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Takuji Kawano / Creating a character Q&A's

- **Name, position & length of time working on 'creating characters'?**
Takuji Kawano, Character Designer, Illustrator, 1 year
- **Favourite Soulcalibur III character – who and why**
Each character has its own appeal so I can't decide.
- **What is your exact role/ contribution in the development of a character?**
I illustrate and design characters before we commence modelling.
- **Where does the inspiration come from when beginning the process of character creation? - i.e. do you take inspiration from other people?**
My inspiration comes from trying to live up to player expectations.
- **Do you begin with an idea for a weapon and then build the character around it.**
For the standard characters there is always a weapon before I start design but custom characters do not have a specific weapon so the rough costume design begins without a weapon.
- **Do you design the costume as well as the character, or does someone else do the costume design?**
I design both.

- **What are the basic rules you have to follow when creating a new character – is there anything you are not allowed to do/ create?**
I don't think there is but I always try to design characters that will fit in the game as well as stand out.
- **Are you responsible for one or more characters?**
I am responsible for many characters.
- **What is the strangest place you have taken inspiration from?**
It's not strange but paintings by Pieter Bruegel.
- **When you create a character, do you make up a history/ story/ motivation for them?**
I don't make these, however, I try to demonstrate these aspects through the character's appearance.
- **Why do you think certain characters are more popular than other ones?**
I believe that some characters are more popular because not all characters can grab the players' sympathy and admiration equally.
- **Do you identify with any of the characters?**
I feel close to Yun-seong as his star sign and blood type is the same as mine.
- **What is your favourite special move?**
Maxi's Mark of the Snake.
- **How do you get the movement of the characters so fluid?**
I can't answer this question as I don't design the motion. The motion designer's research and effort made this happened.

Character creation mode

- **Everyone is talking about the new character creation mode in Soulcalibur III. Can you tell us whose idea it was to create this?**
It was not one single person's idea or creation but a collective effort. First there was a strong demand from fans for such a mode, then the producer and creators got together, discussed how they can realize this mode and it took off from there.
- **You have begun to introduce 'emotion' into the characters – is this something you would like to develop further?**
Yes, we do feel that this is something we would like to develop further.
- **In character creation mode, you are allowing the gamer to 'do your job' – are you worried that people will not want to play your characters any more?**
Not at all, I am happy and content as long as the players enjoy the game and more fans become devoted fans because of this new feature.

- **Can you give us some hints/ tips about creating a character?**
The key to creating a character is first visualising the whole image and being deliberate when selecting the appropriate parts.
- **If you were judging a character creation competition, what qualities would you look for in the winner?**
I don't think I am qualified to be a judge however I would probably choose as the winner a character with an unorthodox combination of items which somehow presents a balanced look.

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Notes to Editors

Developer: Namco **Genre:** Sword-fighting Action
No. of Players: 1-2 **Platform:** PlayStation®2
Peripherals: Analog Controller (DUALSHOCK®2), Memory Card (8MB) (for PlayStation®2)
Release Date: Quarter 4, 2005

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