

FM5 Released! Developer Commentary!

December 29, 2005

Finally released!

Before you go and play the game, please take a look at this blog posting and read the comments from the developers themselves!!

Attention!

By the way, [Toshiro] Tsuchida and [Shintaro] Tamai have added new comments on the Topics section of the official site!! The link is below.

Official site (<http://www.square-enix.co.jp/fm/fm5/>)

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FRONT MISSION PROJECT BLOG

フロントミッション オンライン

FRONT MISSION ONLINE

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2005年9月30日（金）

■ ゆりえちゃんとの大雑把な日々。

「かみちゅ」が終わってしまい淋しい今日この頃です。あとは「絶対少年」が心の支えです。今、大変な展開に・・・ぶんちゃんが・・・楽しみです。どうも宣伝T×2です。濁りません！

「FRONT MISSION 5 ～Scars of the War～」楽しみにしていますか？発売まで3ヶ月を切りましたよー。公式サイトも更新されてます！

さて今日のネタは勘当されたあいつです。

■ プロフィール

■ 2006年5月

日	月	火	水	木	金	土
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

■ バックナンバー

■ 2006年5月

Flashback: The original Front Mission Project Blog was far different (and less corporate-friendly) from the new blog, which went up around the official unveiling of Front Mission Evolved. This blog was full of very candid, revealing commentary about the Front Mission brand in its entirety, and all developers (including Toshiro Tsuchida himself, or T2 as he was nicknamed). A real labor of love, the developers talked about all things Front Mission from drawing up the action scenes in Front Mission comics to pondering about creating a live-action TV series made in the style of the TV serial, 24. Aside from all things Front Mission, the developers expressed their love for Western media and culture. From favorite vacation spots in America and Europe to even being die-hard followers of the NFL of all things, it was evident that the developers embodied the globalized spirit of Front Mission.

Developer Commentary

In the beginning, I thought this project was going to be very hard to complete on schedule, let alone complete it at all. In the end, I can be proud that I've delivered the best results possible on my part. It's a work of art, and one that I'll have fond memories of. As for the launch date of FM5 being on December 29, it's actually my birthday too (laughs). So please, enjoy our work. And by all means, celebrate our project's completion with us!

- ***Mayumi Kubota, Designer (Visual Effects)***

This is the third time that I, [Shinya] Ichida, was in charge of the wanzer (WAP) motions. This time around with FM5, I think I got it done just right! Normally, I hate debugging them. But when we were testing the shifting of weight, we decided to make special adjustments to the motion response so it wasn't too exaggerated. If you want to check this out in action, try a rotating attack on an enemy when using pile bunkers!!

- ***Shinya Ichida, Designer (Character Animation)***

Finally released!!!! Now, I want to see what kids think of my music (since I don't have kids...). Thank you in advance, FM5!

- ***Hidenori Iwasaki, Music***

Celebrate! Fromi 5 is on sale!! It's finally done!! 11 years!

With that said, hello everybody! This is [Daisuke] Komatsu, in charge of modeling, speaking.

Although we could not incorporate all of the WAPs we wanted due to special circumstances, we made great efforts to have a large selection of WAPs from the series! So please enjoy our offerings!

We also decided to bring back remodeling for Setup Mode. We created new visuals for the remodeled WAPs to distinguish them from their base model, and even threw in some design quirks you may recognize from the earlier entries! I think you'll enjoy creating all sorts of monstrosities! So have fun with them during mission play!!

By the way, the set of WAPs displayed at the hangar on the title screen will change at random whenever you access it! Can you guess what kind of rare WAPs might be seen!!??

- ***Daisuke Komatsu, Designer (Wanzer Models & Textures)***

I was so engrossed with my work that I actually dreamt about debugging it. Please buy! You'll find that the ADV conversations are very interesting to say the least!

- ***Shuichi Suwa, Designer (BG Models & Textures - Adventure Part)***

The developers had so much fun playing it. Please try to play it!

- ***Nobutaka Nishioka, Programmer (Script Engine)***

This is H, in charge of UI, speaking. Although the UI has a different design from the rest of the series, don't you agree that it's time for something new?

(By the way, did you enjoy the sexy Hodaka Mikifune wallpaper in 3rd?)

- ***Shinichiro Hamasaka, Designer (User Interface)***

There are so many things you can do in the game. For one, events are registered into Theater Mode as the story progresses. So, you can watch them again at your own convenience.

- Hiroyuki Saegusa, Series Scenario Writer

You're in luck; this time around, we decided to deliver a real war-like atmosphere. Please get the game ASAP! I don't know if such a development concept exists, but FM5 is definitely a blood-and-guts game. Working on FM5 felt as intense as going through the conflicts seen in the story. We had a lot of entertaining moments programming the game, and we tried to make it as stylish as we could. I just didn't realize how much work it would take. I'll never do this again. Honestly.

Seriously though, I think you'll enjoy it a lot and realize it is well worth the price. Please buy it. I'm sure you will not be disappointed by what you see!

- Kohei Egami, Programmer (Visual Effects)

I can't wait to see the reaction on fan sites and BBS posts!

- Mitsuaki Fugita, Programmer (BG)

Many have said that the crazy things the white WAP, codenamed “Gracilis”, does in the PVs feel out of place! But it isn’t. That kind of capability isn’t theoretically impossible! Believe it or not, its motions were created based on advanced historical research. Let me take this opportunity to describe some of the details to you.

1. Like a dragonfly, it transitions from the falling posture to the landing posture so it can use its back thrusters to slow down and control the direction of its descent.
2. When descending, wing-shaped air brakes on its back are deployed.
3. In order to avoid anti-aircraft fire, deceleration does not happen until the last second before it lands on the ground.

“Woah!”

“Crazy!”

“No way!”

“That is one cool landing scene.”

So while those scenes obviously look cool, we didn’t do it just to show off the visuals! In addition, we received these comments:

“Is it catapulted from a transport aircraft or an aircraft carrier?”

“That WAP, how did it not fall apart when it was landing such a fast speed?”

So, since these questions have been asked...we would like to ask all of you to contact your nearest science center for more information. It’s not rocket science once you get the basic gist of what we researched, really.

- **Hagumu Kato, Designer (Character Animation)**

Having gone through the entire FM series, I personally think that FM5 is the best entry and it’s very likely that many others will see it that way too. I knew it from the moment that I started to playtest and debug it... You can fight some very special teams in the Arena... You can dive back in and continue playing the Survival Simulator through save files... By all means, I hope that everyone can get a chance to play FM5 before the New Year comes in!

- **Osamu Ishii, Planner (Battles)**

I think this is the first time we've managed to strike a perfect balance between high-tempo (3rd, 2089) and heavy-scale missions (1st, 2nd, 4th). Of course, it doesn't hurt to have high-quality designed WAPs and battlefields too!

- Hiroaki Kusano, Series Wanzer Designer

Since I got involved with Front Mission, I've had loads of fun with the development process. I was brought in to help create a more immersive atmosphere during the event scenes, such as the base attacks during the beginning of FM4. Even though a lot of the work was hard, I think I did a pretty good job. There were so many challenges and trying times, but I'm relieved that things turned out for the best in the end.

Now, please go buy the game and play it!

- Shintaro Tamai, Designer/Director

I got all nostalgic seeing the works we've done in the past after looking through our junk pile. There was an unopened Front Mission "The Making of Commercial Film" VHS case. There was a first edition (issued on 22/7/1995) copy of Front Mission Comics by ASCII Comix, with the obi strip still wrapped around it. I even found some Gun Hazard phone cards...but they're probably past their expiration date by now!

One of my fondest memories will always be handling the voice acting for Front Mission 4. I enjoyed working at the Los Angeles studio with the voice actors, who were not chosen simply for their acting skills. We had to make sure that they possessed great intonation, so they could talk in an accent appropriate for their characters. For example, Elsa needed a proper French accent and Darril had to speak with some Puerto Rican slang.

I hope that everyone's enjoyed all of our works and of course, this new Front Mission entry as well. If even just one user likes it, that's good enough to make me happy!

- Hideo Iwasaki, Series Scenario Writer



Despite having mecha, Front Mission doesn't need them to tell a moving tale of mankind versus itself.

Front Mission series fans, long time no see. Thank you for stopping by our blog today.

4 years after the release of FM3, there were a lot of concerns about the future of Front Mission.

“Will Front Mission ever be completed?”

These were concerns that our development staff and I took to heart during the official unveiling of the Front Mission Project. We had been very active in producing various types of Front Mission works, and at the time, we were determined to show everyone that the project had not been forsaken. We added many new and talented members to the fold, working alongside our core team to continue expanding on the world of Front Mission.

Since the unveiling of the Front Mission Project, we have rolled out new works across different mediums. We are also in the midst of rolling out a few more, which I cannot announce just yet. Please wait a little longer for these future works.

For now, I am pleased to finally say that we have realized our original vision for Front Mission. I hope that all of you have enjoyed discovering the world of Front Mission, just as we have over the past 11 years. Thank you for your continued dedication to Front Mission and I hope that you will continue to support it in the future.

- Toshiro Tsuchida, Director