

### **Designer's Comment [Zack]**

He's portrayed as a protagonist with the feel of a main character

Back during *Final Fantasy VII*, Cloud's character was created with the idea that he doesn't fit the image of a protagonist. This time, however, we went the other direction with Zack, who plays the role of protagonist the way you would expect a main character to. Incidentally, in the original *Final Fantasy VII*, the SOLDIER 2nd Class uniform is red. But I just couldn't picture Zack in red, so I had that bit of world building changed for this game.

### **Designer's Comment [Genesis]**

The mystery presented in *Dirge of Cerberus* will be solved in *Crisis Core*

Tabata, the game's director, wanted *Crisis Core* to bring together the works of the *Compilation*, so we thought it would be a good idea to feature characters that appeared after *Final Fantasy VII*. That's why we decided to incorporate Genesis, who debuted in *Dirge of Cerberus*, into *Crisis Core*. The mystery of his character from *Dirge of Cerberus* now has a resolution.

### **Designer's Comment [Angeal]**

I pictured him as a stoic military man

The request that originally came in was for a man with delicate features and a vibe similar to Cloud's. However, that was a little different from the image I had in my head, and we instead ended up with the more rugged Angeal you see now. As he's a sort of older brother figure to Zack, who himself is an older brother figure to Cloud, I designed him in the image of a stoic military man like Guan Yu from the *Records of the Three Kingdoms*.

### **Designer's Comment [Sephiroth]**

His voice also imparts a sense of the astounding strength he possesses

Sephiroth's design this time was based on his *Advent Children* one, though there are essentially no major differences between his original design and the *Advent Children* version. What we were aiming for with Sephiroth's voice was a feeling of overwhelming power and natural sensuality. Toshiyuki Morikawa proved the perfect fit. As in *Advent Children* before, he's done a great job of capturing Sephiroth's overwhelming sense of presence in *Crisis Core*.

### **Designer's Comment [Aerith]**

I designed her based on the image of a sky and clouds

I always have trouble designing Aerith's outfit. It would feel kind of lacking to leave her looking the same as always, so for *Crisis Core* I decided to use white as her key color. In the past, I'd always designed her with flower imagery in mind, but this time I used white and blue to evoke the image of a sky and clouds. I also placed some flowers at her shoulder and feet.

**Designer's Comment [Cloud]**Please look forward the surprise at the end

A detailed Shinra trooper design had already been prepared for *Final Fantasy VII*, so I went ahead and used it as-is for Cloud's look this time. As in *Advent Children*, his voice work here was handled by Takahiro Sakurai. There's a bit of a surprise waiting at the end of the game, so I hope fans of Cloud will look forward to it.