

# Behind the Scenes: How Movies and Music Inspired the Creator of Death Stranding and Metal Gear

Kojima has been an avid cinephile from an early age, drawing inspiration from both Eastern and Western films across various genres. The profound impact of cinema can be traced in the cinematic sequences, visual storytelling, and meticulous attention to detail that permeate both the Metal Gear and Death Stranding series.

"I make games with a cinematic approach," Kojima once stated. "I want people to feel like they are watching a movie when they play my games."

Influential directors like Akira Kurosawa, Stanley Kubrick, and John Carpenter have played a significant role in shaping Kojima's unique aesthetic. Kurosawa's exploration of complex characters and themes of honor and sacrifice finds resonance in the Metal Gear saga, while Kubrick's mastery of suspense and atmospheric dread is evident in Death Stranding's desolate and enigmatic landscapes.



## The Creative Gene: How books, movies, and music inspired the creator of Death Stranding and Metal Gear

**Solid** by Hideo Kojima

★★★★☆ 4.7 out of 5

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Music serves as another potent catalyst for Kojima's creativity. He understands the power of music to evoke emotions, set the ambiance, and enhance the overall gaming experience. Throughout his career, Kojima has collaborated with renowned musicians and composers to create soundtracks that are not only memorable but also integral to the storytelling.

"Music has the power to transcend language and cultural barriers," said Kojima. "It can create a deep emotional connection between the player and the game world."

The Metal Gear series features iconic themes composed by Harry Gregson-Williams and Nobuko Toda, which perfectly capture the espionage and military themes of the games. In Death Stranding, the haunting and ethereal score by Ludvig Forssell serves as a haunting backdrop for the game's post-apocalyptic setting.

The following are specific examples of how movies and music have directly influenced Kojima's games:

- **Metal Gear Solid** (1998): The game's opening scene, which features Snake infiltrating a nuclear facility, was inspired by the opening sequence of the James Cameron film **Aliens** (1986).
- **Metal Gear Solid 3: Snake Eater** (2004): The game's setting in the Russian wilderness was inspired by the film **Apocalypse Now**

(1979), directed by Francis Ford Coppola.

- **Death Stranding** (2019): The game's themes of isolation and connection were inspired by the film **Cast Away** (2000), starring Tom Hanks.

Hideo Kojima, the brilliant mind behind Death Stranding and Metal Gear, credits movies and music as fundamental sources of inspiration that have shaped his creative vision. Through his masterful storytelling and immersive worlds, Kojima has created gaming experiences that transcend entertainment and leave a lasting impact on the minds of players. By understanding the influences that have shaped Kojima's work, we gain a deeper appreciation for the artistry and innovation that are hallmarks of his creations.



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