boxes, etc.

9. The floors would be better if there were accents from different textures here and there.
10. Sliding doors

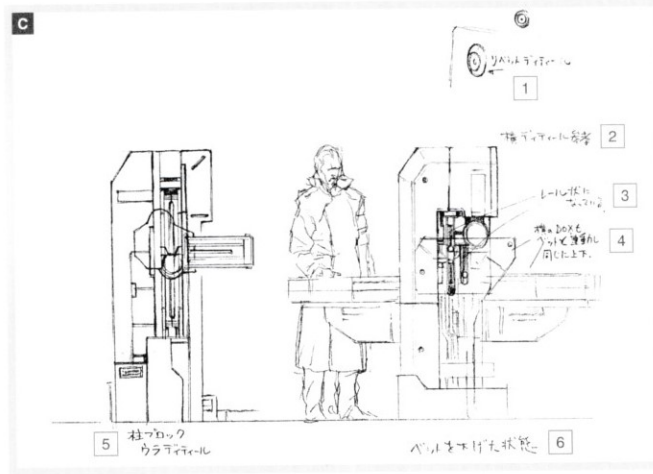
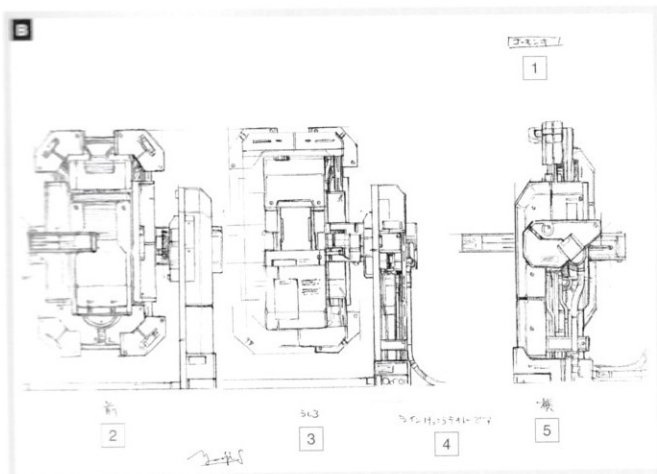
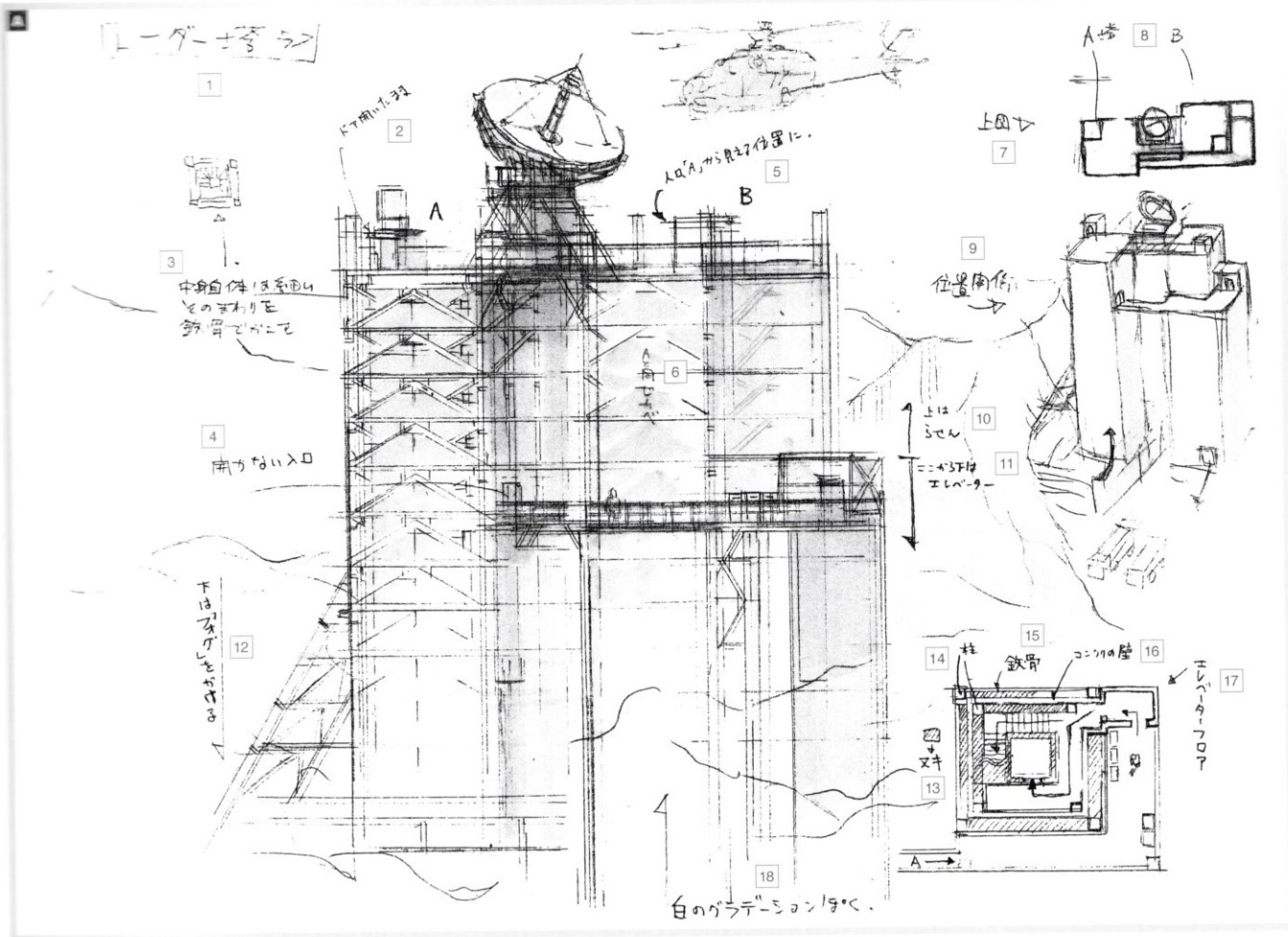


- A** 1. Carpet is like this.
2. Flowery
3. Geometric
4. Mirror
5. \$50,000 vase
6. Entrance
7. Lamps shaped like candles.
8. Wall sticks out a little on each side of the entrance.

- B** 1. Doorway
2. Place two or three drum cans. Borrow some from Johnny 4-2.
C 1. Steam
2. First appearance of Sniper Wolf:
•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. Sniper 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.

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.

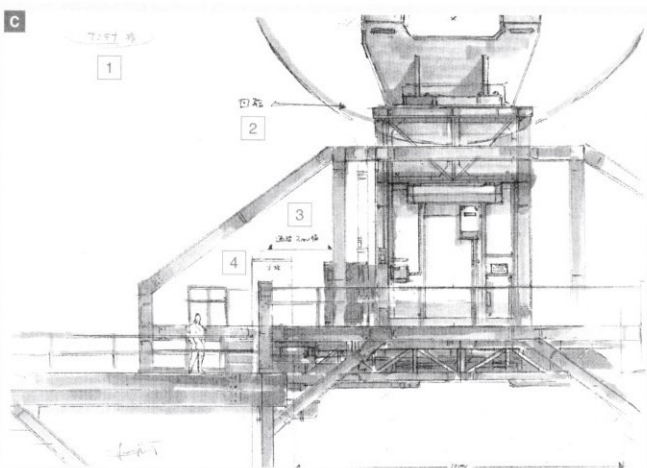
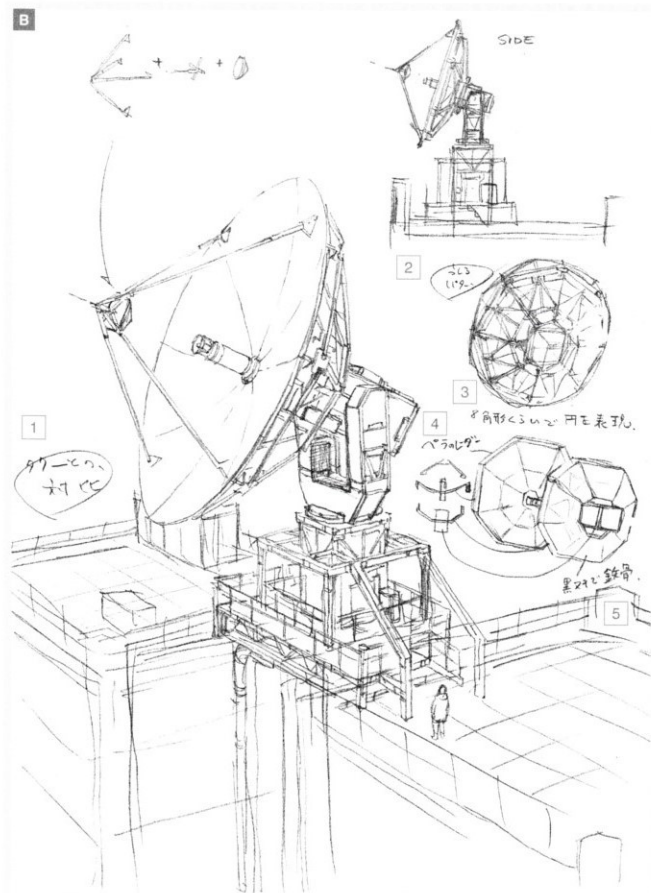
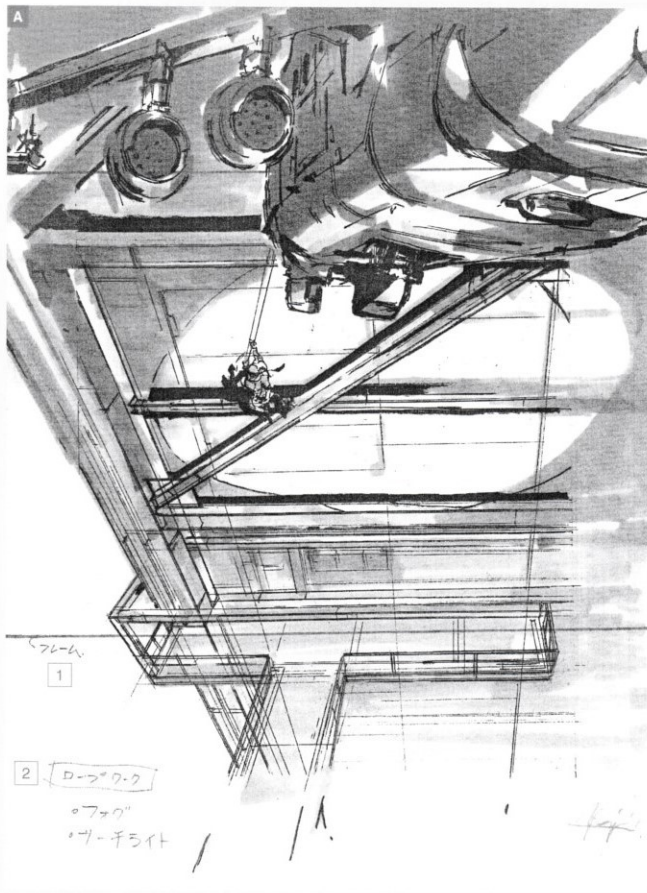
13. Open
 14. Pillars
 15. Steel frame
 16. Concrete walls
 17. Elevator floor
 18. Gradient to white

- B** 1. Torture device
 2. Front

3. Rear
 4. The lines are very vague
 5. Side

- C** 1. Detail of rivets
 2. Reference for side detail
 3. Rails
 4. Box on the side moves the same as the bed, up and

- down at the same time.
 5. Rear detail of pillar block.
 6. View with the bed down.

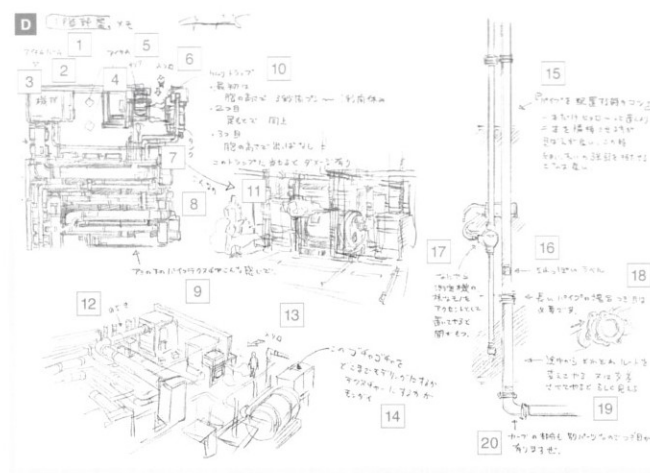
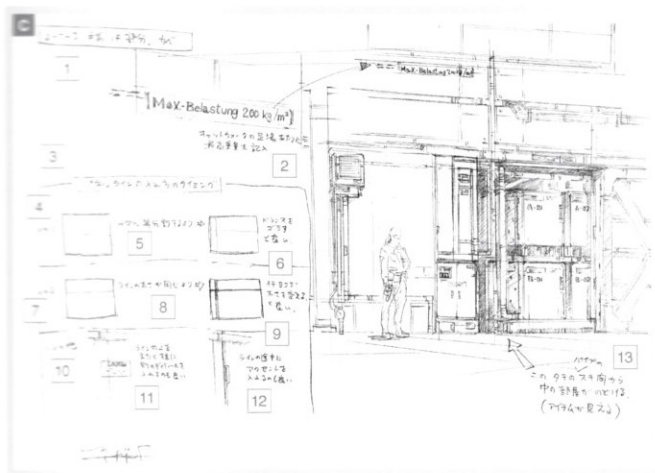
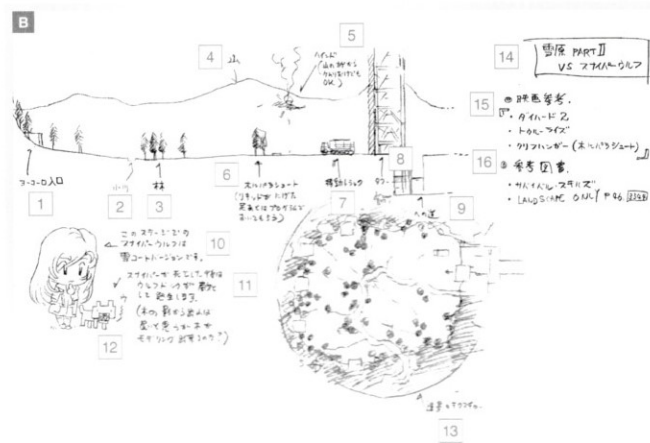
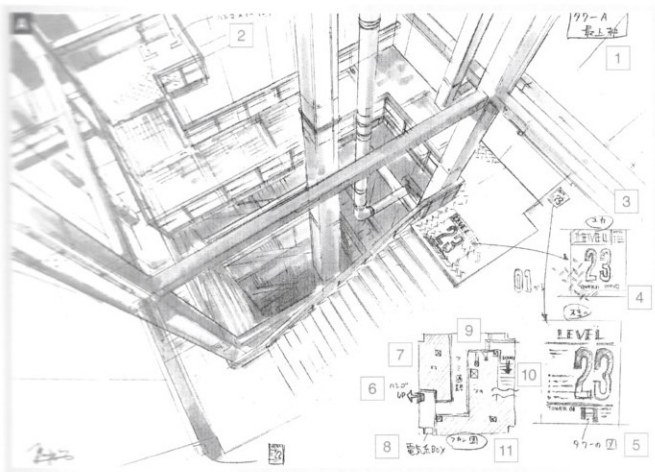


A 1. Frame
2. Rope work
• Fog
• Searchlight

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

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

D 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

- B**
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

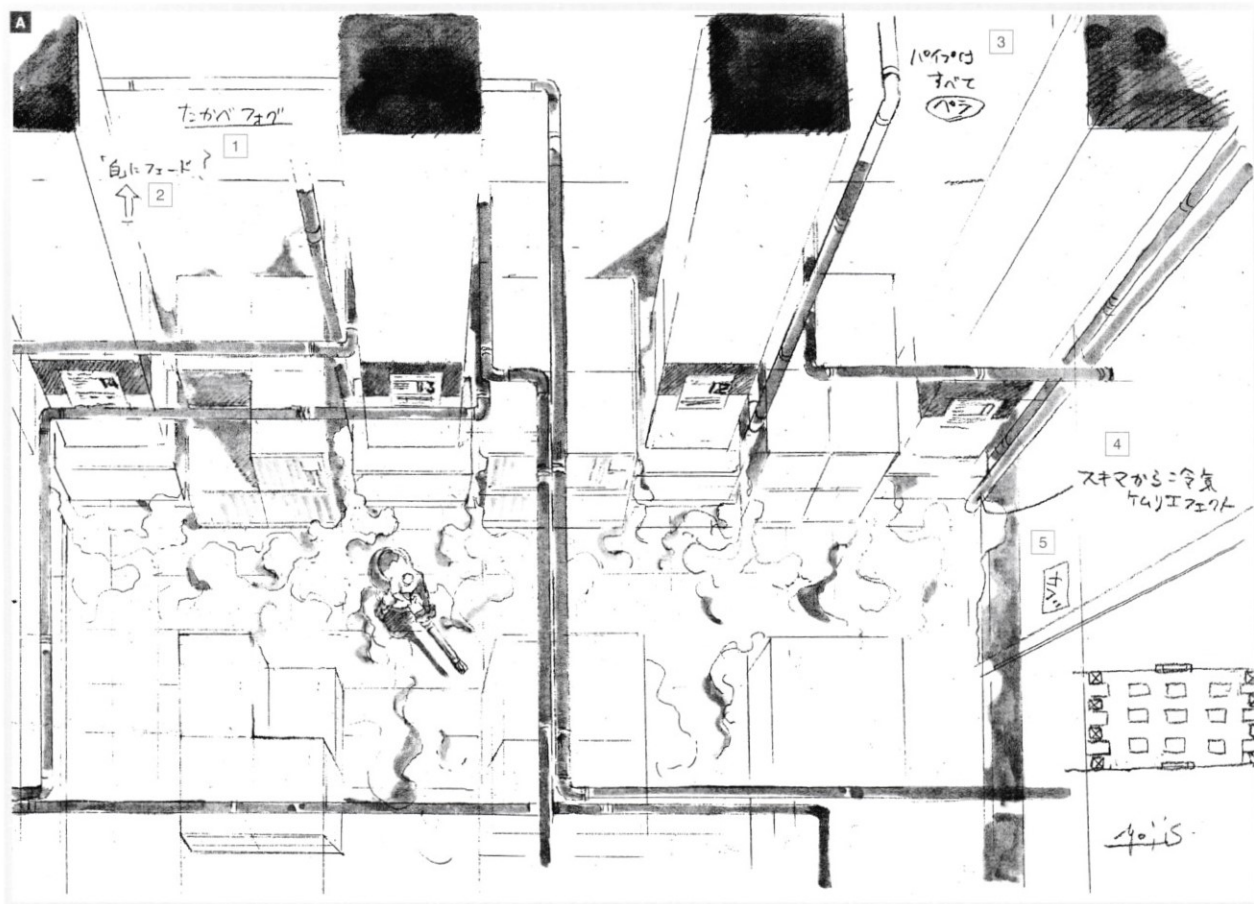
8. Tower
9. Road
10. At this stage, Sniper Wolf is in her snow coat.
11. Once Sniper Wolf dies, the wolf dog appears as an enemy. I think it would be good for it to appear from behind trees—can the trees be modeled?
12. "GRRR"
13. Texture from a distance
14. Snowfield part II vs. Sniper Wolf
15. Reference movies:
 - *Die Hard 2*
 - *True Lies*
 - *Cliffhanger* (parachute in the trees)
16. Reference books:
 - *Survival Skills*
 - *Landscape Only*, page 46 (3344)

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

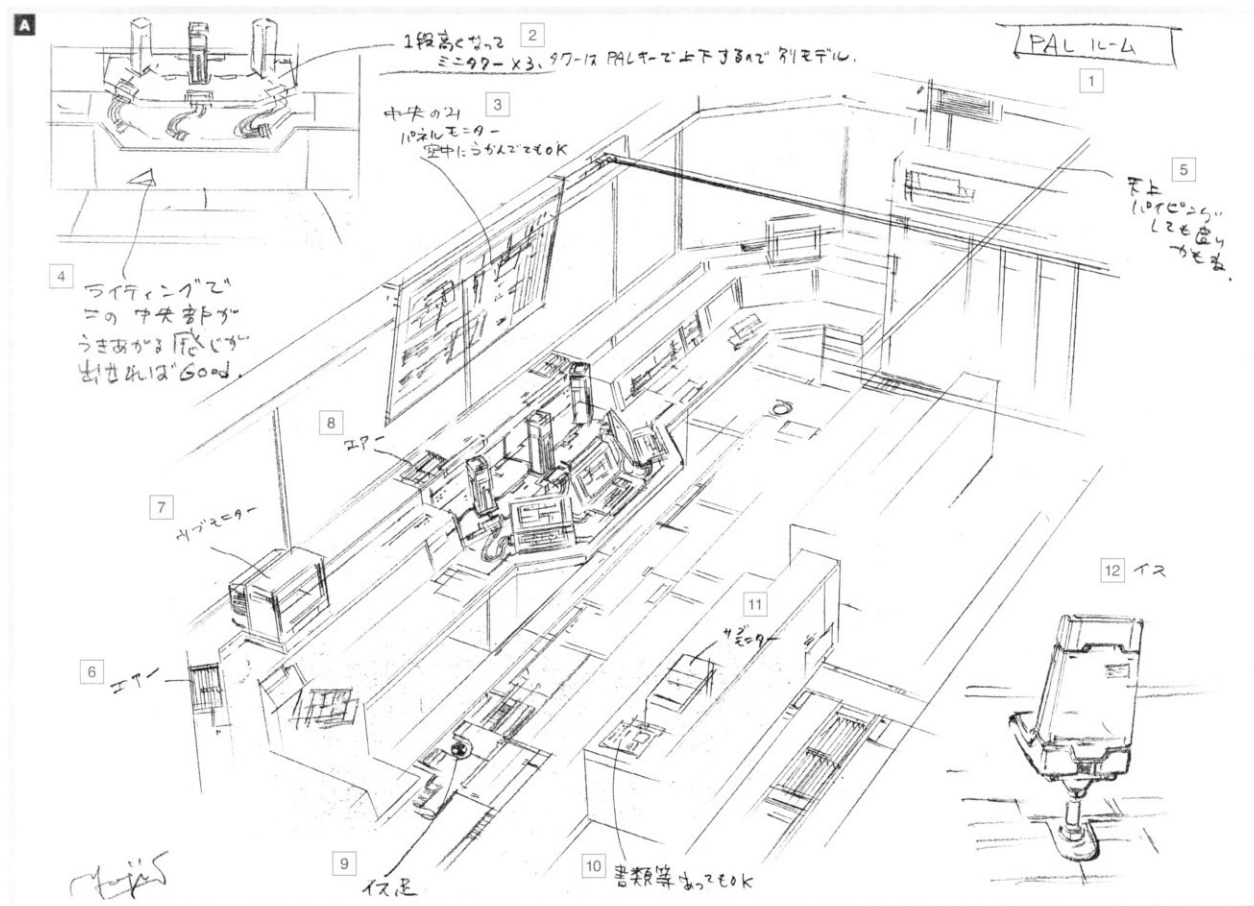
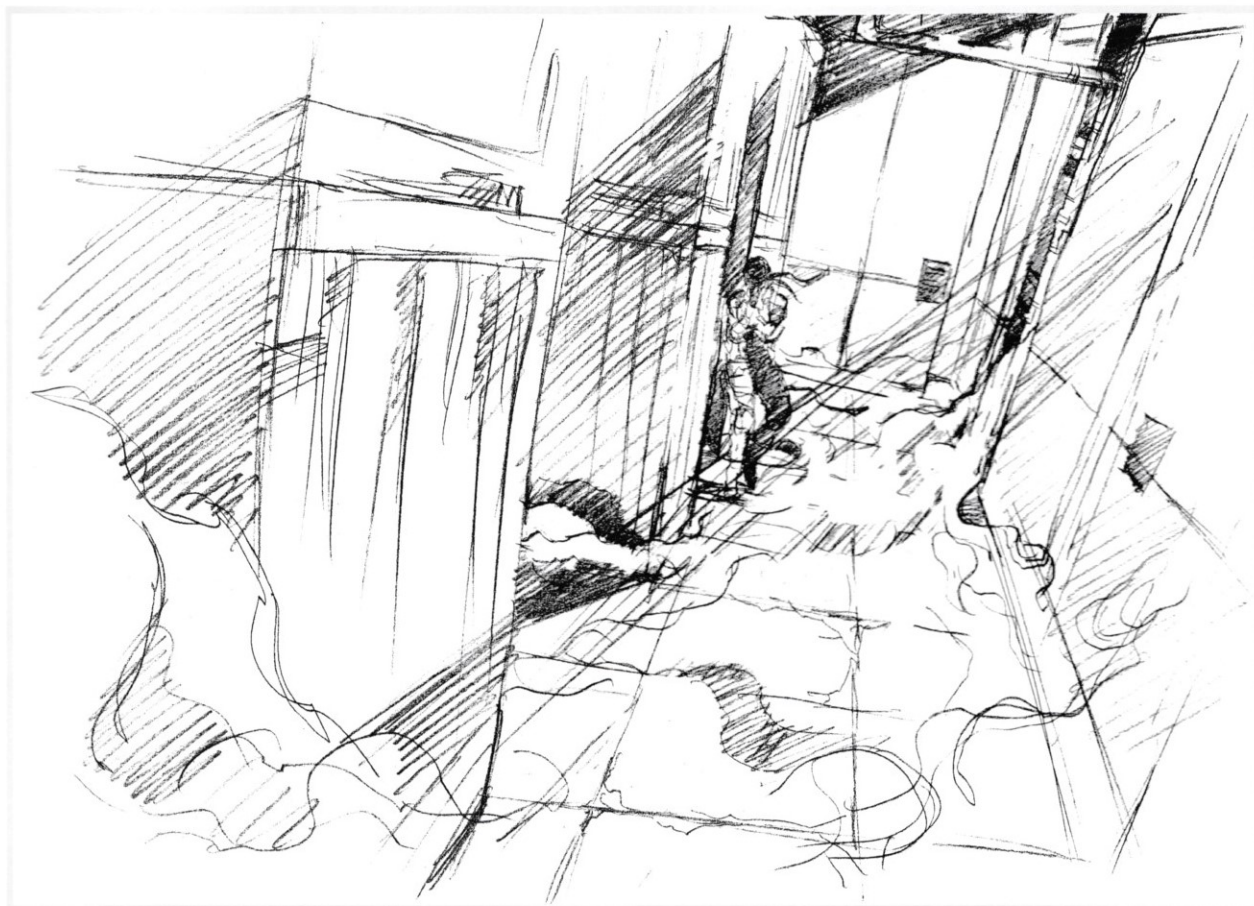
13. Entrance
14. The problem is how much to model or texture this busy area...
15. Positioning the pipes—placing two pipes close to each other looks better than just a single thin pipe. It would also be good to have some contrast, such as one pipe being wide and one narrow.
16. Some kind of label.
17. 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.



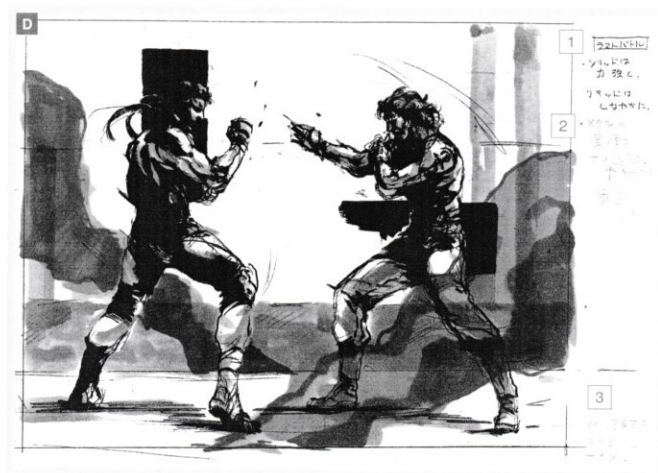
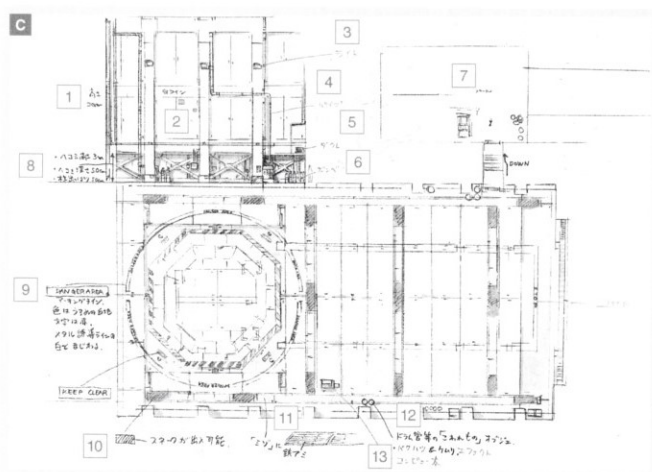
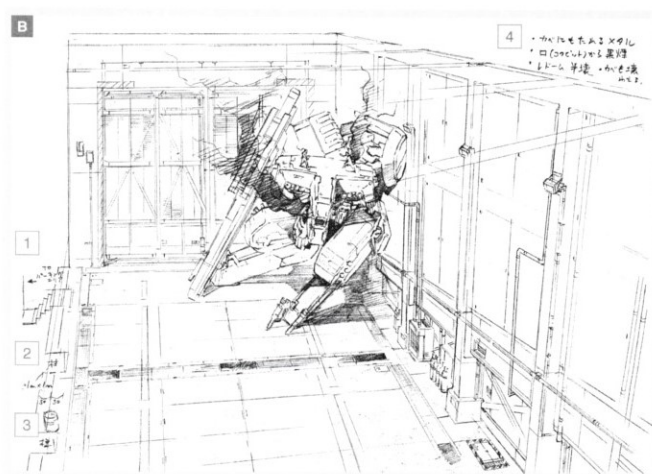
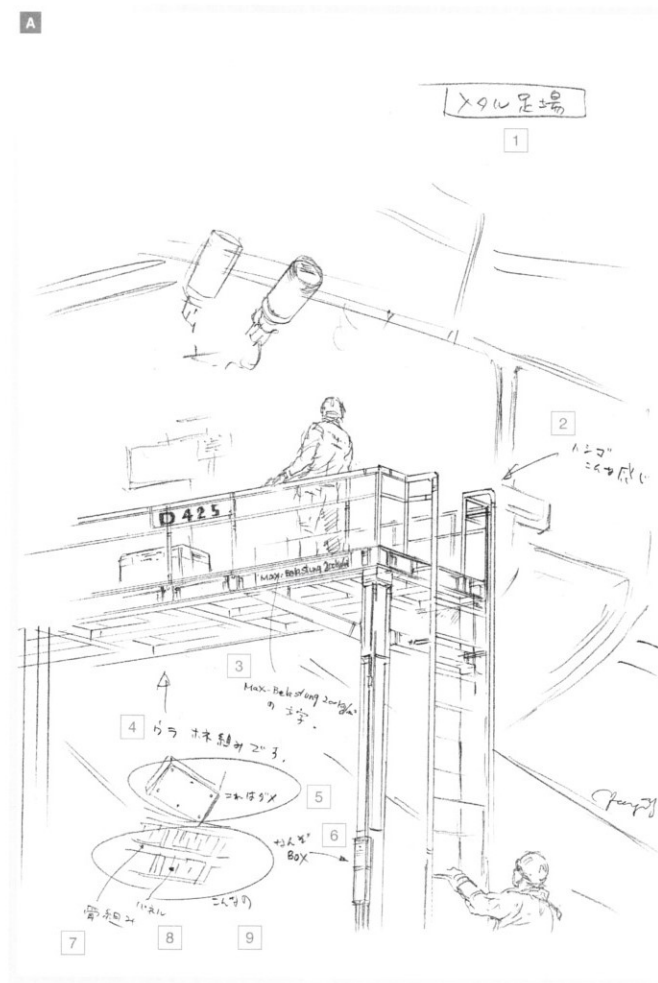
- A**
1. Takabe fog*
 2. Fade to white?
 3. Pipes are all parasolids.
 4. Cold air coming in from the openings. Fog effect.
 5. Wall

- B**
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 models.
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)
Radome half-destroyed
Wall is also crumbled

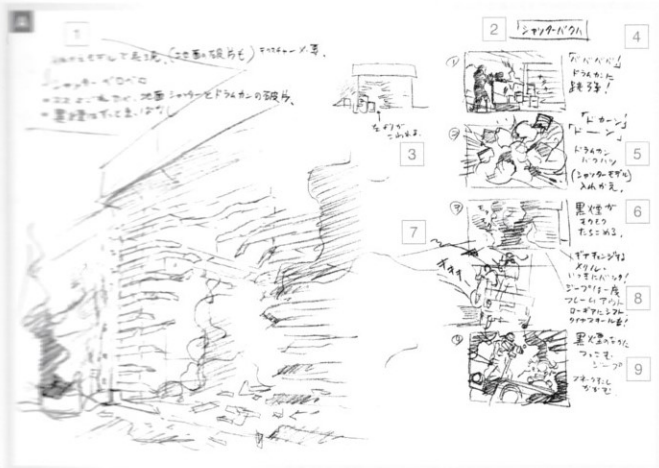
- C** 1. Height: 200 m

2. White line
3. Light
4. Pipe
5. Duct
6. Compressed gas cylinders
7. Pool
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."
12. Drum cans and other things to "break."
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.

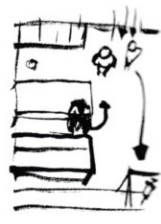
- E** 1. Tied-up Meryl



- A** 1. Explore using a replacement model (ground debris as well). Texture is required.
- Shutters destroyed
 - Soot-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 cans!
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!
9. Jeep rushes into the black smoke. Snake bends down a little.







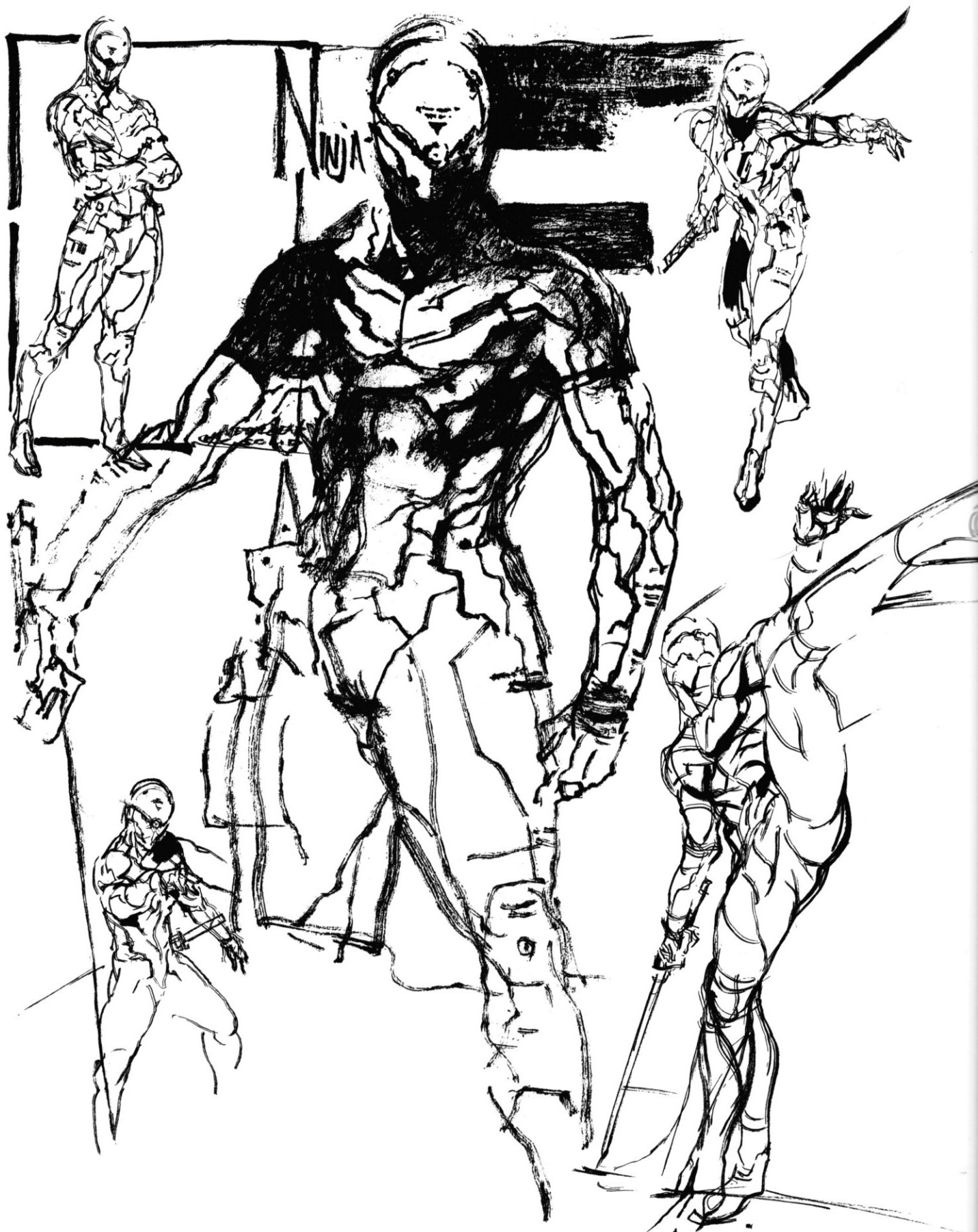


















イメージスケッチです。

A METAL GEAR SOLID
FRODO BAGGINS
Zoro



1

MEILING



2

エニファは
海兵隊? zok
でしょうか?

MERYL



GIカット 3



4 スニーキングスーツの
メリルも出したい。

↓
5 冬季ミッション
第3話?
少しHな感じ。

SOLD
SNARE

- A 1. Image sketches
2. Is it okay to make her uniform look like a Marine uniform?
3. GI cut
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



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



①

- ポイント
・ゴーグル
・手
・目 (表情)



②

- ポイント
・「重カ」
・SOCOM
・ゴーグル



③

- ポイント
・ゴーグル



④

⑤



⑥

⑦

⑧



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

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

7. Layout concept 2
8. Point:
・ Goggles

Snake



Naomi



Otacon



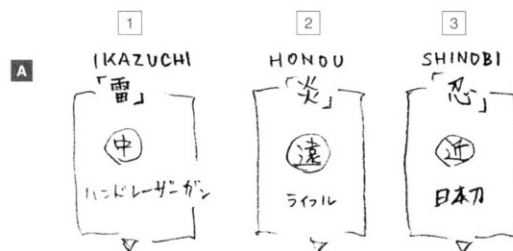
Baker



Nastasha



Other Characters



Ninja



1. Kazuchi
Medium
Hand laser gun

2. Honou
Far
Rifle

3. Shinobi
Near
Japanese sword



Wolf



Liquid



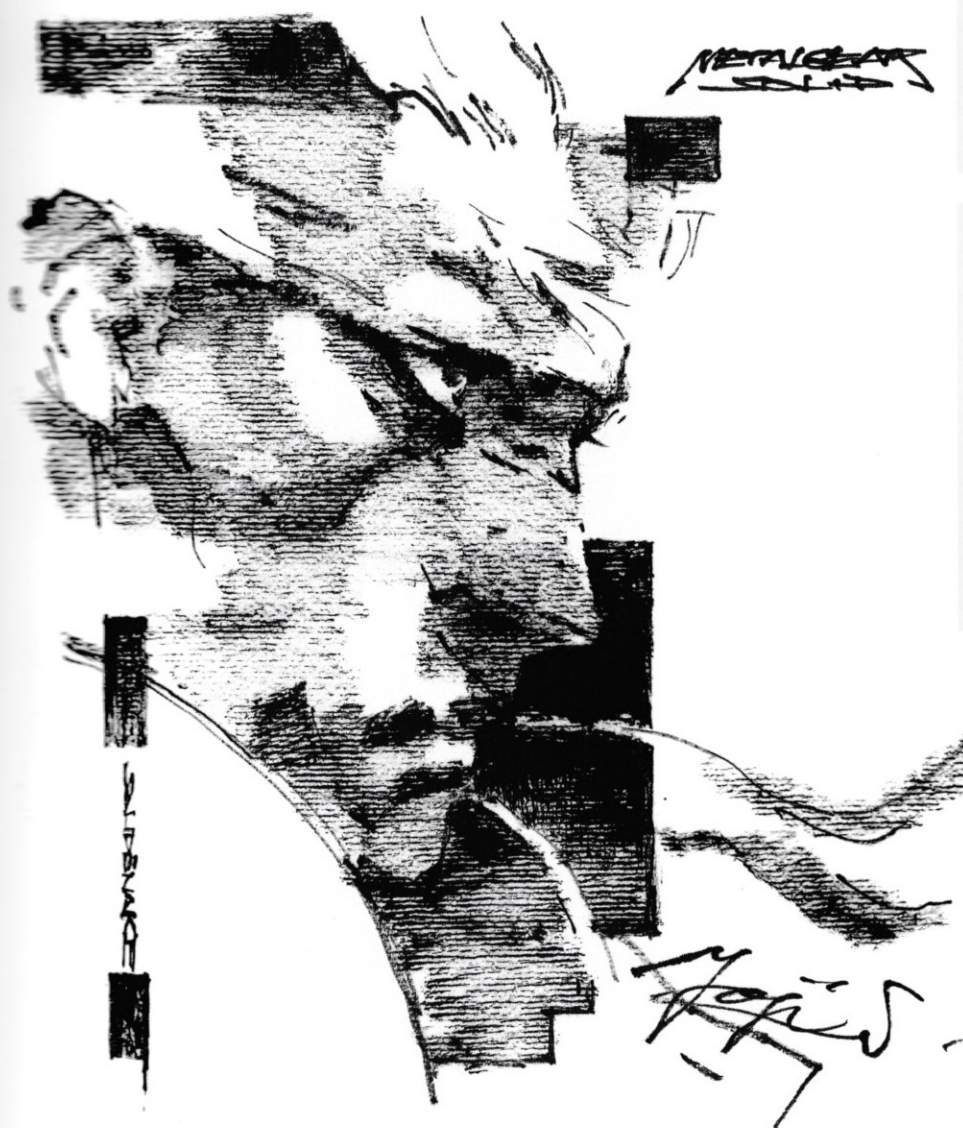


Mantis



Costume Design Assistance: Ikuya Nakamura

- A
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...





- A** 1. Opening demo storyboards
2. Title ...
Logo and character drawings faded out when pushing the Start button. DNA also disappears. Back is entirely rewritten 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 nuclear repository on Shadow Moses Island in the Fox Archipelago of Alaska, and have taken over the island." Freeze frame (loading). The camera pulls back and ...
4. Lines continue:
5. Campbell: "They've presented their demands

- to the government, and if these aren't met in twenty-four hours, they've said that they will 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), XX-XX
9. When this is done, the camera pans to the left.
- B** 1. The screen is filled with a slowly moving nuclear submarine.
2. Text in the upper right reads: BERING SEA, ALASKA USS DISCOVERY, OHIO-CLASS NUCLEAR SUBMARINE (This can be in English)
3. Close-up of Snake in the mini submarine. "SHHK SHHK"

- Snake's breathing is hard (note 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 textures)
• "SKREEE CLANK CLANK CLUNK"
It stops moving, and Snake's head, as well as the screen image, shakes from the shock.
• Steel framework background
4. Pan from top to bottom
- C** 1. Return to Snake. "SHHK SHHK" (Screen is bluish)
2. Hatch behind him closes with great force with a "GREEEE".
3. "SLAM"

- Pitch dark
4. The light in the mini sub comes on.
"CLICK" (Screen becomes red)
5. 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."
- D** 1. Close-up of torpedo tube of the nuclear submarine
• Bubbles appear, and the hatch opens.
"GLUB GLUB GLUB"
2. Snake waits patiently. His breathing is even heavier

- "SHHK SHHK"
Suddenly there is a "CLUNK" and the screen shakes.
3. The mini sub launches at high speed from the torpedo tube.
"SHOONOM"
4. "RATTLE RATTLE RATTLE RATTLE"
Snake and the camera are shaken all around. It's quite the ordeal.
- E** 1. From the back of the screen, the sub gradually gets bigger.
2. "FWOOM"
3. It only appears in front of the camera for an instant.
"SHWOOM"
4. "WHOOOSH"
5. Subjective perspective from the sub. The opening of an underwater cave is seen far in the distance.

C 8



・ 2から3 コリと湯を
あらかすスネーウ。
(セミの脱皮みたに)
1/2. ミニピのり。



・画面下からスネーク頭 2



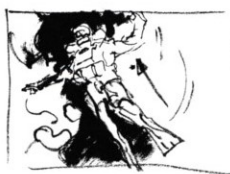
- ジョジョにスピードか 3
あつた ...
アホの若者がよくいふ話



- カッコフコフコフ 4
スネーク
- とくに合めせよ
主観視点 もカッコフコフ



• 上巻 2.112 3



• 283. 4



・画面を下へがなりゆくり
海底との釣り糸 8m
カケが海底にそって大きくふたり
ち、ちかくふたり



1 (その間、 2
1-2の
7x7か左を
する。)

• 17c and 17d



- ・ 引いたけかたでく 3
(←この割合はすべて同じである)



- 潜水艇内部, 海水をためやく
ポコポココ...



• 1" シューン 5

4ヶの水泡と共に1"4mm
ほじけりよた 南く、

D 9



- 上からのアングル 1
沈む潜水艇
画面にせまるスネークさん



- 1" UP 2



氷 三斗 3

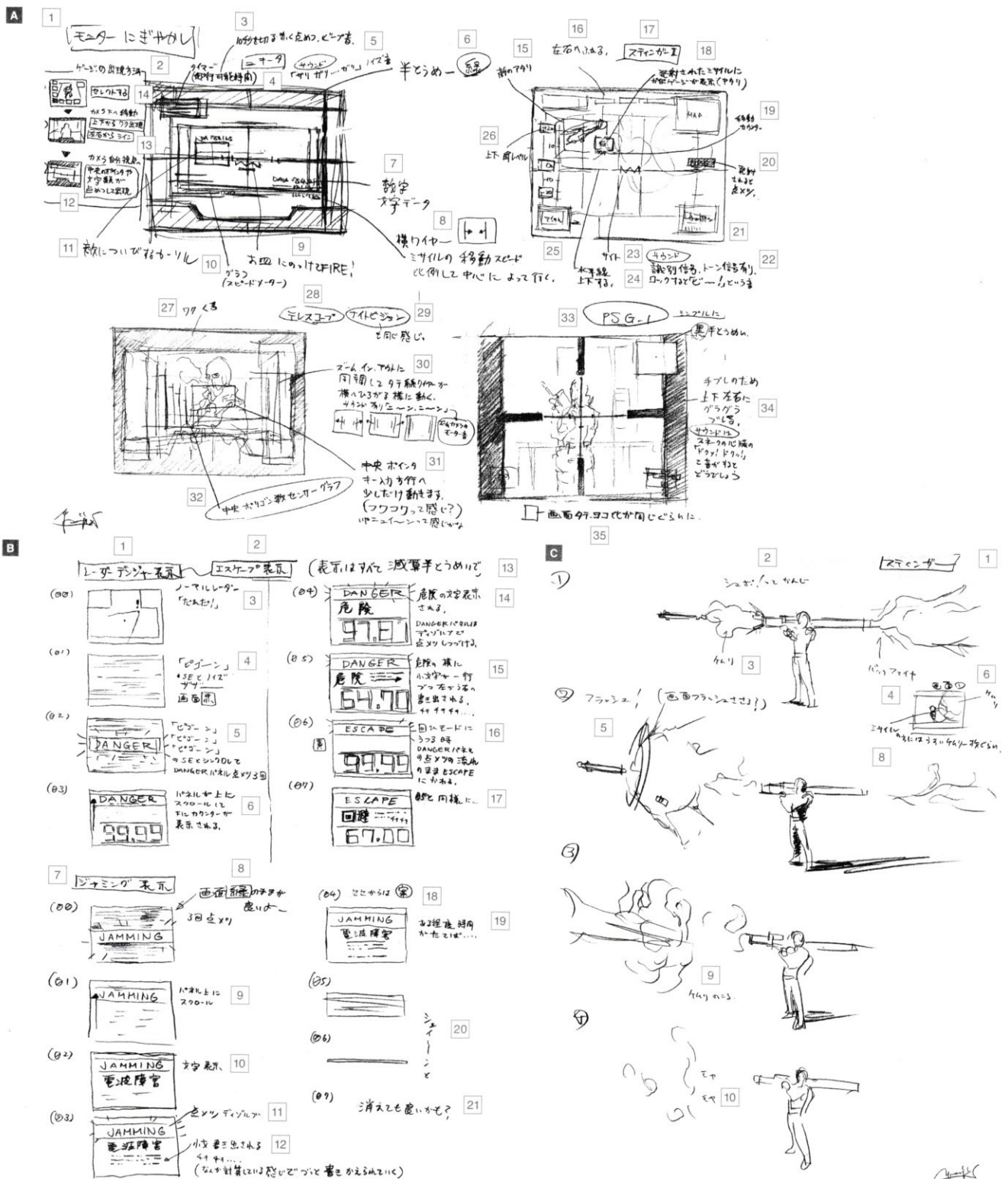
 $\frac{1}{2}, \frac{1}{3}, \dots$

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

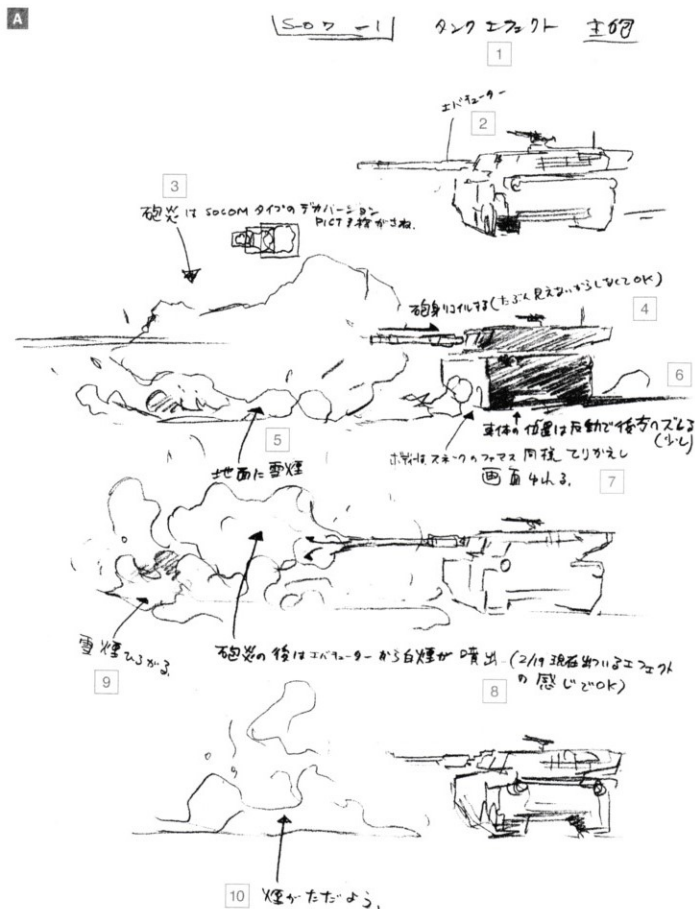
- to a complete stop.
3. • Starts to lean a little bit.
(◆ This drawing may be a little exaggerated)
4. • Seawater fills the inside of the sub.
"BURBLE BURBLE
BURBLE"
5. • "PSSSSH"
Hatch bursts open with a flood of bubbles.

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 "BURBLE BURBLE"
4. • Rises

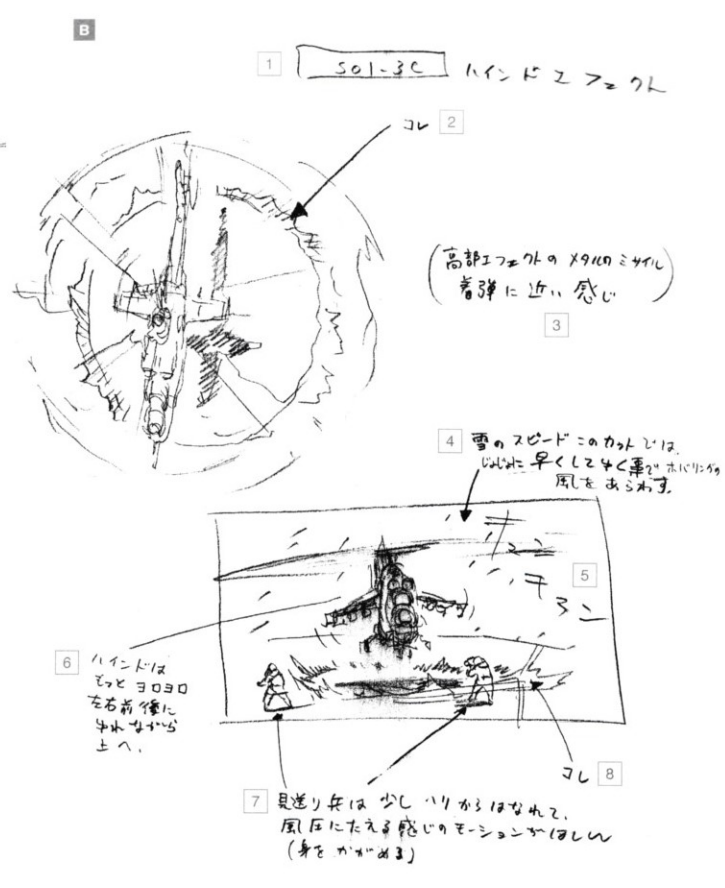
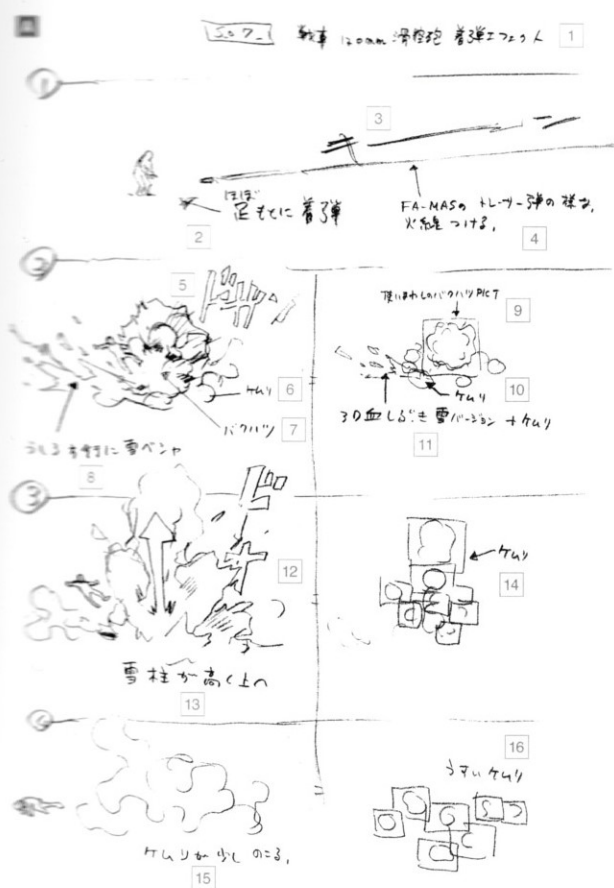
- D** 1. • Angle from above.
The sub sinks. Snake approaches the screen.
2. • Extreme close-up
3. • Bubbles
End



- A**
1. Very active monitor
 2. Timer (time remaining)
 3. Red lamp showing that there is less than ten seconds. "BEEP"
 4. Nikita
 5. Sound: "CRACKLE CRACKLE" white noise.
 6. Half opaque/green
 7. Numerical and textual data
 8. Parallel wires
Missile speed
Move at equal speed toward the center.
 9. Match up and fire!
 10. Graph (speedometer)
 11. Cursor follows the enemy.
 12. Camera shows your own perspective. The center pointer and text flash on and off.
 13. Camera pans down, frame appears from top and bottom, lines from the left and right.
 14. Appearance of gauges
Select
 15. Location of enemy.
 16. Shakes to left and right.
 17. Stinger II
 18. Guide gauges shown for the launched missile (location).
 19. Movement counter.
 20. Blinks when launched.
 21. Weapon
 22. Sound: identification signal, tone. Loud "BEEEEP" when locked.
 23. Sight
 24. Horizontal line goes up and down.
 25. Item
 26. Vertical angle
 27. Frame
 28. Telescope
 29. Like night vision
 30. Vertical lines move left and right along with the zoom level. There is a sound to this: "EEEEEEEE" (sound of the motor on a camera's zoom).
 31. Center pointer moves slowly toward the direction of the key input (like it's floating?); no, more like "NUUUUUUU".
 32. Center: polygon number sensor graph.
 33. PSG-1, make it simple. Black or half opaque.
 34. Unsteady due to hand shaking. The sound heard here could be that of Snake's heartbeat: "D-DUM! D-DUM!" What do you think about that?
 35. Make vertical and horizontal aspects about the same.
- B**
1. Radar danger display.
 2. Escape display
 3. Normal radar
"Who's there?!"
 4. "BEEBOH"
• SE and white noise "SHHHHH"
Screen is red
 5. "BEEBOH BEEBOH BEEBOH"
"Danger" panel blinks on/off three times in
- C**
1. Stinger
 2. Like "SHOOT"
 3. Smoke
 4. Back blast
 5. Flash! (Make the screen flash?)
 6. Screen 1
 7. Smoke
 8. One layer of thin smoke by the missile.
 9. Smoke lingers
 10. "DRIFT DRIFT"
 11. Synchronization with the SE.
 12. Panel scrolls up and a counter shows up below.
 13. Jamming display
 14. "Danger" panel continuously fades in and out.
 15. Small text appears one line at a time to the right side of "Danger."
"CLICK CLICK CLICK"
(Keeps getting overwritten, as if something is being calculated) "Jamming."
 16. When moving to Escape mode, the screen and blinking stay the same,
 17. Like 05...
"Escape."
"CLICK CLICK"
 18. Proposal
 19. Once a certain amount of time has passed...
"Jamming."
 20. "SHHHHH"
 21. It disappears. How does that sound?



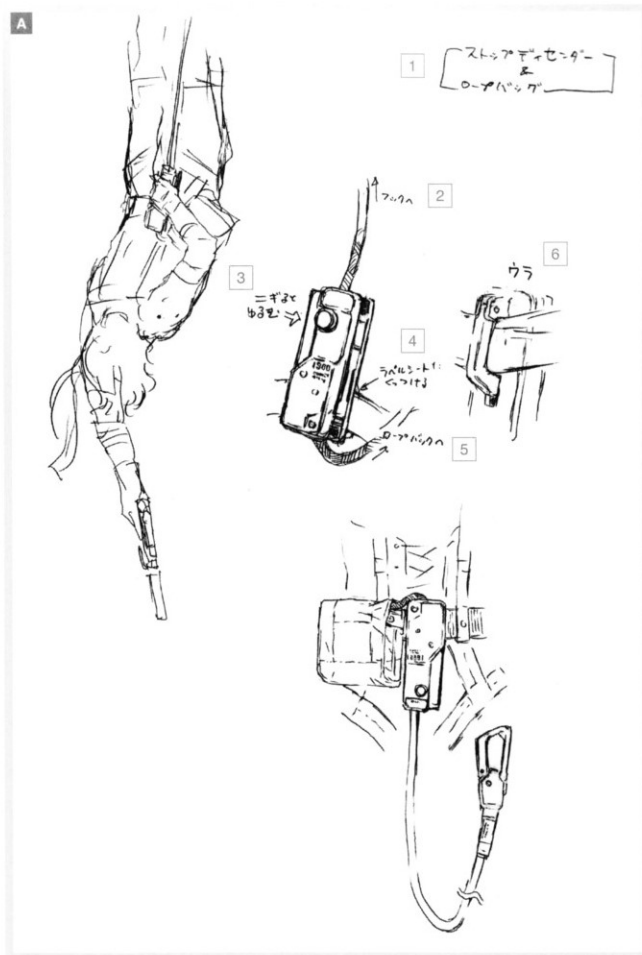
- A**
1. Tank effect—main gun
 2. Evacuator
 3. The flames from the barrel are a large version of the SOCOM type.
 4. Three layered pictures
 5. Snow spray on the ground
 6. Position of the vehicle slips back (a little) from the recoil.
 7. Reflection on the body like Snake's FAMAS. Screen shakes.
 8. Behind the flames, white smoke plumes out of the evacuator (effect as it showed on 2/19 is fine).
 9. Snow spray
 10. Billowing snow spray
- B**
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 stopped position. • Wide turn
 5. Takeoff!
 6. Sudden puff!
 7. Like the vehicle is throwing
- C**
1. "Die!"
 2. "What the—?"
 3. "Oh no!"
 4. "BOOM"
 5. "Oh no! Run!"
 6. Snow spray and explosion
 7. "Is he done for?!"
- D**
1. Flips!
 2. "Whoa."



- | | | | | |
|--|---|--|---|--|
| <p>A 1. Impact effect of 120 mm smoothbore.
2. Lands practically at his feet.
3. "WREEEEEE"
4. Add fire lines like the tracer bullets of the FAMAS.
5. "WHAM"
6. Smoke
7. Explosion
8. Snow flies toward the back
9. The explosion picture used</p> | <p>everywhere
10. Smoke
11. Snow version of 3D blood spray and smoke
12. "BOOM"
13. High pillar of snow
14. Smoke
15. Some smoke remains
16. Thin smoke</p> | <p>2. This
3. Similar to Takabe effect for impact of metal missile
4. In this cut, the speed of the snow gradually increases, giving the impression of hovering.
5. "FWAP FWAP"
6. The hind sways left and right and back and forth as it rises.</p> | <p>7. I want the soldiers to move away from the helicopter, bodies bent over like they are shielding themselves from the wind.
8. This
C 1. Light: no shade and shining blur
2. Light reflection on the road (like a searchlight).</p> | <p>3. 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.</p> |
|--|---|--|---|--|



Solid Snake

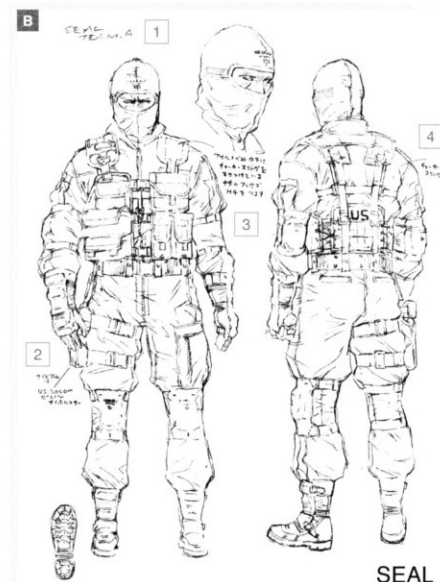


1. Stop descender and rope bag
 2. To hook
 3. Slackens when gripped
 4. Attaches to rappelling seat
 5. To rope bag
 6. Rear





Iroquois Pliskin



SEAL



- A** 1. SEALs headset—this kind of vibe please
2. To radio on back

- the combat vest. M4 is hung from the center hook.
4. Chalker sling

4. Bare
5. Bare
6. Sport-style kneepads
7. Shotgun?
8. SOCOM pistol holder

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

- C** 1. Pliskin
2. Puts on a bandana to get himself pumped
3. "RUMBLE"

- D** 1. Snake. Plant chapter. Blond hair almost the

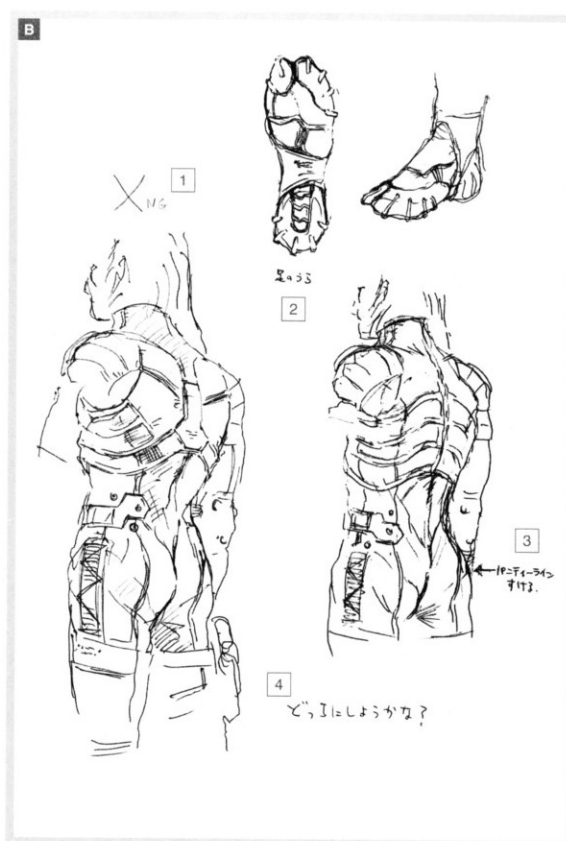
- same as Solidus.
2. Plant climax
3. Near the end, to get himself pumped, he takes off his headset, and puts on the bandana!
4. Line under the chin slightly slack

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

A



Raiden



A 1. Netting pattern

C 1. Raiden

B 1. X rejected
2. Sole
3. Visible panty line
4. Which should we use?

D 1. Eyes: large
Mouth: smallish
Eyelashes: thick
Furrowed brow



A ダイキン サイバーアーマー

1



2



B



1 イブ



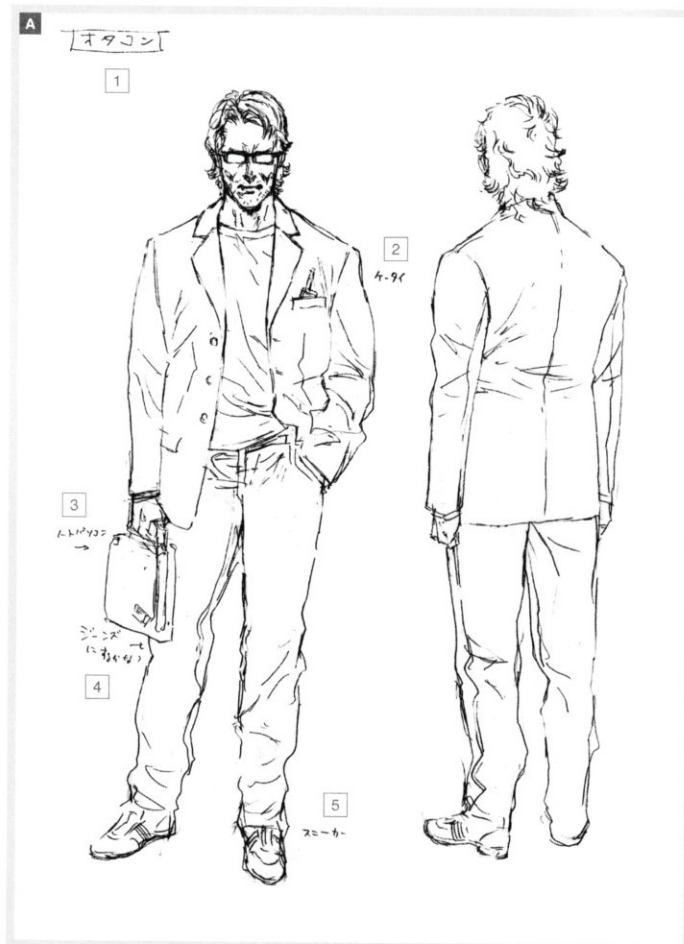
A 1. Raiden's body armor
2. Thick in front

B 1. Tattoos



Rosemary

Otacon



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

- B 1. Otacon



Emma Emmerich

- A** 1. Morphed into a super-deformed three-dimensional form
2. Rear
- B** 1. EE
2. Powerpuff Girls watch
3. Su (katakana)

A

1. Richard Ames



Richard Ames



Colonel

B

1. Richard Ames

2. DI FOXHOUND badge

3. US badge

4. Slack

5. Tight collar

6. Nameplate

7. Service medals

8. "HAHH"...

9. "Hmph."

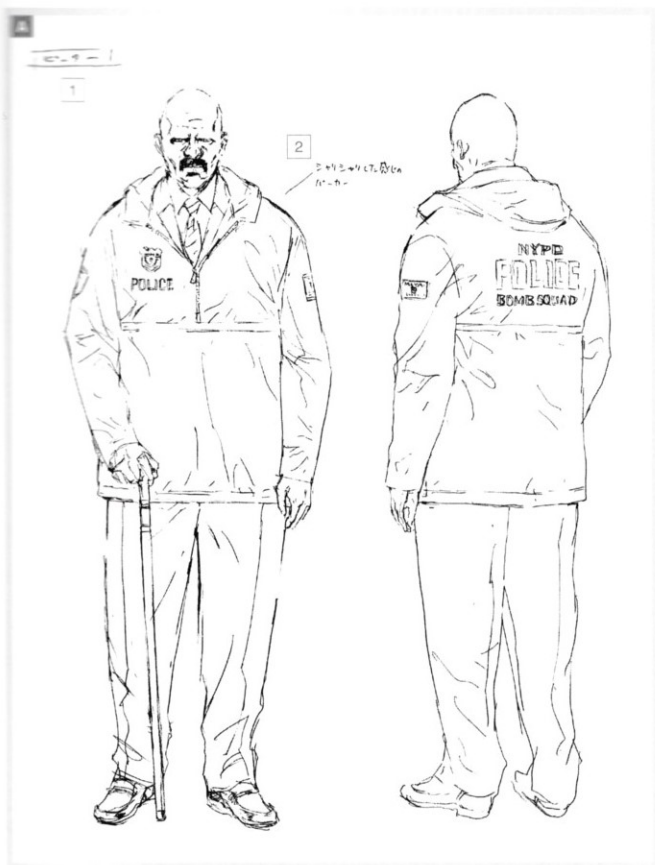


A 1. Richard Ames

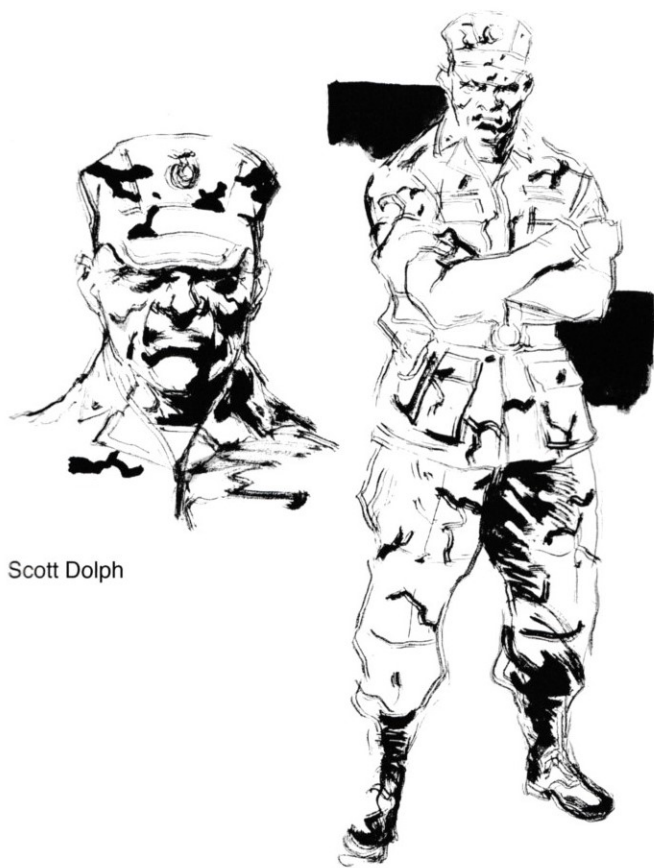
B 1. Colonel Campbell. Almost the same as in previous appearances
2. DI FOXHOUND badge Same as previously seen
3. US badge
4. Slack

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

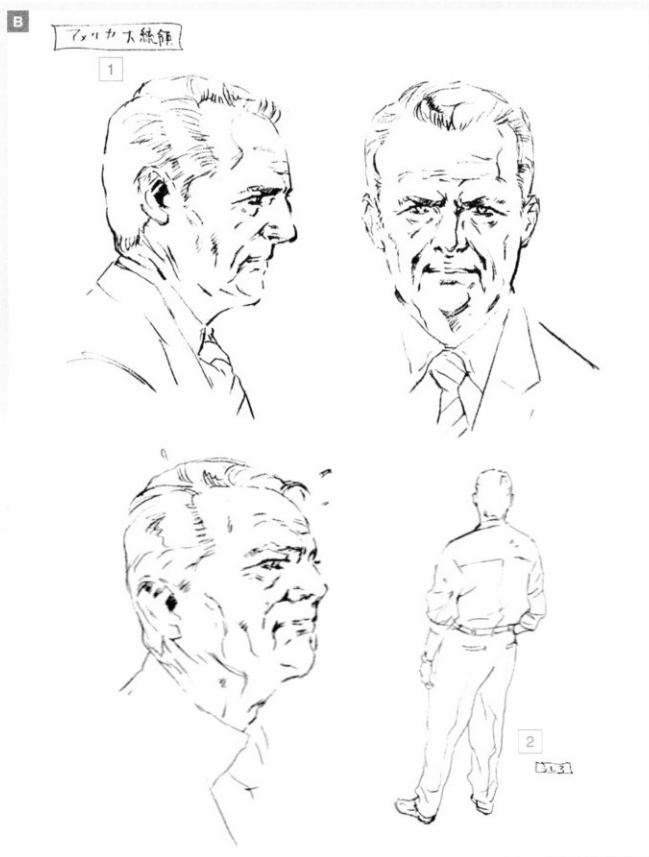
Peter Stillman



James Johnson

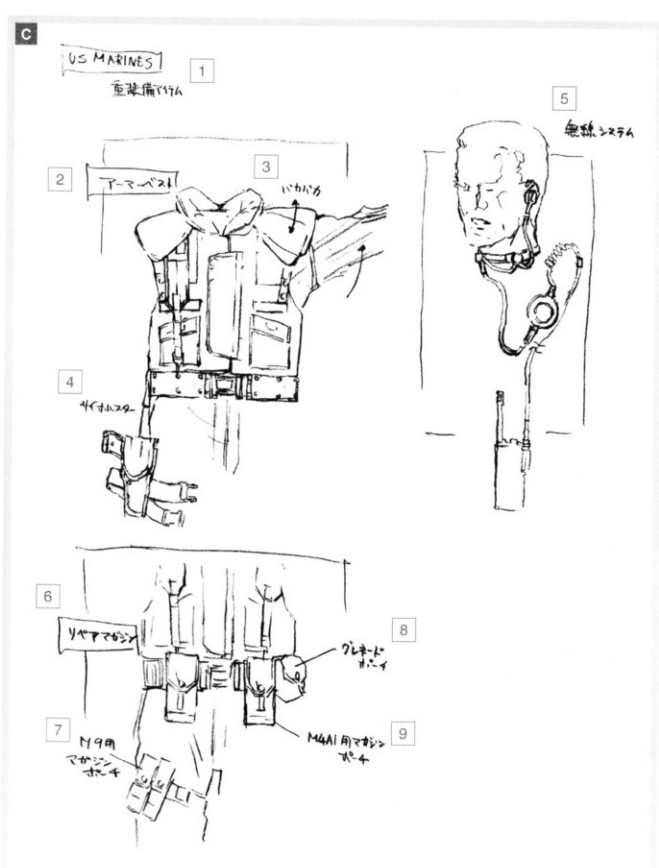
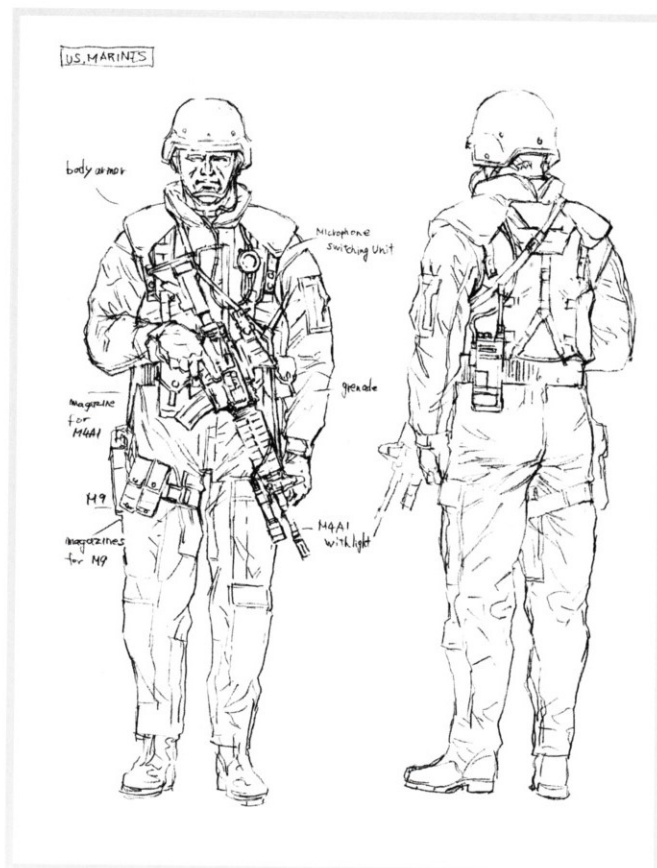
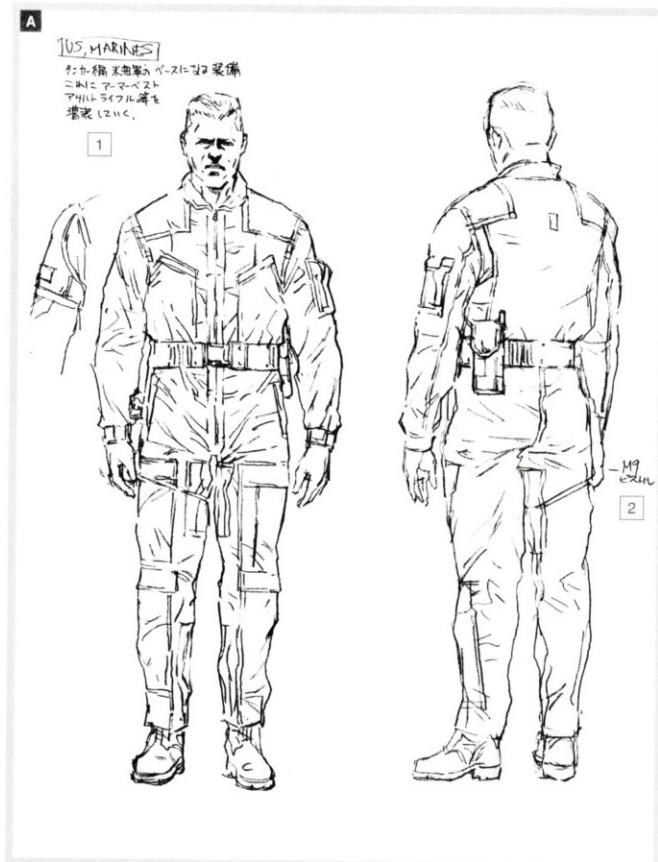


Scott Dolph



A 1. Peter
2. Crinkly parka

B 1. President of the
United States
2. Rear



- A** 1. US Marines
Tanker chapter US Navy
basic outfitting. This would
be further outfitted with an
armor vest, assault rifle, etc.
2. M9 pistol

- B** 1. Raincoat
2. Reflectors
3. Light!
4. Cinched hems
5. The sleeves are long so
only a little of the hand
comes out.

6. Show the edges of the
sleeves, etc.
7. The reflectors shine even
in the dark, so let's come
up with other ideas.
Shall we do a different
model with no shade?

The rain jacket is not like the
pants, and should have a
stiffer feel.

- C** 1. Heavy equipment items
2. Armor vest
3. Opens and closes

4. Thigh holster
5. Radio system
6. Spare magazine
7. M9 magazine pouch
8. Grenade pouch
9. M4A1 magazine pouch



Sergei Gurlukovich



A



1 ゴルルコフ兵士

2 タンカーパート

ソフトヘルメット(無線付)に
バラクラバ

3



厚手のグローブ

4

ブーツ

5



B

ゴルルコフ兵士

1

ソフトヘルメット

2

腰にピストルホルスター

3

AKS-74U
サイレンサー
フラッシュライト付

5

通信兵
(無線機)
ヘルメットに無線機
マイクを接続

6

通信兵
無線機を
使用

4

スプリング
ロープ
グランド
等
(参考) GUN 98.9 P44

8

おれがゴルルコフ兵士
一般兵士は AK 用
バヨネット

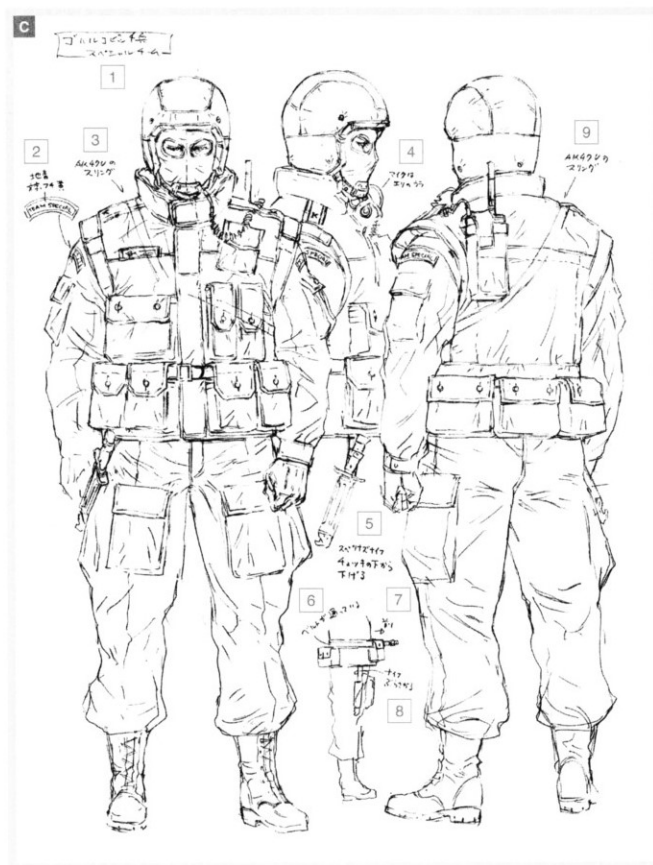
7

(概念図)

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

- B
1. Gurlukovich soldier
 2. Pistol holster at hip
 3. AKS-74U with suppressor and flashlight attachment
 4. Special scout knife. Fires bullets from grip. (refer to GUN 98.9 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.



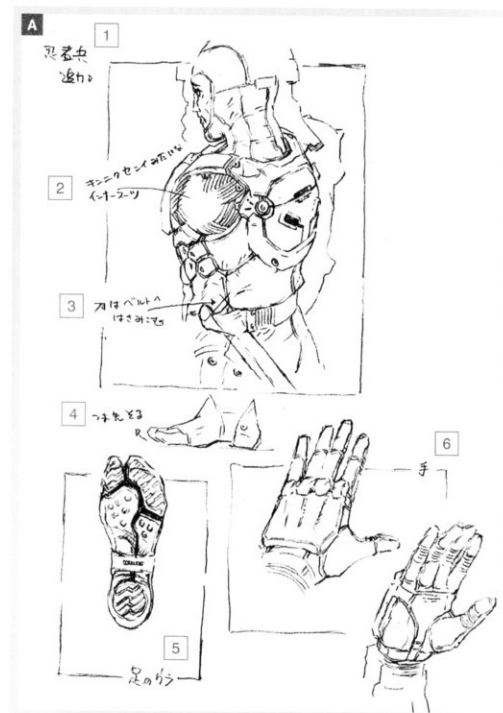
1. Plant chapter Gurlukovich soldier
2. Sling for AN-94 (same as for the Plant chapter)
3. Slightly protruding outline of ear
4. Scout knife (hangs off of belt below jacket)
5. Airborne badge

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. Padding
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

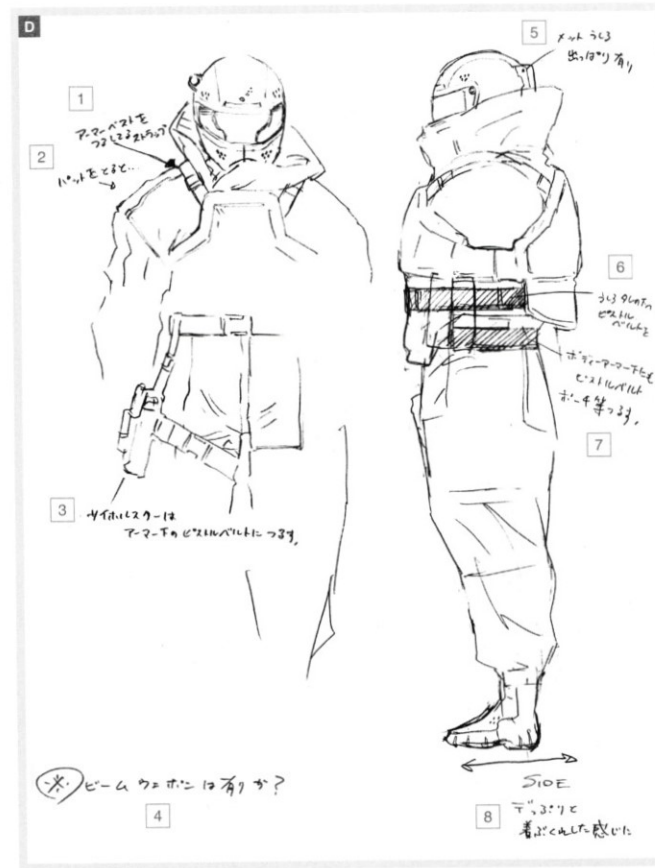
6. Belt goes through
7. Front
8. Knife hangs down
9. Sling for AKS-74U



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



Hi-tech Soldiers



A 1. Arsenal interior
Ninja commando

B 1. Arsenal interior
Ninja commando
2. F90 mag pouch
3. Ninja sword
4. Suspended from belt strap
5. Throwing knife

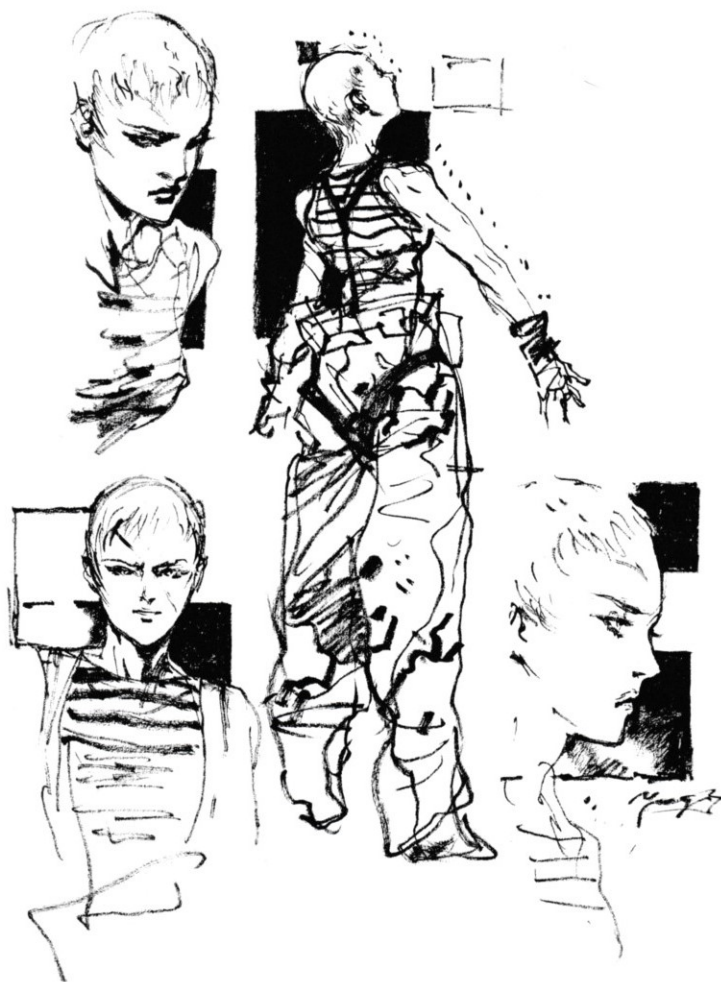
C 1. Super infantry
2. Chalker sling added to chest
(M4 assault rifle hangs
from it)
3. Thigh holster
4. Helmet (top)
5. Side
6. M9 thigh holster
7. Boots (side)

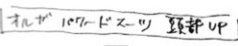
D 1. Straps suspending
armor vest
2. Without the pads...
3. Thigh holster to be hung
from pistol belt under armor
4. Can he have a beam
weapon?
5. Small protrusion on back of
helmet

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



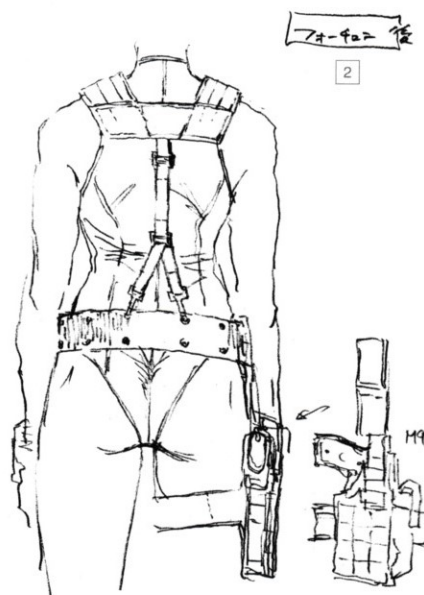
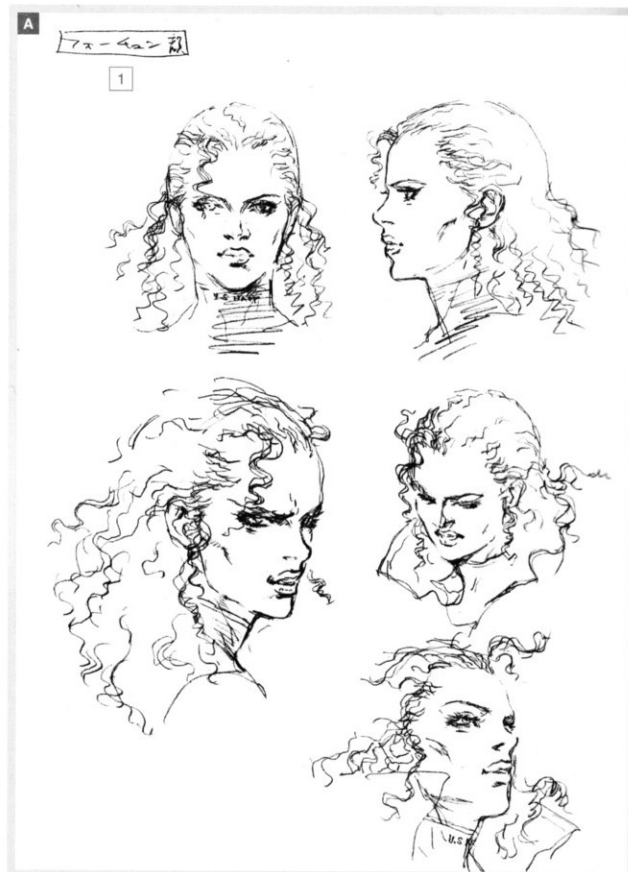


1. Olga's power suit, head close-up.
2. Lettering
3. Face shield becomes transparent?! With a *VWUMM* sound.
4. Display on the shield is

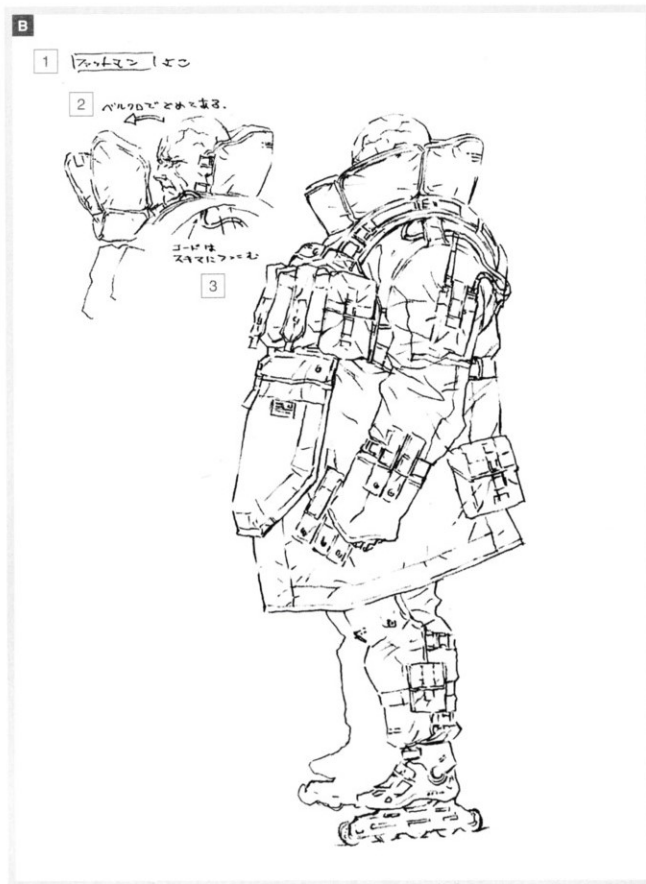
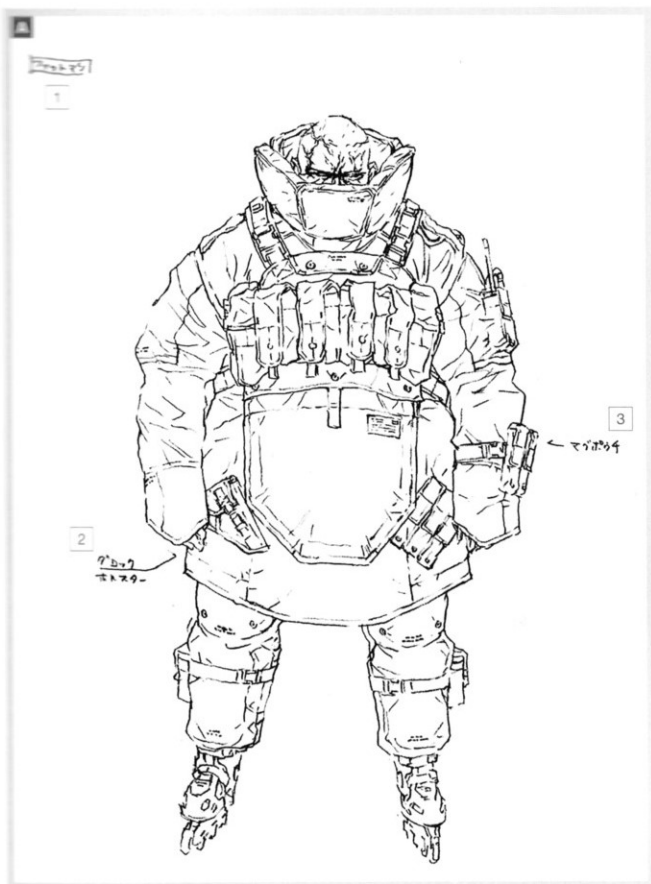
4 シールドに ディスとして表示する
アニメする。
動かめる 文字列 ウェビ
ター、サイト 等



Fortune



- A 1. Fortune face
- B 1. Sunglasses
- 2. Fortune rear



Fatman

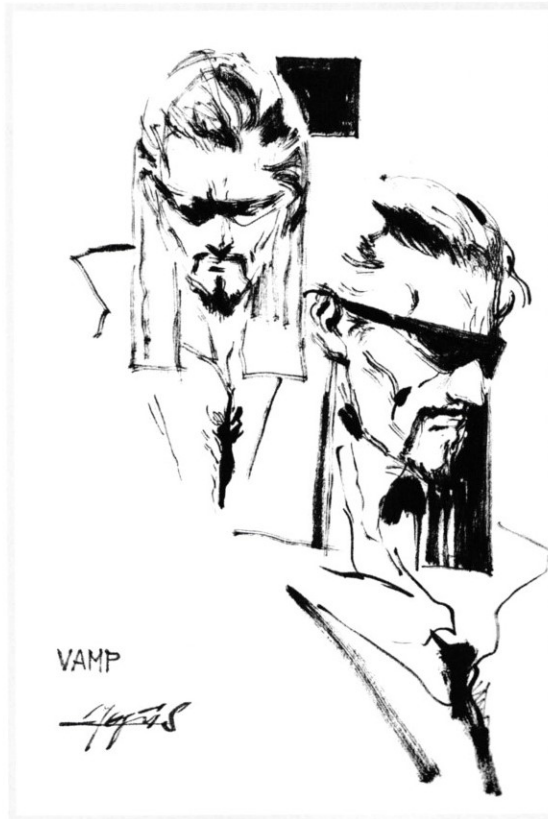
- A** 1. Fatman
2. Glock holster
3. Mag pouch

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

- C** 1. Radio



Vamp



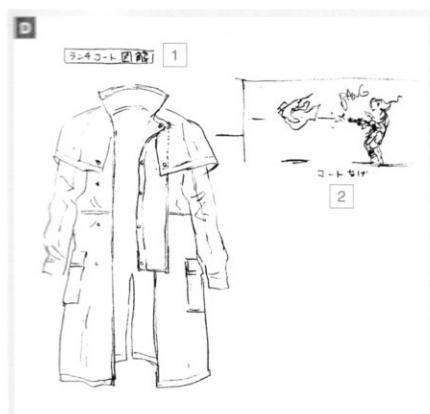
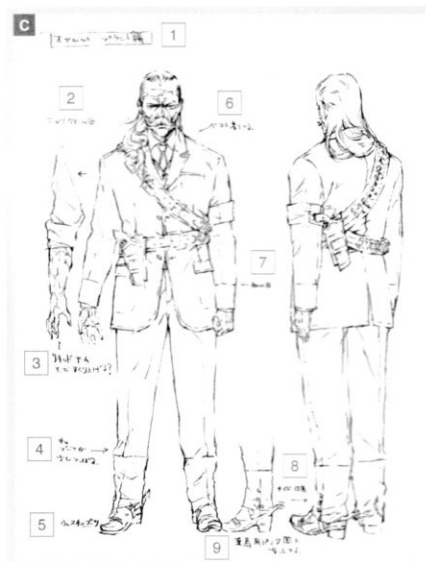
A 1. Vamp topless

B 1. Chest hair like Yukio Mishima
2. 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. Ocelot
Same combat suit as the Gurlukovich soldiers. Has two SAA guns.
2. Has side pockets

B 1. Ocelot ranch coat

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

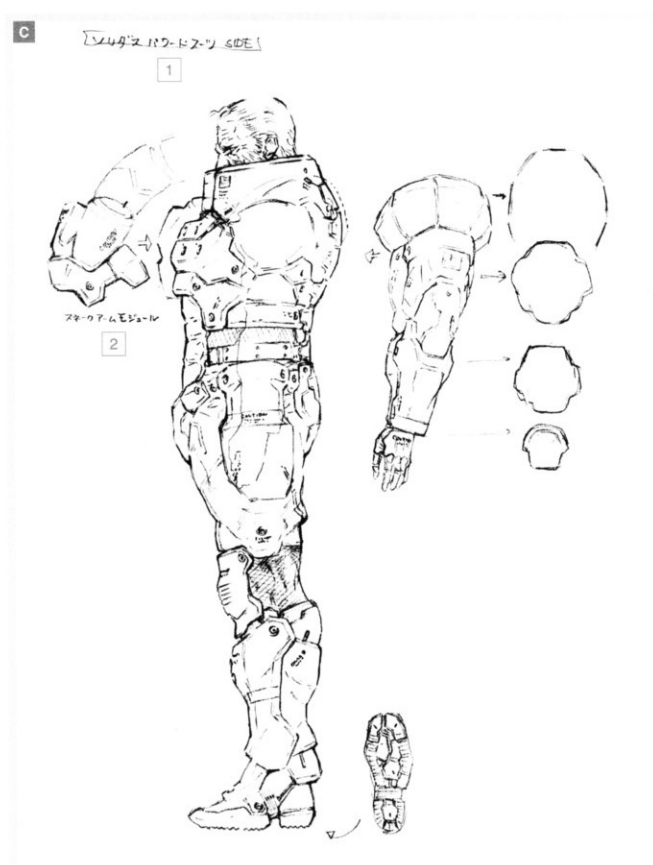
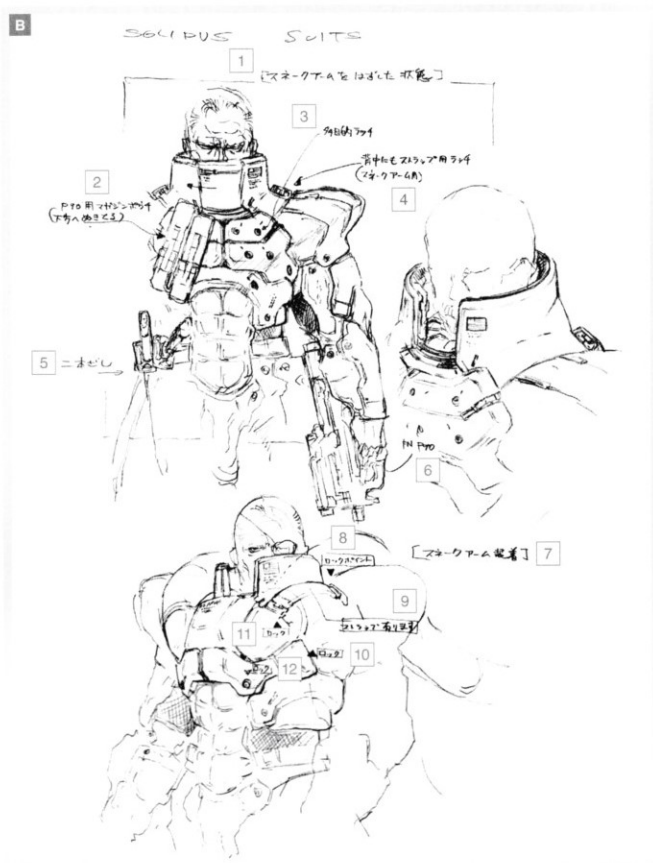
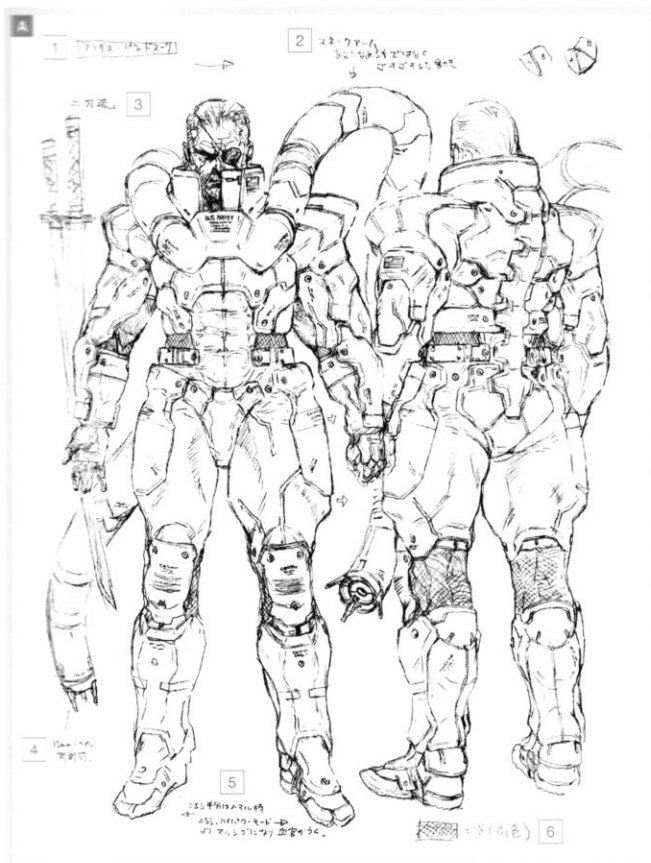
6. Wearing a vest
7. Seam
8. Note sides
9. Pants resemble horse-riding pants

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 side 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

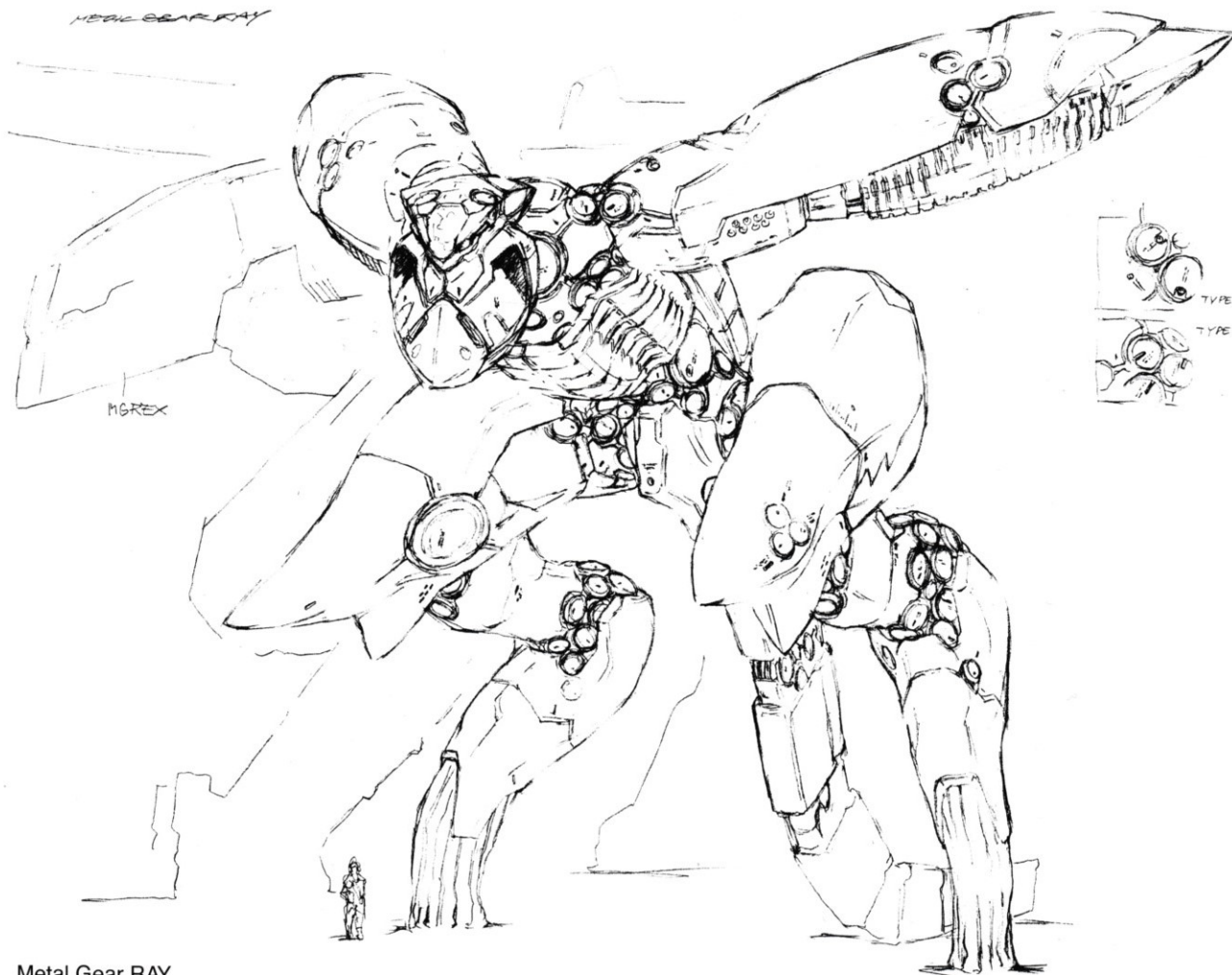
6. FN P90
7. Snake arms mounted
8. Lock point
9. Has straps
10. Lock
11. Lock
12. Lock

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

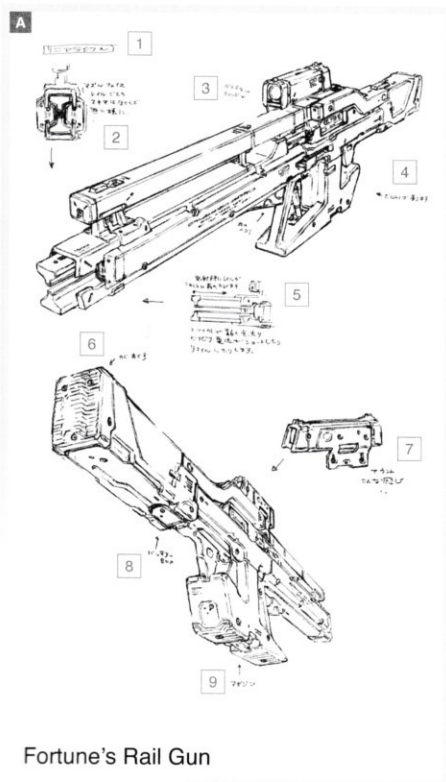


1. Solid Snake: 3D model of Snake's head, using the same modeling as Snake from the Plant chapter. However, he is much older than Snake, and his hairline is receding.
2. Uses the same modeling as Snake from the Plant chapter. However, he is much older than Snake, and his hairline is receding.
3. Shroud: first appearance
4. A glistening, jet-black shroud
5. Gives the impression of a veil of secrecy
6. White lettering
7. Goes through gradations
8. Catches fire
9. Ash and flakes flutter off
10. When he runs at high speed, it turns off in an instant.
11. 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.
12. Is Raiden going to deliver the final blow?
13. Or is Solid going to take his own life?
14. Looks cool when he poses with it held under his armpit.
15. Notes on the movement of the Snake arms
16. When he's not using them, they squirm behind.
17. The best stance is when he looks sidelong with it held under his armpit.
18. Their movement is somewhat stiff and clunky rather than smooth.
19. They extend.
20. The manipulators at the tips can close and open.
21. 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

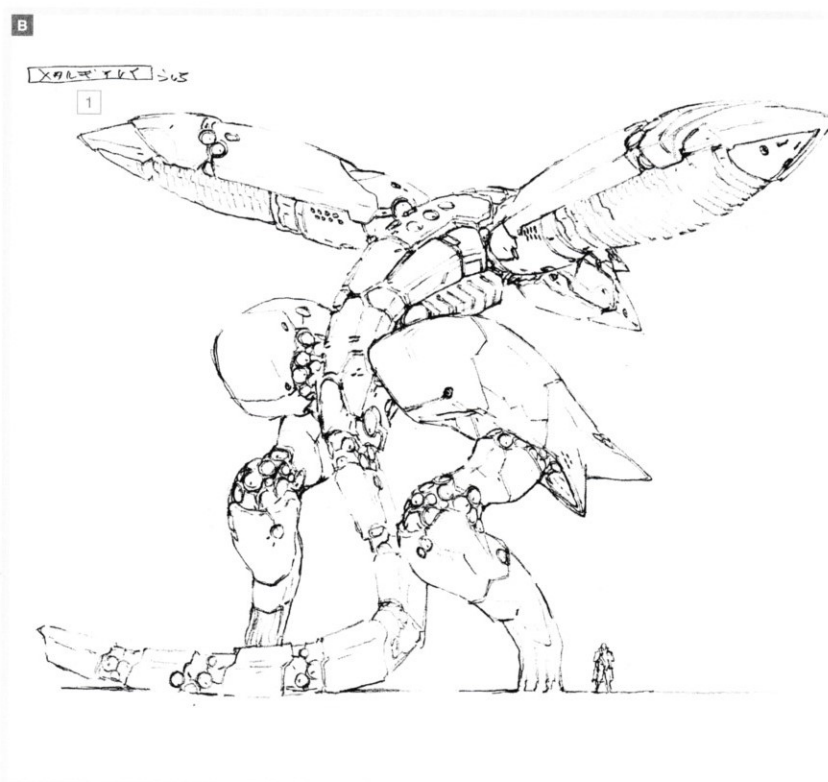




Metal Gear RAY



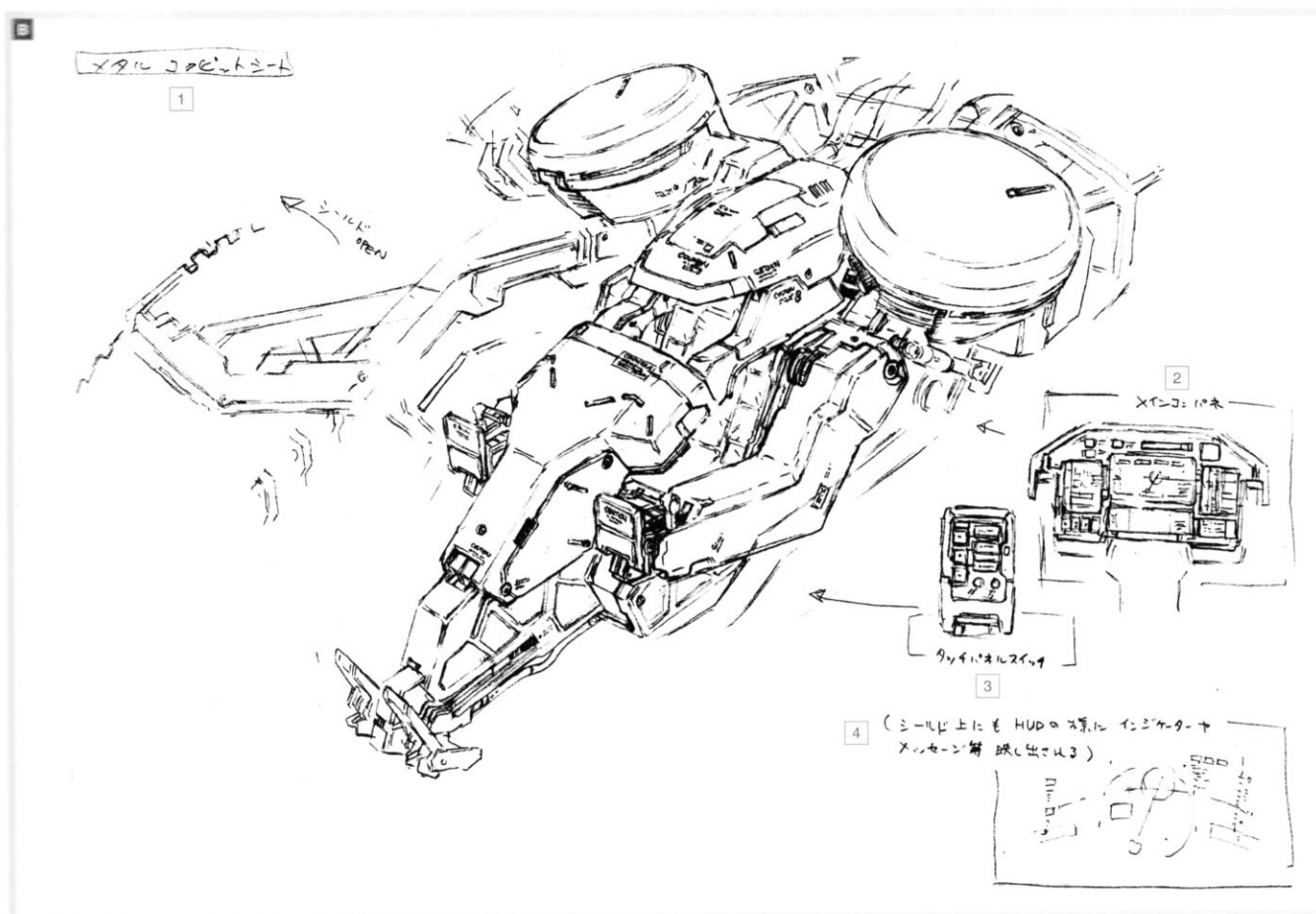
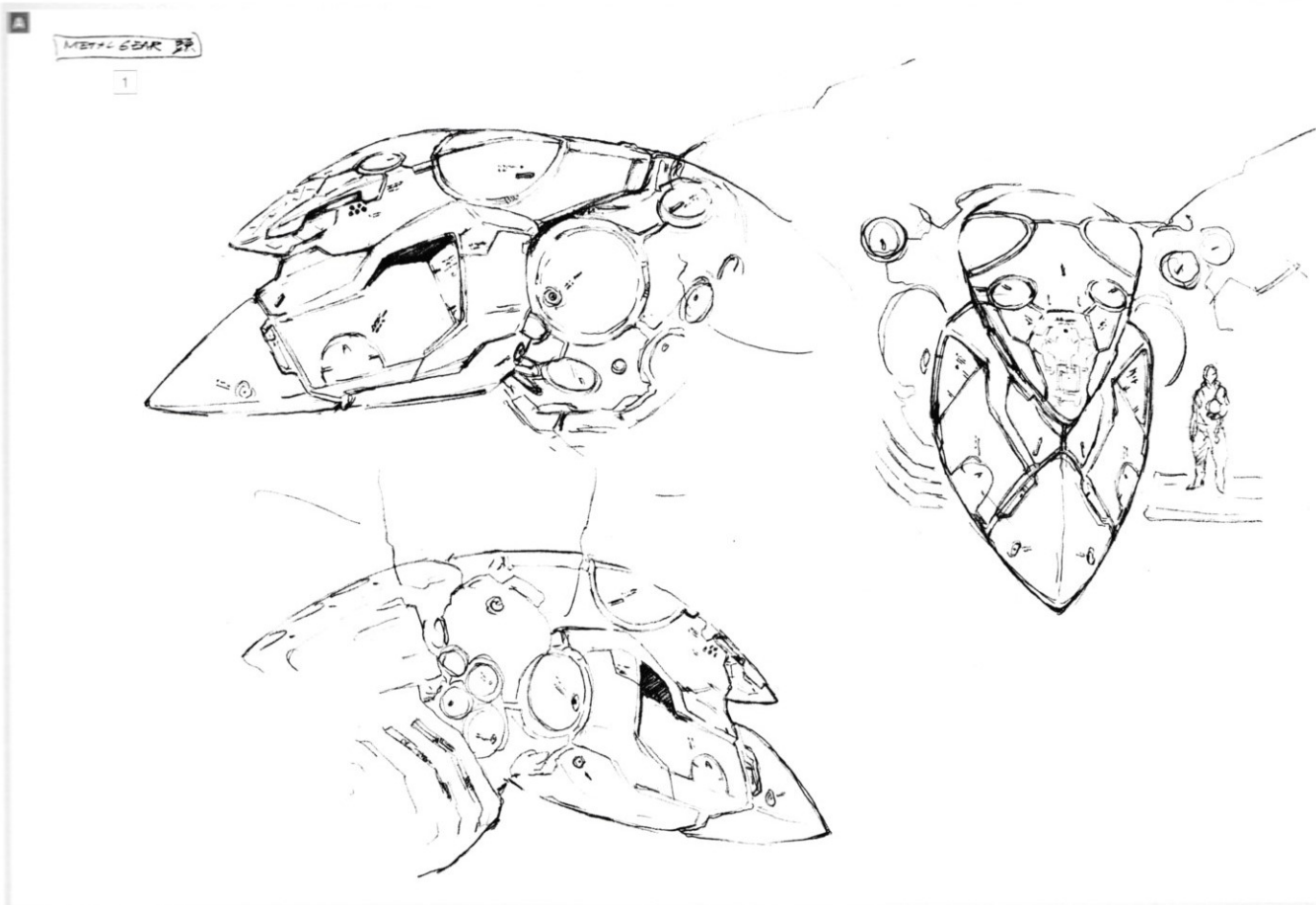
Fortune's Rail Gun



- A**
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

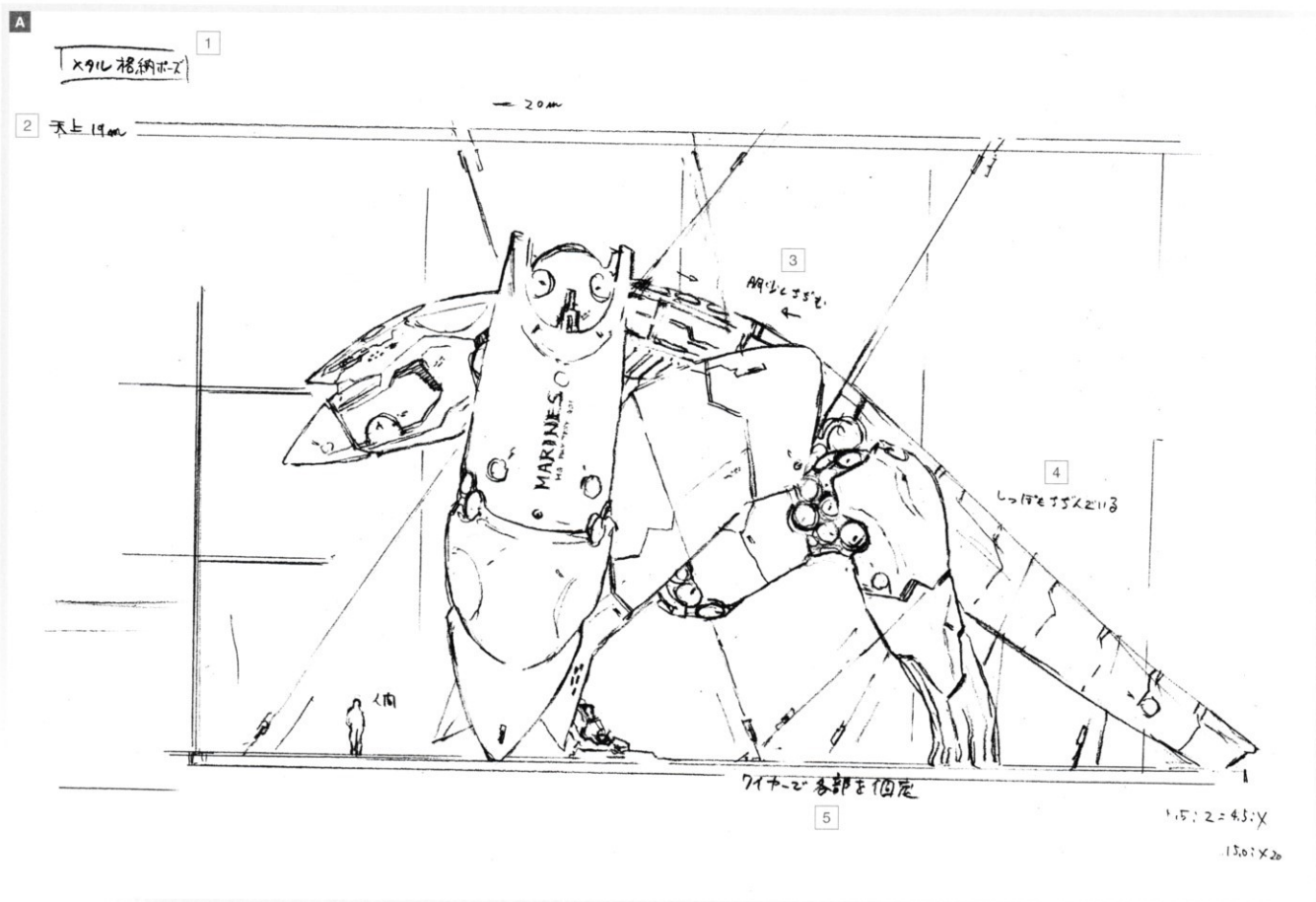
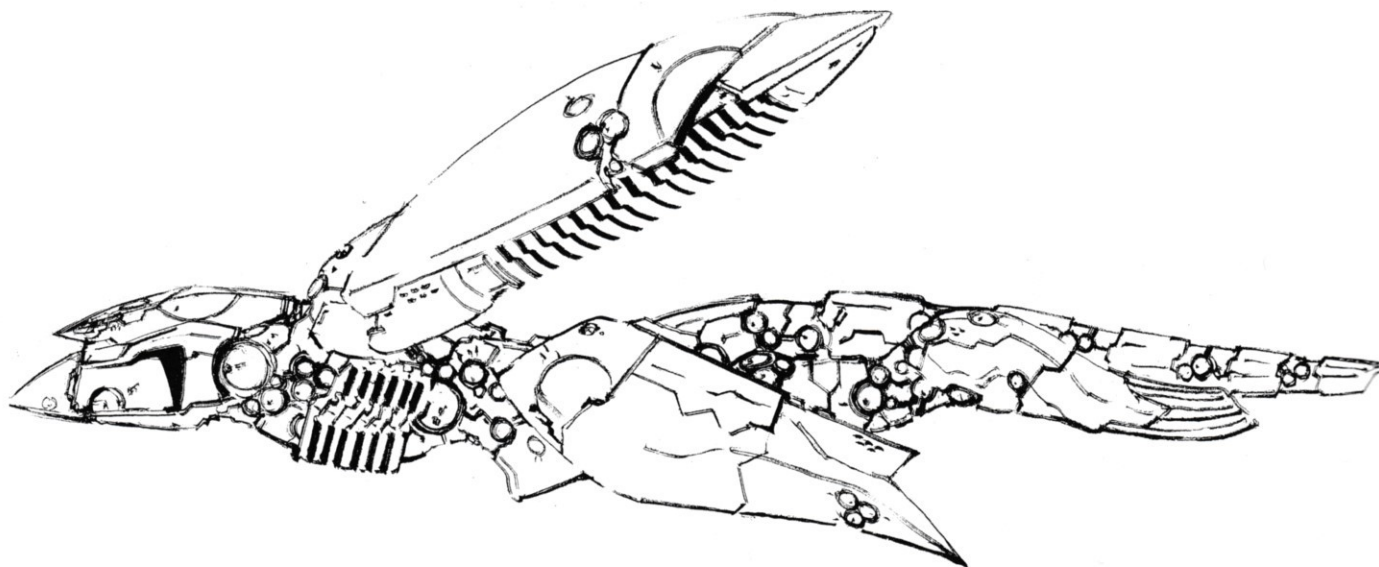
- about this much forward. Using special effects, it will shine whitish-blue, discharge electricity, and recoil.
6. Flattened corners
 7. Mount is like this

8. Battery box
 9. Magazine
- B**
1. Metal Gear RAY rear



A 1. Metal Gear head

B 1. Metal Gear cockpit seat
2. Main control panel
3. Touch panel switches
4. Indicators, messages, etc.,
are projected onto the shield
as well, like a HUD.



- A**
1. Metal Gear in storage pose
 2. Ceiling 19 m
 3. Torso slightly contracted
 4. Tail also contracted
 5. All parts fixed in place by wires

A 無人量産型 メタルギア

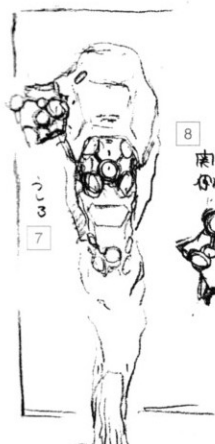
METAL GEAR RAY-ALON

・頭部、手足、腰のシボのみが
プロトと異なる。

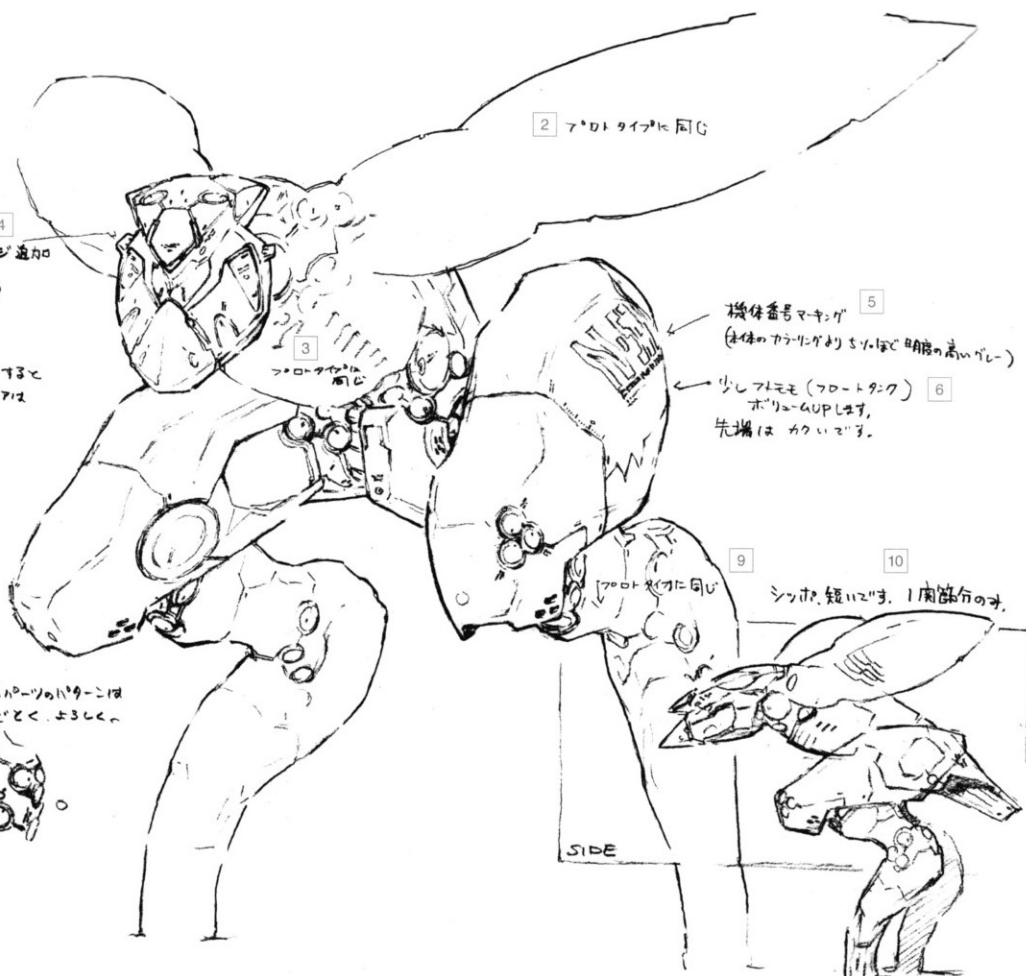
・メタルギア型スライダ、
その上を「プロト」
カラーリングは、ライムグリーン?
(赤茶のサビ止めカラーでいいか?)

・グレンとミラとで流血は、
(赤茶色のオイルを塗る。)

・ライオンが、ロケットランチャー等、攻撃すると
爆発と血しぶきが発生、白いプロトは
赤く染まる。



8 関節部のハッチは
倒れこくと、よろしく。



2 プロトタイプと同じ

5 機体番号マーク
(本体のカラーリングより少しほど明るいグレー)

6 少しプロトモ (プロトタイプ)
ボリウムUPします、
先端はカクイマス。

9 プロトタイプと同じ

10 シボ、短く、1関節分のみ。

SIDE

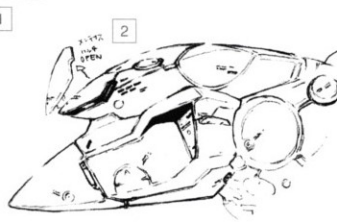
B 無人量産型 機

1



C 量産型 機

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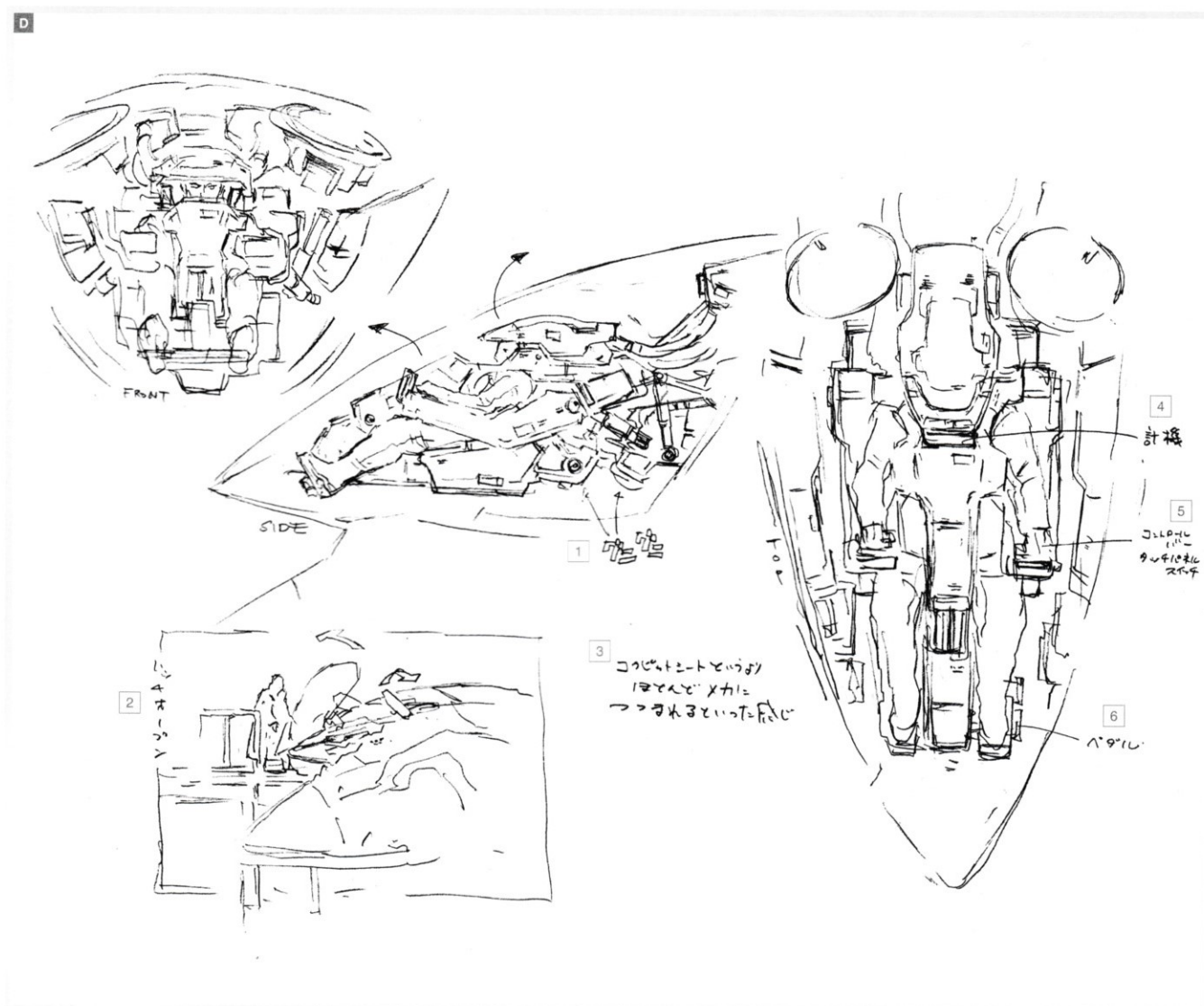
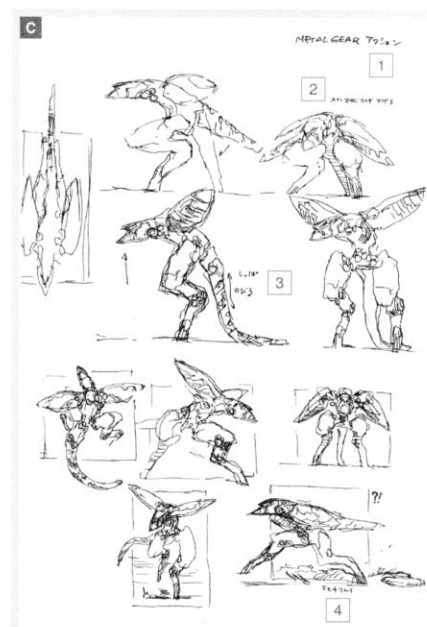
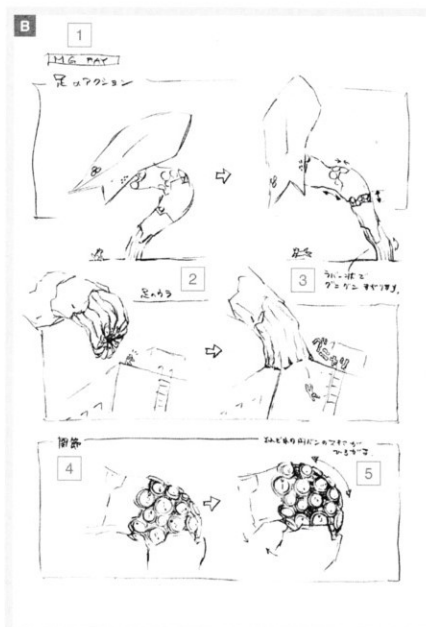
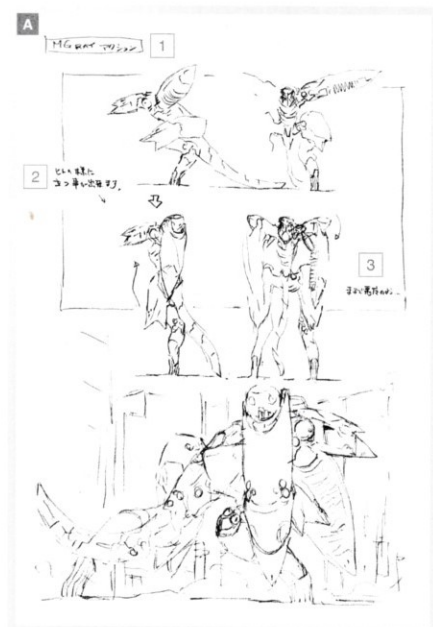
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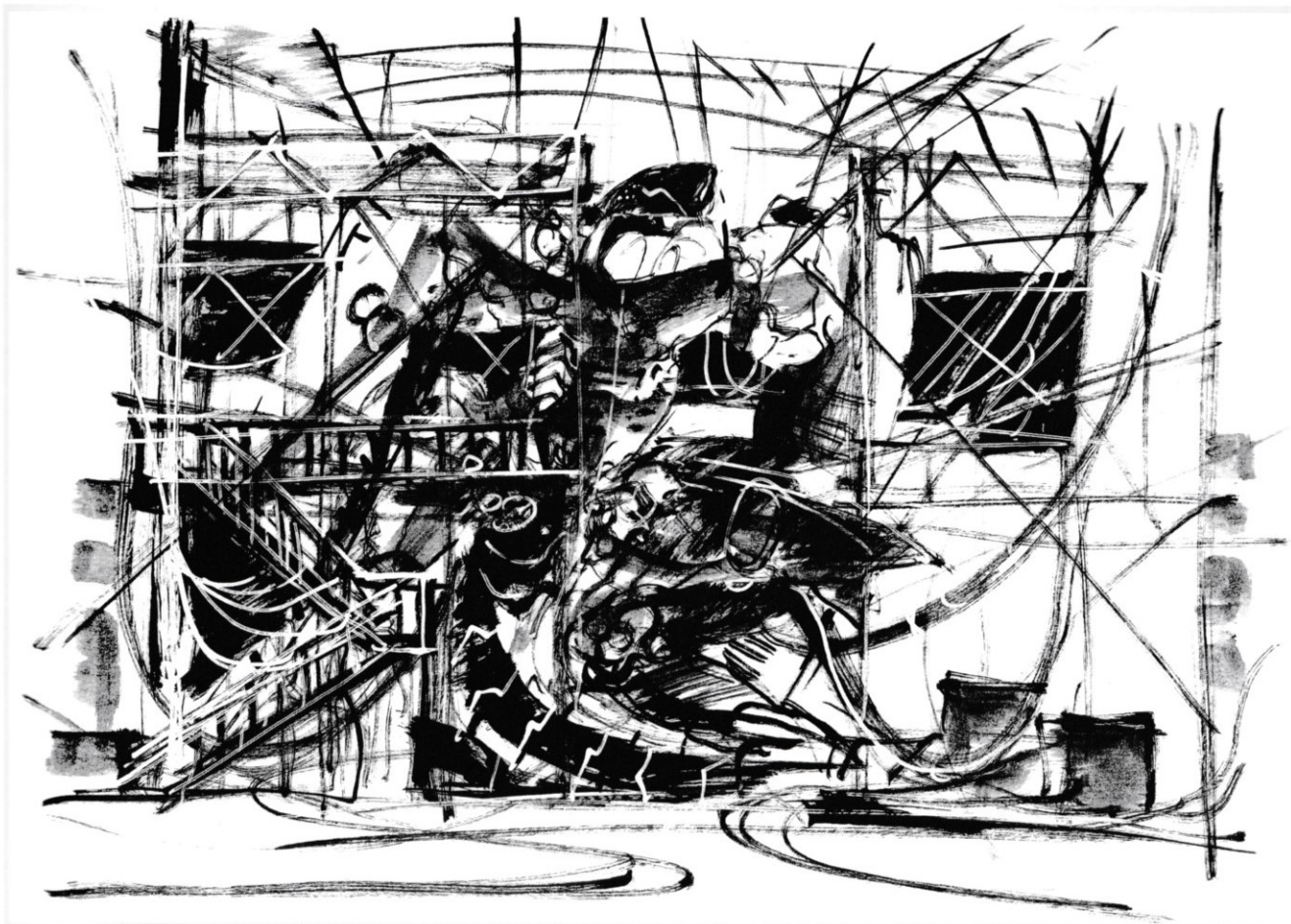
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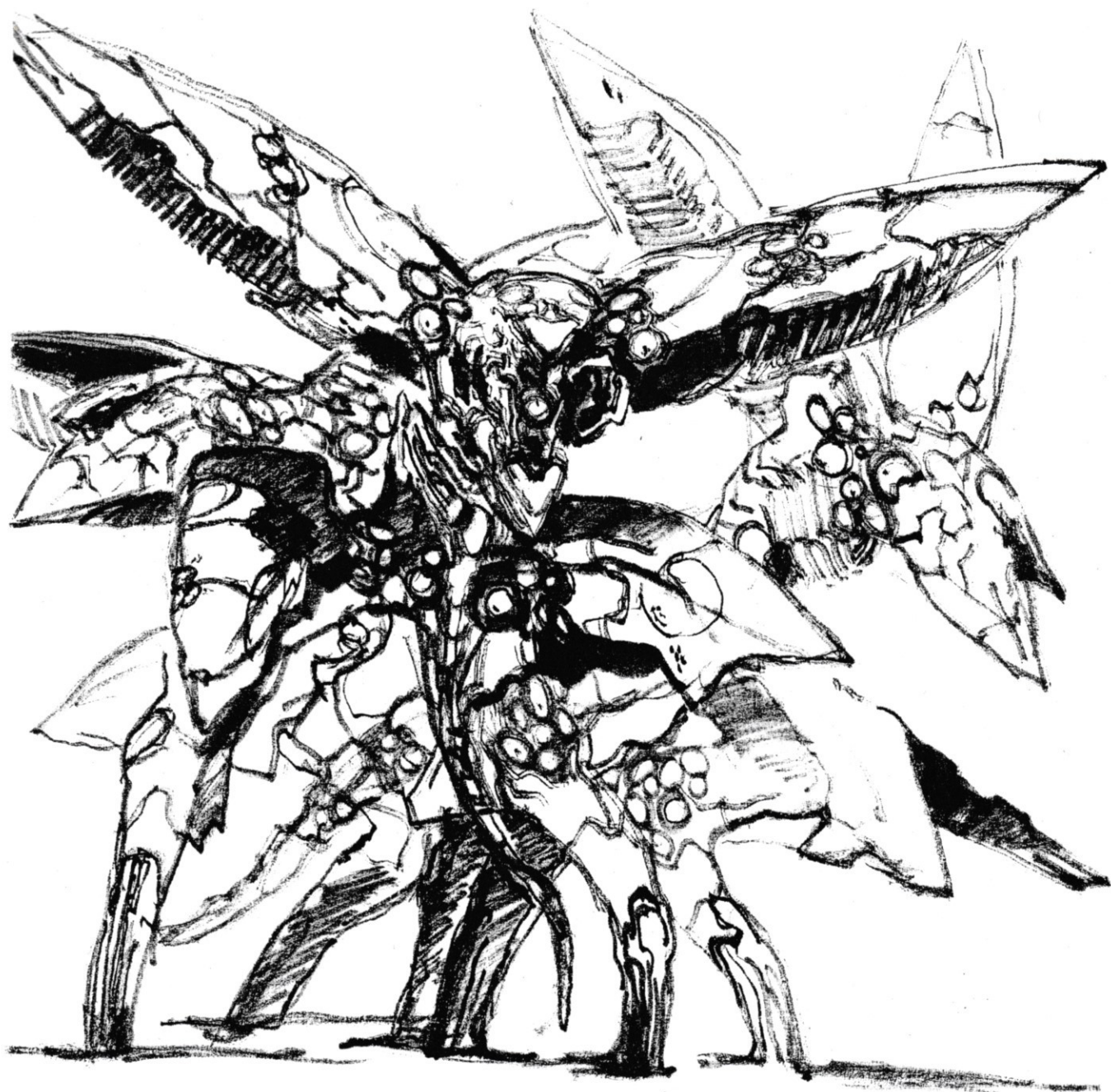


- A** 1. MG RAY action
2. It can stand upright like a person.
3. Demonic looking...
- B** 1. Leg action
2. Soles of feet
3. Rubbery, so they can bend by squishing

- C** 1. Metal Gear action
2. Main stabilizer down
3. Tail extends
4. Creepy

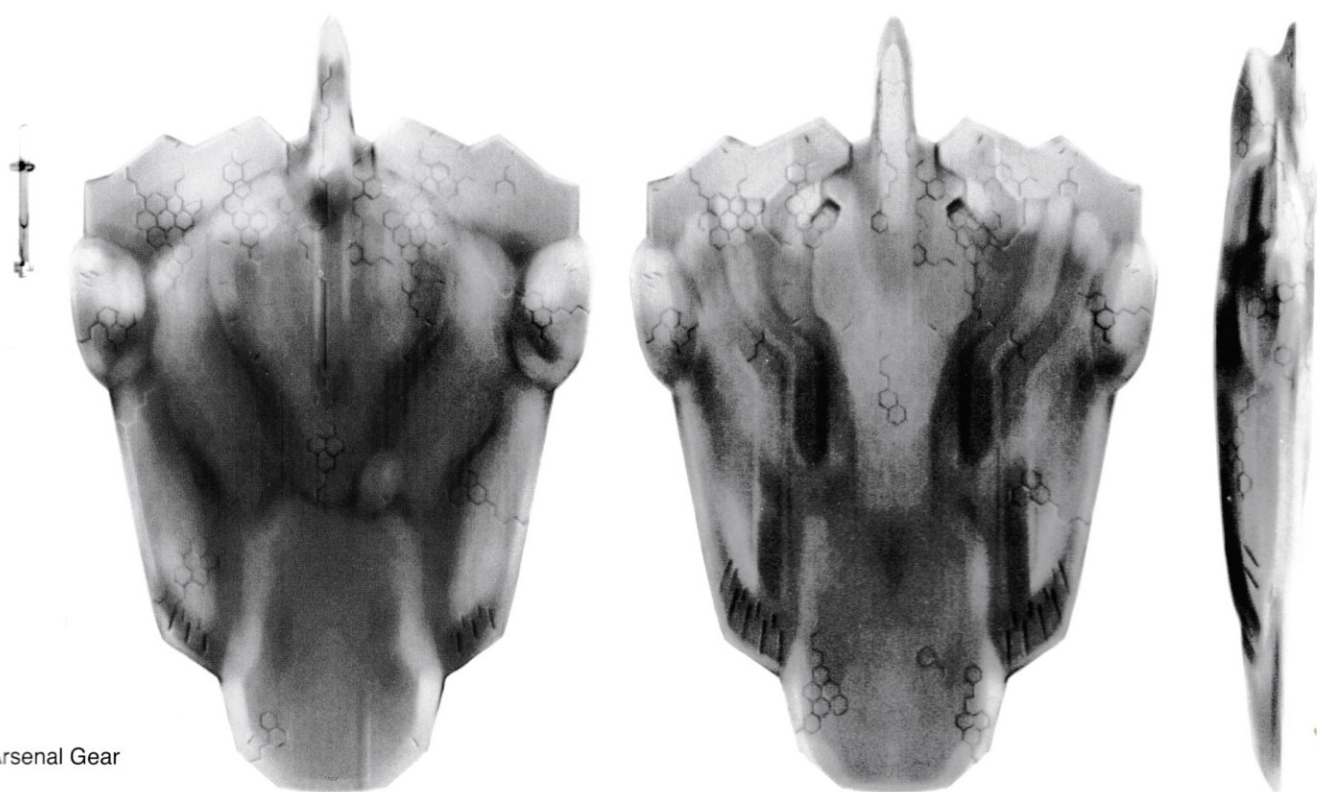
- D** 1. "SQUISH SQUISH"
2. Hatch open
3. The cockpit is so packed with tech that it hardly seems like a cockpit at all.
4. Instrument cluster
5. Control bar, touch panel switches.
6. Pedals



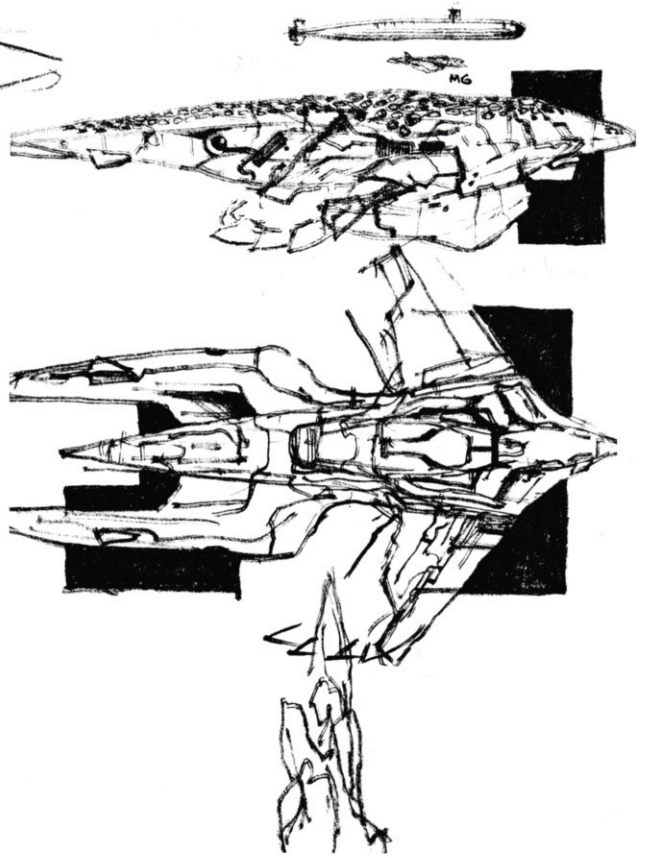


METAL GEAR - RAY

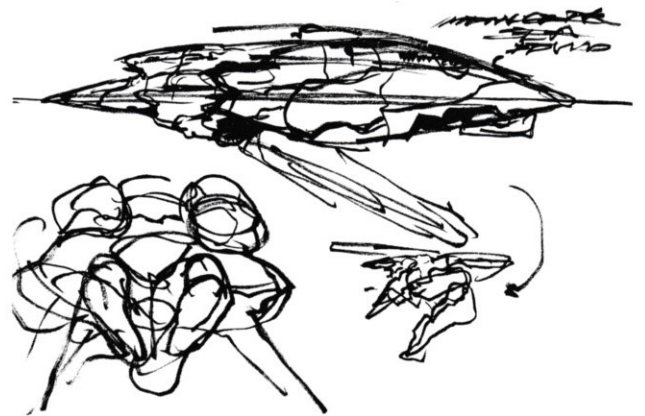
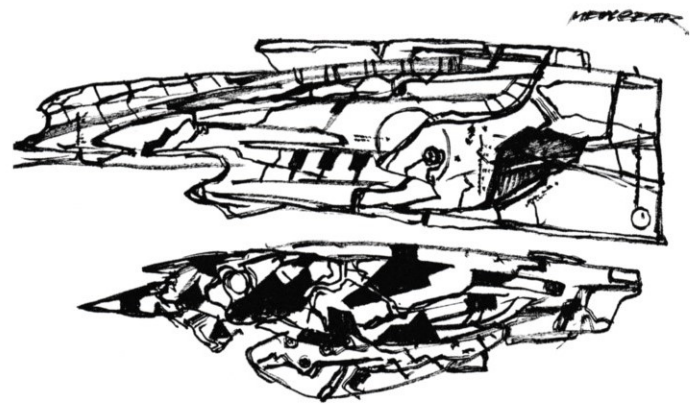
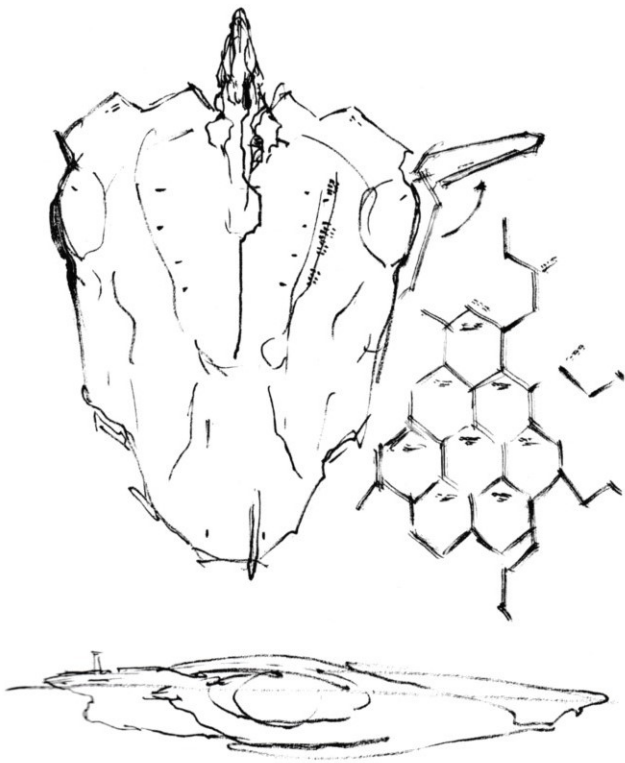
X 3

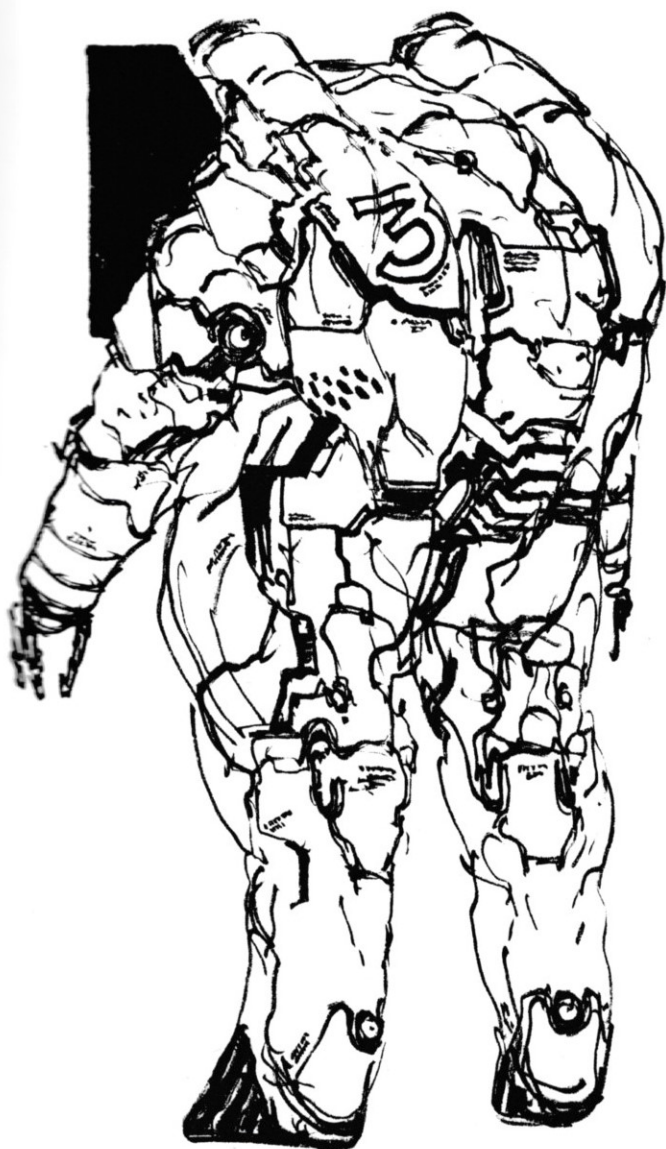


Arsenal Gear



Arsenal Gear





A

METAL BLADE 千代天山 1



WEAPON
GUN
ARMOR

2

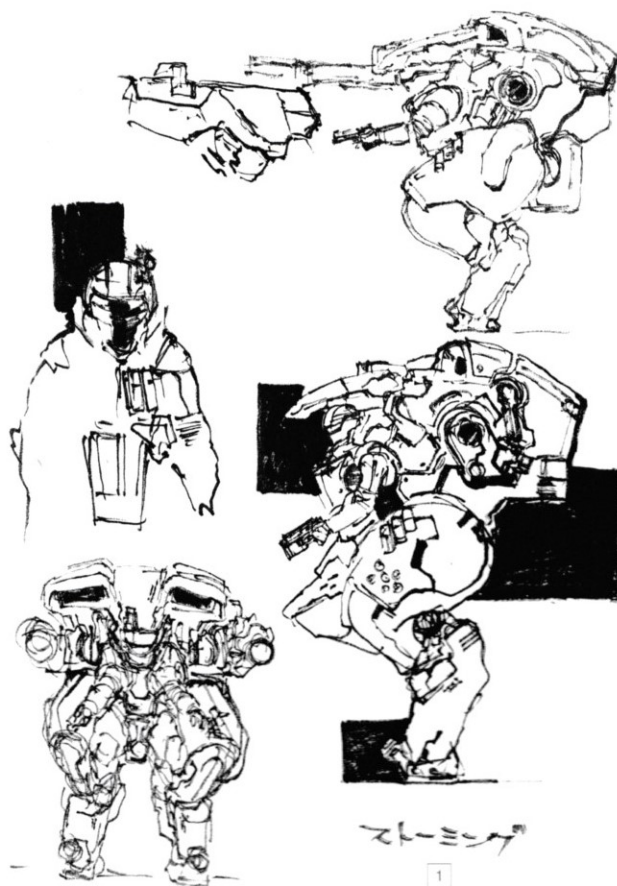
飛行 OPTION
WEAPON BOX
の
コンバ
水手電可

3

TO MEI
閑牙



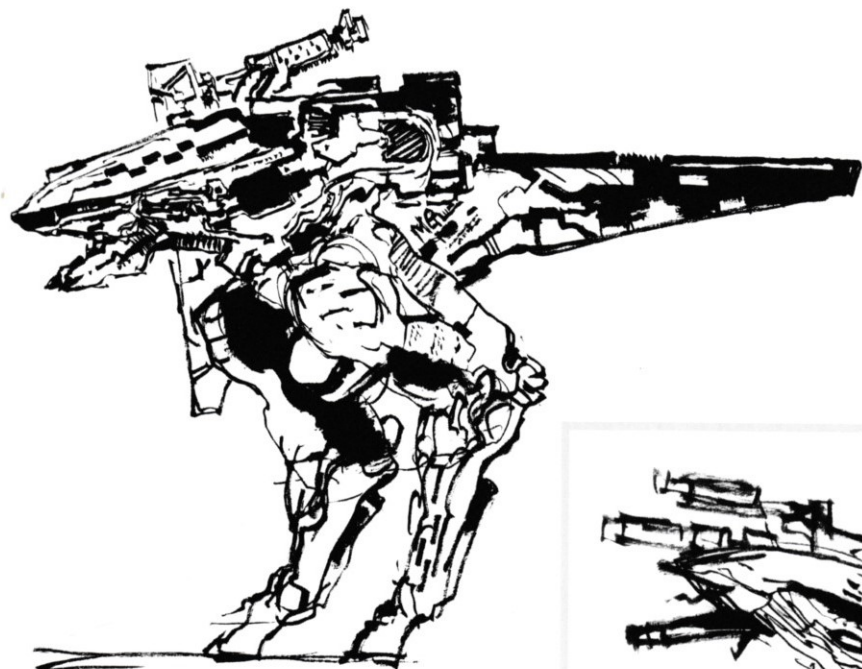
B



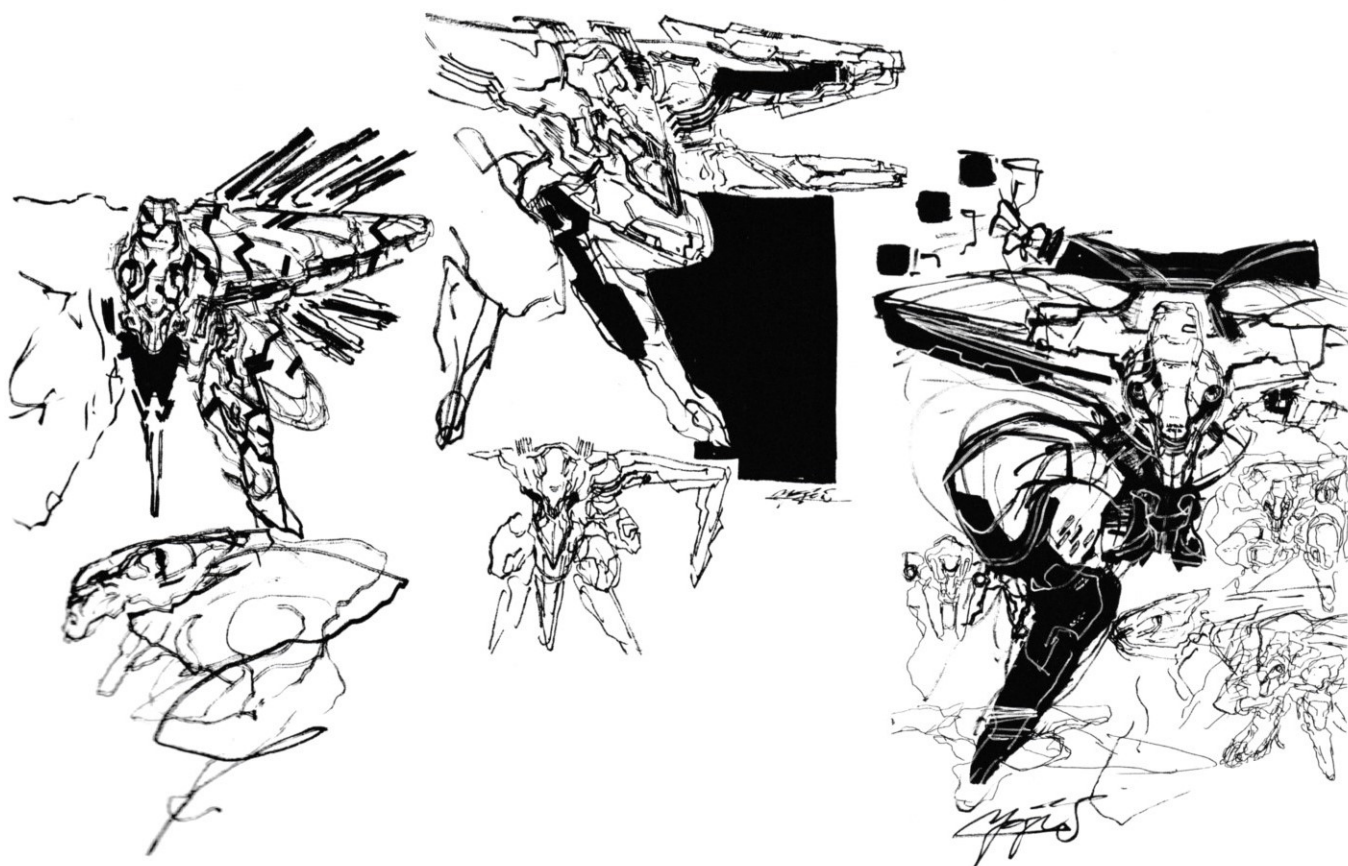
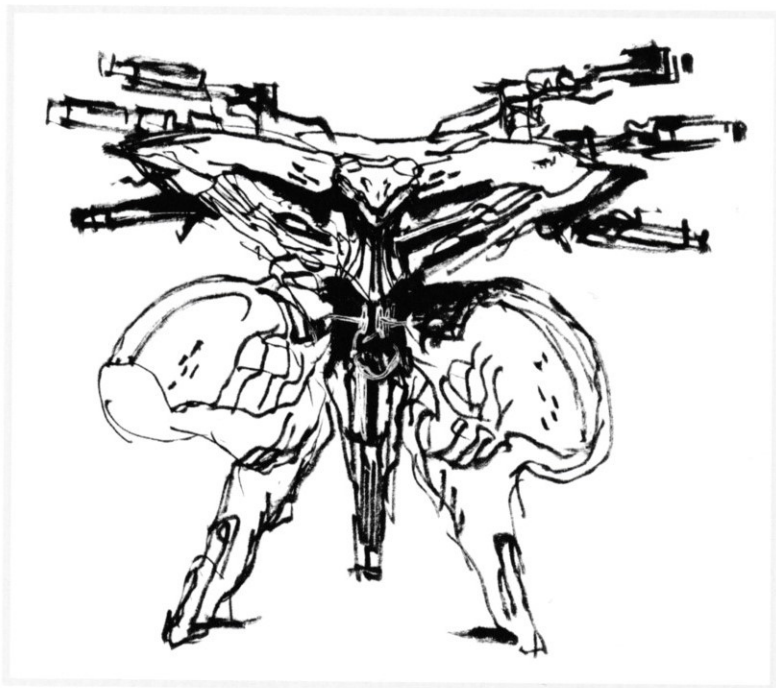
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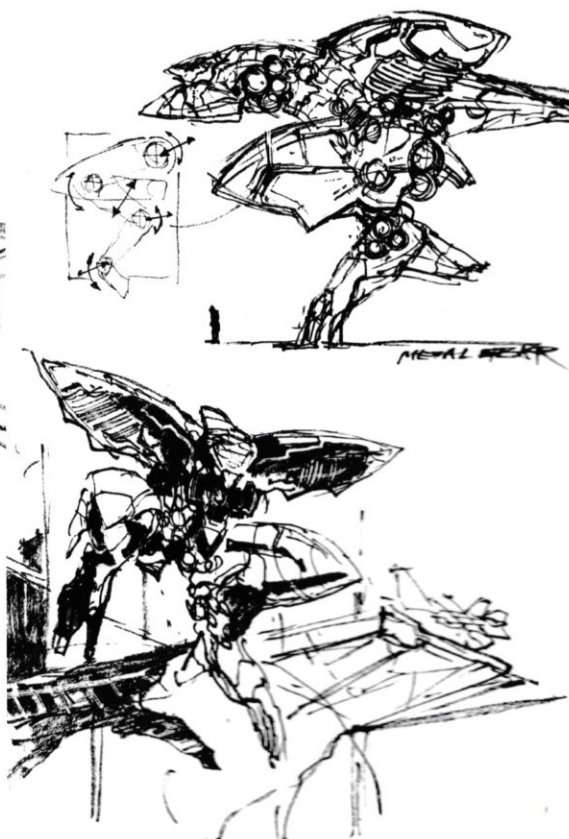
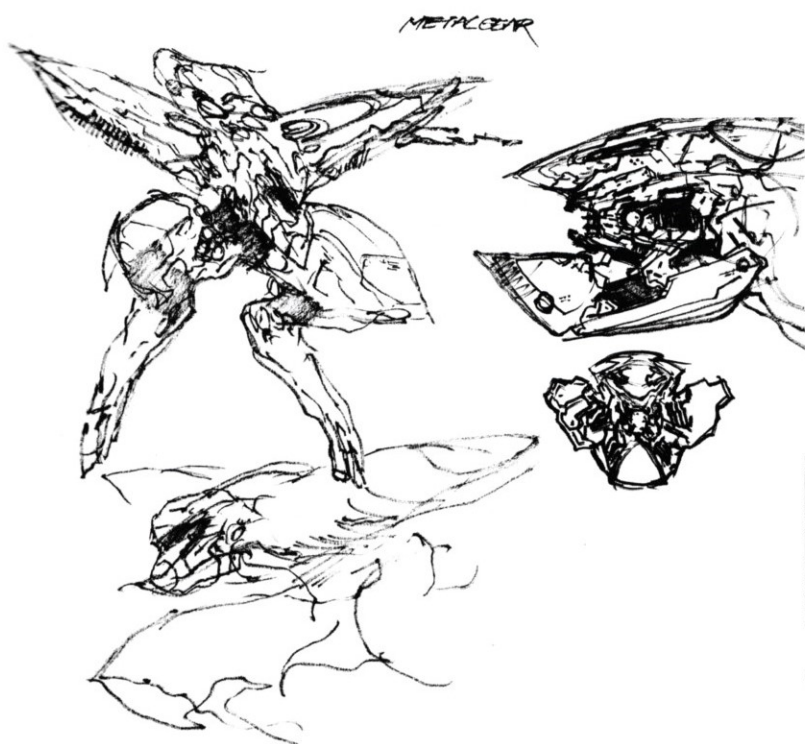
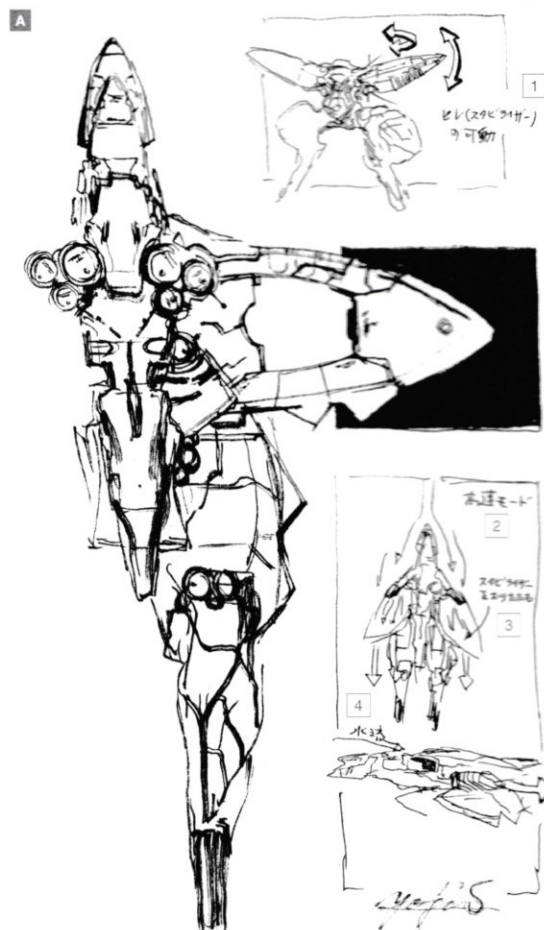
- A 1. Metal blade Chiyotenzan
2. Flight option. Compatible
with weapon box.
Amphibious option is
also possible
3. Toki

- B 1. Storming

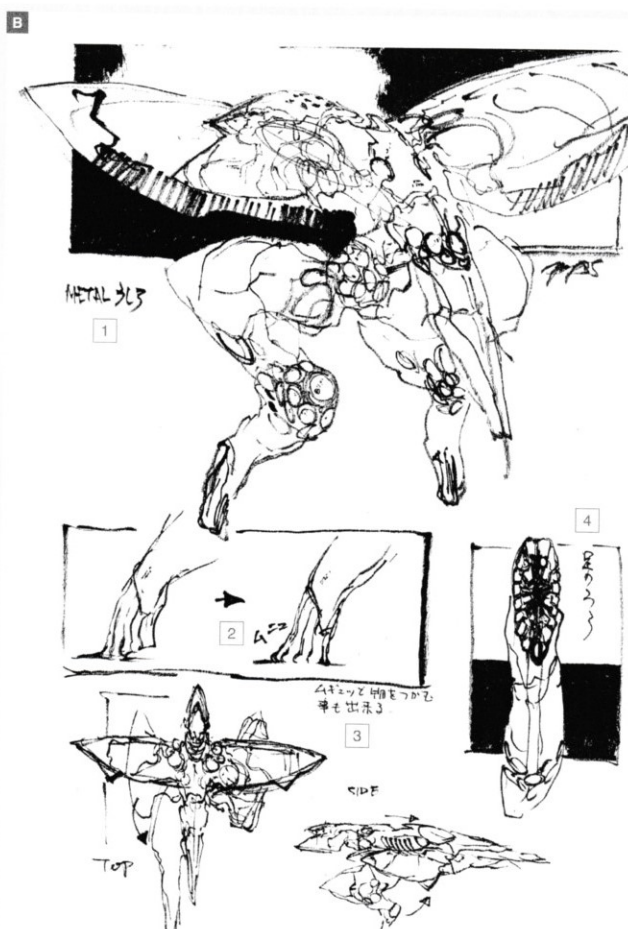
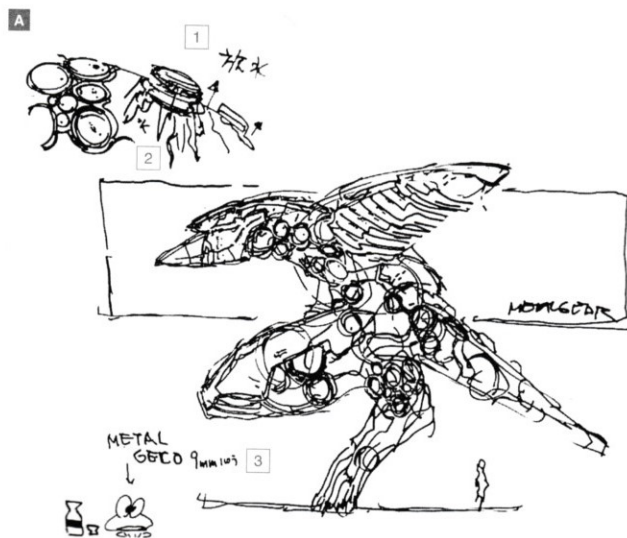
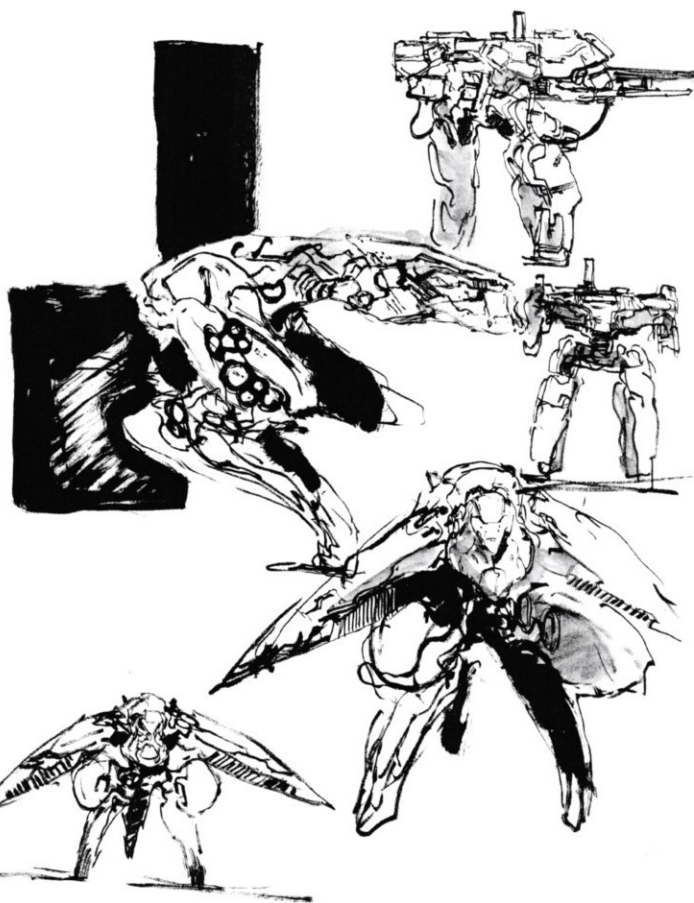


Metal Gear RAY



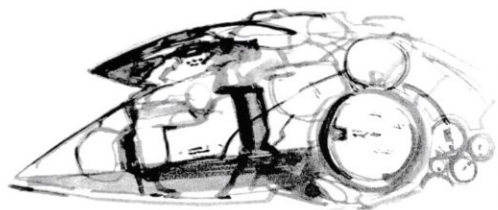


- A 1. Articulation of fins (stabilizers)
2. High-speed mode
3. Stabilizers folded back
4. Current



- A**
1. Water drainage
 2. Water
 3. Metal Geco 9mm 10g
 4. Parabellum

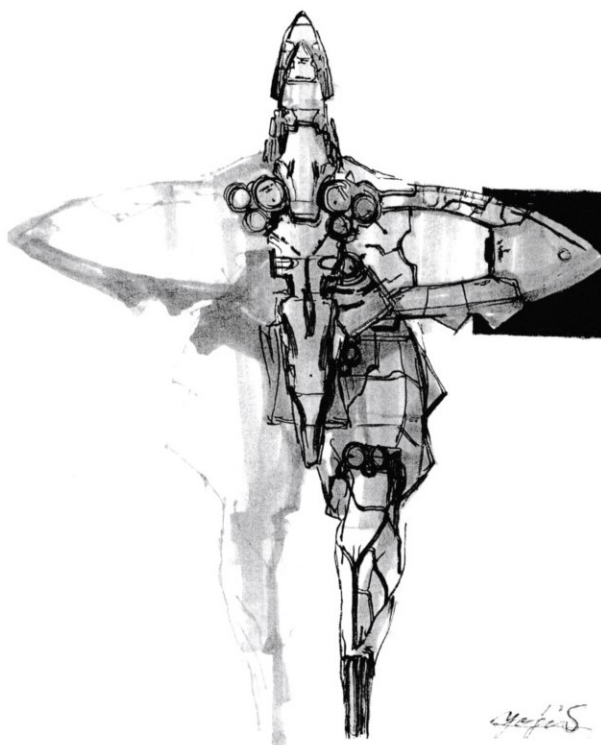
- B**
1. Metal rear
 2. "SQUISH"
 3. Can also grip things
 4. Sole of foot



METAL GEAR
RAY
PROTO TYPE

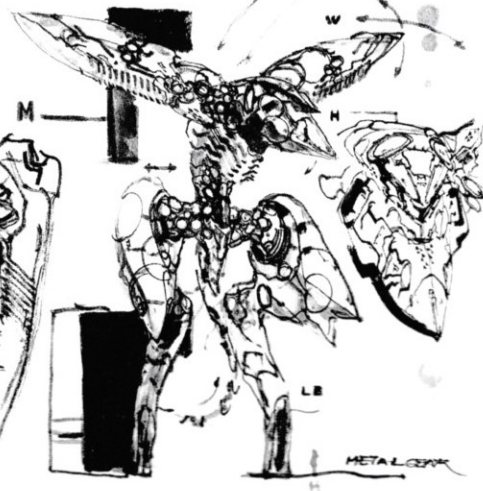


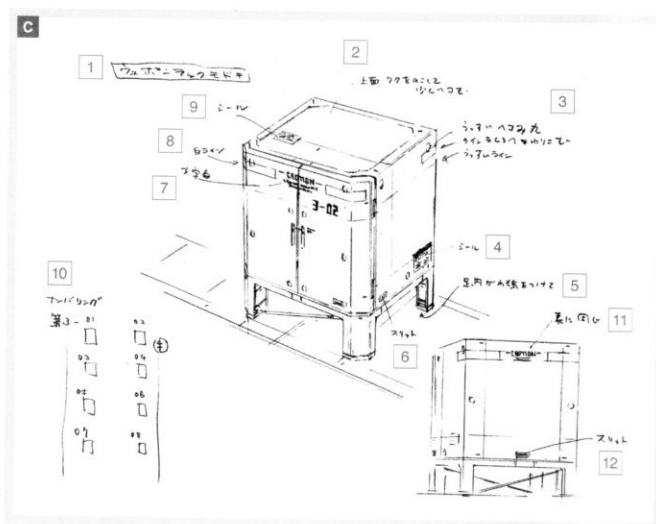
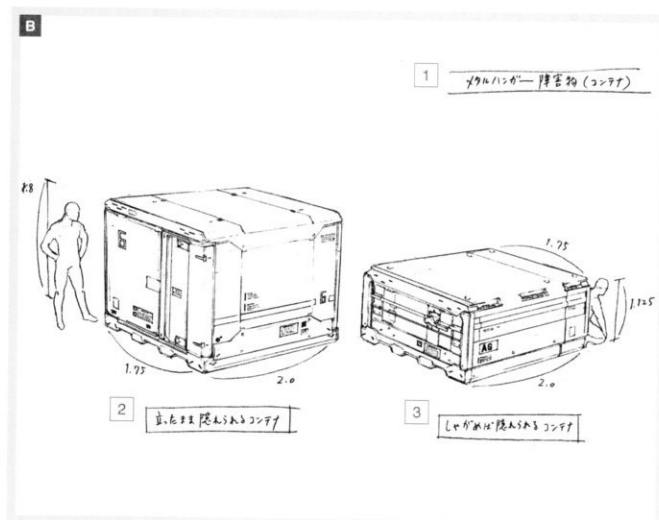
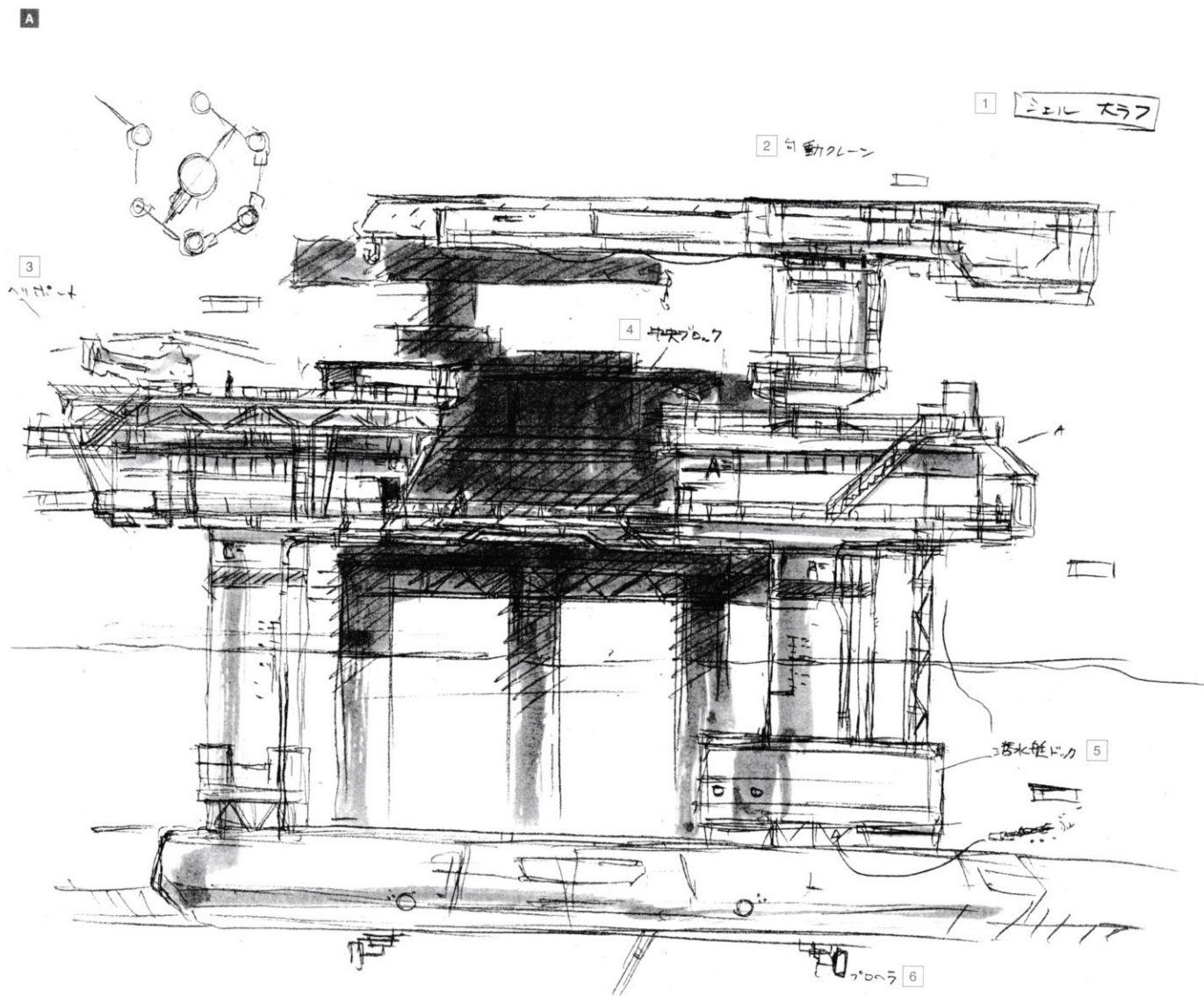
METAL GEAR



Yasuo

METAL GEAR



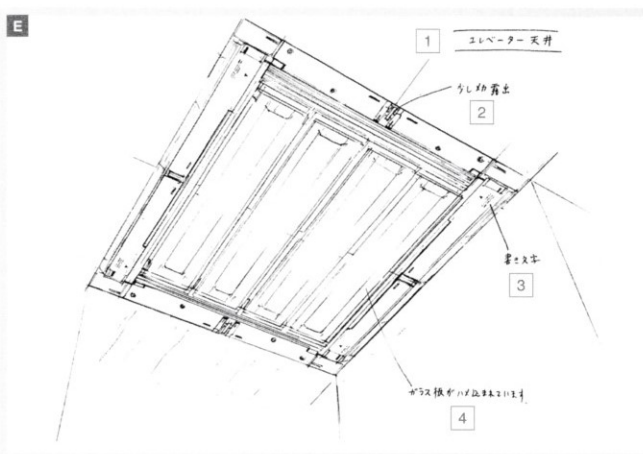
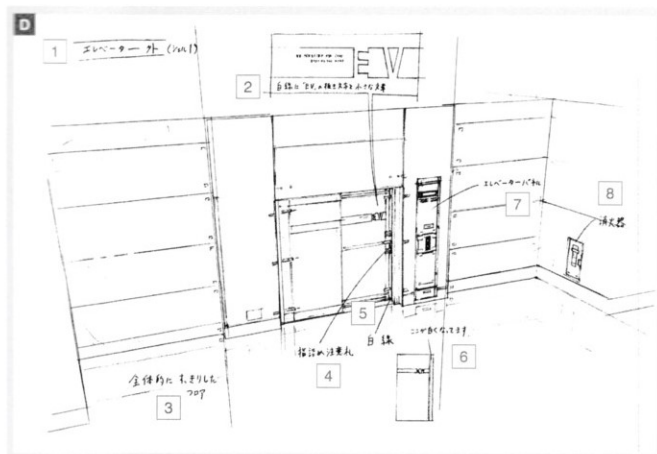
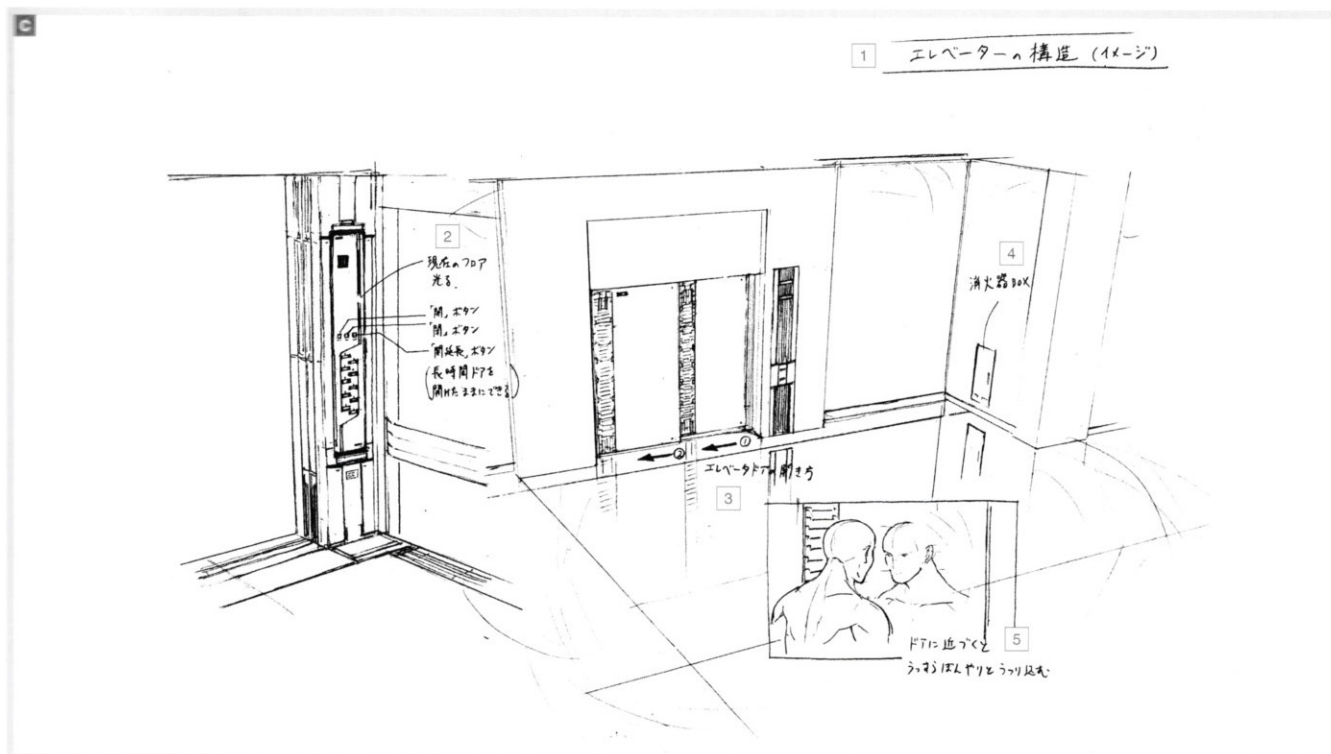
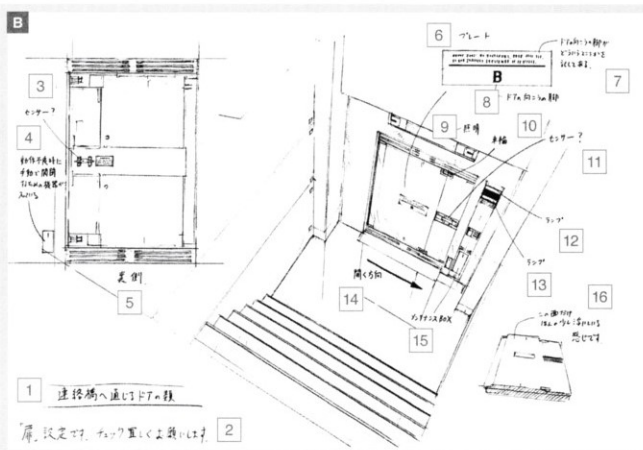
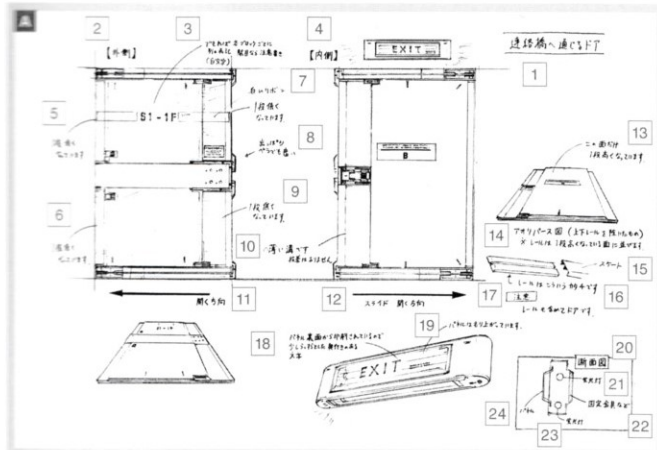


- A** 1. Shell—large rough
2. Movable crane
3. Heliport
4. Center block
5. Submarine dock
6. Propeller

- B** 1. Metal Gear hangar 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.
4. Faint line
5. Sticker
6. Slit
7. Lettering—white
8. White line
9. Sticker
10. Numbering
11. Same as front
12. Slit

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. Tabs. These could be flat too.
 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

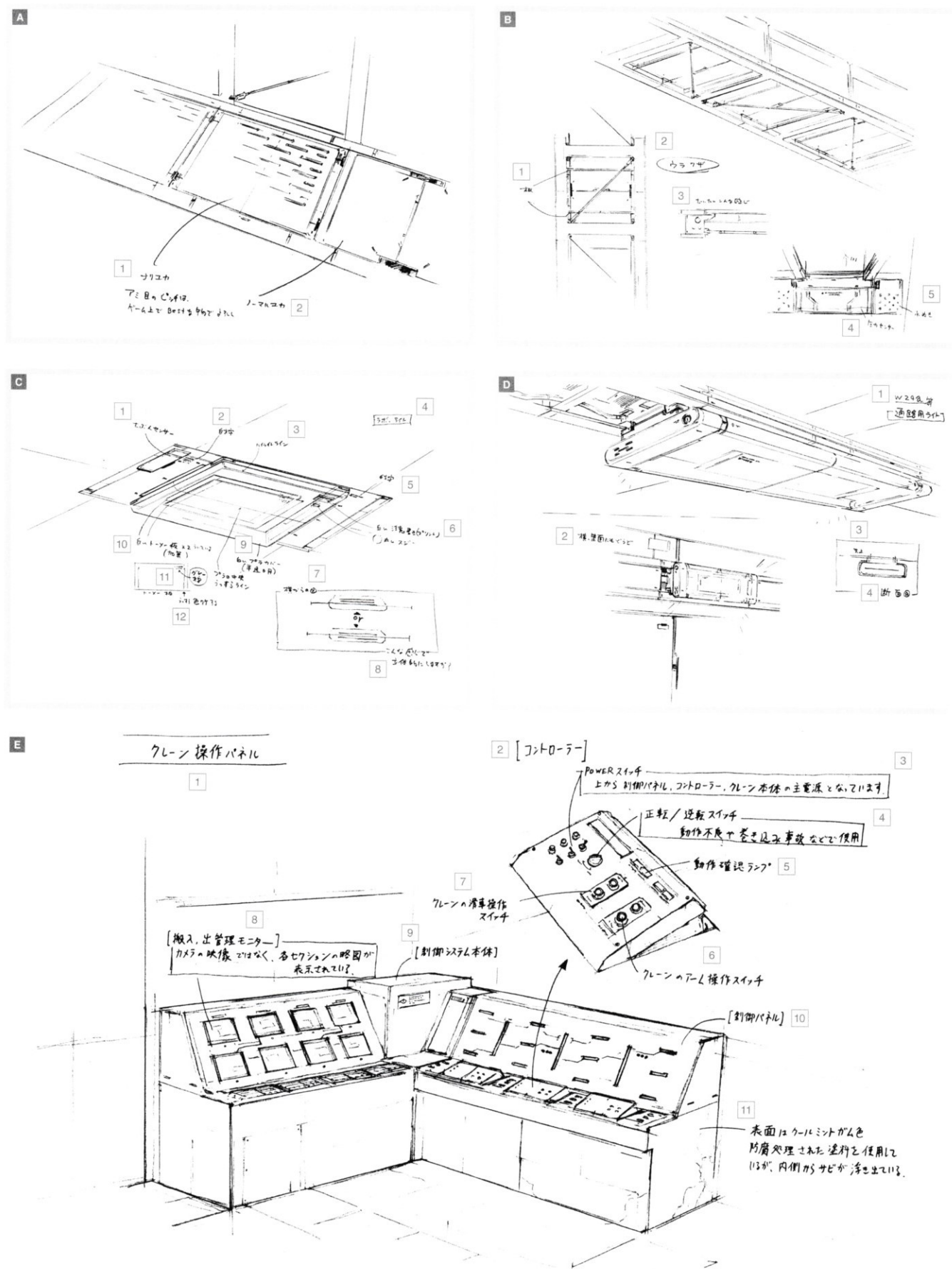
- B**
1. Types of doors to connecting bridges
 2. Door designs. Please check them over.
 3. Sensor?
 4. In case of malfunction, the door can be opened or closed manually by these mechanisms.
 5. Rear side
 6. Plate
 7. Shows what is on the other side of the door.
 8. Bridge on the other side of the door.
 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. Elevator door opening method
 4. Fire extinguisher box
 5. When near the doors, there is a faint, blurred reflection.

- D**
1. Outside elevator (shell 1)
 2. The letters "EV" in negative-space white lines and a small amount of text.
 3. This is a clean floor overall.
 4. Warning label to not trap 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



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

B 1. Boards
2. Features
3. Basically like this
4. Pressure sensor
5. Drain

C 1. Sensor, probably
2. White lettering

3. Highlight line
4. Lab light
5. White lettering
6. White warning message (printed)
7. Circular dent
8. Shall we make it three-dimensional like this?
9. White plastic cover (half transparent)
10. White transparent boards x2 floating (additional)

11. Gray lettering
12. Slightly differentiate colors

D 1. W24a and others
Passageway light
2. Can be used on side walls too.
3. Ceiling
4. Cross section

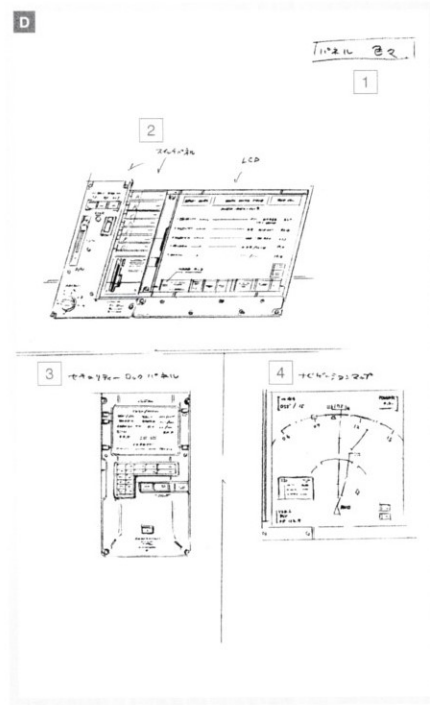
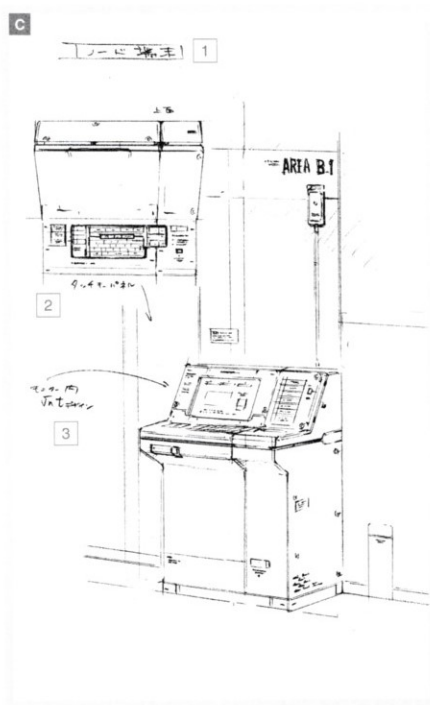
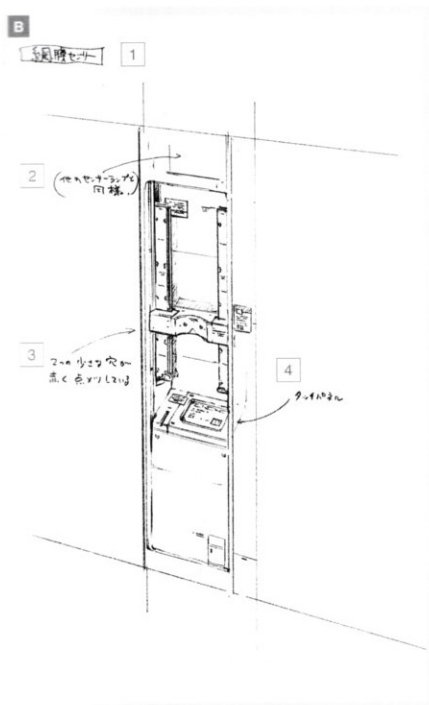
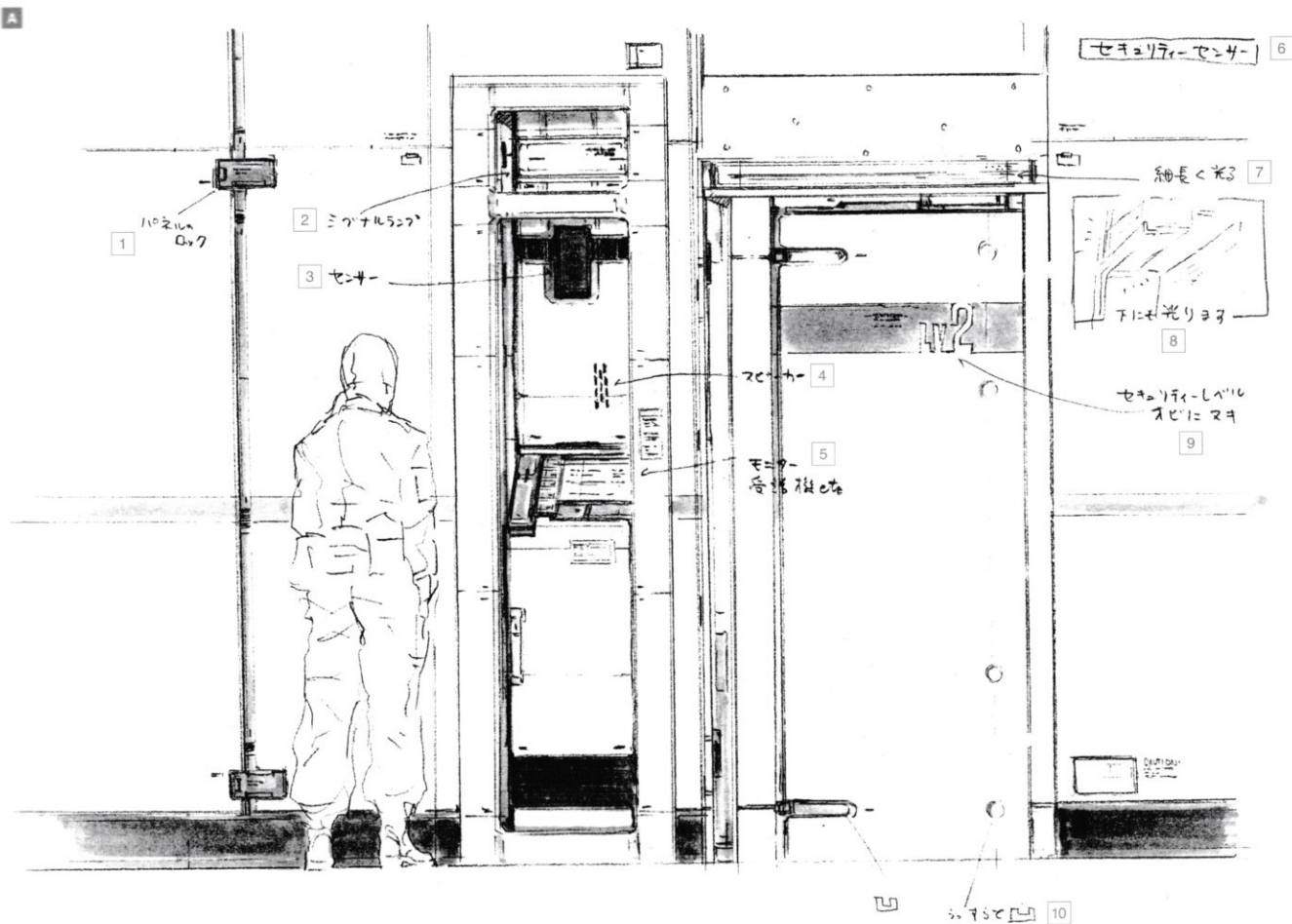
E 1. Crane operation panel
2. Controller
3. Power switch

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 lit

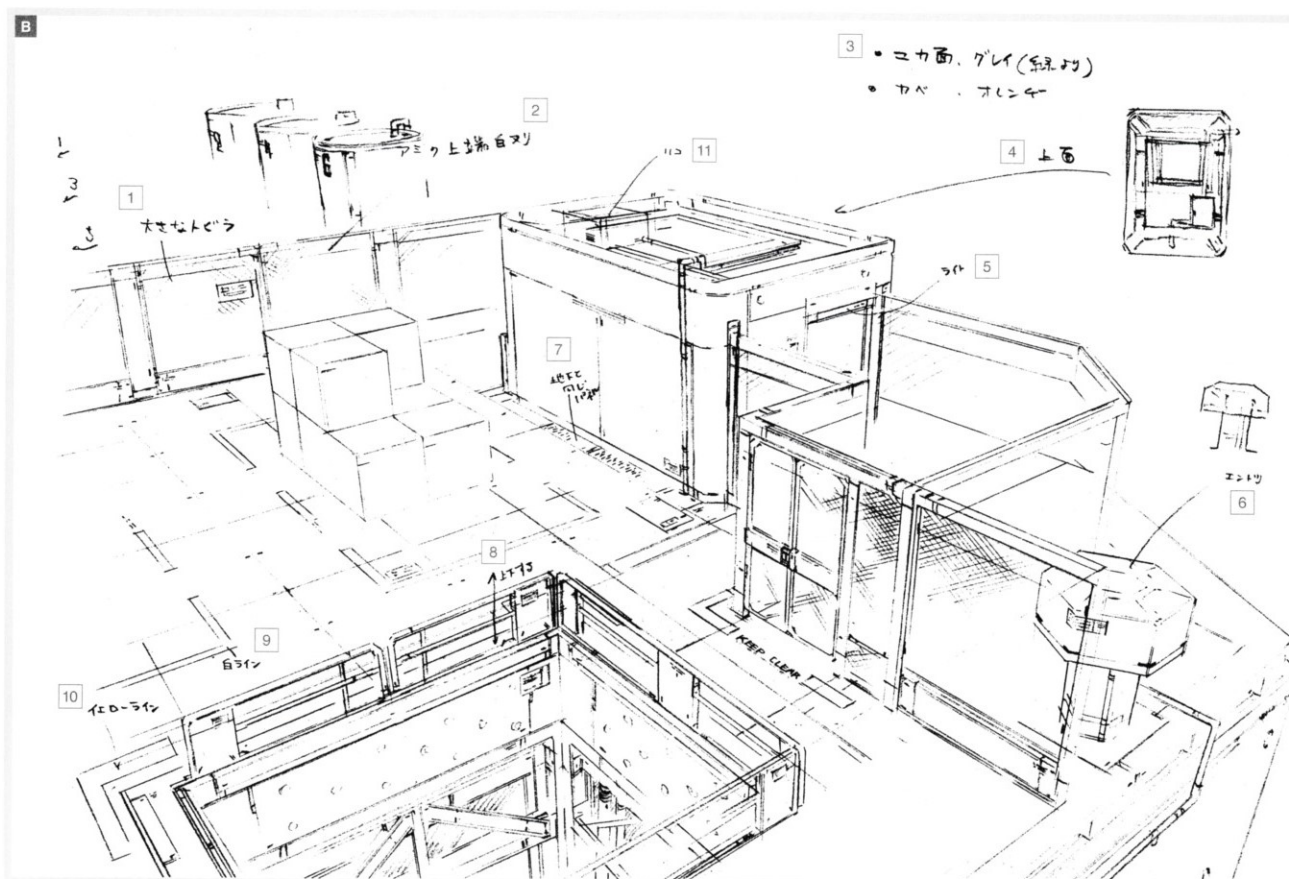
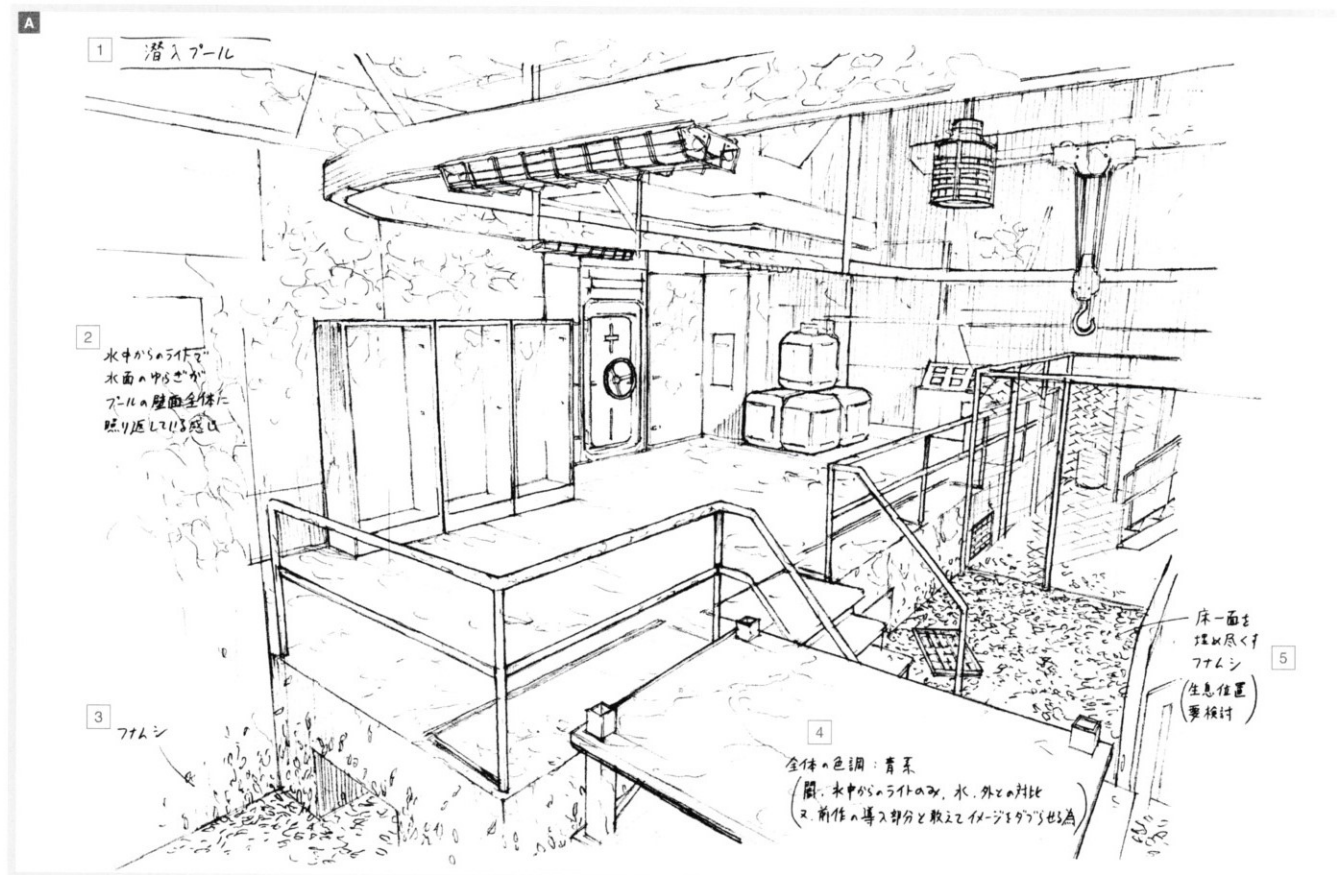
8. Lit underneath as well
9. Security level lettered on band
10. Sunken/slightly sunken

- B**
1. Retinal scanner
 2. Similar to other sensor lamps

- 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 Juntaro Saito.

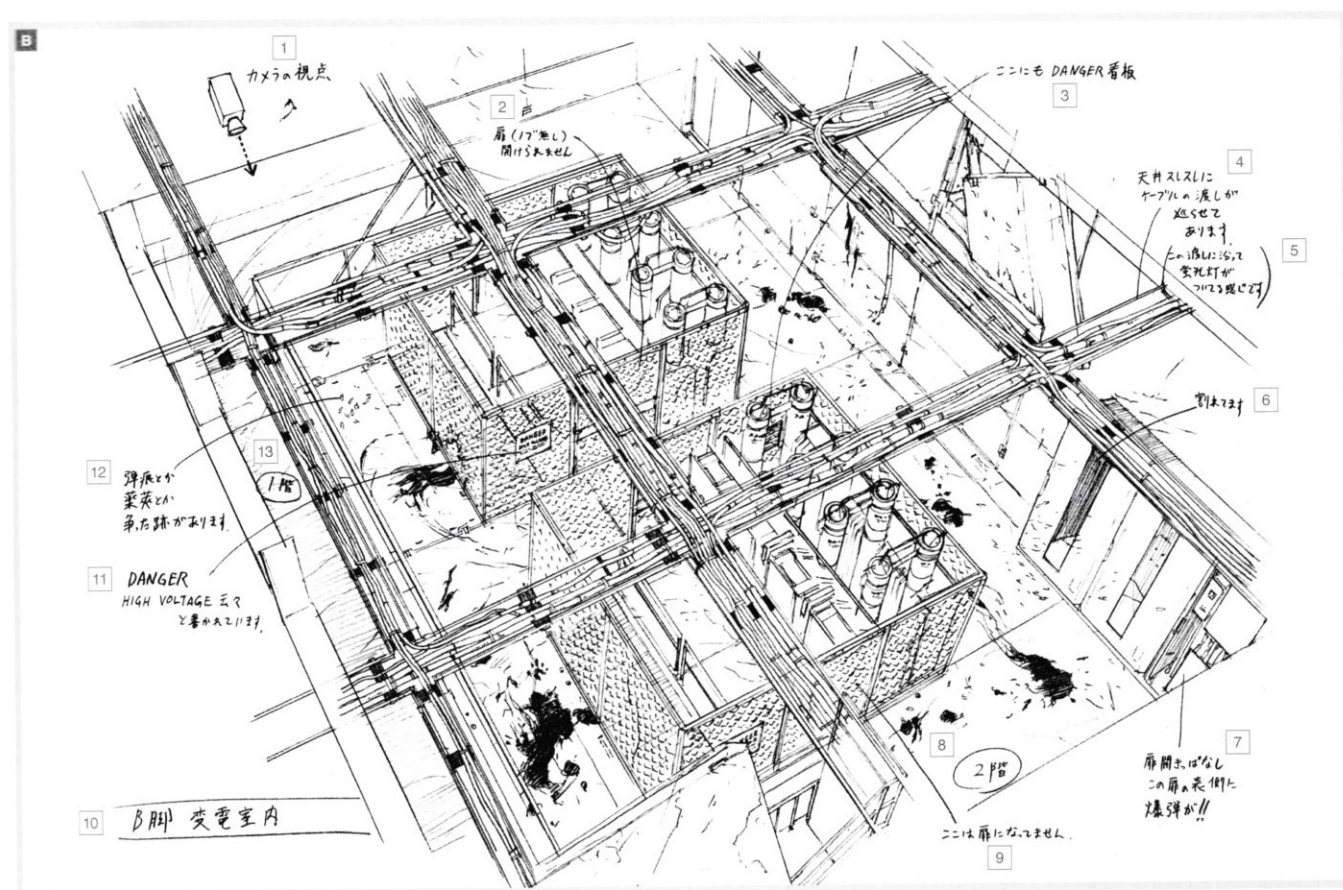
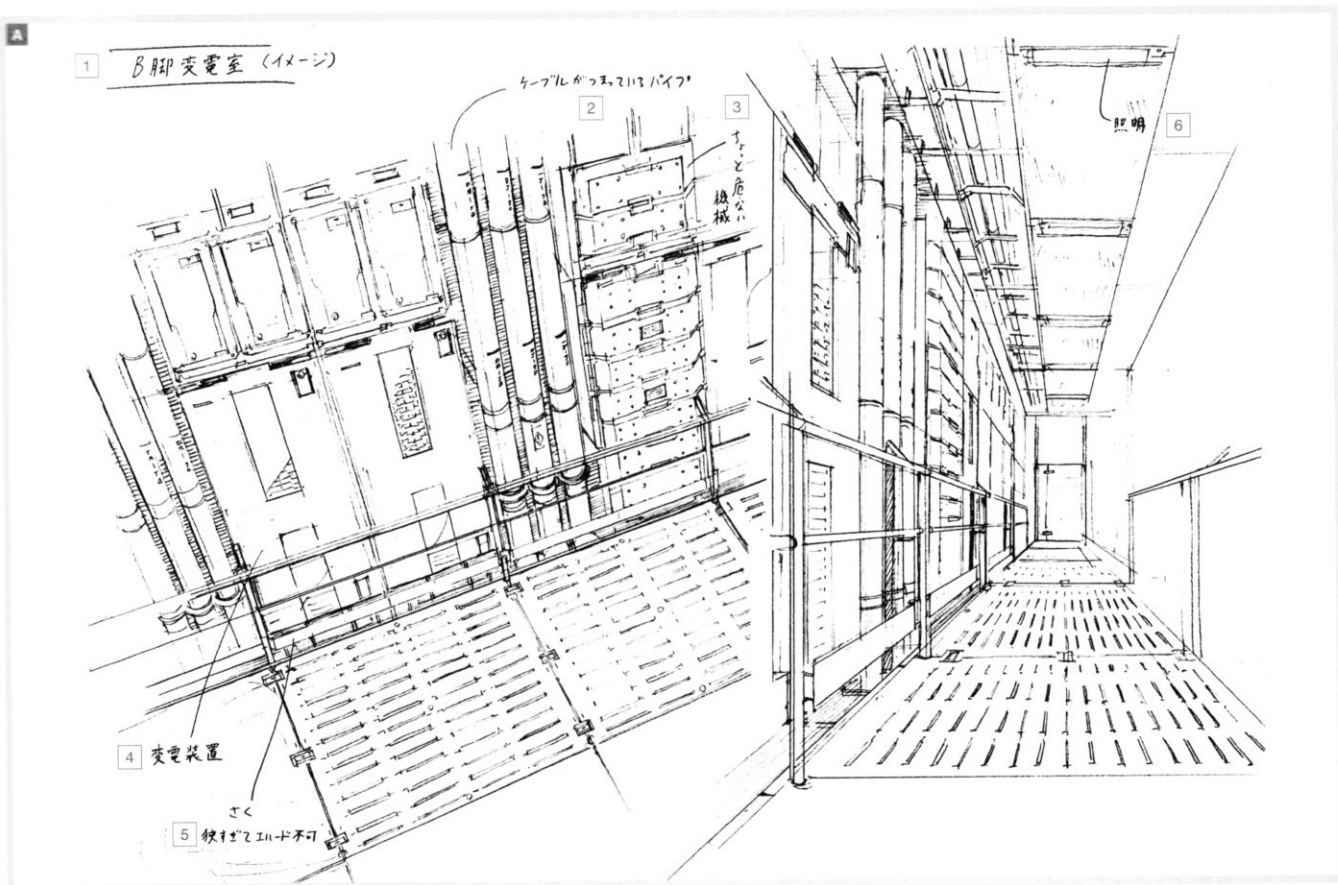


- A**
1. Infiltration pool
 2. Light from the water and the undulating surface throws shimmering reflections over all the walls.
 3. Sea lice
 4. Overall hues: blues (It's dark with only the light

- 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 lice (we need to discuss where they live).

- B**
1. Large door
 2. Upper part of the fencing painted white
 3. • Ground is gray (rather than green)
• Walls, orange
 4. Top
 5. Light

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

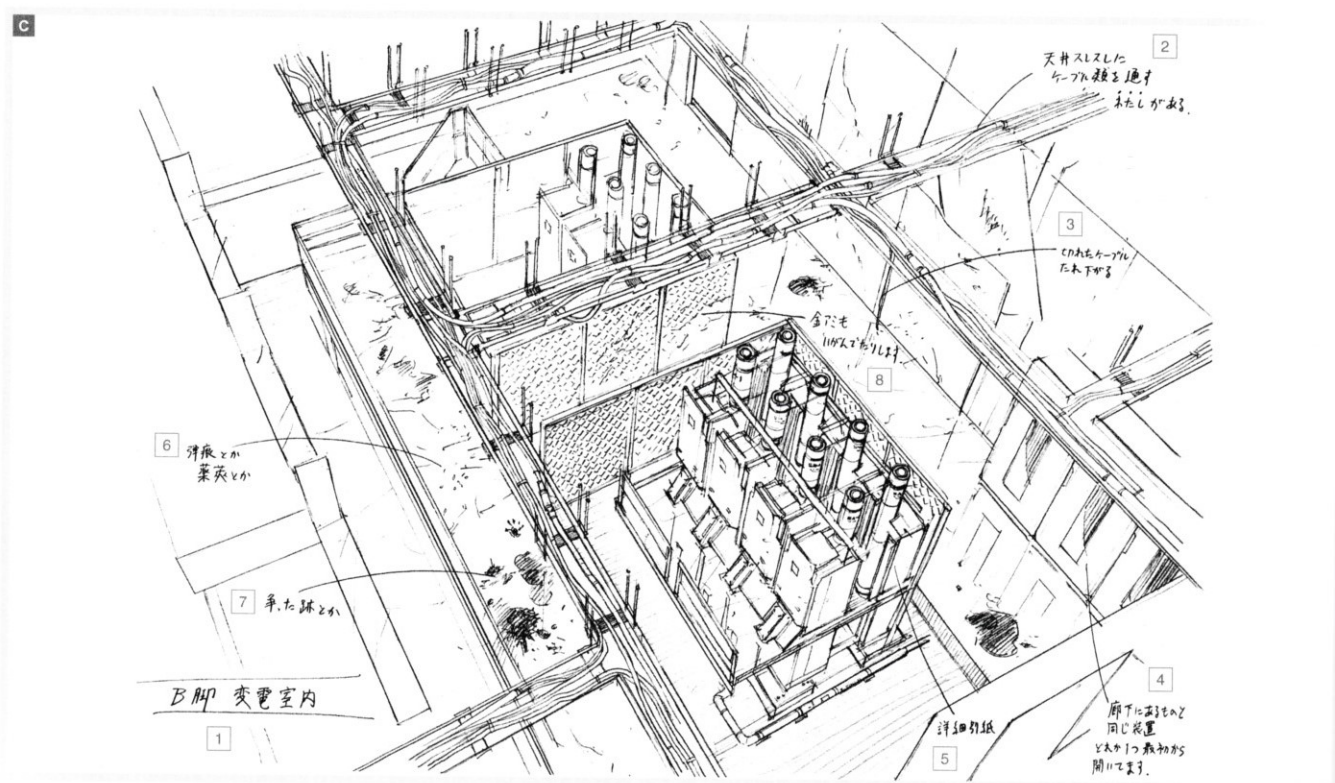
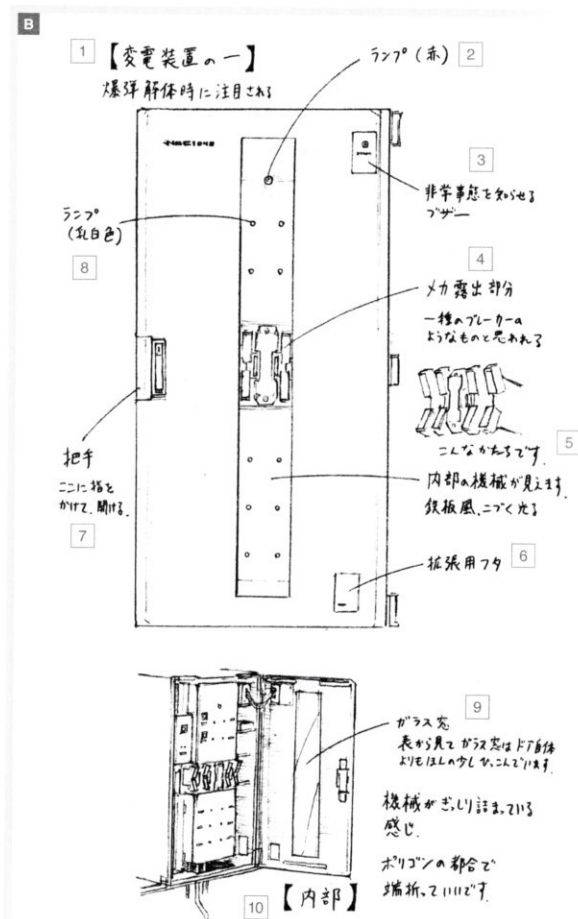
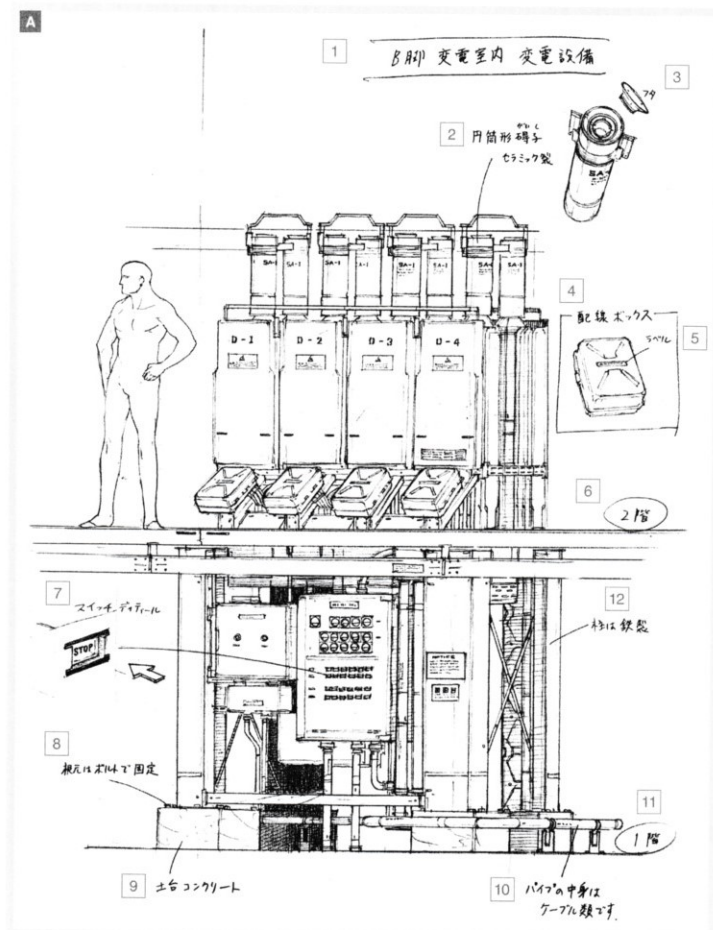


- A**
1. Strut B transformer room (concept)
 2. Pipes housing cables
 3. Slightly dangerous machinery
 4. Transformer apparatus
 5. Too narrow for elusion
 6. Lighting

- B**
1. Camera's line of sight
 2. Door (no knob). Can't be opened.
 3. Danger sign here too
 4. Cables running across the ceiling.
 5. (Fluorescent lamps are attached to these beams.)

6. Broken
7. Door left open. There's a bomb on the other side of this door!!
8. Upper level
9. No door here
10. Strut B transformer room interior

11. "Danger—high voltage," etc., sign
12. Signs of battle such as bullet marks and cartridges
13. Lower level



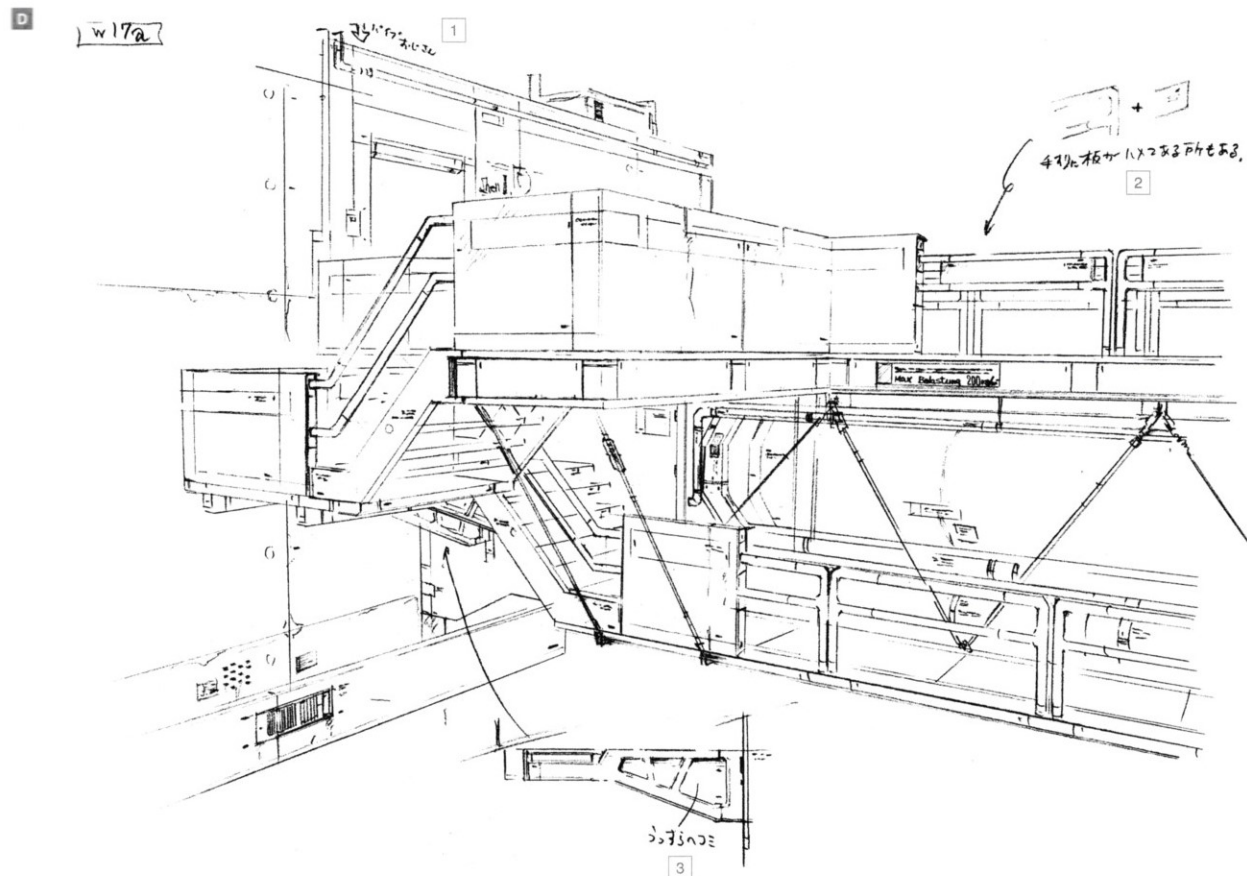
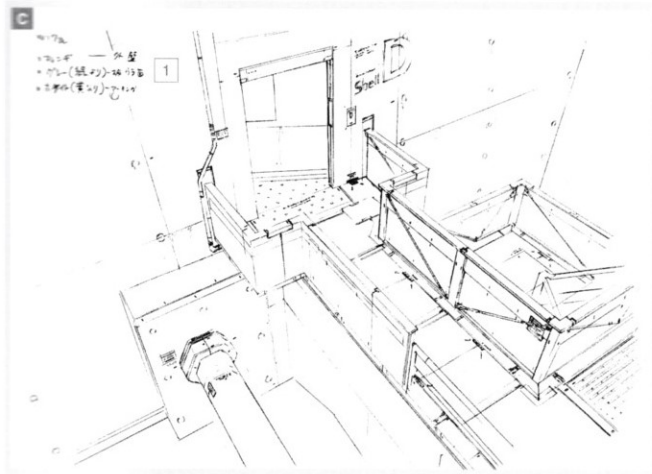
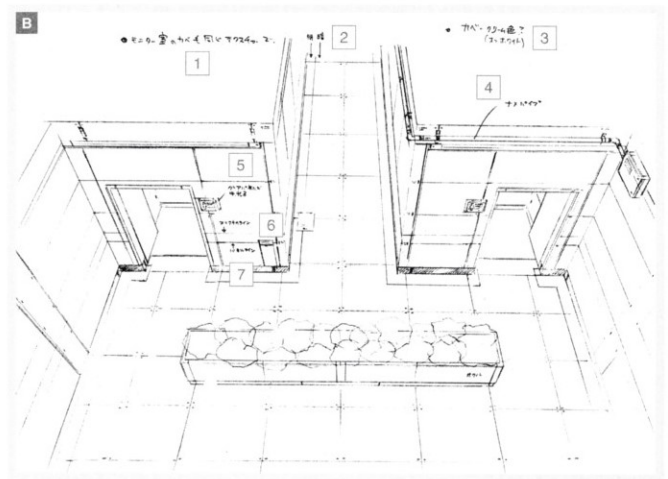
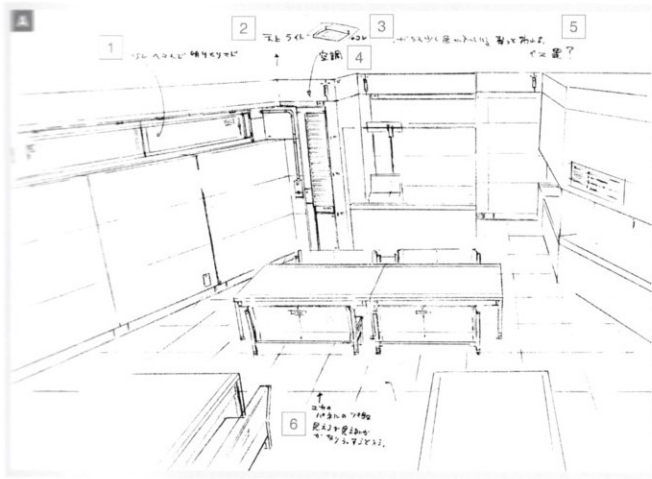
- A** 1. Strut B transformer room interior, transformation installation
2. Cylindrical insulators, ceramic
3. Lid
4. Wiring box
5. Label
6. Upper level
7. Switch detail
8. Base fixed in place with bolts
9. Concrete foundation

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. Seen 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.

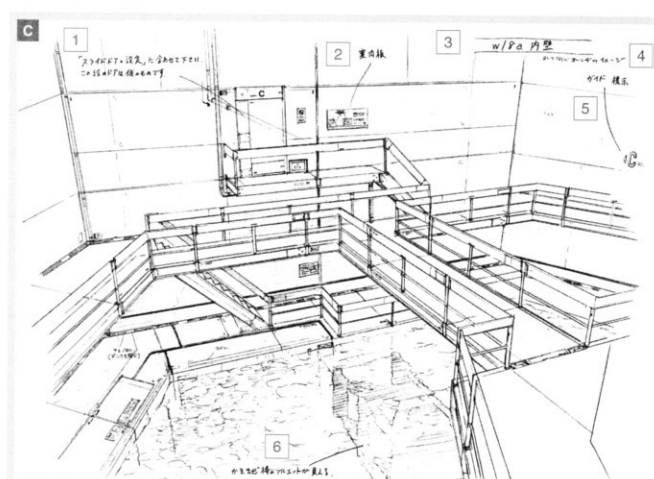
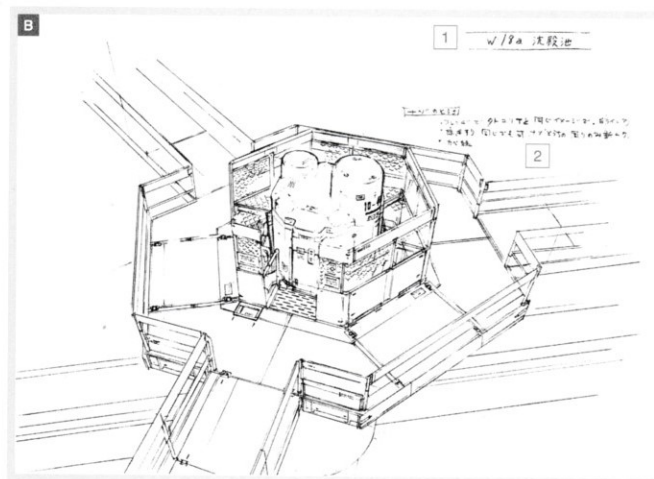
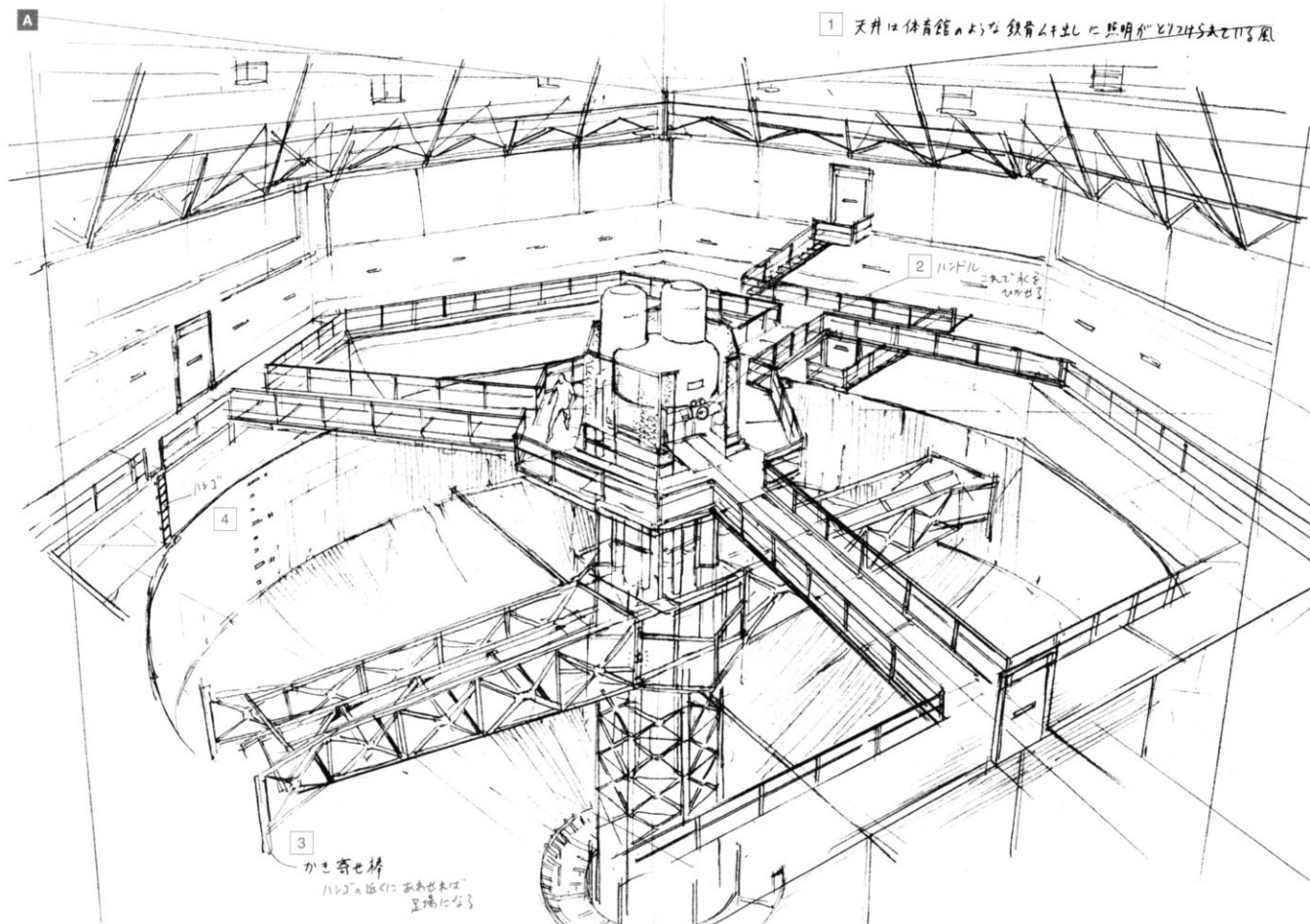
- Chair is black?
6. The floor panel seams are so faint that they're barely visible.

- B** 1. The monitor room walls have the same texture.

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

7. Panel line
C 1. W17a
• Orange—outside wall
• Gray (rather than green) rear side of board
• White (yellowish) markings

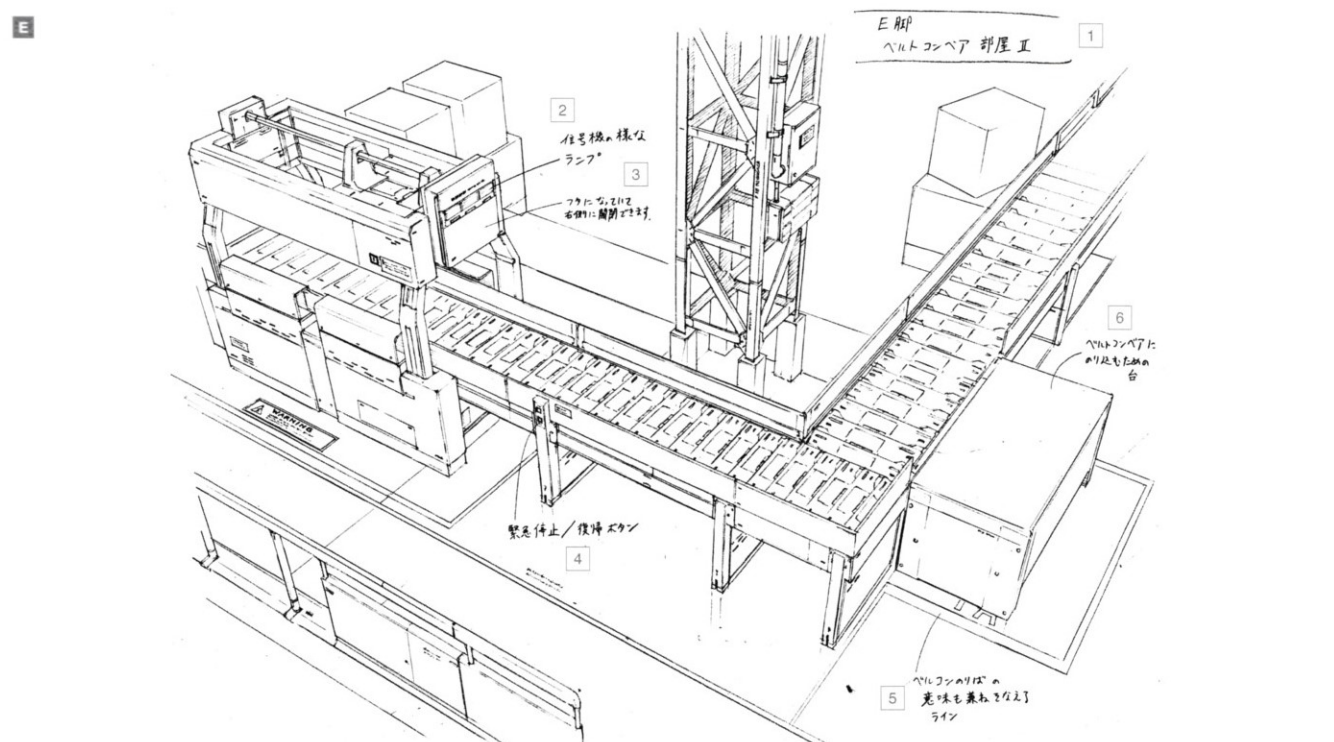
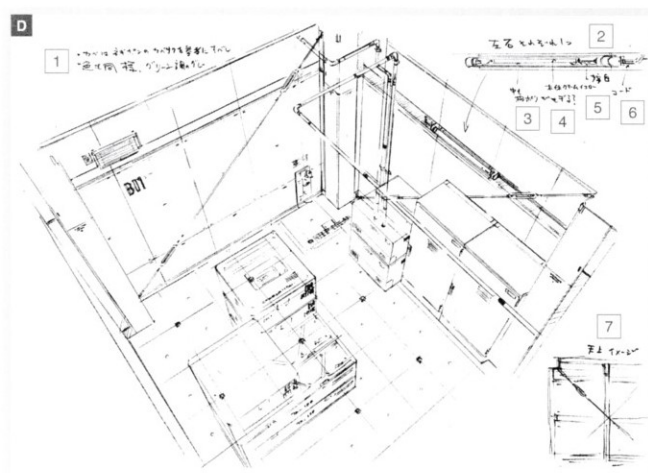
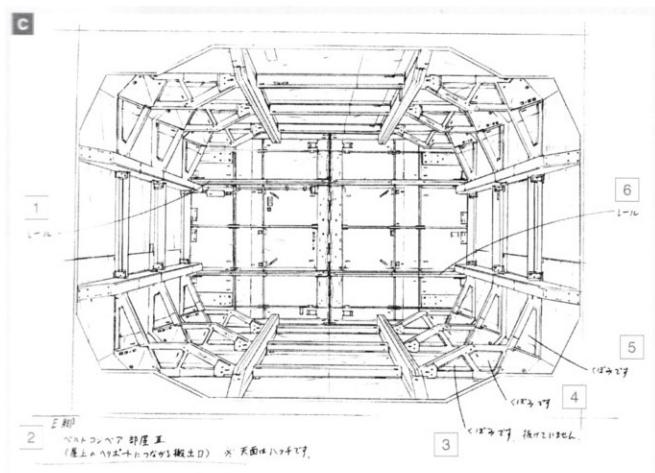
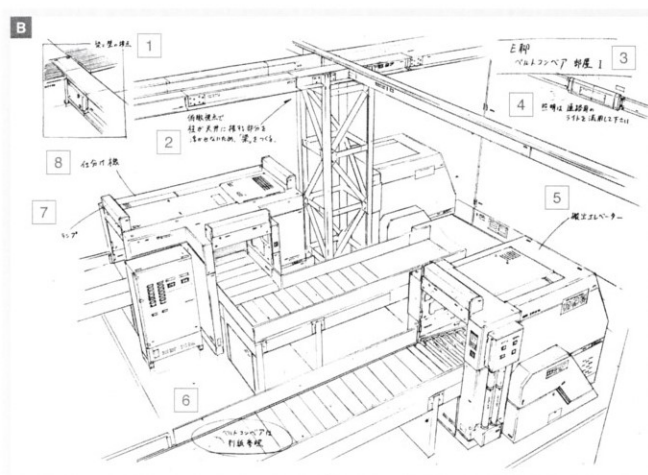
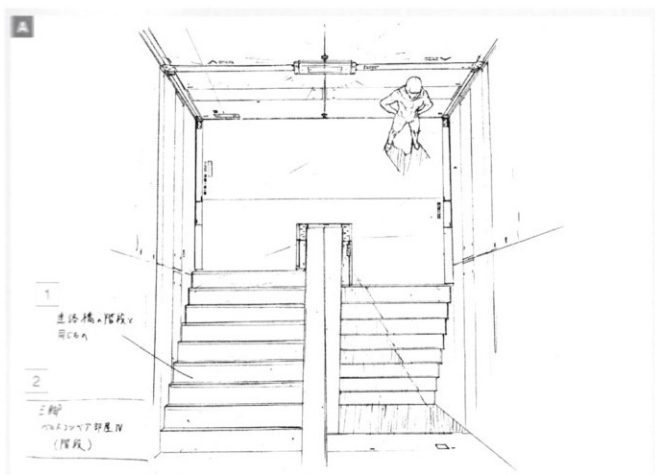
- D** 1. Pipe maintenance
2. There are boards placed on some places on the handrails.
3. Slightly indented



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

- B** 1. W18a 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. W18a 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

- corridor lights for lighting here.
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 heliport on roof).

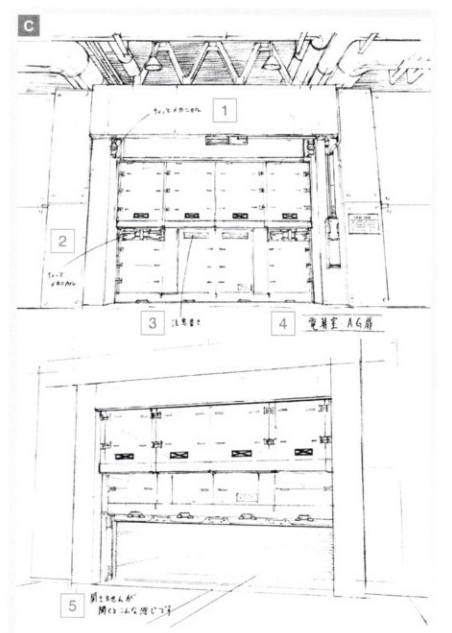
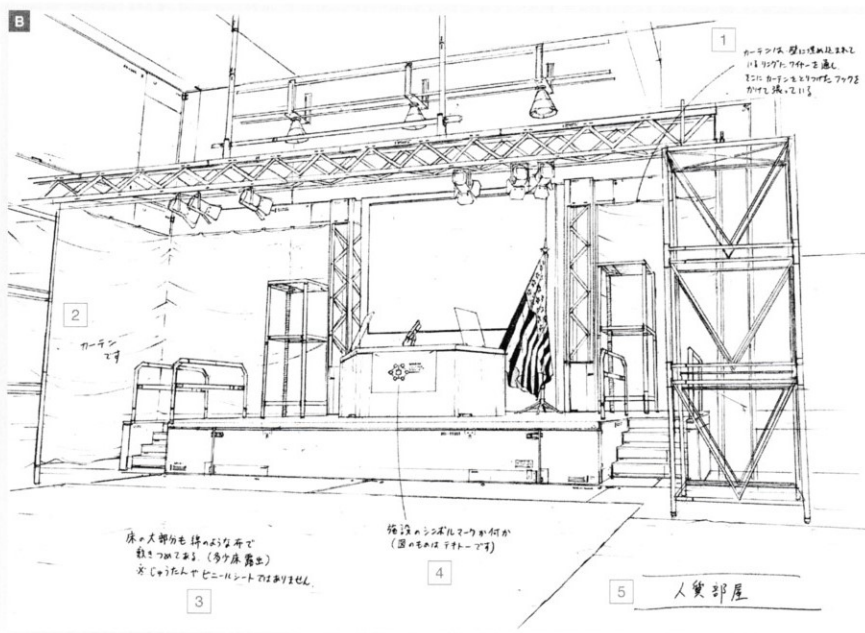
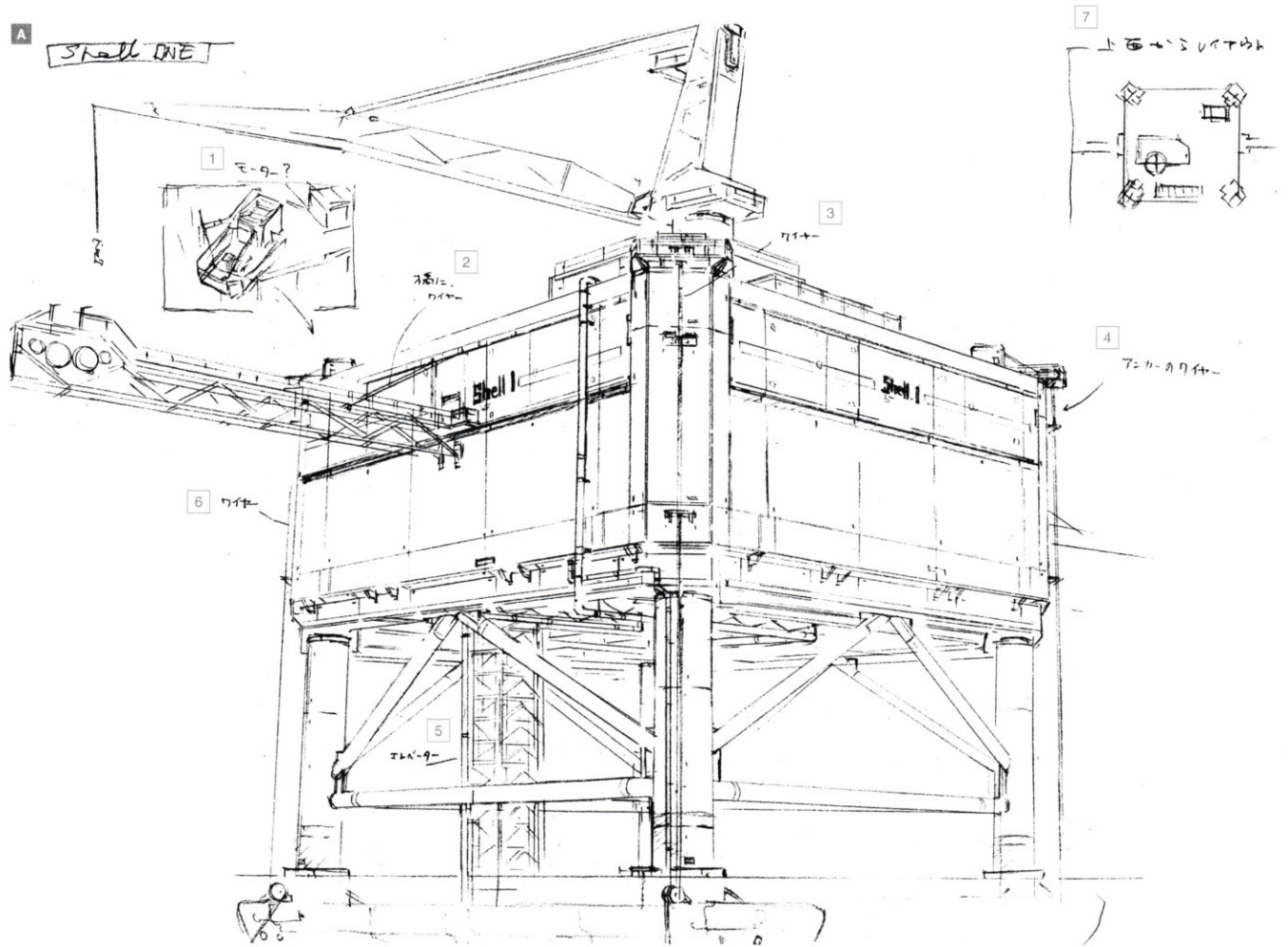
- The top is a hatch.
3. Indentation. Not empty space.
4. Indentation
5. Indentation
6. Rail

- D** 1. For walls, refer to Negipon's walls and fences
• Similarly, the color should be greenish-gray

2. One on each side, left and right.
3. Should we model the inside in 3D too?
4. Main part is cream yellow
5. White lettering
6. Cords
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.

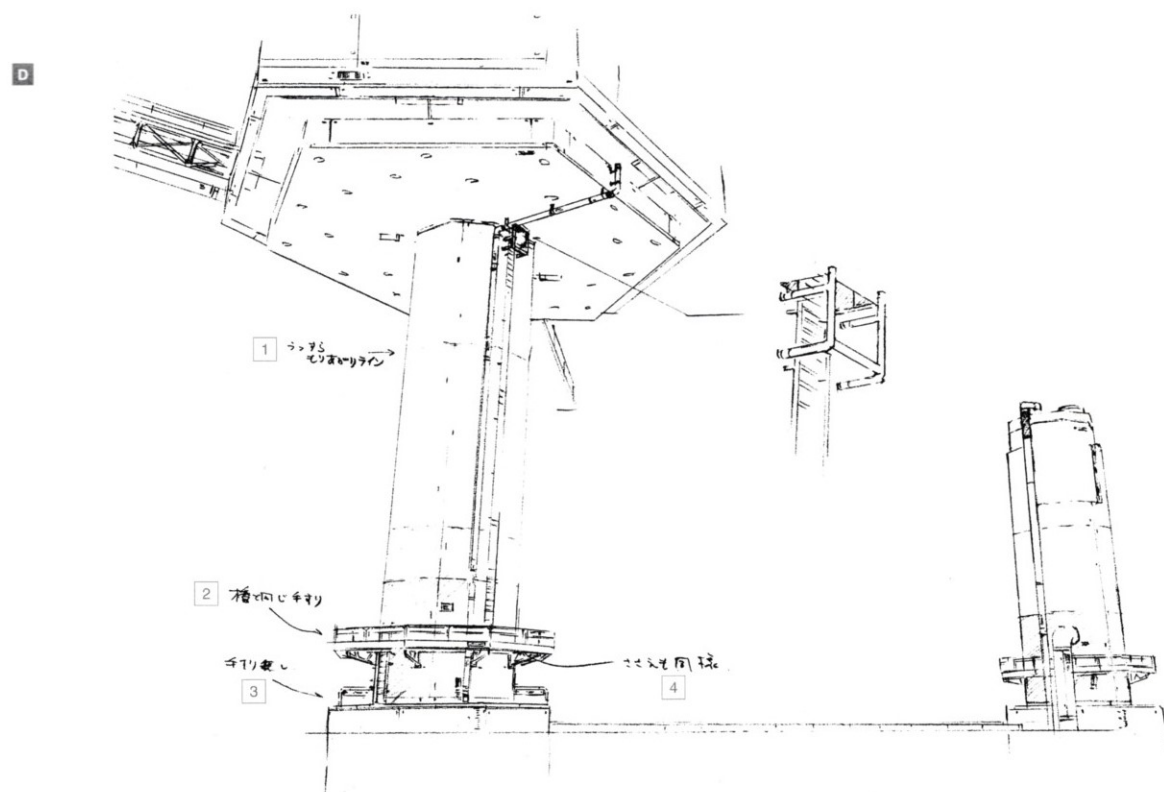
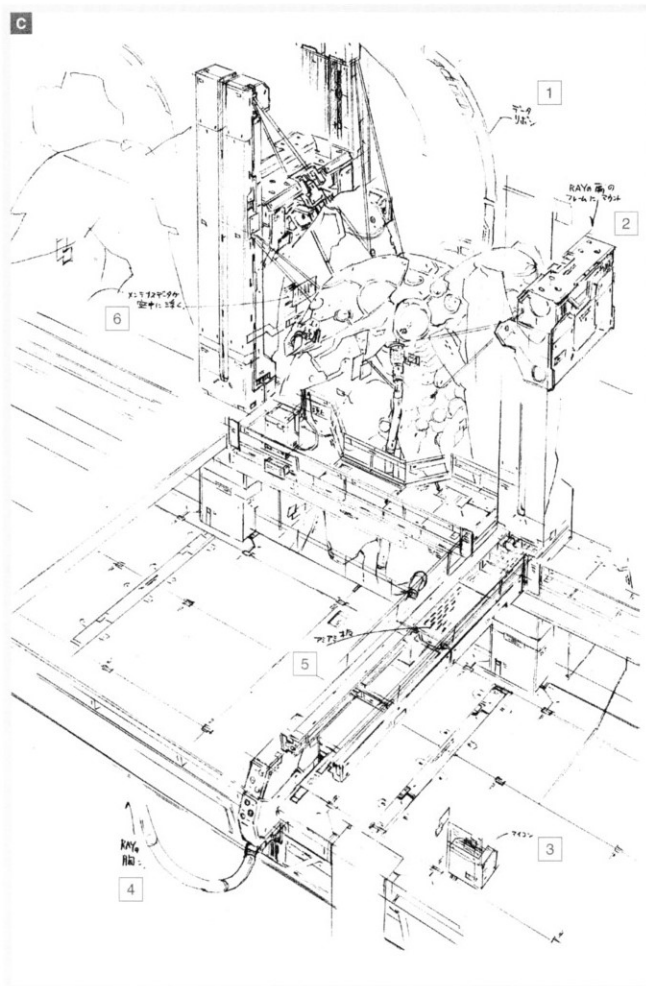
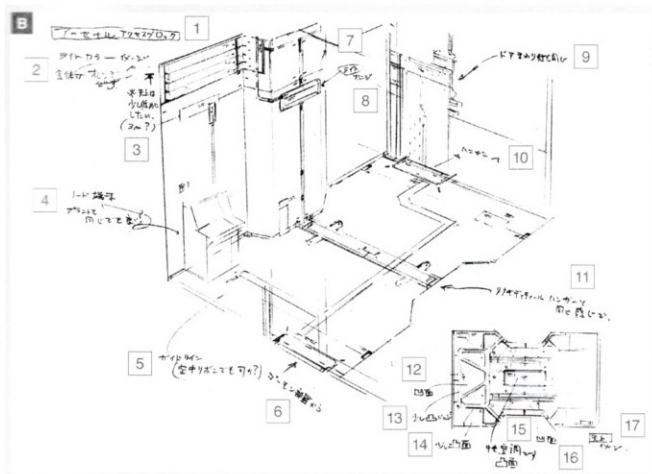
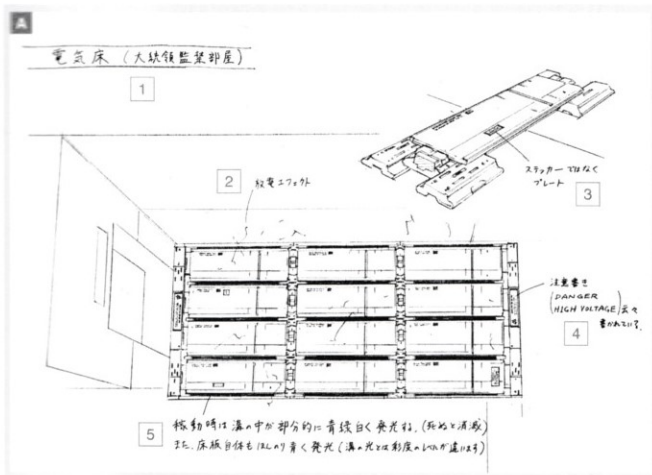


- A**
1. Motor?
 2. Wire connected to bridge
 3. Wire
 4. Anchor wire
 5. Elevator
 6. Wire
 7. Layout from above

- B**
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

- C**
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.



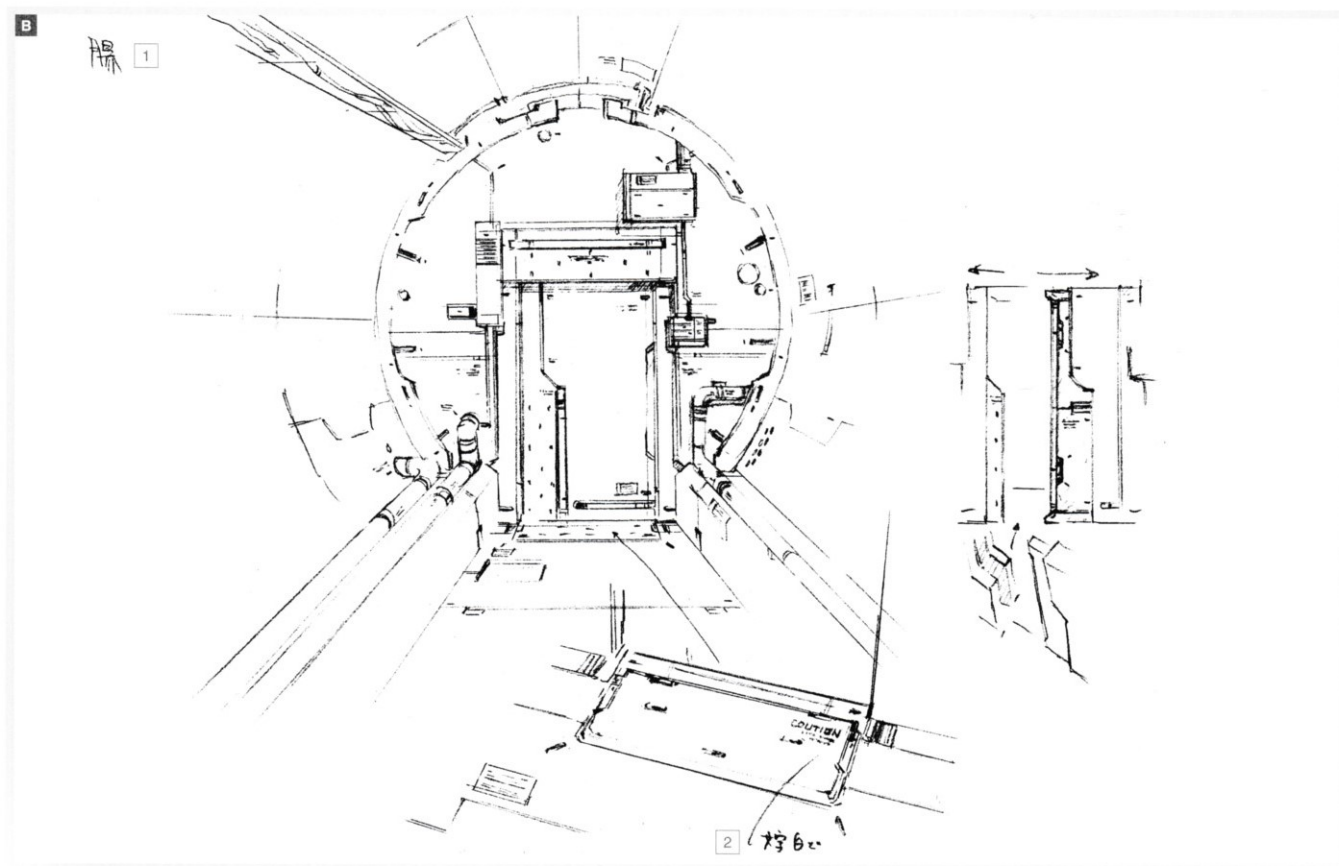
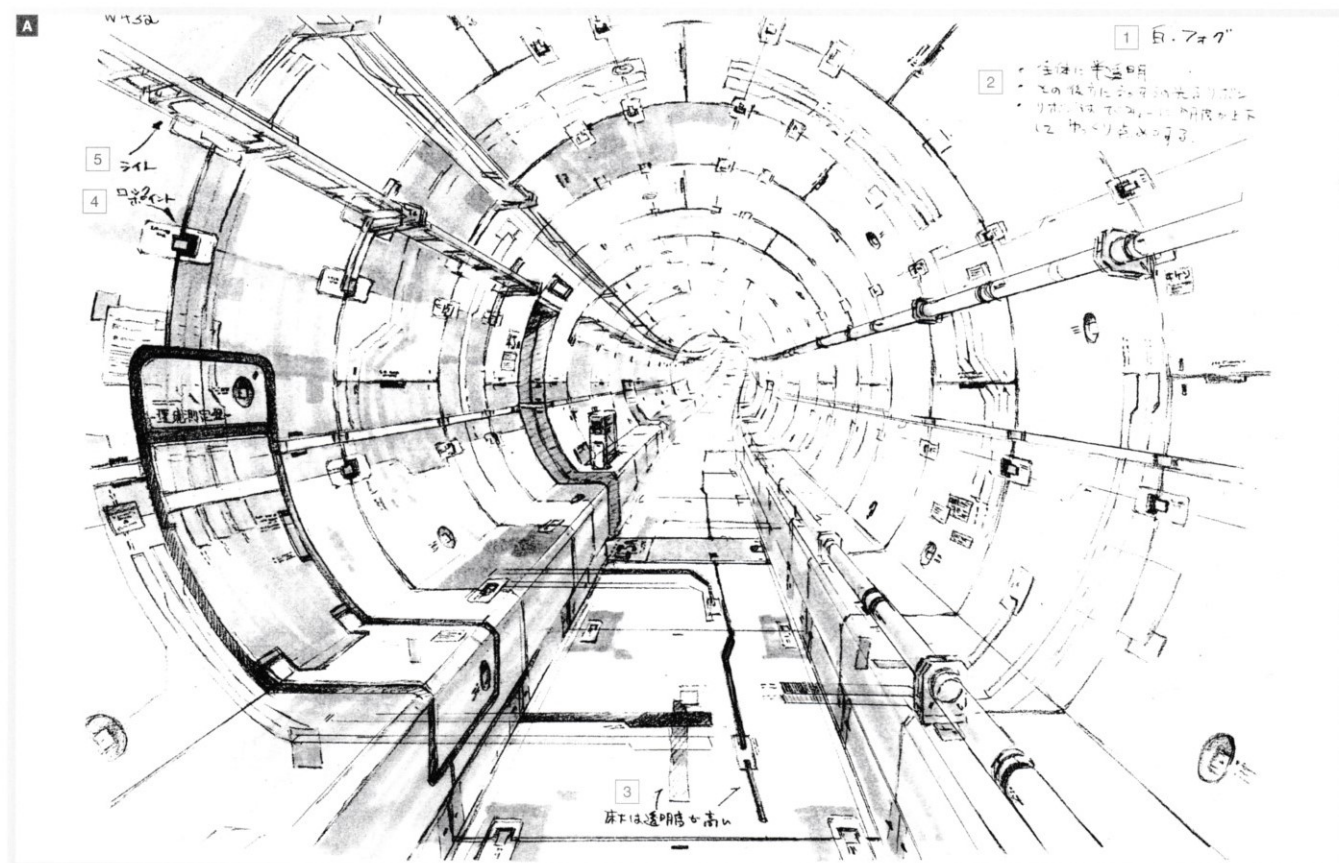
- A**
1. Electrified floor (to room where the president is imprisoned).
 2. Electric discharge effect
 3. Not a sticker Plate
 4. Warning notice ("Danger—high voltage," etc.)
 5. When in operation, the channels glow blue-green-white from the inside (ceases upon death). Also,

- B**
1. Arsenal access block
 2. Light coloring (Orange overall)
 3. I'd like the ceiling to be slightly lower (3 m?).
 4. Node terminal. Same as the Plant okay?

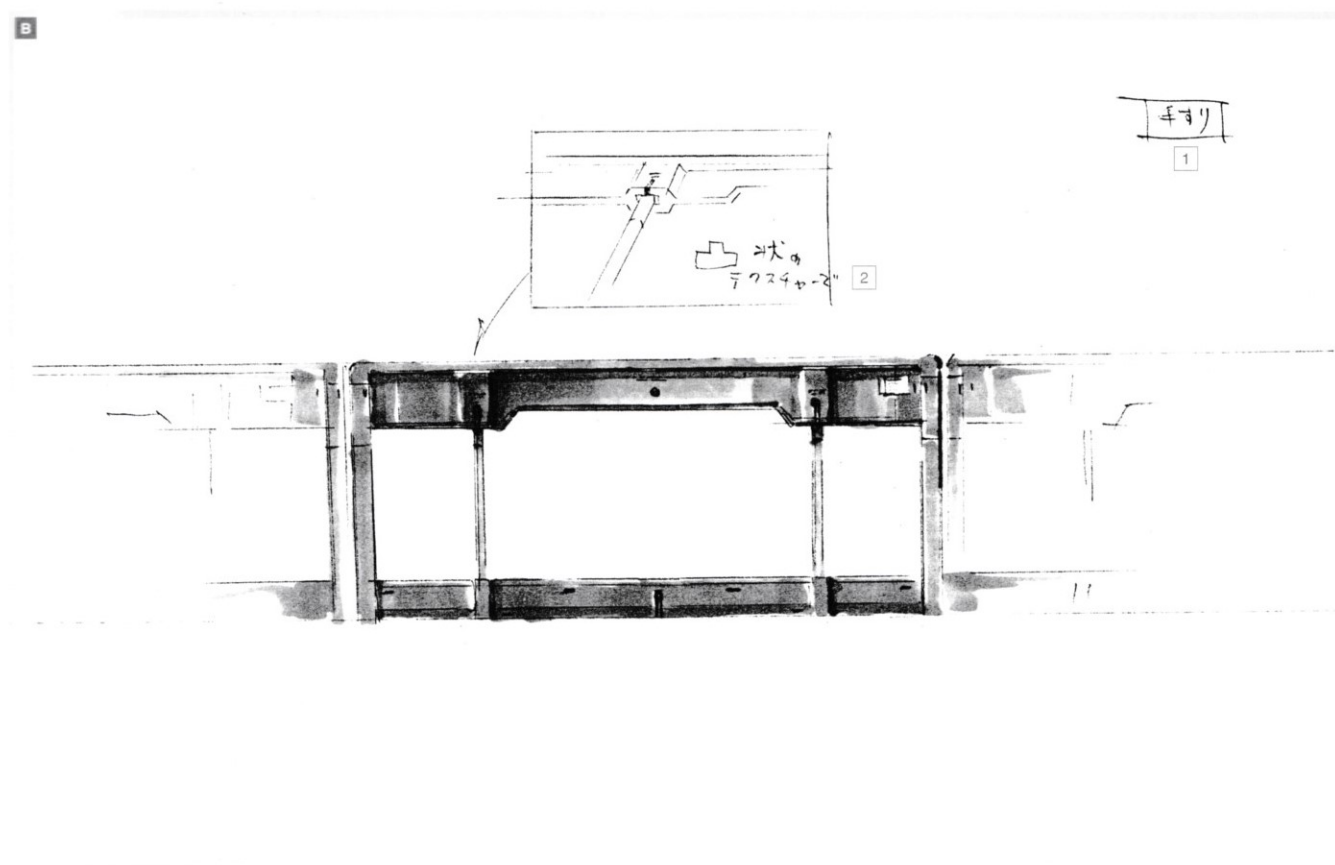
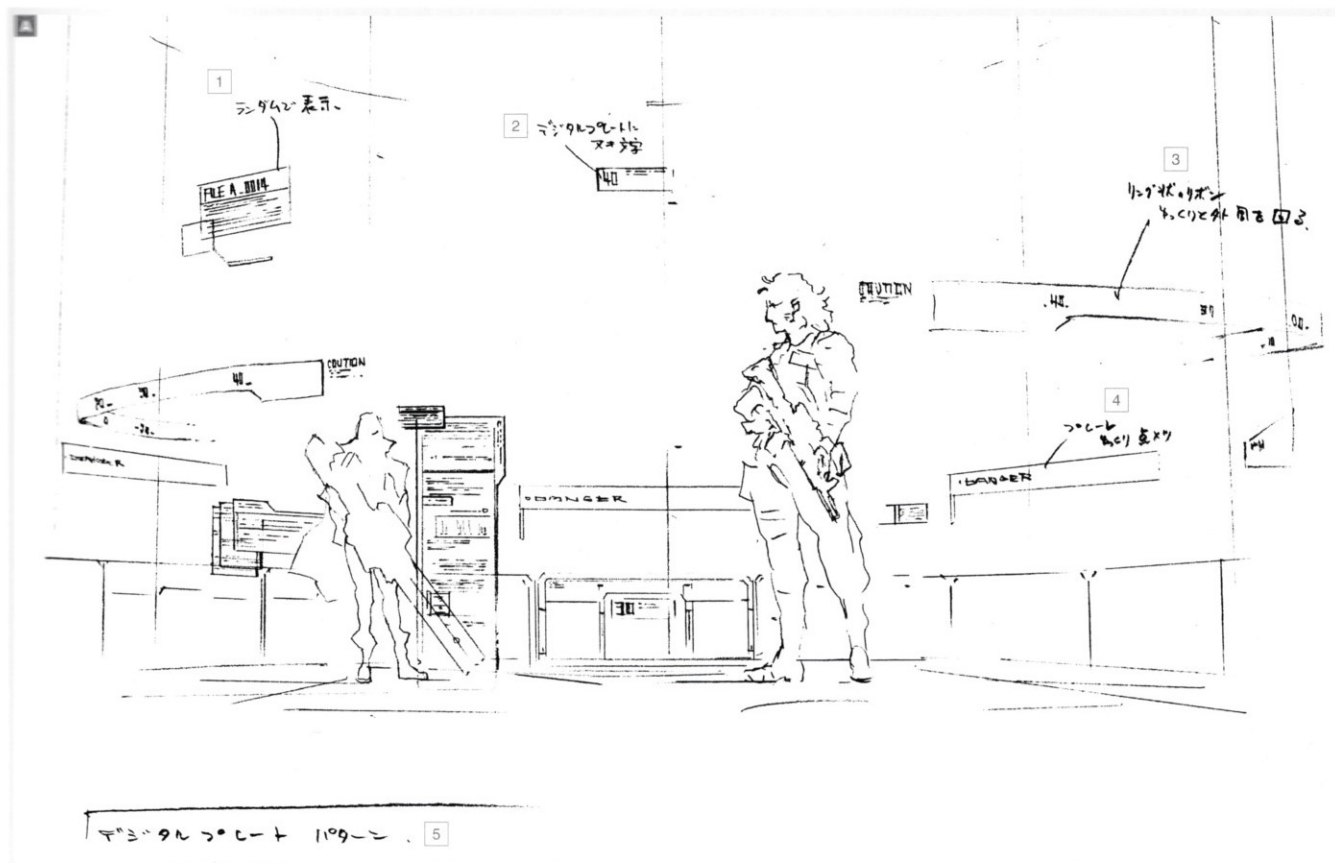
5. Guideline (can we have a ribbon in the air?)
6. From the torture room
7. Light
8. Orange
9. Same as what's around the doors, etc.
10. To hangar
11. Connection detail. Similar to the hangar.
12. Indented surface
13. Slightly raised

- C**
1. Data ribbon
 2. Mounted on the frame at RAY's shoulder
 3. Microcomputer
 4. From RAY's chest
 5. Grating

- D**
1. Slightly raised line
 2. Same handrail as bridges
 3. No handrail here
 4. Supports are similar



- A**
1. White fog
 2.
 - Semitransparent overall
 - A faintly glowing ribbon at the back
 - The ribbon is subtly and slowly going up and down in brightness.
 3. Floor is highly transparent
 4. Lock point
 5. Light
- B**
1. Ascending gland
 2. White lettering



- A**
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

- B**
1. Handrails
 2. Convex shape



Snake

MSX-050-1000

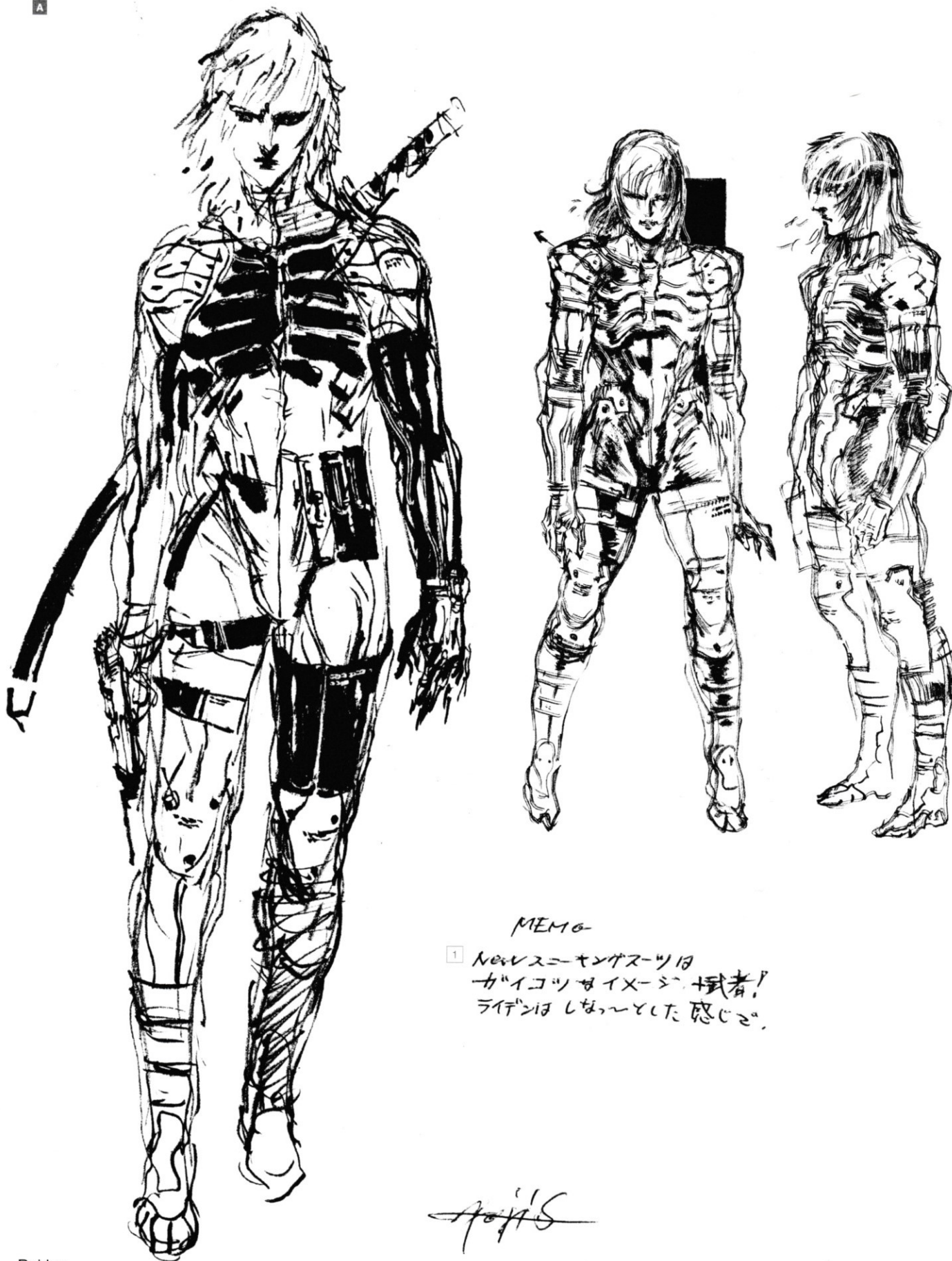


SEALS —

1 今回の様なMISSIONで
パイロットスーツがきつ、
階級章は戦闘服には
付いてないのが普通
バンダナはつけてない
本当にたぬたか
わからなくなっちゃう
のてほしい。

A 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.

A



MEMO

1. ノービスニヤンゲスーツは
 カイゴツサイメージ+武者!
 ライデンはしな〜とした感じぞ。

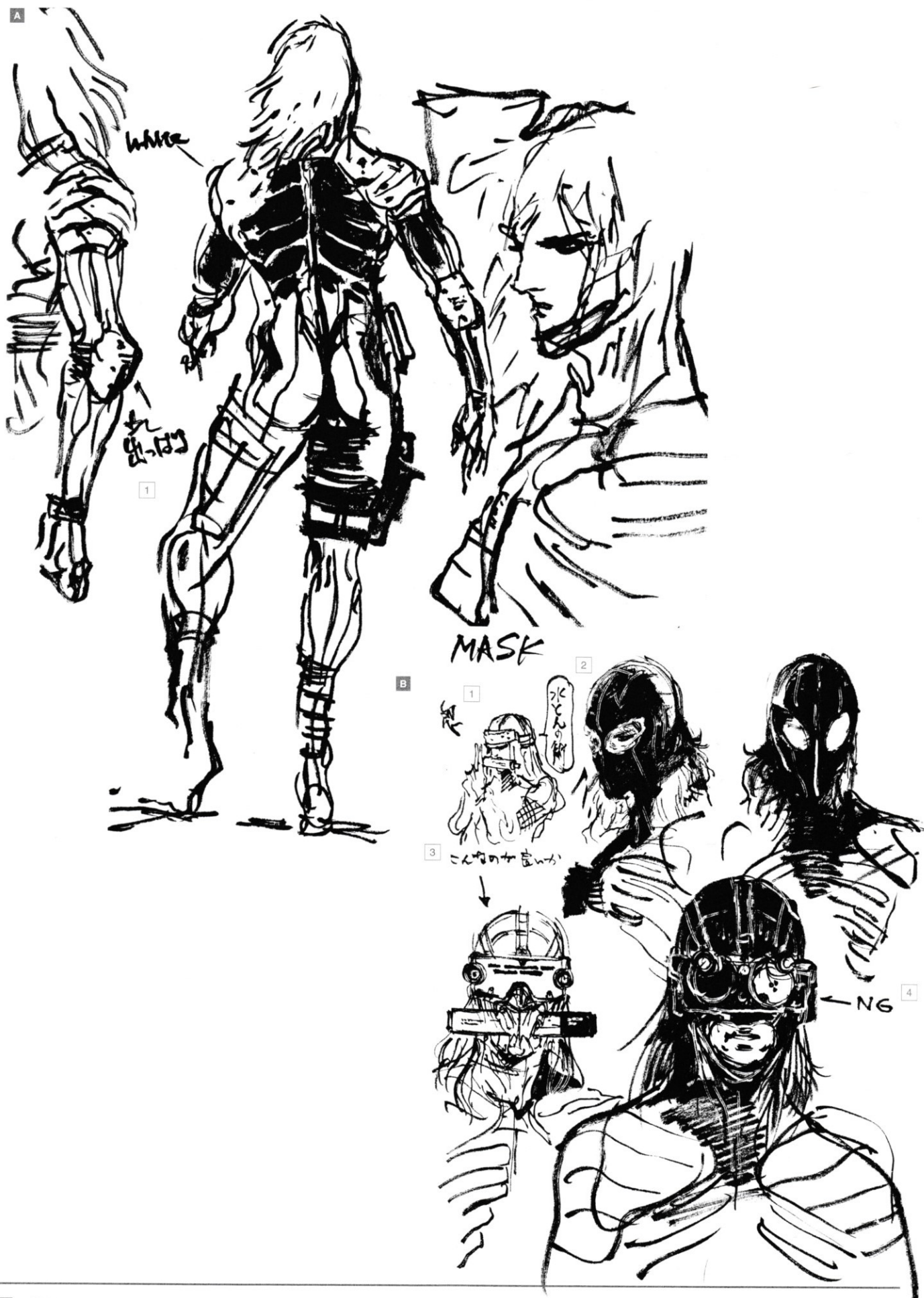
Agito's

Raiden

A 1. The new sneaking suit seems both skeletal and warrior-like! Raiden is a little feminine.



A
1. Raiden
2. Raiden



A 1. Slightly protruding

- B 1. Ninja
2. Invisibility via water ninja skill.
3. Maybe like this?
4. Reject





A

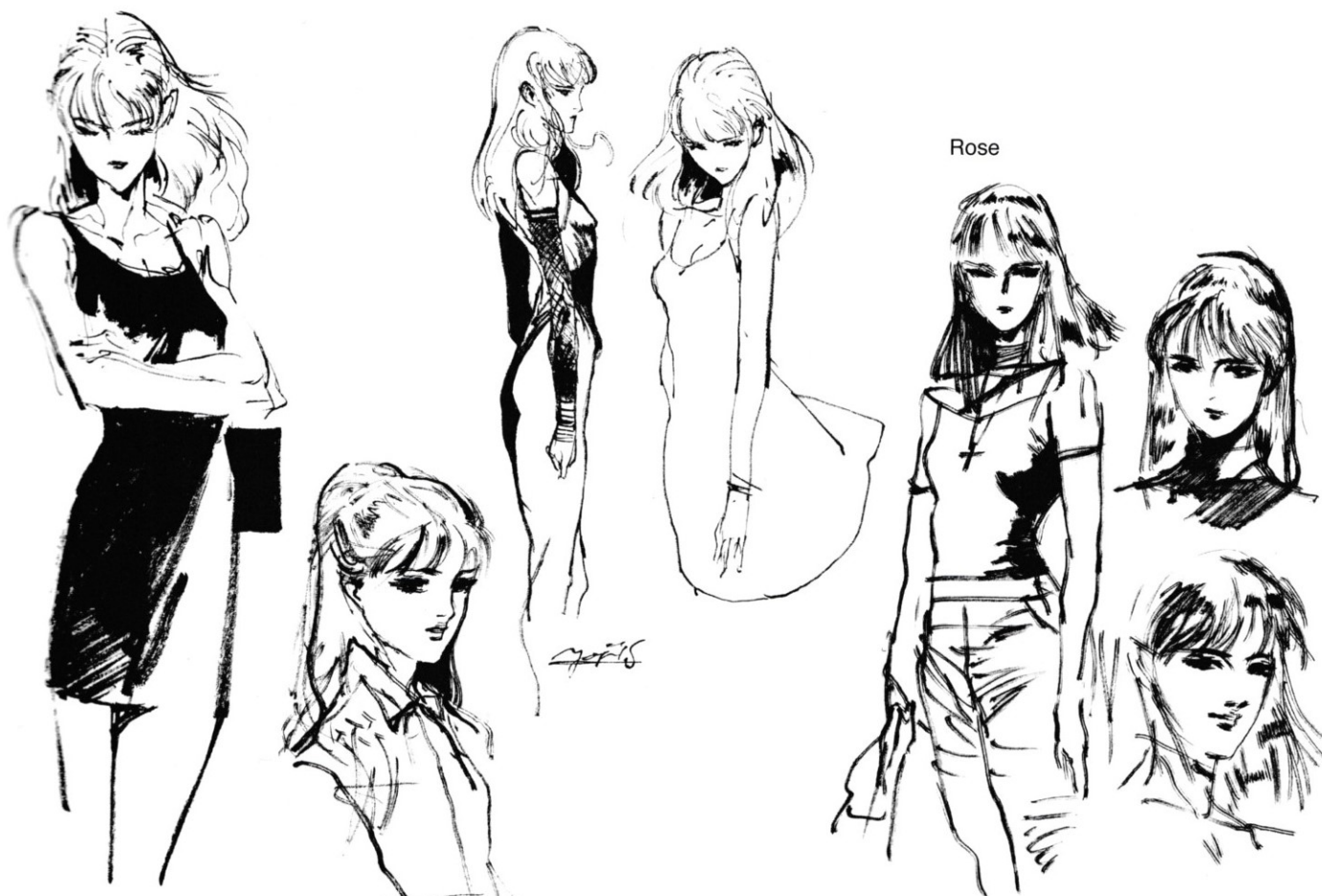
RAIDEN B案 1

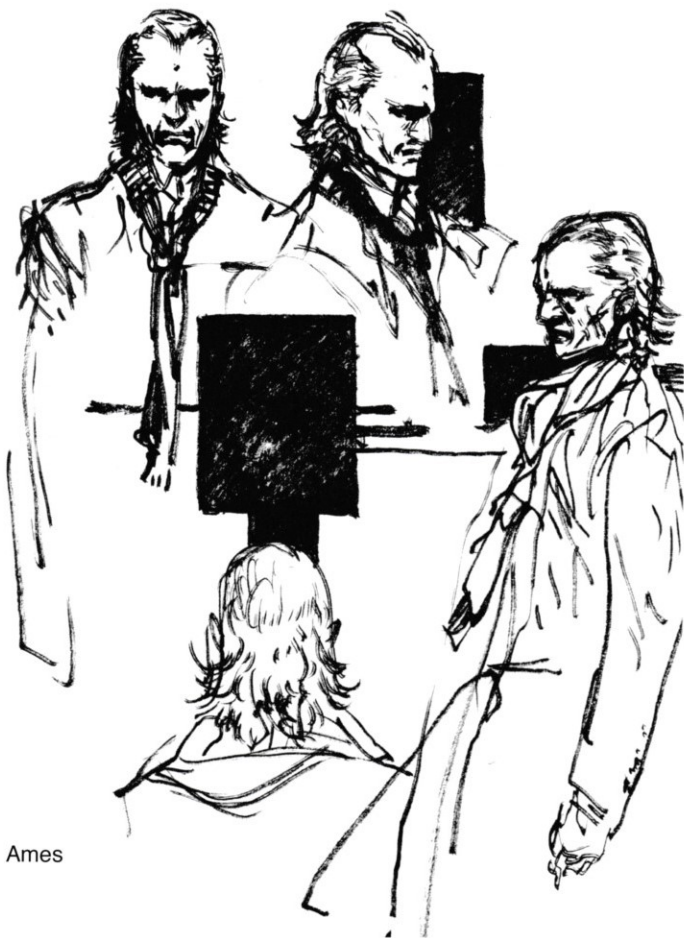
RAIDEN II











Ames



Scott

A



Salaryman

1
X-Plus 強い普通のサラマン

B

・ドク (博士)アーセナルギア/ A | 開発者



Doc (Unpublished)

A 1. Super strong, ordinary white-collar worker.

B 1. Doc... Arsenal Gear AI developer

Ed (Unpublished)



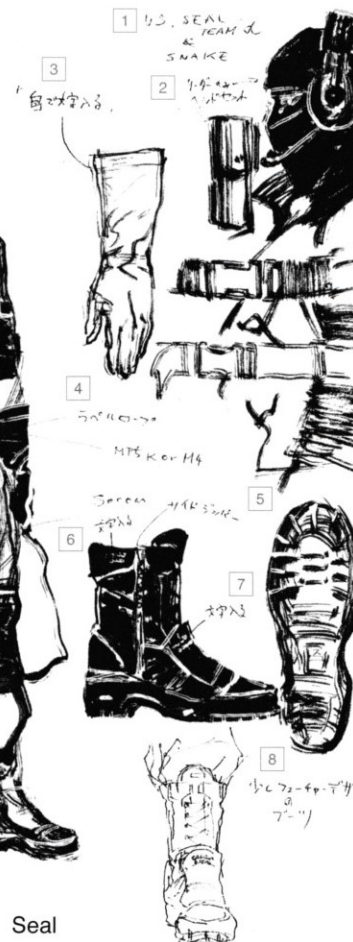
Old Man
(Unpublished)



A



Seal



Sergei



Olga

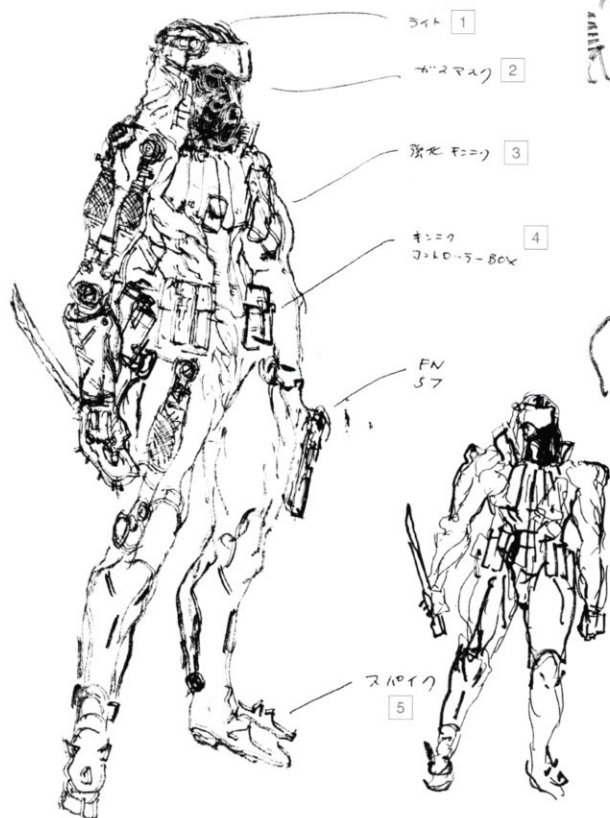
- A 1. US SEAL Team Alpha and Snake
2. Headset for leaders only
3. Lettering in white
4. Rappelling rope
5. Side zipper

6. Lettering
7. Lettering
8. Slightly futuristic boots

Soldiers



A



CQBスーツ

6

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



• U.S. Navy 2030
SEALS TEAM D



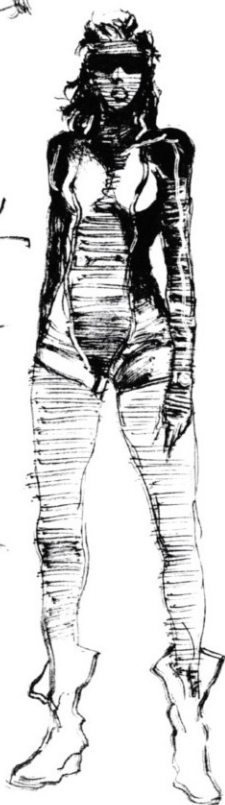


Olga



FORTUNE

Fortune



A



1 DEAD CELL 10 全員、

クマニヌは コニガルで 書院は
目をやえす、
ニホヤトートにク
戦闘時サとてはす場なとる。

signature

- A 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)



LOVE

A

ファットマン デッドセルのメンバー

1



Fatman



Vamp

A



B



リキッドアーム

1



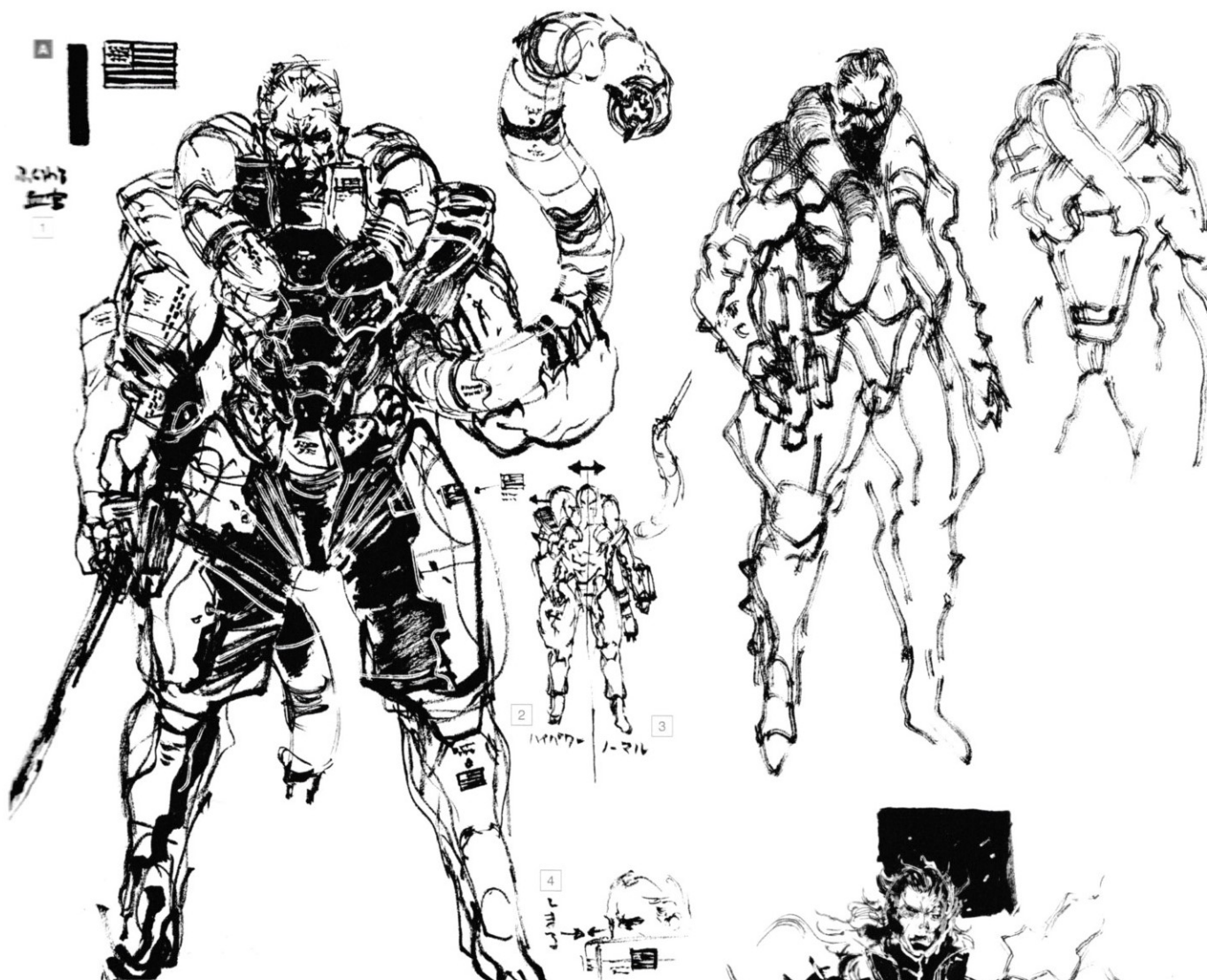
Y. Shimizu



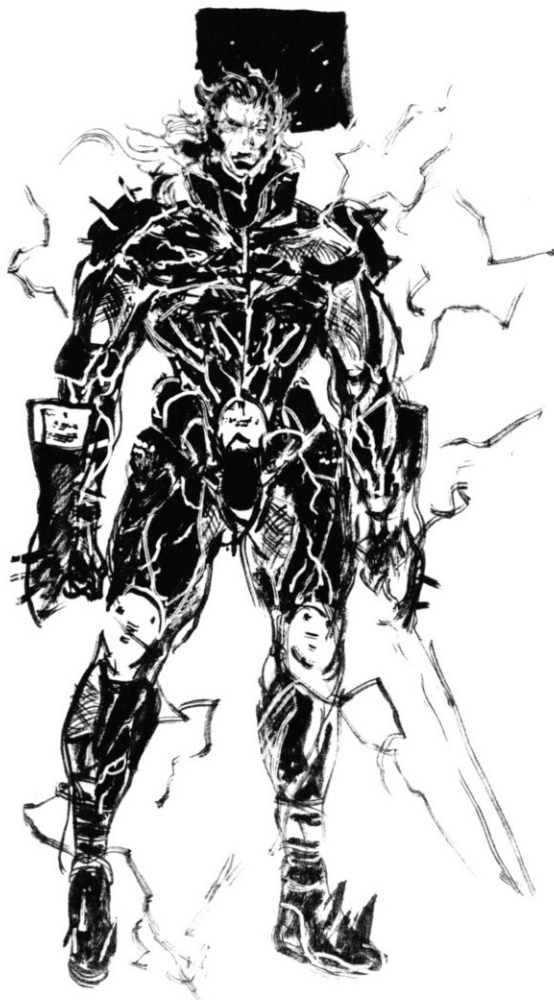
Ocelot

A 1. Rejuvenated by the Liquid arm

B 1. One arm is cybernetic



B



Solidus

- A
1. Swelling veins
 2. High power
 3. Normal
 4. Closed

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



- A 1. Textures so the veins stand out
2. Solid Snake
Solidus Snake
Ocelot
Old Man

Gurlukovich
Scott Dolph
CIA

- B 1. Fortune B design



Chinaman



A

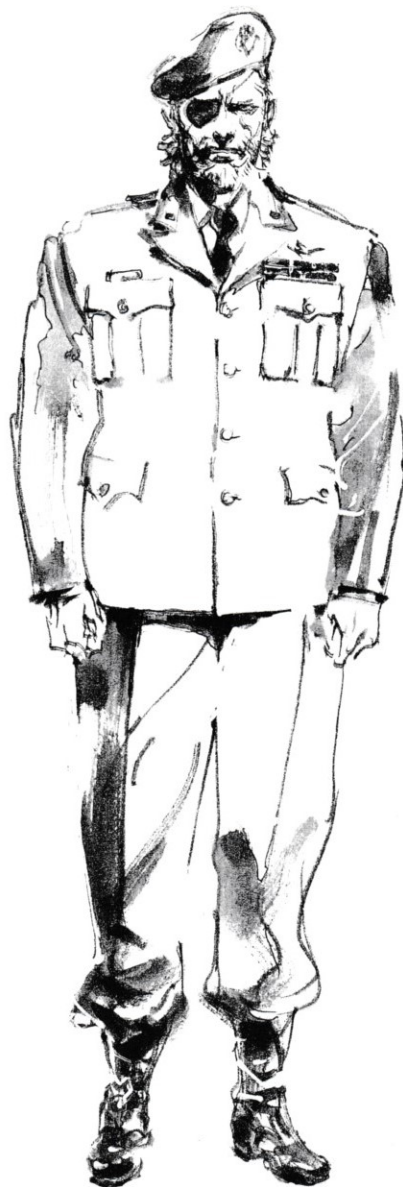
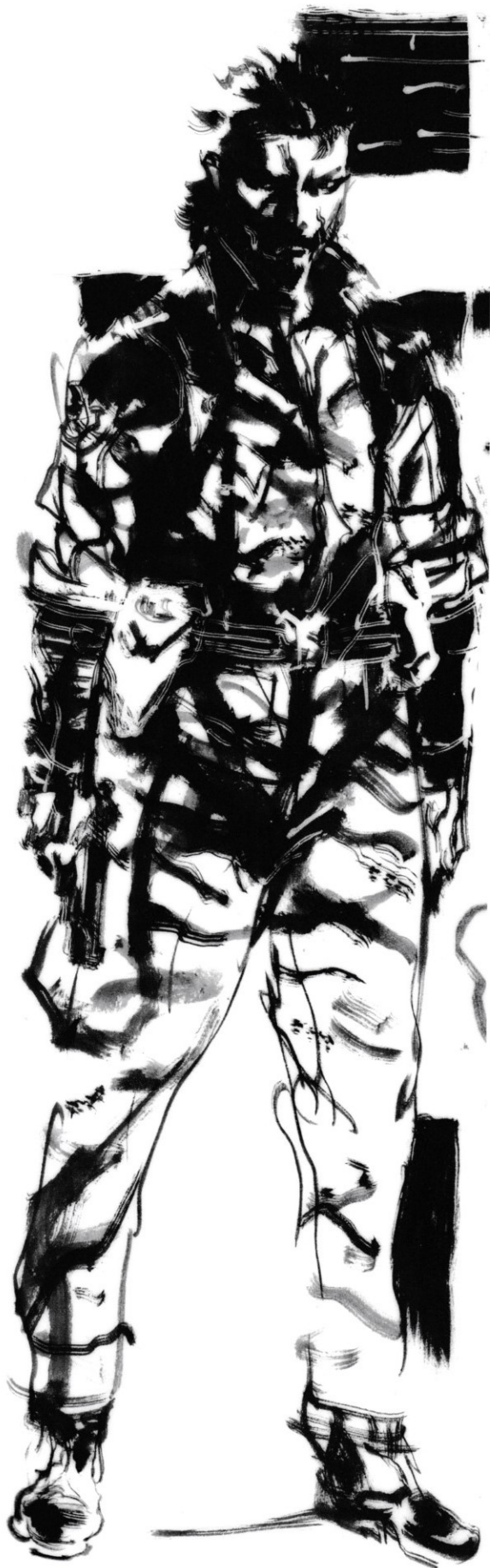
 1. 何ぞや南極
スネーク

1



Fortune

A 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 (ダビ・クロケット?) 1

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





A 1. The Boss in cape,
rough sketch



Volgin

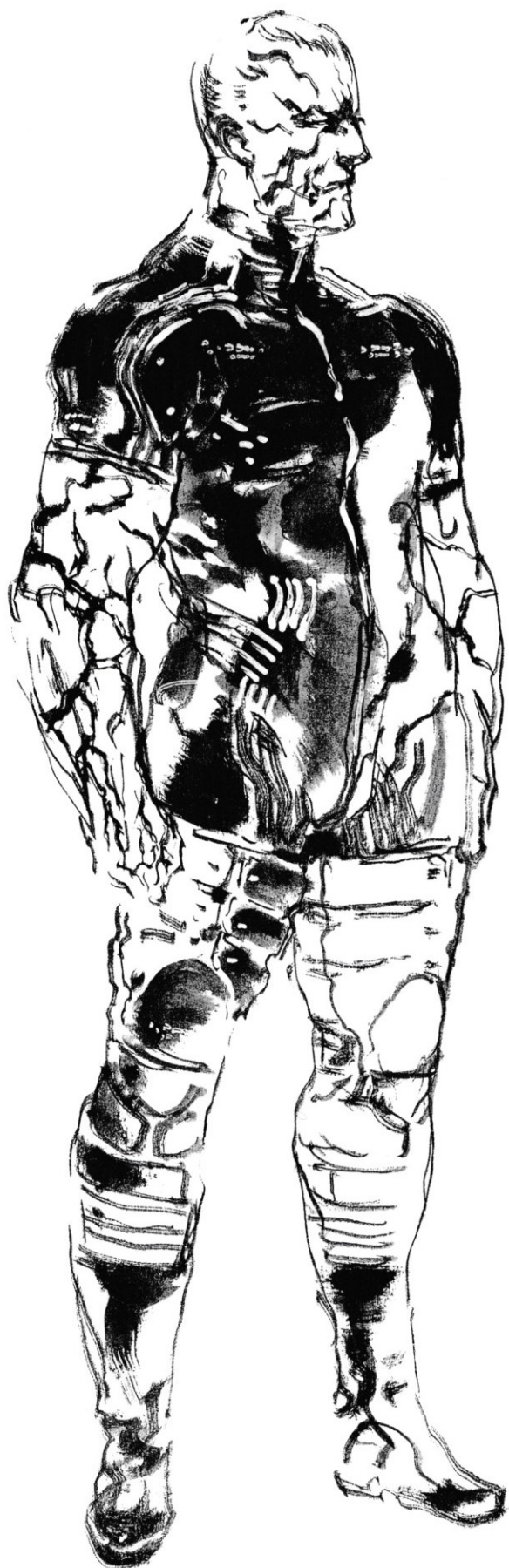


THUNDERBOLT





Volgin



A

サンダーボルト デテール 1

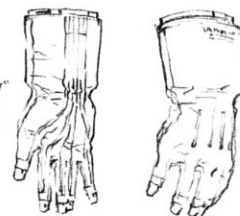
フシダ

2



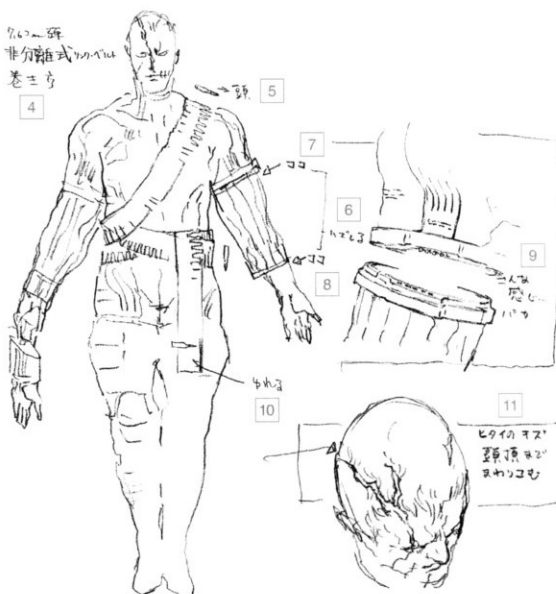
グローブ

3



カウチ
非分離式
巻ミ

4



- A 1. Thunderbolt—details
2. Underside of shoe
3. Gloves
4. How to drape the 7.62 mm cartridge nondisintegrating link belt.

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

10. Swoys
11. Forehead scar extends to back of top of head.

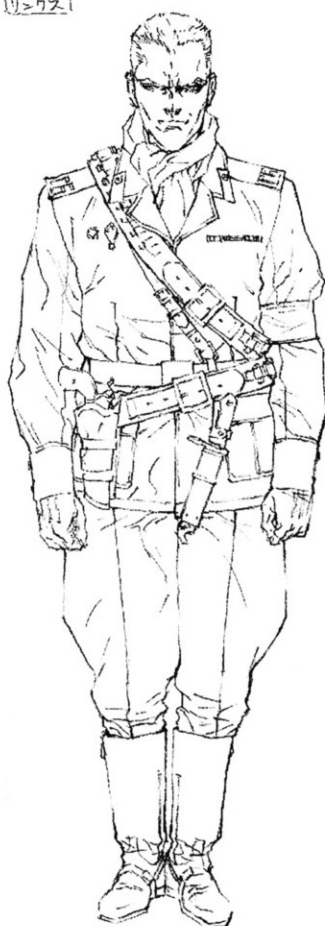


Ocelot

A

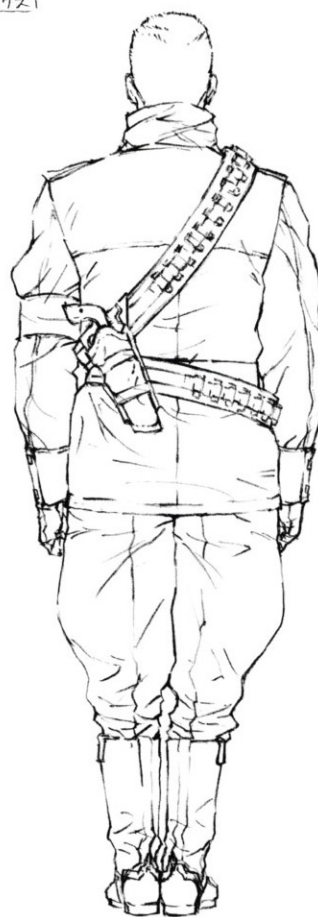
1

リョウズ



2

リョウズ



オセロット

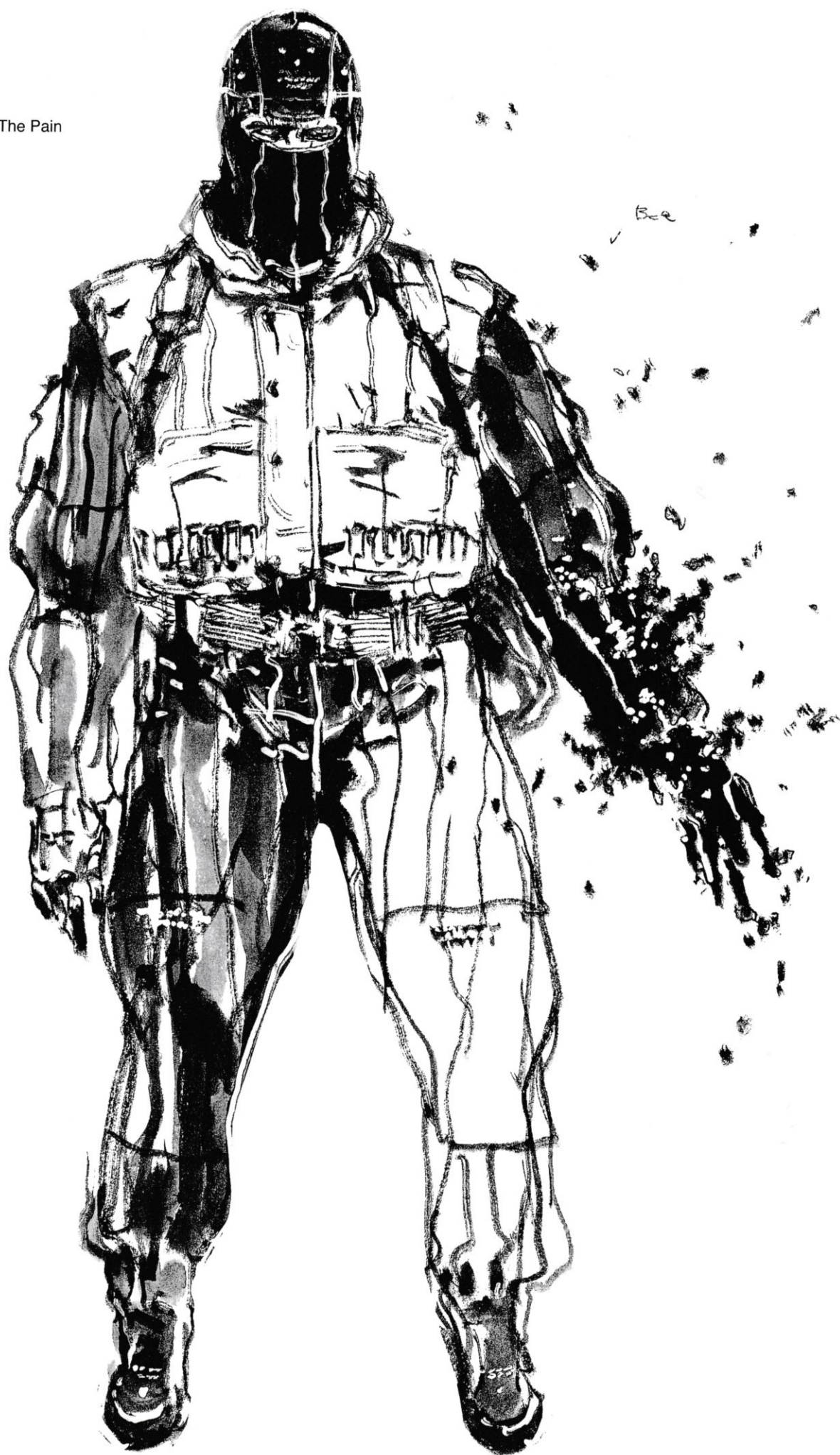
3

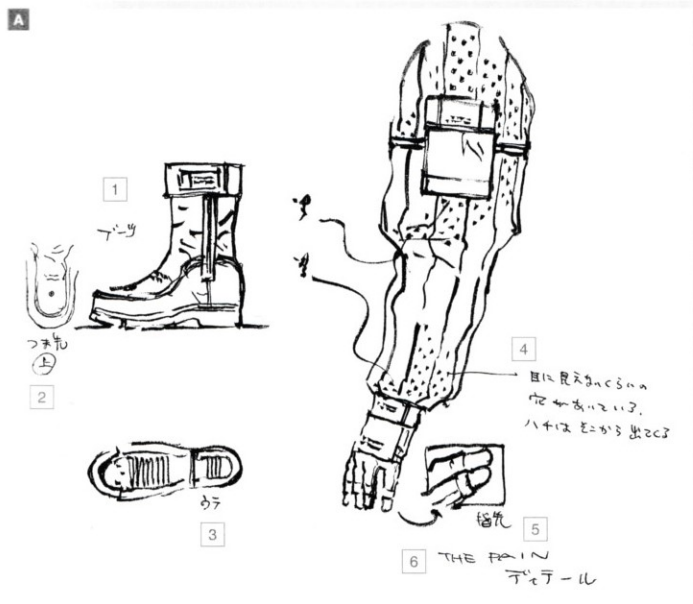


- A 1. Lynx*
- 2. Lynx
- 3. Ocelot

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

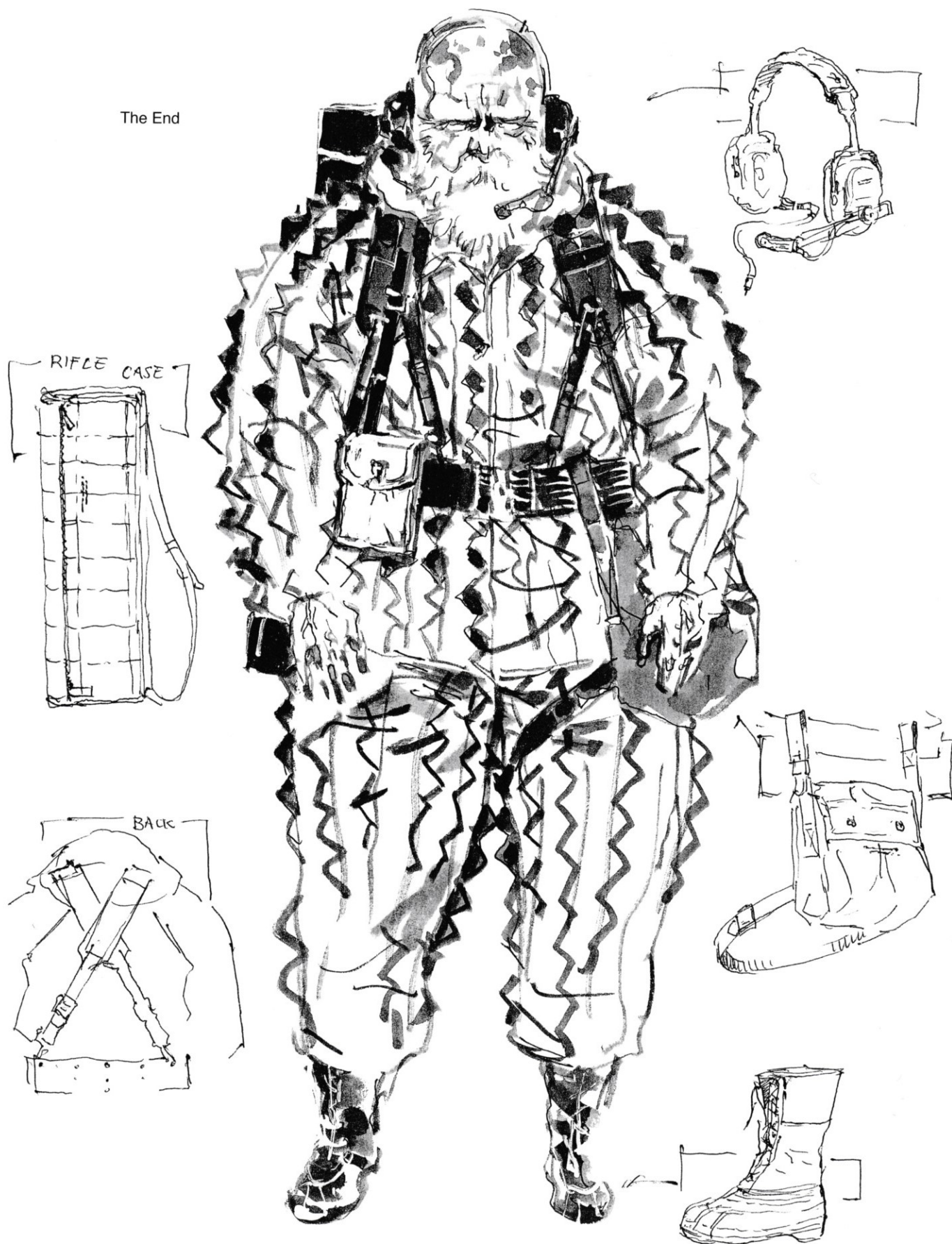
The Pain





- A
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. Fingertips
 6. The Pain Details
 7. The large butt pack is like a hornet's rear end...

The End





A



1 ヤ
ニッパらしい目玉出る。



A 1. His eyes can protrude about this much.

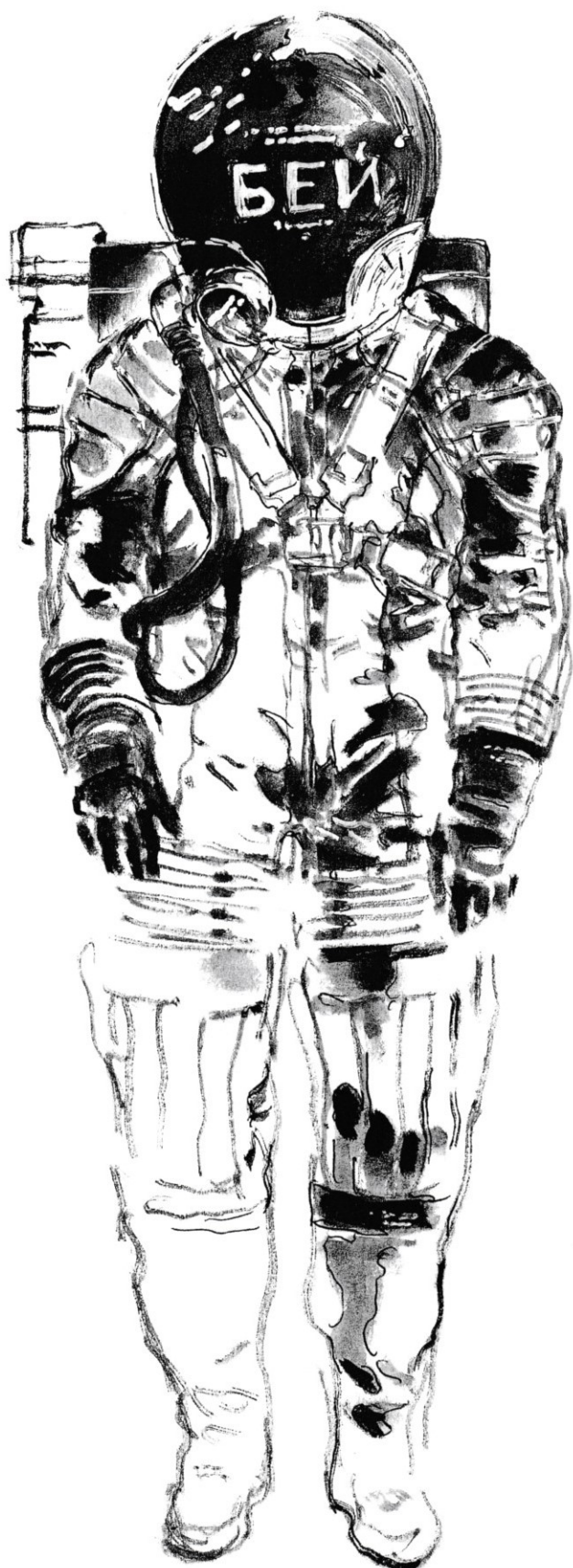


The Fear

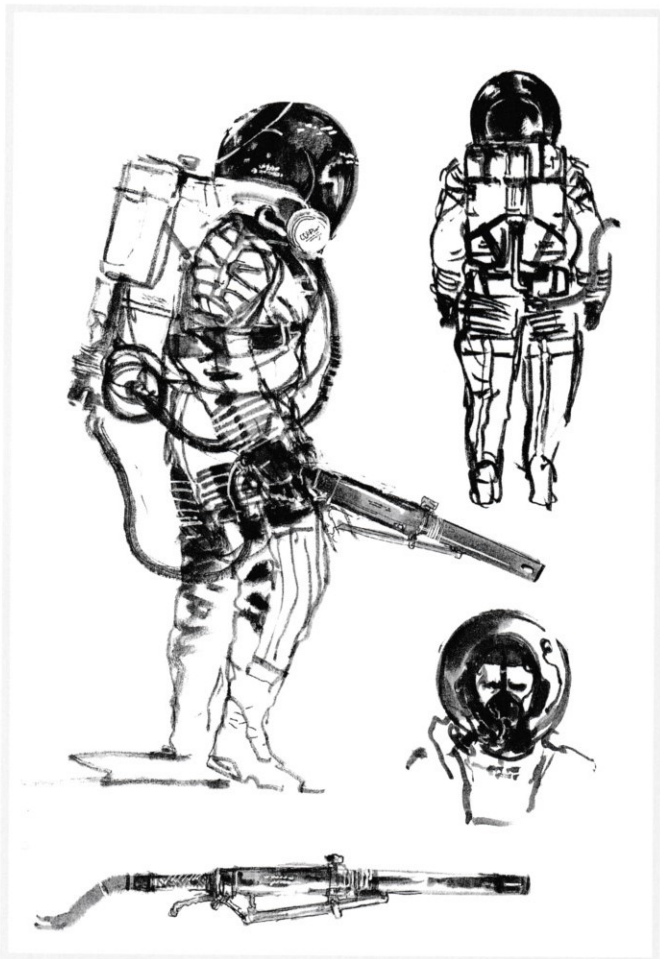
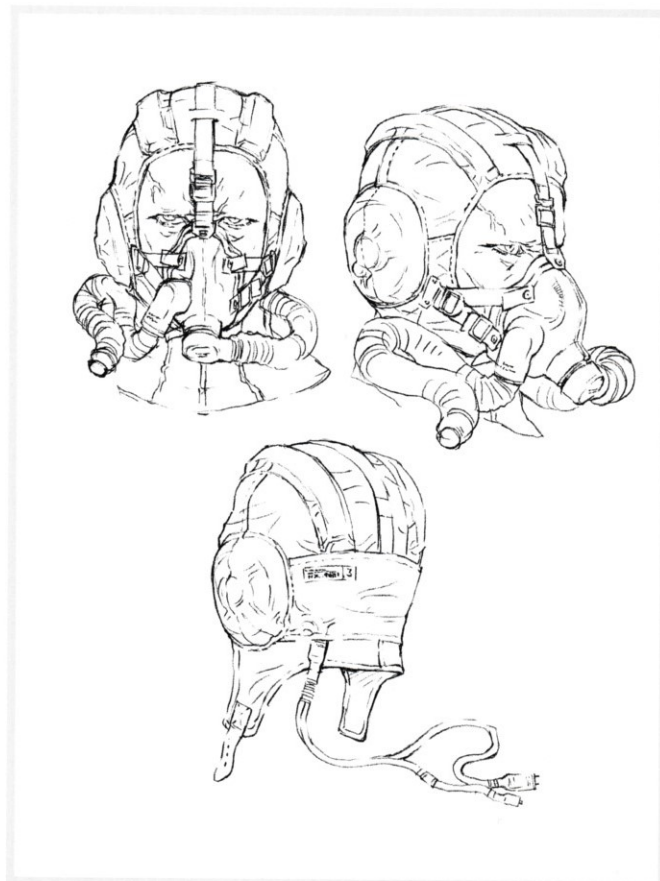


THE FEAR
SPIE RIGGING HARNESS

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



The Fury





The Sorrow

- A 1. Napalm
↓
Flames
↓
Rain
↓
Appears

2. Parka
3. It always rains whenever the Cry* shows up...
4. Tears of blood
5. "SPLICH"
6. His glasses break

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



Para-Medic



Zero



Mr. Sigint



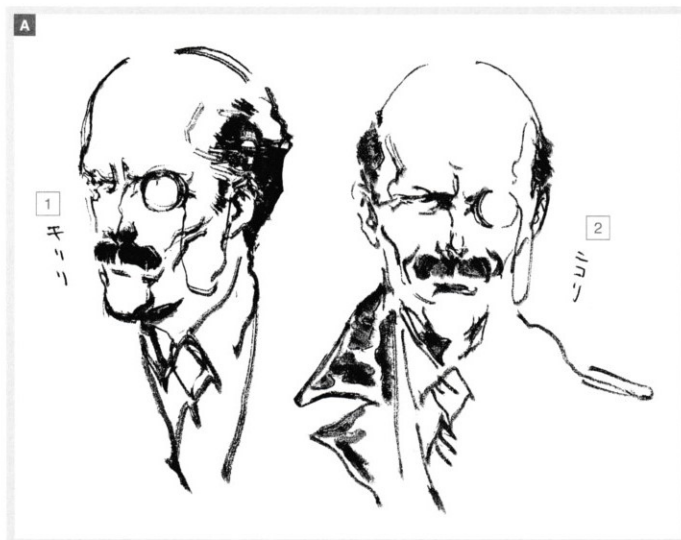
MR. SIGINT
M65 FIELD PARKER



*Editor's note: Parka.



Sokolov

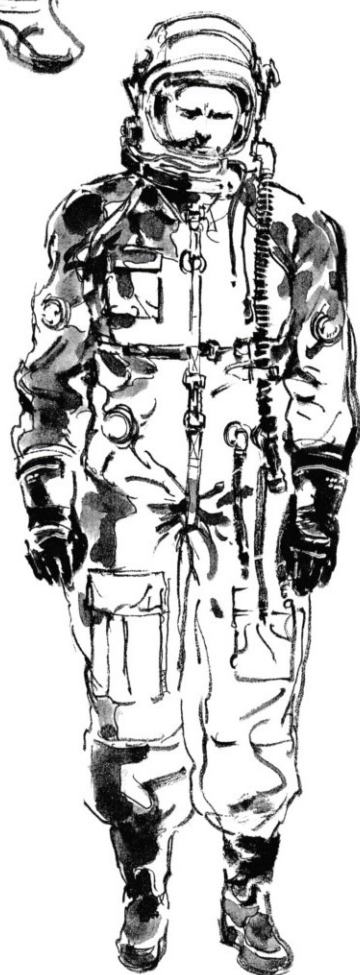


Granin

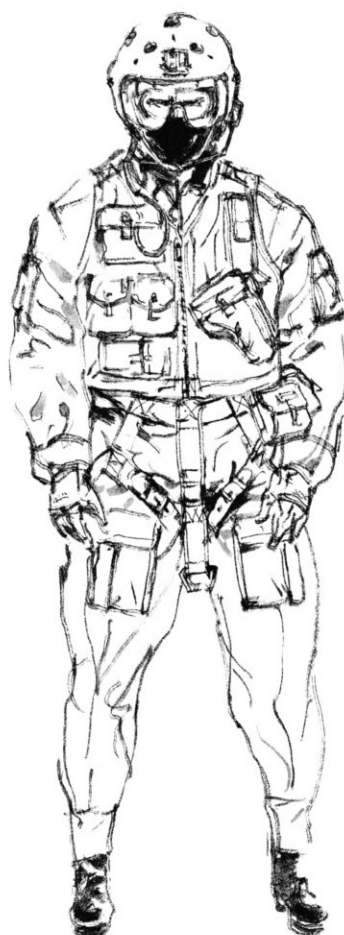
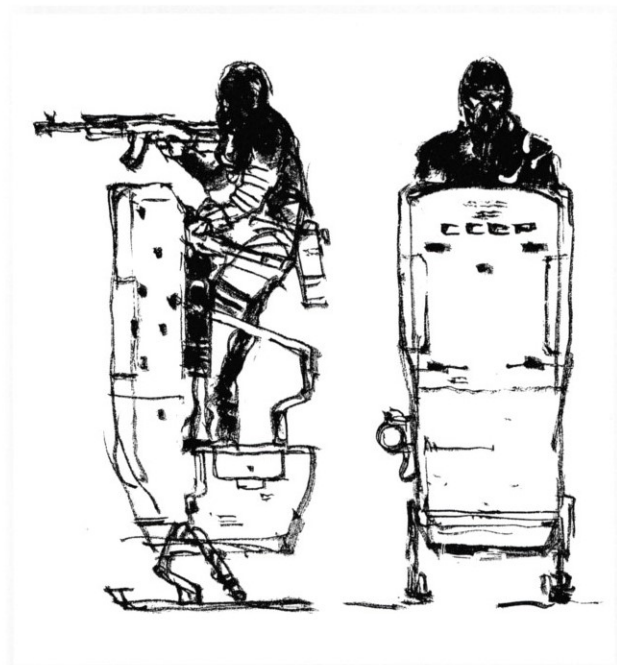


Russian Crew



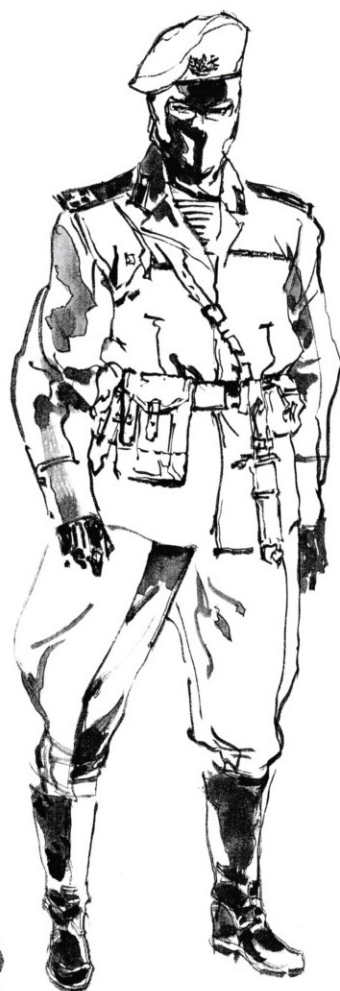


Russian Soldiers





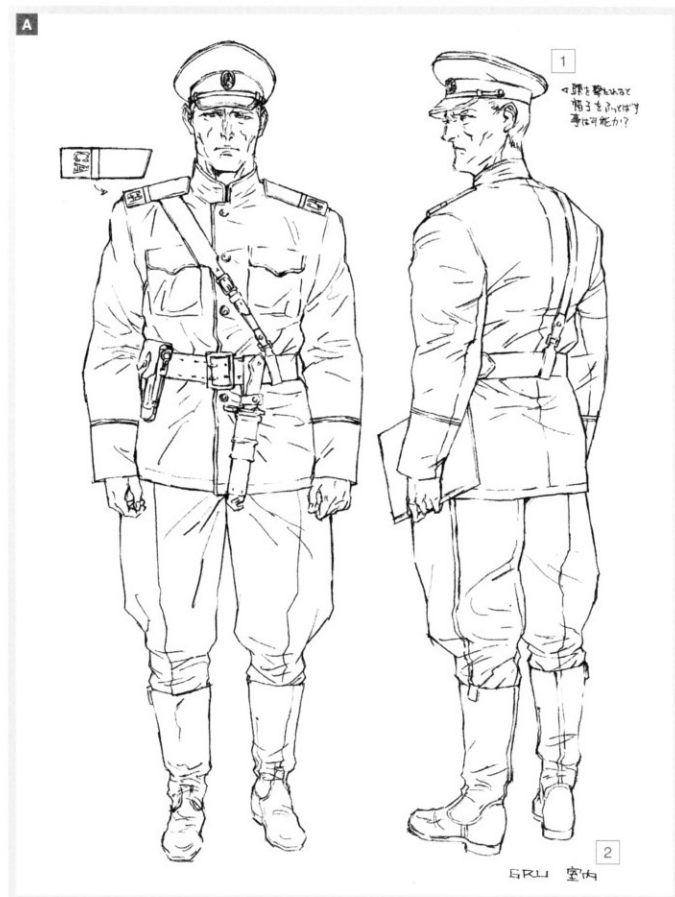
Johnny



Spetsnaz



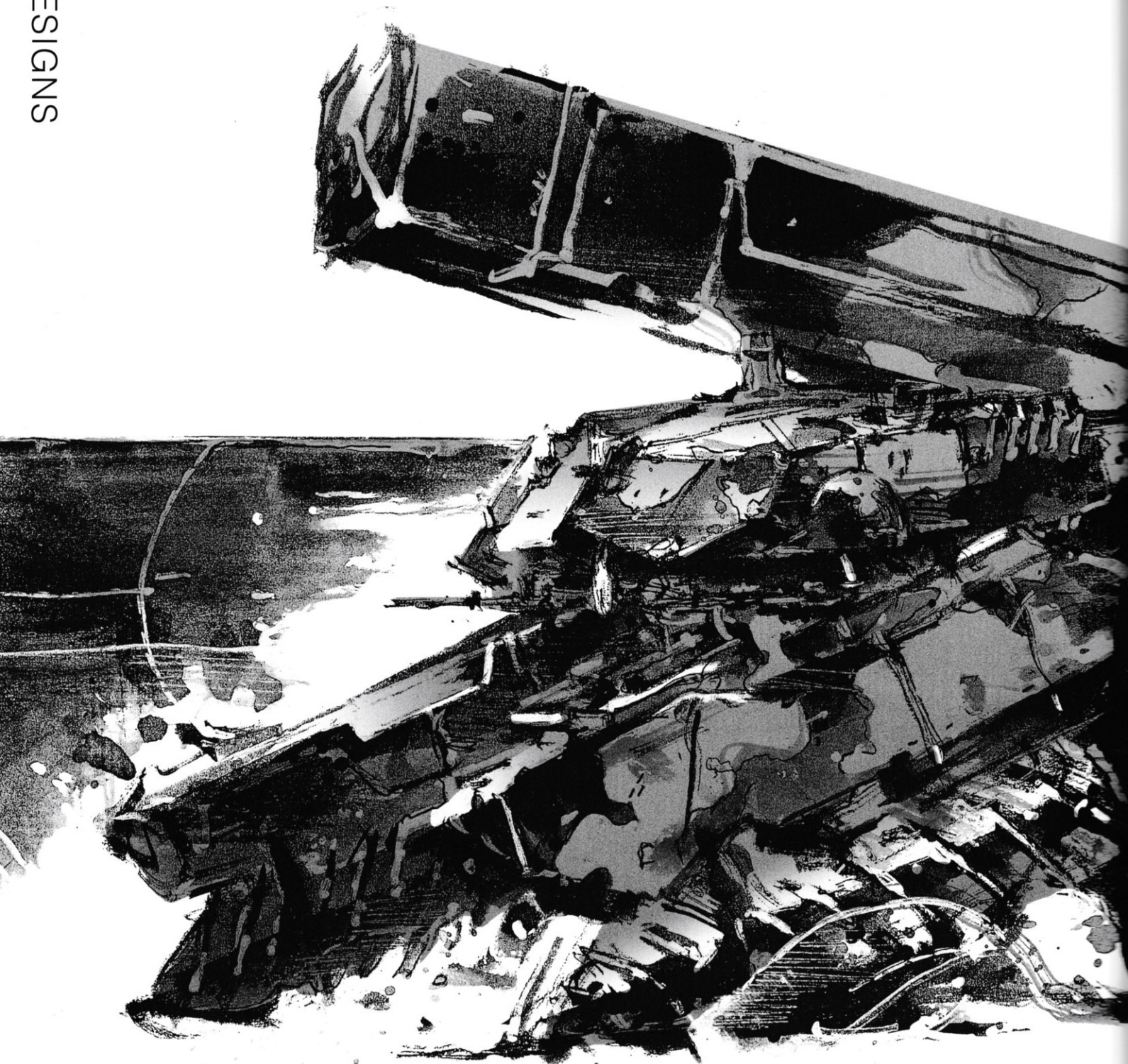
Raikov



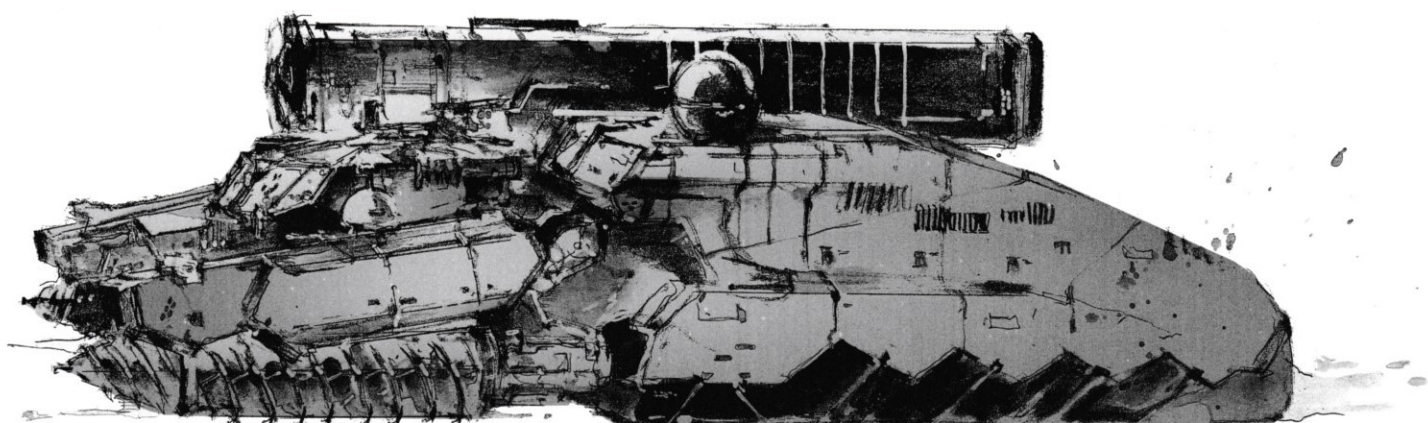
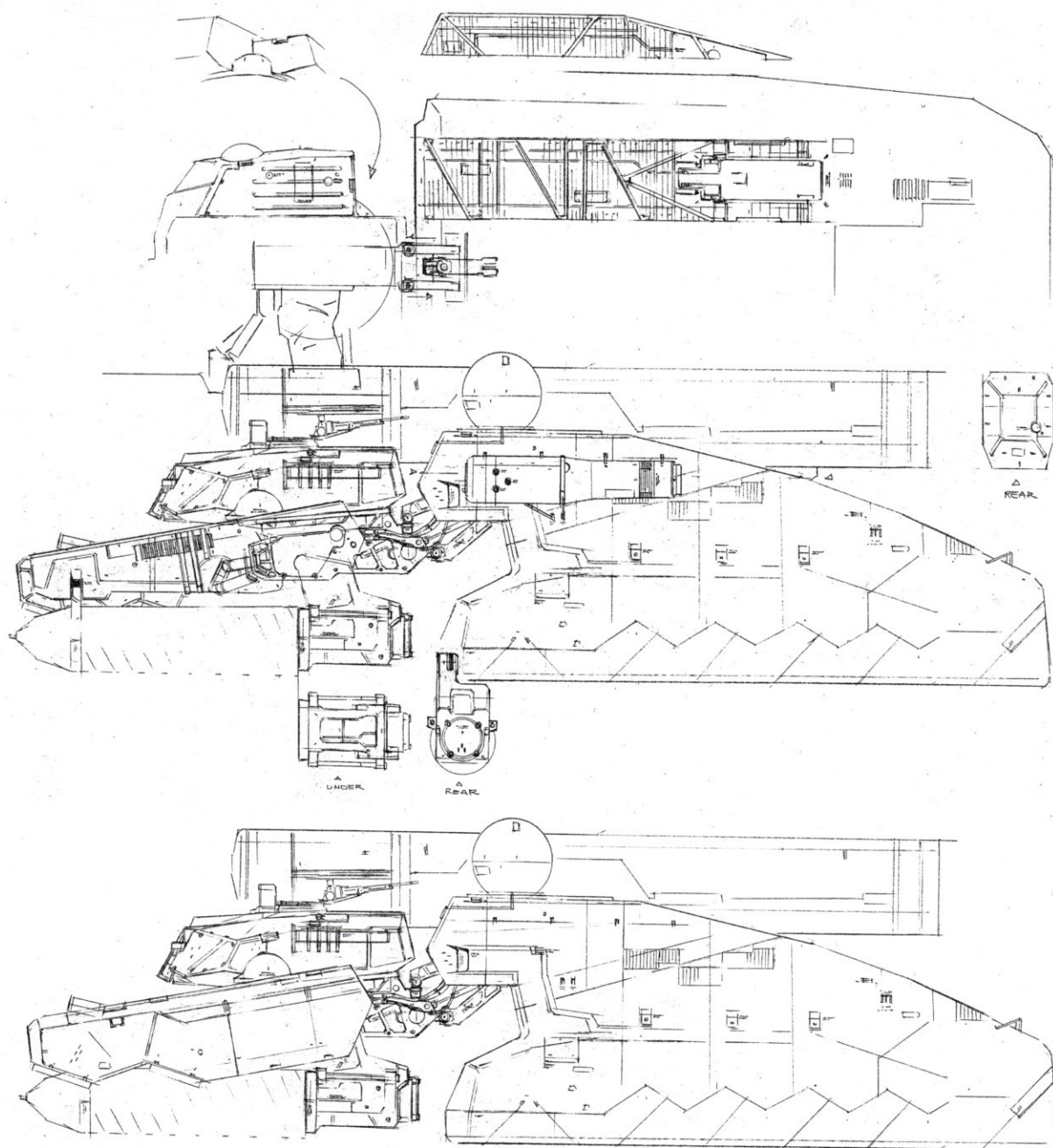
- A 1. ⚡ Could his hat fling off of his head when it's shot at?
2. GRU service uniform (worn inside)

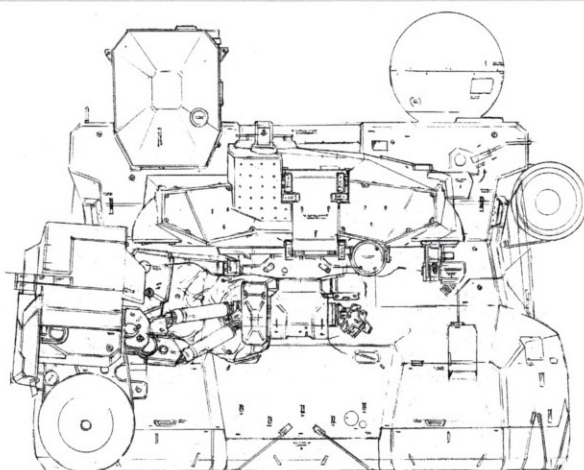
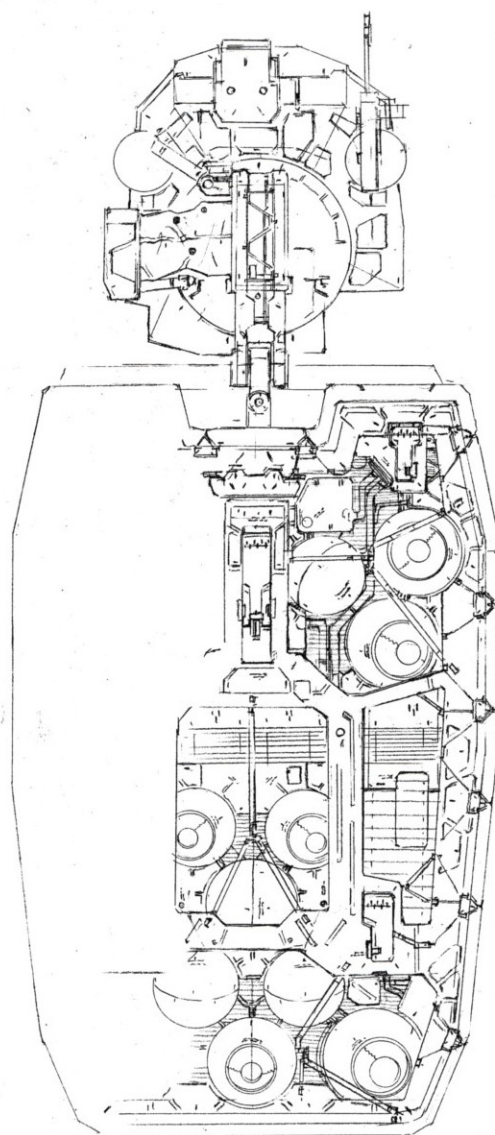
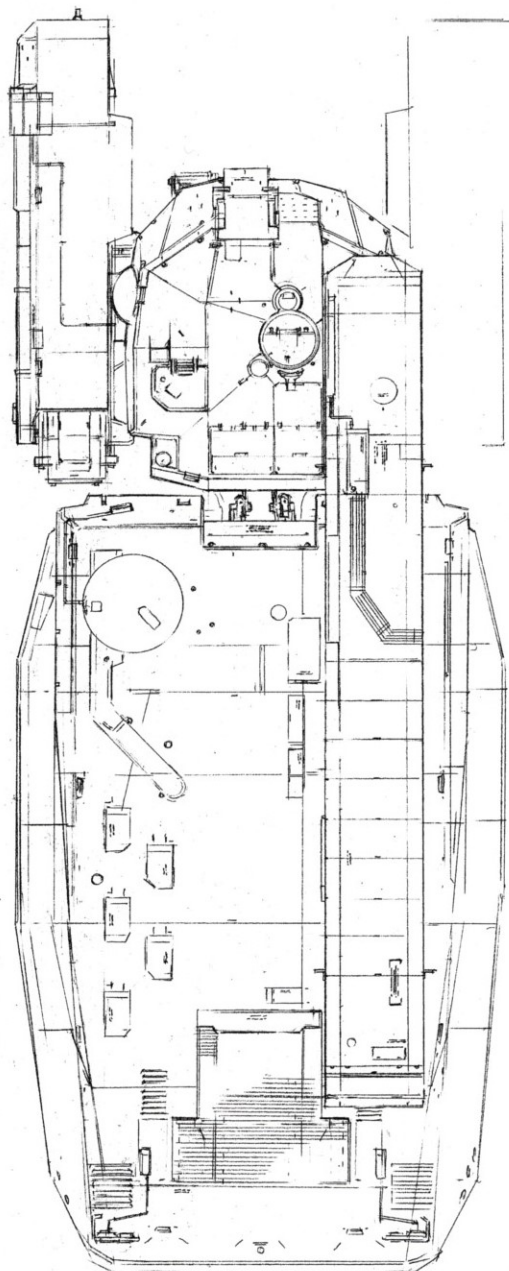


Shagohod









Snake

A



1 ボディアーマーは
前全開で着る。(ワイルド...)
スタボハーネスはその下
CQCナイフを少し
のぞかせておく。

Snake
with M1955

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



Snake



Eva







Eva





EVA



Eva



EVA



E





The Boss





The Boss





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

A

1



Volgin

2

2. Glows faintly



T H U N D E R



- A 1. Rubber suit
- 2. Glows faintly

CLCP

THUNDERBOLT

THE BOSS

EVA

STAKE



1
ンケレオン



The Fear

OLD MAN

2 コートを脱ぐとマダモデな感じ...
ゴースト

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



4 SNAKE EYE



Unpublished Characters





number three



number
8





Sokolov



Para-Medic



Granin

Zero



A



Ocelot



1

サバイバルスーツ







1. Layout illustration drafts

A



<THE BOSS>



<THE BOSS>



1 <第二の肌>

気力の使い手なので、防具などは少なく、
体にぴったりフィットするスーツを特注。
「軽い、うまい、丈夫」な ライダースーツのようなもの。
ムネの所は大きく開いている。

2 <ハイヒール>

足場が悪いと ハイヒールは邪魔に
なすが、ホウは体重をまわつれるので
関係なくはいっている。
ぬかるみでも足跡がつかない。

3 キャラクターデザインアシスタント: 内山千穂子

A 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

A

<ハチ男 HEAD 案>

1



2 SM サーマスク



3 黒人さん風



4 赤外線男
(ハチと同じ視界)



モンスター・マン
(さきすぎた男)

5

<BOSS 戦 例>

6

水中も利用、ただし 視界悪し (にじみいる)
水から出ると 襲ってくる (ハチが)
泳ぐ → はなぬる → 撃つ → もぐる → 泳ぐ...
のくりかえし。



スタミナ勝負。水中にいないと
ハチにおそわれるので 急いで
もぐる。息つきが やさしい。
(ガビアルキャップ 有効?)

7



SASURO!

8

ITAI YU!

9

- A
1. <Hornet soldier head concepts>
 2. Fetish slave mask
 3. Black man style
 4. Infrared soldier (has same field of vision as hornets).
 5. Monster soldier (was stung

6. <Boss battle example>
Utilizes the water, but visibility is bad (the water is cloudy). If he leaves the water, he is attacked (by the hornets).

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

8. "Gonna sting you!"
9. "It's gonna hurt!"

＜THE PAIN：口から蜂出る場合のフェイスマスク案＞



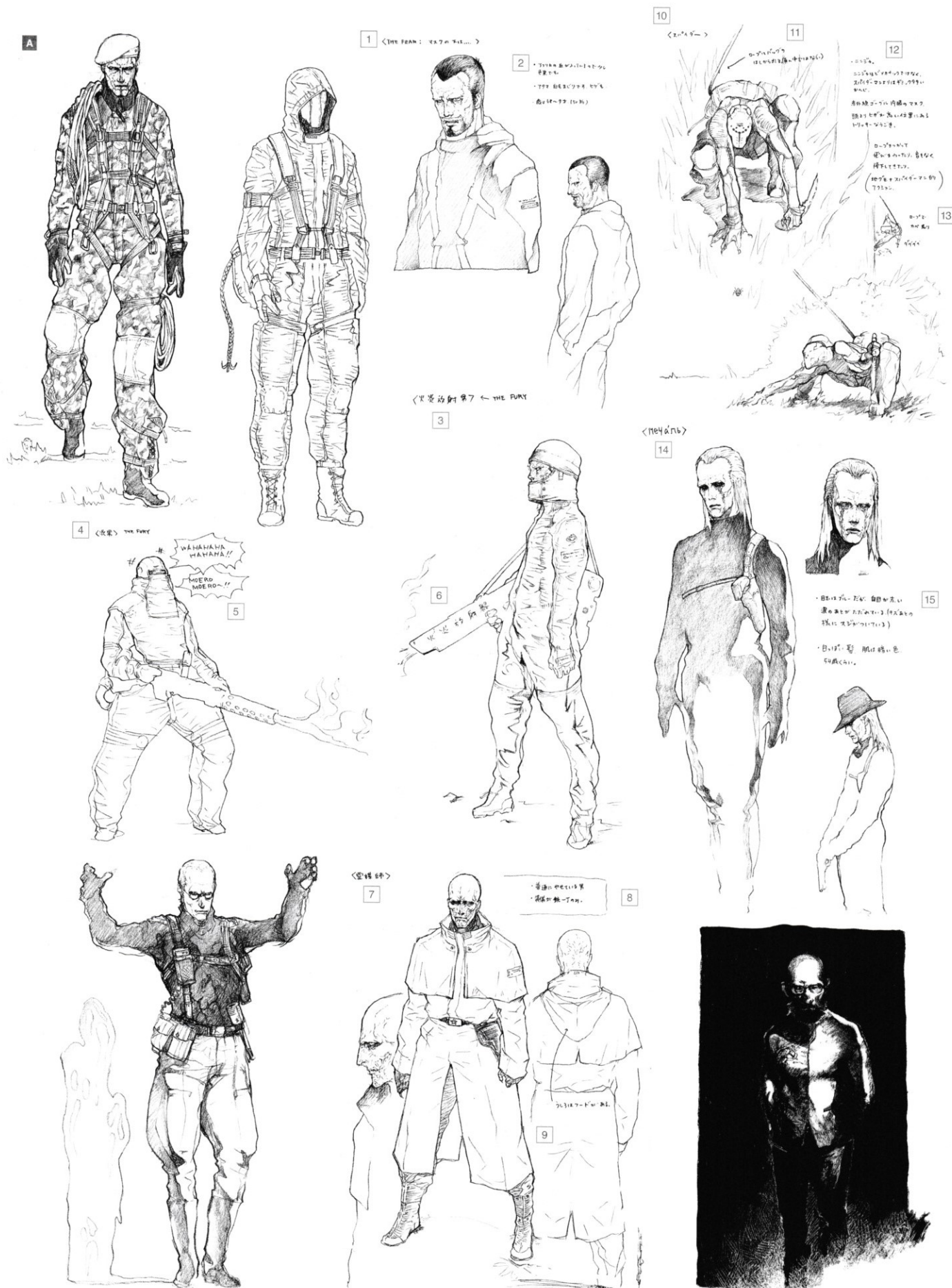
B



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

4. *Fetish style
5. *Mouth-hole-only type
6. *Medieval style

- B 1. <Ancient Sniper>
← The End
2. Shoulders go up
3. Clariss



1. <The Fear: Beneath the mask...>
2. Has some African blood, so he's slightly dark-skinned
• Streaks 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. <Spirit 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. Purseweb spiders + Spider-Man-like action.

13. Rope-assisted wall run "DASH"
14. <The Sorrow>
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 Cyrillic Печаль.

A

<パラメディック>

1



B



C



D <メイジャー・ゼロ>

1



E

<シャゴッド スタッフ>

1



F

なんかロシアっぽい人

1



A 1. <Para-Medic>

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

C 1. Design for Bureau A director Korolev Sokolov*

D 1. <Major Zero>
2. At CIA
3. Inside gunship

E 1. <Shagohod staff>

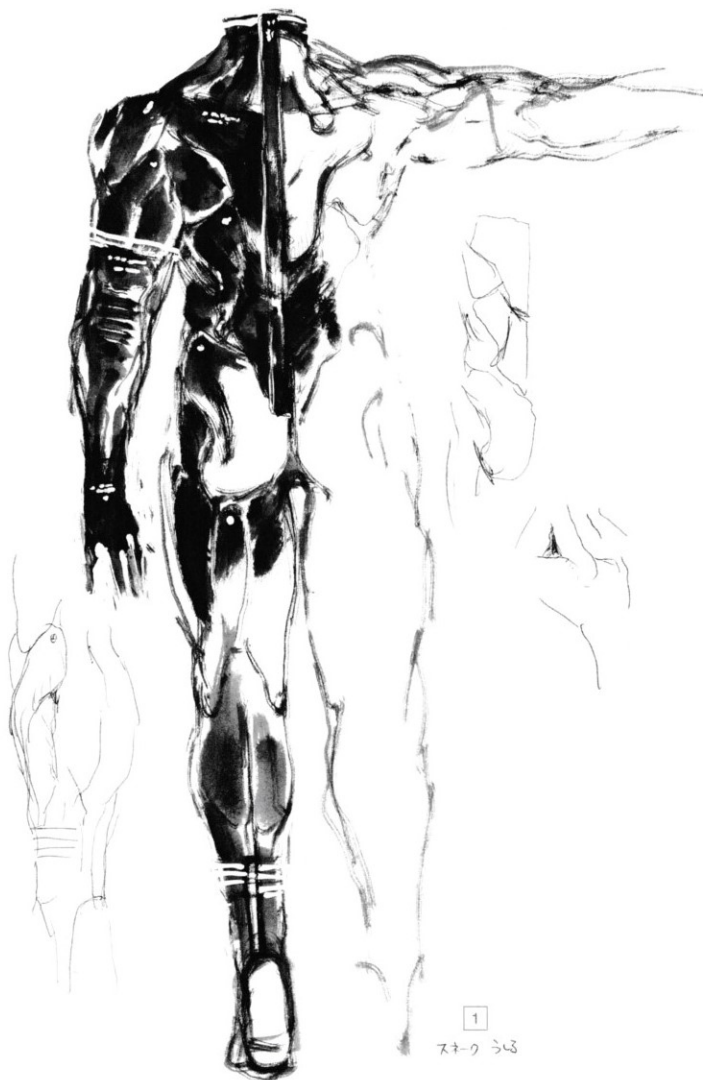
F 1. Kinda Russian-looking guy

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

Old Snake



A



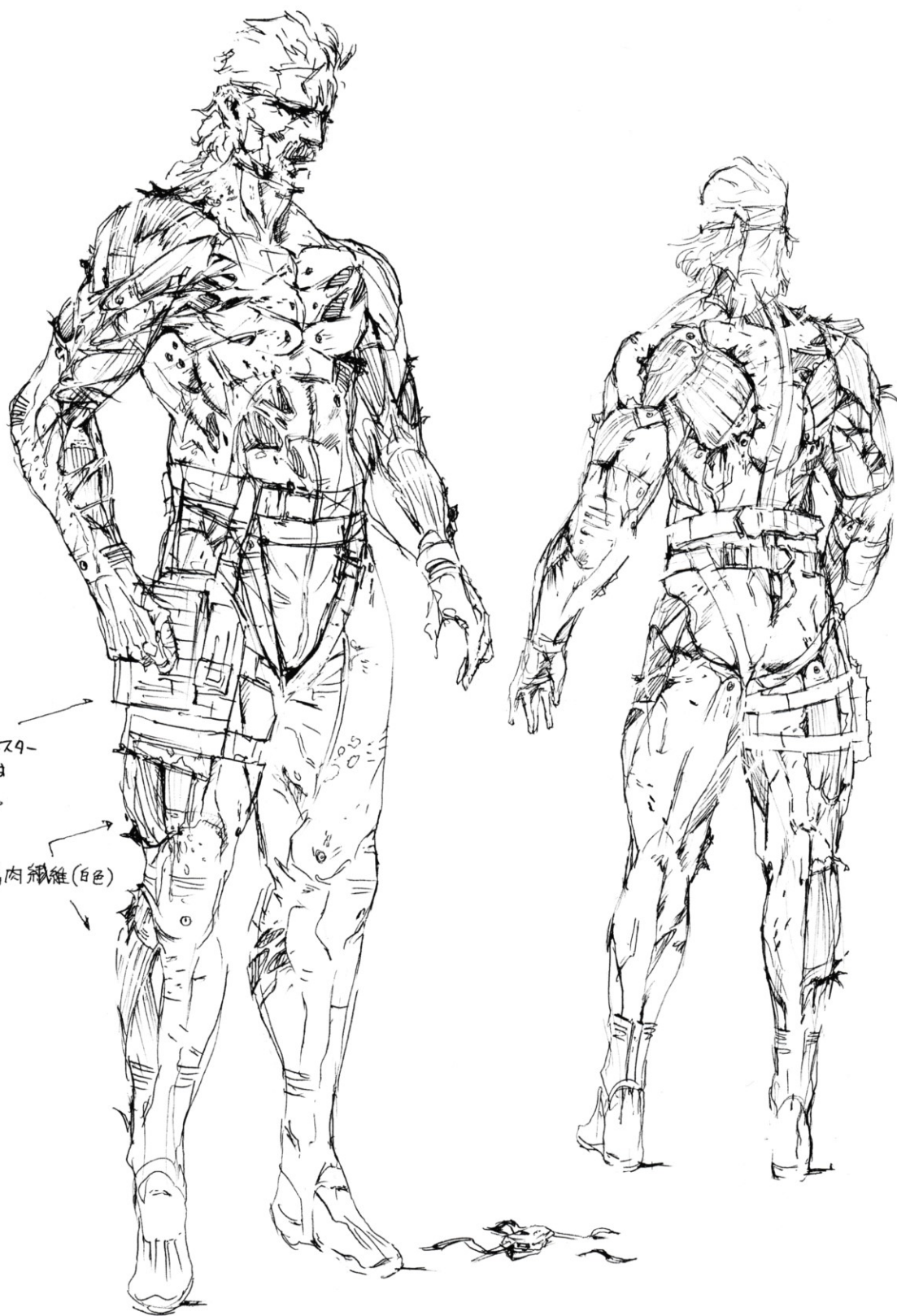
A 1. Solid Snake (Old Snake), rear view

1

ガンベルト
ドロップパネルホルスター
ラペリングハーネスは
つけたままです。

2

スーツ下の人工筋肉繊維(白色)
が見えている。



- A 1. Gun belt
Drop leg panel holster
Rappelling harness left on
2. Artificial muscle fiber visible
under uniform.



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



SOLID
SNAKE
OCTOCAM





1
[SNAKE]
J-18-44 9D-14



2
[Solid Snake]
J-18-44 9D-14



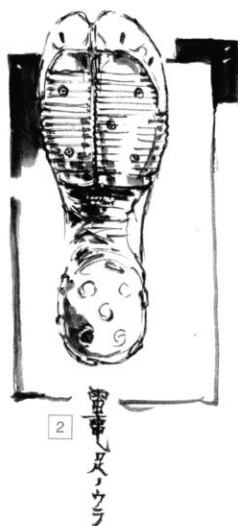
Big Boss

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

A

RAIDEN

1 うすたがしらライデン



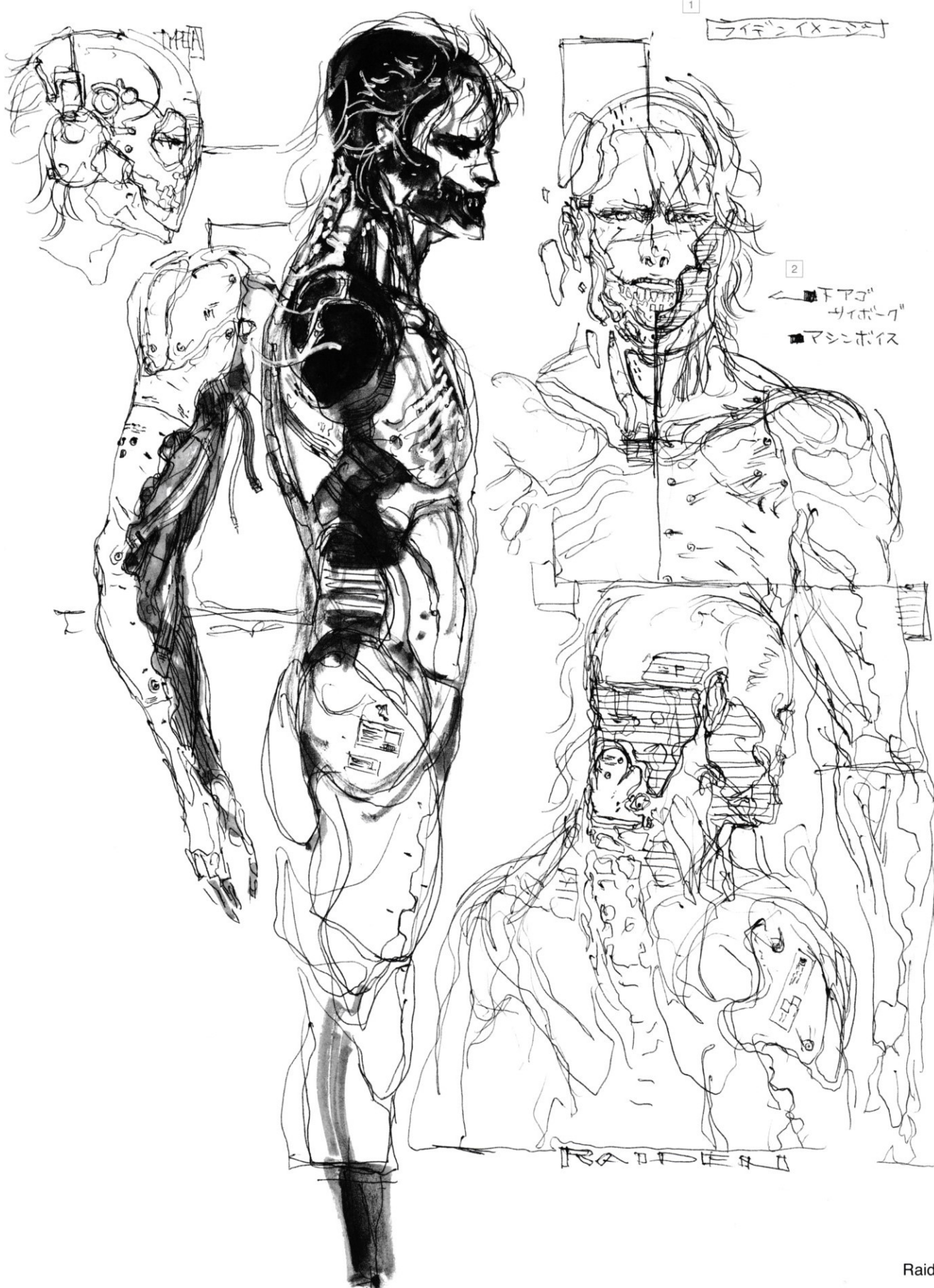
2

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



Raiden

A



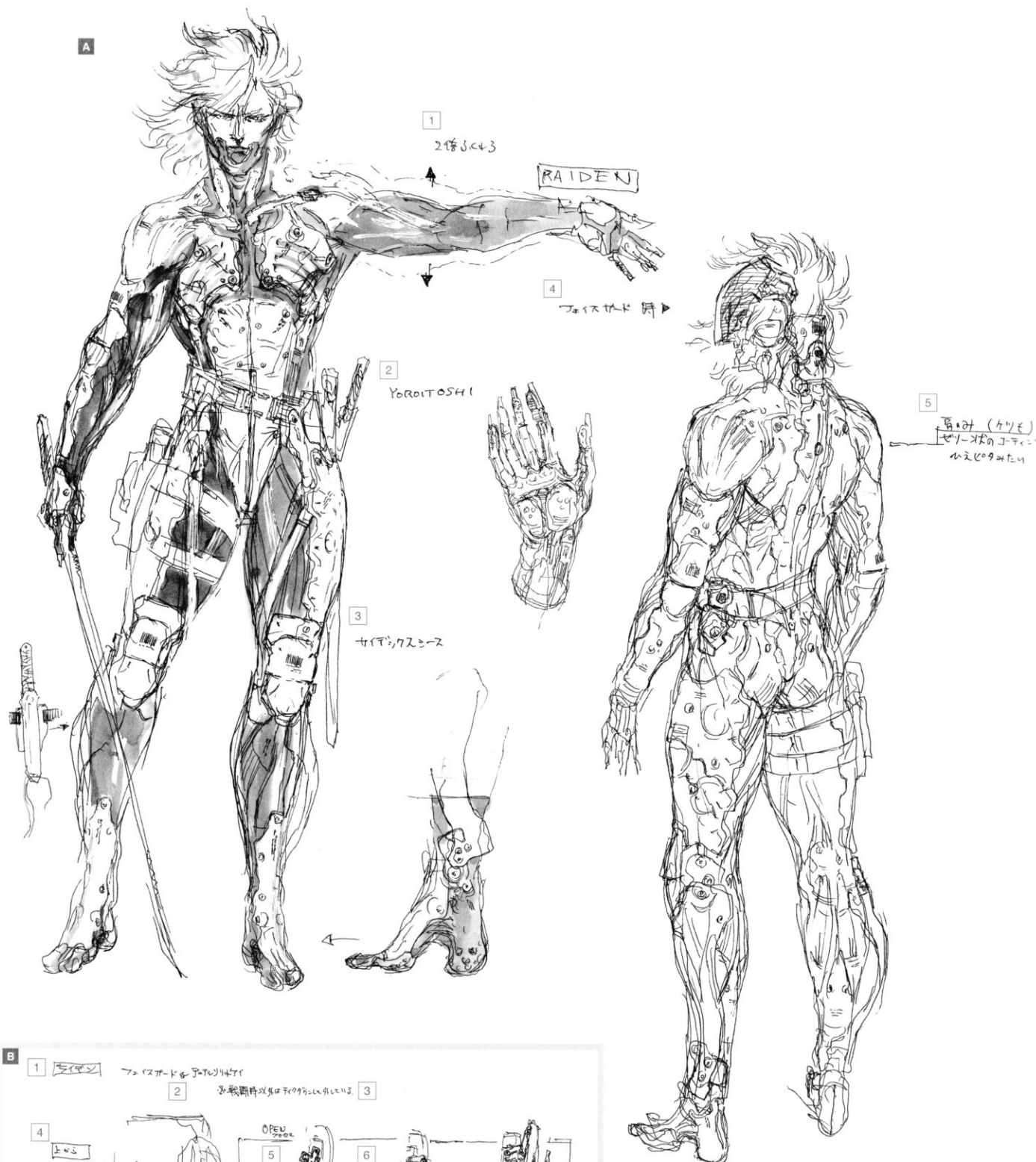
Raiden

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



- A** 1. Face shield
- Opaque eye coverings
 - Retractable
 - Microphone headset
2. Glass shield
3. Visor unit

- B** 1. Raiden—unique sword skills.



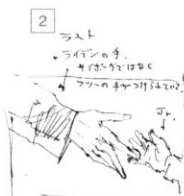
Raiden

- A**
1. Expands to double in size
 2. Swords
 3. Kydex sheath
 4. Image with face guard
 5. Shoulders (and buttocks) have a jelly-like coating like a Hiepita cold compress.

- B**
1. Raiden
 2. Face guard and dual Solid Eye system.
 3. Retracted when not in combat.
 4. Top view
 5. Opening process

- Slight gap on the side.
6. Moves to the back
7. Finishes up
8. Hair is full here.
9. Side view
10. Hair is flat in front.

A



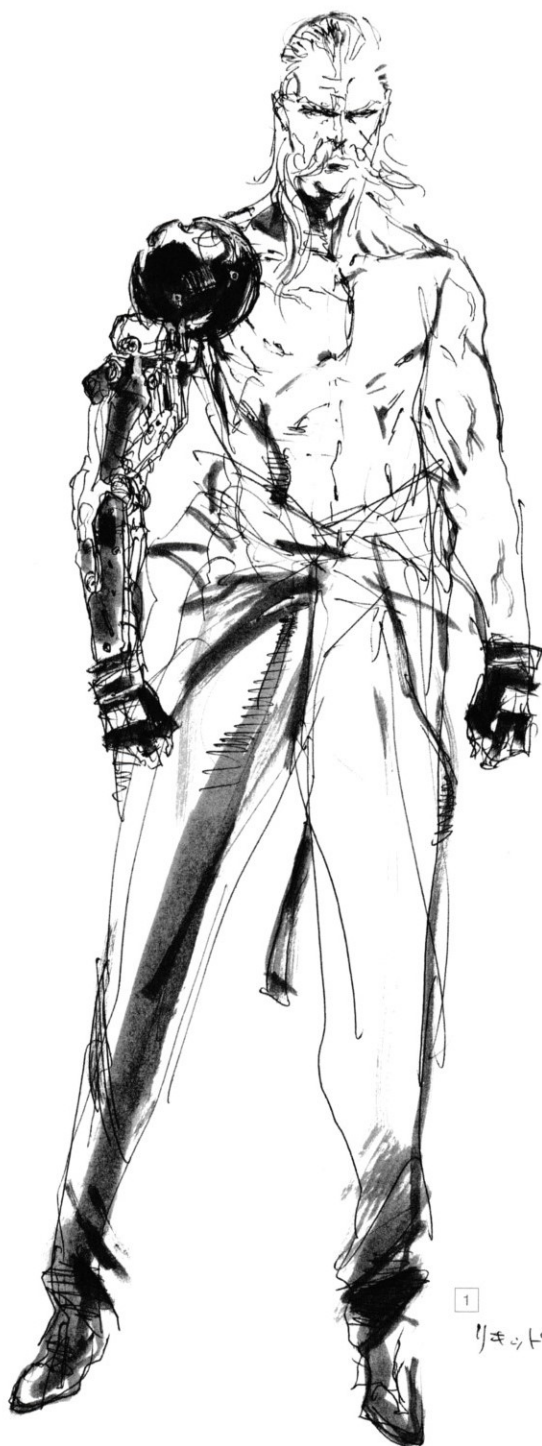
アゴ、フン・アゴにやい、

ラス、
デザイン

- A 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

A



1
リキッド "X" カ
ウテ

2
リキッド ラスト バトル

A



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

A



EVA

Big Mama (Eva)

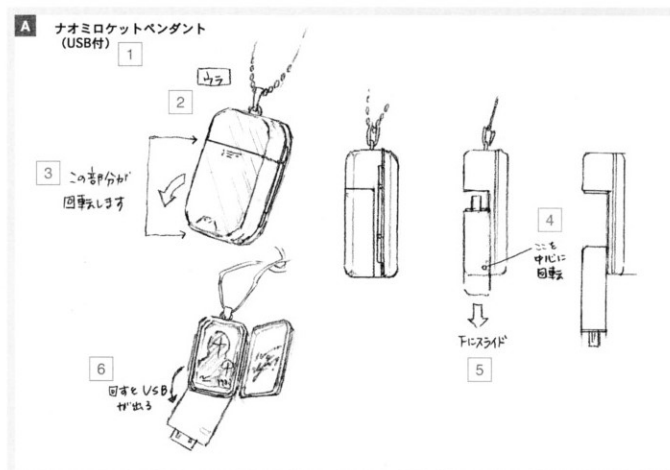


EVA with KATANA
黄色のハーフコートに黒い刀

A 1. Yellow half coat with a black katana



Naomi Hunter



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

6. The USB is released when turned.

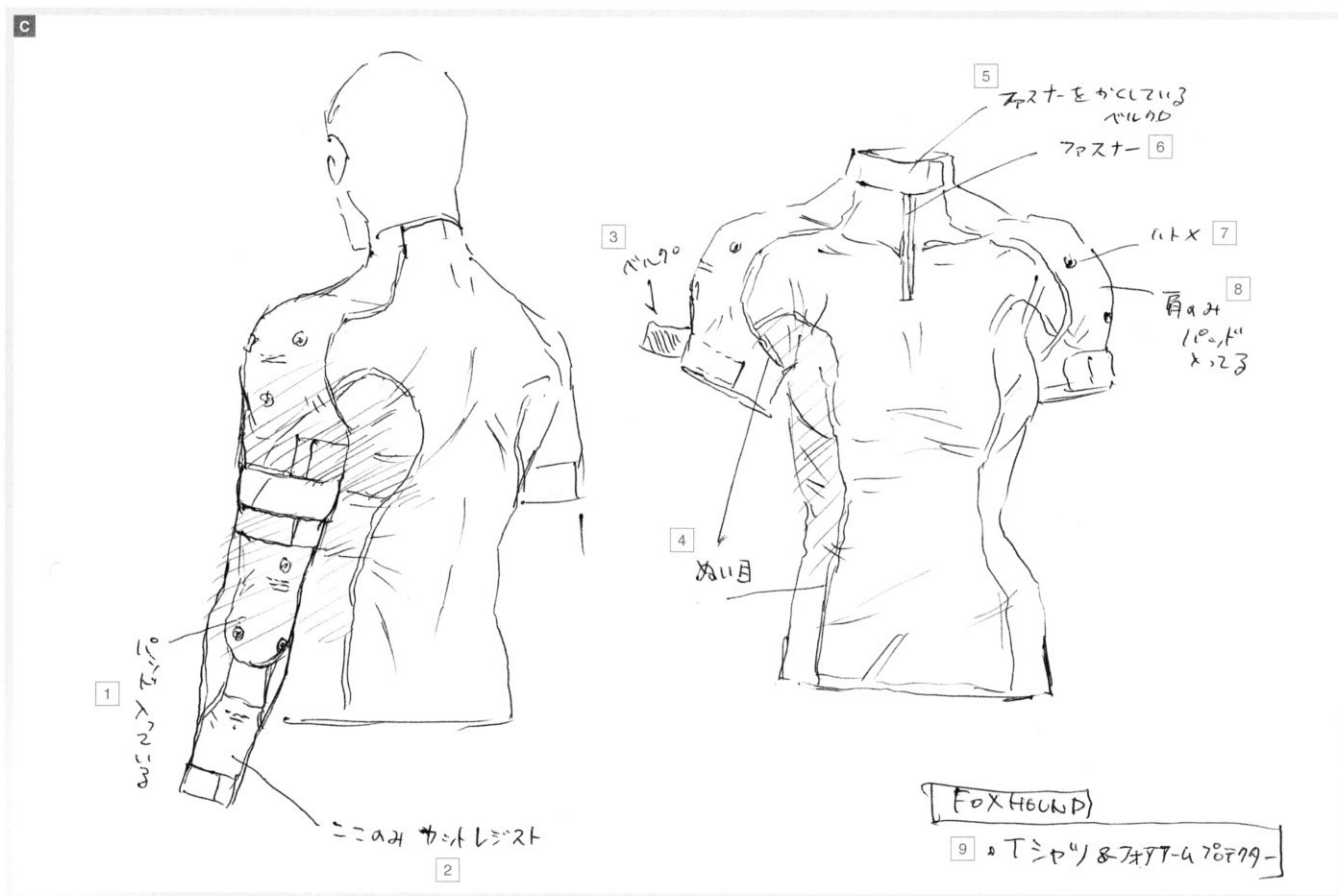
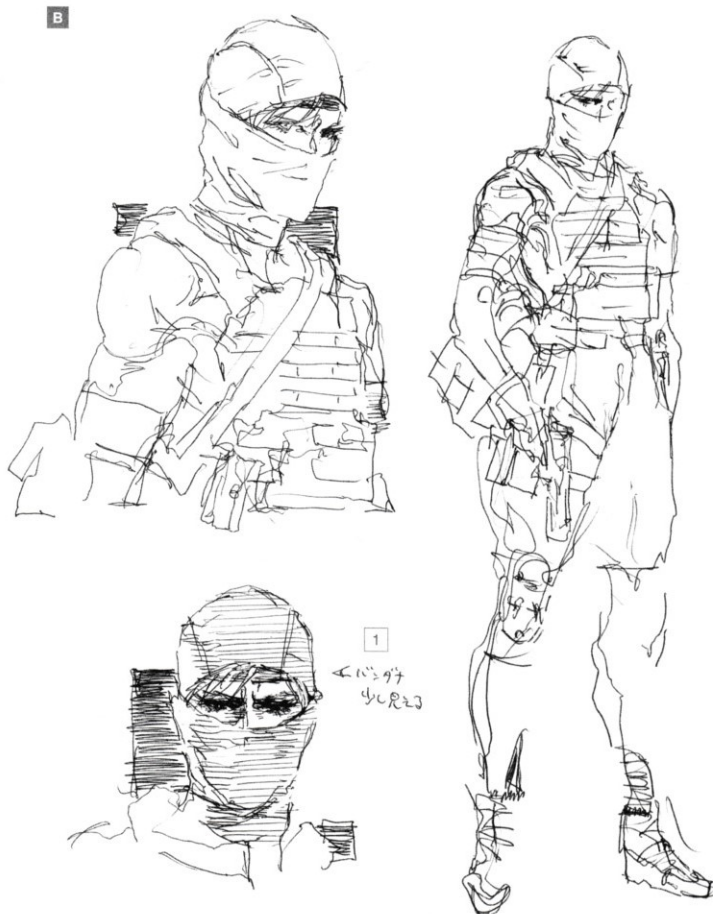
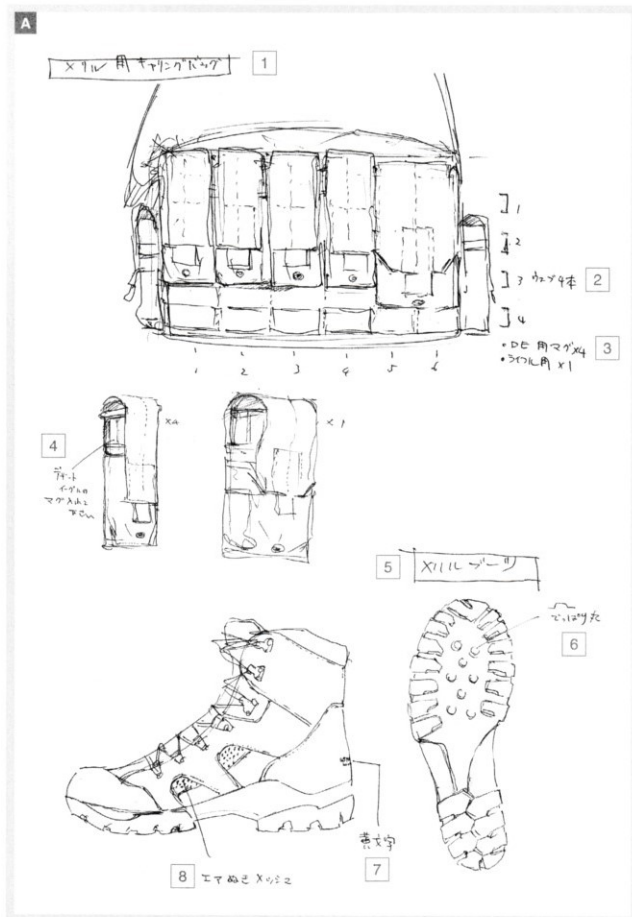
A





Meryl Silverburgh





1. Meryl's shoulder bag
2. MOLLE holds four pouches with cases.
3. Desert Eagle pistol magazines x4.
Rifle magazines x1.
4. Insert Desert Eagle pistol

- ammo here.
- Meryl's boots
- Mesh for breathability
- Yellow lettering
- Cleat-like tread

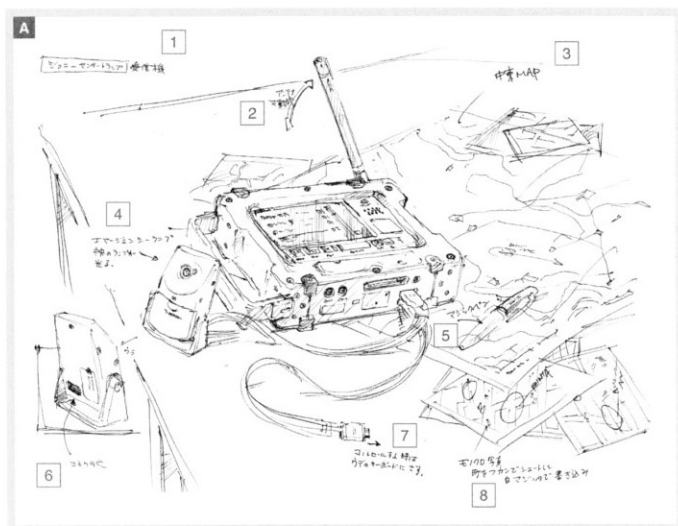
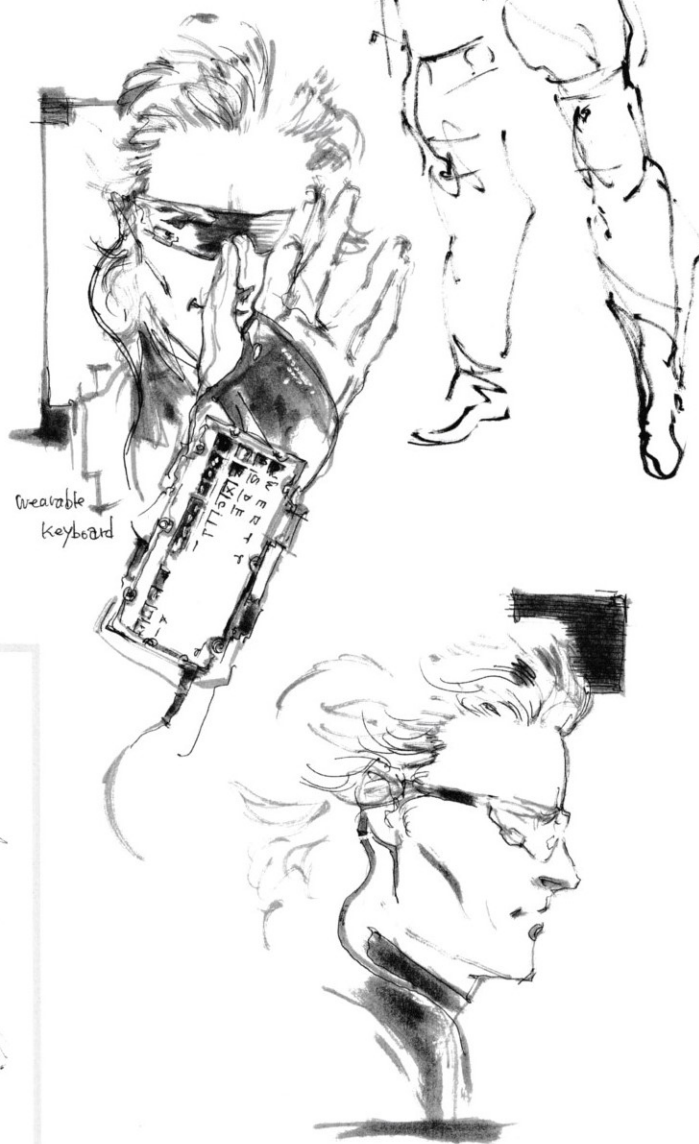
B 1. Bandana, slightly visible

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
9. FOXHOUND—T-shirt and arm protector



Johnny (Akiba)



- A
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.

A



Ed



IRON
SHARPENS
IRON



For Alpha
&
Omega



Faith

江戸



The Bullet Is True

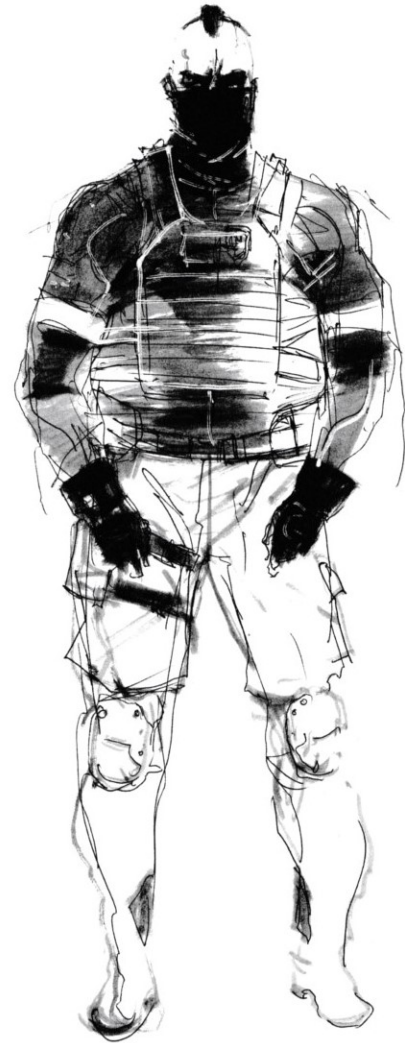


ED

1. 装備を外した 状態
イレスミ、特殊能力「呪い」
いつも おかえついる。
2. ケツリマン式には 神女をやる
宗教画が (おぼろの) ぼてある。

- A 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.

A



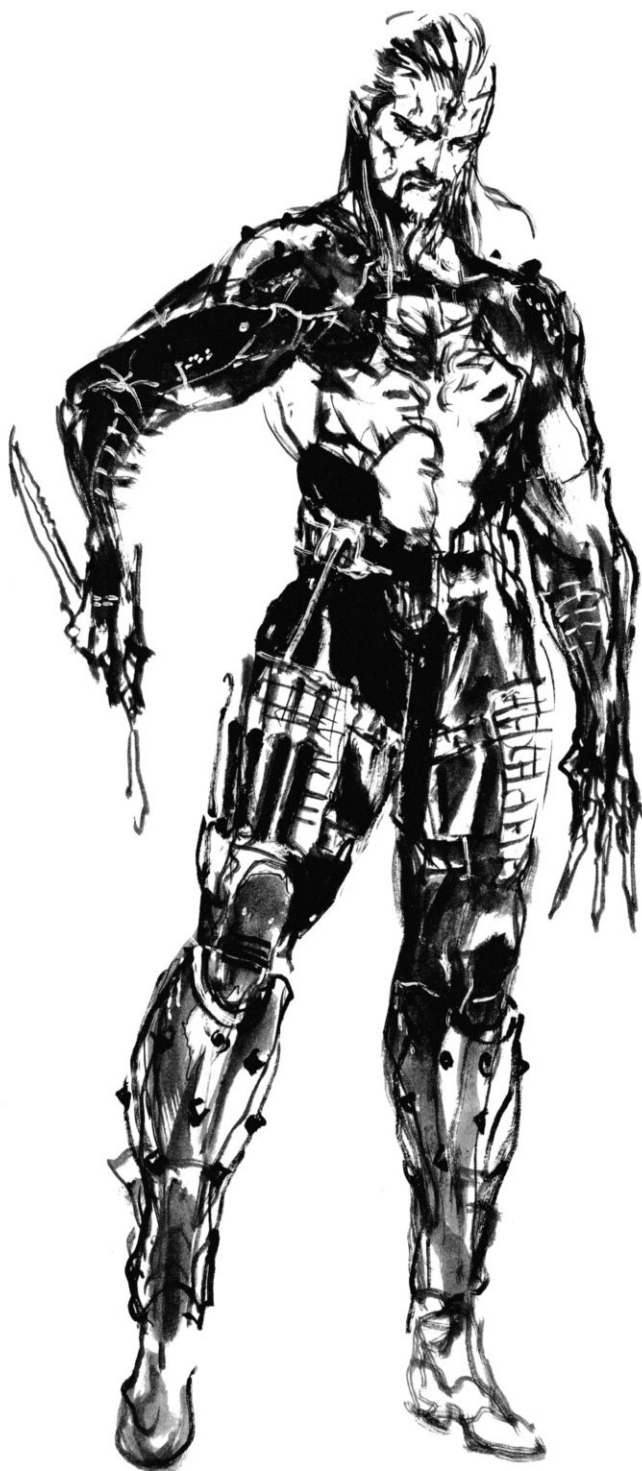
Jonathan

1 (新) FOX HOUND
2 男

3
顔キズだらけ。
耳も切れている。
NECK GAITORはデフォルメでかいている。

- A
1. New FOXHOUND
 2. Man!
 3. Heavily scarred face and torn ear.
Always wears neck gaiter to hide deformities.

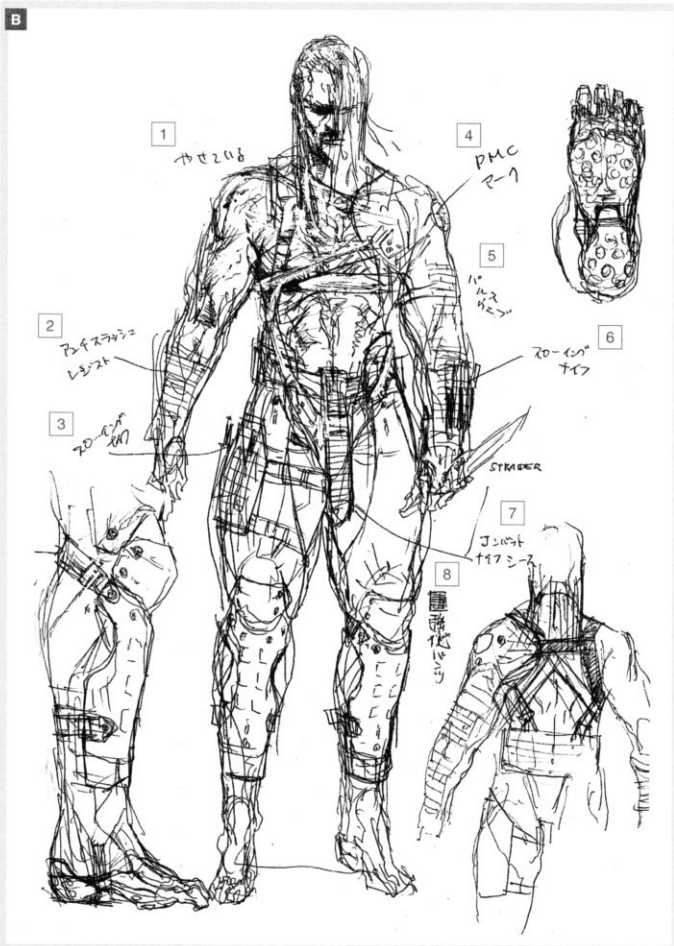
A



Vamp



1 VAMP
"死んだ奴等と戦うための
ドッグタグを身につけている"



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

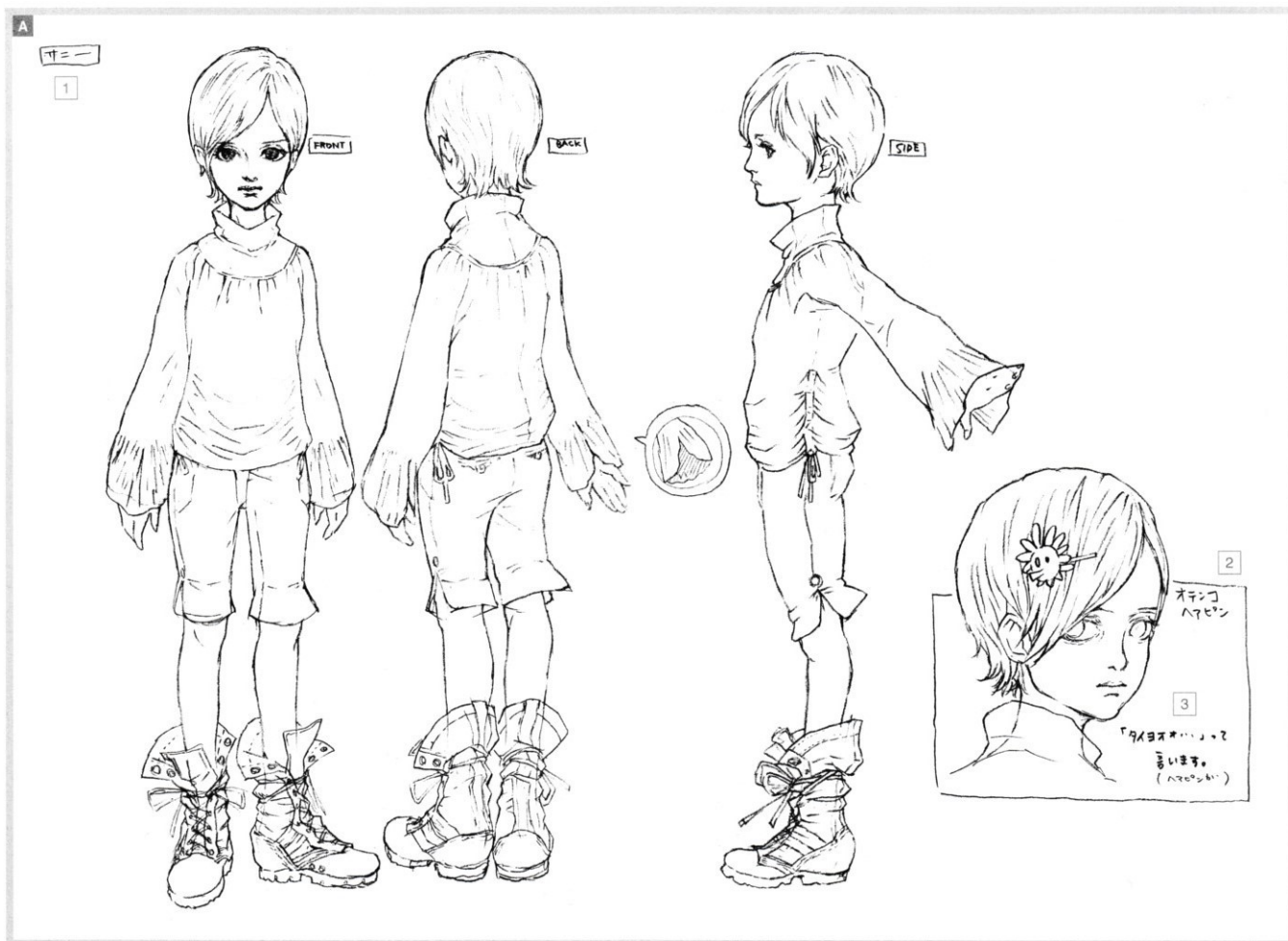
- B 1. Slim build
2. Cut resistant
3. Throwing knife
4. PMC emblem
5. Nylon webbing

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



VAMP



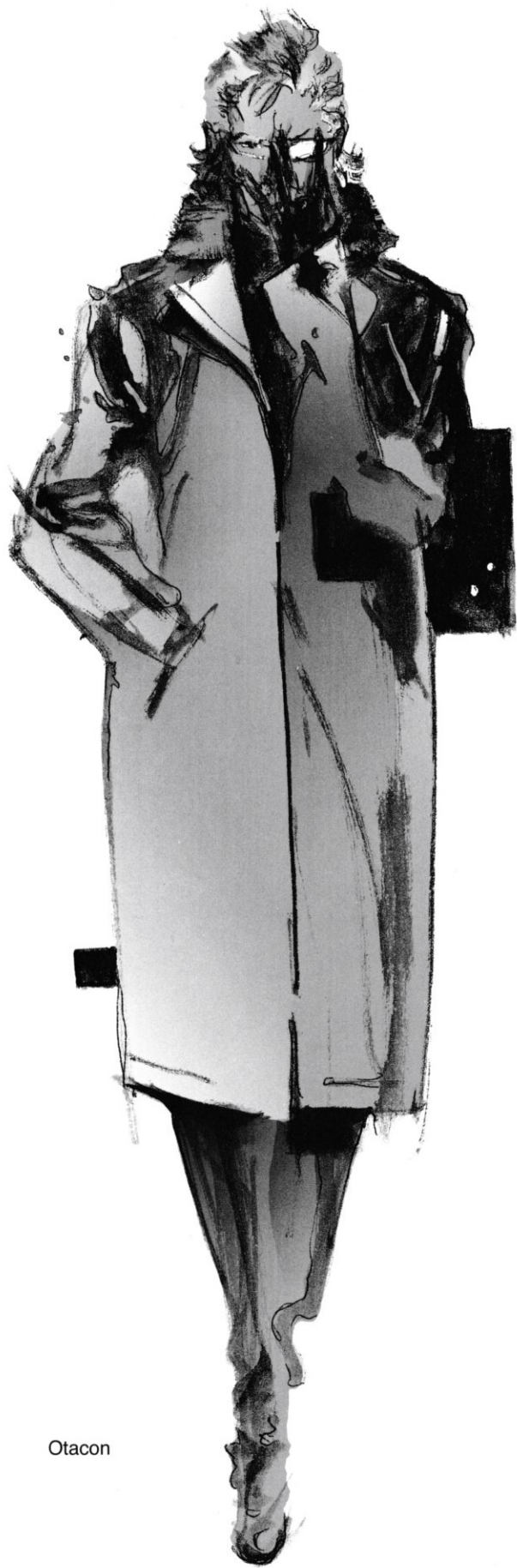


Sunny



- A 1. Sunny
2. Otenko hair clip
3. The hair clip calls out,
"Taiyoooo..."

*Editor's note: Taiyo translates to "sun."



Otacon



Ota





Drebin



Campbell



Zero



Little John



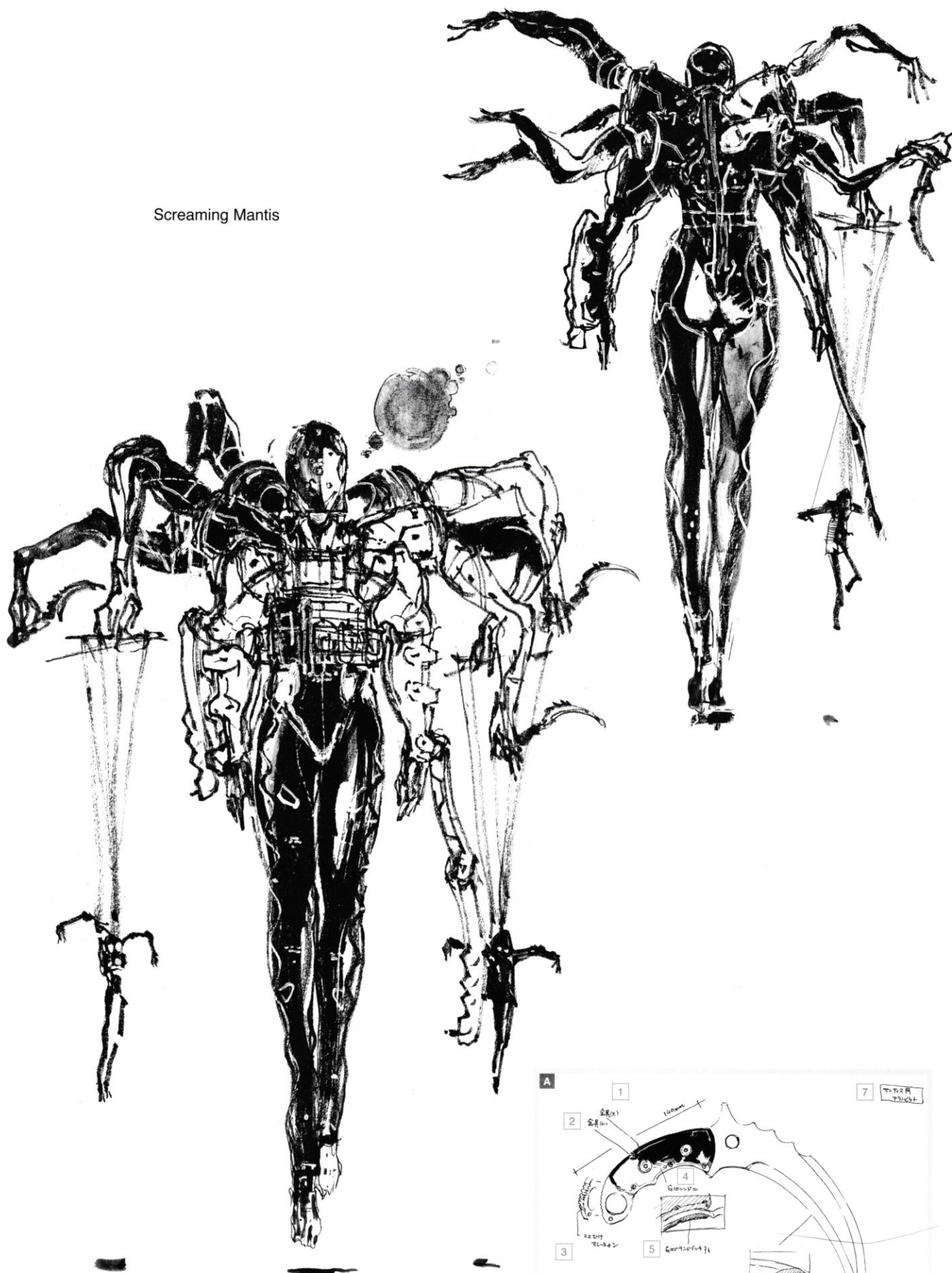


Rose



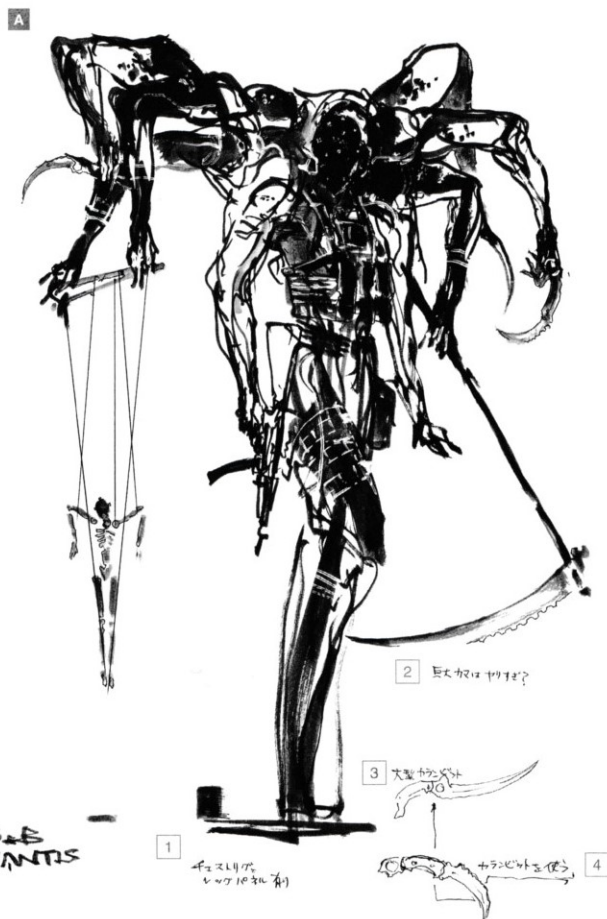
Mei Ling

Screaming Mantis



- A**
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.

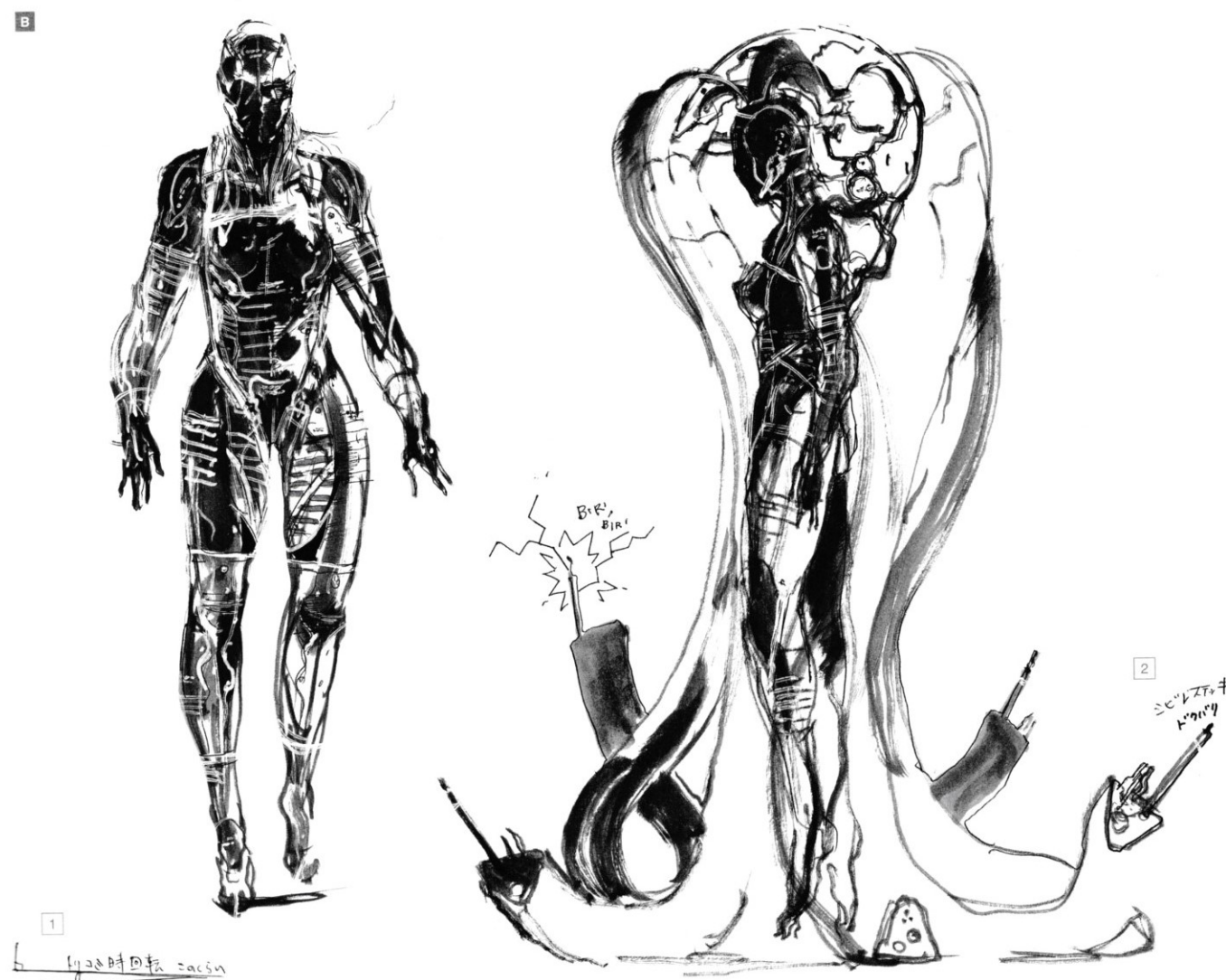
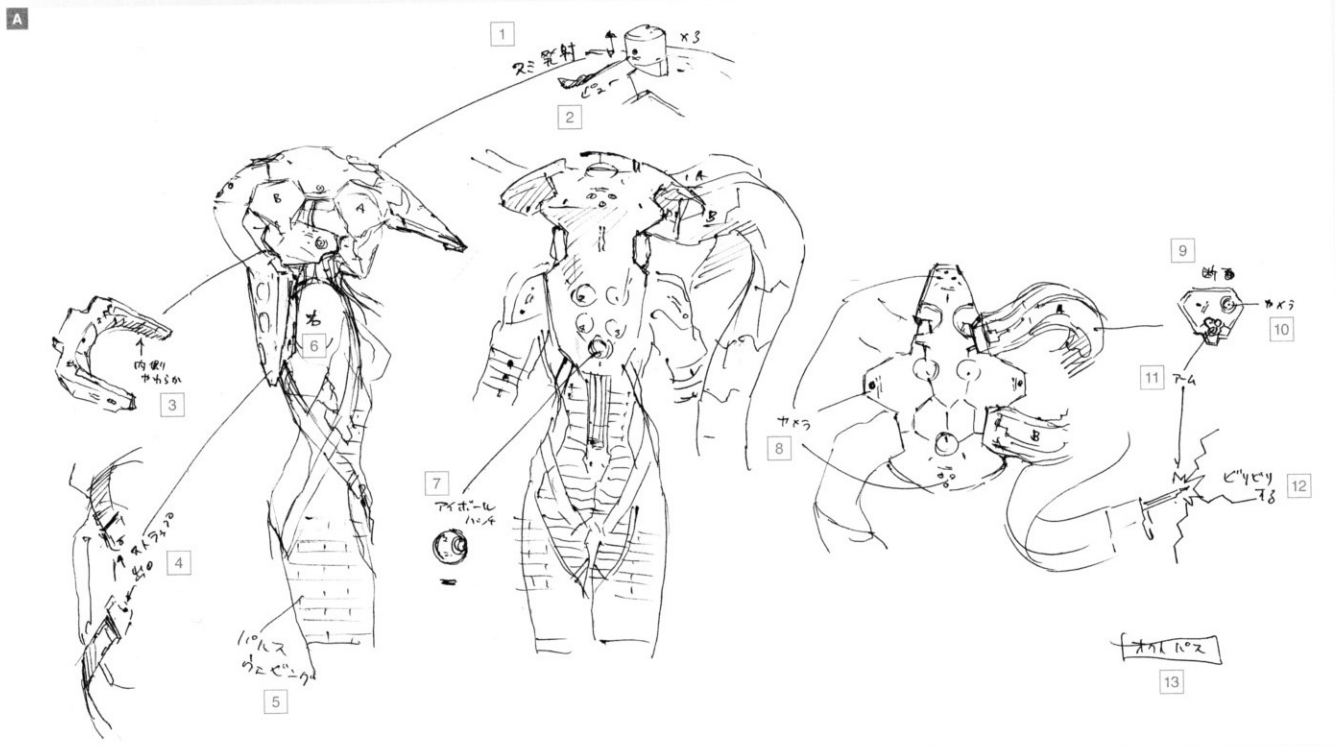
A



Laughing Octopus



- A 1. Ink-expelling siphon
2. Full face mask is OctoCam Mask.
Full-body OctoCam Suit
3. Camouflage form

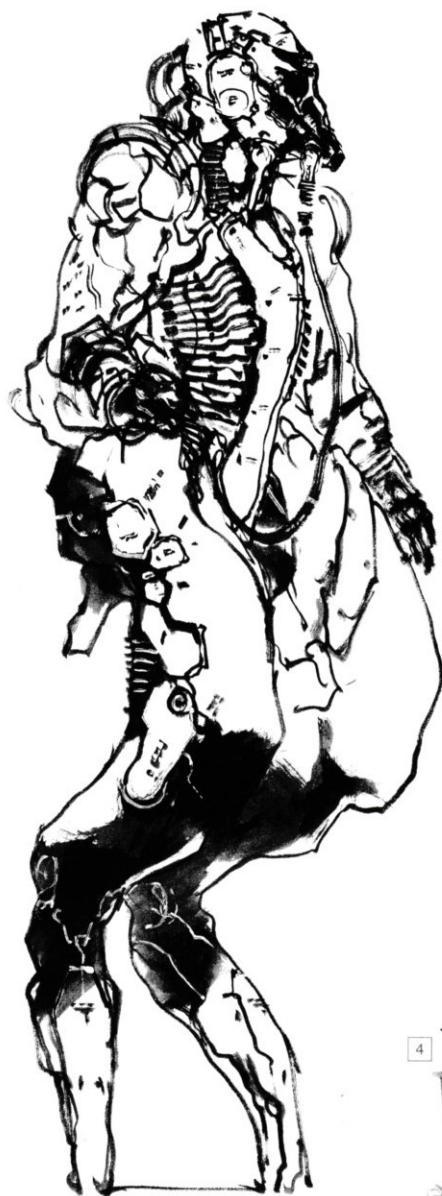
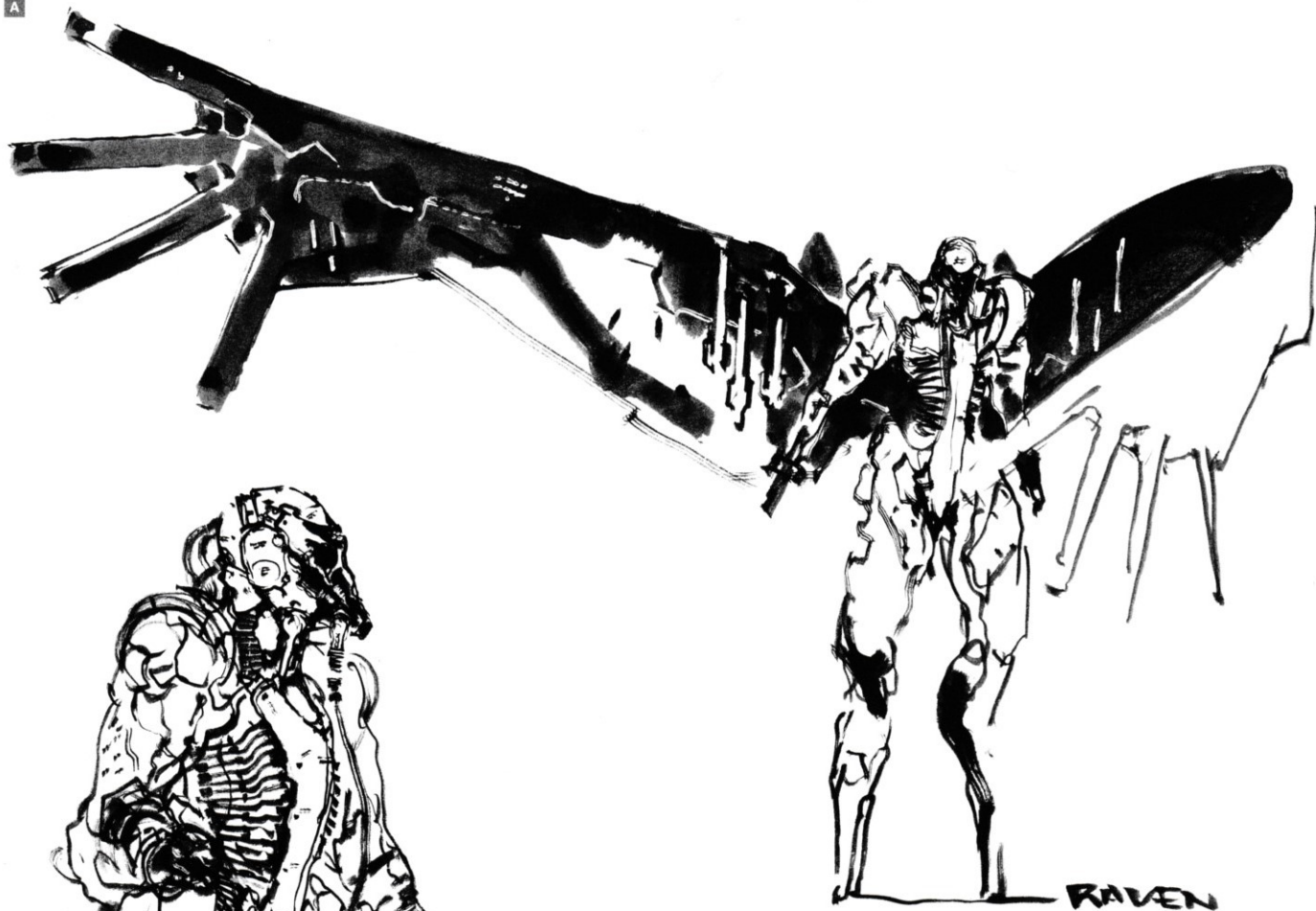


- A**
1. Ink expulsion
 2. "PEWWWW" is the sound of the ink expelling
 3. Soft interior
 4. Strap exit
 5. PALS webbing
 6. Right side

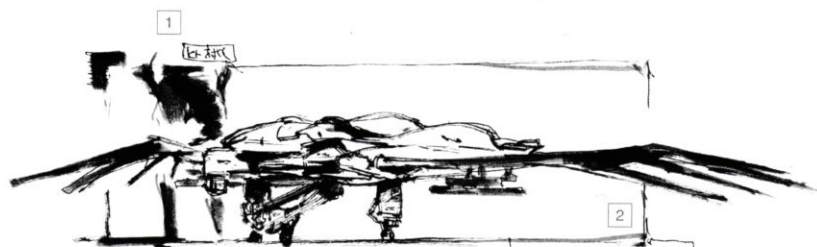
7. Eyeball socket
8. Camera
9. Cross section
10. Camera
11. Arm
12. Electrical shock
13. Octopus

- B**
1. Spin and transform at this angle.
 2. Numbing prod. Poisonous sting.

A



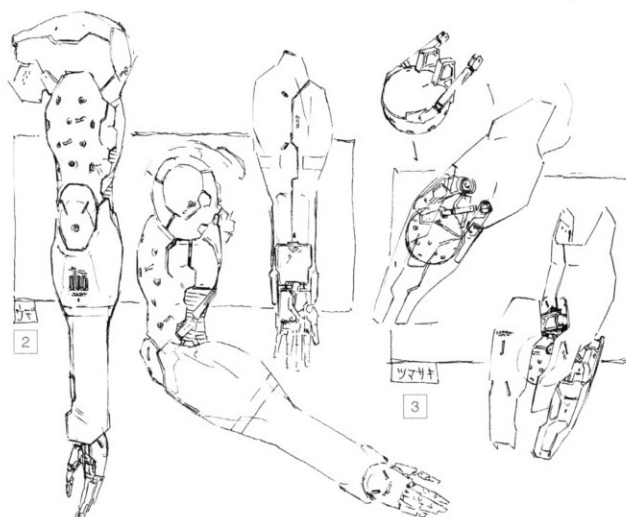
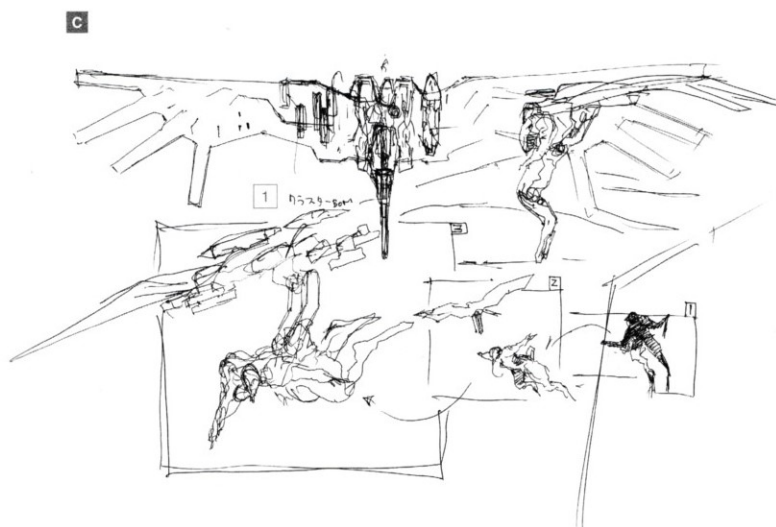
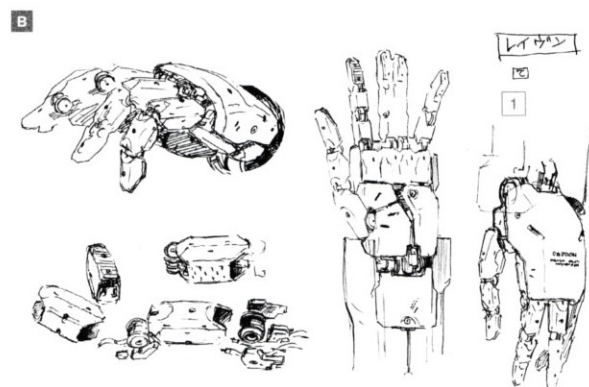
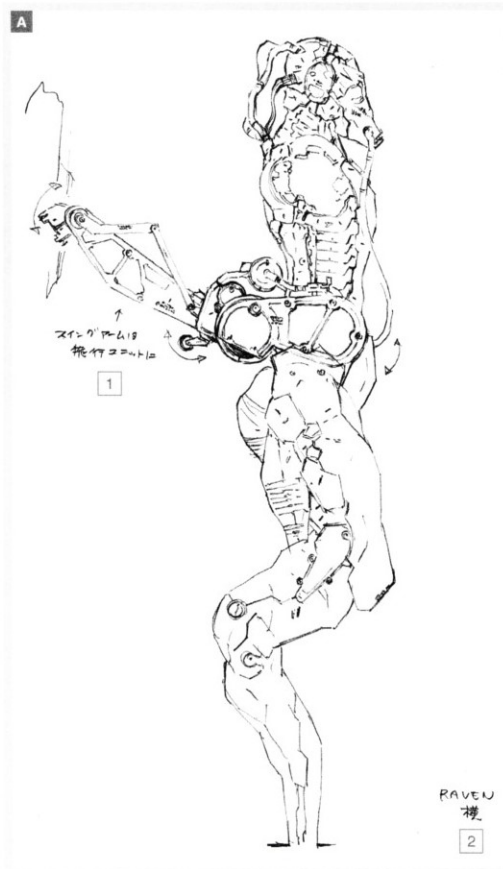
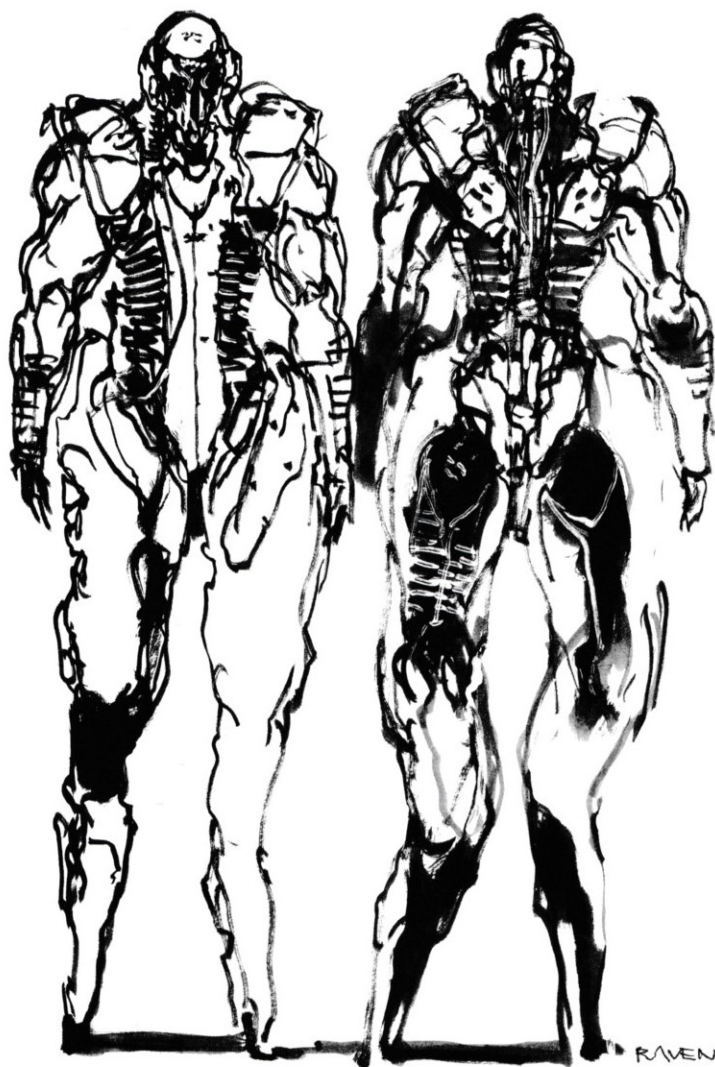
Raging Raven



単体でもミークを破壊できるはず、



- A
1. Size comparison with human
 2. Raven flight 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

C 1. Cluster bomb

B 1. Raven—hand
2. Arm
3. Toes

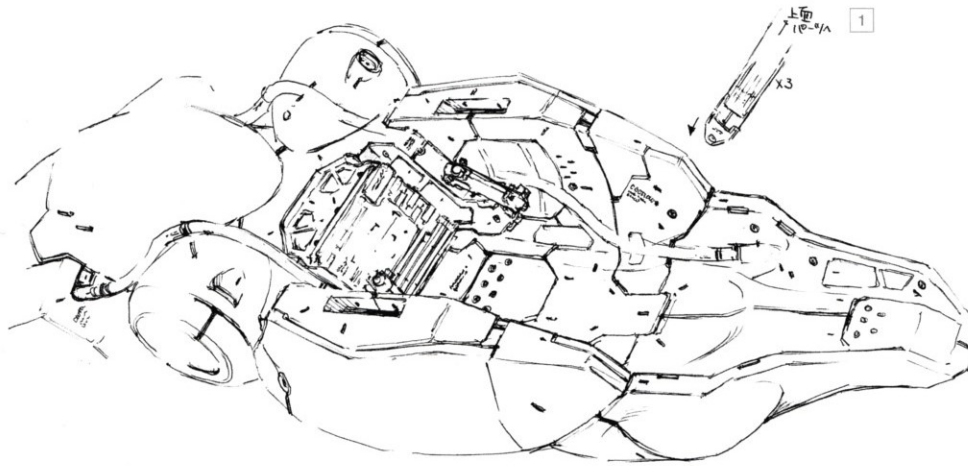
A



Crying Wolf

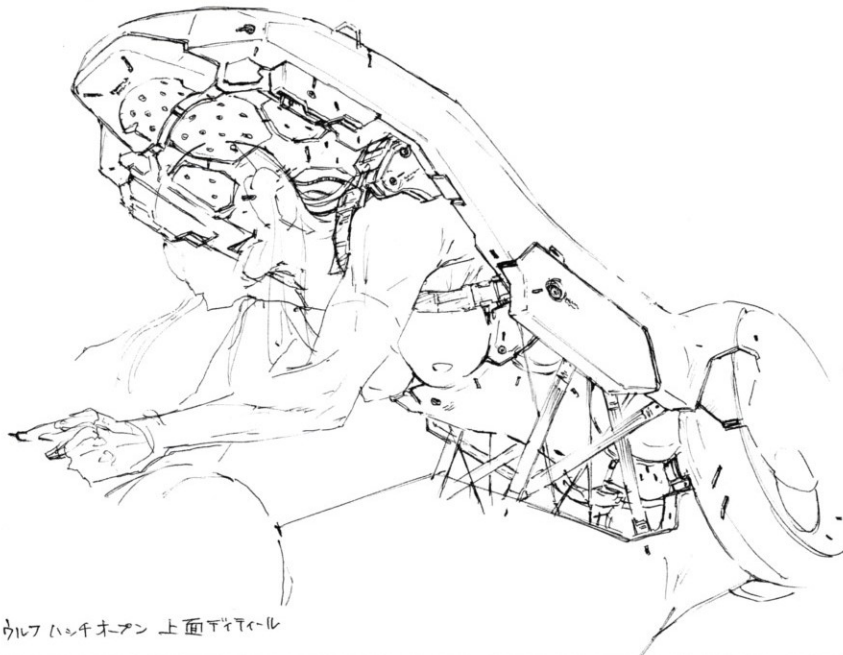


A



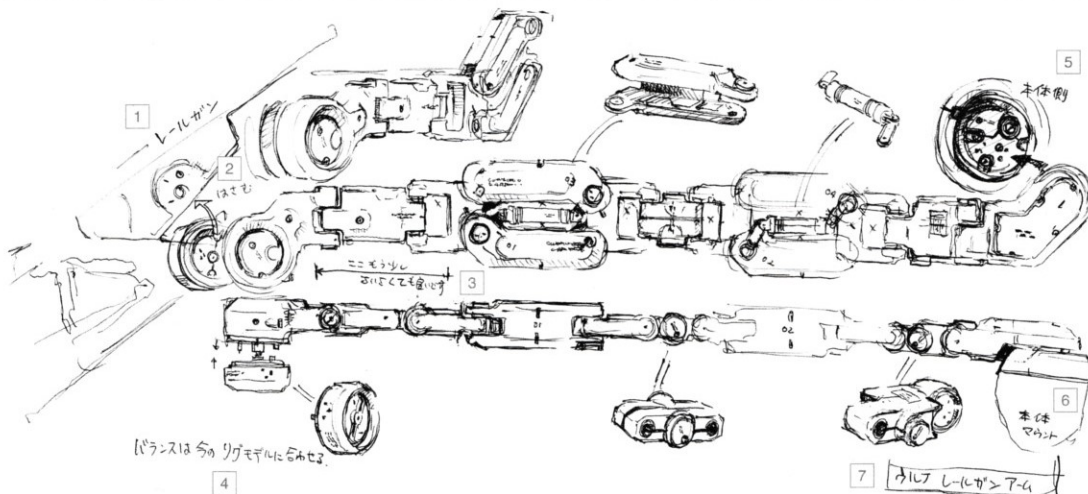
2
メタルハッチオープン 下面ディテール

B



1
メタルハッチオープン 上面ディテール

C



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

B 1. Open hatch, upper surface details

C 1. Rail gun
2. Fits between
3. This could be smaller
4. Use rig model for scale balance
5. Main unit side

6. Main unit mount
7. Rail gun arm

A



- 1
米軍
レンジャー イクシム
3カラー ドレス
ウインドスト アーマー

B

1 ベースボールキャップのタイプ

リモート
操縦会社会員

2

3 黒いアーマー

4 黒いアーマー
アーマー
(黒いアーマー)

4 フライトスーツ
(タン)

5



6 下地

7

C

1
PMC

2 東部 PMC

3
フルアーマー
ナイロブ
フルアーマー
フルアーマー
フルアーマー

4 色は?
ODのフライトスーツ
BLACKのアーマー



US ARMY
POWERD SUIT



Soldiers

- A 1. US Ranger troop
• Three-color pattern
• Camouflaged armor

- B 1. Baseball-capped sniper
2. Liquid Snake
temporary mercenary
3. Black fleece

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

- C 1. PMC badge
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



A 1. South America
2. South American guerrilla

B 1. Commando recon harness
• Paratrooper pants
• Thigh holster
• Also used for jungle patrol
2. Long- and short-sleeved (with arm hair) variations
3. PMC dog tag on the waist
• PMC badge on the chest

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

A



東欧でマシン (マフ)

1

Resistance



2

東欧 ケリラ
・フ・タクシザ
・ス・バ・イ・バ・イ



東欧 レジスタンス

3

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

A Militia

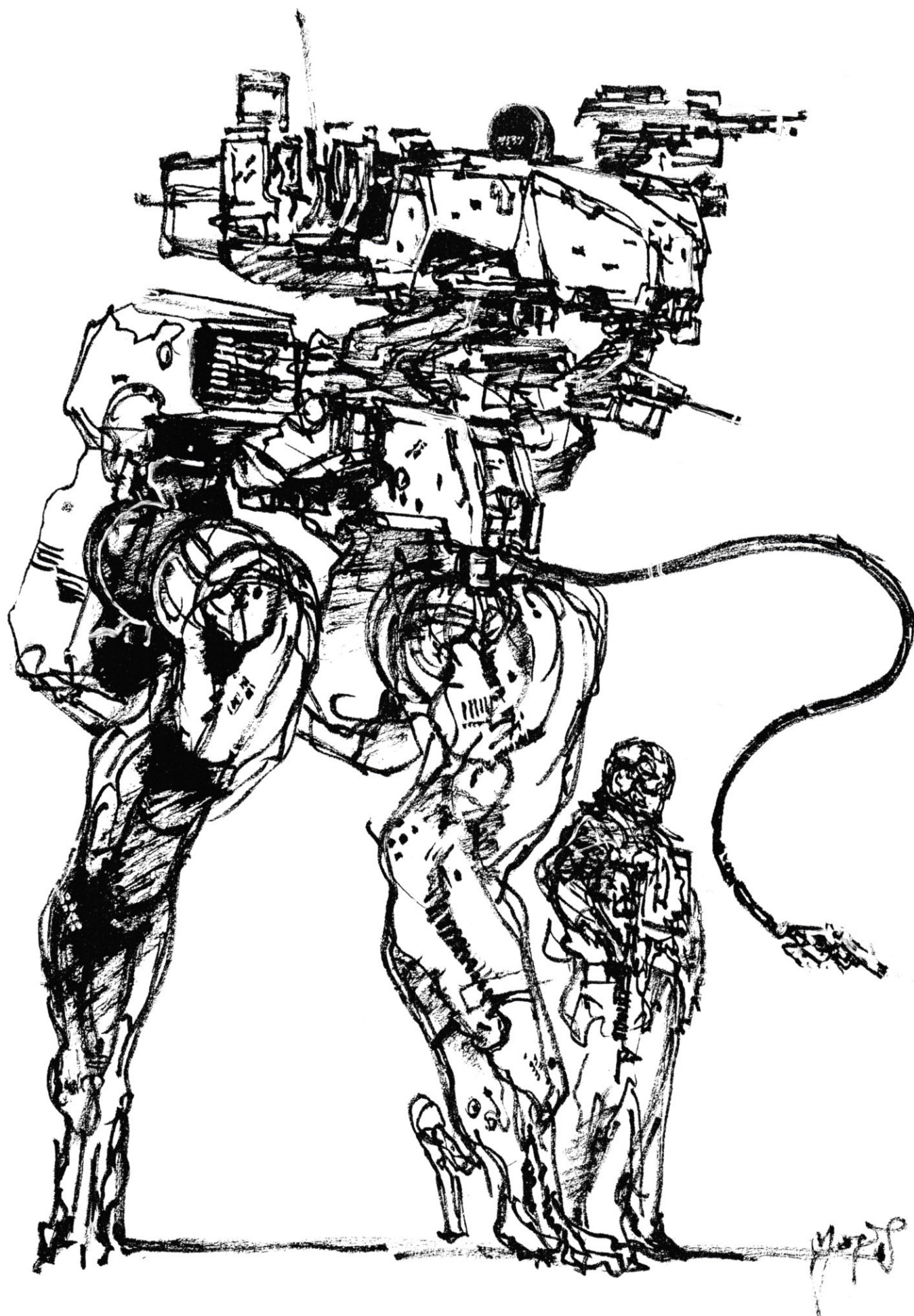


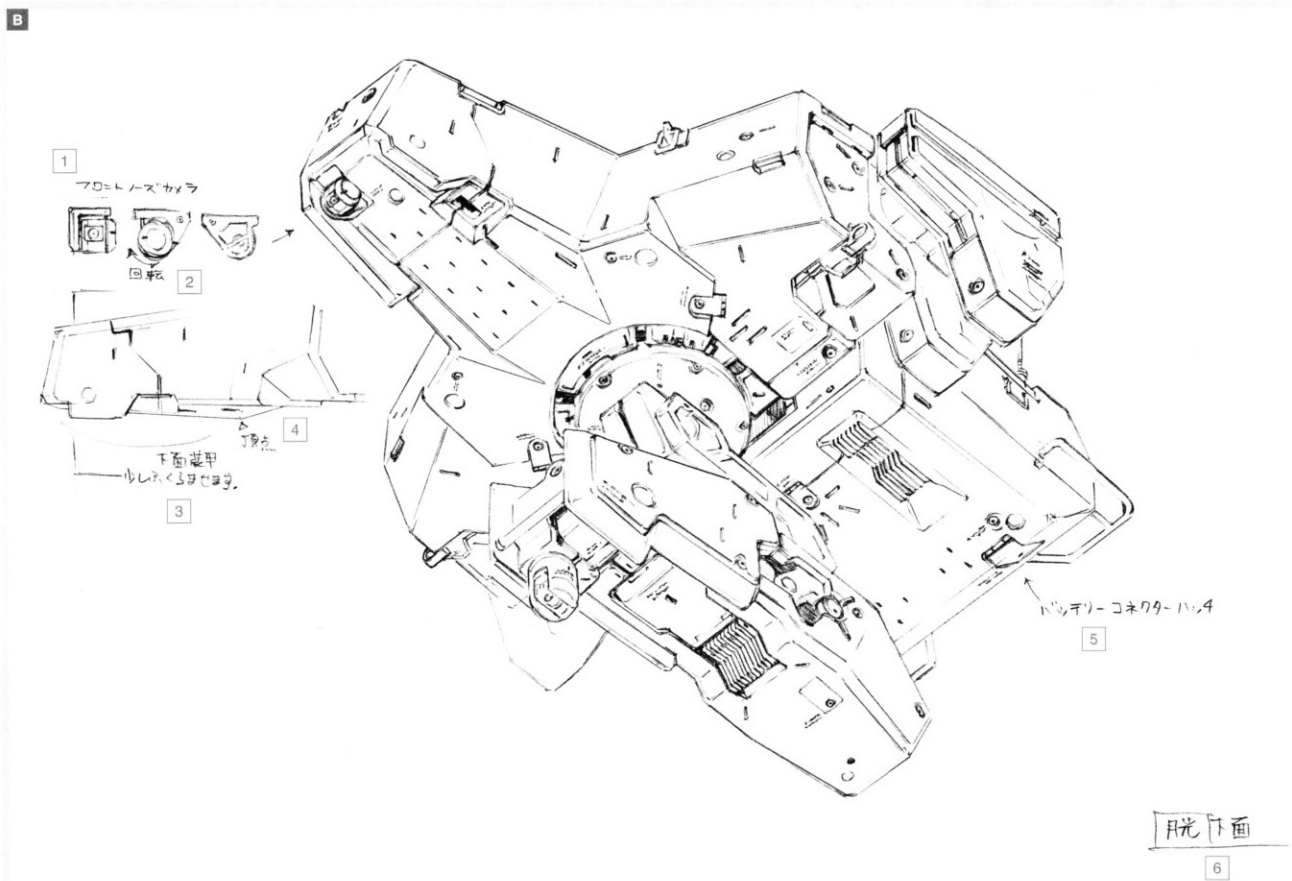
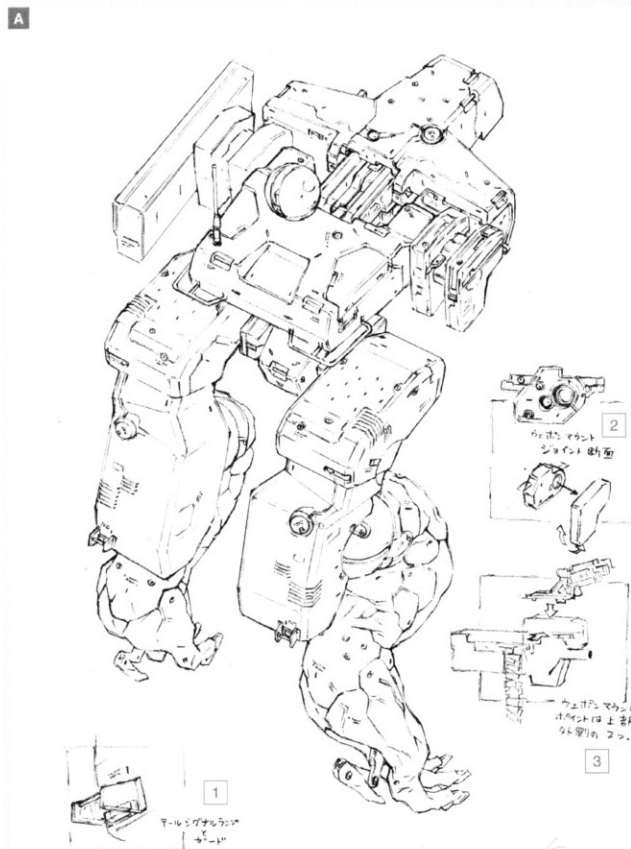
- A 1. Shemagh
2. Four large boxes
3. Shemagh (not covering head)
4. T-shirt
5. Bandana
6. Knit cap
7. Same recon vest as Snake (black, coyote brown, or tan)

8. (OD) (Three-color pattern) BDU
9. Operator
10. Turban (four colors)
11. Shemagh (three colors)
12. • Gray
• White
• Black

- Brown
• Green
• Cream
13. RPG backpack
14. Rear
15. Front

Gekko

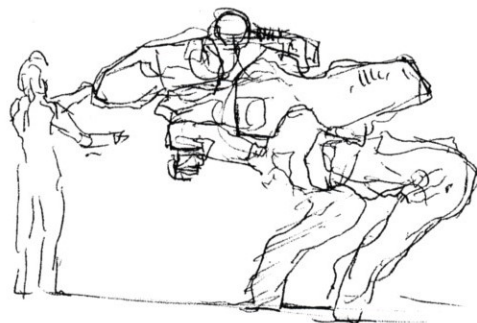




- A**
1. Rear signal lamp with guard
 2. Cross section of weapon mounting joint.
 3. Weapon mounting points for the top and bottom exterior surfaces.

- B**
1. Nose-mounted camera
 2. Rotation
 3. Armored underside—inflate this some.
 4. Apex
 5. Battery connection hatch
 6. Underside of the Gekko

A



METALGEAR



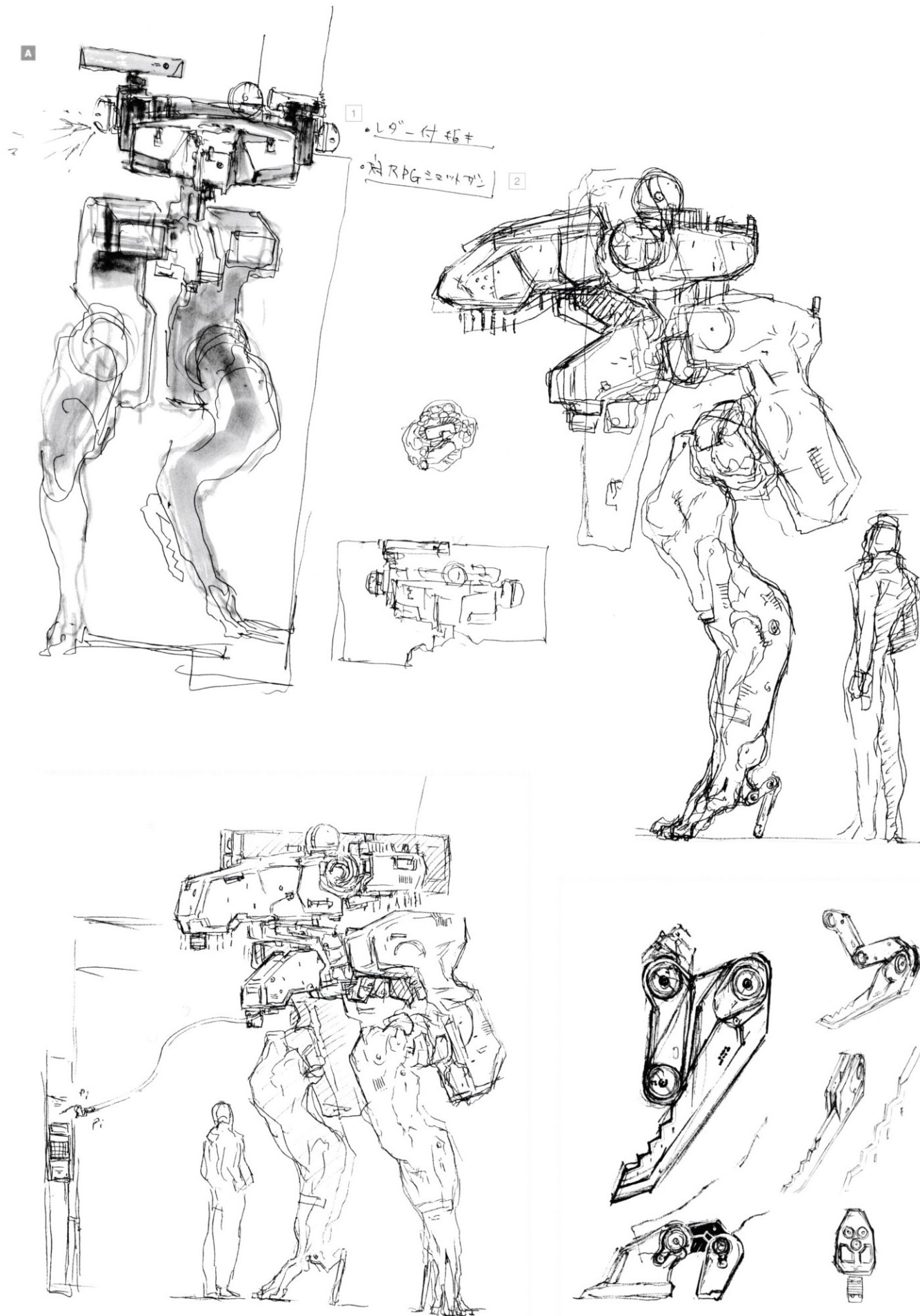
METALGEAR



B&B

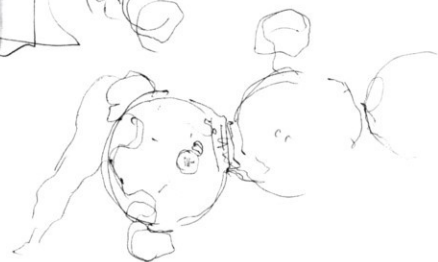
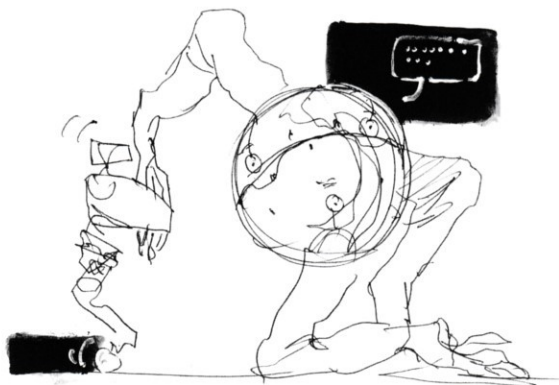
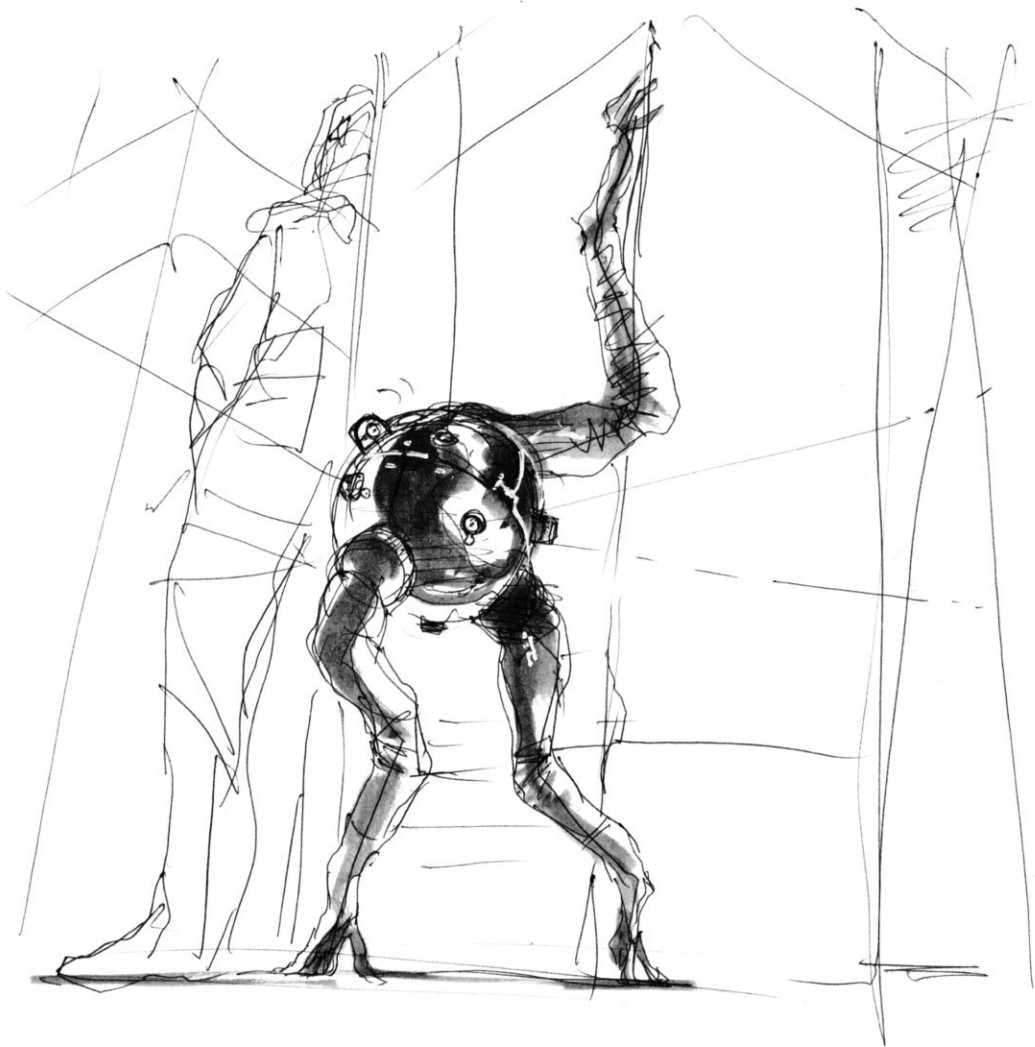
シャッター

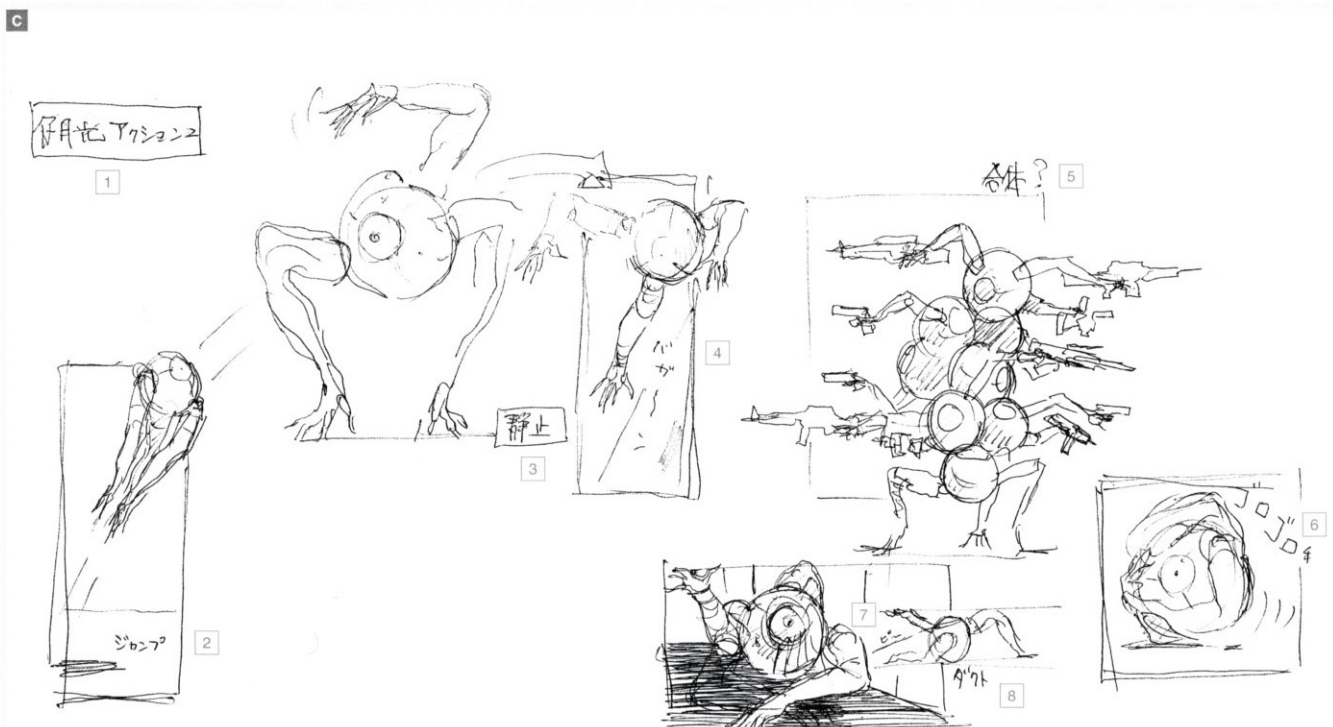
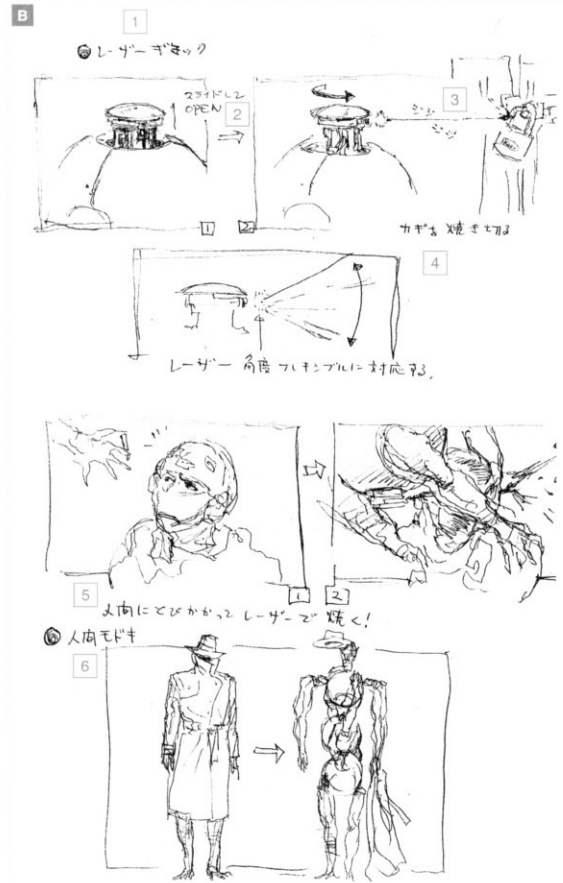
1



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

Dwarf Gekko





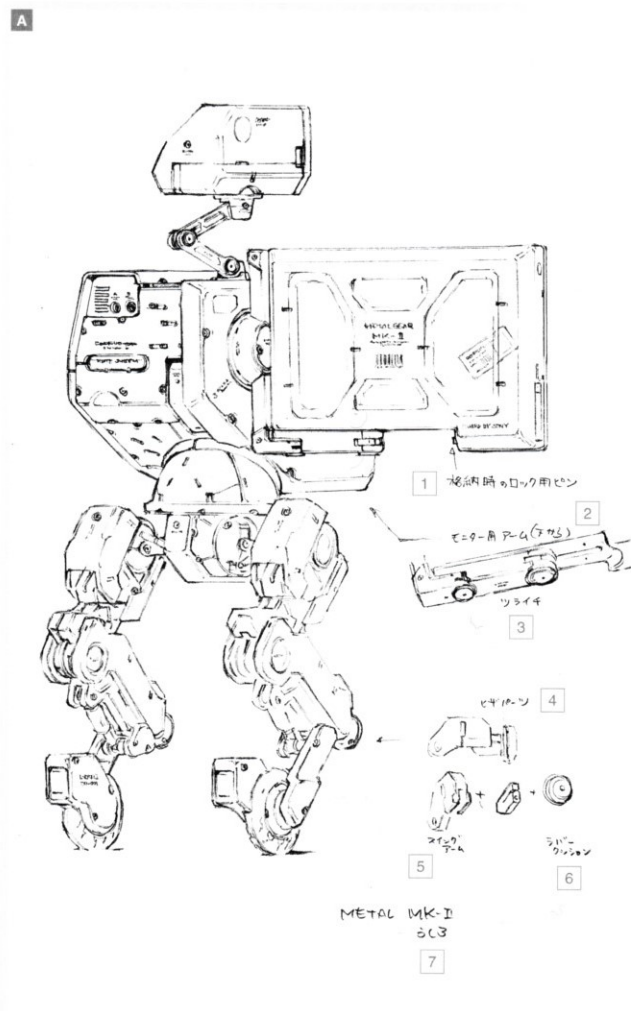
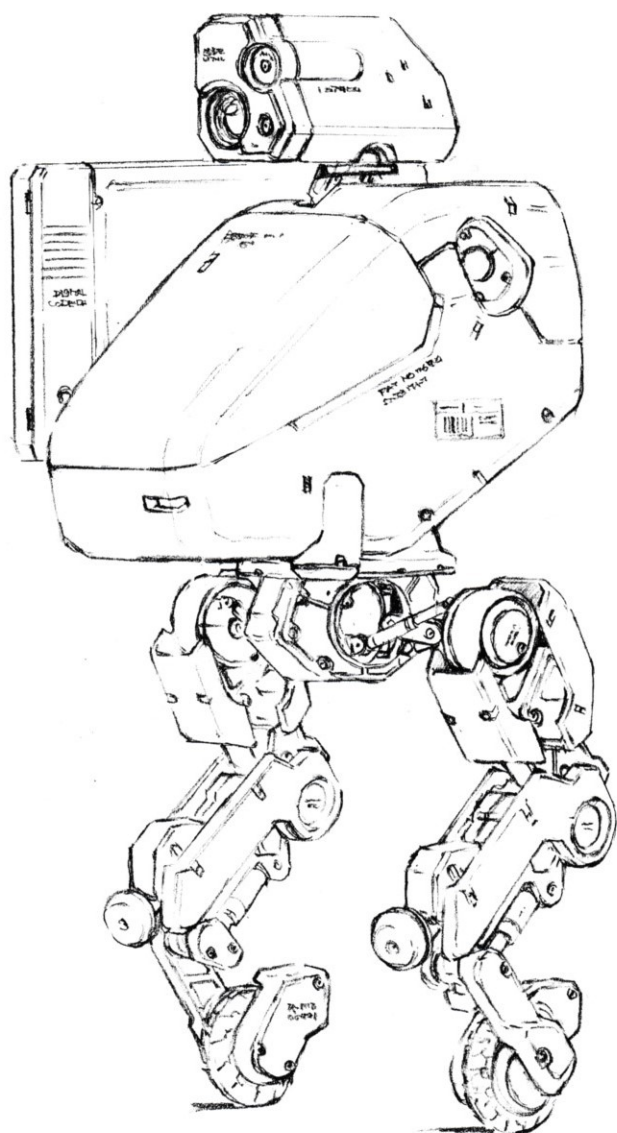
- A**
1. Dwarf Gekko action
 2. "SCUTTLE SCUTTLE"
 3. "TWITCH TWITCH"
 4. "DANGLE DANGLE"
 5. "DANGLE"
 6. The Dwarf Gekkos hang back to back from one arm, wrapping their other two arms around their bodies.

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

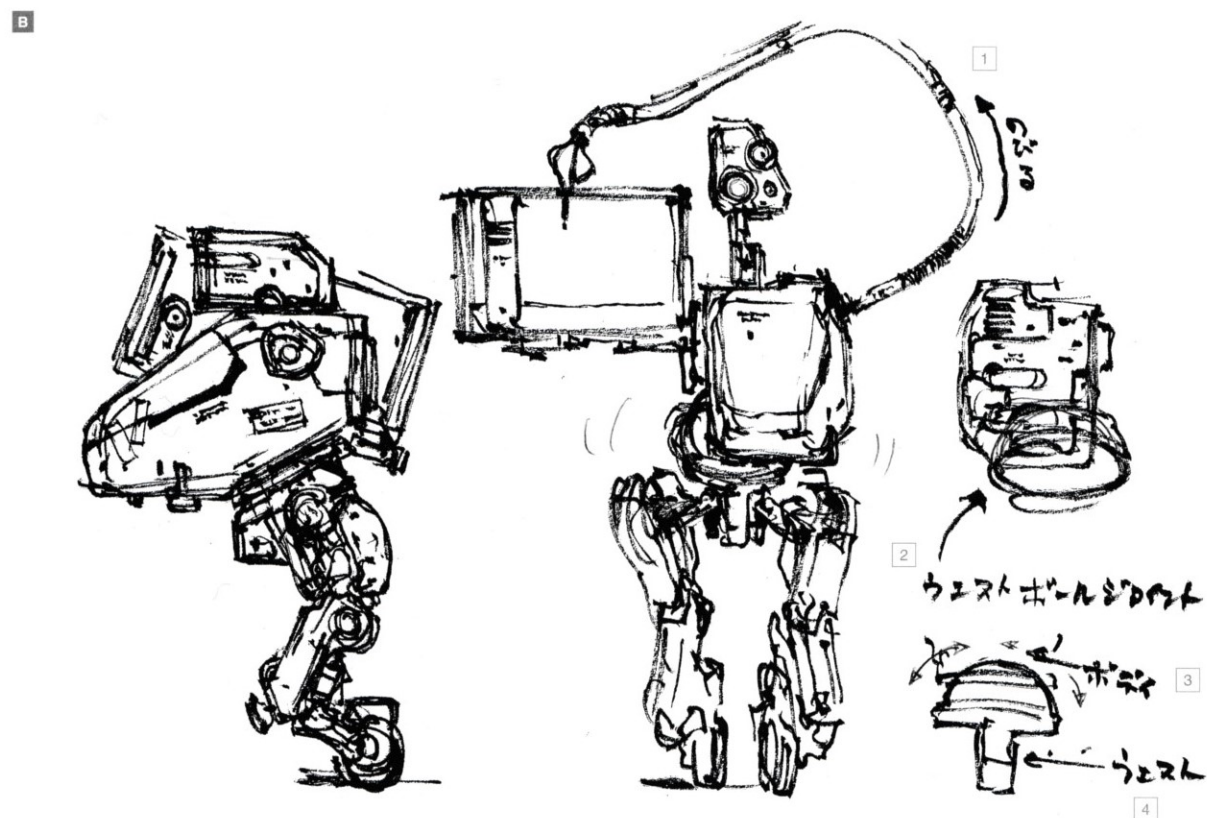
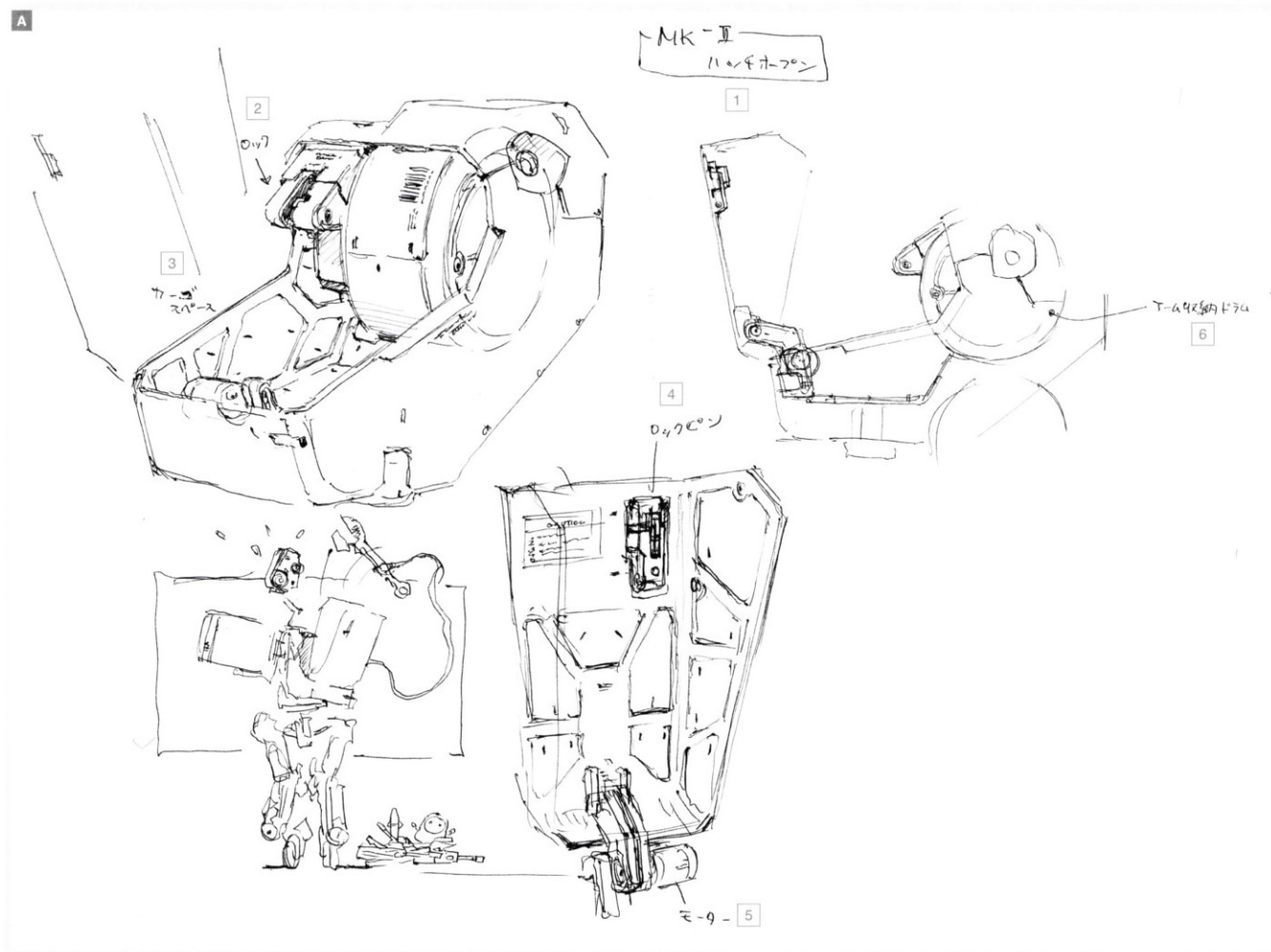
- B**
1. Laser utility
 2. Slide to open
 3. "SIZZLE"
 4. Laser changes angle to extend range
 5. The Gekko pounces to burn its target with the laser.
 6. The Gekko in disguise

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

Metal Gear Mk. II



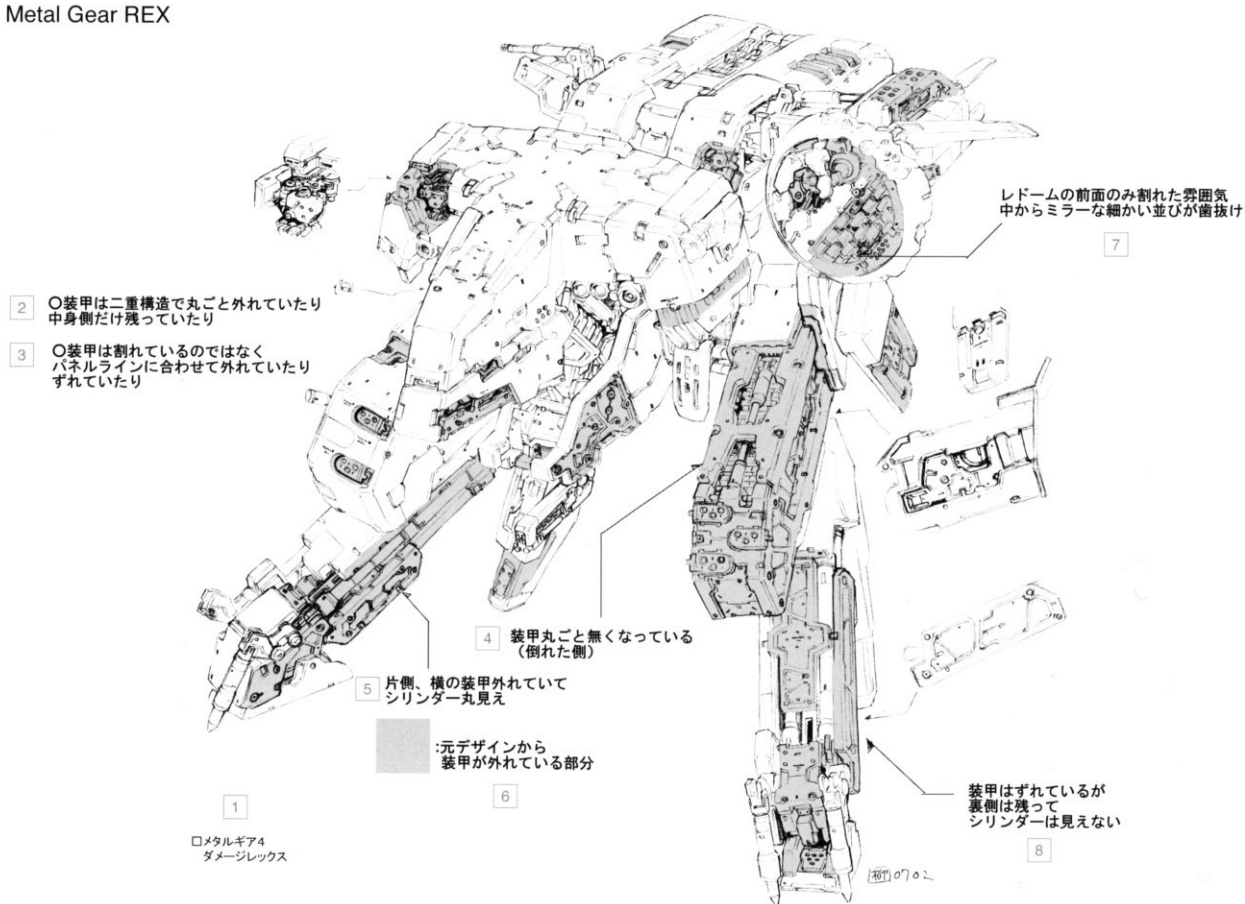
- A** 1. Locking pin in place when housed.
2. Monitor arm (bottom view)
3. Flush
4. Knee joint pads
5. Swinging arm
6. Rubber cushion
7. Rear



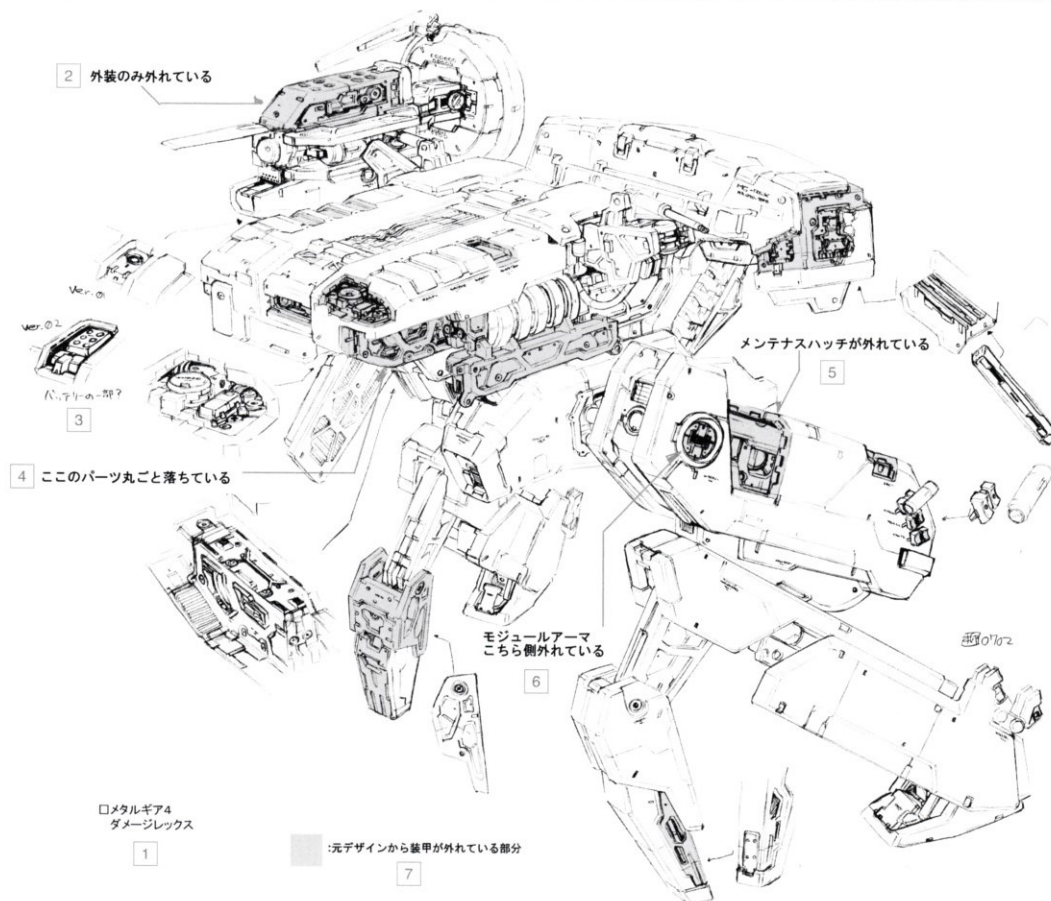
- A**
1. Open hatch
 2. Lock
 3. Cargo space
 4. Locking pin
 5. Motor
 6. Cargo drum for arm storage

- B**
1. Extends
 2. Ball-jointed waist
 3. Body
 4. Waist

A Metal Gear REX



B



- A 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

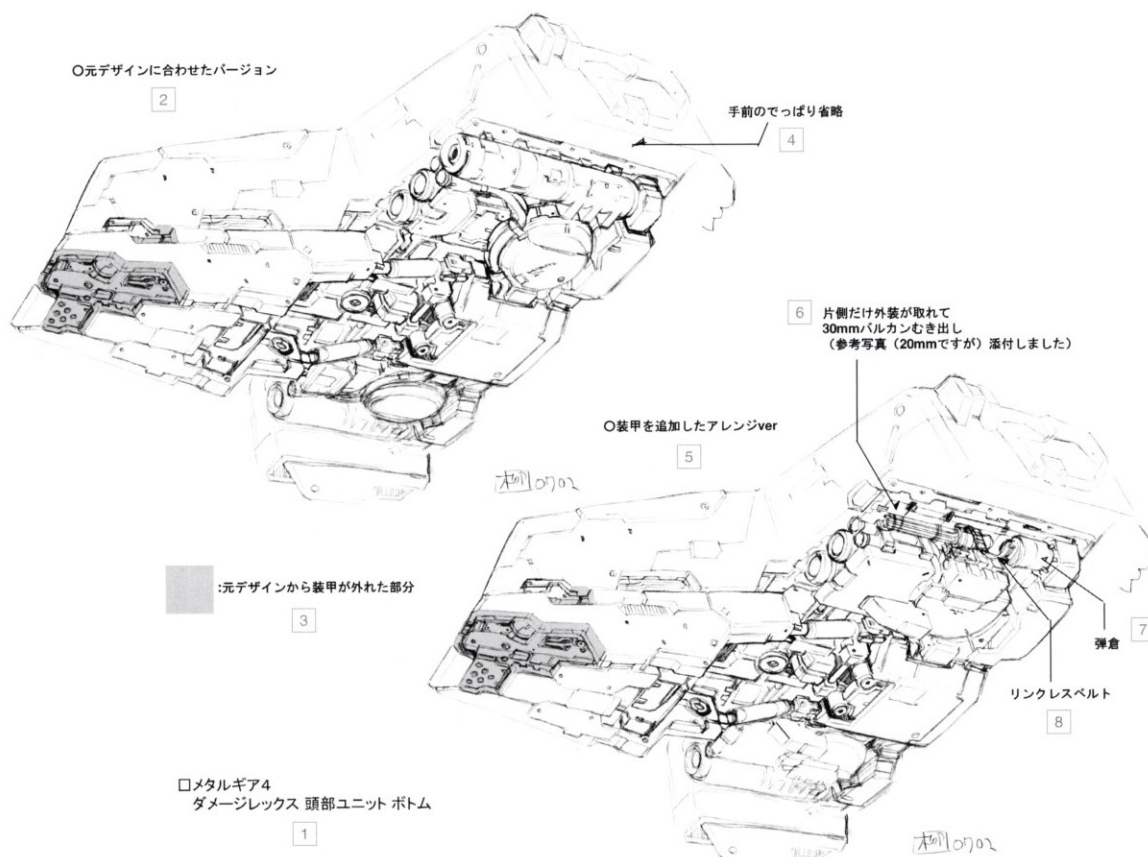
- (tilted angle view).
5. Armor is removed on the side to show the cylinder.
6. Shaded areas have had the armor removed from the original design.
7. The entire surface of the radome appears split. Small mirrored teeth-like structures

- are visible from the inside.
8. Armor is removed, and the back layer is attached—the cylinder is not visible.

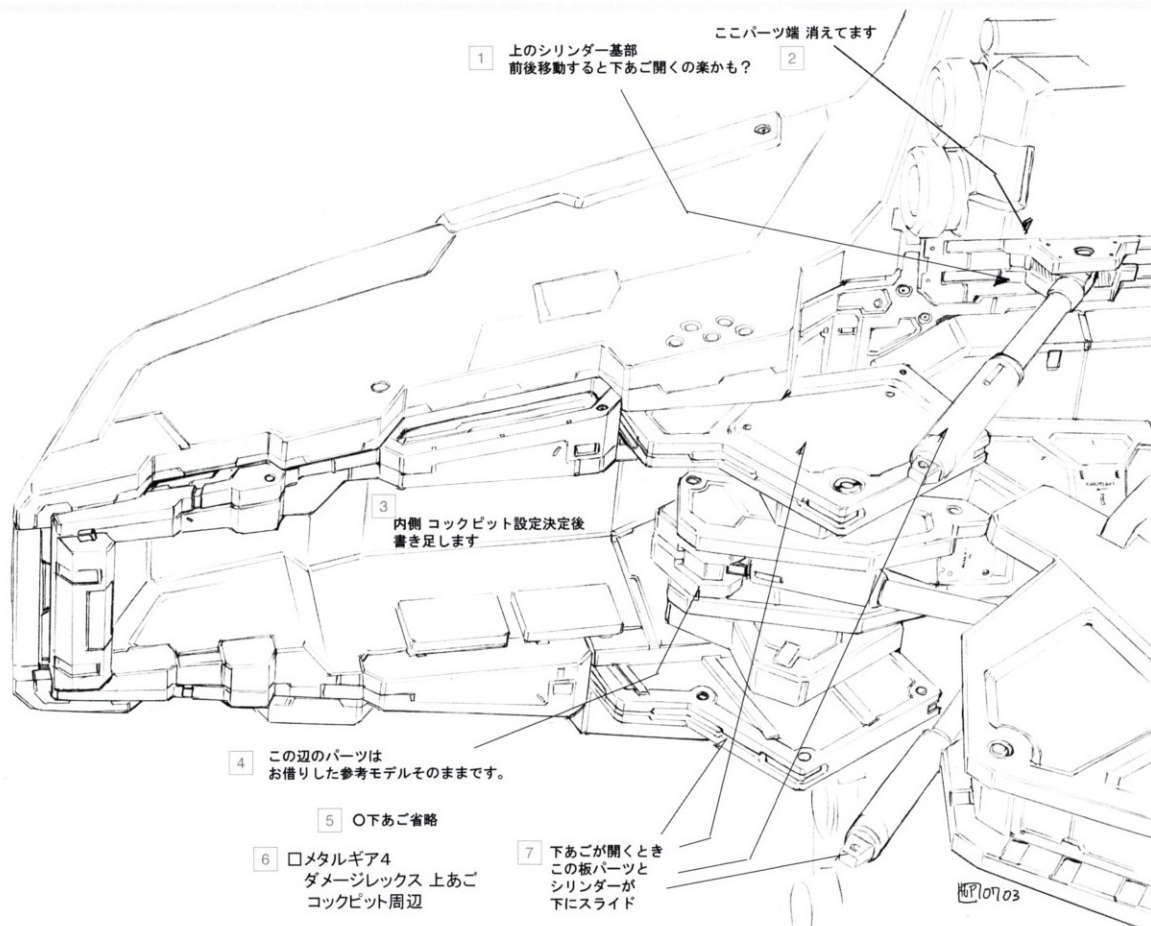
- B 1. Metal Gear 4—REX
2. Outer layer is removed
3. Battery compartment
4. All parts seen here have been taken down.
5. The maintenance hatch has been removed.
6. This side of the modular arm has been removed.

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

A



B

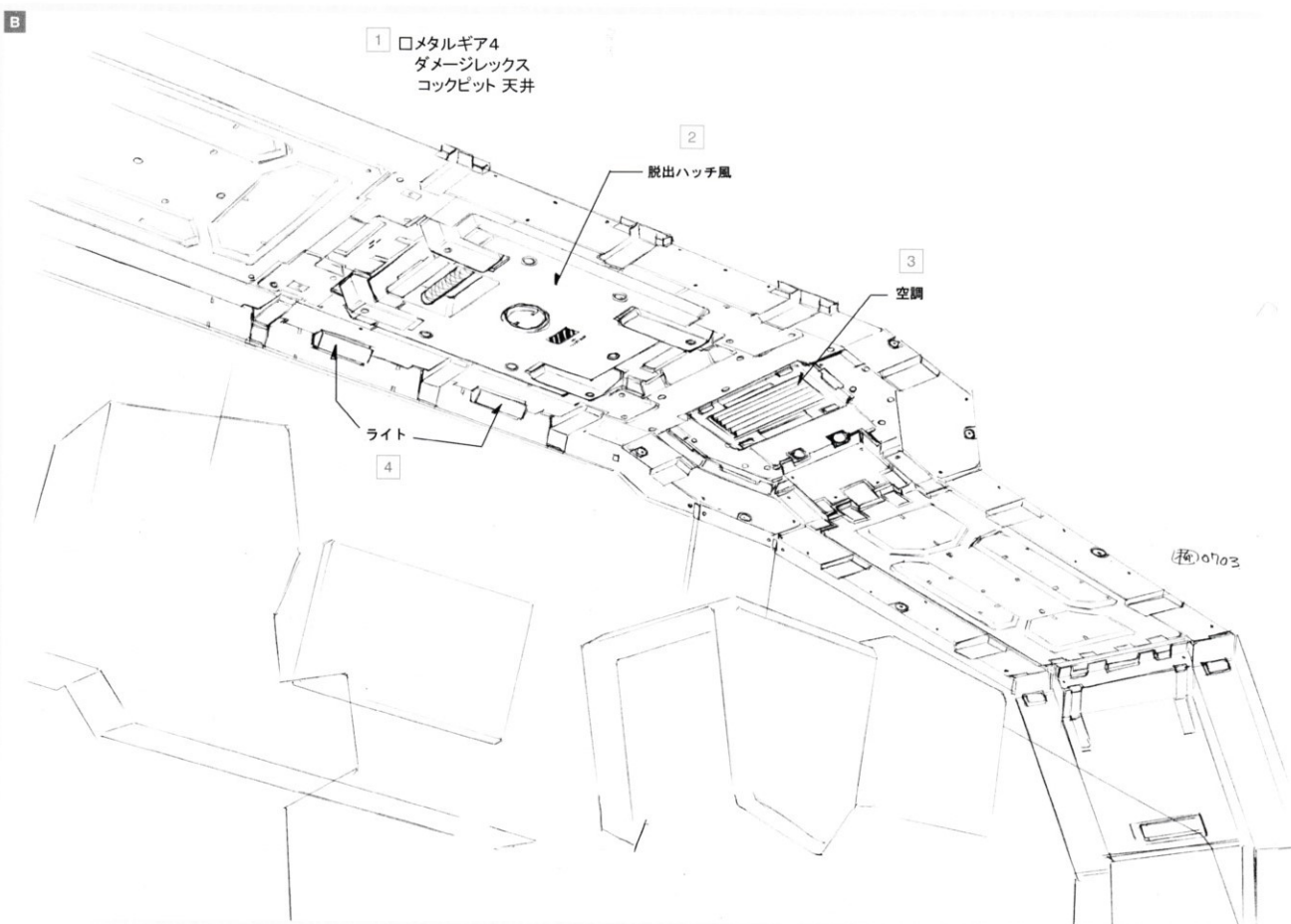
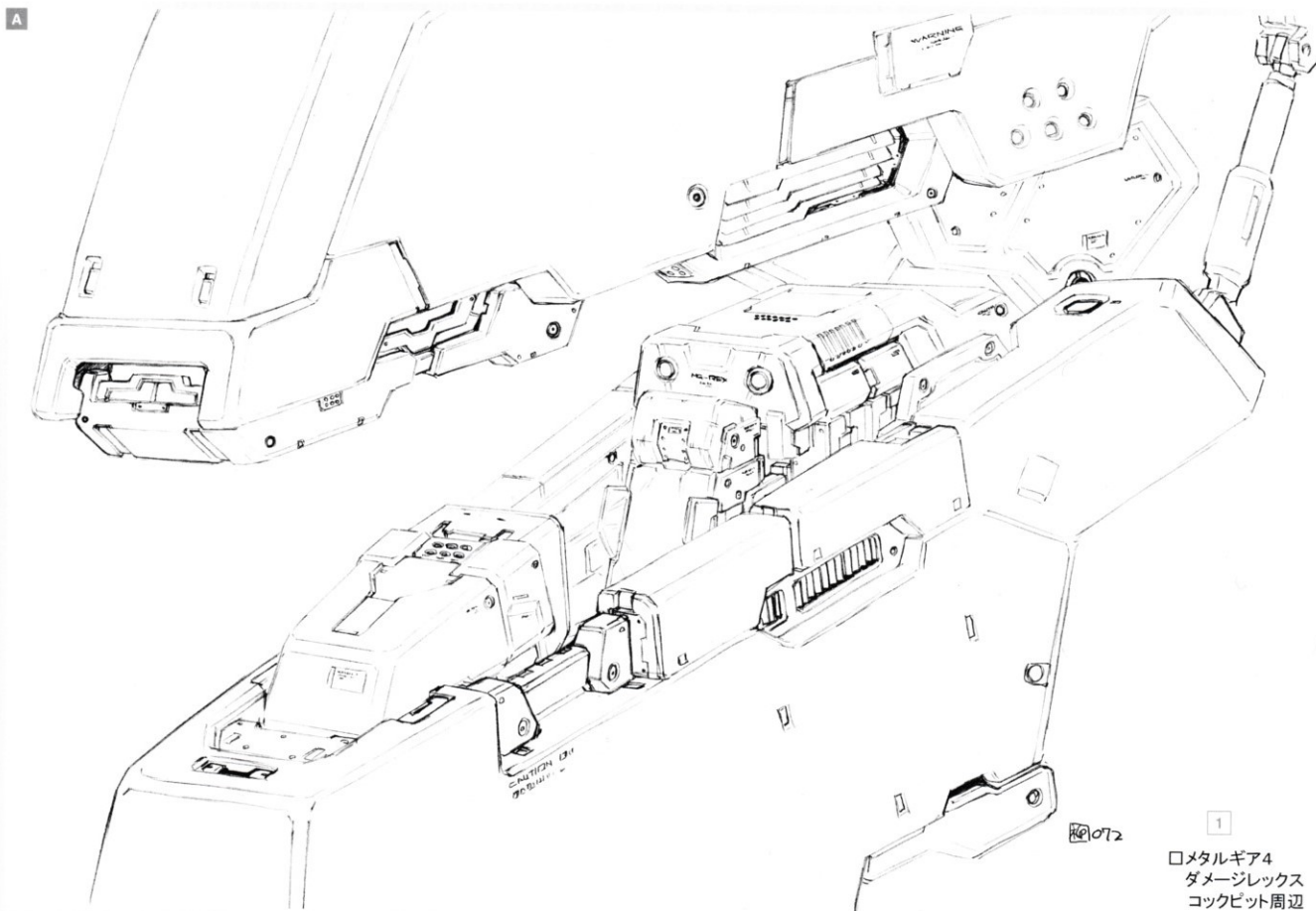


- A**
1. Metal Gear 4—REX head unit bottom
 2. Drawings based on the original design.
 3. Shaded areas have had the armor removed from the original design.
 4. Front ridged details removed.

5. Armor has been added to this version.
6. Exterior is removed on one side, exposing the 30 mm Vulcan (reference image attached is 20 mm).
7. Magazine
8. External belt

- B**
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.

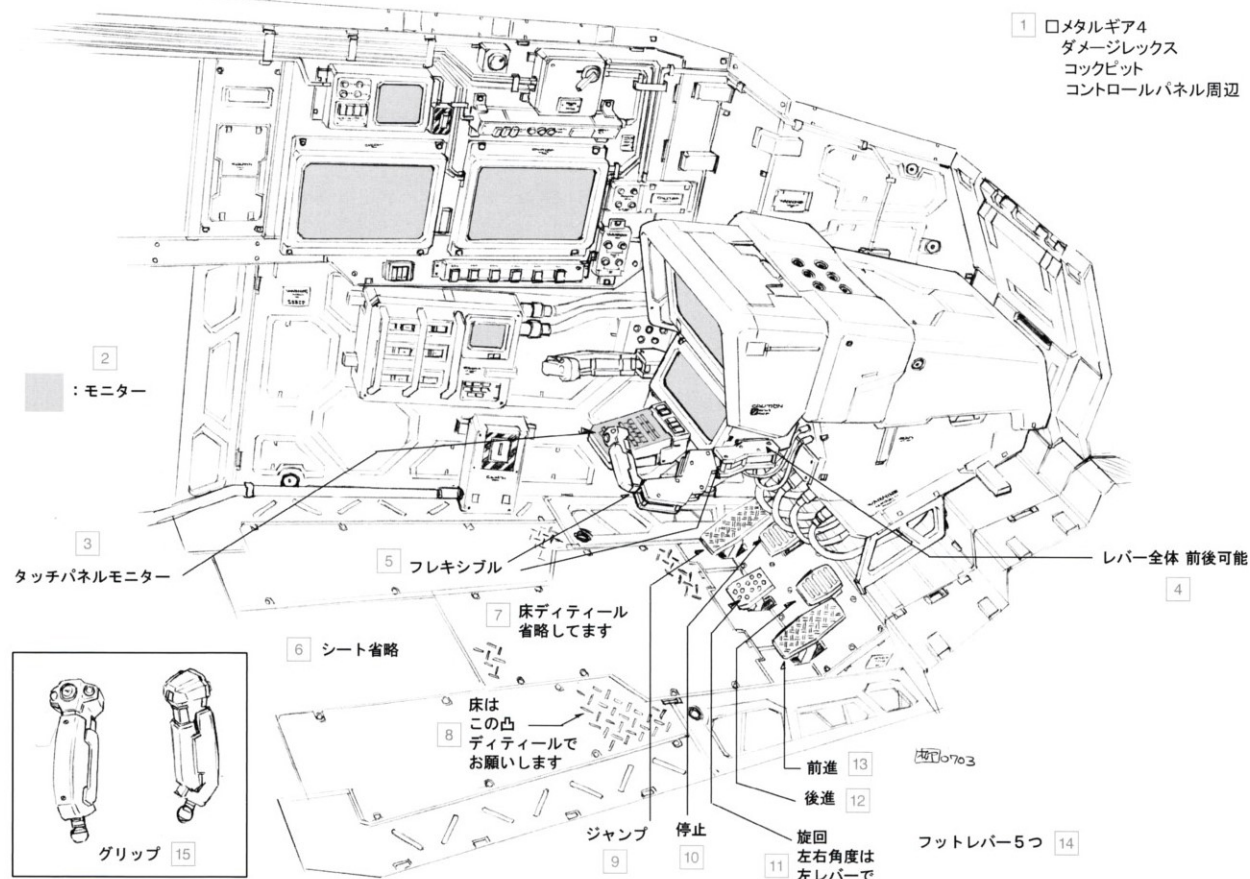
4. This area is based on the borrowed reference model.
5. Lower jaw has been omitted.
6. Metal Gear 4—REX upper jaw, around the cockpit
7. When the lower jaw opens, this board and cylinder slide down.



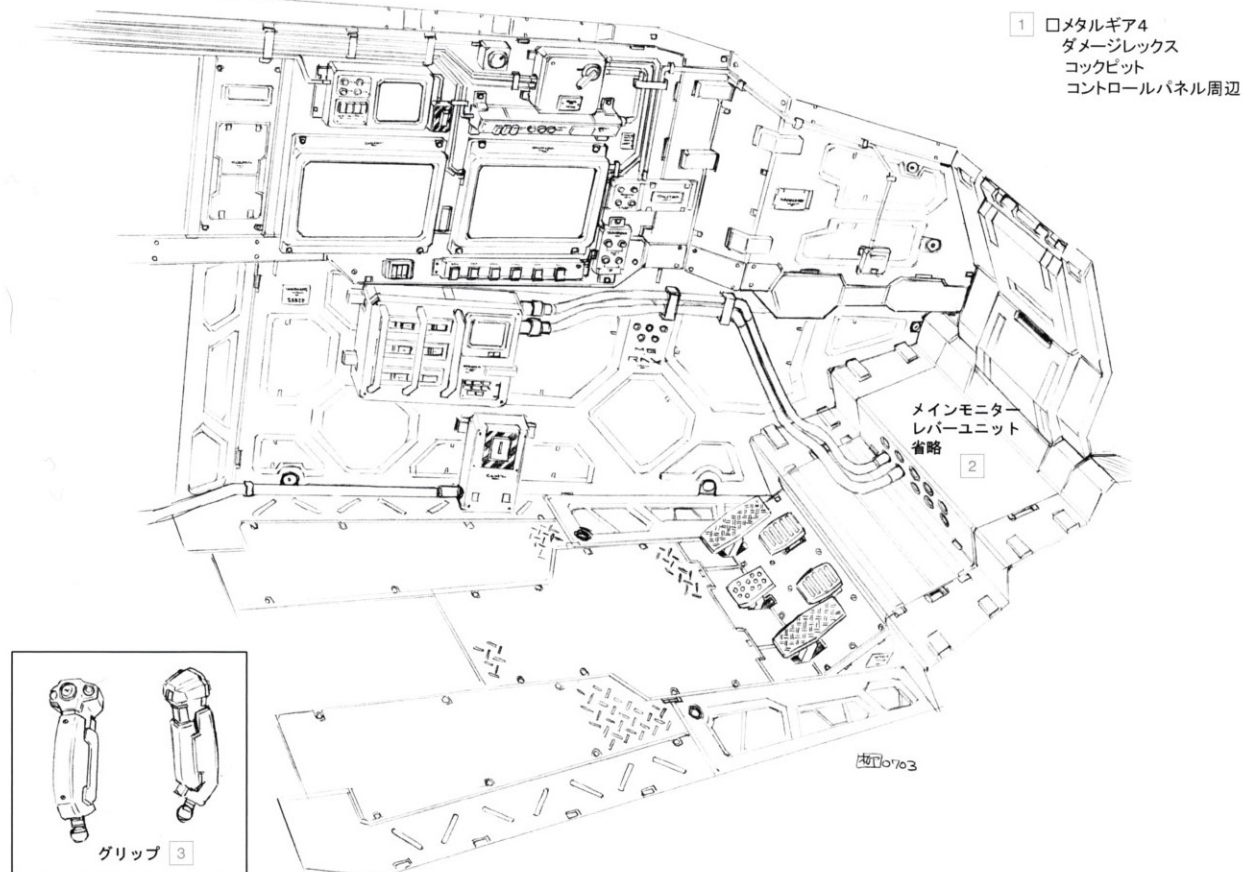
A 1. Metal Gear 4—
REX cockpit peripheral

B 1. Metal Gear 4—
REX cockpit ceiling
2. Emergency escape hatch
3. Ventilation
4. Lights


A



B



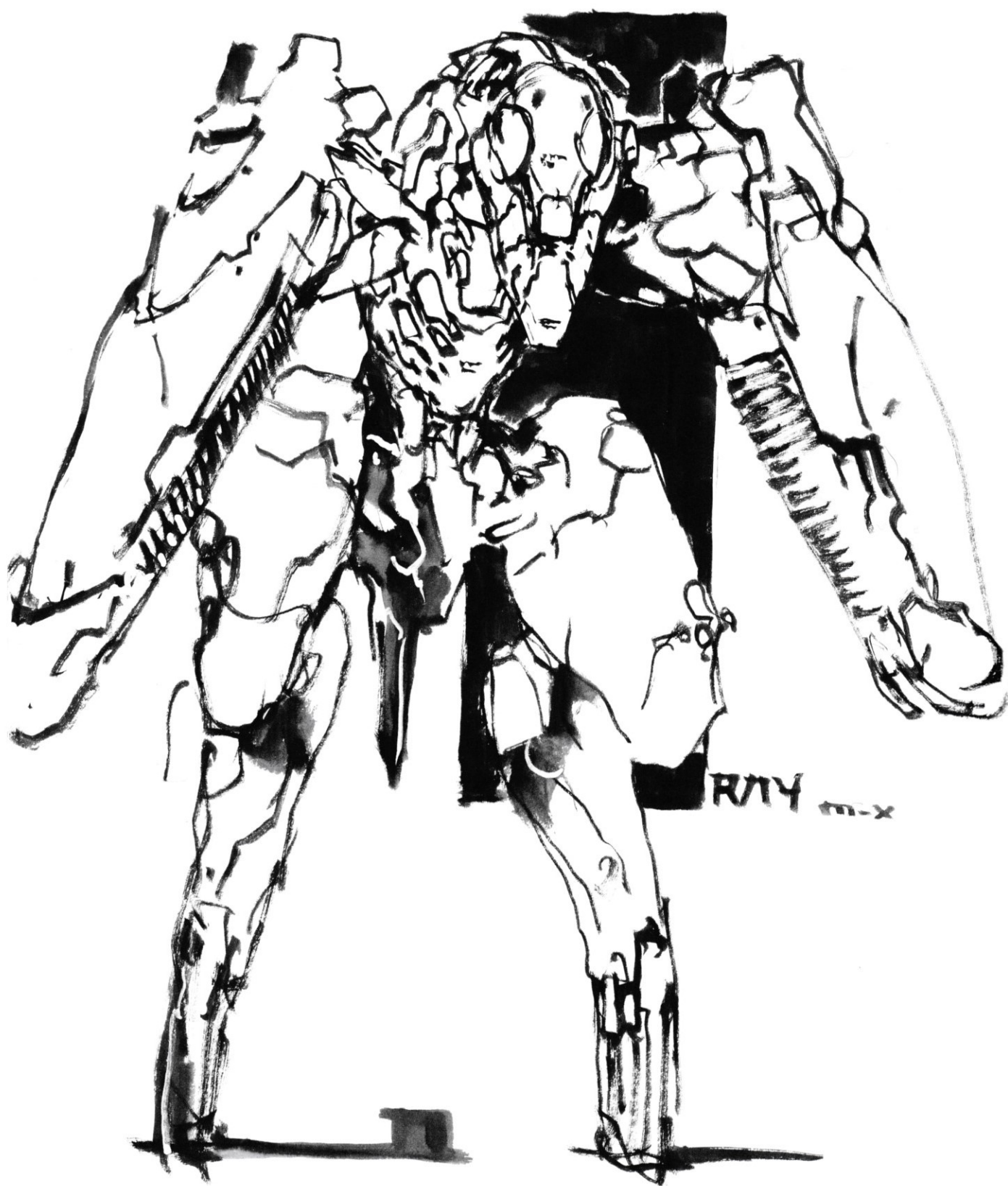
- A 1. Metal Gear 4—
REX cockpit control
panel layout
2. Monitor
3. Touch panel monitor
4. Lever moves forward
and backward.

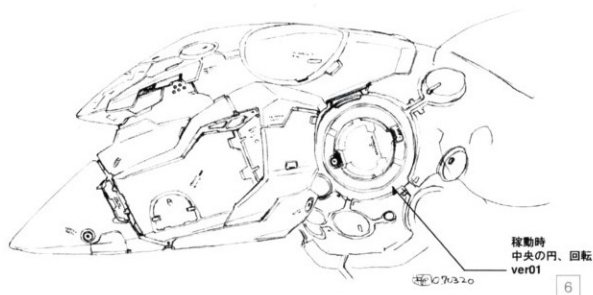
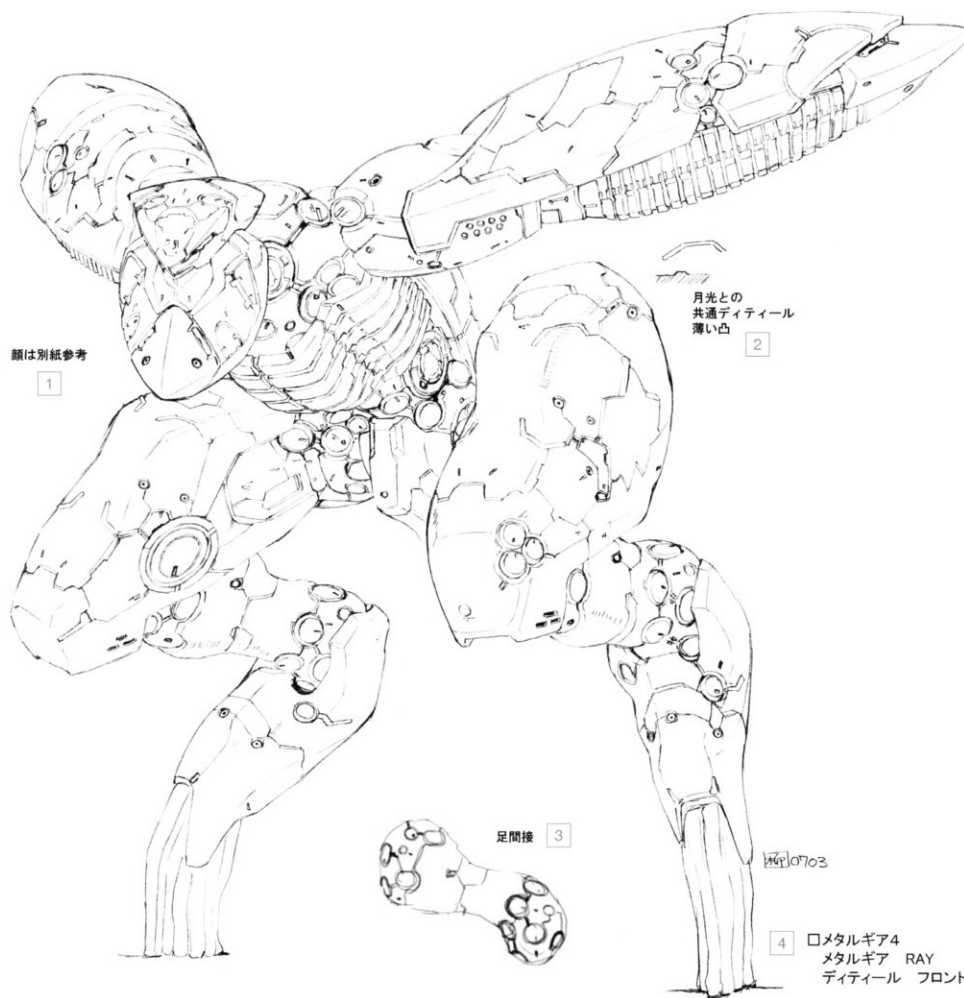
5. Flexible
6. Seat placement
7. Floor details removed
8. Use this  pattern
for the floors
9. Jump pedal
10. Brake pedal

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

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

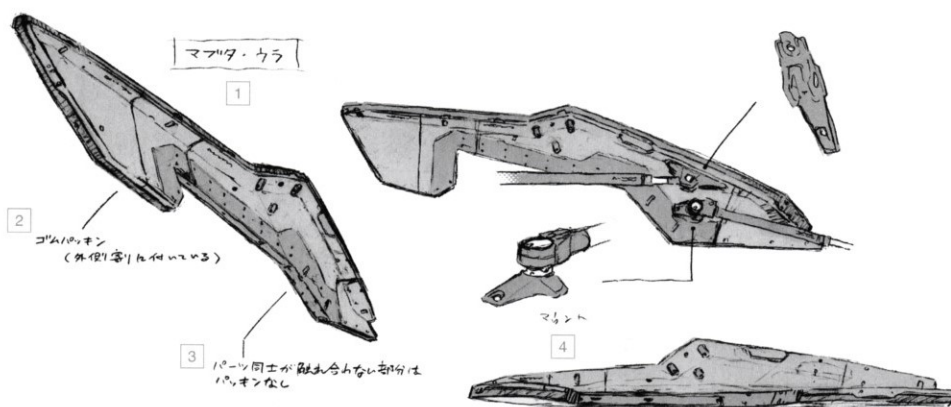
Metal Gear RAY



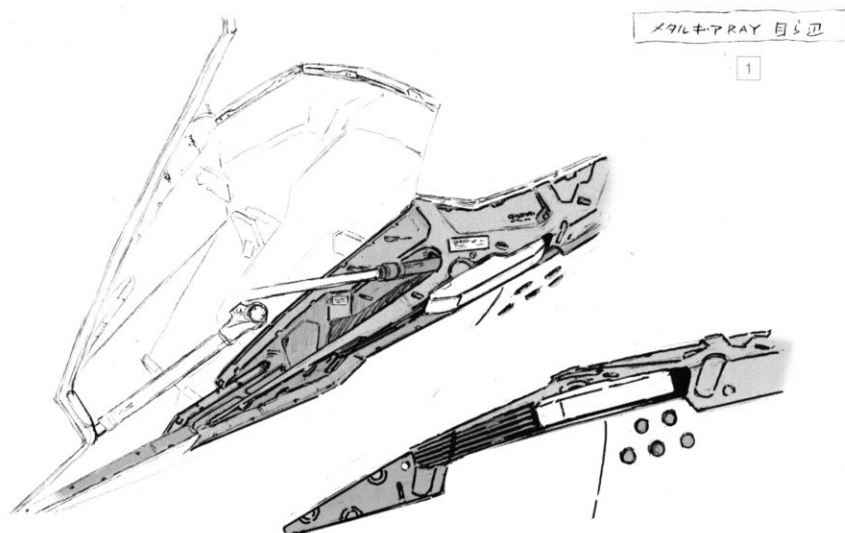


- A 1. Refer to accompanying sheet for face
 2. Same detailing as Gekko—thin
 3. Ankle joint
 4. *Metal Gear 4*—RAY front details
 5. *Metal Gear 4*—RAY rear details
 6. Inner circle spins when RAY is mobile.

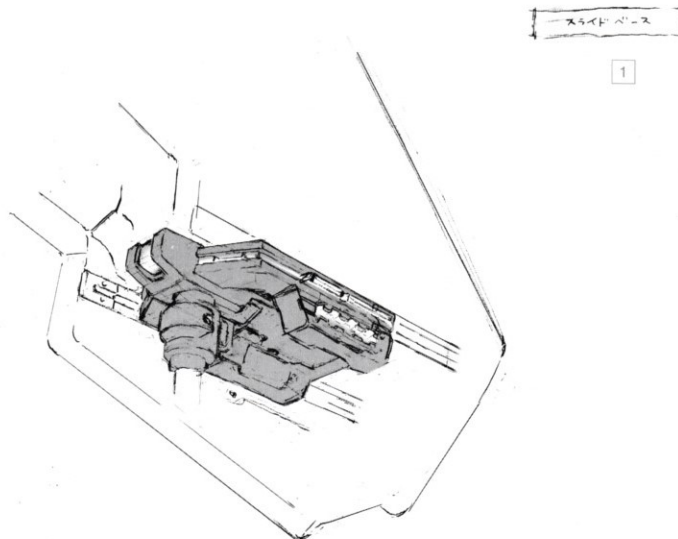
A



B



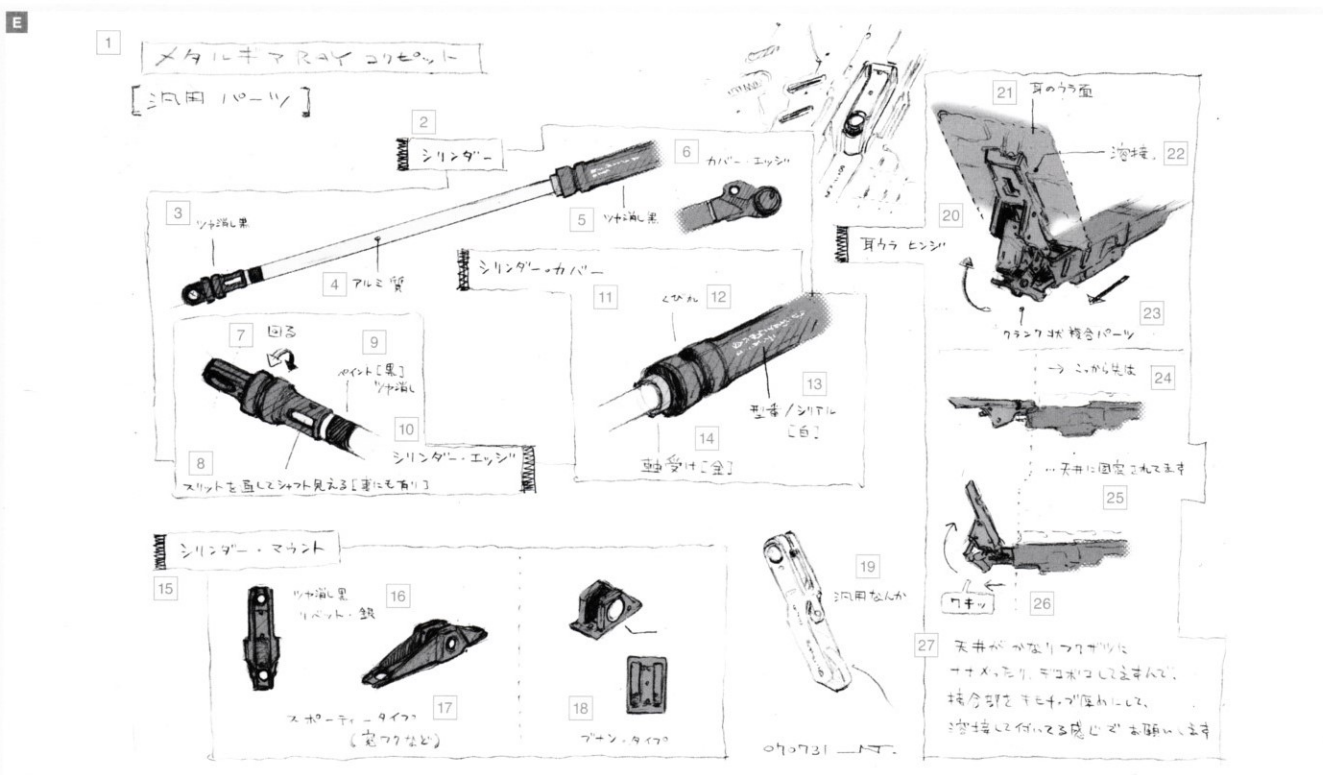
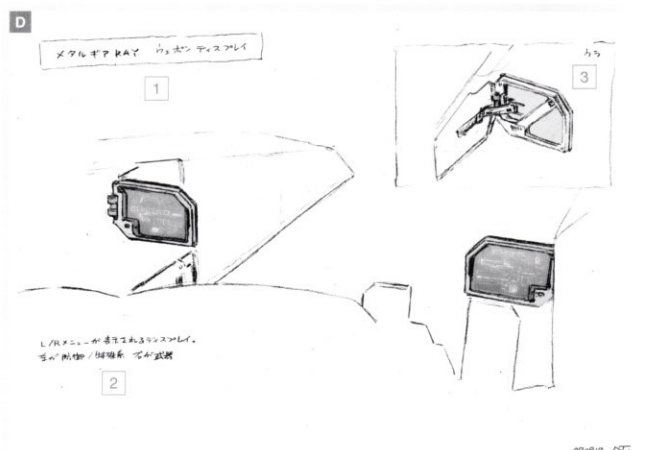
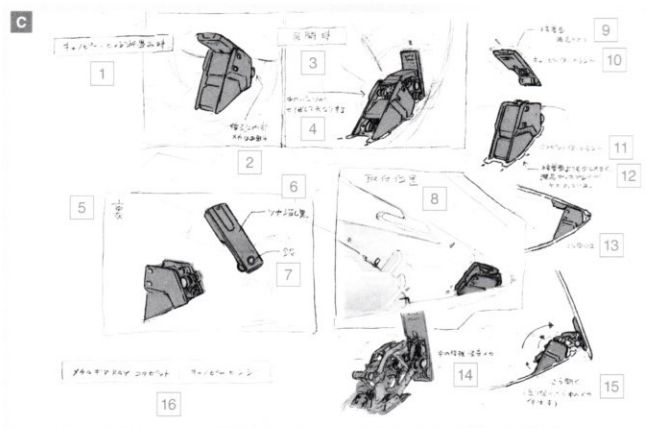
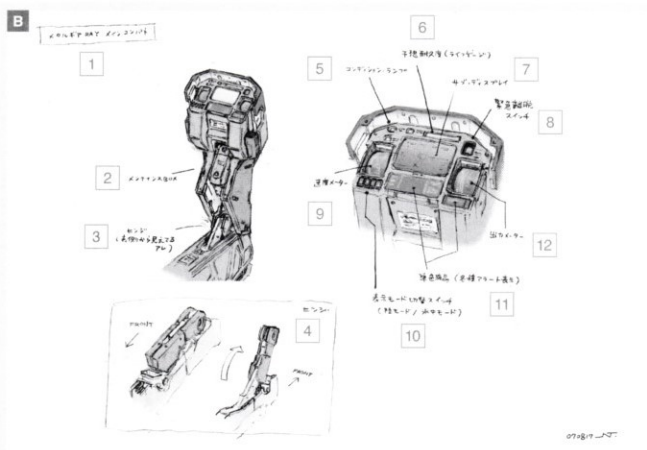
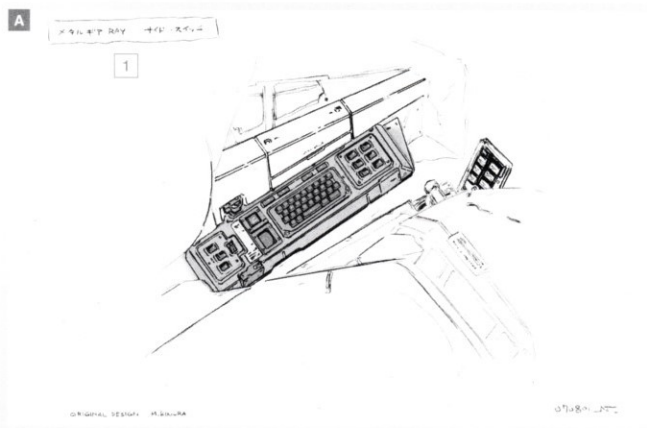
C



- 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



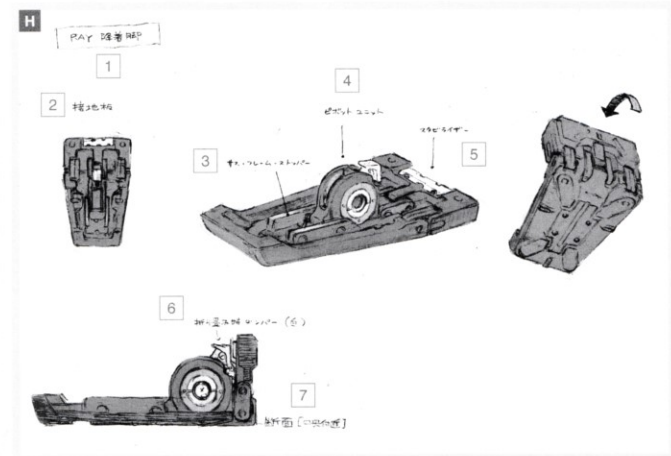
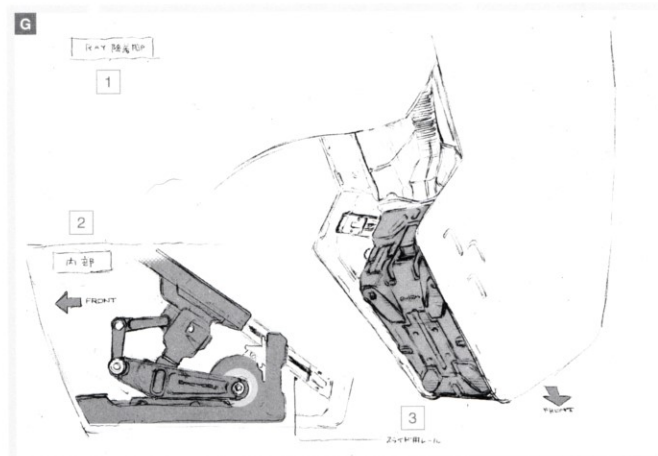
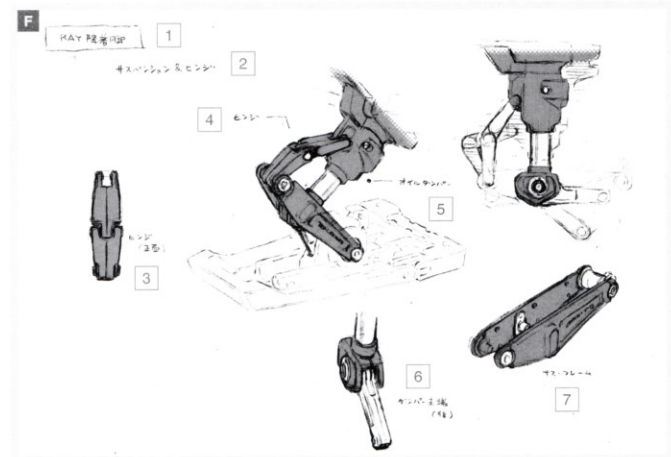
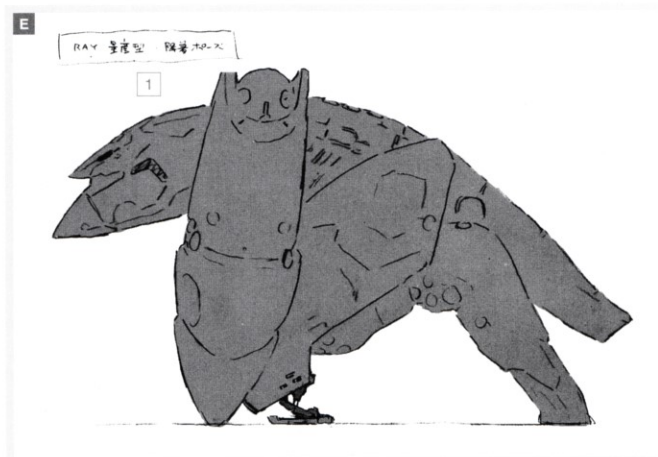
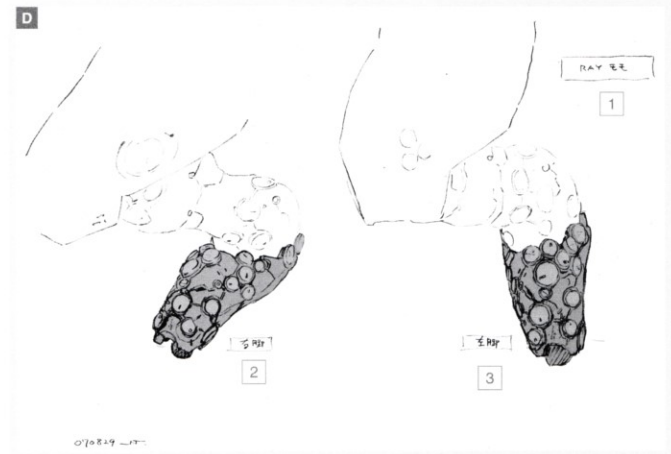
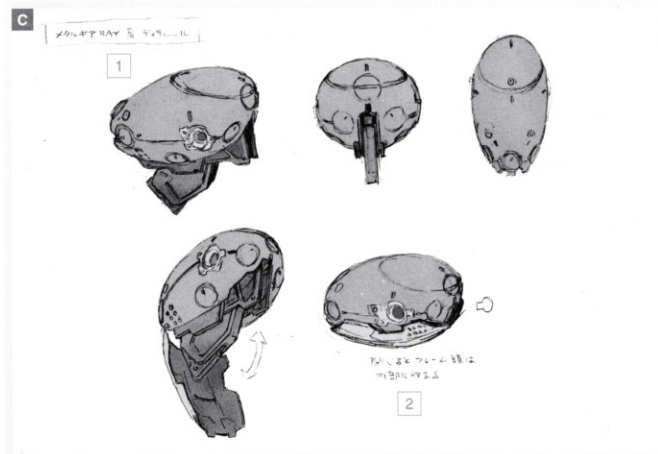
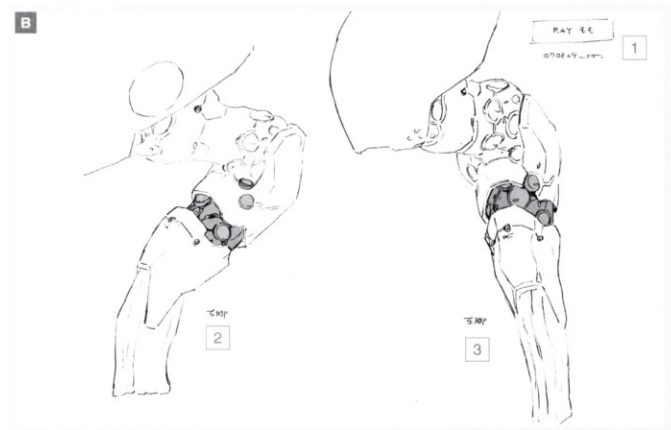
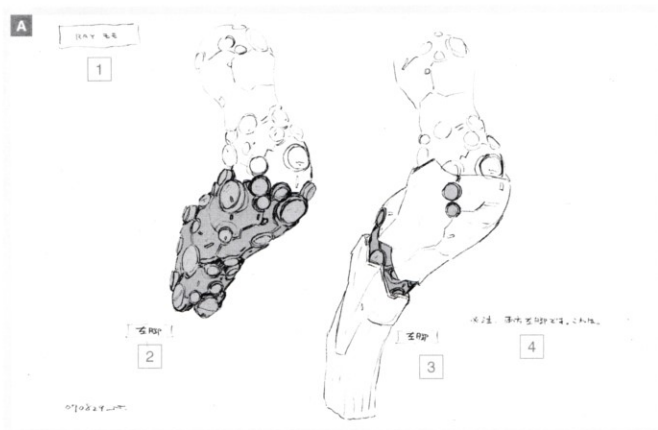
- A** 1. Metal Gear RAY—side switches
- B** 1. Metal Gear RAY—main control panel
2. Maintenance box
3. Hinge (seen from the front)
4. Hinge
5. Condition indicator light
6. Expected endurance gauge (lifeline)
7. Subdisplay
8. Emergency disengage switch
9. Speedometer
10. Display mode switch (on land/underwater)
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 (extend the

- inner mechanism if it doesn't open enough).
16. Metal Gear RAY—cockpit canopy hinge
- D** 1. Metal Gear RAY—weapon display
2. Left and right—two-sided display. Left is defenses and special abilities, right is weapons.
3. Rear

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 [gold]
15. Cylinder mount
16. Matte black. Rivet is silver (sturdy type for window frame and such).
17. Safety type
18. General-purpose latch
19. Underside of ear hinge
20. Rear of ear

22. Weld
23. Crank shape, compounded parts
24. From here forward...
25... this part is affixed to the ceiling.
26. "CRICK"
27. Ceiling 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. Left leg
4. Please note, these are both left legs

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

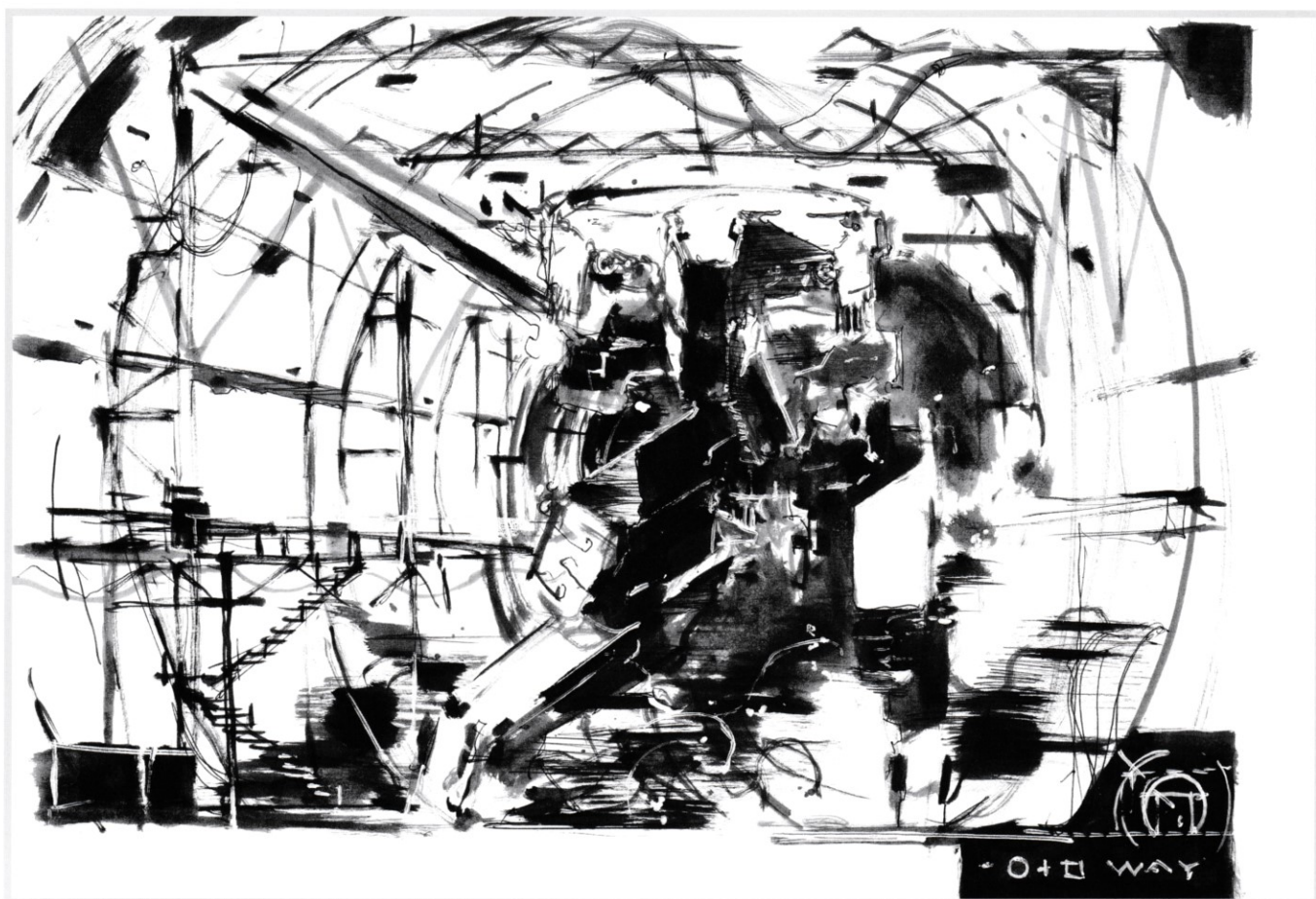
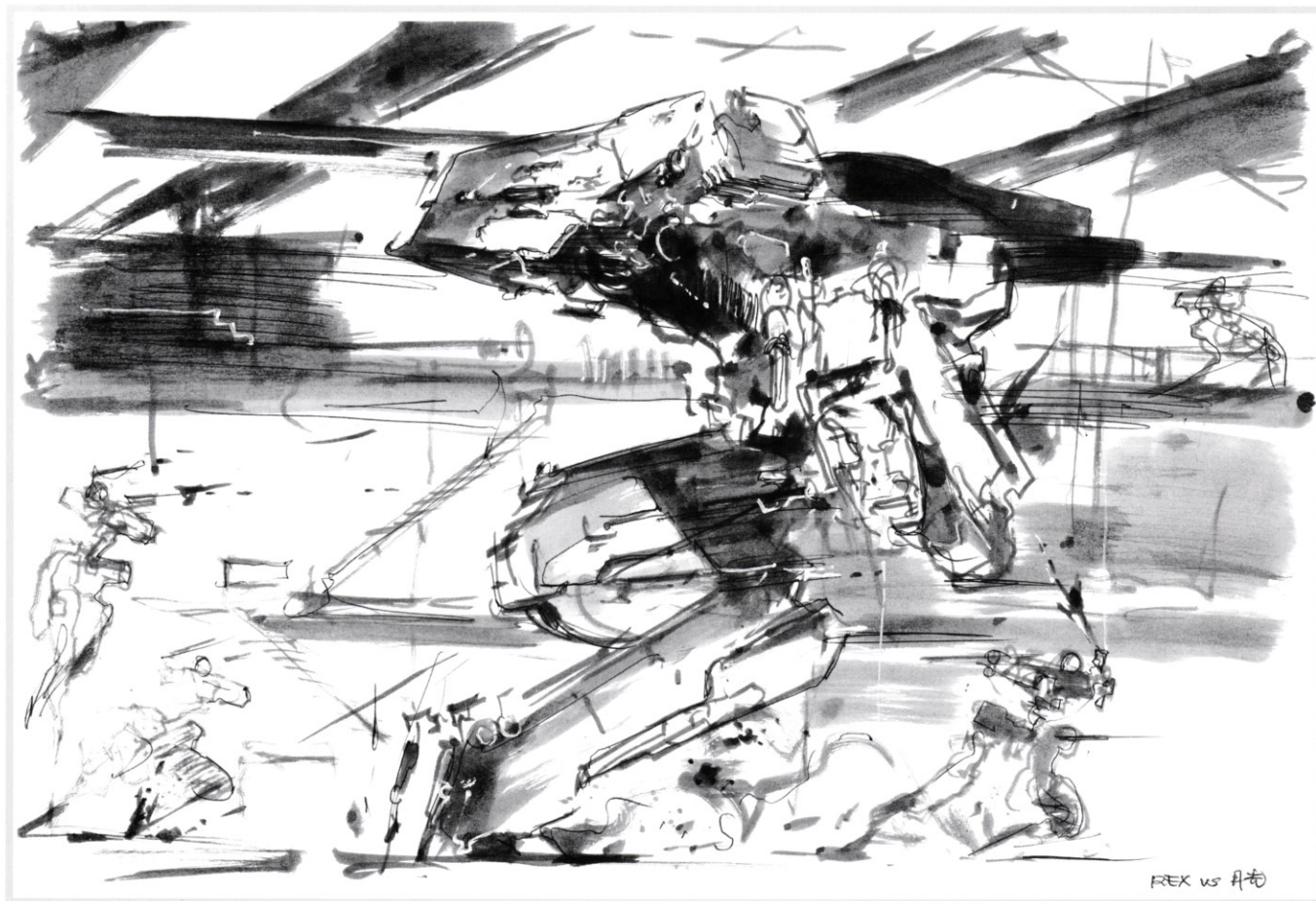
- E** 1. RAY—production model, landing pose

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

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

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

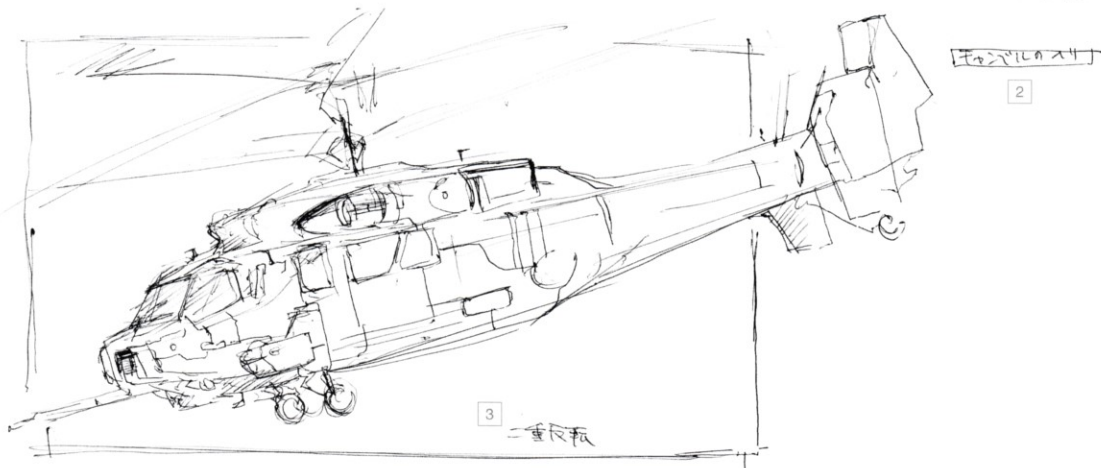
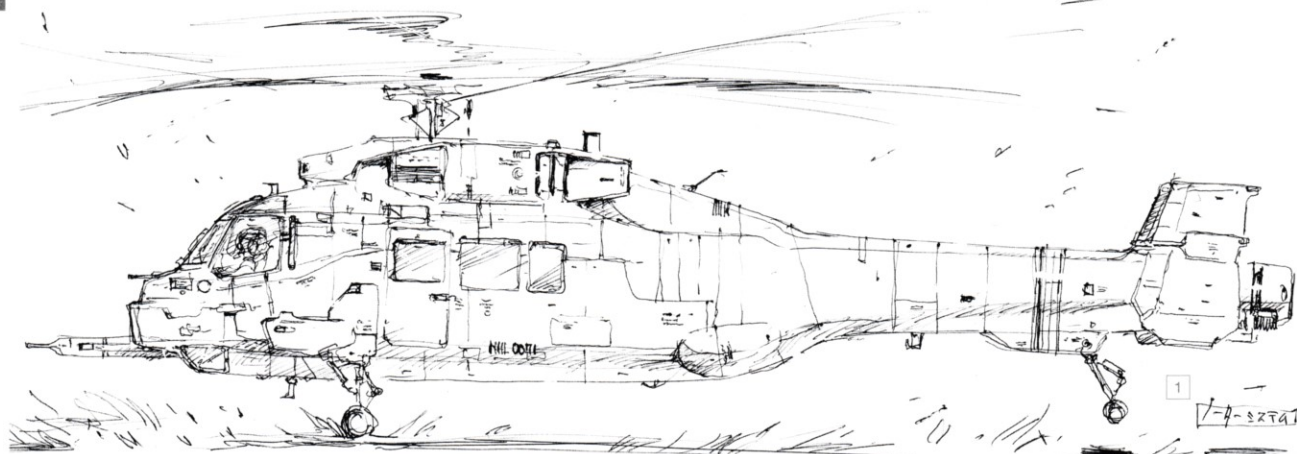
4. Pivoting unit
5. Stabilizer
6. Damper when folded (white)
7. Cross section [near the center]





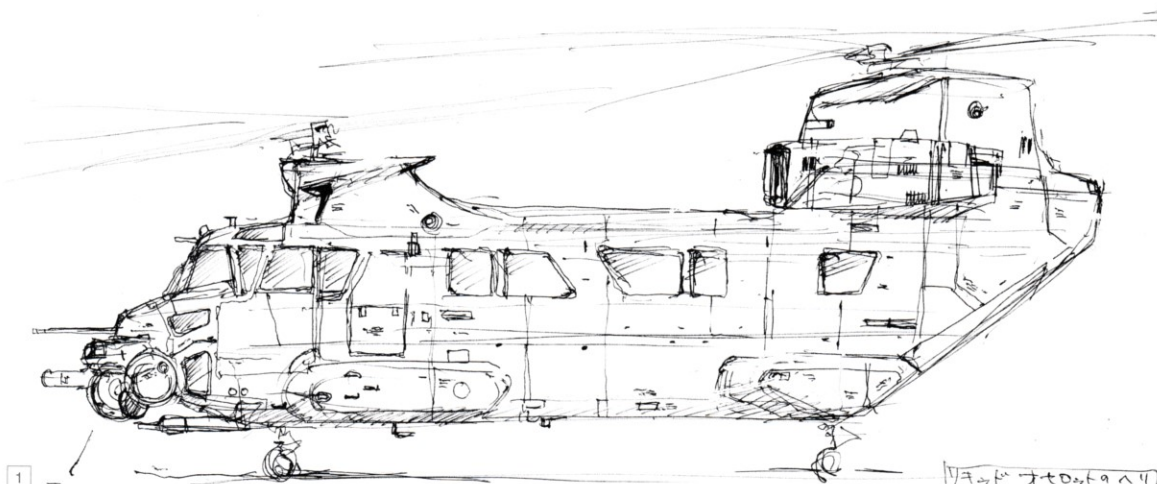
REX vs RAY

A



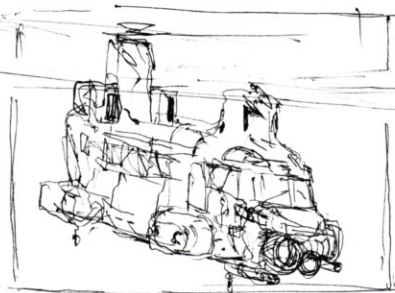
3 二重反転

B



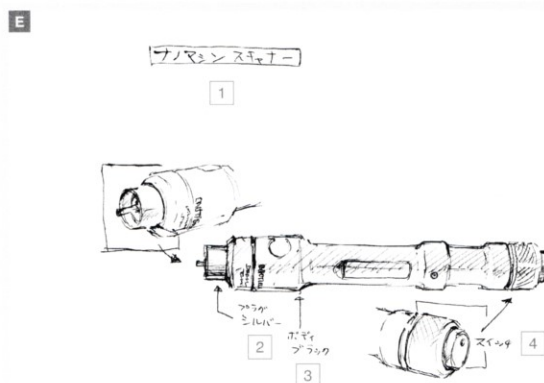
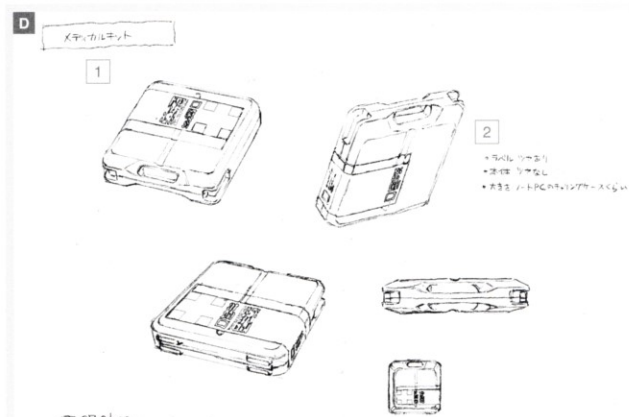
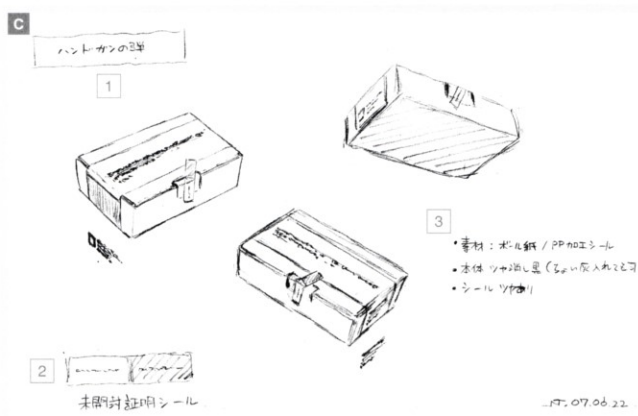
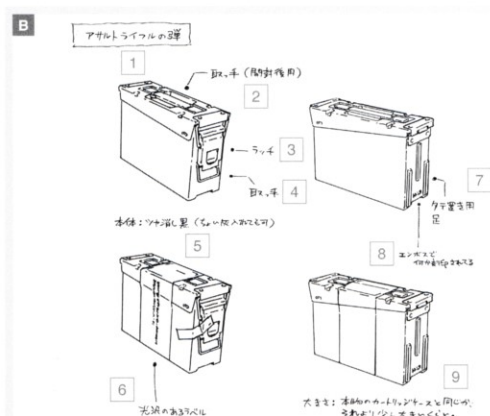
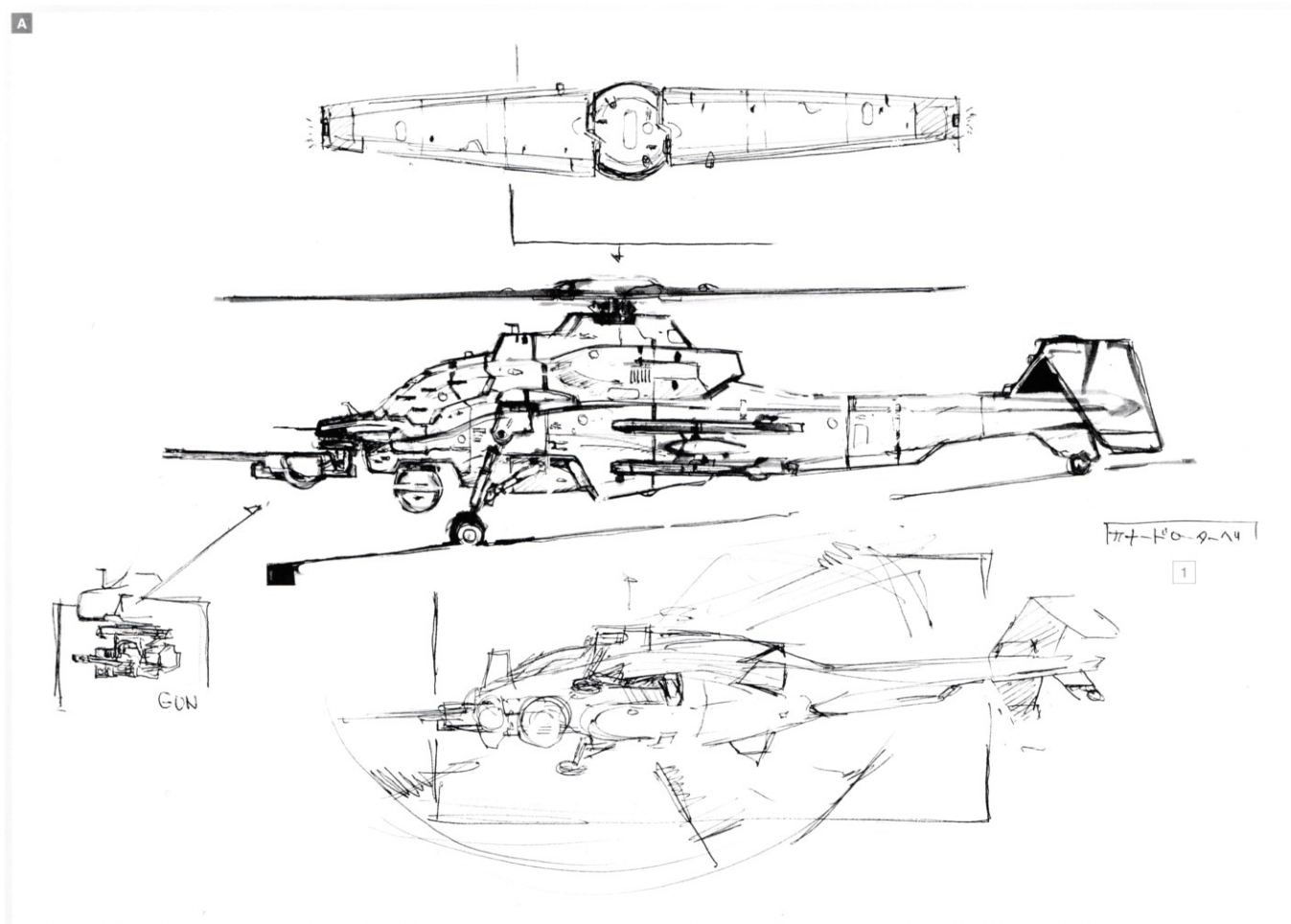
光学カメラ搭載

2



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

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



A 1. Canard rotor/wing 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. Legs for standing case on end.
8. An engraving is stamped there.

9. Size: the dimensions of a real ammo case, or slightly larger.

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

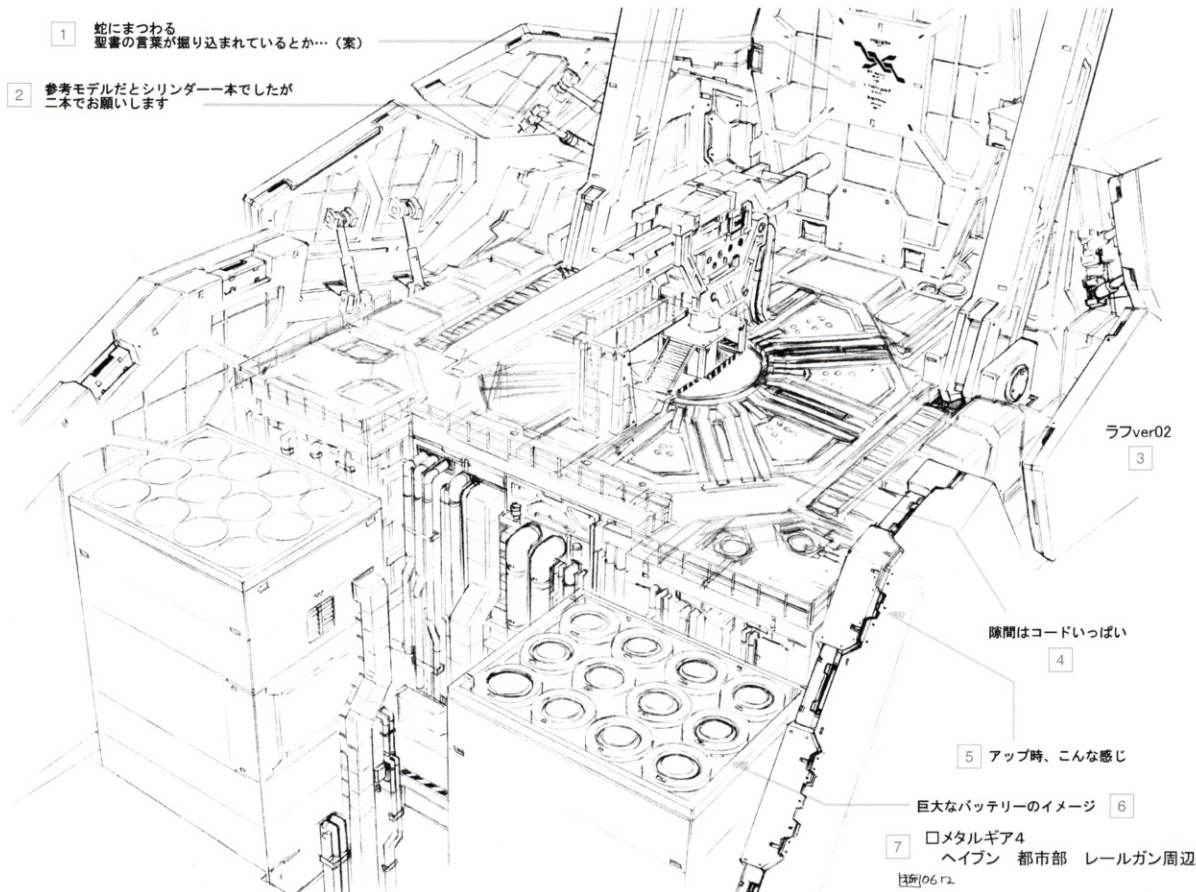
durable finish
• Main body: matte black (slightly gray is okay)
• Shiny seal

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

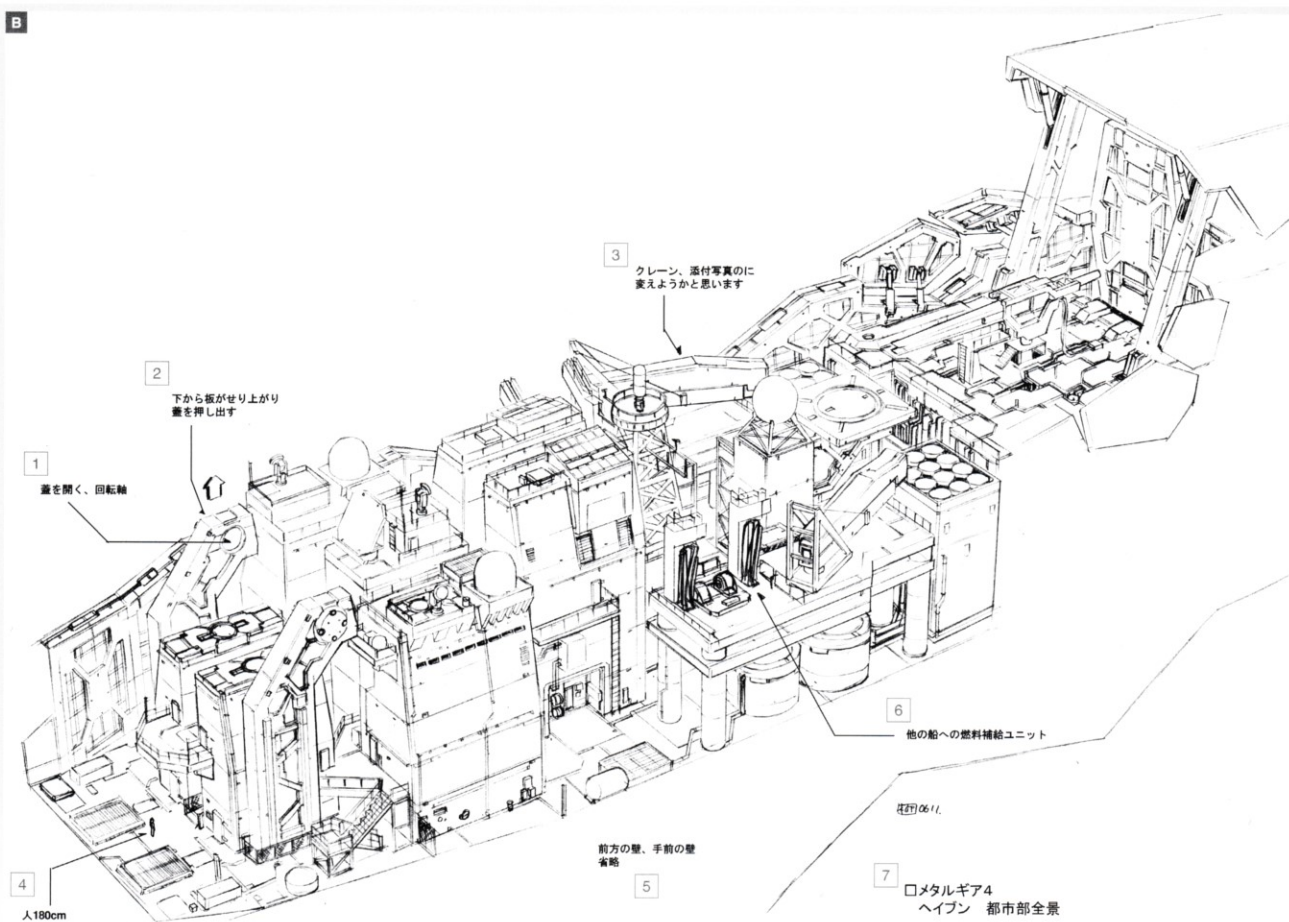
• About the size of a laptop case

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

A Outer Haven



B

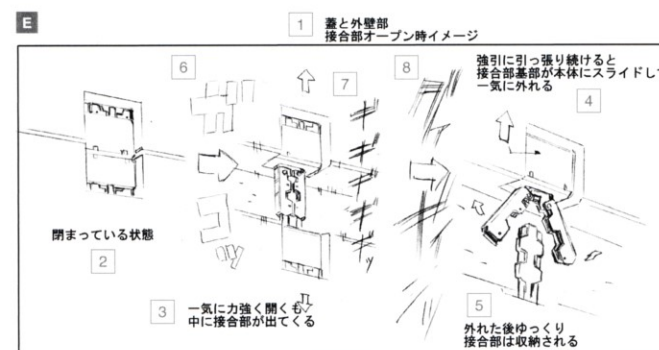
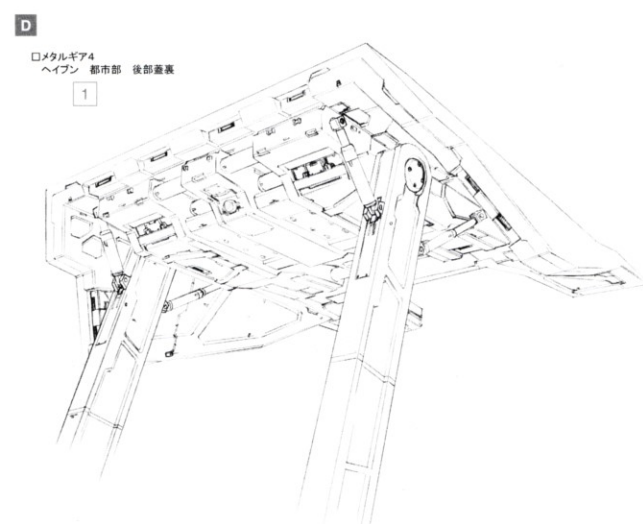
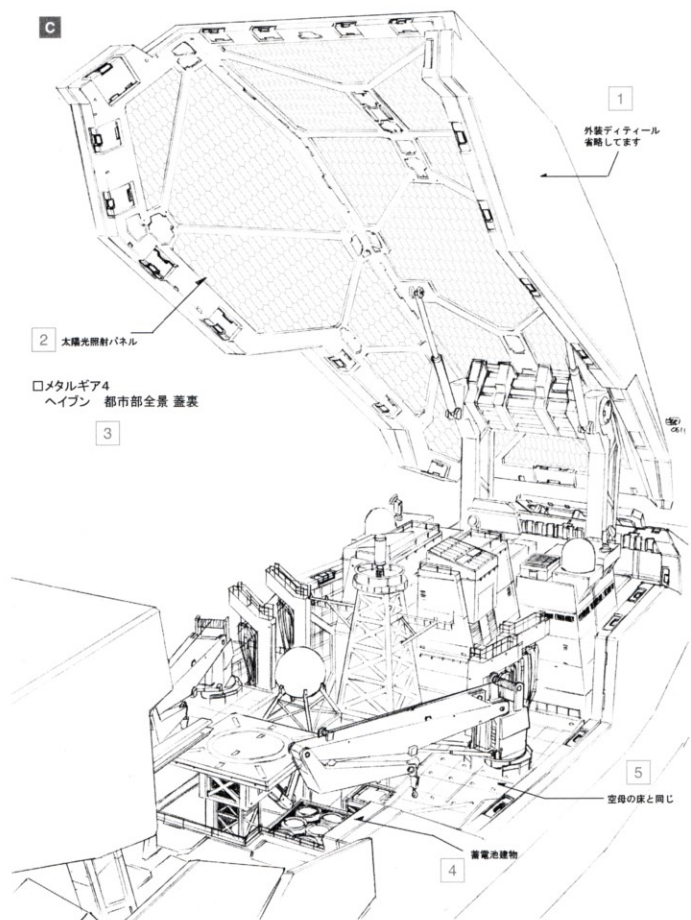
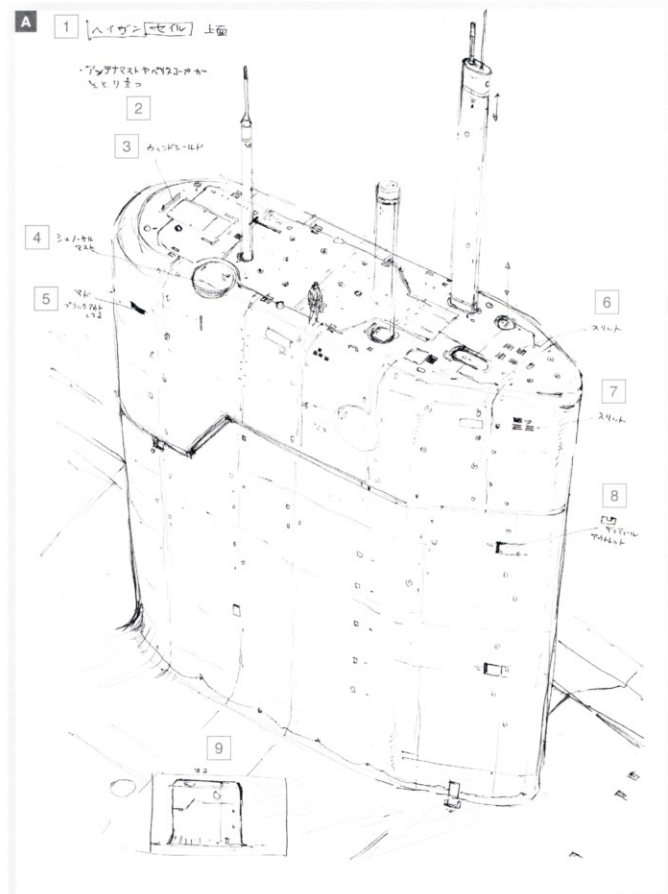


- A 1. Biblical quotes about snakes (idea).
2. Reference model shows one cylinder. Please use two cylinders.
3. Rough sketch, version 2
4. Many cords in this space

5. Like this, close-up
6. Image of an enormous battery
7. Metal Gear 4—urban Haven, around the rail gun
B 1. Opening hatch, axis

- of rotation
2. A platform from the bottom pushes 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 omitted
6. Fuel bunkering unit for other ships
7. Metal Gear 4—Haven and urban city full view



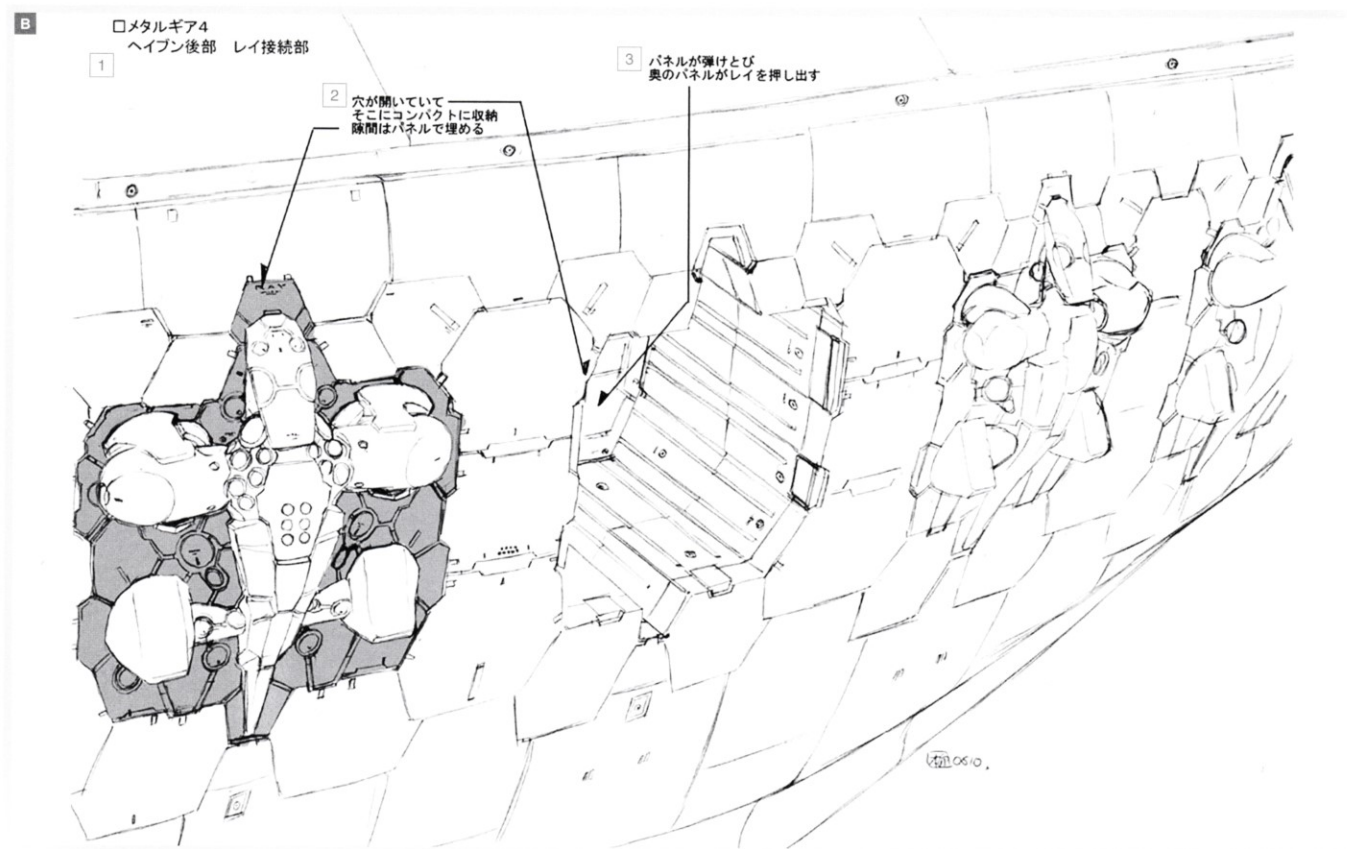
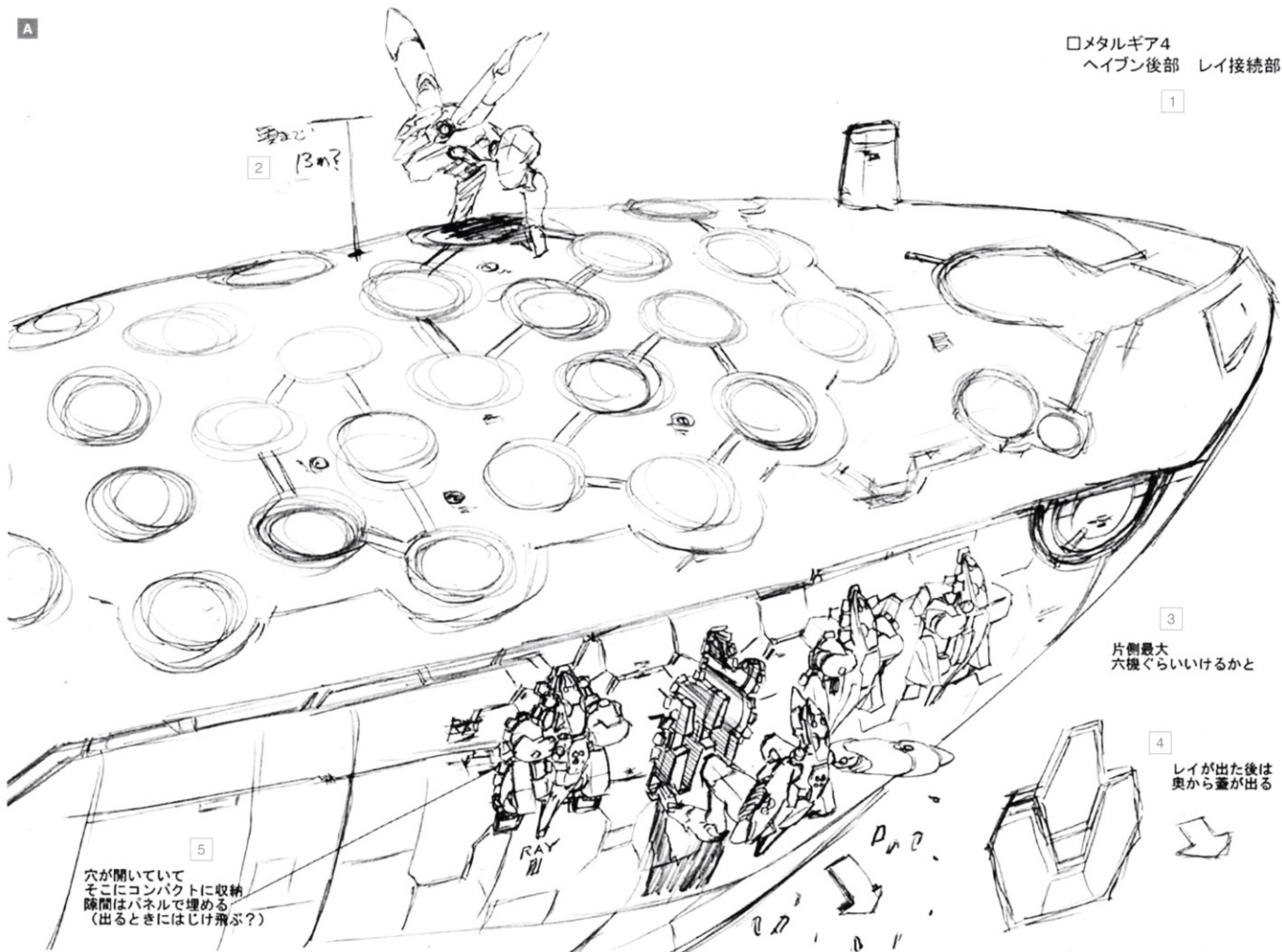
- A** 1. Haven, sail—top view
2. Antenna mast and periscope standing tall.
3. Wind shield
4. Snorkel mast
5. Window, blacked out
6. Slits
7. Slits
8. Outlet detail
9. Side view

- B** 1. Haven, sail, and front view, Mt. Rushmore heads
2. Appears only during OctoCamo.
C 1. Exterior details omitted.
2. Radiated solar paneling
3. Metal Gear 4—Haven, urban city full view, and underside of back hatch.

4. Battery storage building
5. Same flooring as aircraft carrier.
D 1. Metal Gear 4—Haven, urban city, and underside of back hatch.

- E** 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.

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

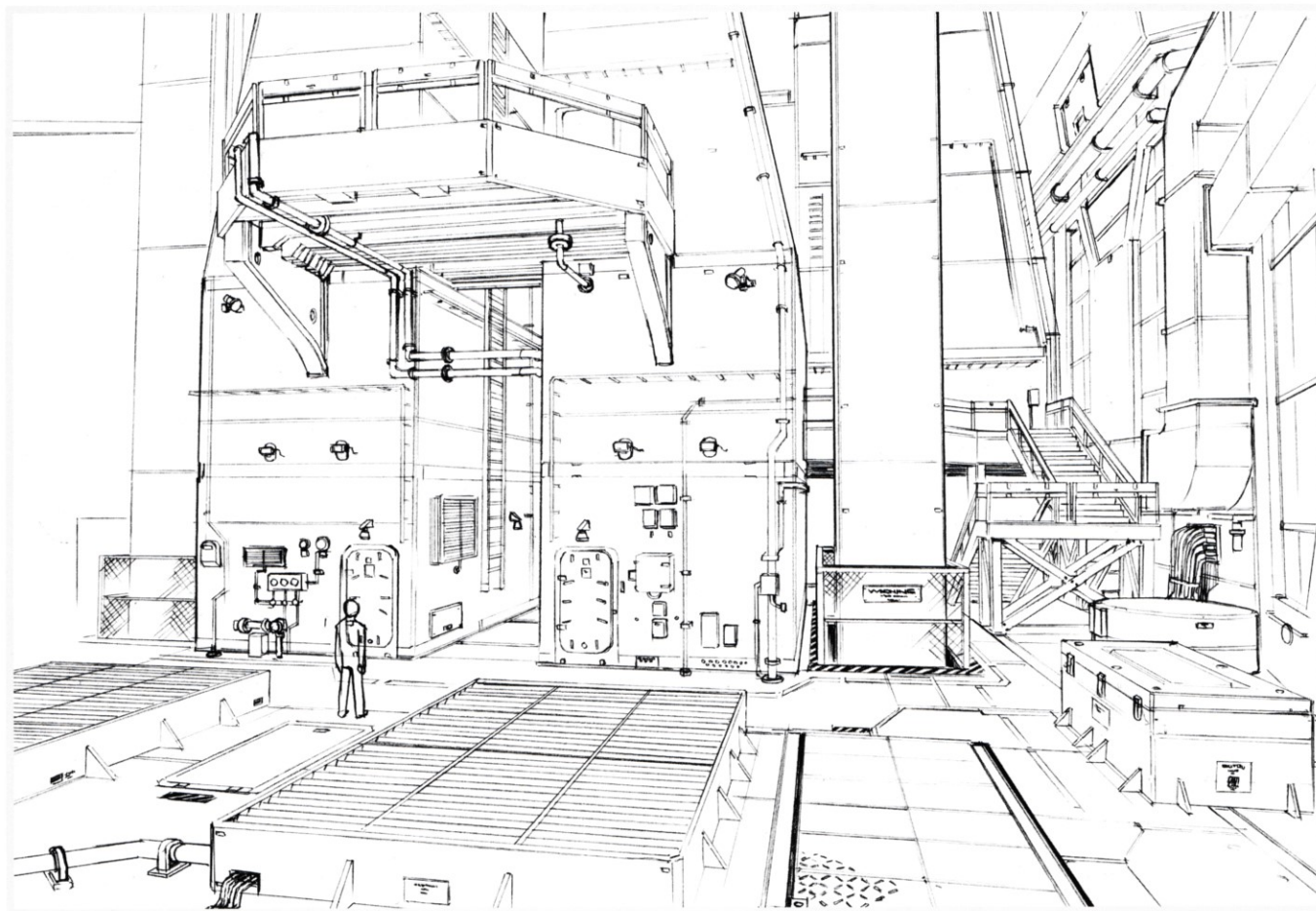
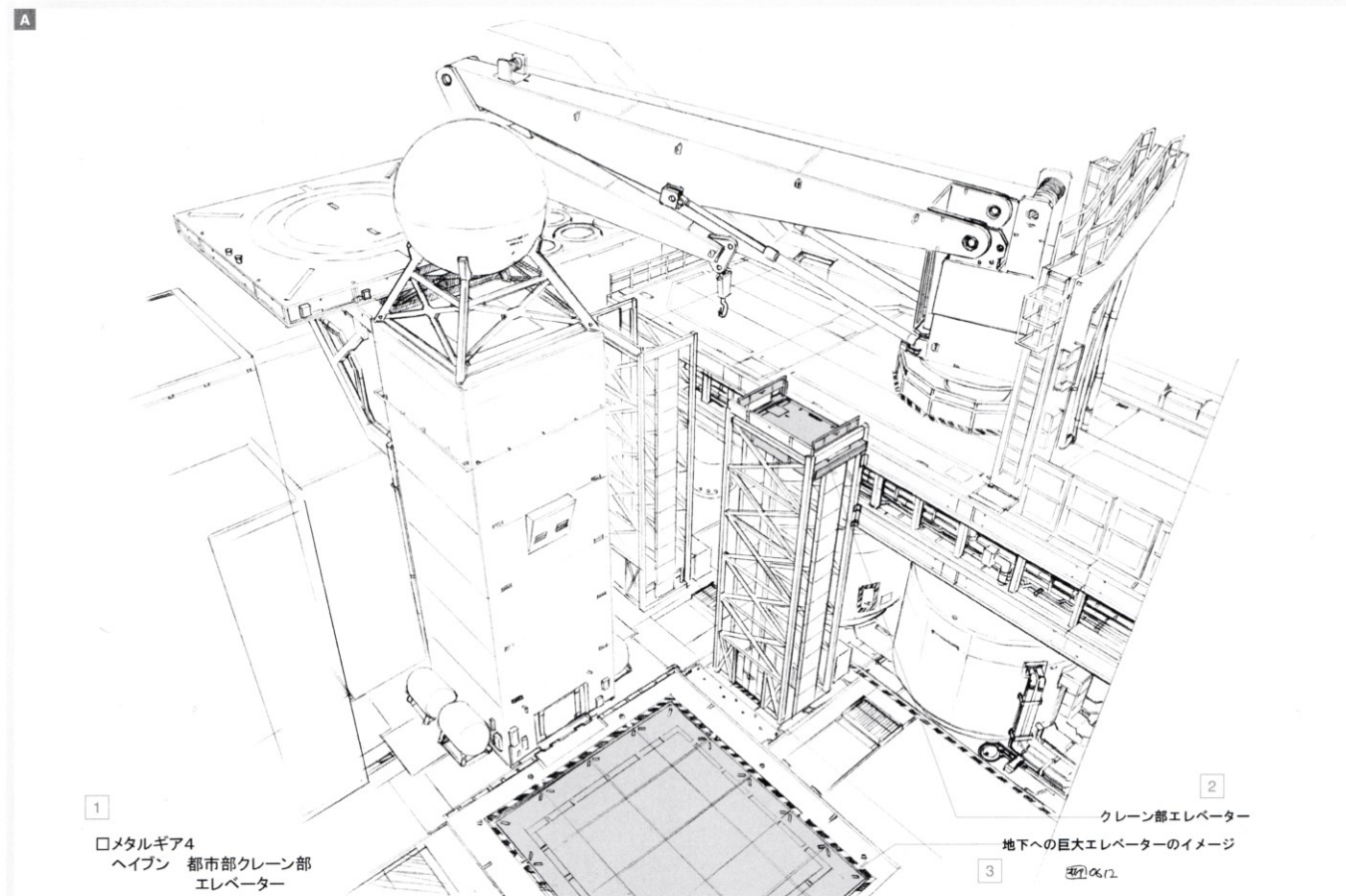


- A**
1. Metal Gear 4—Haven back area, RAY connection area
 2. 13 m tall to the head?
 3. Maximum six RAYs on each side.
 4. After a RAY takes off, an inner hatch is released.

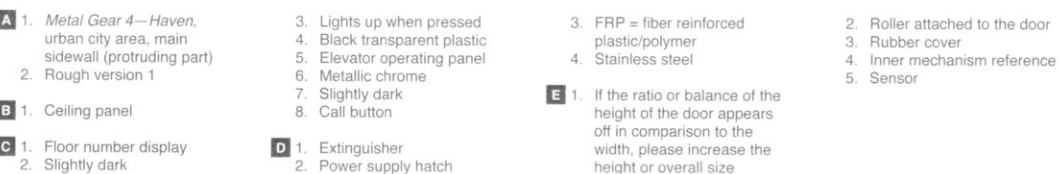
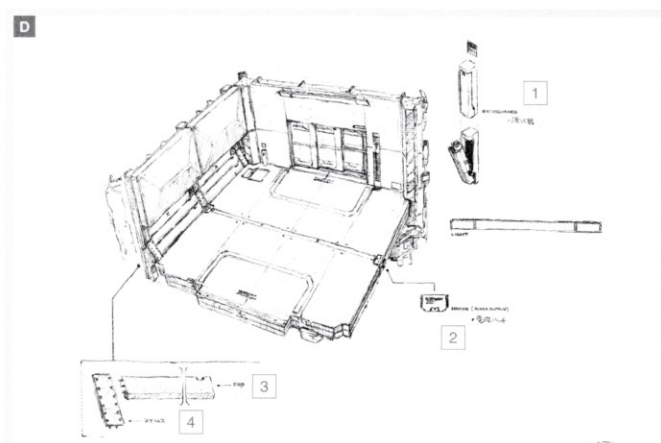
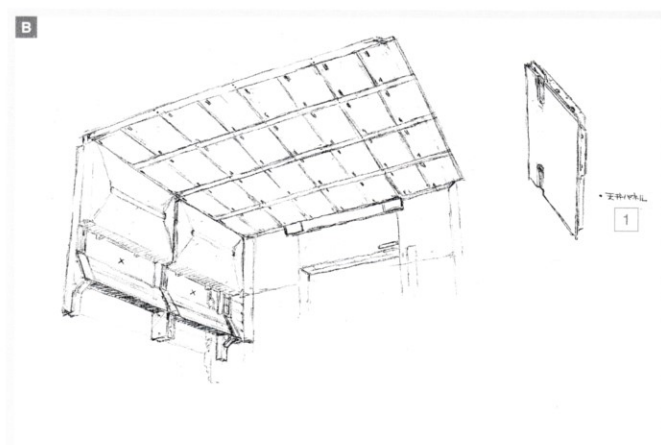
5. Each RAY is stored compactly in an exposed bay. When the RAY takes off, the bay is quickly closed with paneling (Burst off during takeoff?).

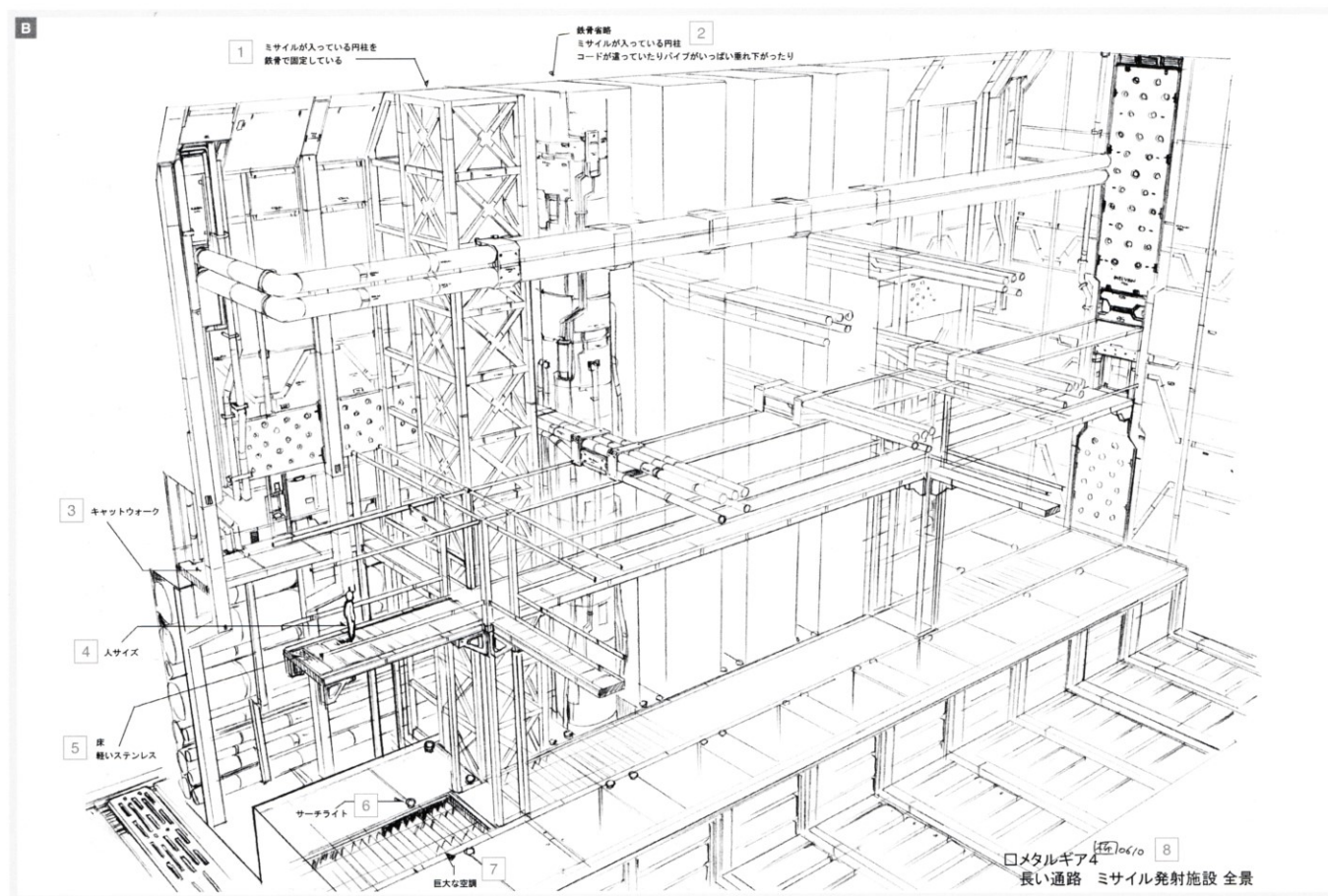
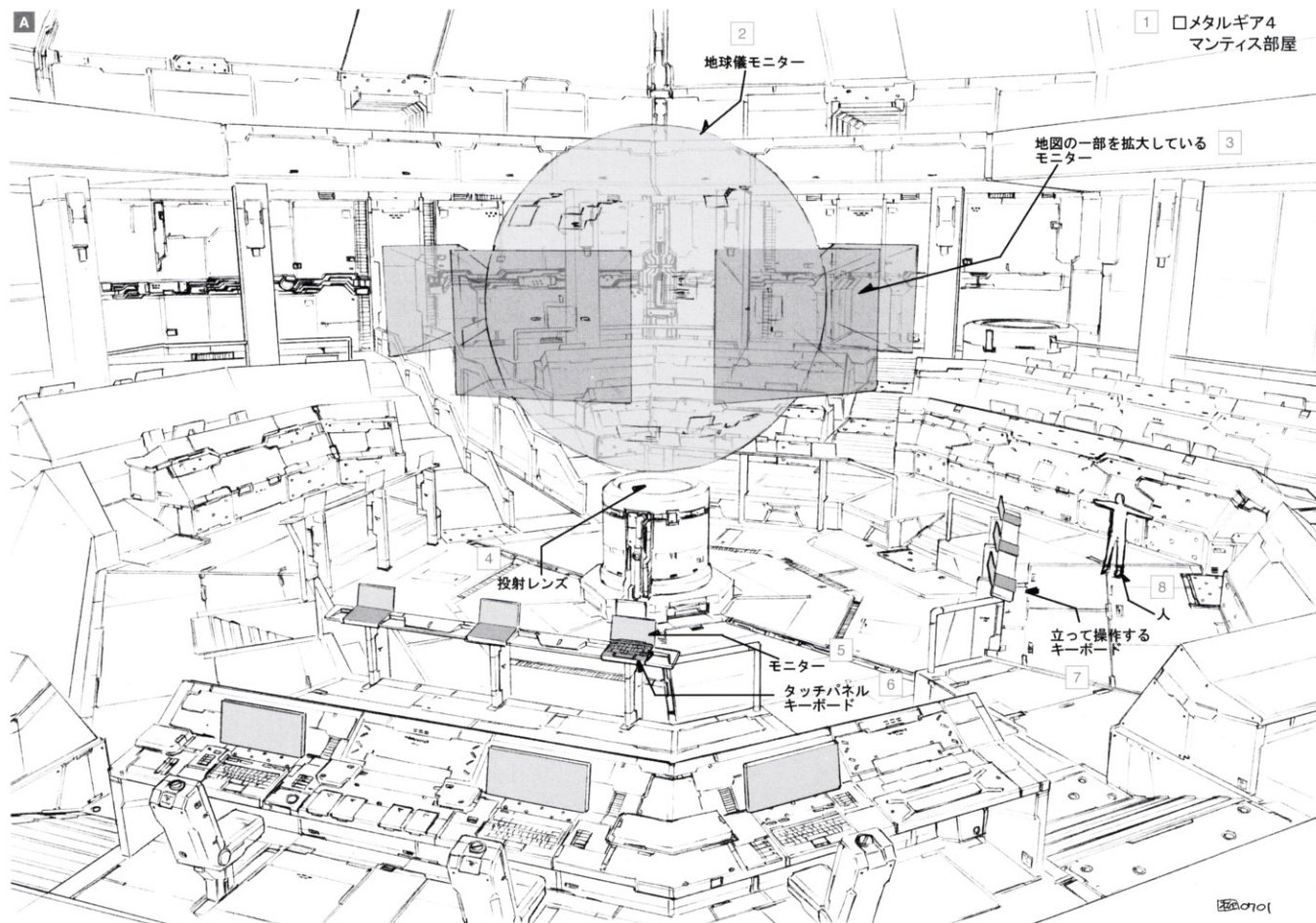
- B**
1. Metal Gear 4—Haven back area, RAY connection area
 2. Each RAY is stored compactly in an exposed bay. When the RAY takes off, the bay is quickly closed with paneling.
 3. After the front panel pops

off, the inside panel pushes and propels a RAY.



- A 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.

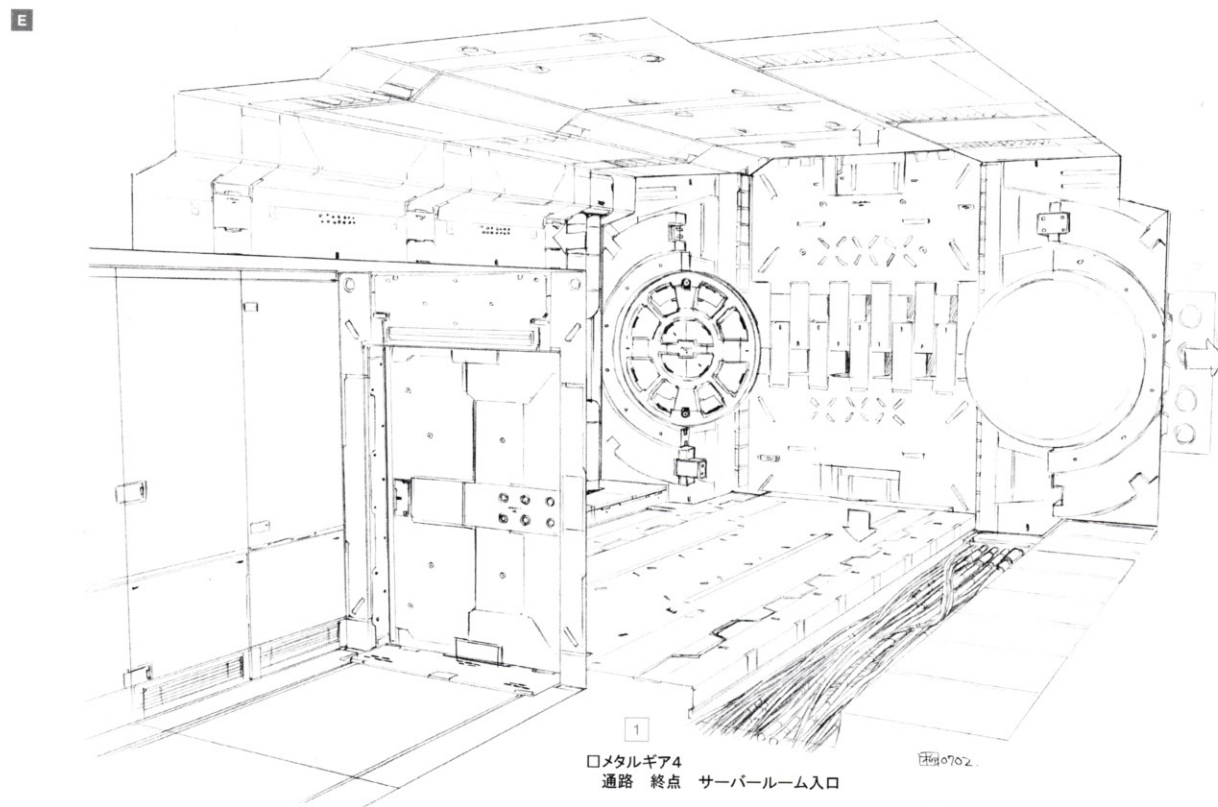
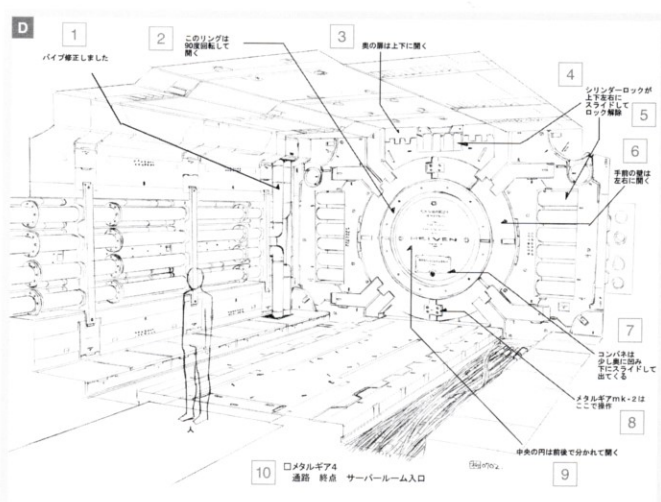
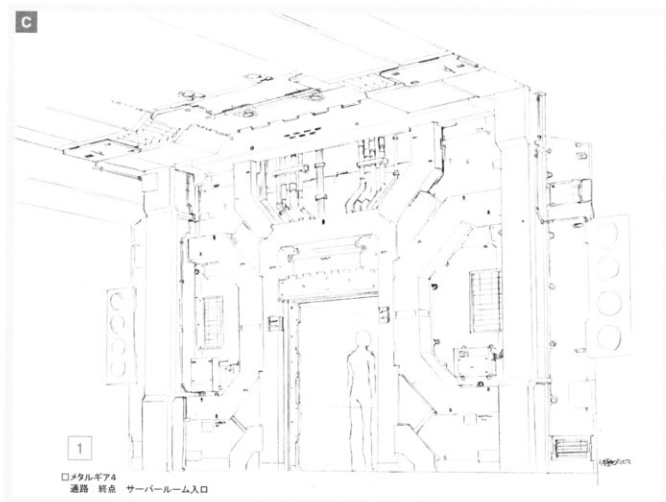
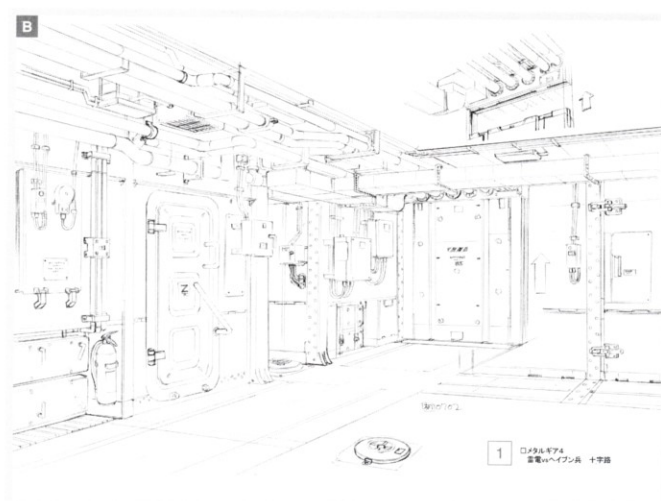
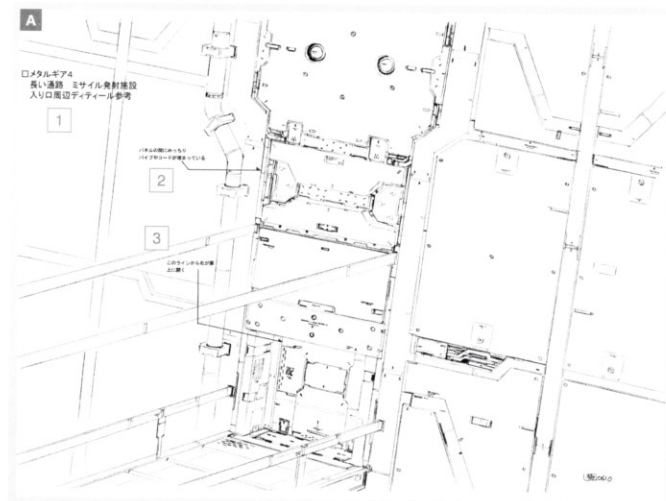




- A**
1. Metal Gear 4—Mantis room
 2. Global map monitor
 3. Monitors with enlarged sections of the global map.
 4. Projector lens
 5. Monitor
 6. Track pad and keyboard
 7. Stand to operate keyboard
 8. Person

- B**
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.



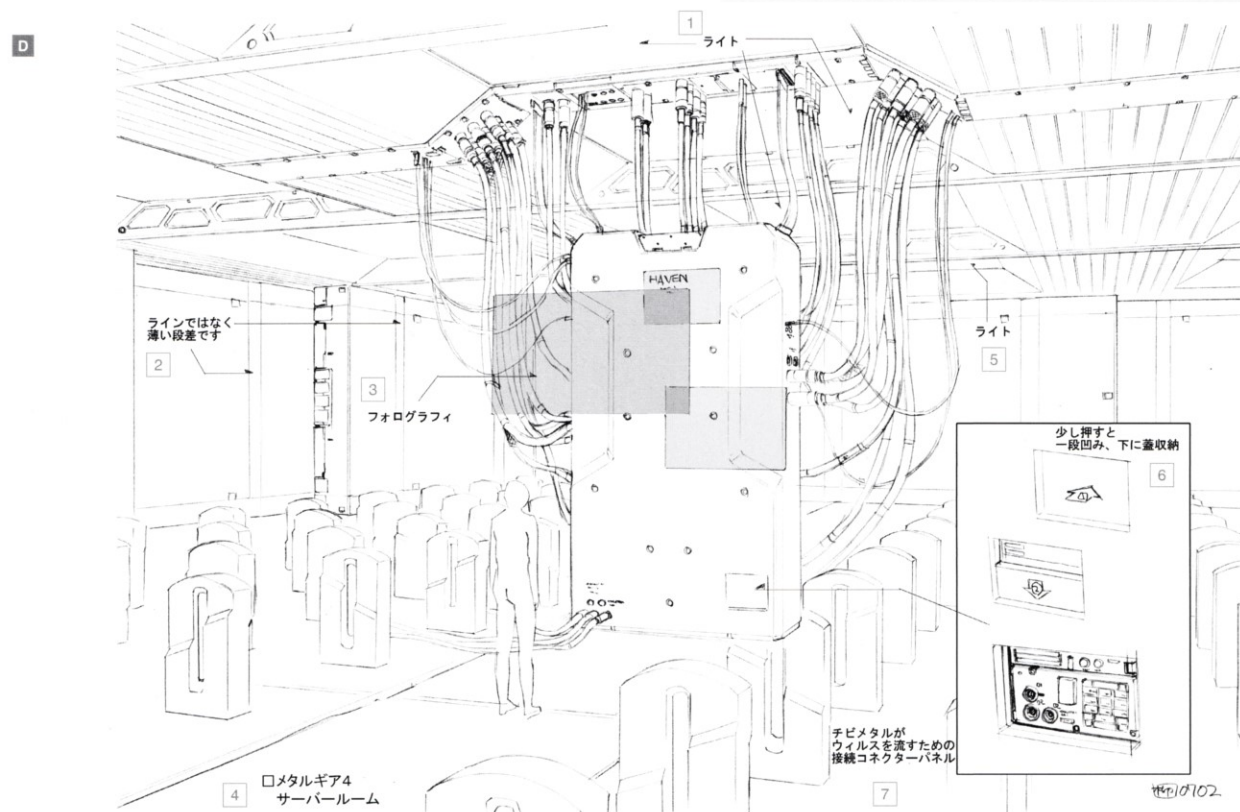
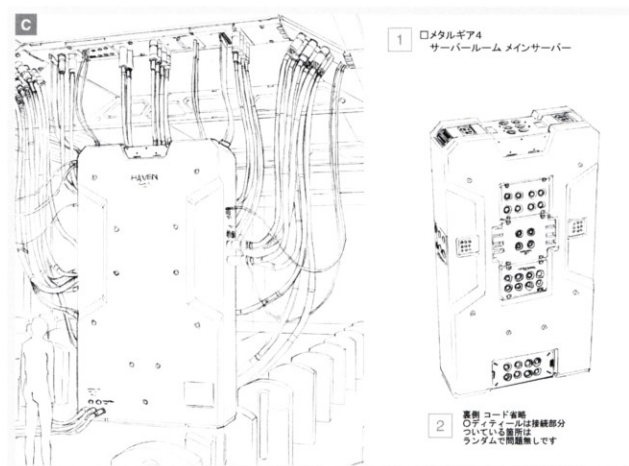
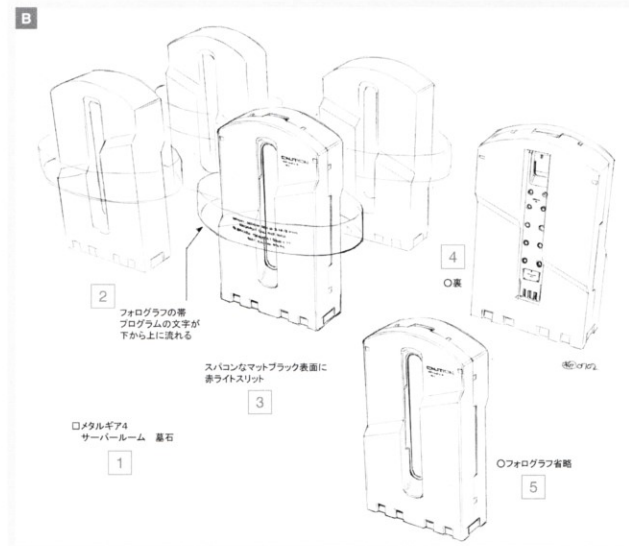
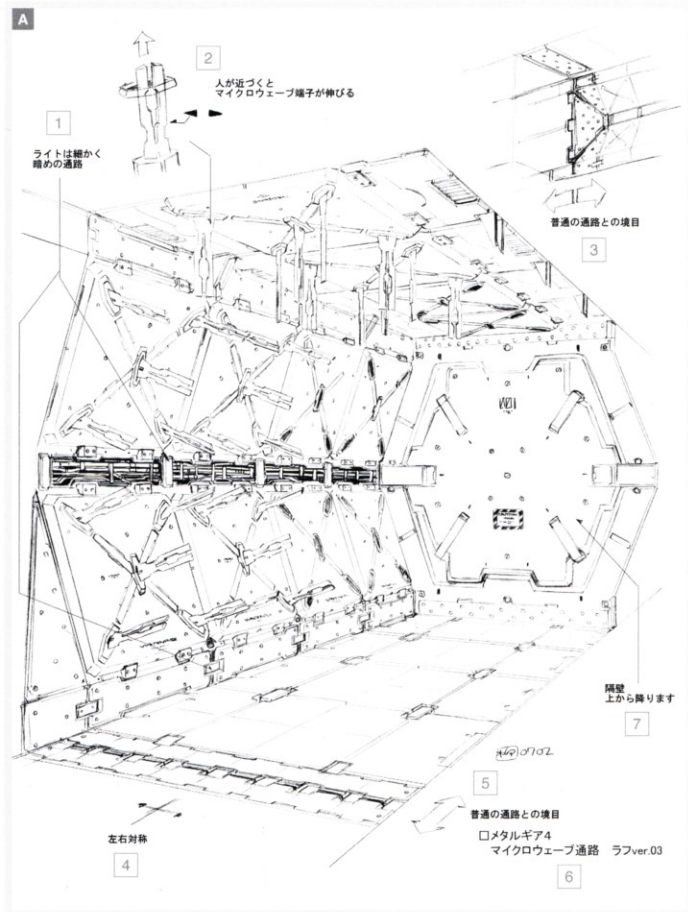
- A 1. Metal Gear 4—long passageway, missile-launching facility. Reference details for entrance and surrounding area.
2. Cords and pipes completely fill the space between the panels.
3. From this line to the right, the door opens by sliding up.

- B 1. Metal Gear 4—Raiden vs. Haven troopers crossroads
- C 1. Metal Gear 4—passageway terminal, entrance to computer server room

- D 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

- sunken 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

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



- A 1. Small lighting, dimly lit passageway.
2. When a person gets near, a microwave terminal extends.
3. This line divides the regular passageway and the microwave passageway.
4. This bulkhead closes from the top.
5. This line divides the regular passageway and the

- microwave passageway.
6. Metal Gear 4—microwave passageway, rough version 3
7. Left and right symmetry.

- B 1. Metal Gear 4—computer server room, headstone
2. The program details scroll from the bottom up on the hologram ring.
3. Supercomputer, matte black surface, interior red light
4. Back
5. Hologram ring omitted

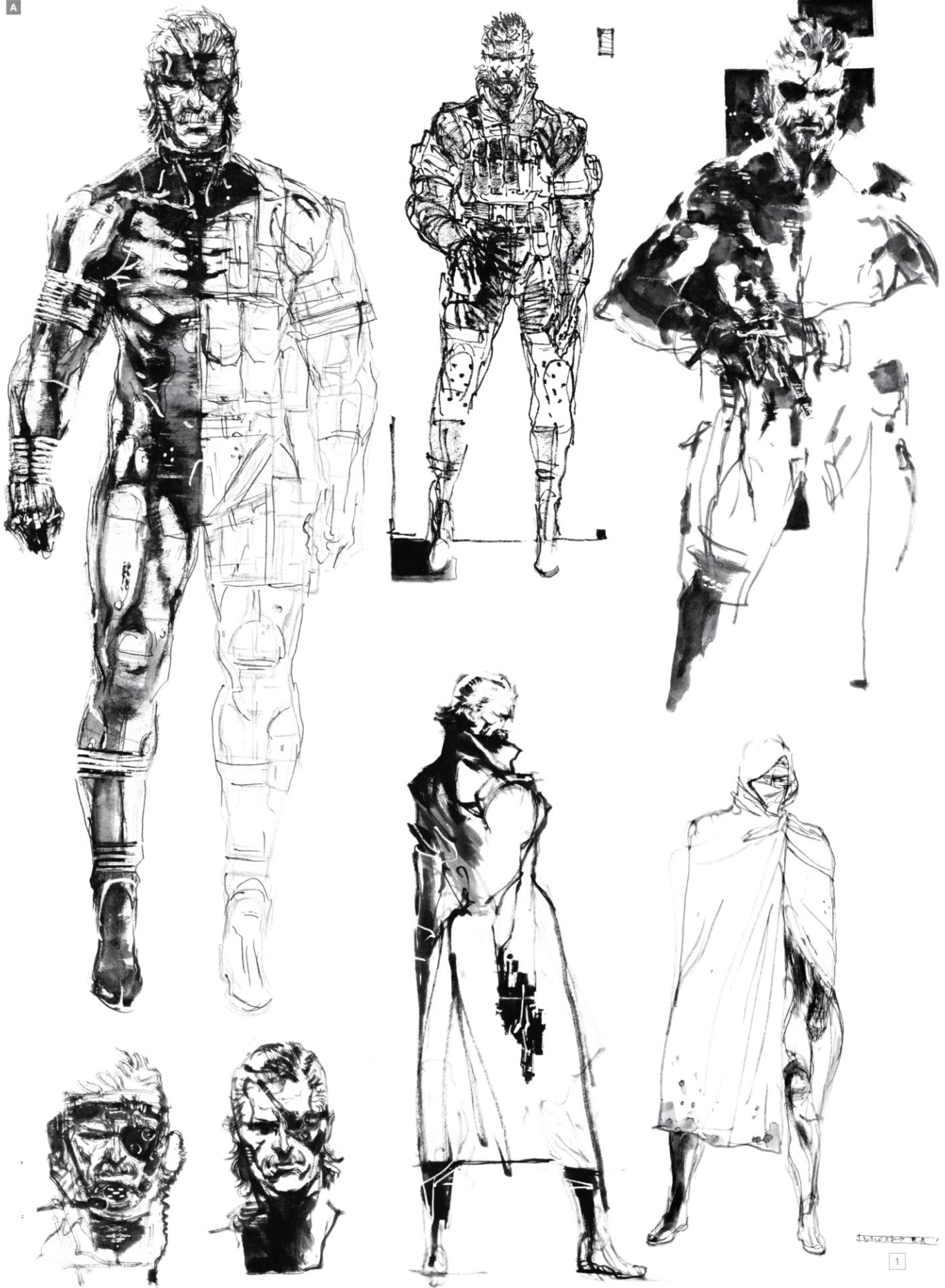
- C 1. Metal Gear 4—computer server room, main server
2. Cords on back omitted. Circular details are the connection points. Random placement okay.

- D 1. Light
2. Not a straight line, slight gradation
3. Hologram
4. Metal Gear 4—server room
5. Light
6. Lightly push for door to drop down.
7. "Chibi metal" provides joining connector panel virus protection.

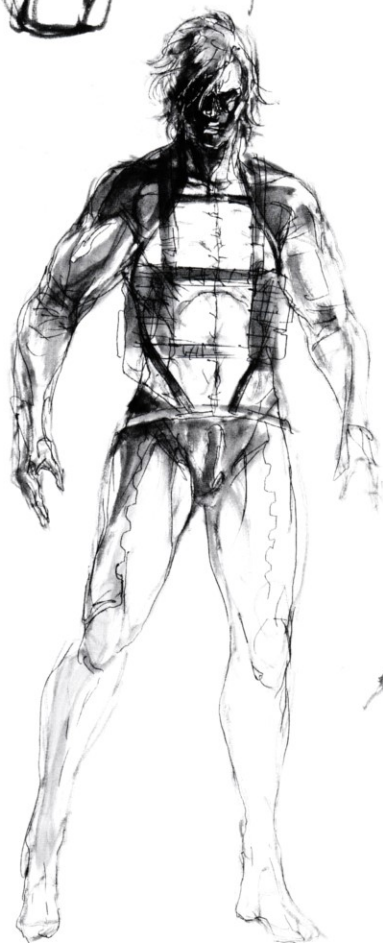
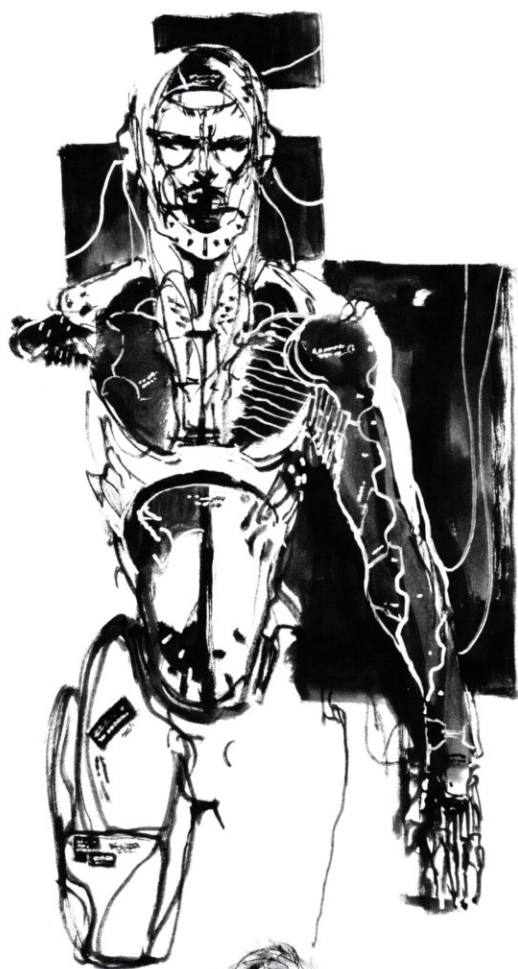


Snake





A 1. Solid Snake, soldier



R A I D E N





Eva



Meryl



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

A



Naomi



- ロングブーツ
- タイトパンツ
- コート白でも良い? (血かにじむ)
- ガローブ、パンツ、ブーツは黒系



- 4 ナオミ ショーモーズ
- 5 上ハベビナシルエット

- 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



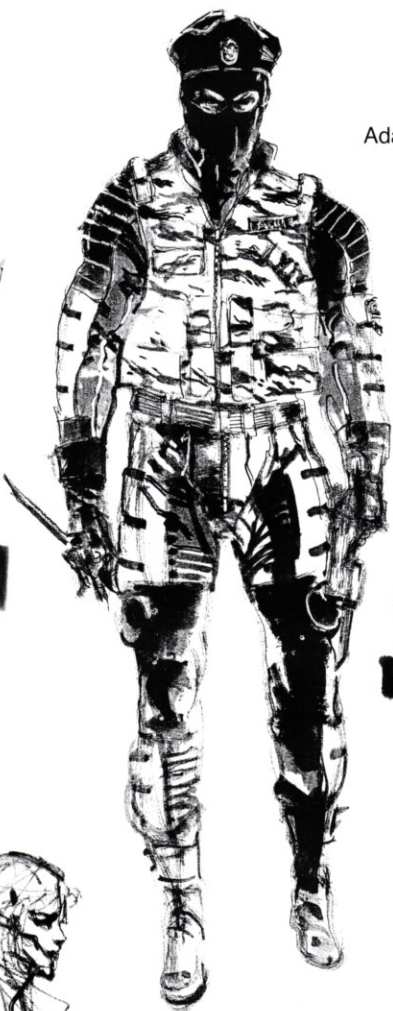
A 1. Naomi, rough sketch

Drebin



Vamp





Adam (Unpublished)



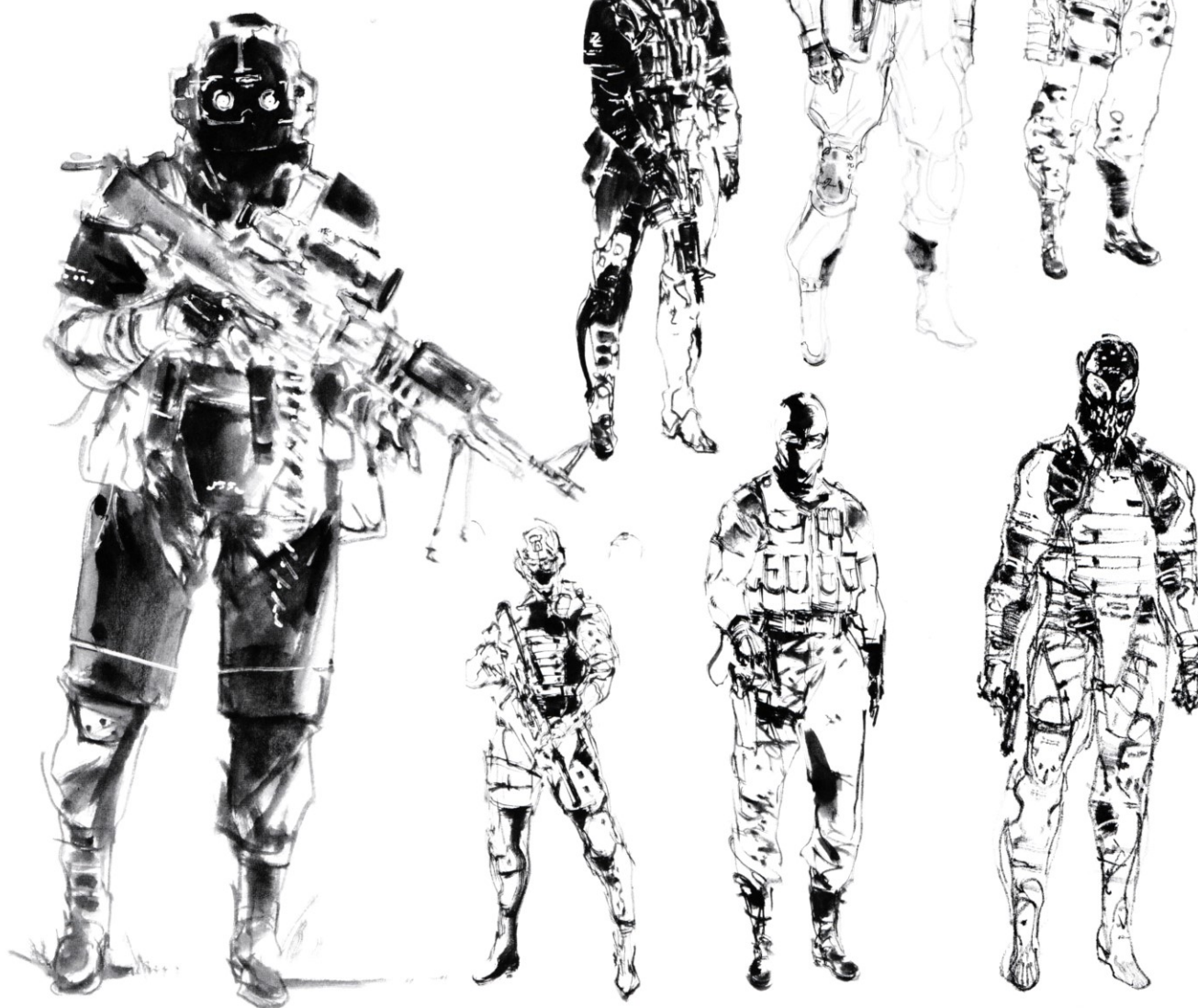
Snakeman (Unpublished)

Snake Man





Soldiers

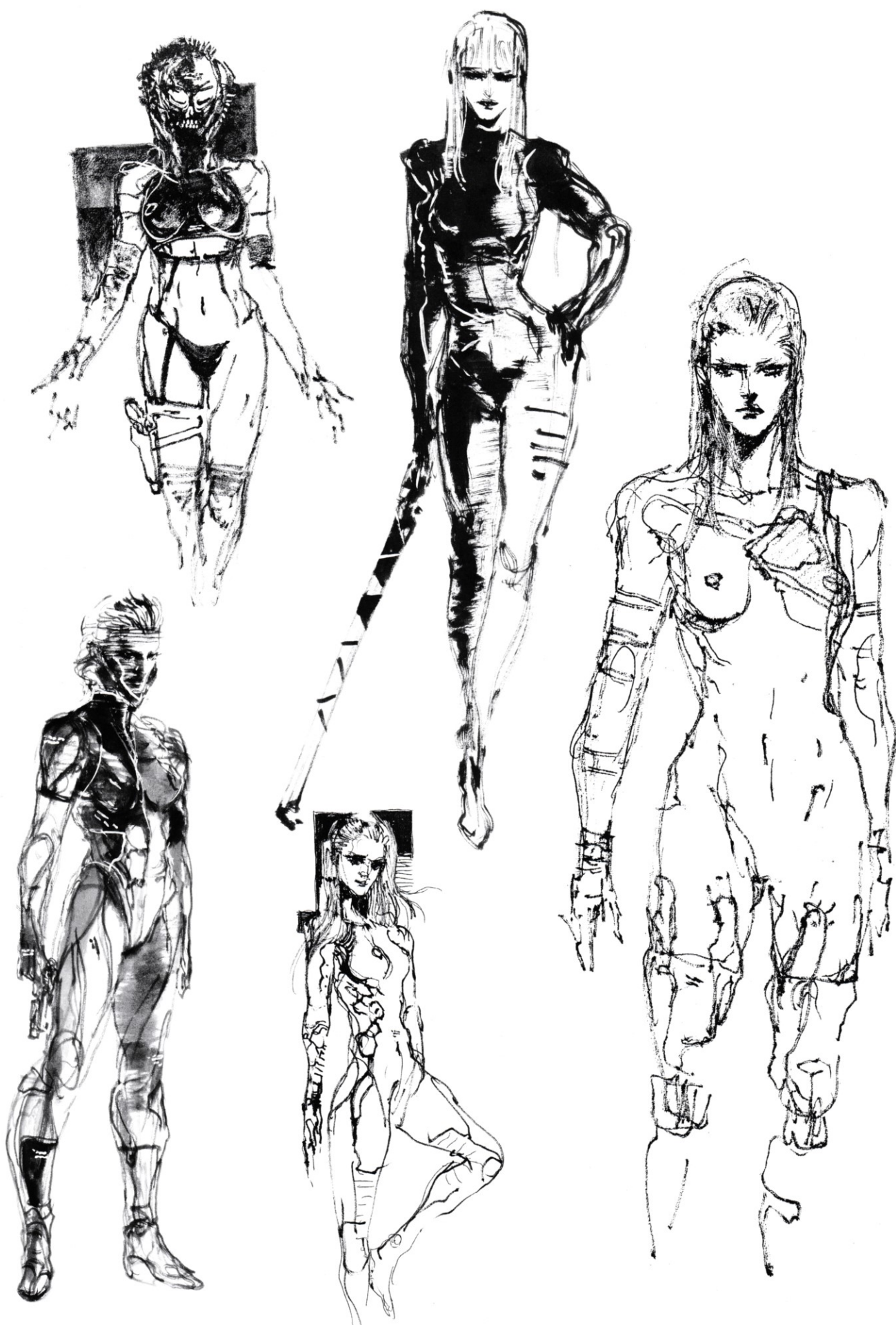


A 1. Rat Patrol Team
2. Rat Patrol Team

Beauty









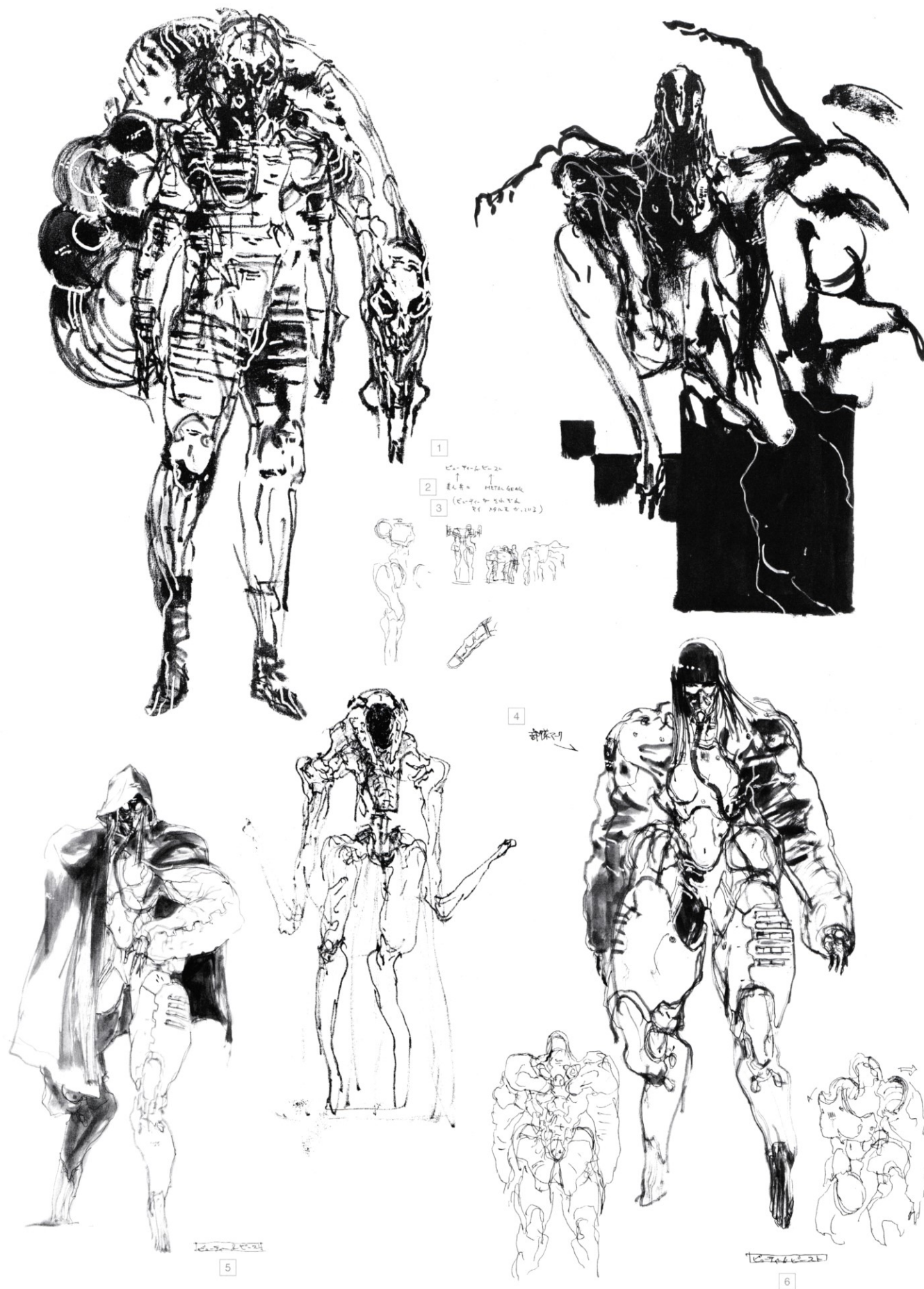




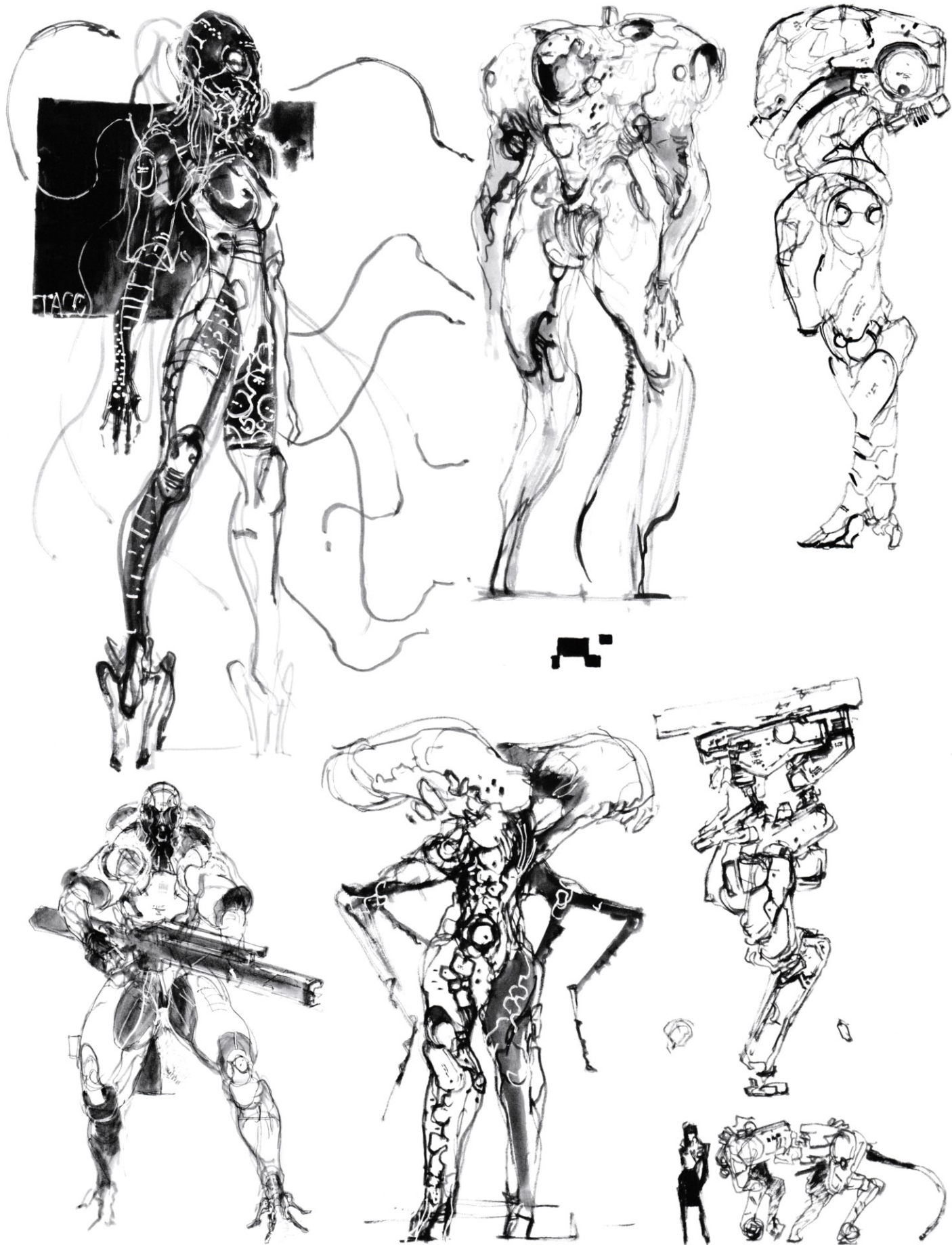
A Beast



A 1. Artificial leg

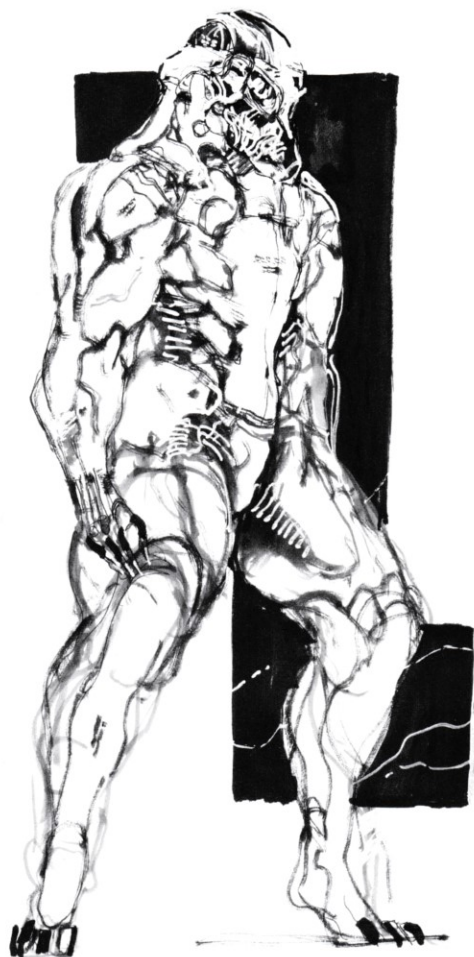


- A 1. Beauty and the Beast
2. Beauty soldier
3. Each Beauty has her own suit and Metal
4. Affiliation badge
5. Beauty and the Beast
6. Beauty and the Beast





A



1

アサルトライフル

2

ナイフ

3

40mm自動グレナードランチャー

4

人



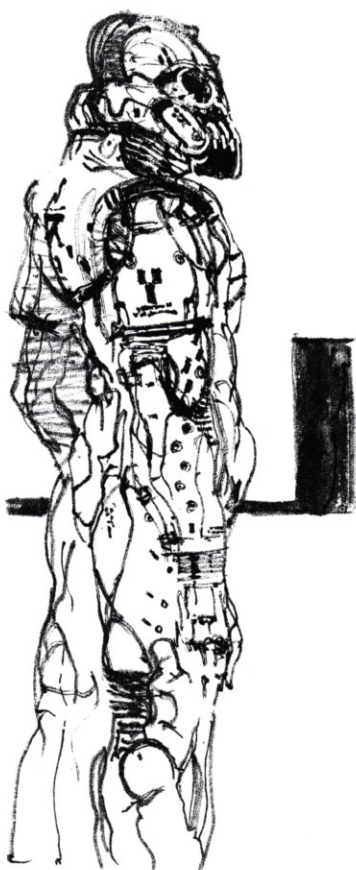
5

メンテナンス用プラグ

6

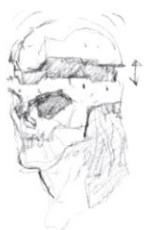
必要に応じて...
メンテナンス用プラグを挿入する

Haven Trooper



7

頭部が上下移動する



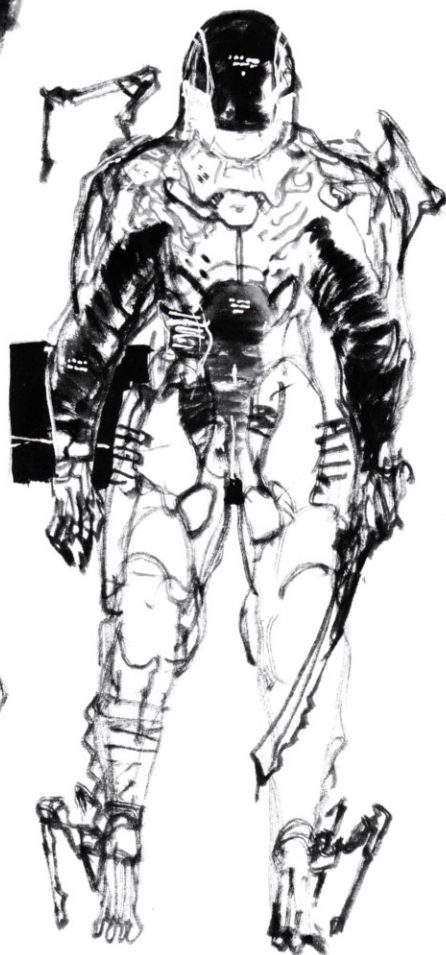
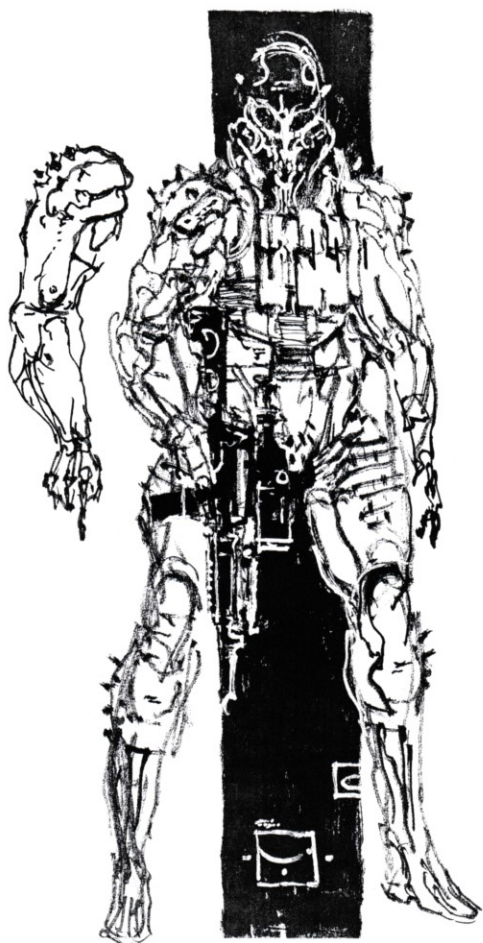
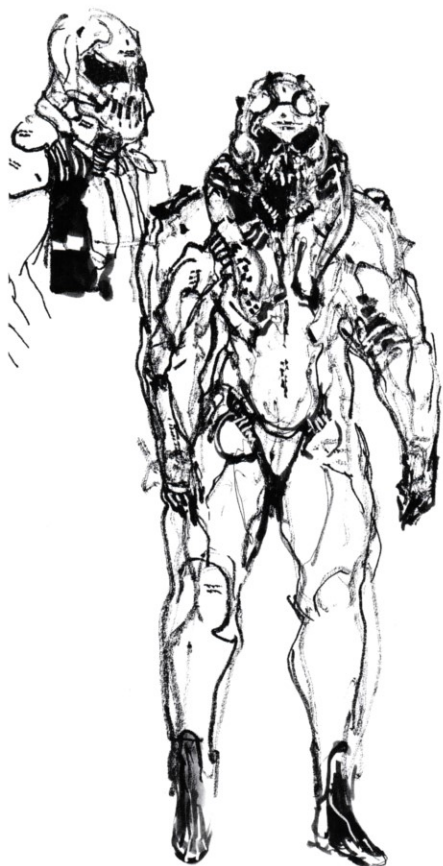
SNATCHER

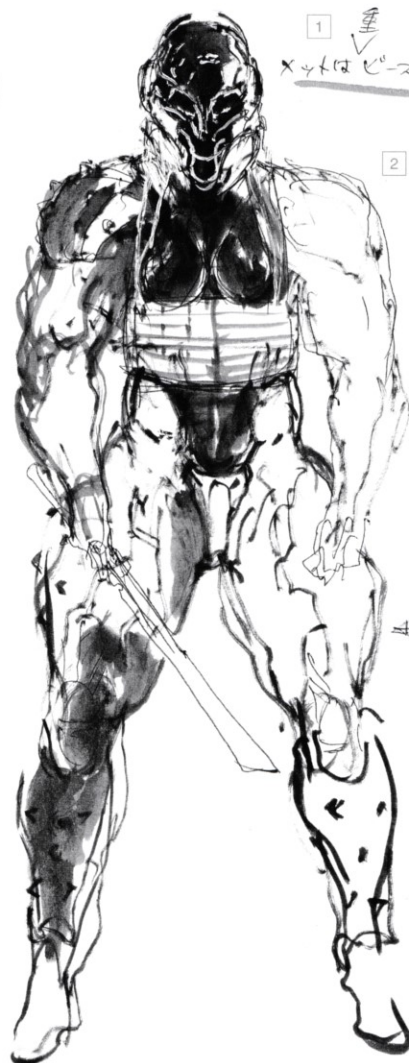
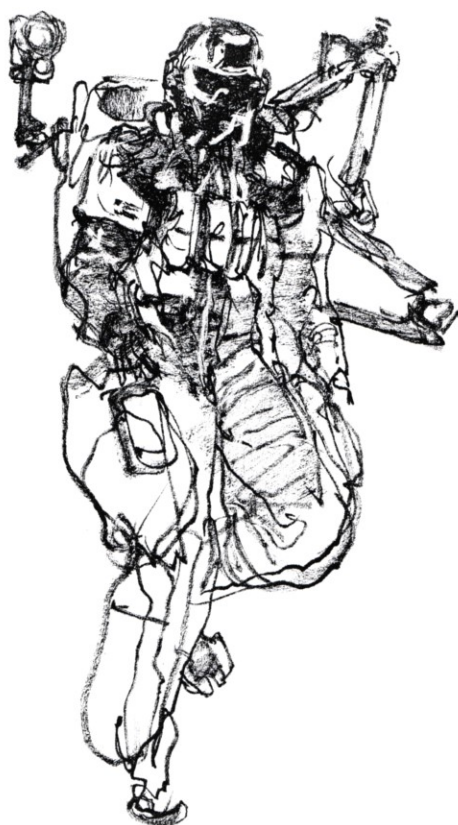
A

1. Assault rifle
2. Knife
3. 40 mm automatic grenade launcher
4. Person
5. Beauty and the Beast unit—size comparison

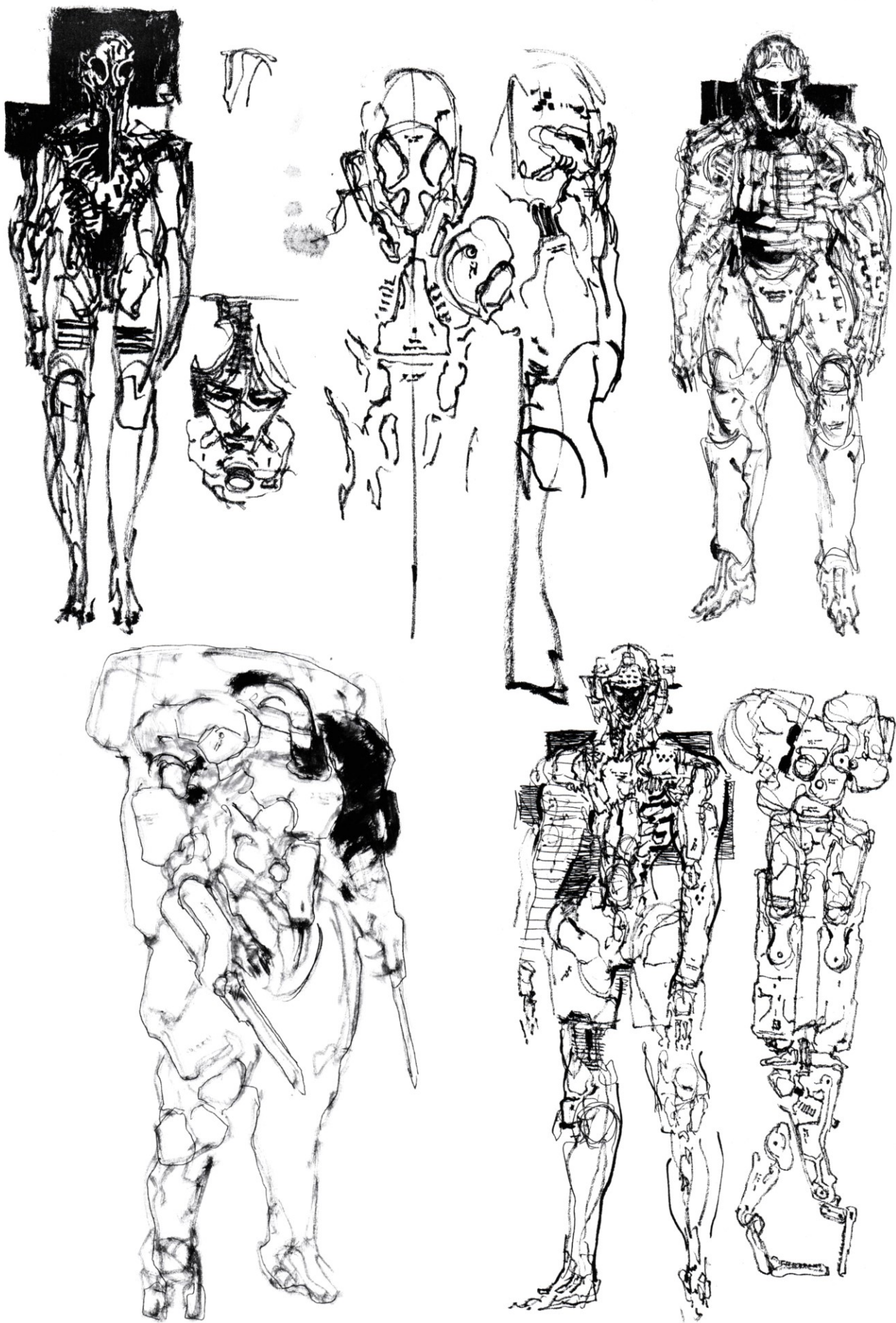
6. Has a tail-like connector... When necessary, he can plug himself in for maintenance.
7. Top of head moves up and down.

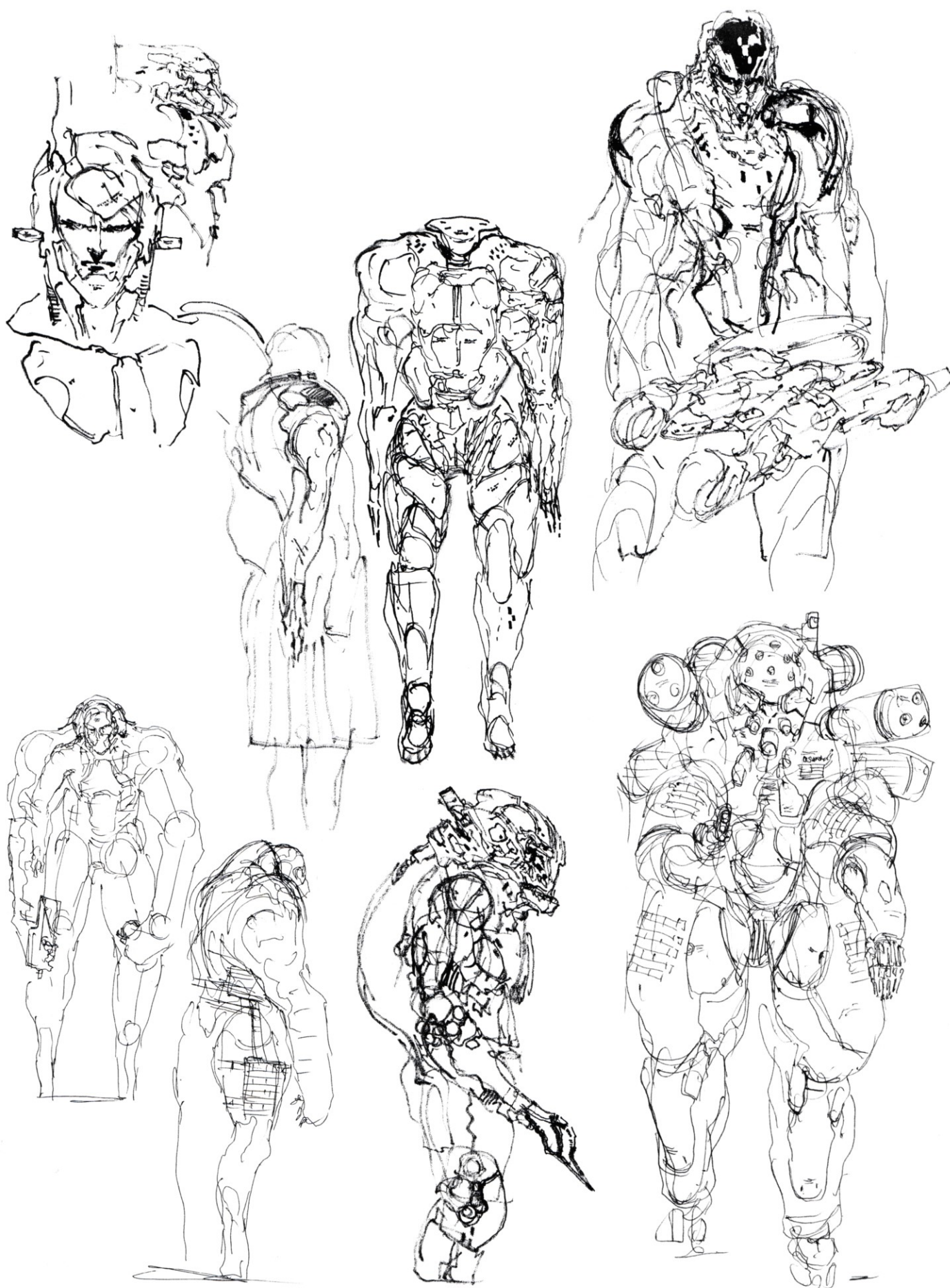


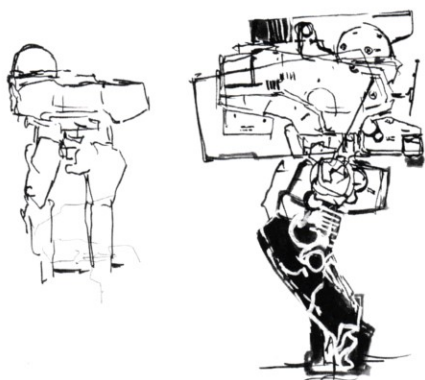
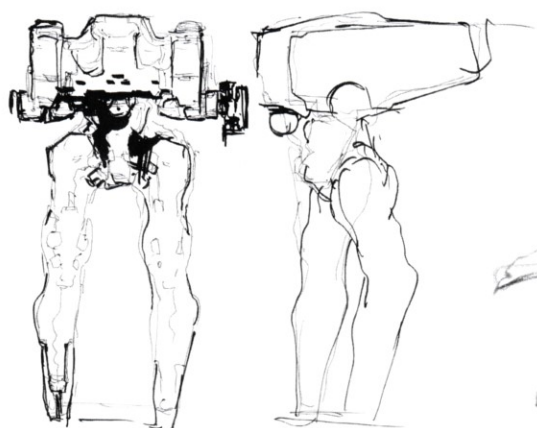
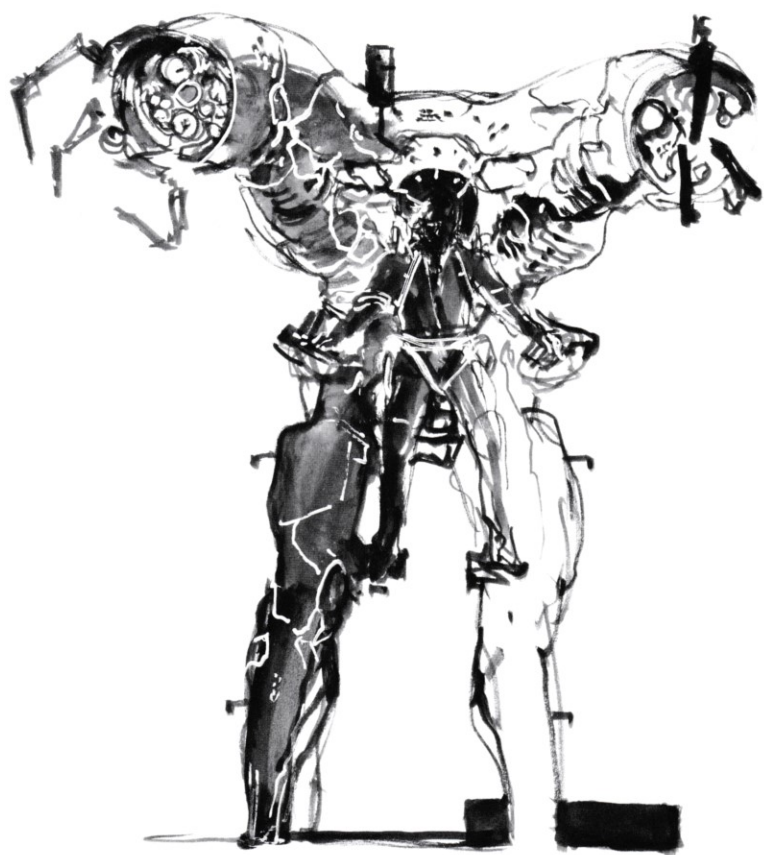


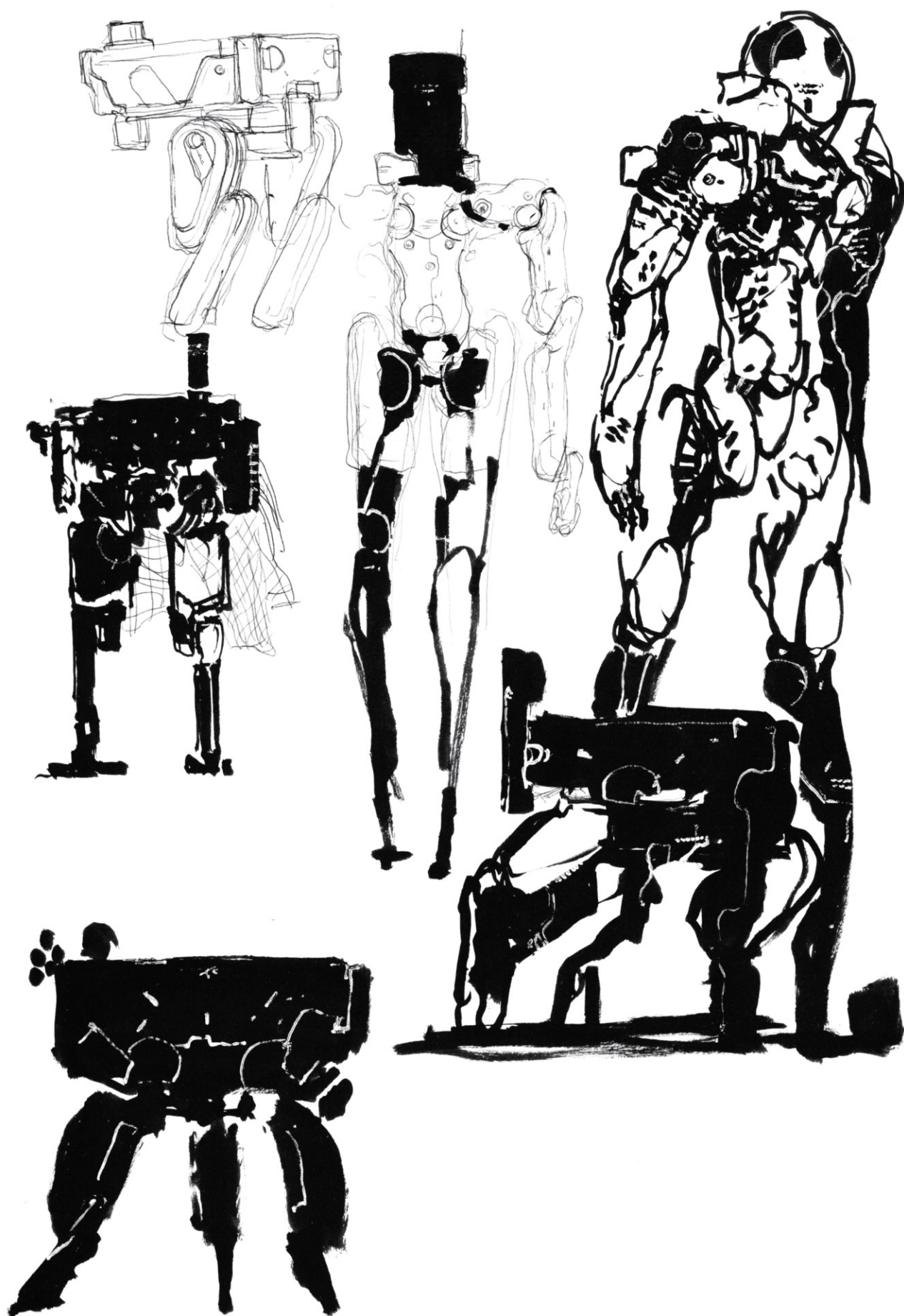


- A
1. Heavy helmet. Same as Beauty and the Beast unit?
 2. Something more ordinary might be better.
 3. Outer Haven trooper. Powered suit pants have characteristics similar to Vamp's.

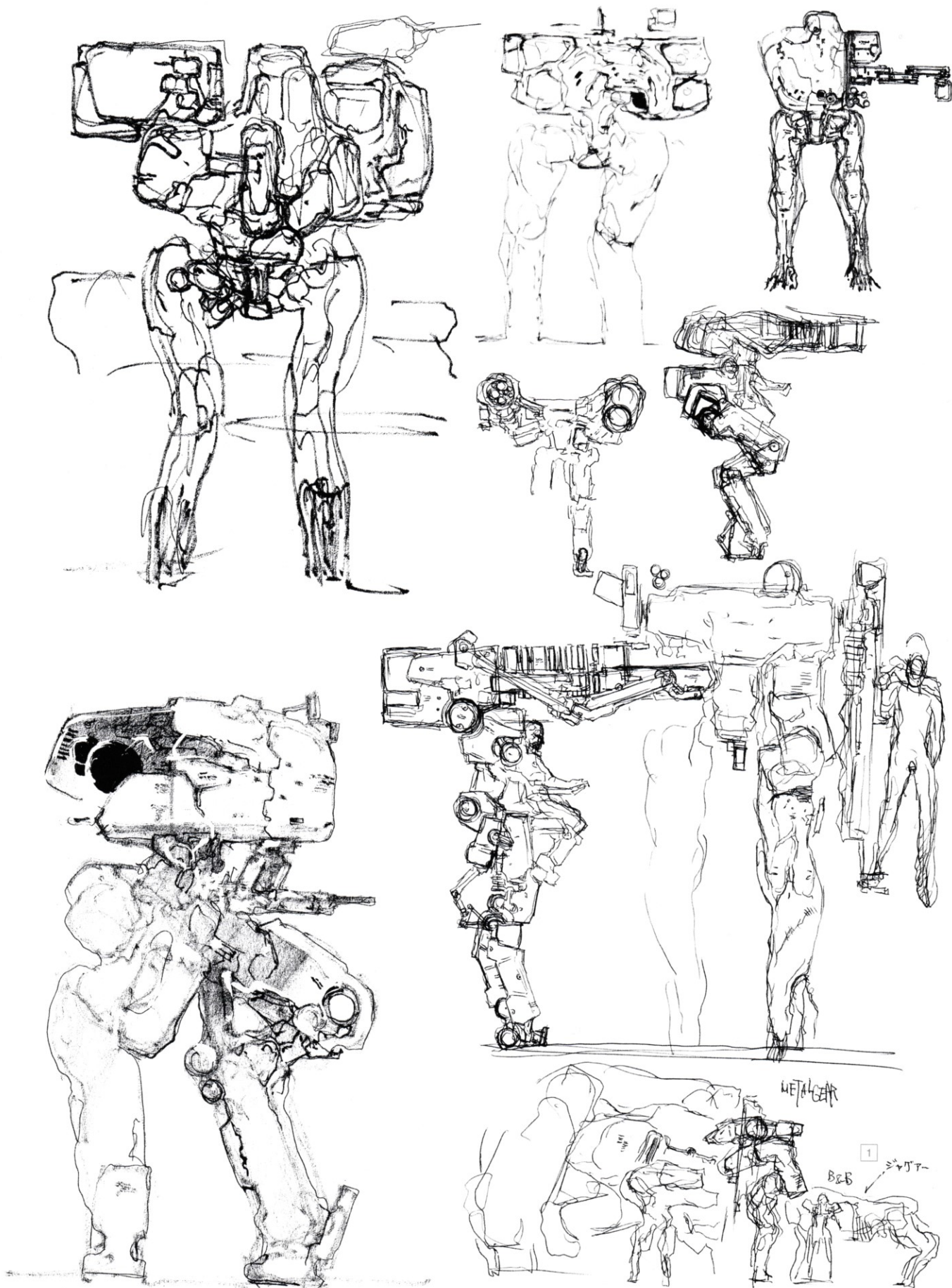


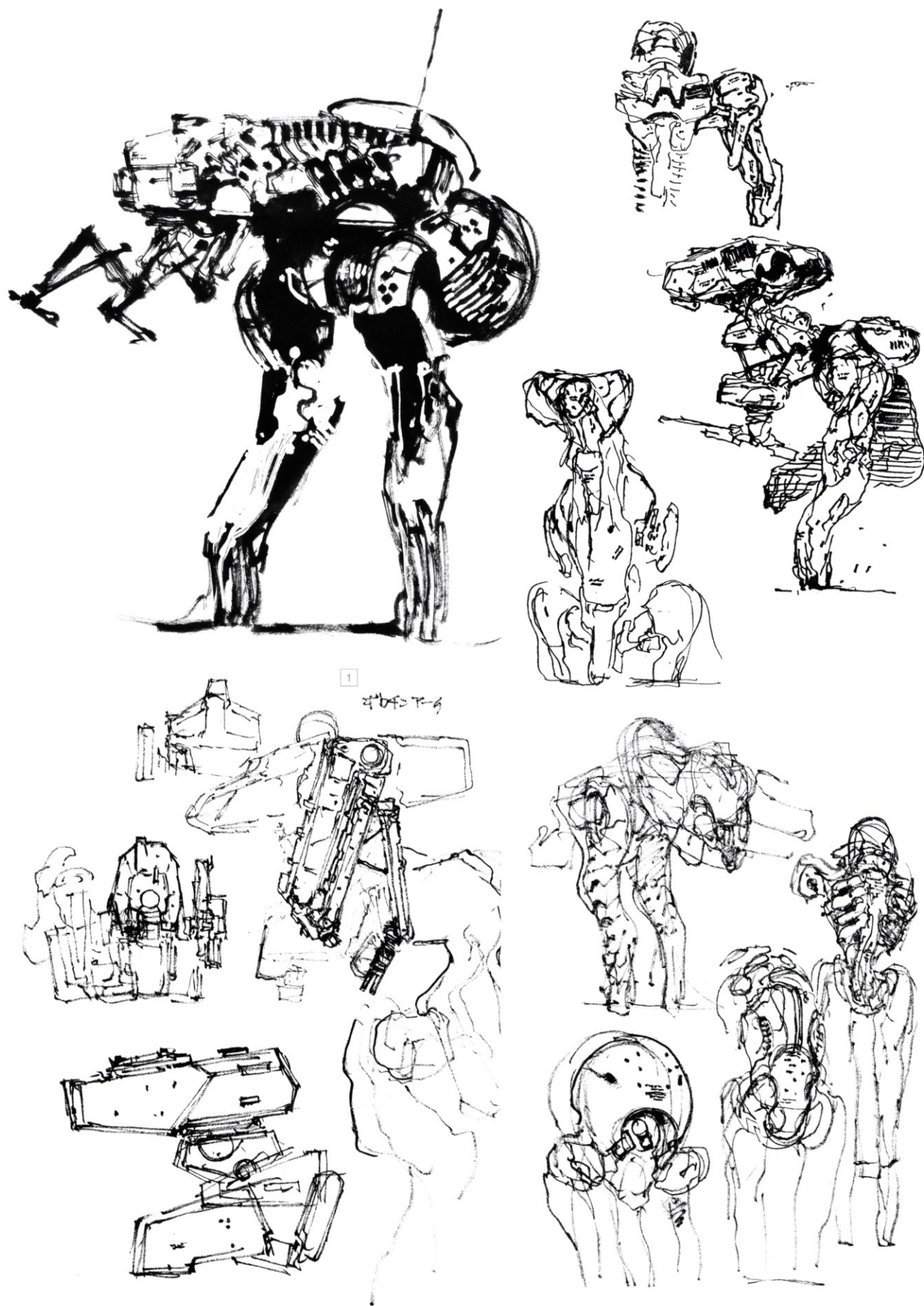






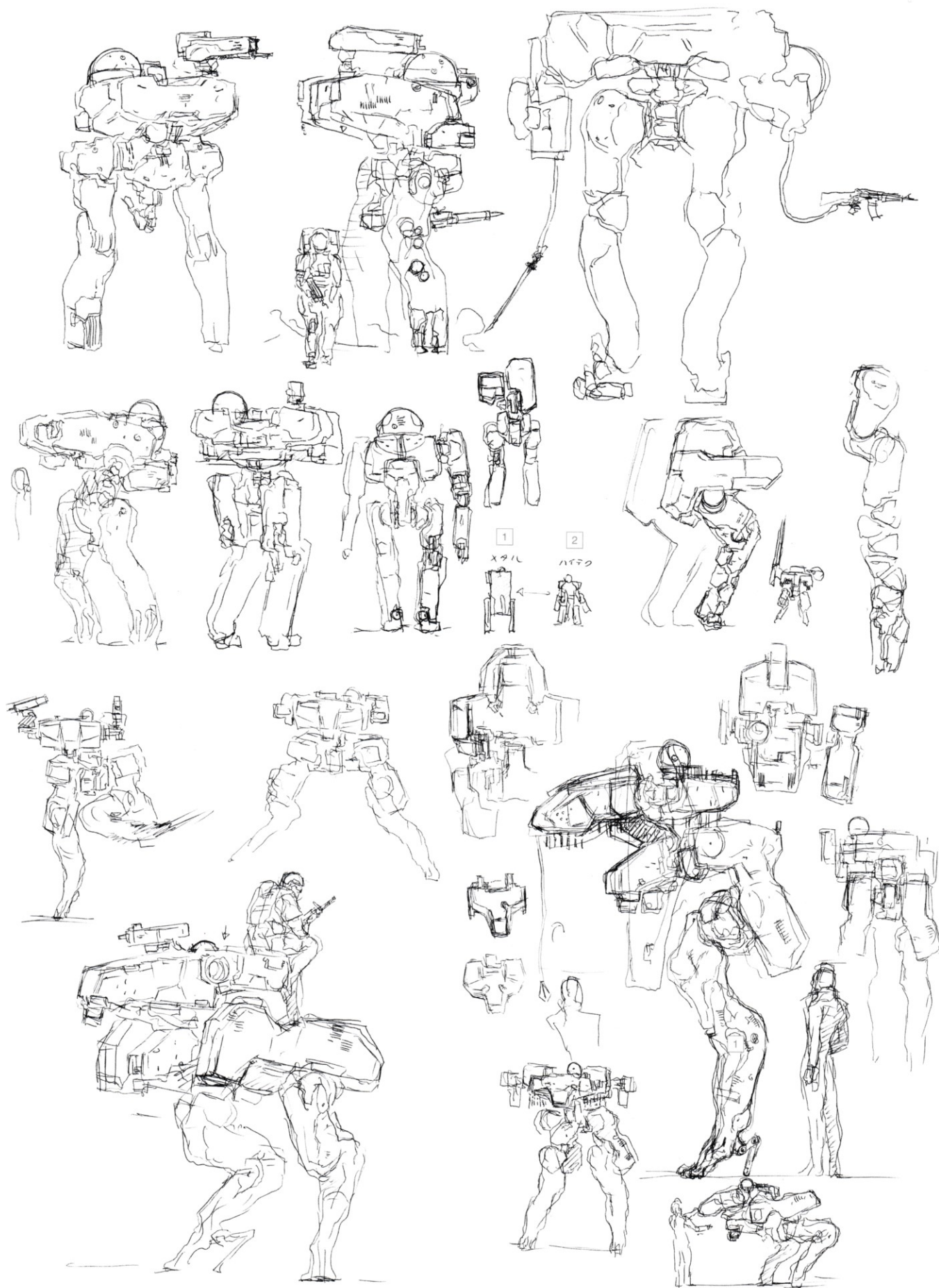
A

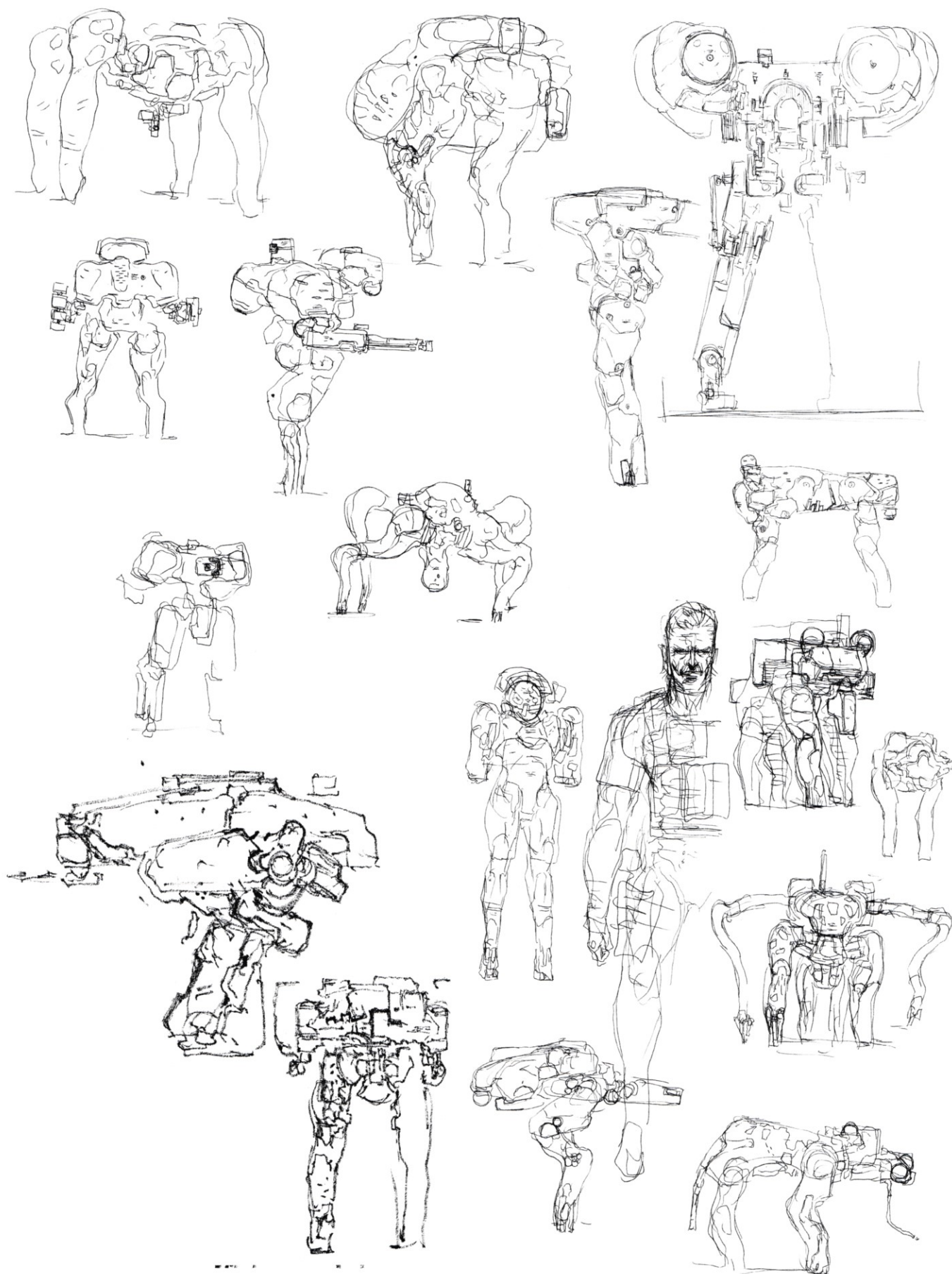


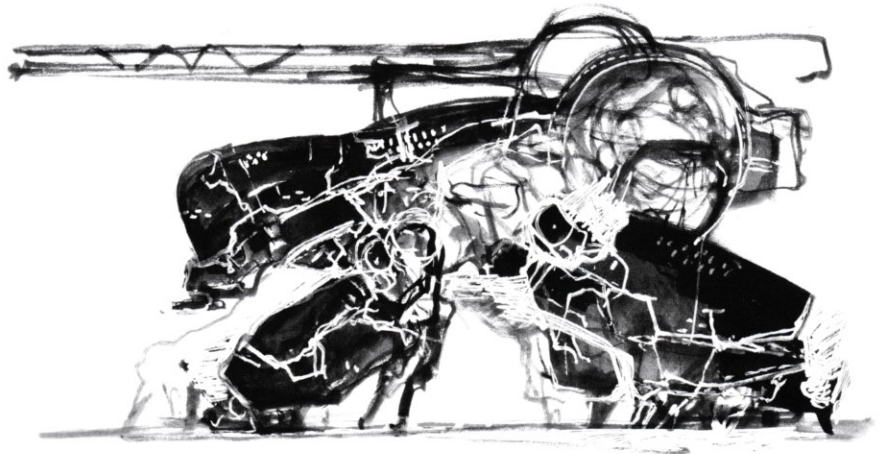
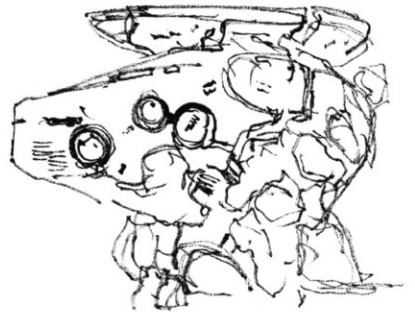
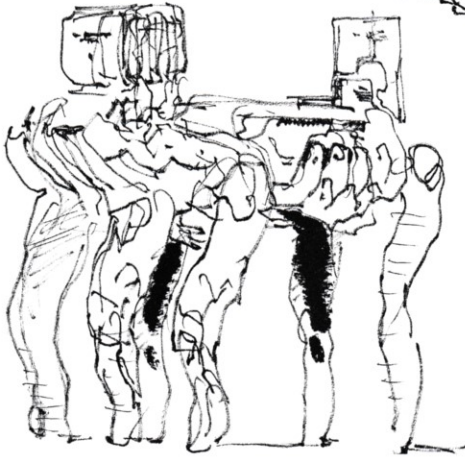
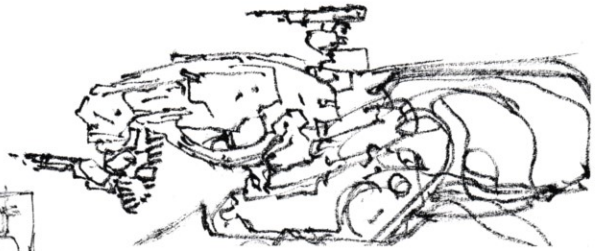
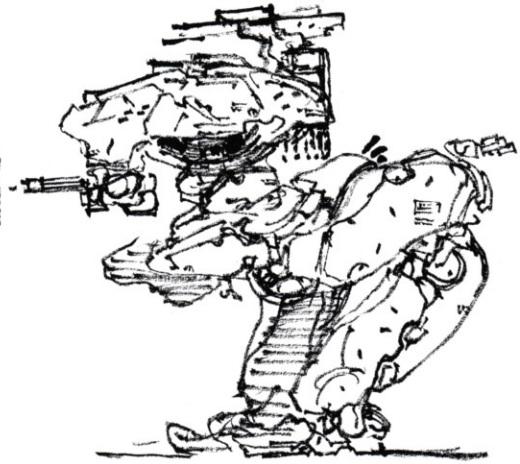
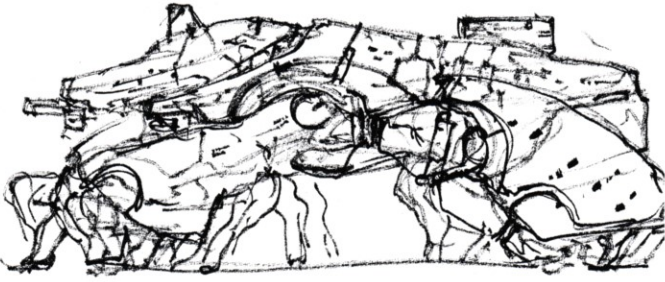


A 1. Guillotine arm

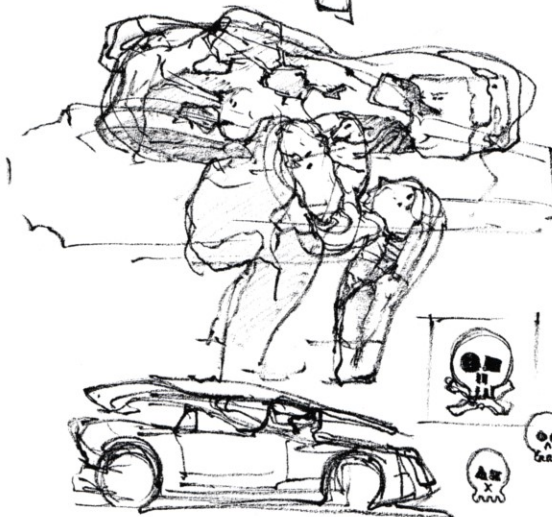
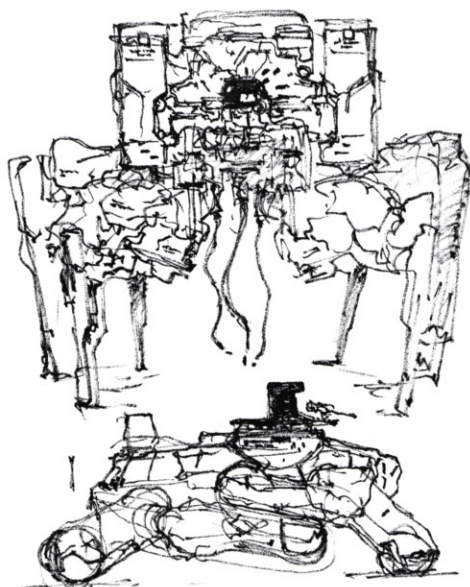
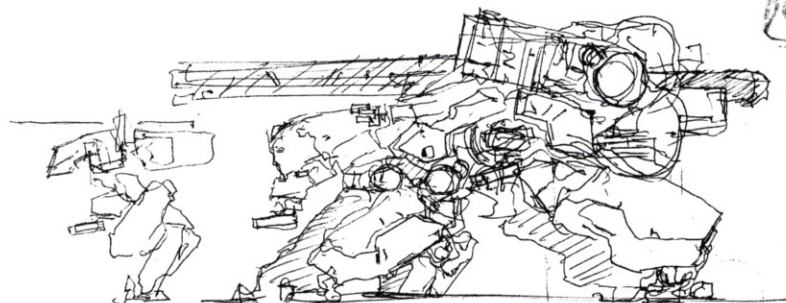
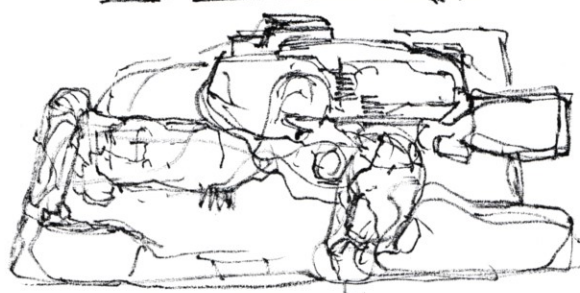
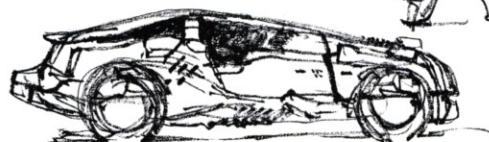
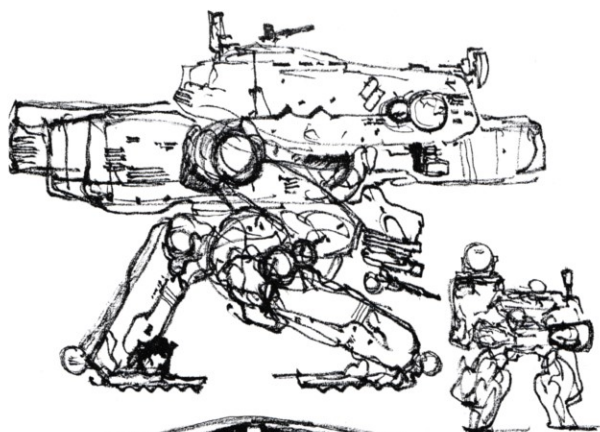
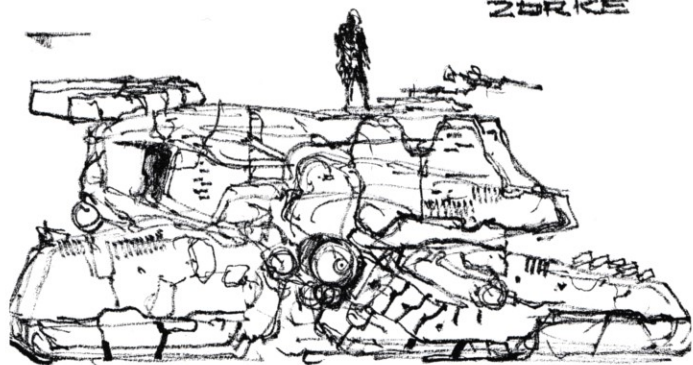
A

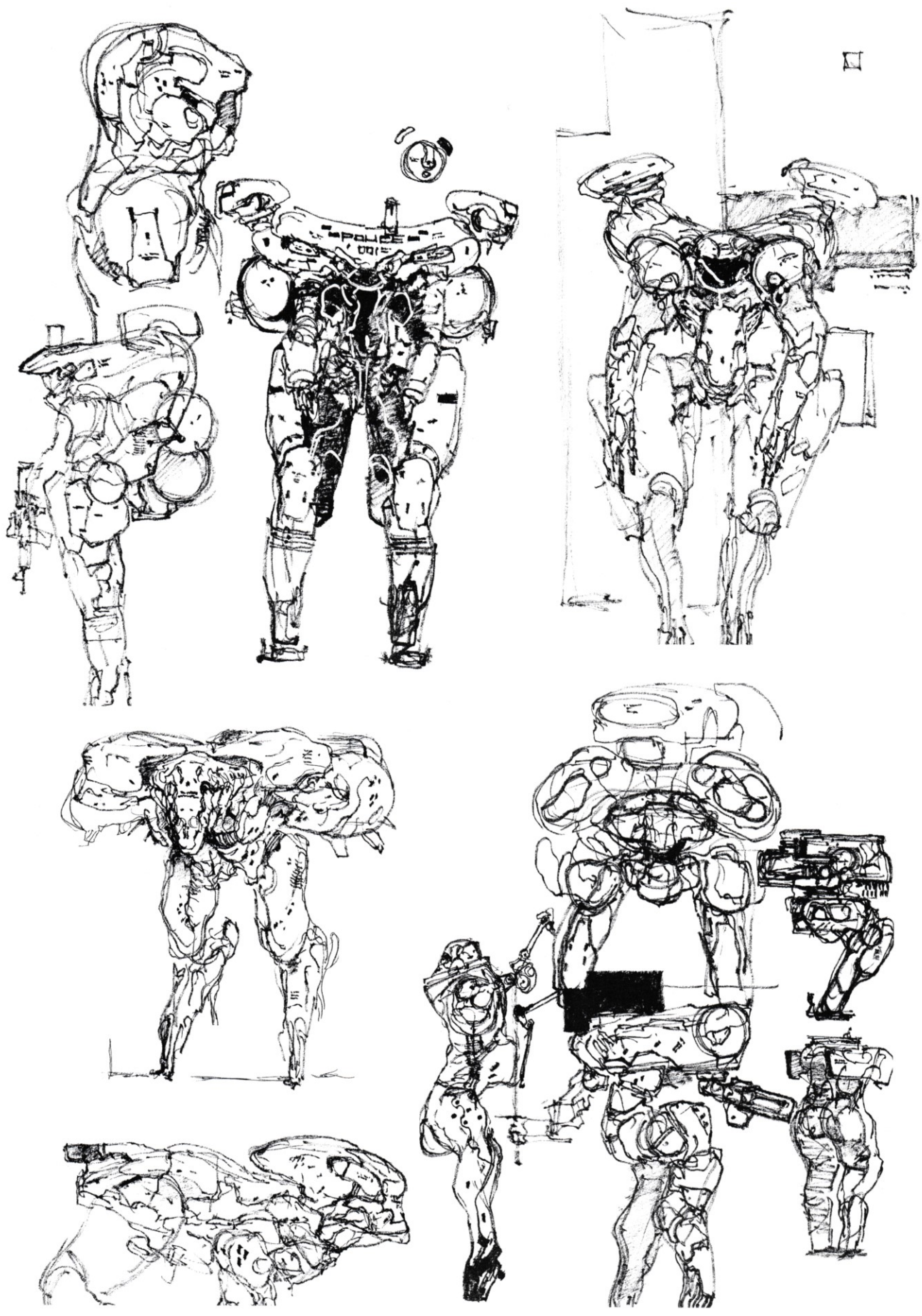


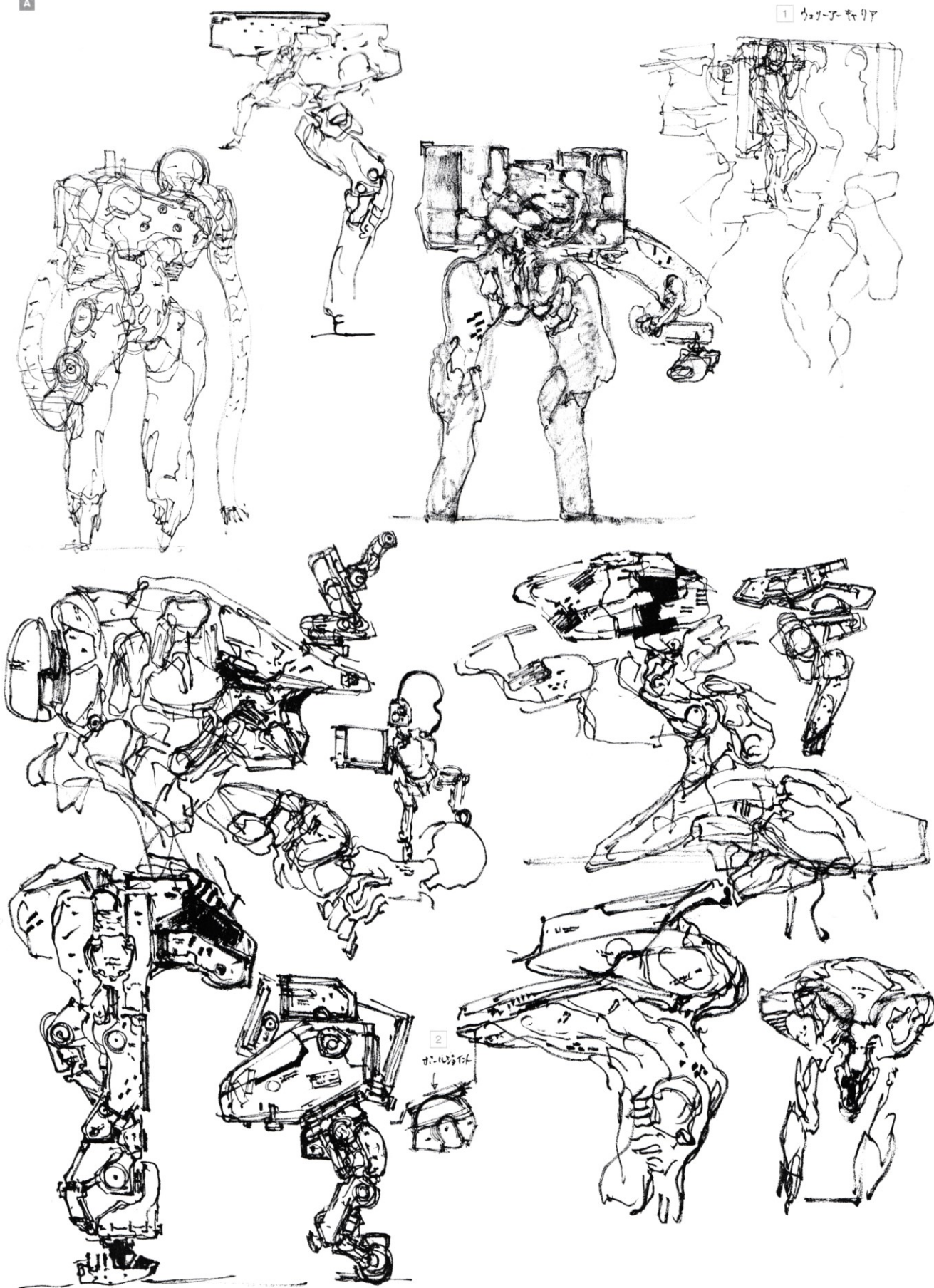




2DRIVE



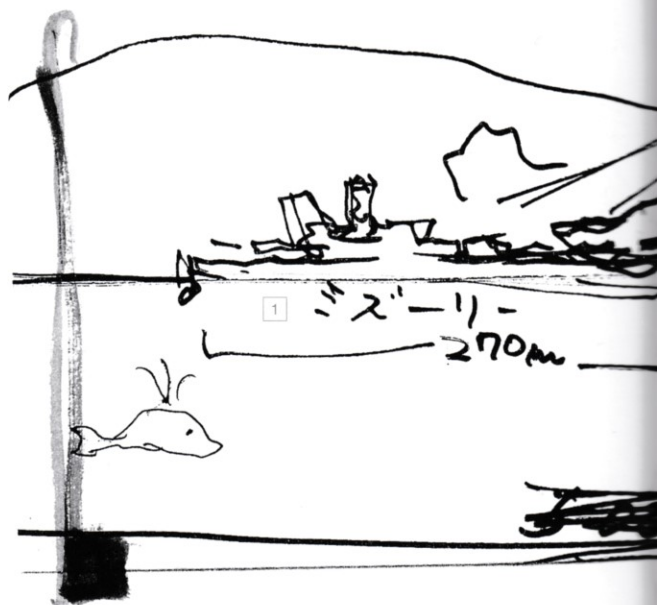




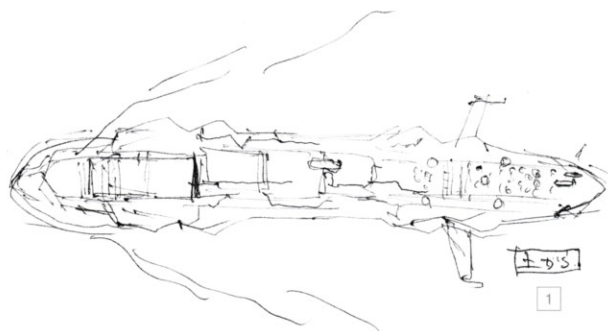
A 1. Warrior carrier
2. Ball joint



A

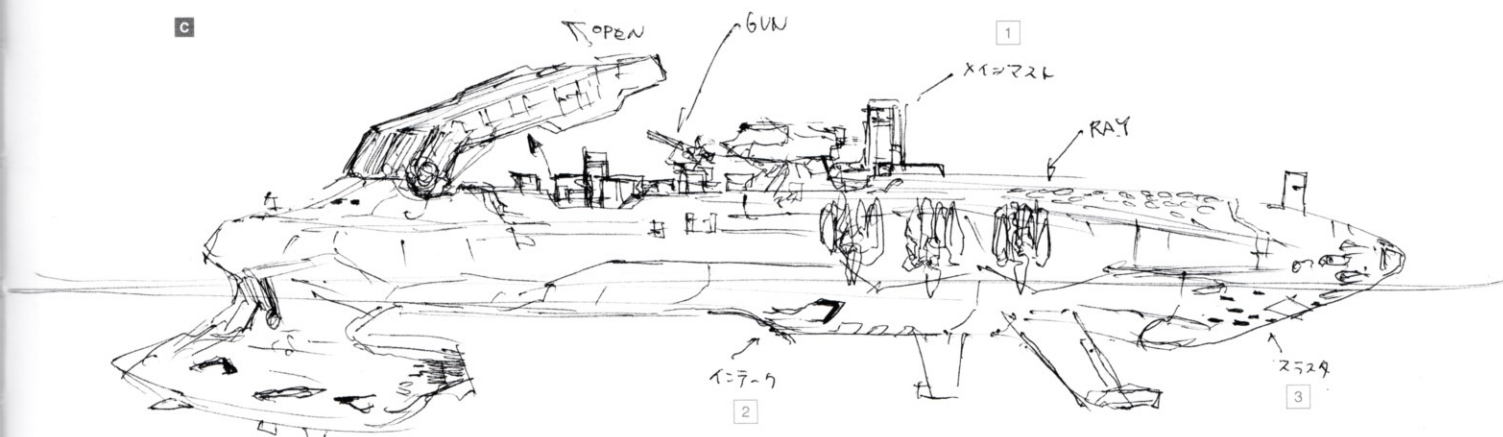
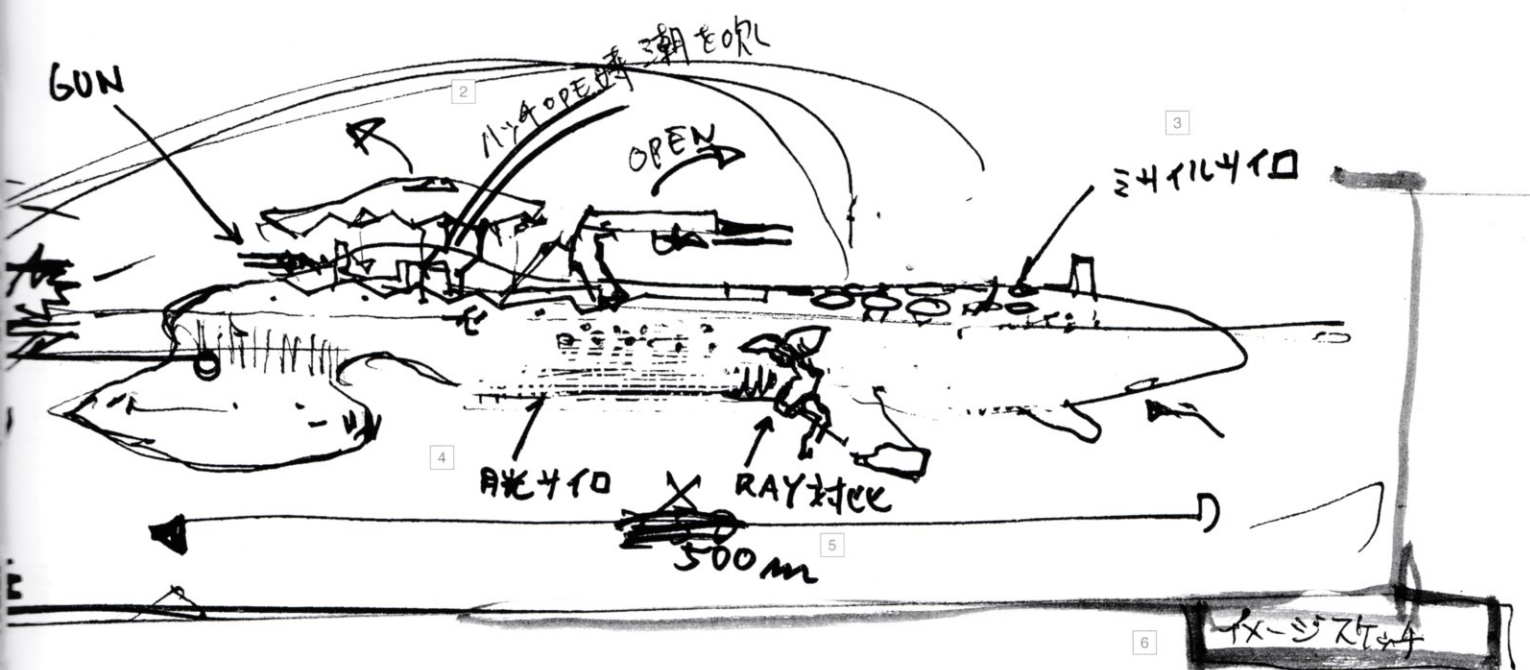
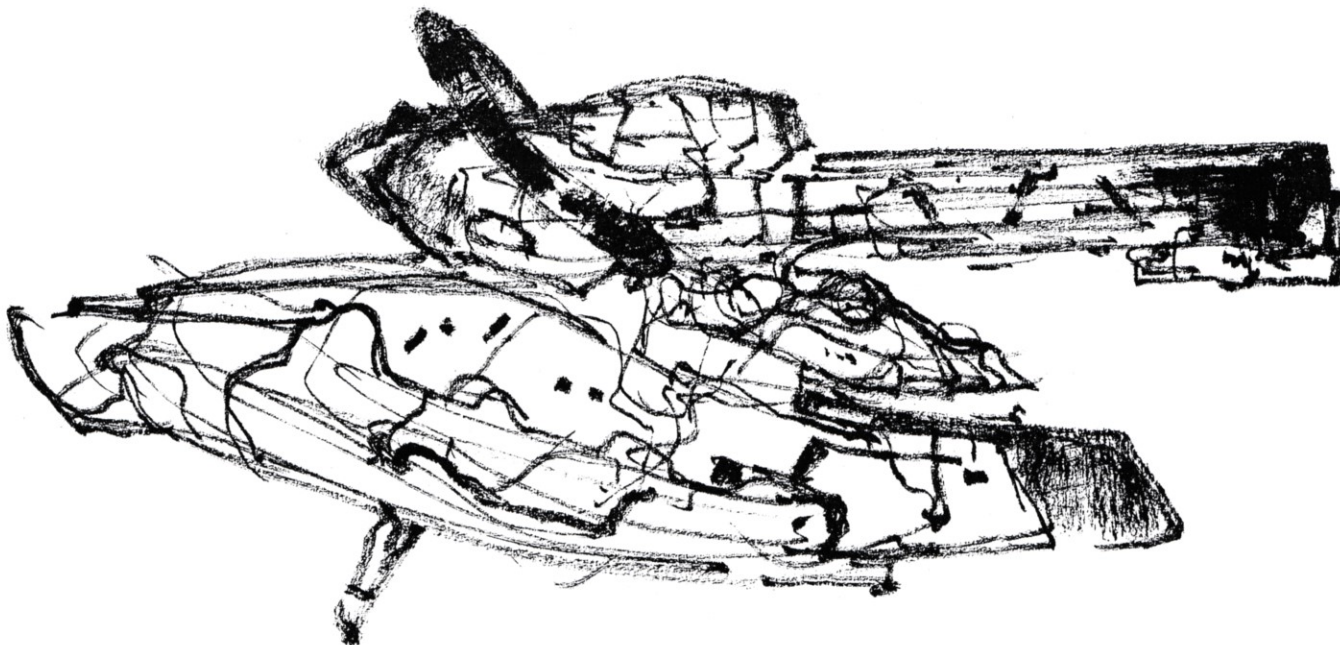


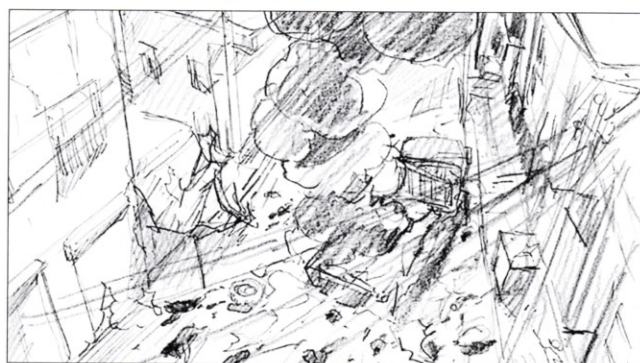
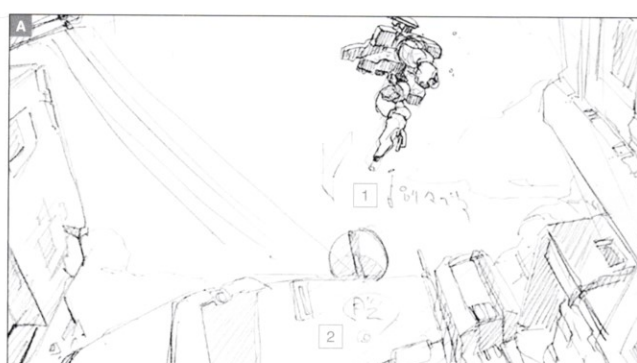
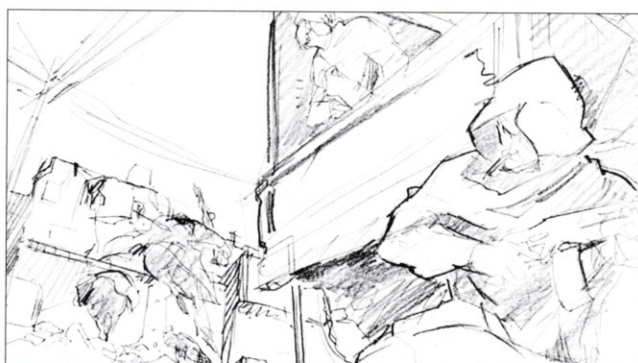
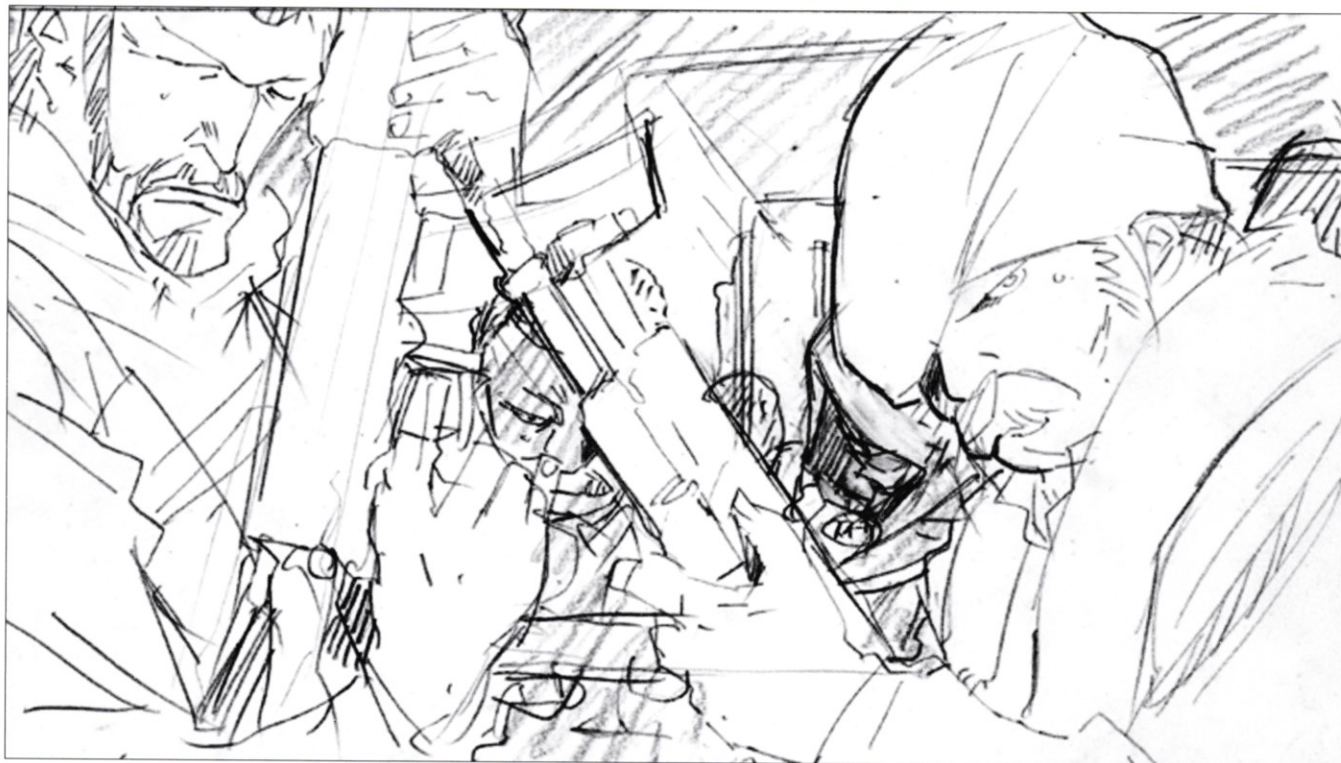
B



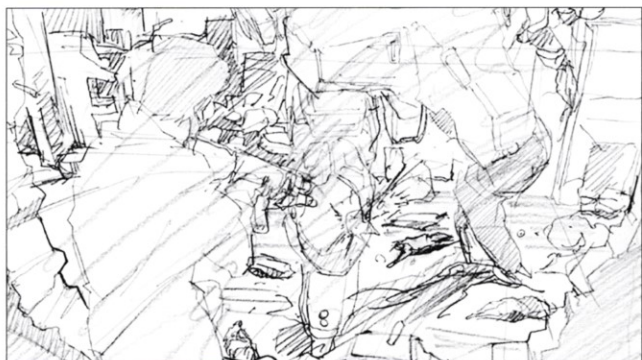
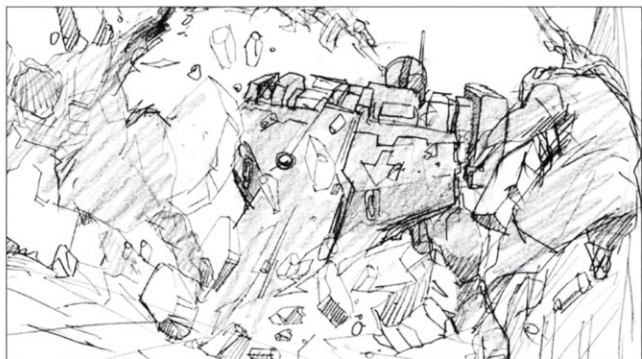
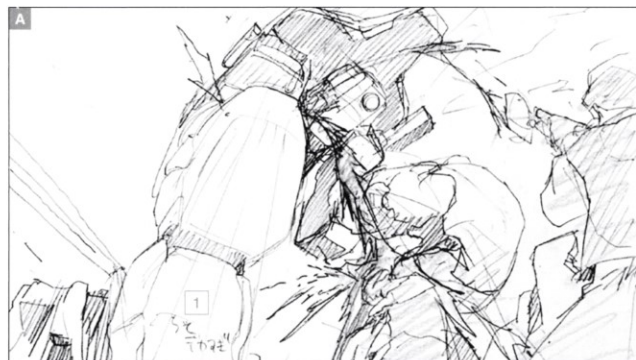
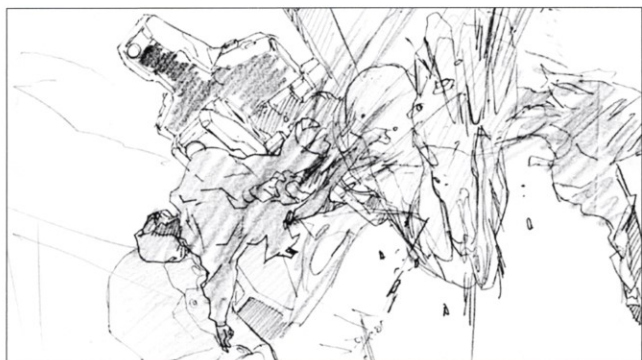
- A**
1. Missori 270 m
 2. Water sprays when hatch is opened.
 3. Missile launch tubes
 4. Gekko silo
 5. Metal Gear RAY
 6. Rough sketch

- B**
1. Aerial view
 2. Main mast
 3. Air intake
 4. Thruster





A 1. Separated
2. Gekko

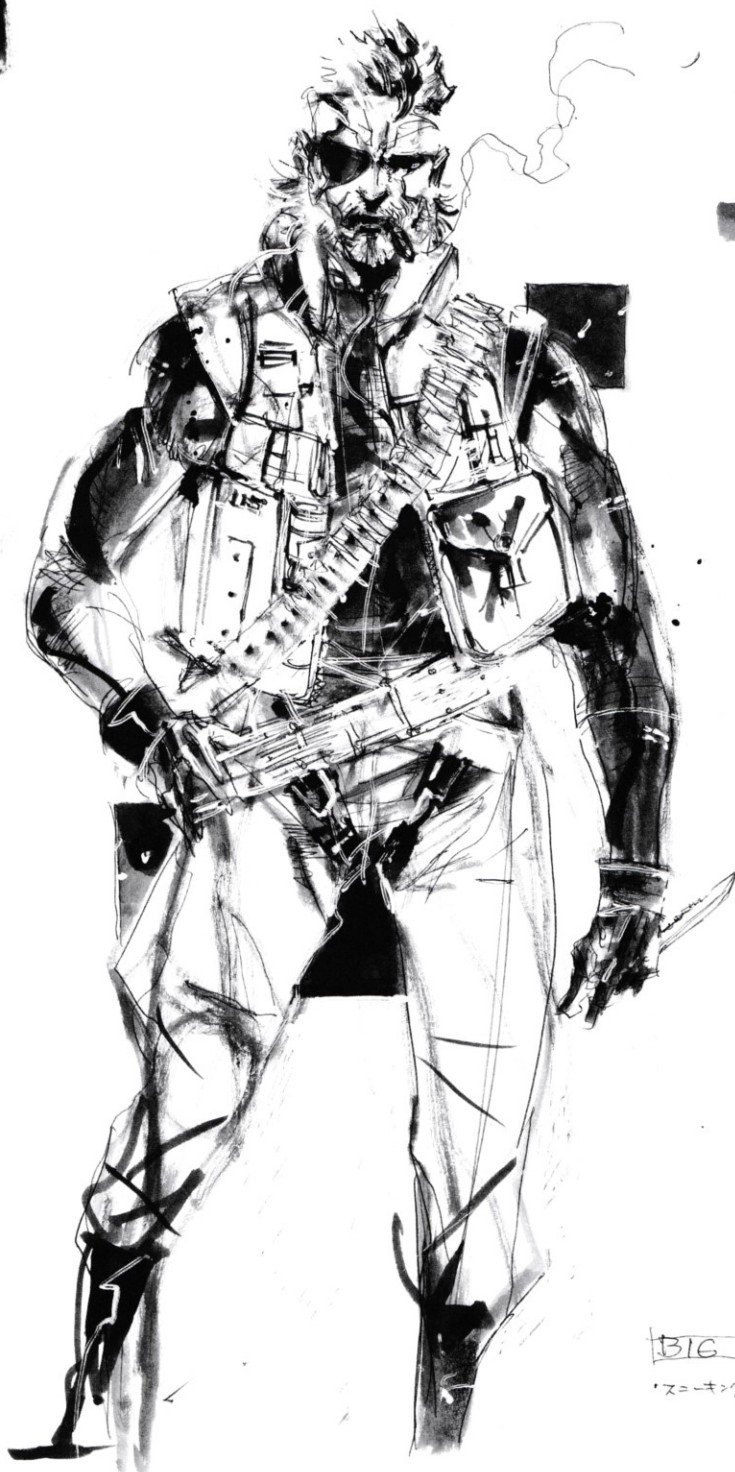


A 1. Arm is too big.

B 1. Destroyed parts



Snake (Big Boss)



BIG BOSS

・スニークスーツ + CMU-30
ハサビベスト

1

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

A Snake



B



- 1 BIG BOSS
- 2 バトルドレスバージョン
• スニーキングスーツ
• アーマー スーツ
• コンボットシャツ (カモフラ)

スニーキング「0」

3

C



胸にS字蛇状の傷

2

BIG BOSS
ネイティブ

3

1

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

- B 1. Own base
2. Soldier
3. Midgame sounds (instead of blood)

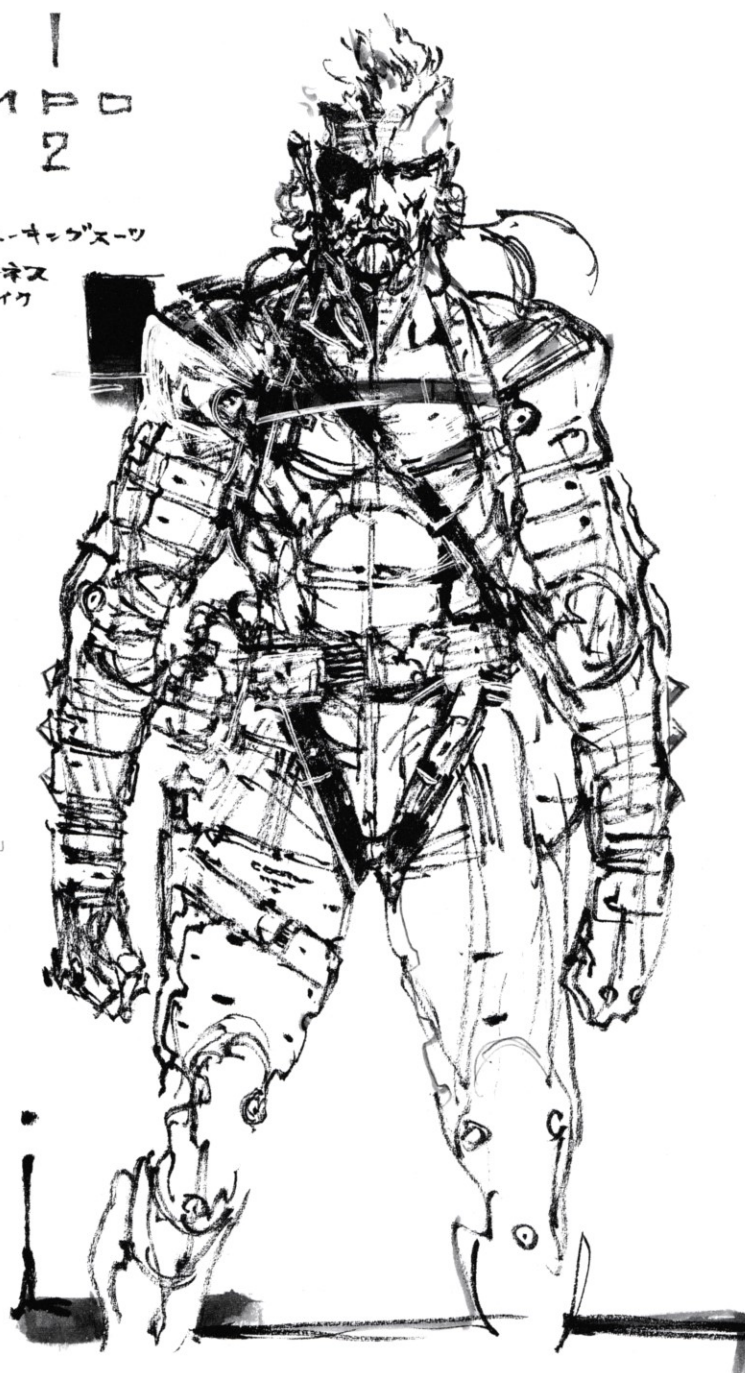
- C 1. On his chest is an S-shaped wound that looks like a snake
2. Big Boss
3. Naked

A



1
MPO
2

- 1 1代目 スニーキングスーツ
- 2 Rパイクハーネス
- 3 喉頭マイク



- 4 スニーキングゲル
スネーク



フルアーマー 503

5

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

A



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



- A** 1. Snake metal bandana
2. Cloth bandana with a metal plate riveted on

- B** 1. Big Boss helmet or face guard

A



マスターミラー

1



2

「アサシンの
とろろ
カワイイ」



Kazuhira Miller

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



マスターミラー
1
?

A



B



1

2. タココ, Aビースモーカー

3. 左肩ペーシング, ニモ

4. 右ウデ ホイ (74)

5. ブローニング ハイパワー (ハンドガン)

1
は、チコにラインが
入った、



AMANDA

Amanda

A 1. The lines can be seen

5. Browning Hi-Power (handgun)

B 1. Chico Jean*
2. Cigarette, heavy smoker
3. Left shoulder pulled in
4. Right arm, white bandage (wounded)

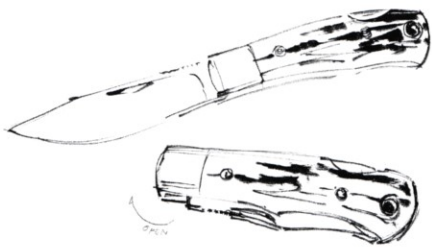
*Editor's note: Chico Jean is the name that was temporarily used for Amanda during the game's development.

A



Chico

B

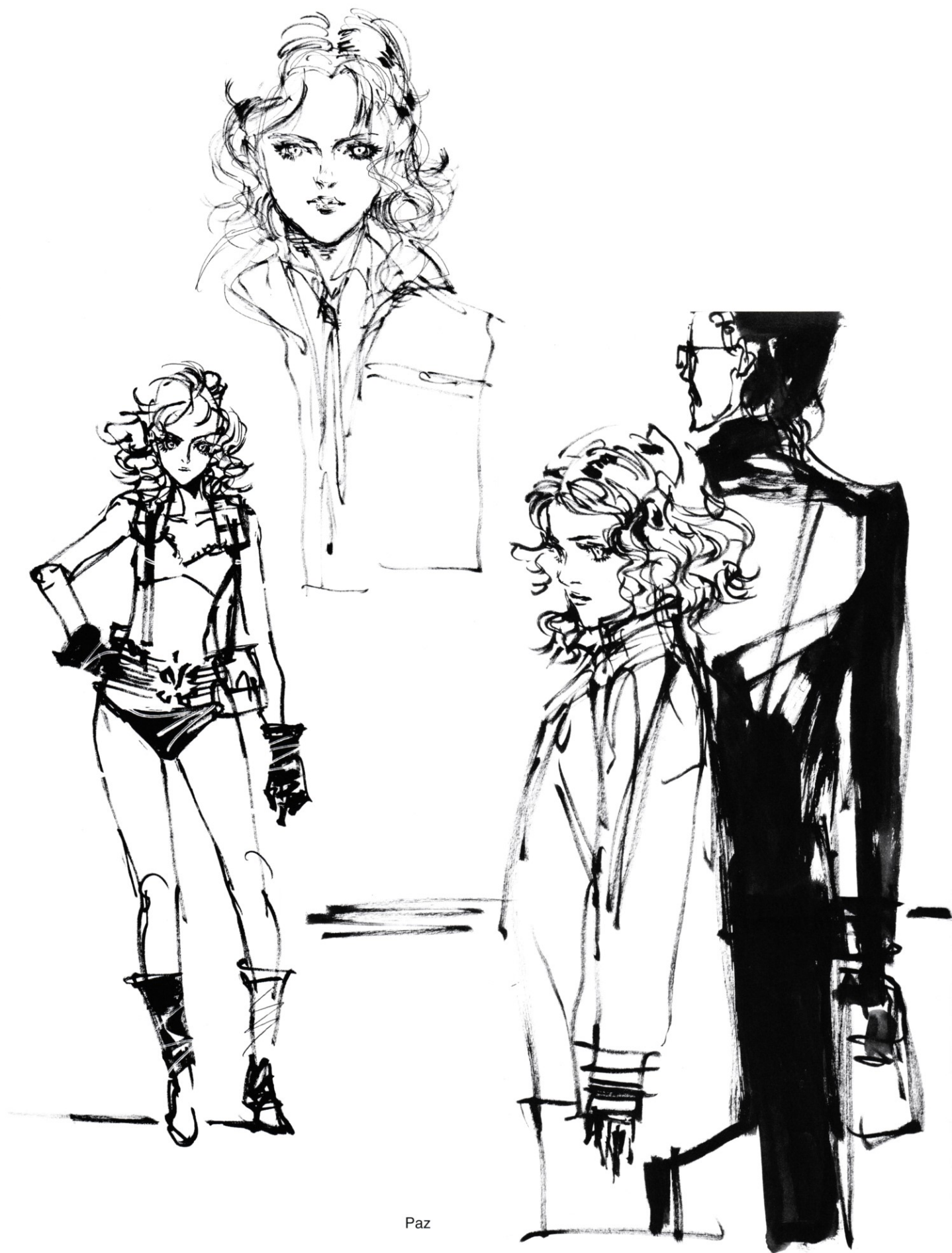


1 Amanda's pocketknife



A 1. Height comparison

B 1. Amanda's pocketknife



Paz

ARE YOU
SNAKE?



Gálvez





Coldman



A



B



Cécile

A 1. Lets people see a little.

B 1. Cécile
2. In jungle



Strangelove



- A 1. Discharges from the metal sides of the shaft, not from the plastic tip.
2. Electricity comes from this cord.
3. Connected to the power supply.

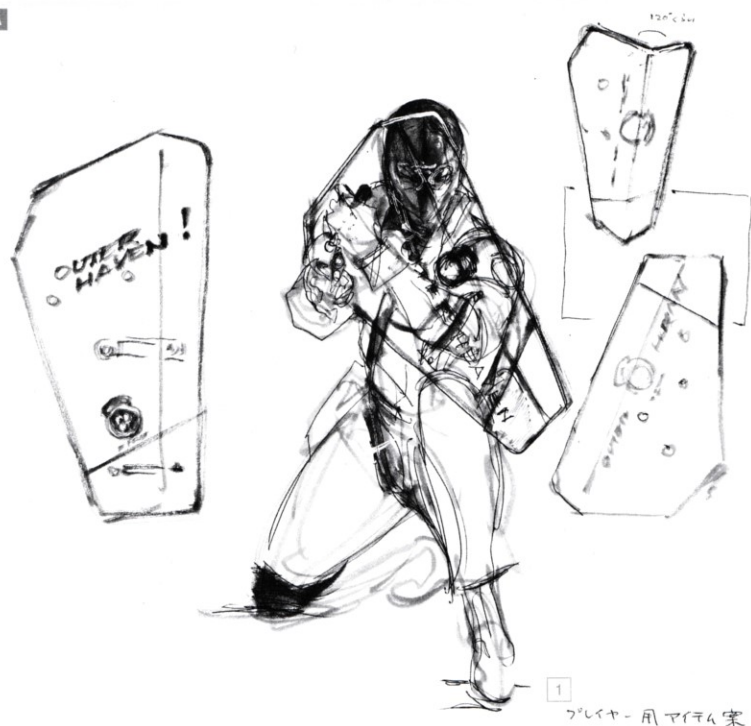
A



Soldiers

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

A



B



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

- B 1. Shorts ♥

A



B



8
コントラ₂



9
ロシア軍バージョン



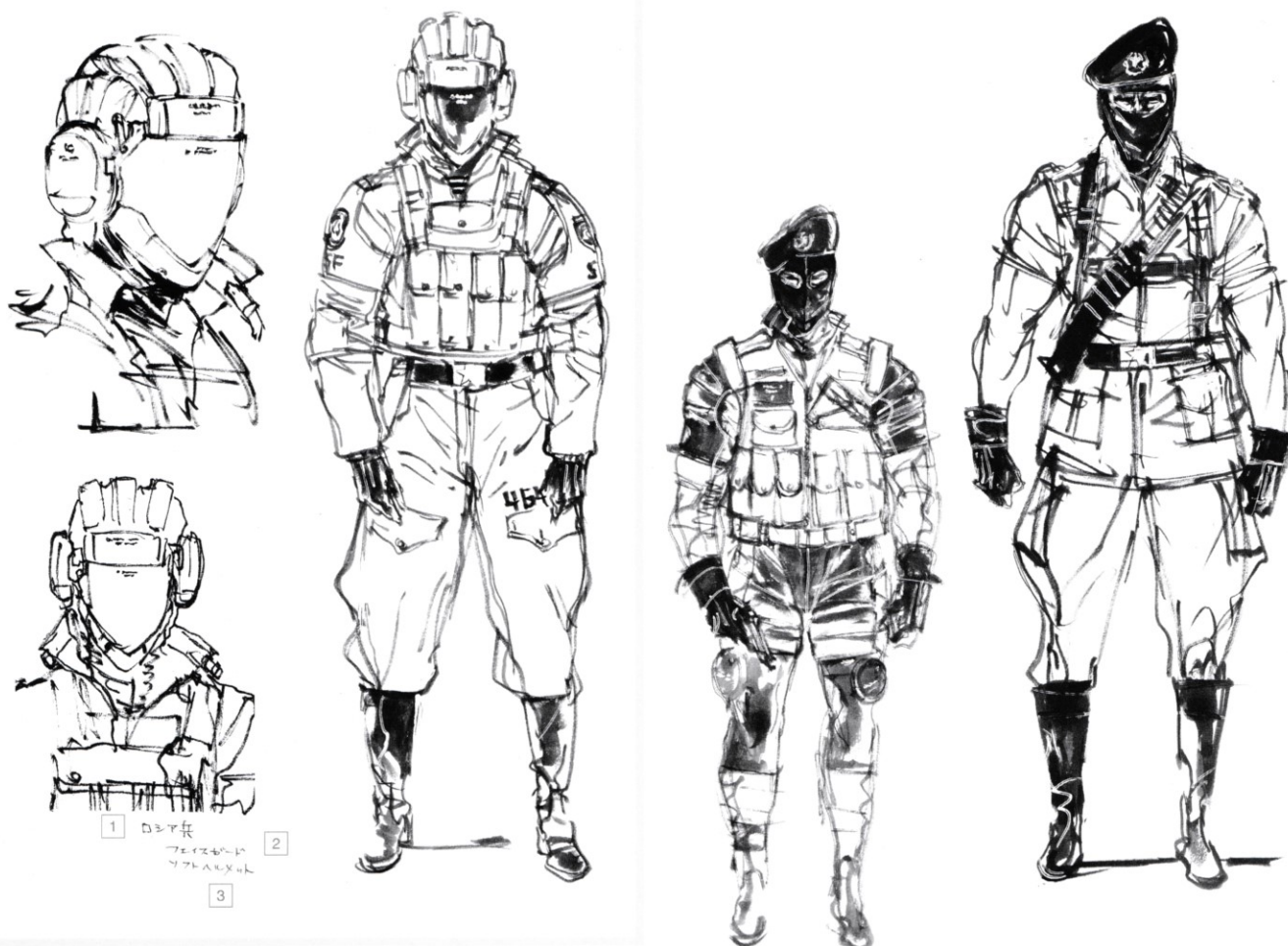
10
兵士

- A
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

- B
1. Balaclava
 2. US Army
 3. Russia Army

A

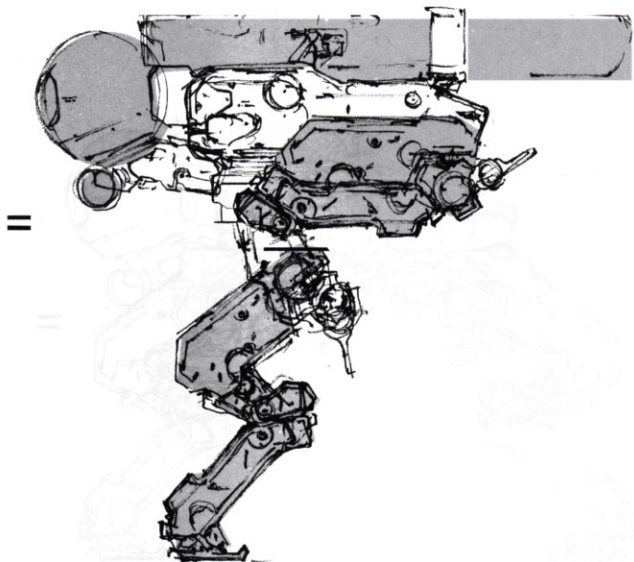
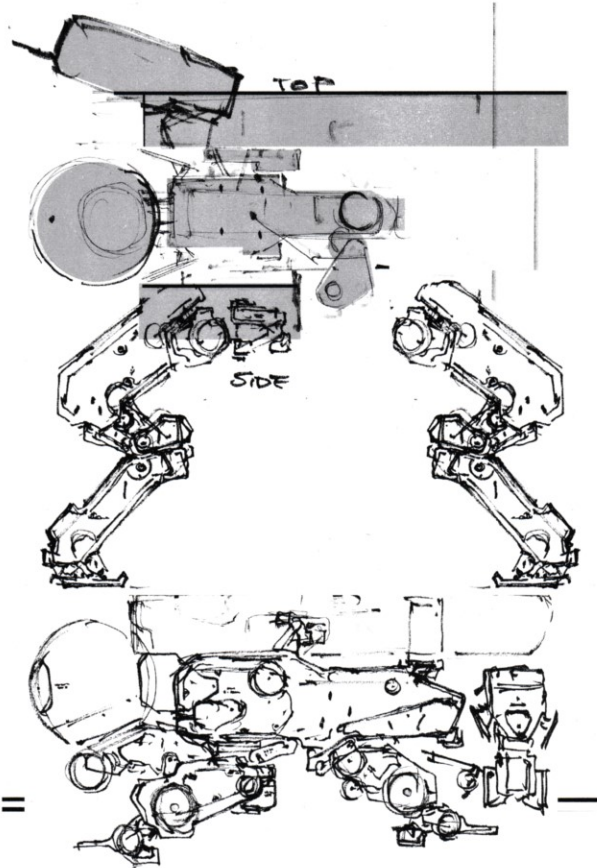
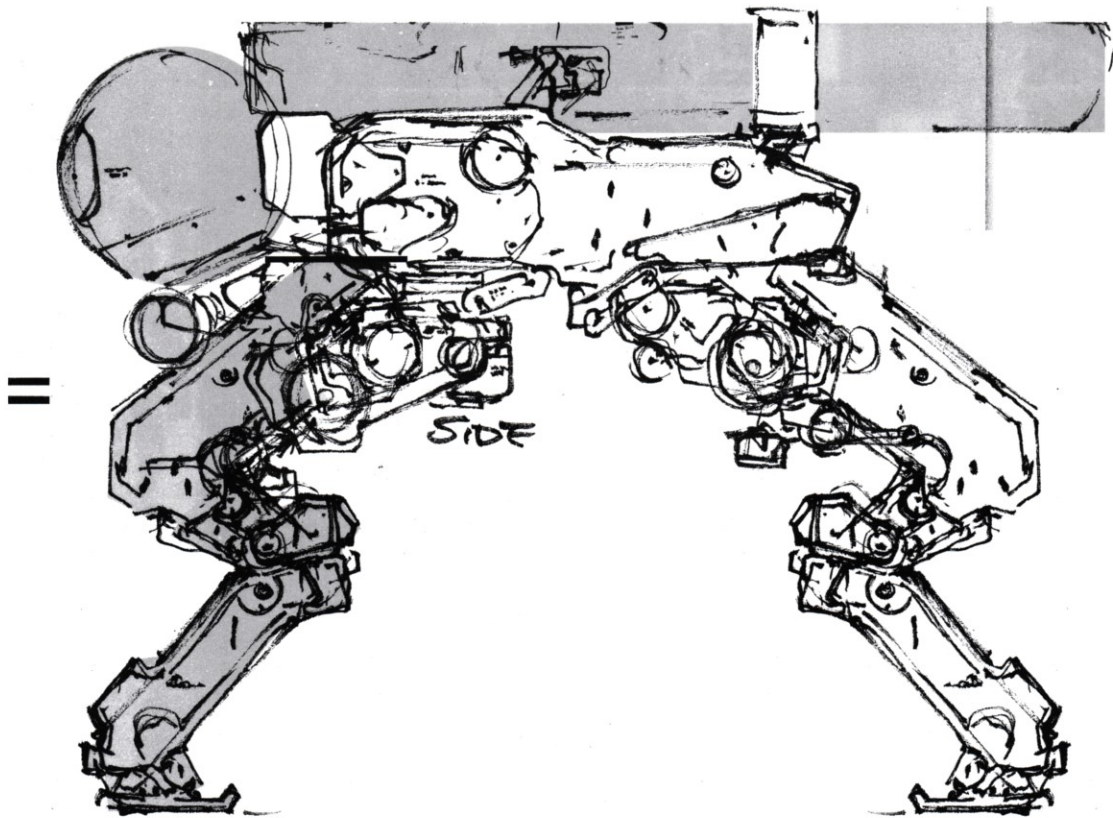


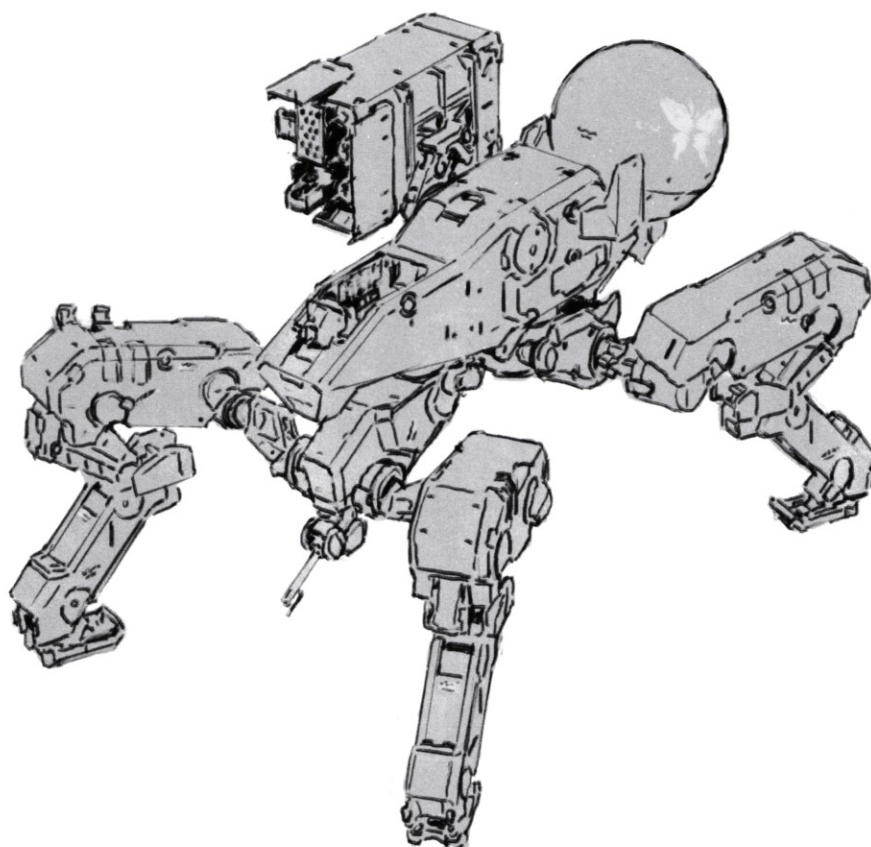
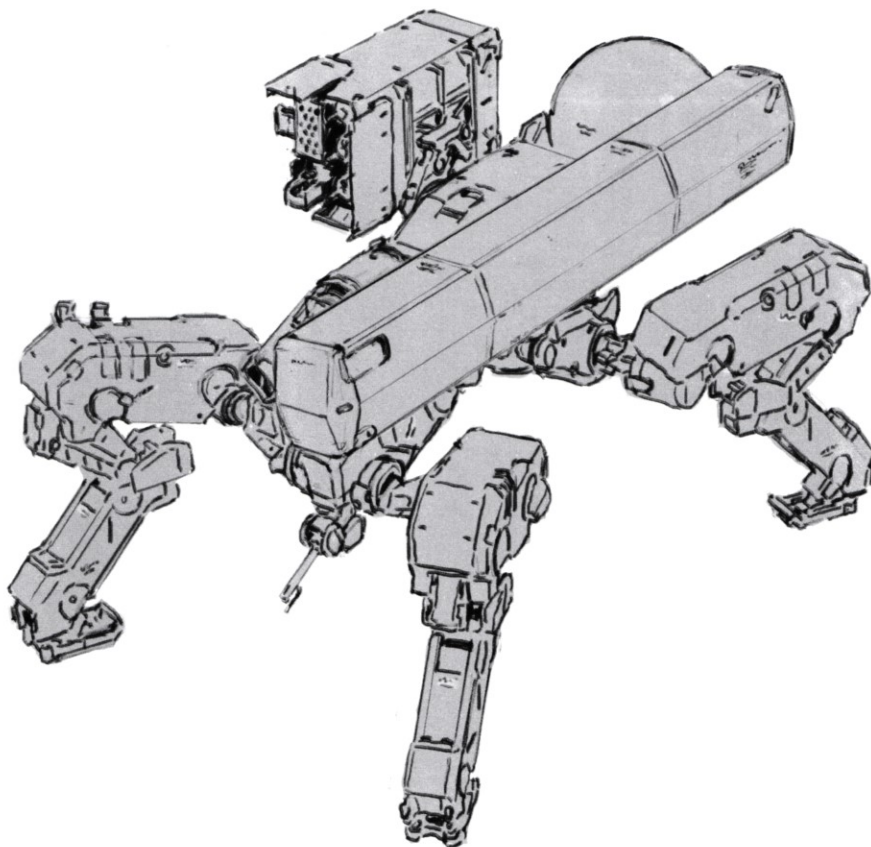
B

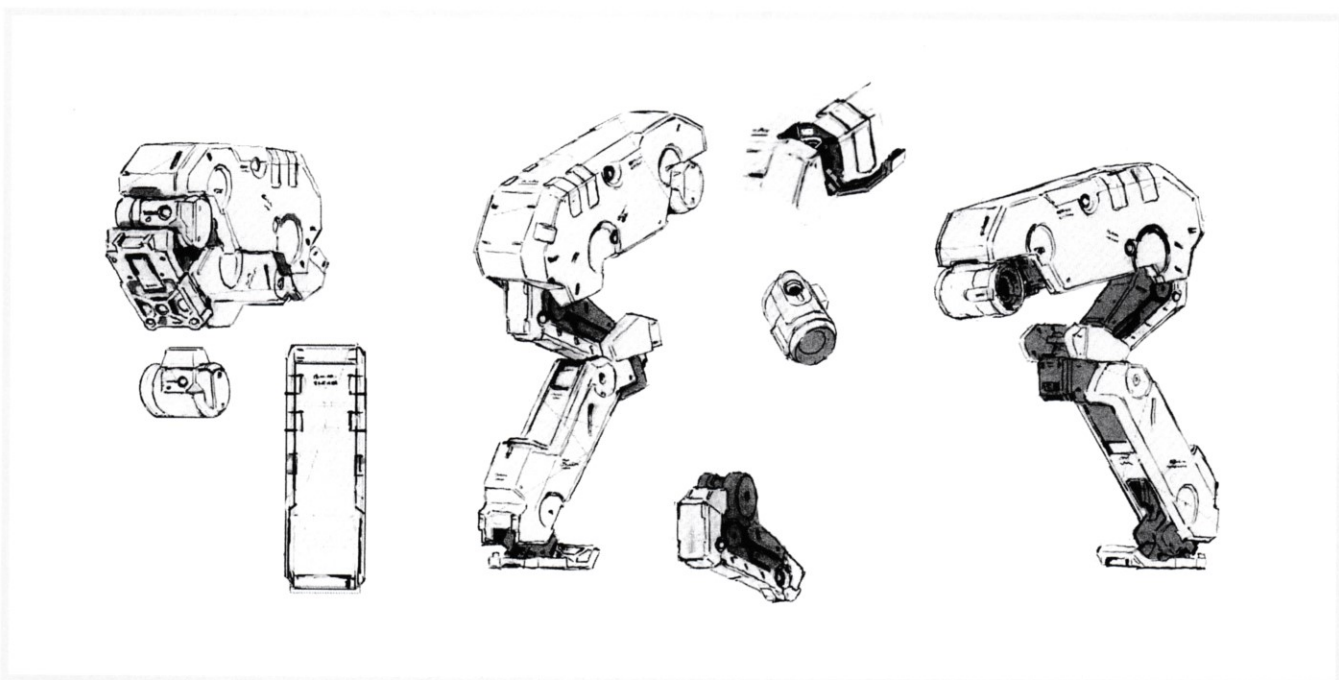
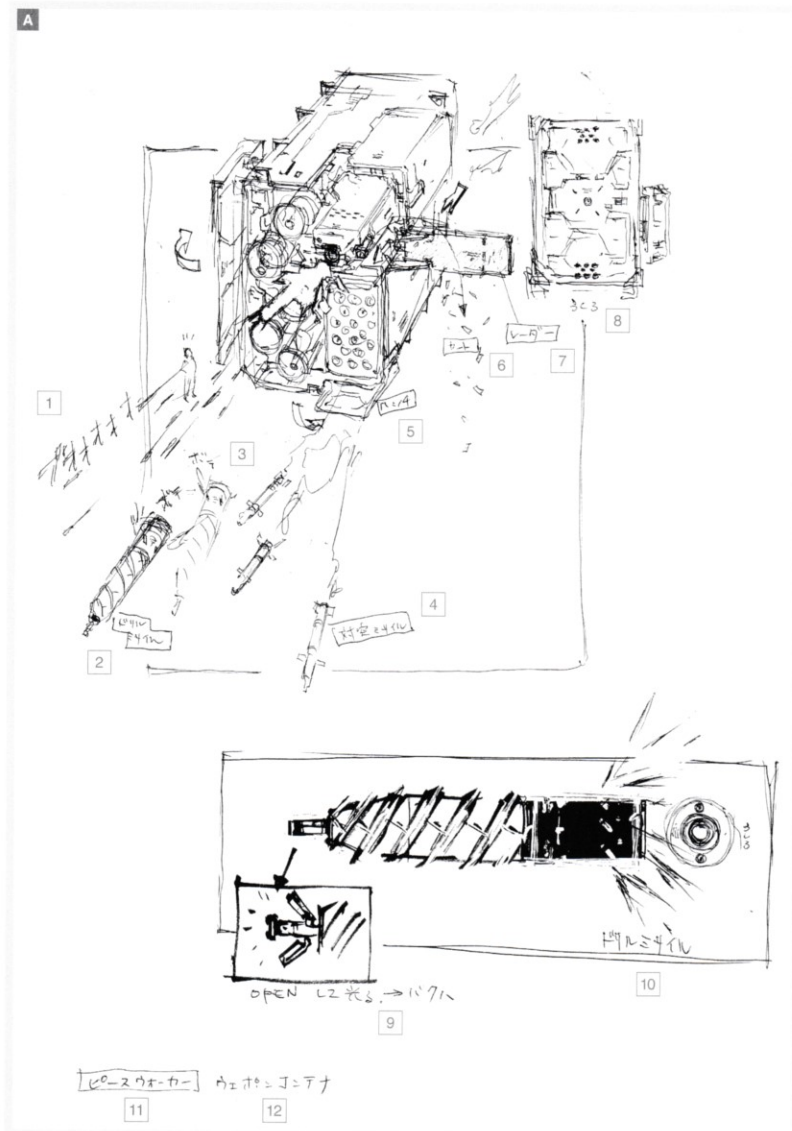


A 1. Russian soldier
2. Face guard
3. Soft helmet

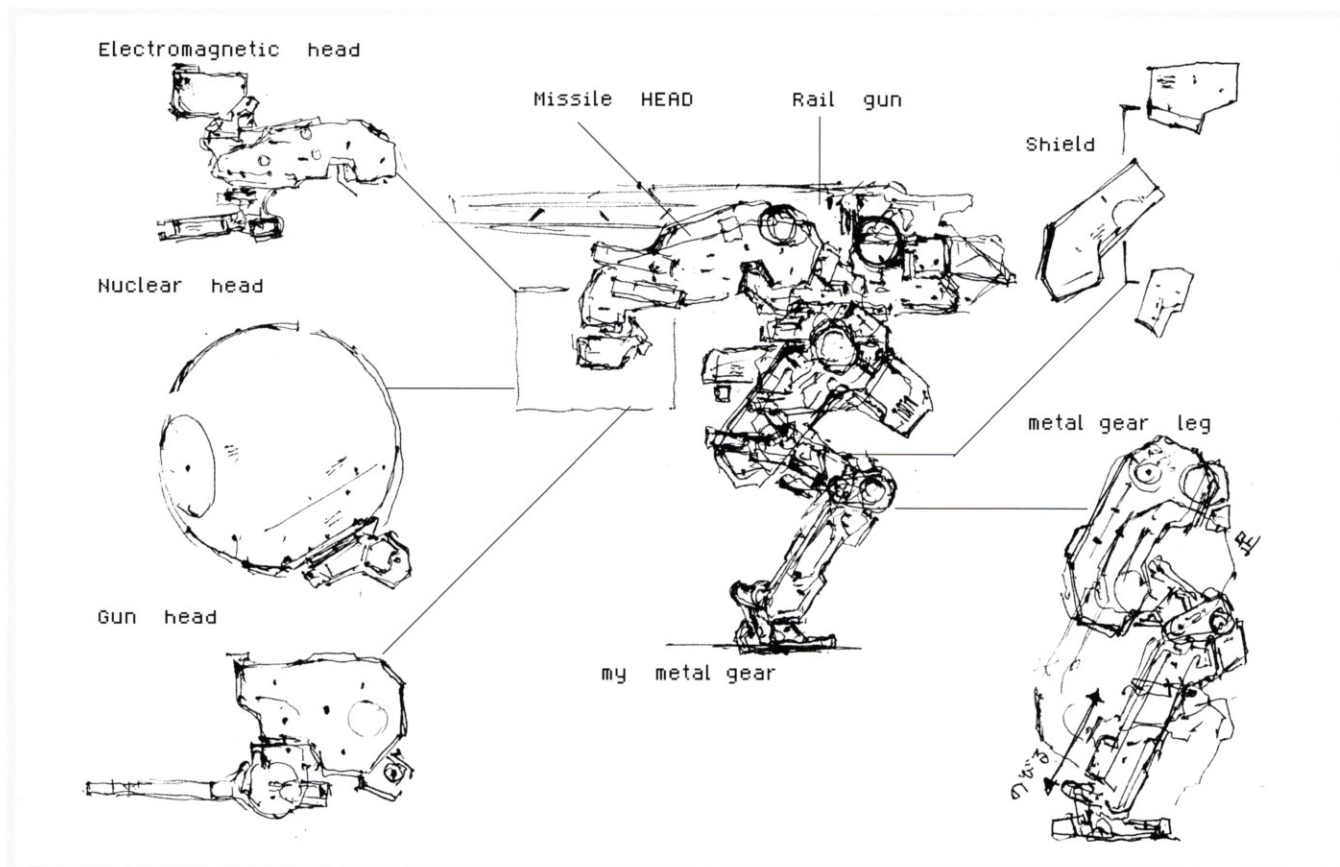
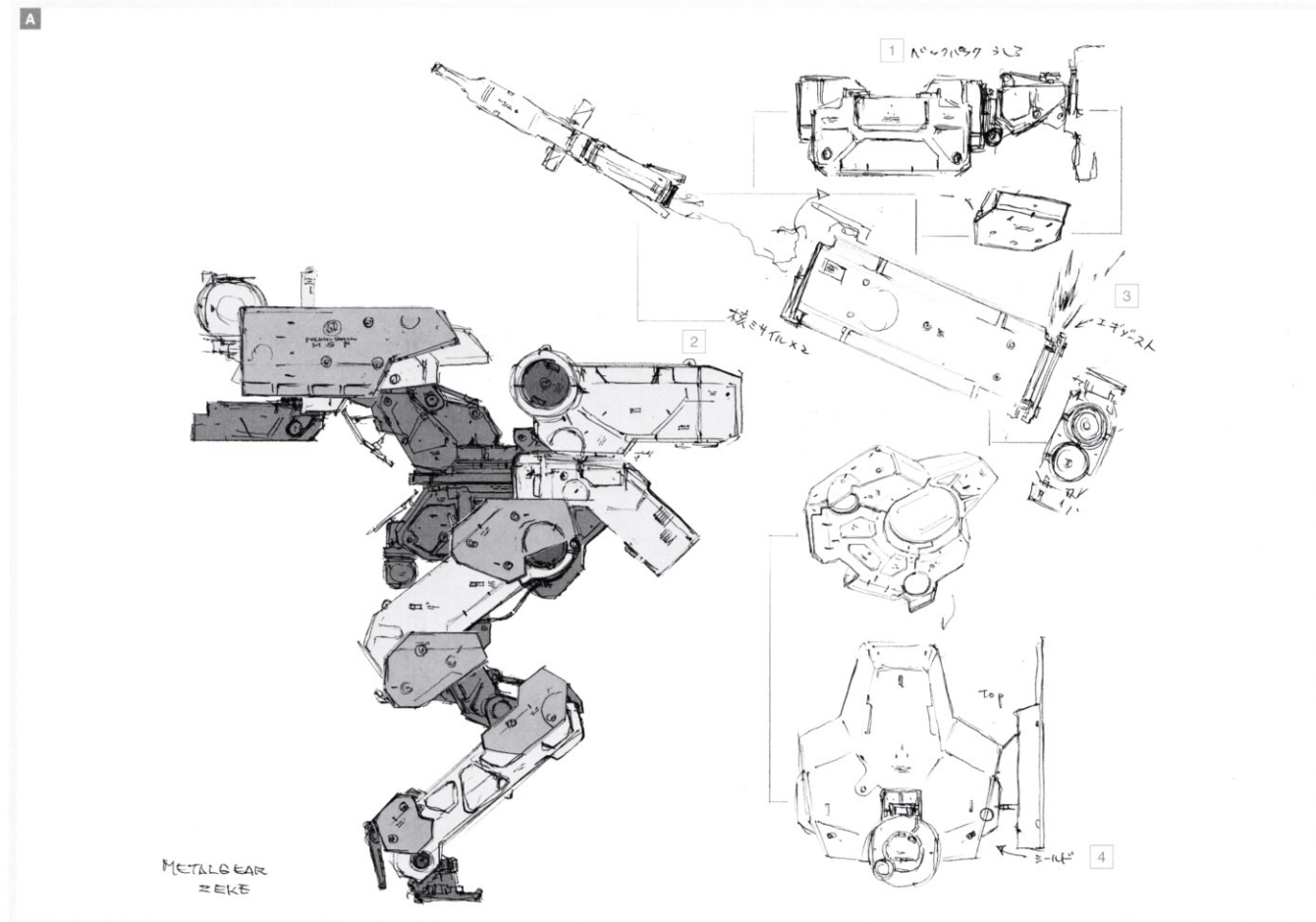
B 1. Operator soldier
2. Rough







- A
1. "VROOOOOOOOM"
 2. Drill missile
 3. "SHOOM SHOOM"
 4. Antiaircraft missile
 5. Hatch
 6. Cartridges
 7. Loader
 8. Rear
 9. Open laser guidance → explosion
 10. Drill missile
 11. Peace Walker
 12. Weapon container

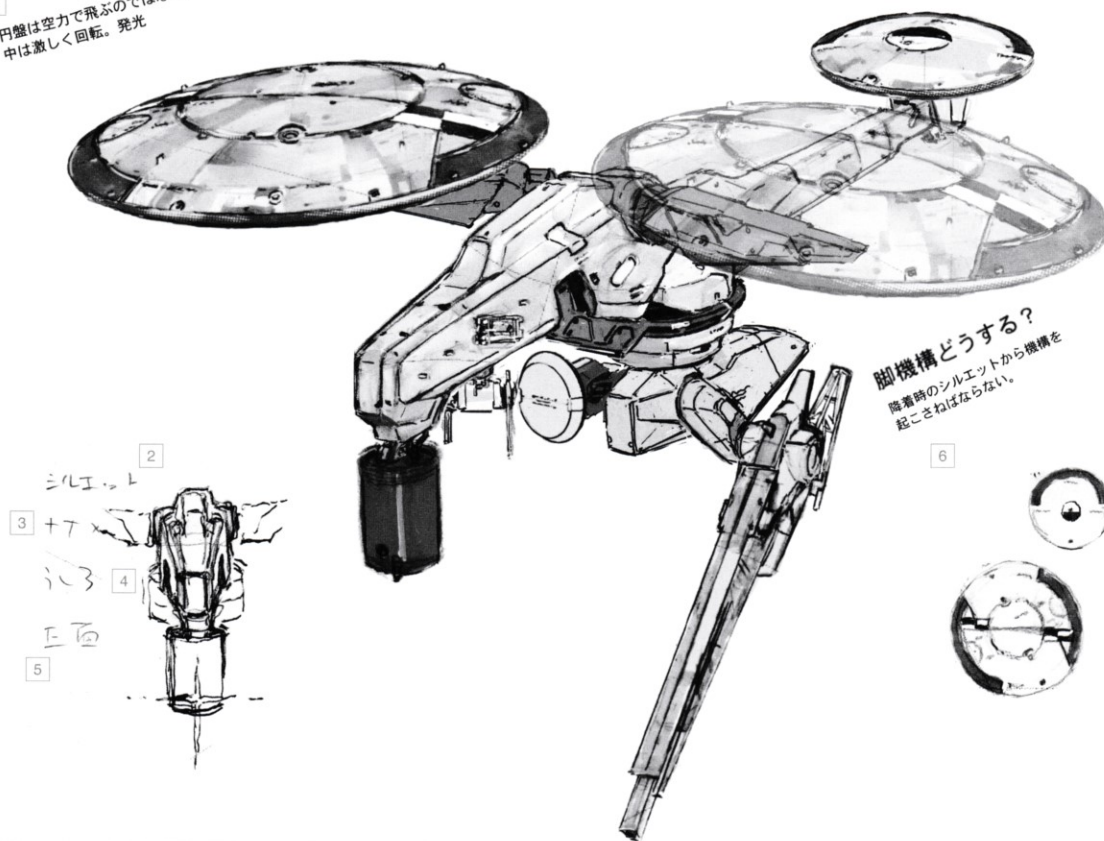


- A
1. Nuclear missile x2
 2. Rear view of backpack
 3. Exhaust
 4. Shield

Chrysalis

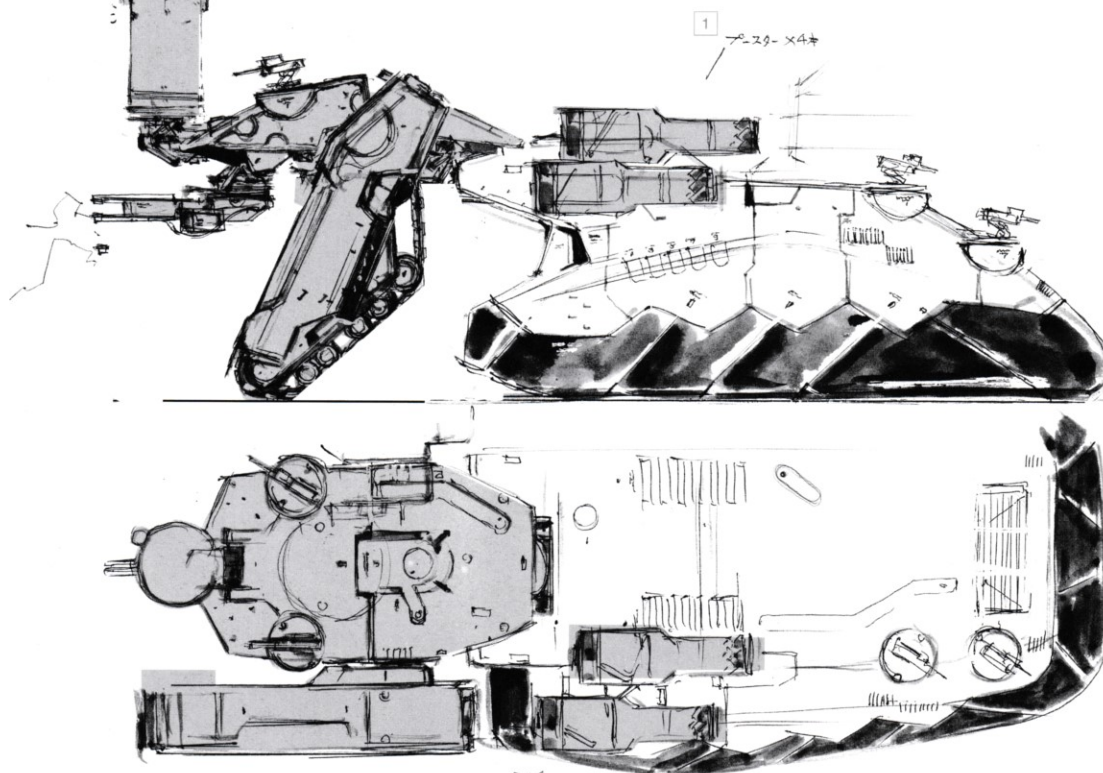
A

1 円盤は空力で飛ぶのではない。謎パワー。側面スリットから内部が見える。中は激しく回転。発光
中は激しく回転。発光



Pupa

B

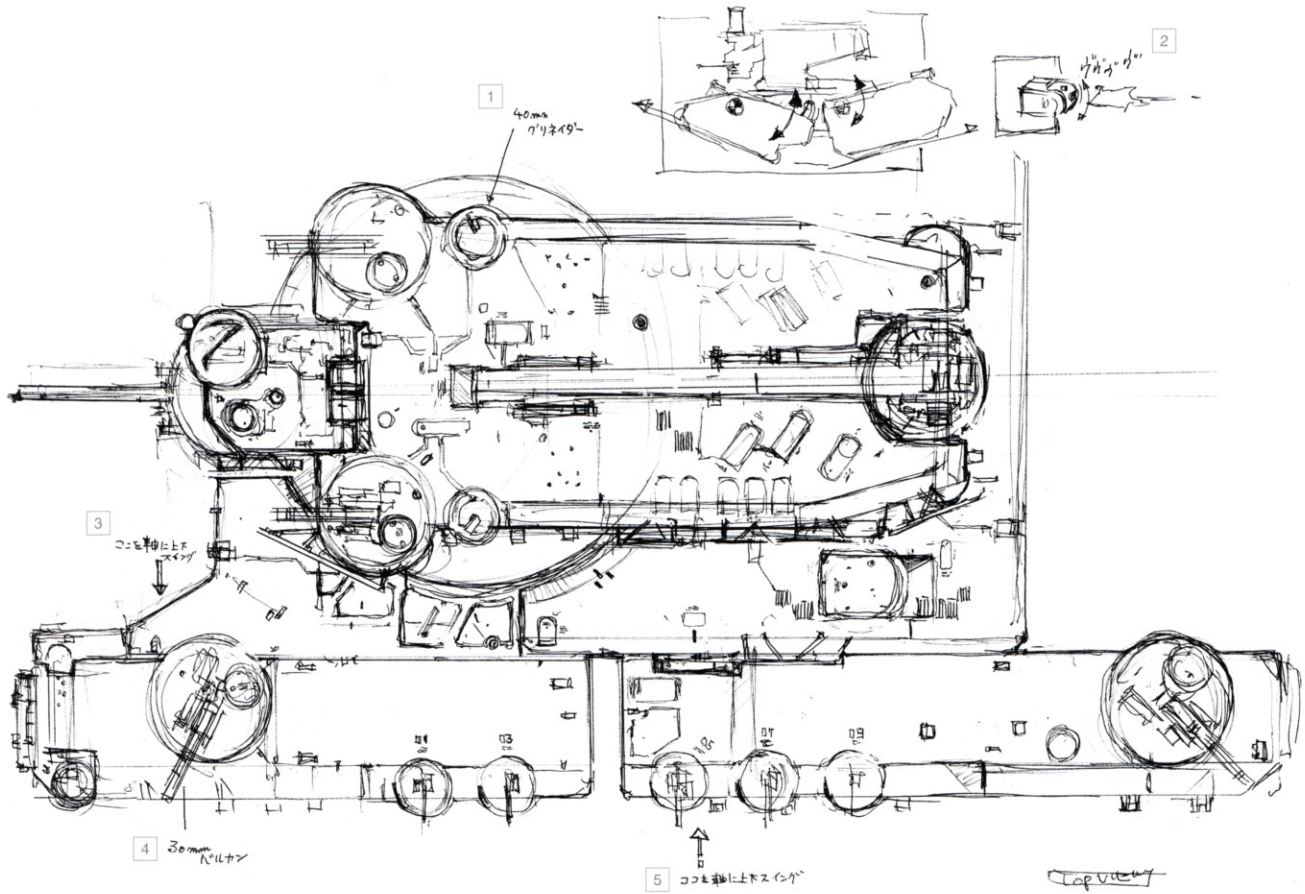


A 1. The disk is not restricted by aerodynamics. It's powered by a mysterious source. The interior, visible via the slide, sits and rotates intensely, emitting light.
2. Silhouette

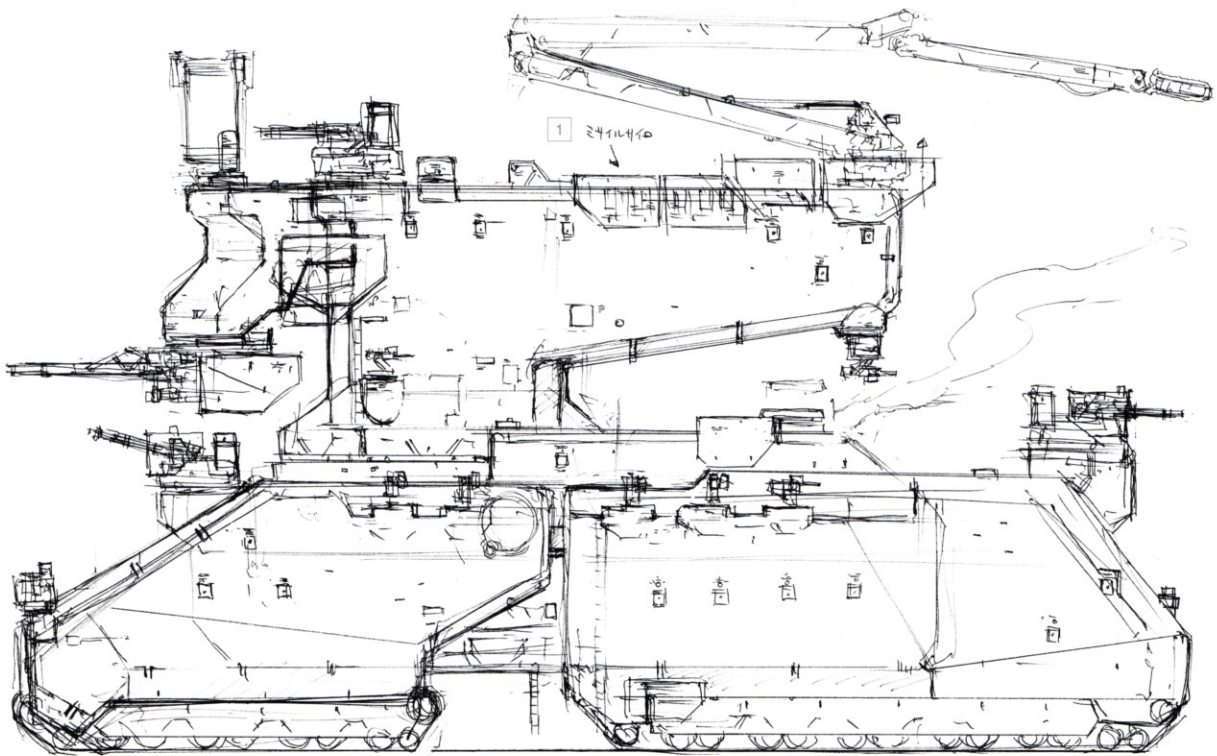
3. Askew
4. Rear
5. Straight on
6. How to address the leg mechanism? On landing it will have to be a silhouette, and activate from there.

B 1. Boosters x4

A



B



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

- B**
1. Missile silos



Snake



A 1. Bandana attached directly to the plate.



A 1. Patch
This side only

A 1. Unused version



Amanda



Cécile



Strangelove





Paz





Gálvez

A

1

赤

Coldman

2 Huey

Huey



- A 1. Red
2. Huey impressions

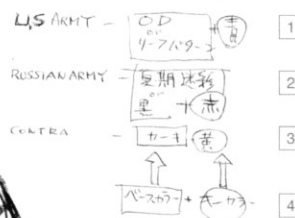
Soldiers

A

1
重兵 57



B



C



A 1. Heavy infantry rough

B 1. US Army—OD or leaf pattern + blue
2. Russian Army—summer camouflage or black + red
3. Contra—khaki/yellow
4. Base color/secondary color

C 1. Patch of previous squad on left shoulder
2. No patch on left shoulder
3. Face guard looks like this when raised
4. Spy harness
5. Shoulder armor plate

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

A



B



RUSSIAN
7/11-9/11

C



強化兵
37

1



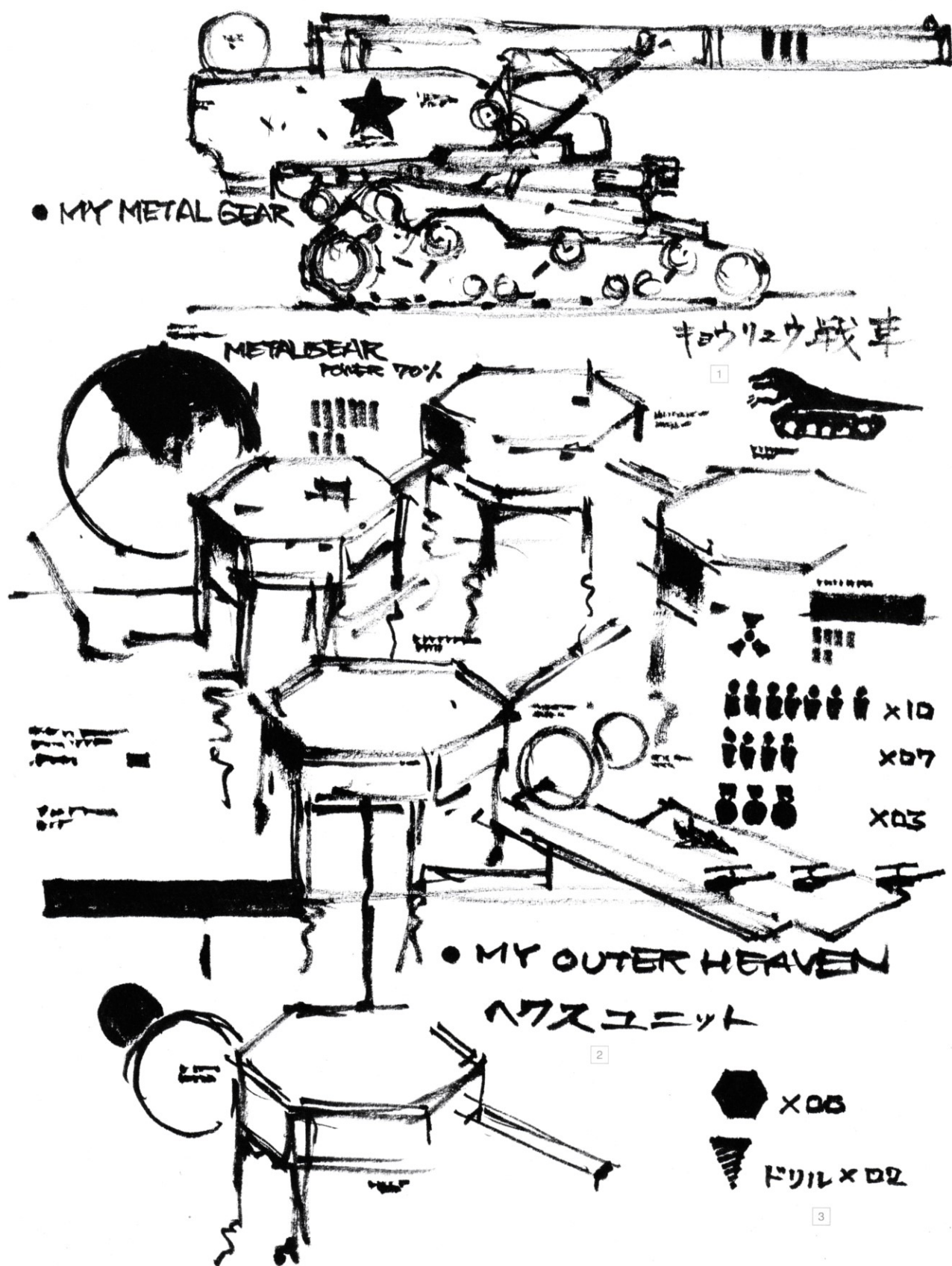
A 1. Which?
2. Russian soldier rough

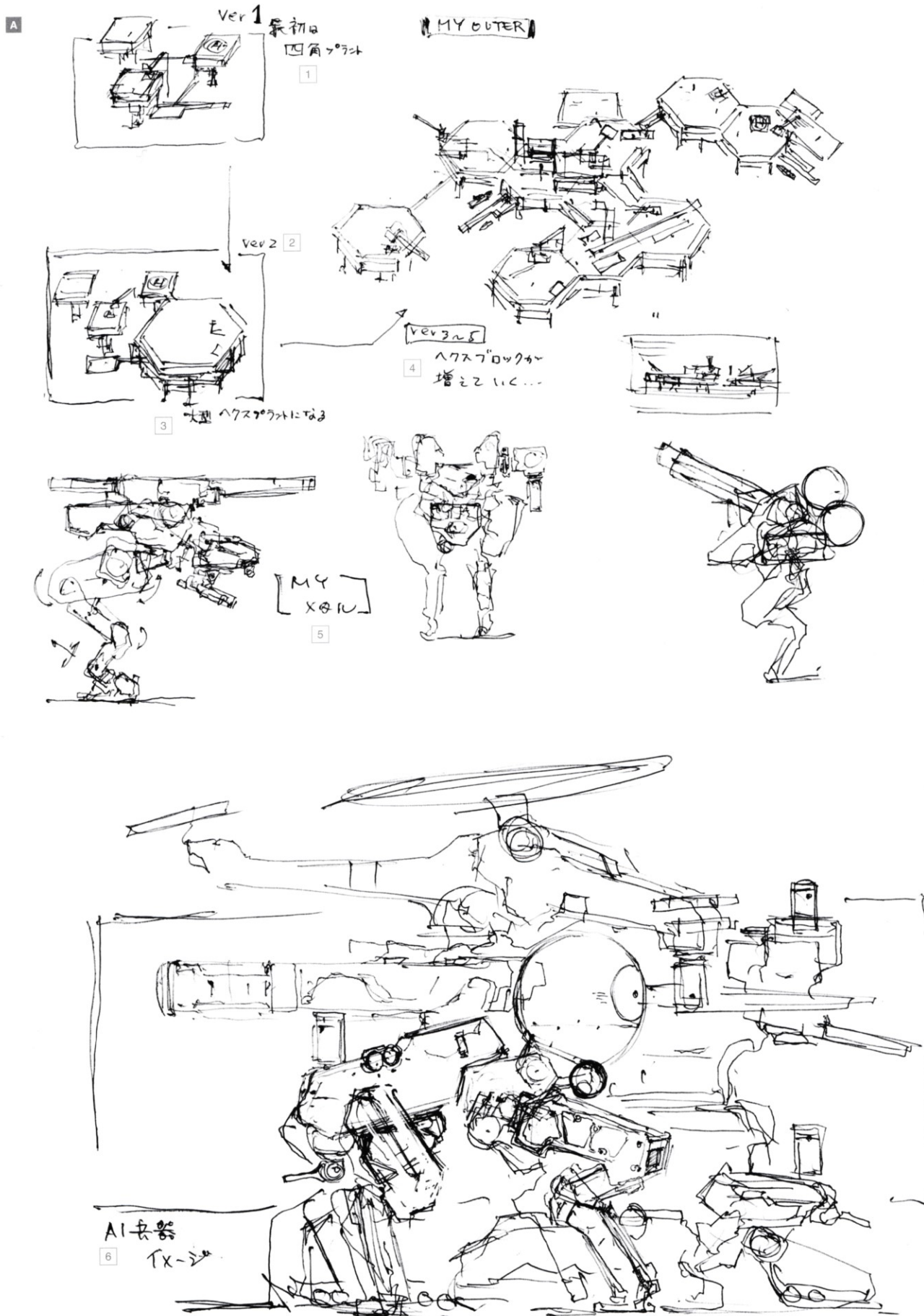
B 1. Russian Blue Tiger

C 1. Heavy infantry rough

A

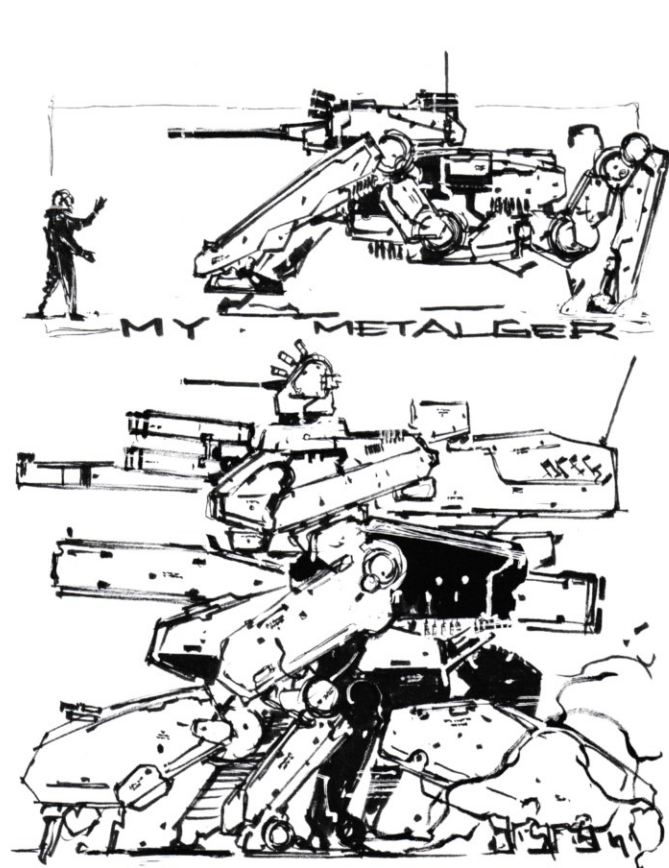
● MY METAL GEAR



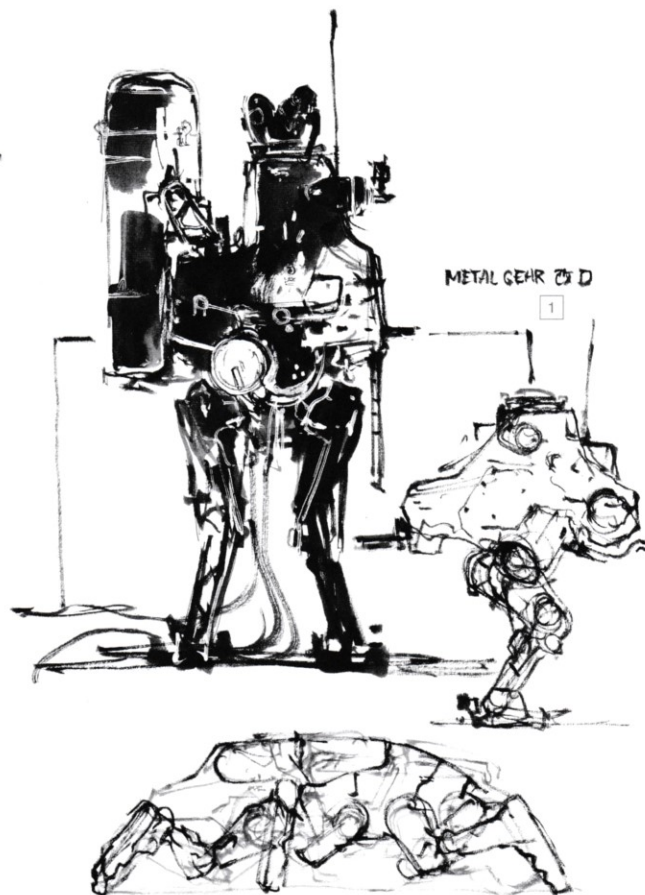
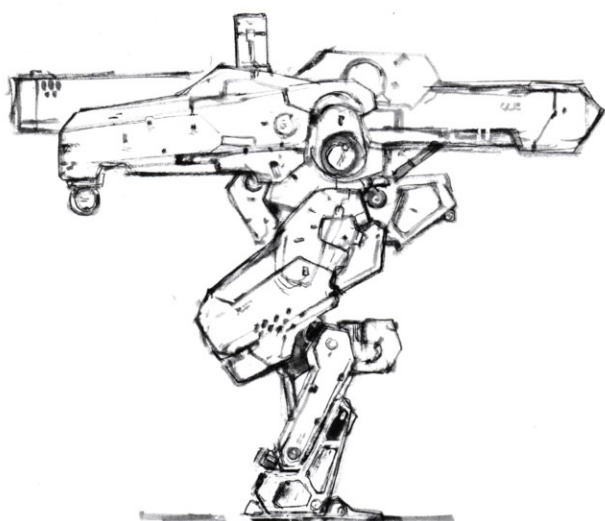
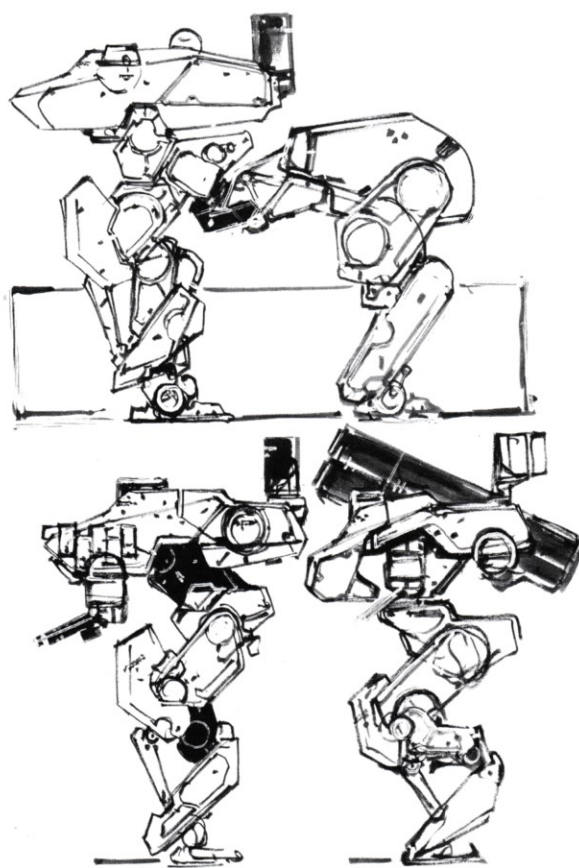


- A 1. Version 1—initial state is square platforms
 2. Version 2
 3. Expanded to a hexagonal platform
 4. Version 3.5—additional hex blocks added ...
 5. My Metal
 6. AI device image

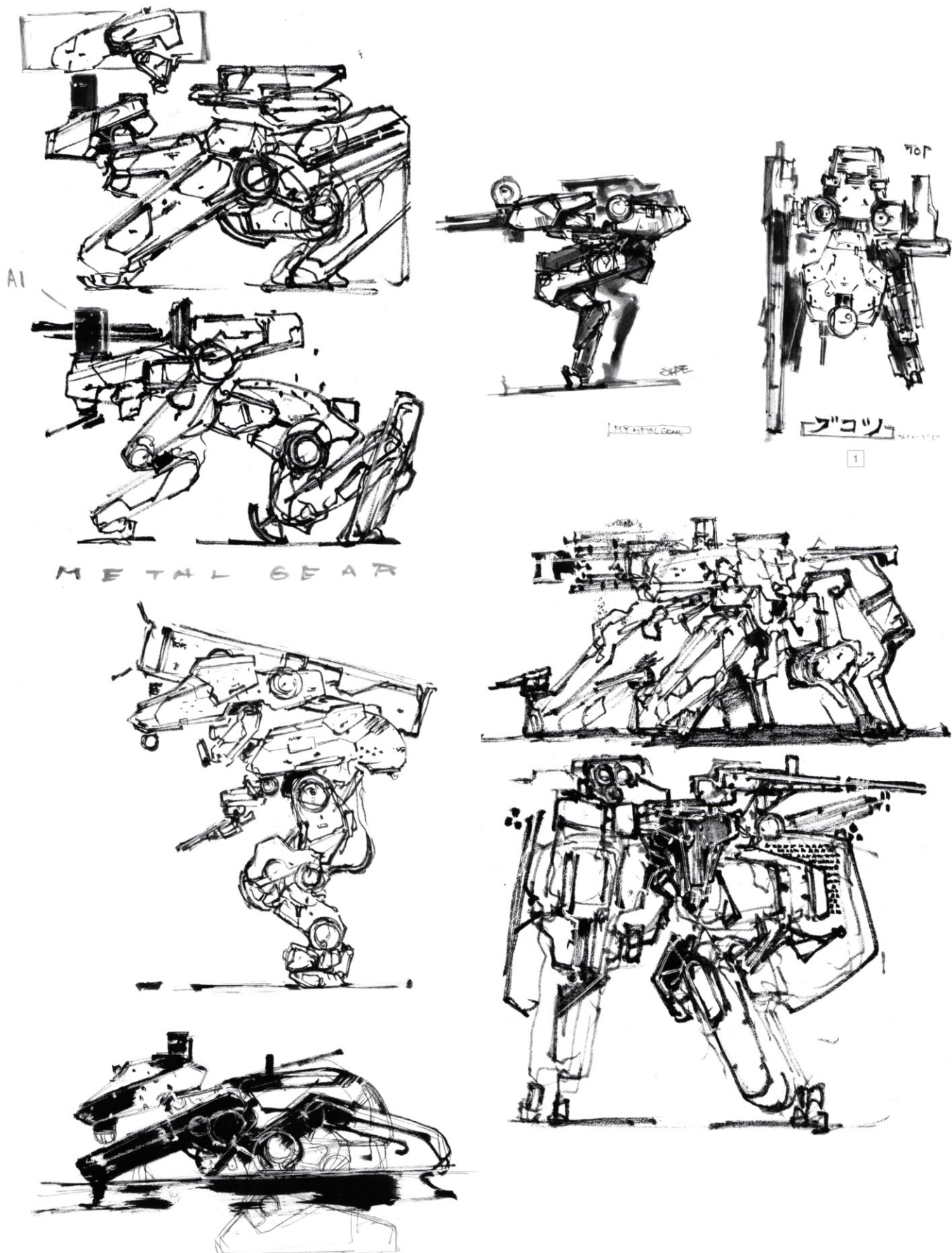
A



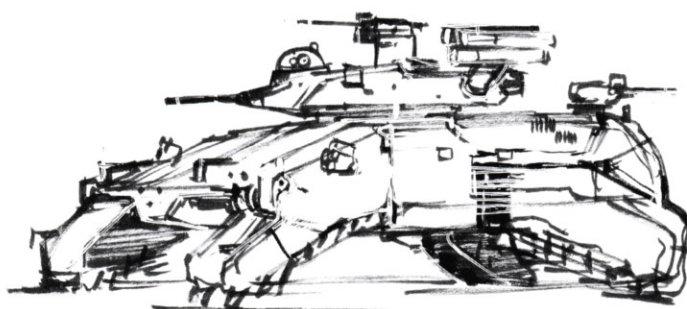
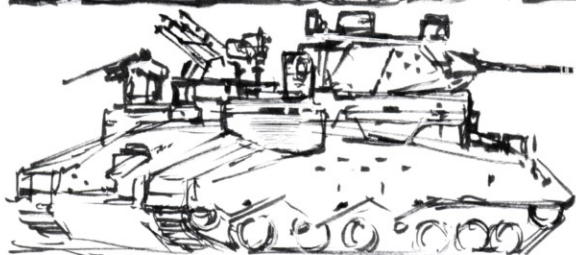
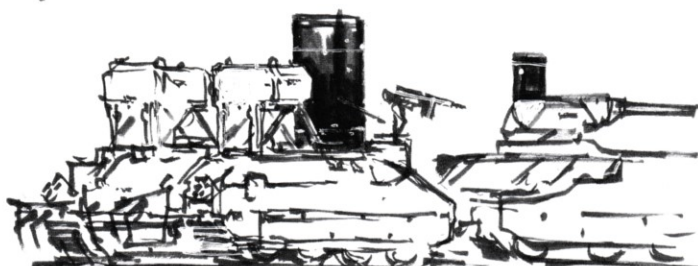
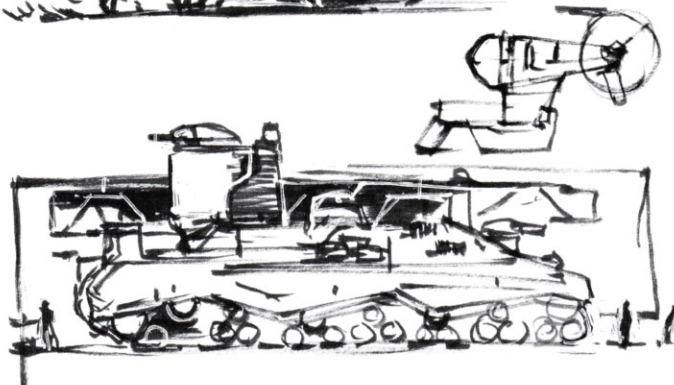
METAL GEAR



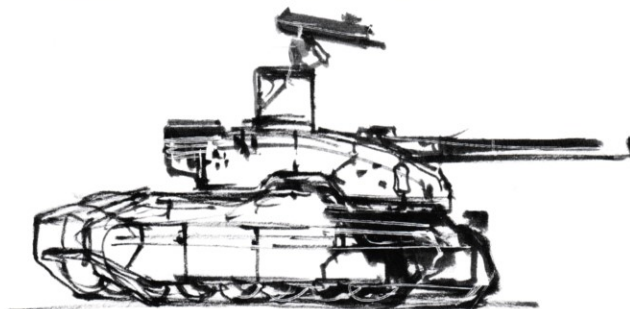
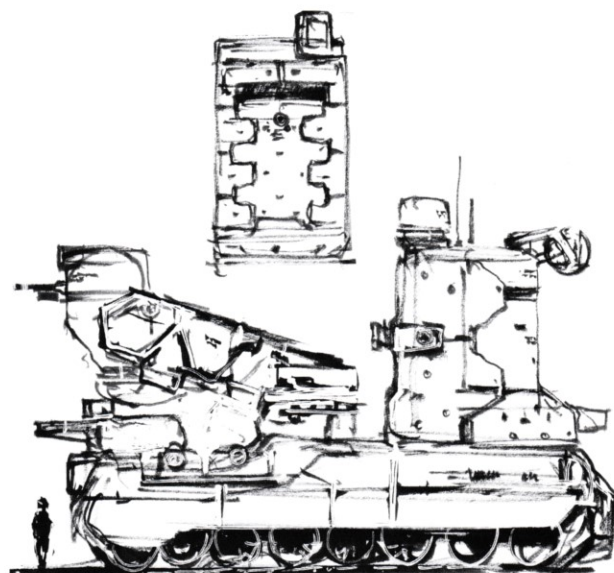
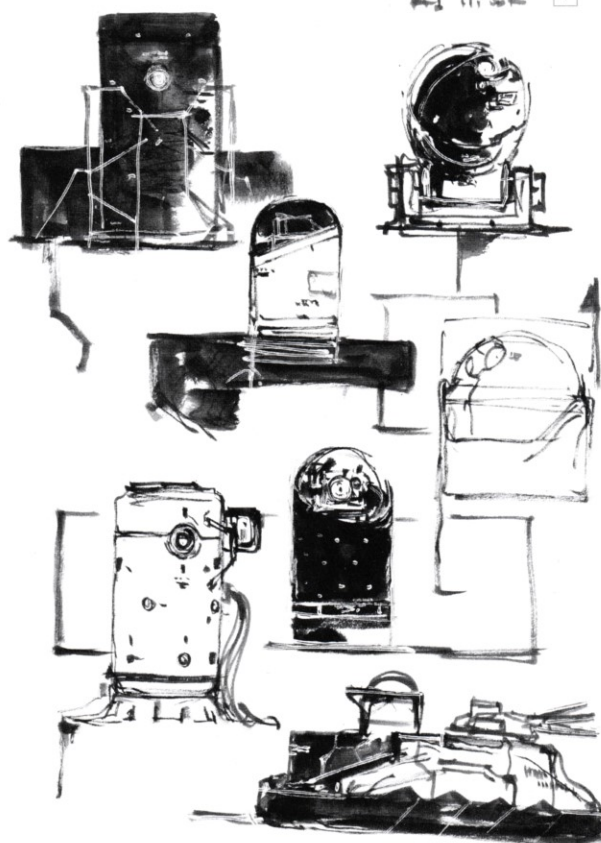
A



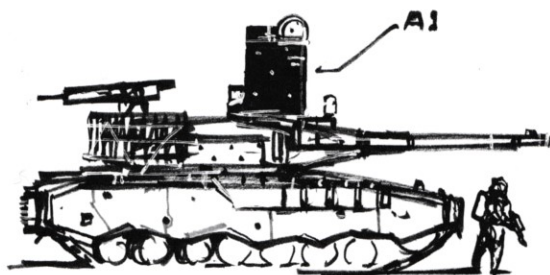
A 1. Rugged image



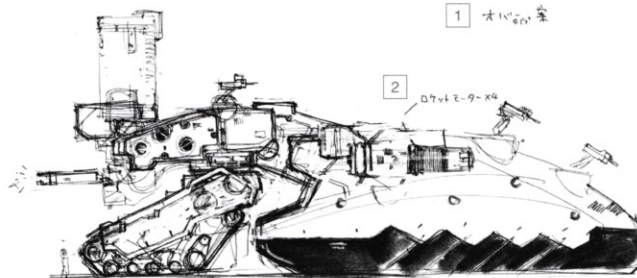
AI pod 1



A



1 ホバー型車

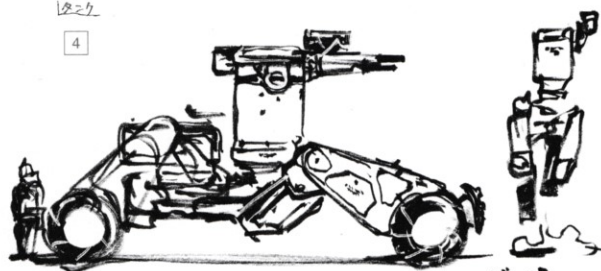


2

ロケットモーターx4

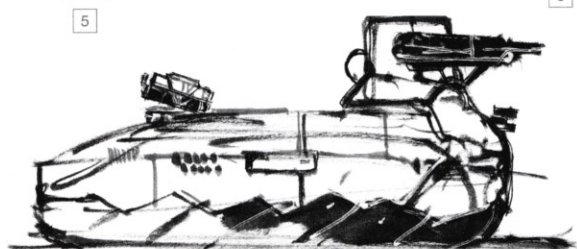
1/2スケール

4



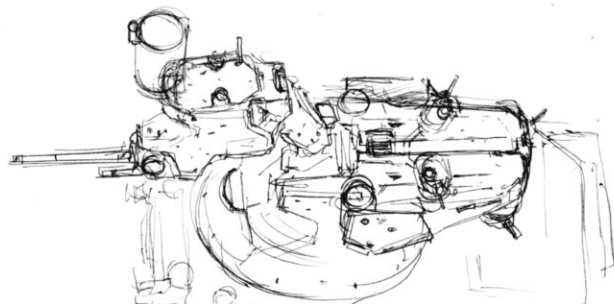
1/2スケール

5

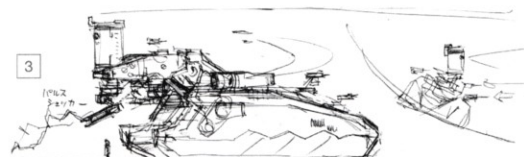


1/2スケール

8

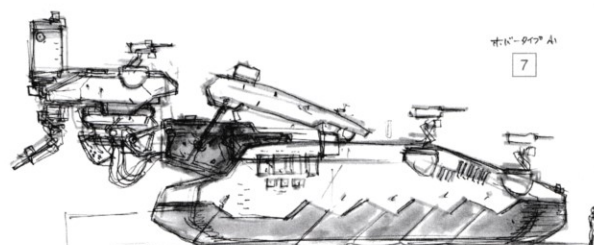


3



1/2スケール

3



ホバー型AI

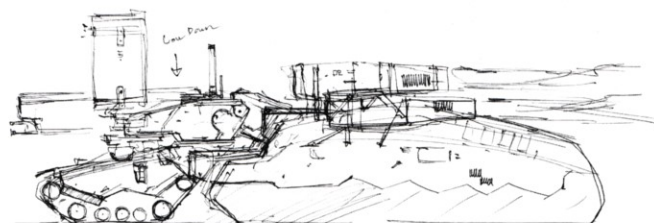
7



9

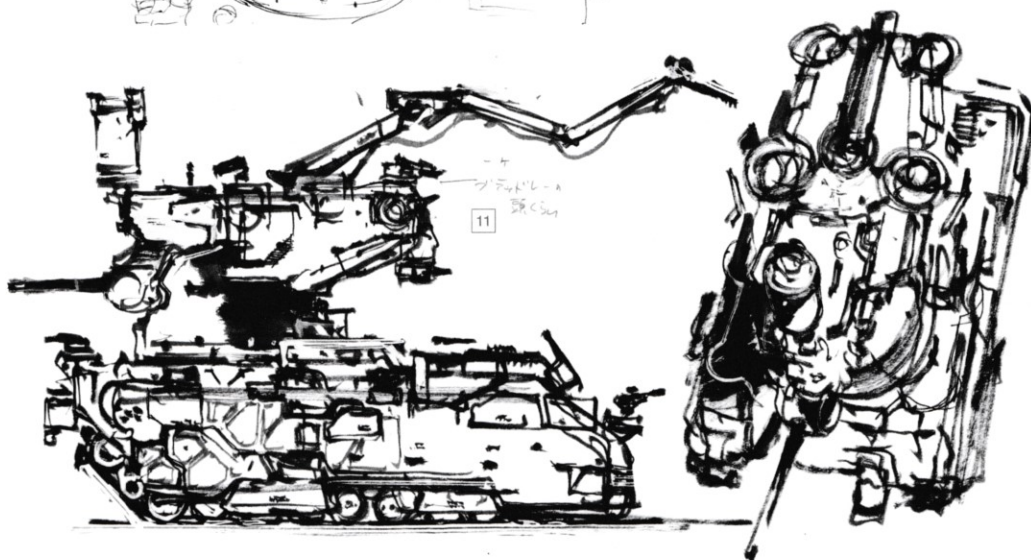


10



10

10

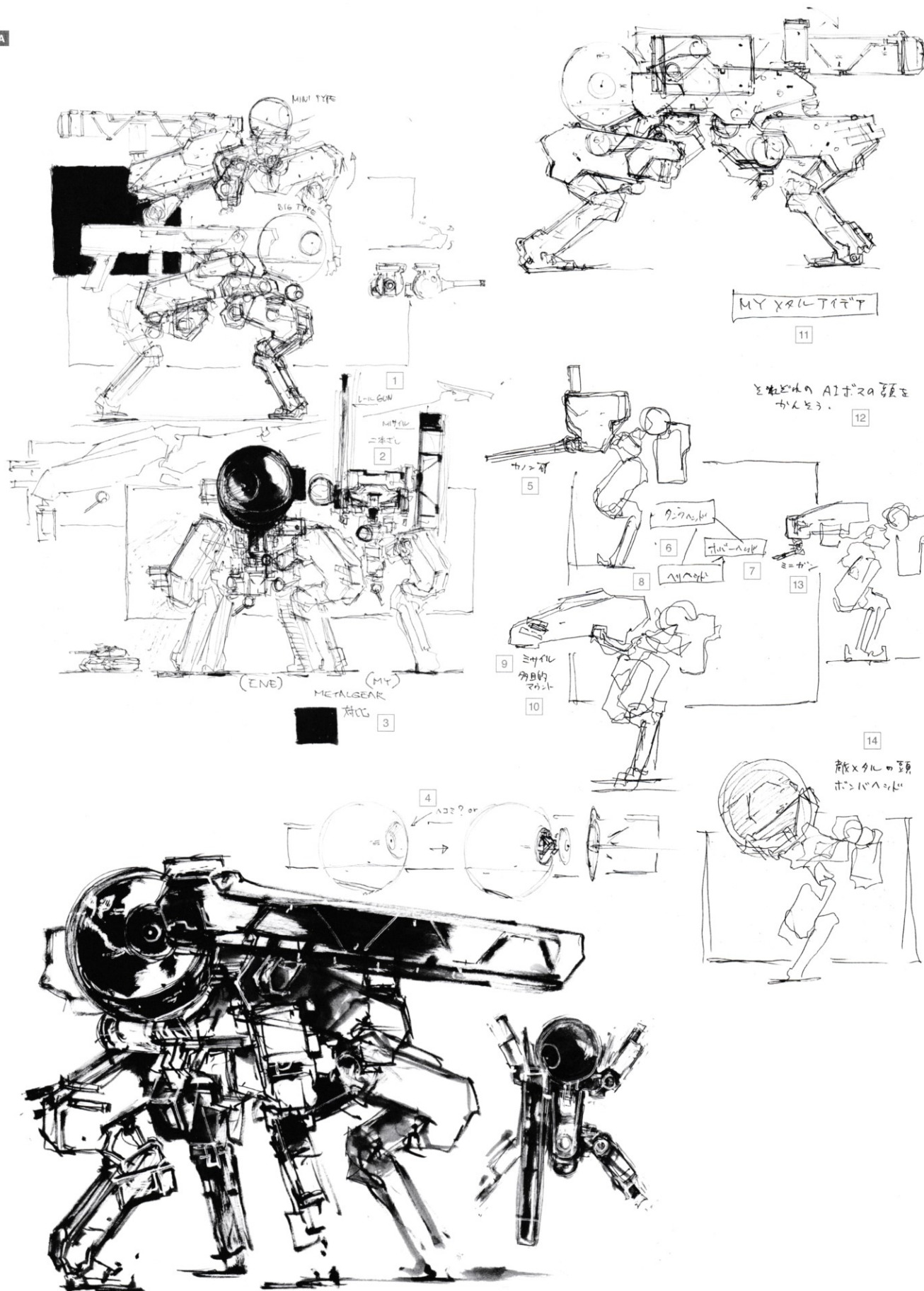


11

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

8. Hovertank
9. Elongates
10. Action when banking
11. About the size of an M2 Bradley's turret.

A

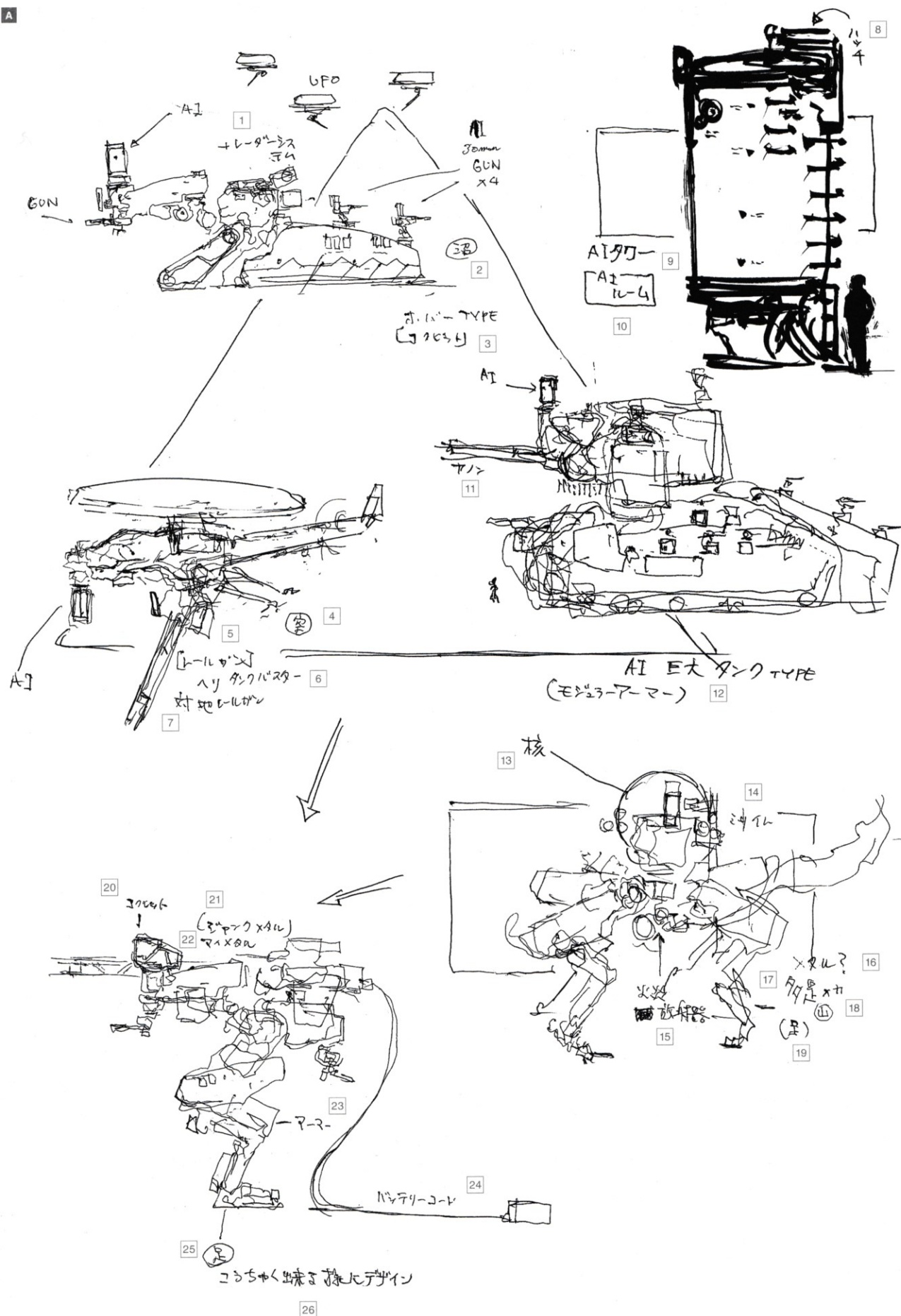


- 1. Rail gun
- 2. Missile—two loaded
- 3. Comparison between Metal Gears
- 4. Dedicated or ...?
- 5. Cannon
- 6. Tank turret

- 7. Hover turret
- 8. Heli-turret
- 9. Missile
- 10. Multiple-shot mount
- 11. My Metal idea
- 12. AI boss turret loadouts
- 13. Minigun

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

A

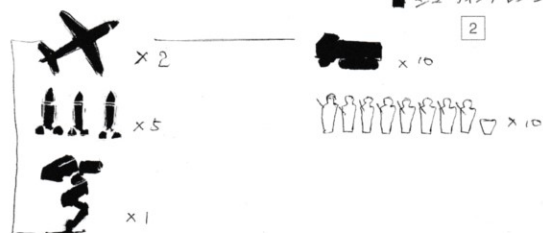
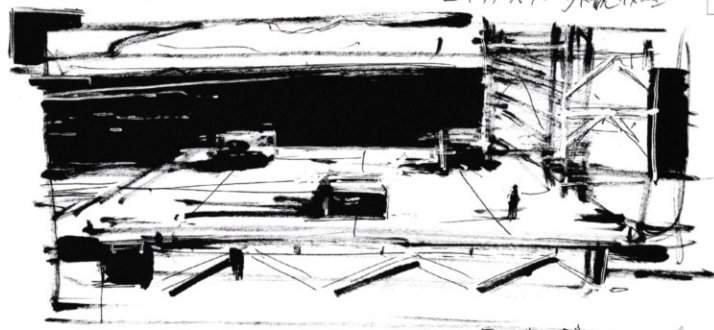
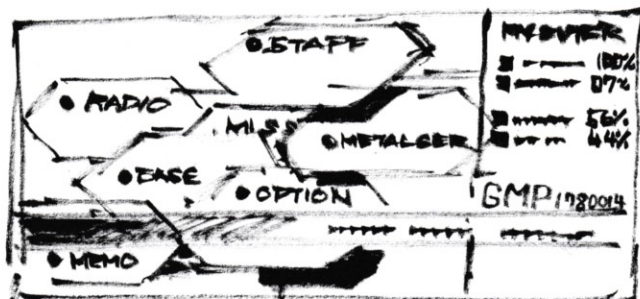
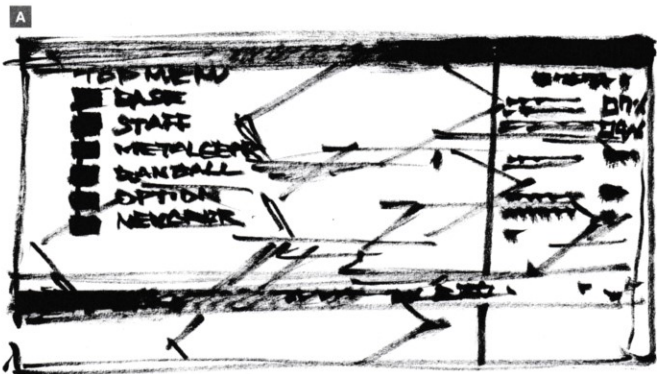


- A 1. Raiders system
2. Marsh
3. Hover type [cockpit]
4. Air
5. Rail gun
6. Heli tank buster
7. Air-to-ground rail gun

8. Hatch
9. AI tower
10. AI room
11. Cannon
12. AI large tank type (modular armor)
13. Nuclear

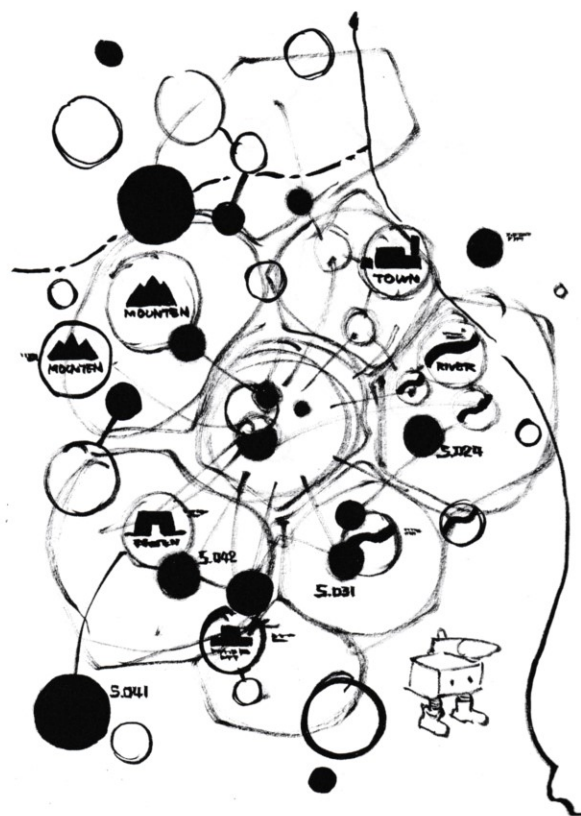
14. Missile
15. Heavy flamer weapon
16. Metal?
17. Multipede mecha
18. Mountain
19. Foot
20. Cockpit

21. Junk Metal
22. My Metal
23. Armor
24. Battery cord
25. Foot
26. Jump landing design



3. "My Outer Heaven" game screen image

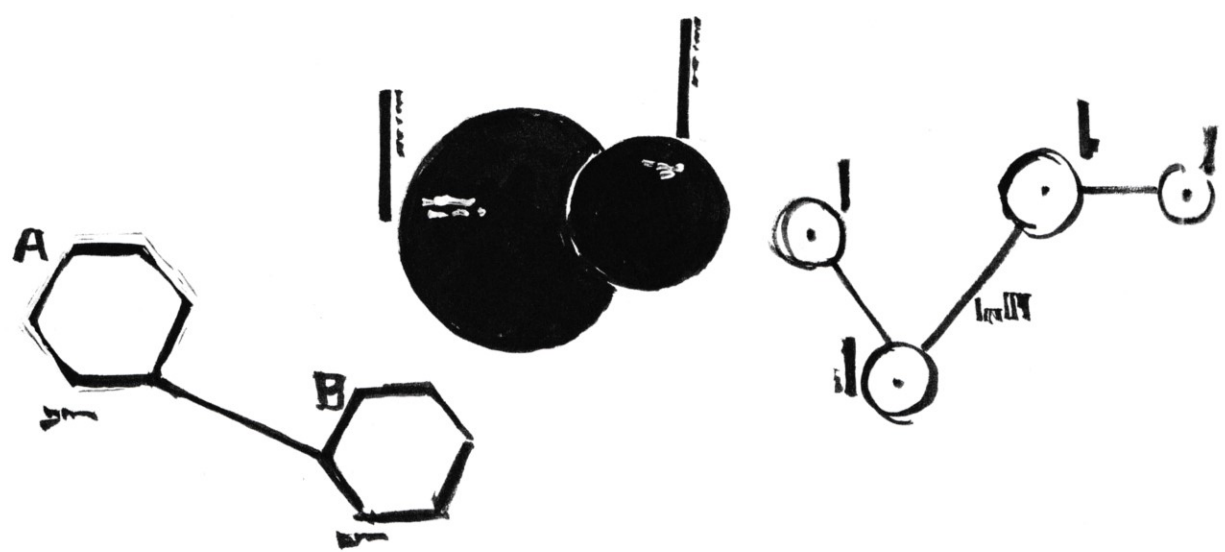
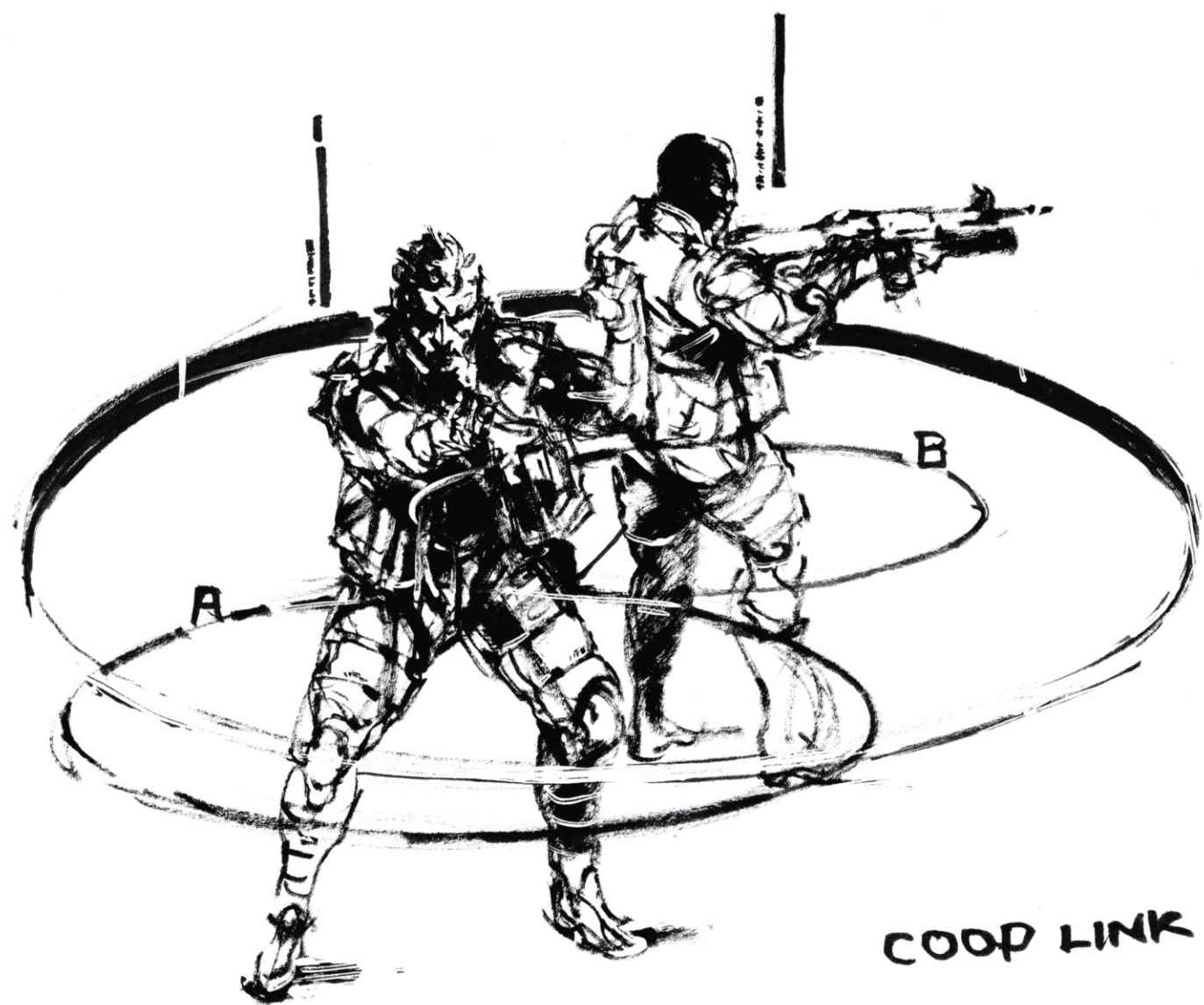
1. Snake—avatar (in co-op mode, using cooperative player functionality)
2. Actual face
3. Snake's faces: bad guy Snake, fat Snake, kind Snake, ... Che Guevara Snake
4. Che Guevara beard
5. Etc. ...



- A. 1. Outer Heaven outside view
2. Shooting range
3. "My Outer Heaven" game screen image

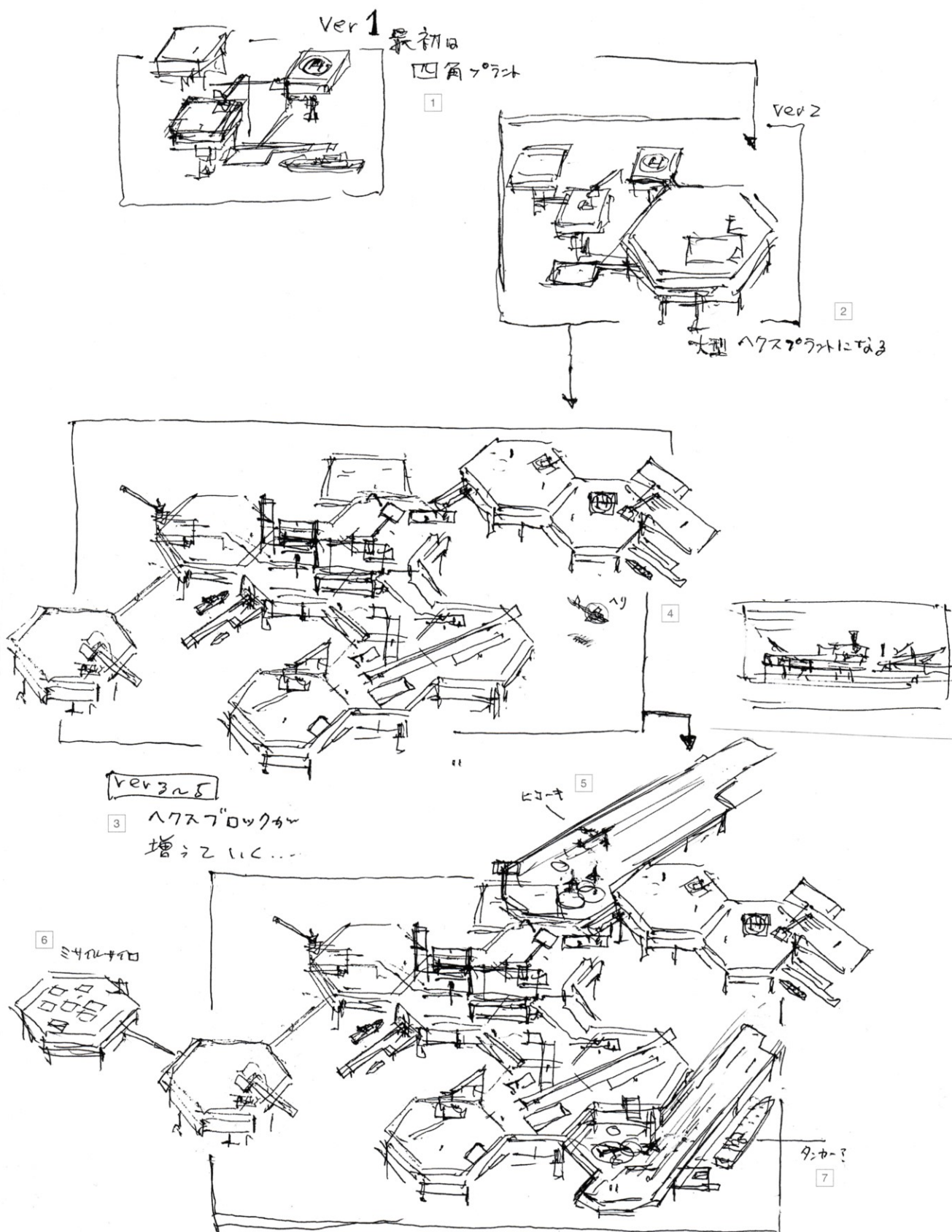
- B. 1. Snake—avatar (in co-op mode, using cooperative player functionality)

2. Actual face
3. Snake's faces: bad guy Snake, fat Snake, kind Snake, ... Che Guevara Snake
4. Che Guevara beard
5. Etc. ...



A

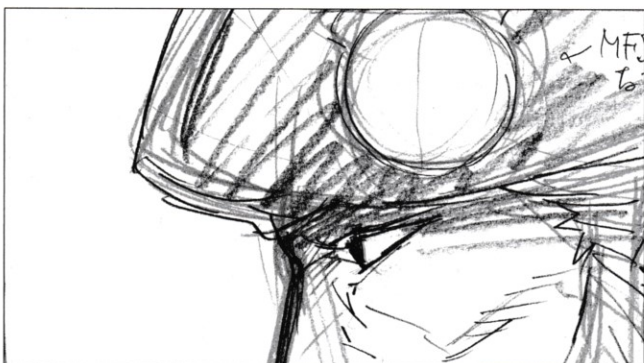
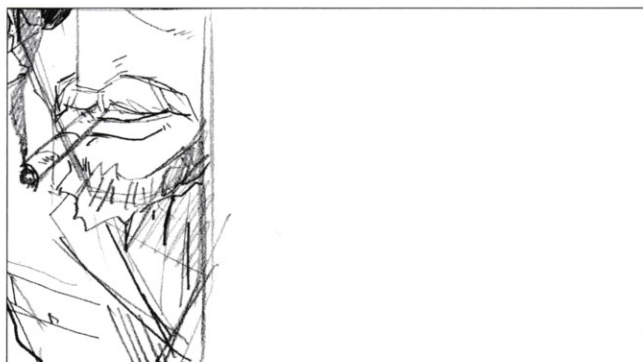
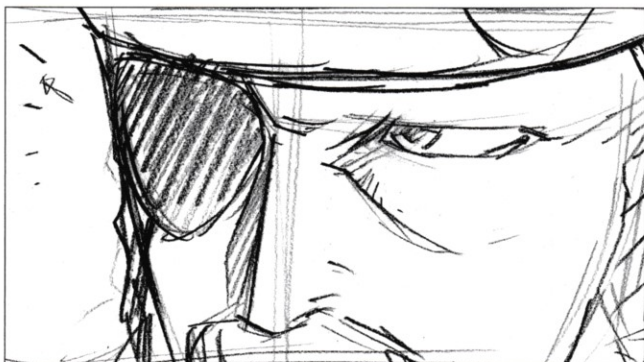
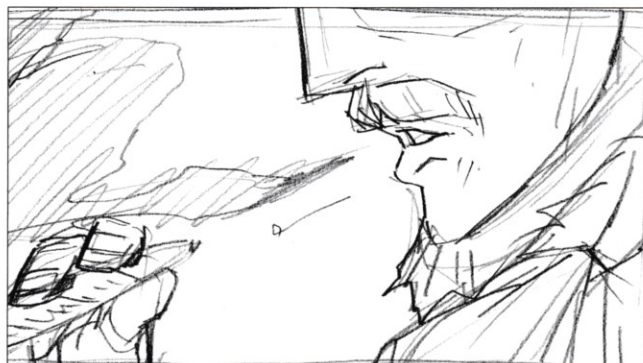
OUTER HEAVEN



- A
- Version 1: Initial state is square platforms.
 - Version 2: Expanded to a hexagonal platform.
 - Versions 3-5: Additional hex blocks added.
 - Helicopter
 - Airplane
 - Missile silo
 - Tanker?



A



1 CUT 1 画面入り方 型にかアゲアゲ、
4 土曜の20時、
入る...



CUT 1 (B)

土曜日は別荘へ

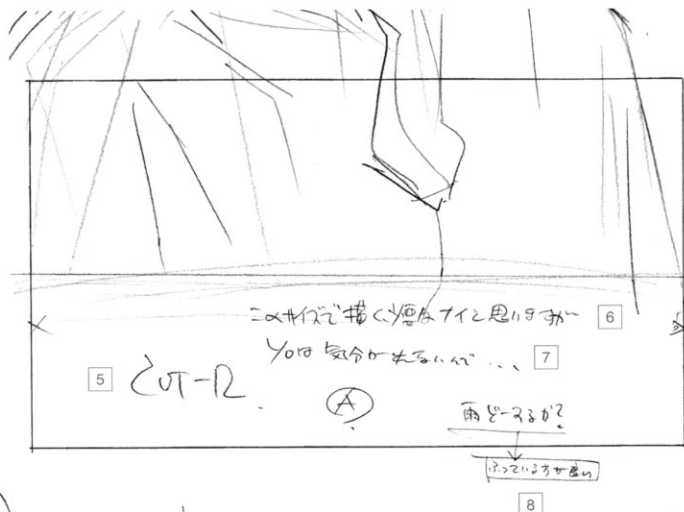
6

- A 1. Prototype storyboards
Cut 1—any idea how to bring this into the picture? Like bringing it in from another 2D element?

4. Dock
5. Cut 1-B
6. Use a different layer for foreground.

2. Rain
3. Surface level

A



10 2次元空間
コートを被せる。

11 近づくことになる。

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

- interactive mode.
- Use a different layer for the coat.
- When close in, the coat's transparency is apparent.











