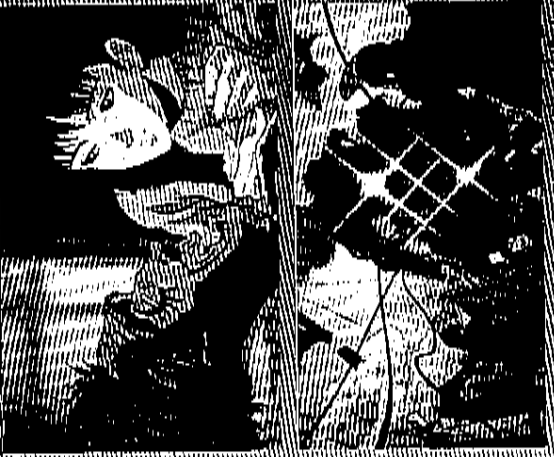


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Illustrated by
Tetsuya Nomura
Series of the award
winning FINAL FANTASY
series.

Japanese character designer Tetsuya Nomura designed the original
characters for Final Fantasy VII Remake, the latest installment in the
series (2019) and Final Fantasy VII Remake Intergrade (2020). His work
has been praised for its attention to detail and its ability to create
characters that are both visually striking and emotionally resonant.
An early Final Fantasy character designer, he worked on the
concept art for Final Fantasy VII (1997), Final Fantasy VII-2 (1998),
and Final Fantasy VIII (1999). He also designed the character
models for Final Fantasy IX (2000) and Final Fantasy X (2002).
He was a character designer on Final Fantasy XIII (2009), Final
Fantasy XIII-2 (2012), Final Fantasy XV (2016), and Final Fantasy
Rebirth (2020).

However, the most interesting aspect of his work is how he designed the original
characters for Final Fantasy VII Remake. He designed the character
models for the game, including the iconic Red XIII, the
dog-like creature that is a member of the Cetra. He also designed
the character models for the main cast of characters, including
Barret Wallace, Cloud Strife, Don Corneo, and the others. His
work on Final Fantasy VII Remake has earned him a reputation
as one of the best character designers in the industry.
He has worked on several other Final Fantasy titles, including
Final Fantasy VII Remake, Final Fantasy VII Remake Intergrade,
Final Fantasy XIII, Final Fantasy XIII-2, Final Fantasy XV, and
Final Fantasy Rebirth. He has also worked on other Square
Enix titles, including Final Fantasy Tactics Advance and Final
Fantasy Tactics A2: Final Fantasy Warriors of the Horde.

Final Fantasy VII Remake was a commercial success, selling over 1 million
copies worldwide. It was praised for its story, graphics, and sound
design. The game was also a critical success, winning several awards
and receiving high praise from critics. It was a major success for
Square Enix, and it helped to reinvigorate the Final Fantasy
series. Final Fantasy VII Remake was a turning point for the
company, and it showed that there was still a large audience for
the series. It was a huge success for Square Enix, and it helped
to reinvigorate the Final Fantasy series.

Original Story: Development of Final Fantasy VII Remake began in
2014, following the success of Final Fantasy VII Remake. The
story was written by Tetsuya Nomura and Takahiro Toyama. The
game was developed by Square Enix's Tetsuya Nomura's Team.
The game was released in Japan in January 2020, followed by
the US release in March 2020. The game was a commercial
success, selling over 1 million copies worldwide. It was praised
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FINAL FANTASY VII REMAKE
FINAL FANTASY VII REMAKE
FINAL FANTASY VII REMAKE INTERGRADE



FINAL FANTASY
FINAL FANTASY
FINAL FANTASY

