


htoL#NiQ

— The Firefly Diary —



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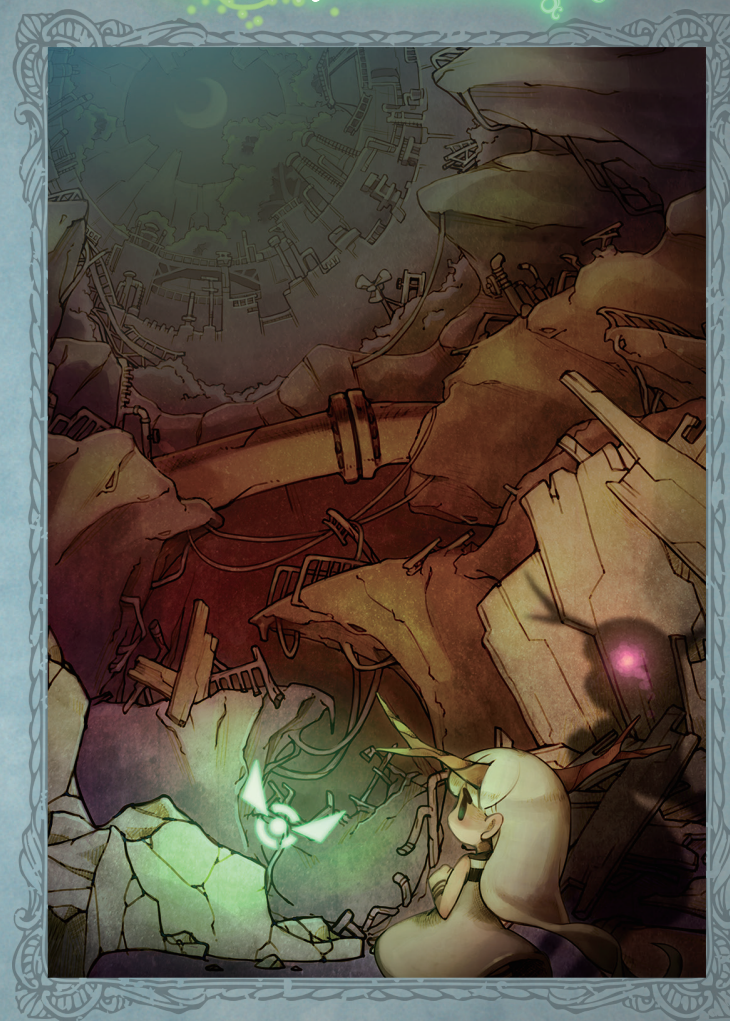
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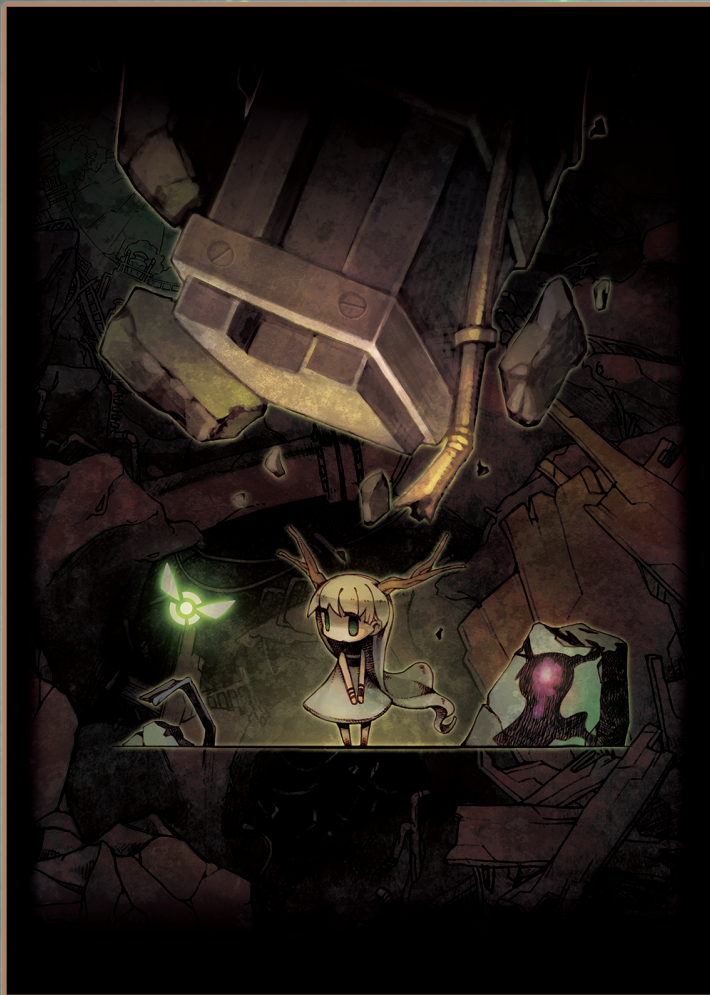
- Art Gallery 03
- Illustrations 09
- Characters 17
- In-Game Illustrations 25
- Miscellaneous Sketches 26
- In-Game Backgrounds 29
- Memory Fragments 34
- Early Development Images 35



In the early stages of Firefly's development, this was the first illustration drawn. The factory and forest aren't actually above this hole, but to give the image impact, all the environments that appear in the game were crammed into this single image!

Director's
Comment

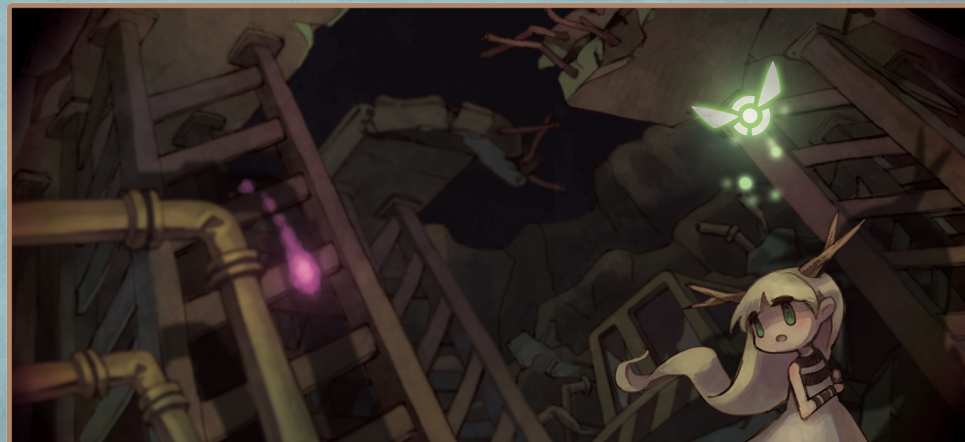
Package Illustration



The image illustration was very effective at symbolizing Lumen, so I had trouble coming up with a great layout for the package illustration. For this illustration, I made things simple and focused on the theme of unreasonable death raining down upon Mion.

Director's
Comment

Read-aloud Movie Illustration



The scene where Mion meets Umbra. I made this a panoramic illustration in hopes that it would be used cleverly.

Director's
Comment



When Firefly was released in Japan, the third read-aloud was not released but this is a sneak peek of some of the images that were in it. Compared to the others, these images look peaceful.

Director's
Comment

Pin Badge Illustrations



It's not like I was depressed drawing all those dark images, but to mix things up a little I did this eye-catching illustration. Mion's smile and her crying face are emotions that are never seen in the game. Smile aside, I drew her crying because I love the expression she makes.

Director's
Comment

Promotional Manga



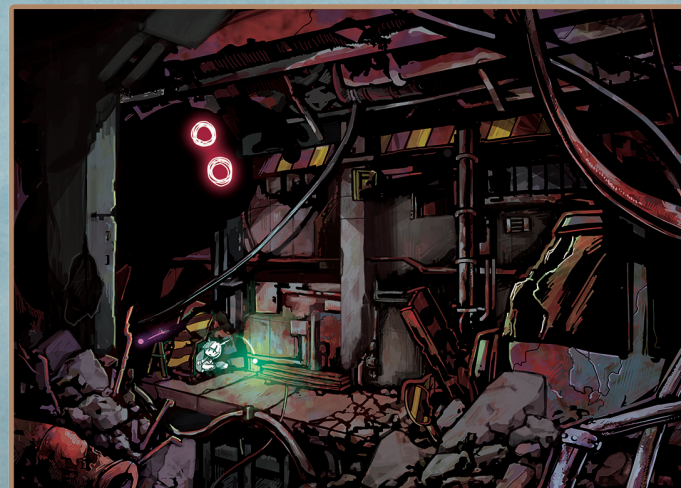
This manga was featured in a magazine to promote the game. It's an introductory manga but the descriptions are detailed. Mion's tension is very exaggerated, but isn't corrupting a character's image necessary when making a game into a manga?

Director's Comment

Illustrations

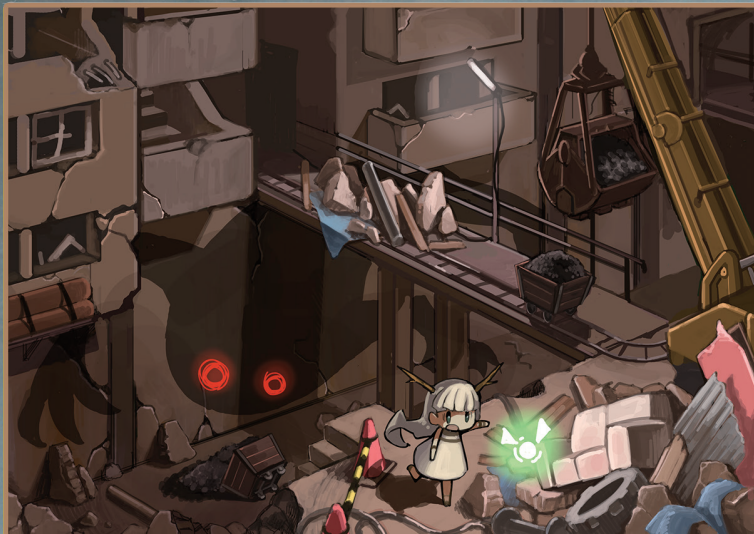


Chapter 1 Boss



The very first boss Mion encounters. I considered a lot of variations but settled on a simple design. It's very cute. All the shadow monsters, including this guy, were former residents of the ruin, but this one in particular has a deeper connection to Mion than the others.

Director's Comment

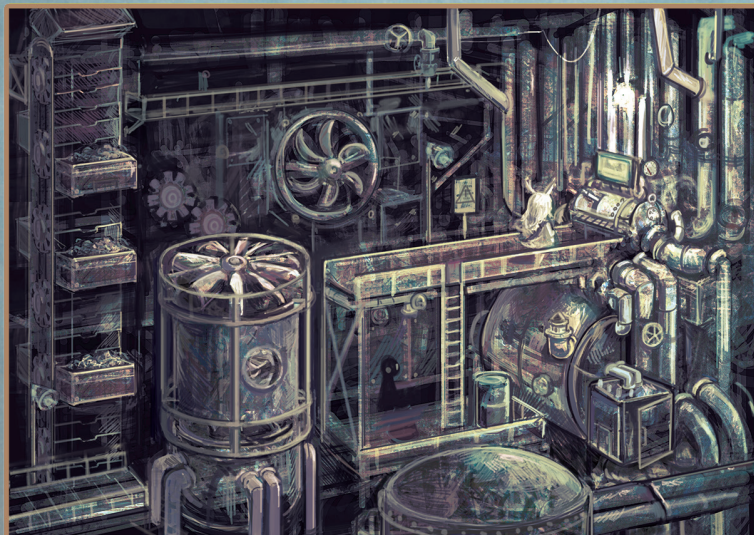


• Chapter 1 Boss



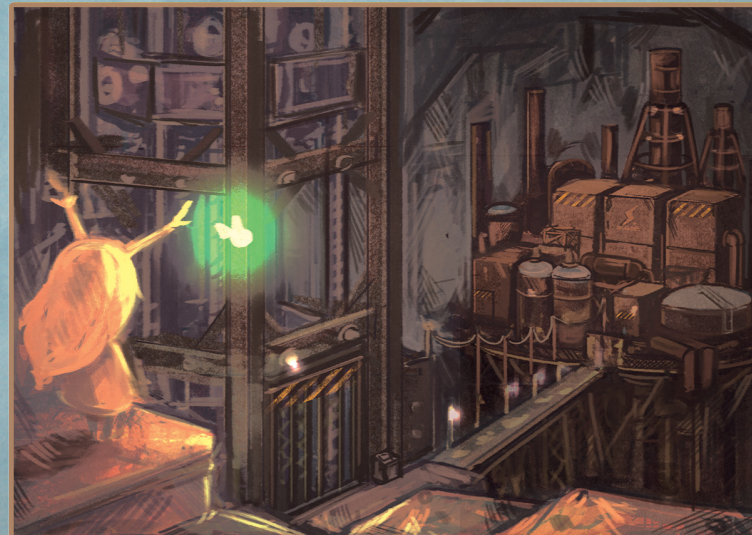
• Chapter 2 Stage

• Chapter 2 Stage



The second stage is set in a thermal power plant. Since the first stage was a ruin and felt very static, the second stage has a lot of dynamically moving traps. I wanted a stage that felt very dangerous so there are plenty of cogs, levers, buzz saws, and pools of lava.

Director's
Comment



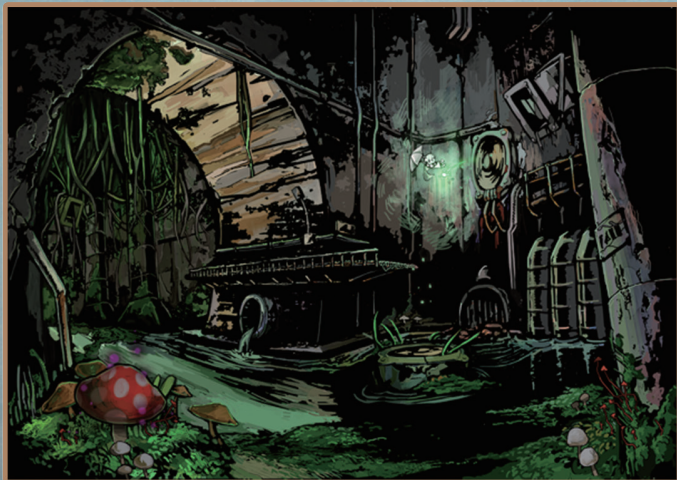
There were lots of ideas for traps that could exist in a power plant or a factory and I wanted to use them all, but the programmer yelled at me, "There isn't enough time for all that!"

Director's
Comment

Chapter 2 Boss



Chapter 3 Stage



The boss stage for Chapter 2 is in the deepest regions of the thermal power plant, where all the ash and scrap accumulates like a dustbin. I wanted Mion to go to disastrous places so this is what I came up with.

Director's
Comment

Chapter 3 Stage



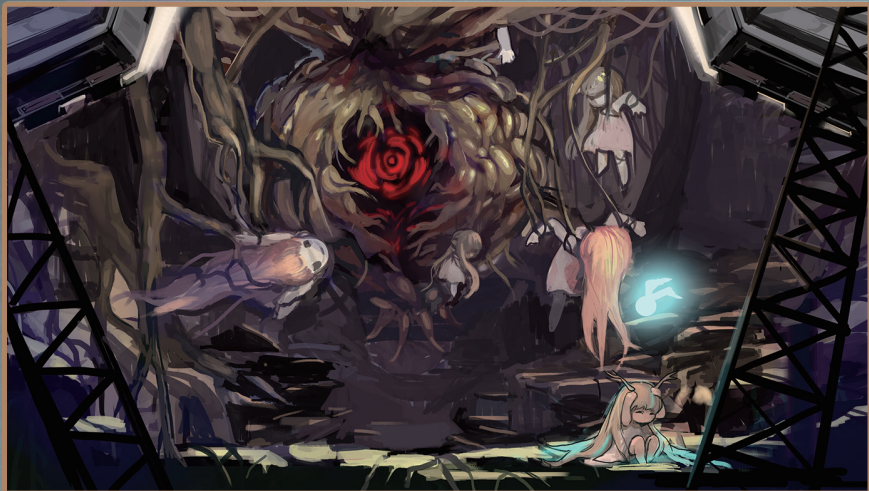
Chapter 3 Boss



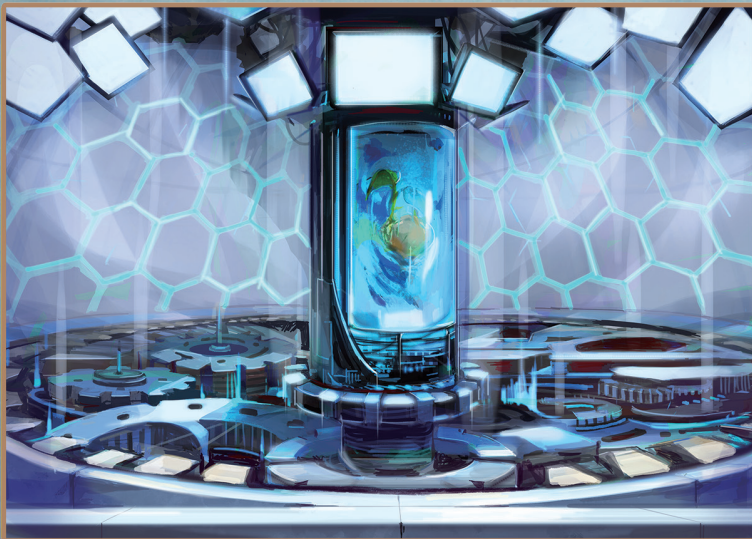
The stage in Chapter 3 is the only naturalistic locale in the ruined world, so I emphasized the organic and frightening design elements. Particularly the boss since it emotionally traps Mion. That's the main reason the design and the situation has such a grotesque feel to it.

Director's
Comment

Chapter 3 Boss



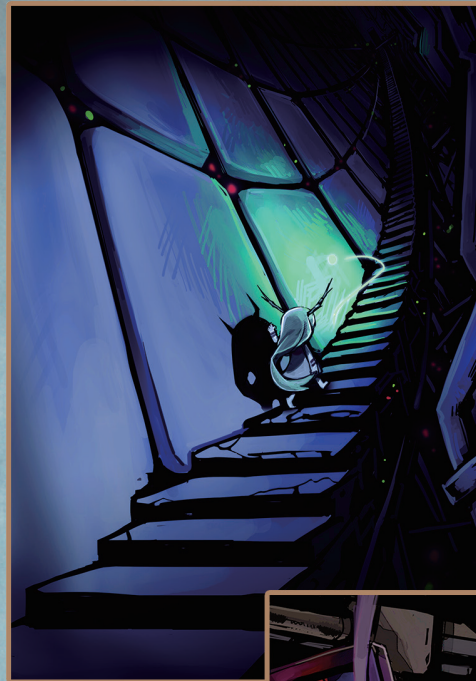
Boss Stage Sketch



The bottom half of this page and the next two pages contain illustrations of key locations within the story.

Director's
Comment

The Grand Staircase



The Mysterious Tiny Room



What waits beyond the endless staircase...? (top image)
What is that landscape just outside the door...? (bottom image)

Director's
Comment



Memory Fragment



This room is brimming with warm feelings. Is this a memory of her past...? (top image)
A beautiful, enormous tree that seems out of place in this ruined world.

Director's Comment



Mion's Animation Frames



I made Mion look cute in hopes that the player would develop some affection for her and continue playing without giving up, even if she dies several times. When she was first programmed to trip over gaps, she ended up being an unlucky character who tripped over everything, but she was still cute.

Director's Comment

Mion Design Concepts

Mion Sketch



Design Concepts

There are mysterious branches jutting out of her head.



I was concerned that she'd look dull if her whole body was white... So there are two monotone designs.

Black-on-White



Patterns resembling barcodes decorate her body. A sign that she was created artificially?

White-on-White

This look emphasizes Mion's innocence, and because the maps are very dark it stands out on its own.

White-on-Black
↑
Since her arms and legs are white, her movements were very visible.



The process of designing Mion was very smooth. During the planning stages of the project, Mion never had branches on her head. But she didn't have any sort of accent to her characteristics, so they were added during the design stage. From there, we added the tree and tied it into the storyline.

Director's Comment

Characters Close to Mion

Father



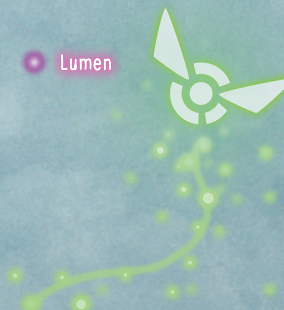
Mother



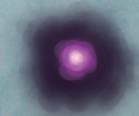
Dog



Lumen



Umbra



Design Concepts



Botanist Cage



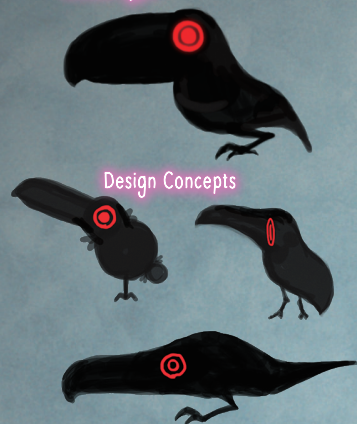
System Engineer

The father's appearance makes him seem as though he's the mastermind of the story. The mother had a nice, kind look. The dog is a corgi and looks cute. Short legs are really easy to draw. The reason the dog is a corgi is because we did the 8-bit sequences first and a corgi is the easiest dog to draw using pixel art.

Director's Comment

Squirming Shadows

Toucan Type



Design Concepts

Macho Type



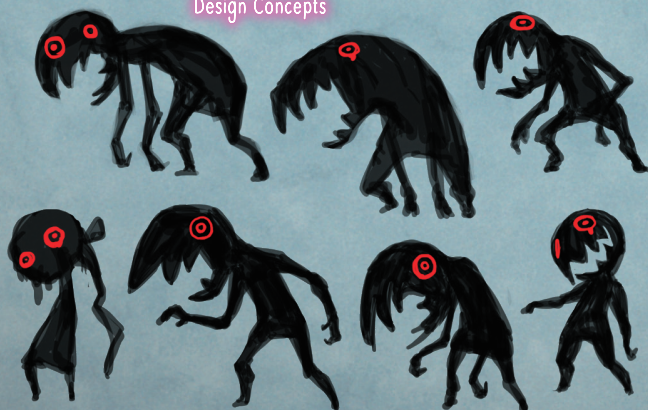
Design Concepts



Wanderer Type



Design Concepts



For the shadow enemies, we decided on their attack patterns first, then based their designs around that. The wanderer type just shuffles around, while the macho type is just a stronger version of the wanderer. There were many attack patterns but we chose the simple ones.

Director's
Comment

Hanging Type



Design Concepts



Parasite Type



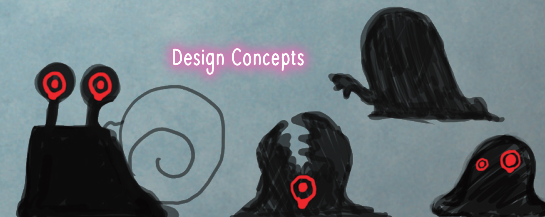
Design Concepts



Sticky Type



Design Concepts



I had trouble designing the hanging type. It was difficult to portray its visible softness while it's hanging alongside its deadliness when touched. In the end, its evil appearance and clinging design aspects were prioritized.

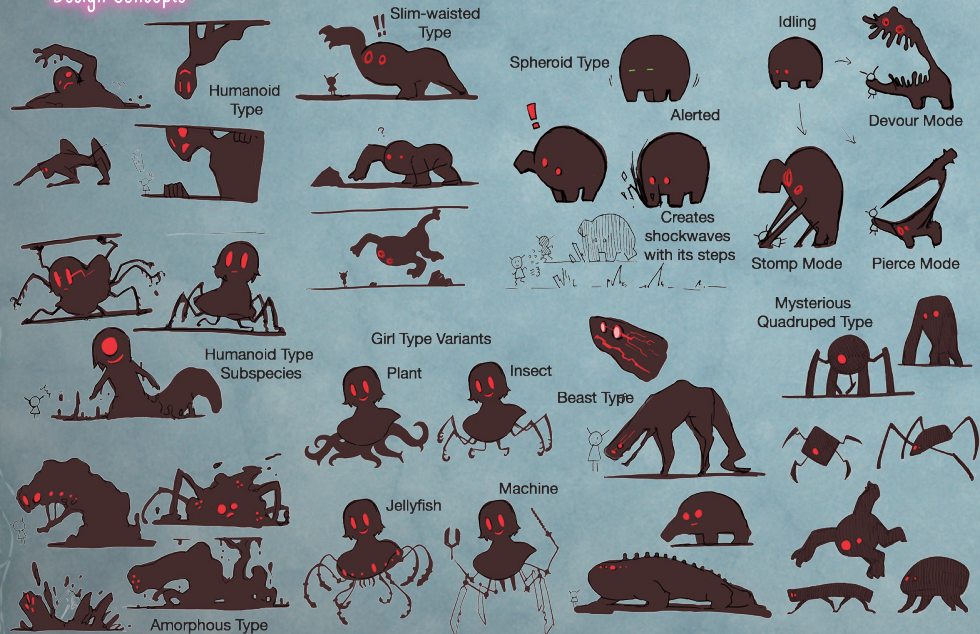
Director's
Comment

Bosses

Chapter 1 Boss



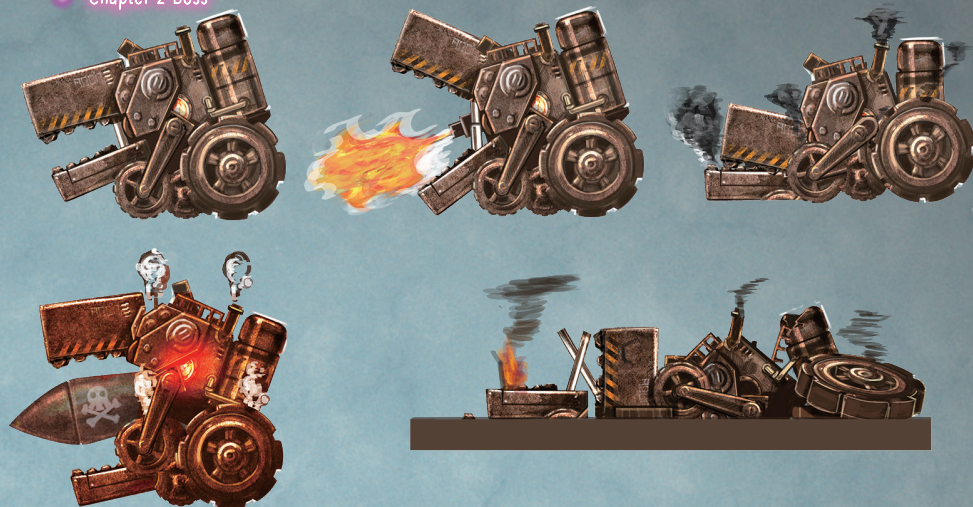
Design Concepts



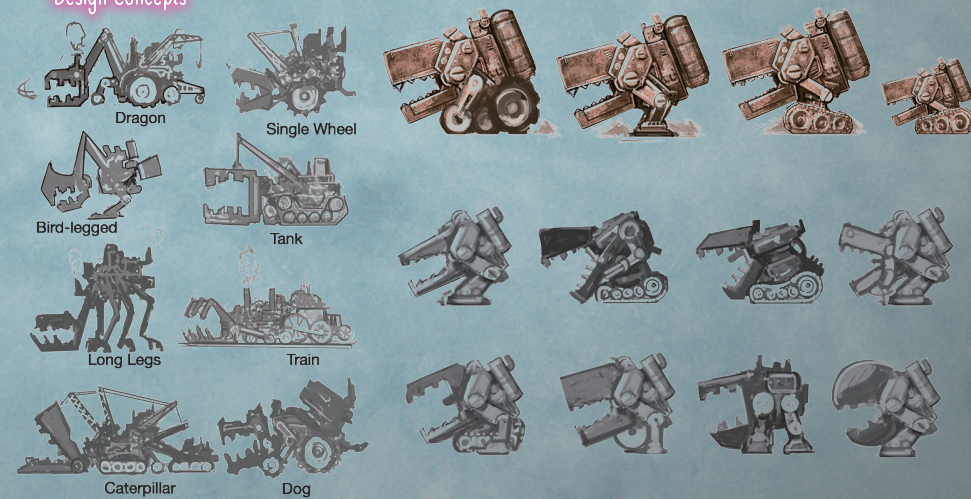
The Chapter 1 boss was originally planned to be a creepy shadow that stalks Mion, so many different ideas were considered while designing the boss. I really liked the Girl Type but due to the setting that was provided, it didn't work out. If it had, perhaps it would have been Mion's little sister.

Director's
Comment

Chapter 2 Boss



Design Concepts



The Chapter 2 boss is a security robot. I envisioned it as a robot with a large mouth making up the entirety of its body, and from there I asked other staff members for their input. It could have had legs but I wanted to make it different from the Chapter 1 boss, so it has wheels instead.

Director's
Comment

Chapter 3 Boss



Chapter 4 Boss Design Concepts



Chapter 4 Boss

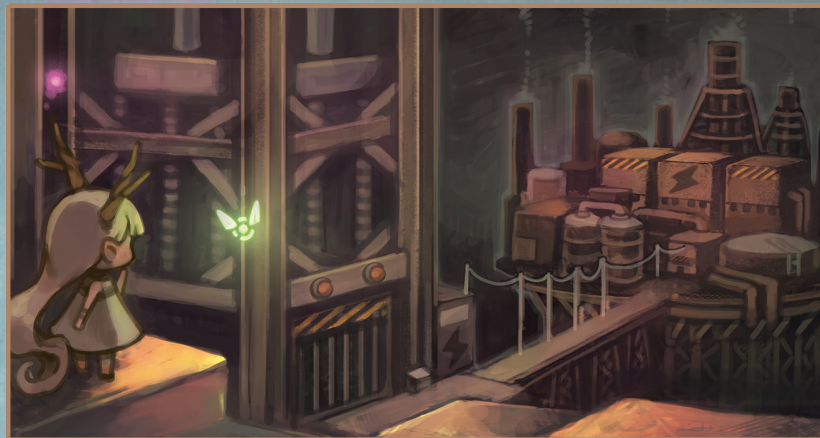


Designing the boss of Chapter 3 went smoothly. It looks like monstrous plant roots and seems to feed off corpses. The Chapter 4 boss was originally supposed to fuse together to form a bigger boss, but that idea didn't pan out.

Director's Comment

Chapter 3 Illustrations

Thermal Power Plant



Elevator



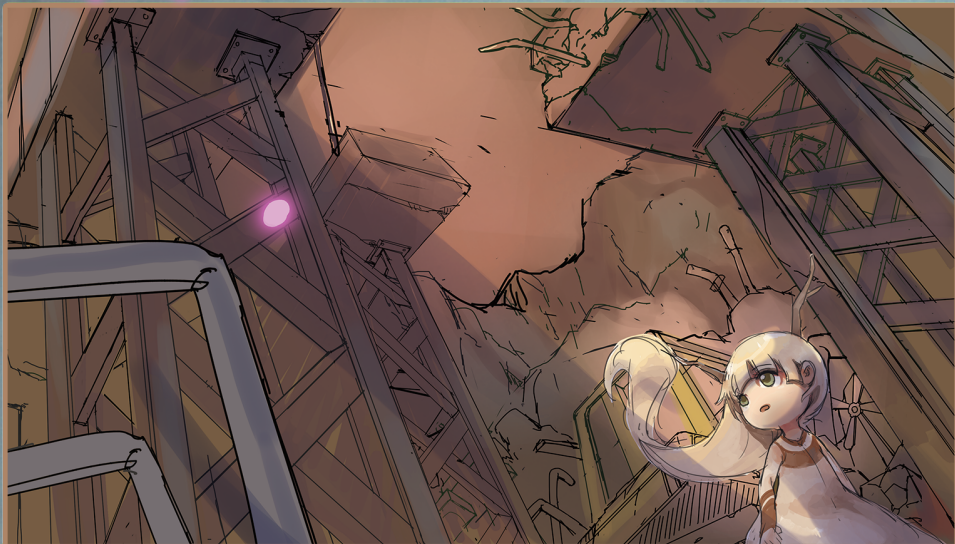
These illustrations can be seen during the game trailer, and they also appear in-game when transitioning between stages. It was fun designing the movements for the elevator. If I have an opportunity to work on another title, I'd like to incorporate more movements like this.

Director's Comment



Miscellaneous Sketches

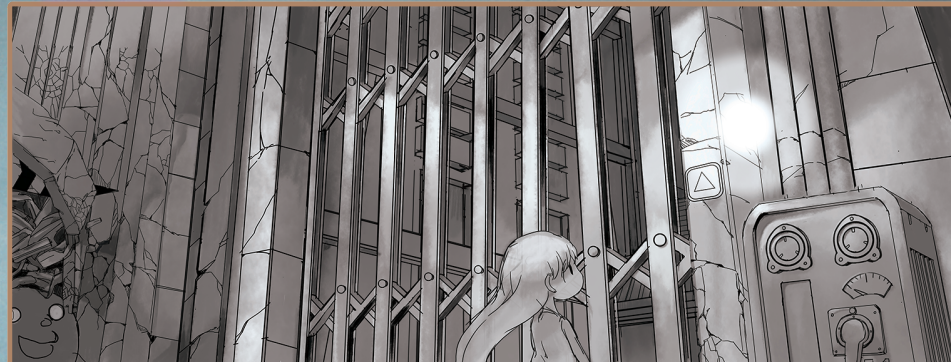
Meeting the Firefly



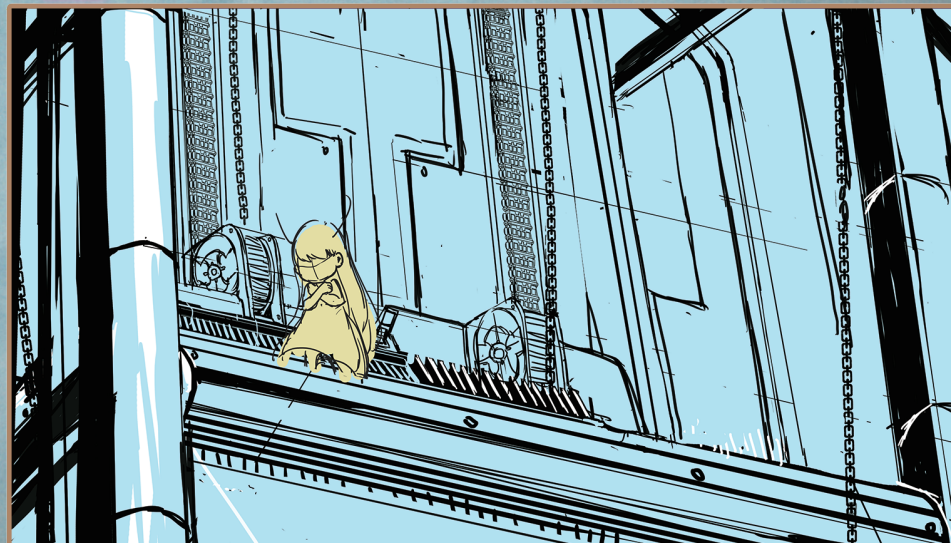
This illustration is a rough sketch from the read-aloud movie. Mion meets Umbra for the first time in this scene and I wanted it to be very dramatic, so I created a situation where Umbra descends down the complicated shadow of a metal tower.

Director's
Comment

Elevator Entrance



Elevator



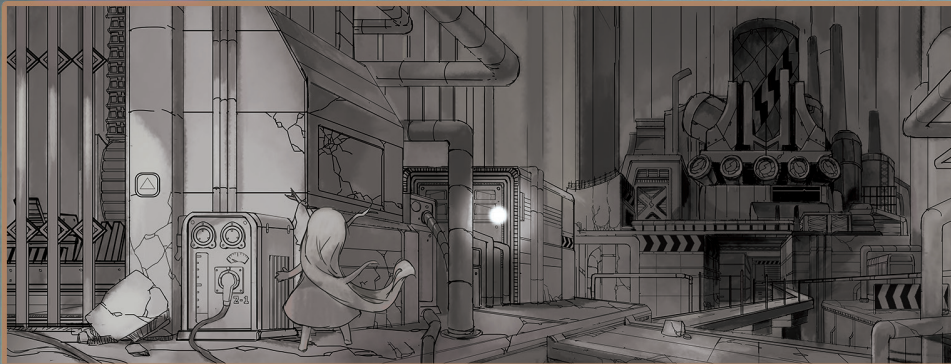
In this scene, Mion thought she could take the elevator all the way to the top floor, but the battery ran out...
The second illustration is a rough sketch of the elevator.

Director's
Comment

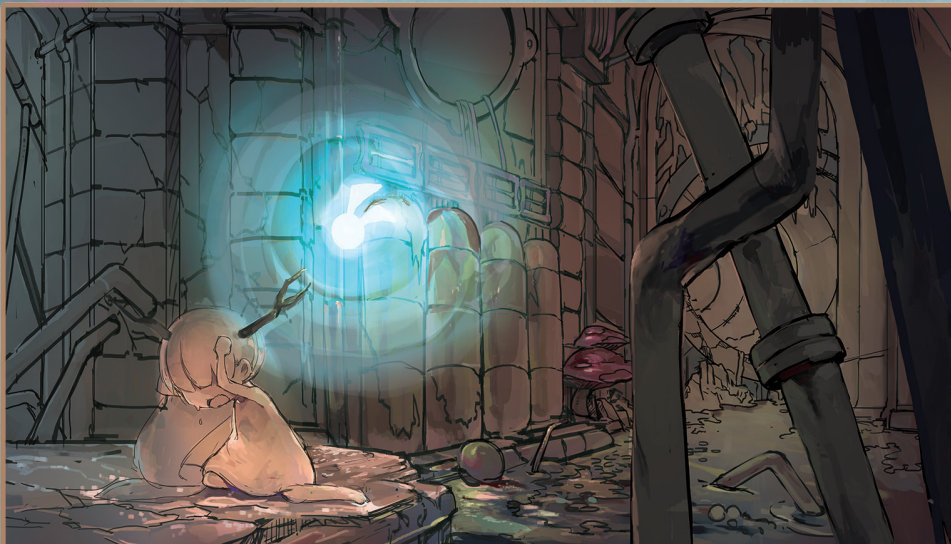


In-Game Backgrounds

Thermal Power Plant



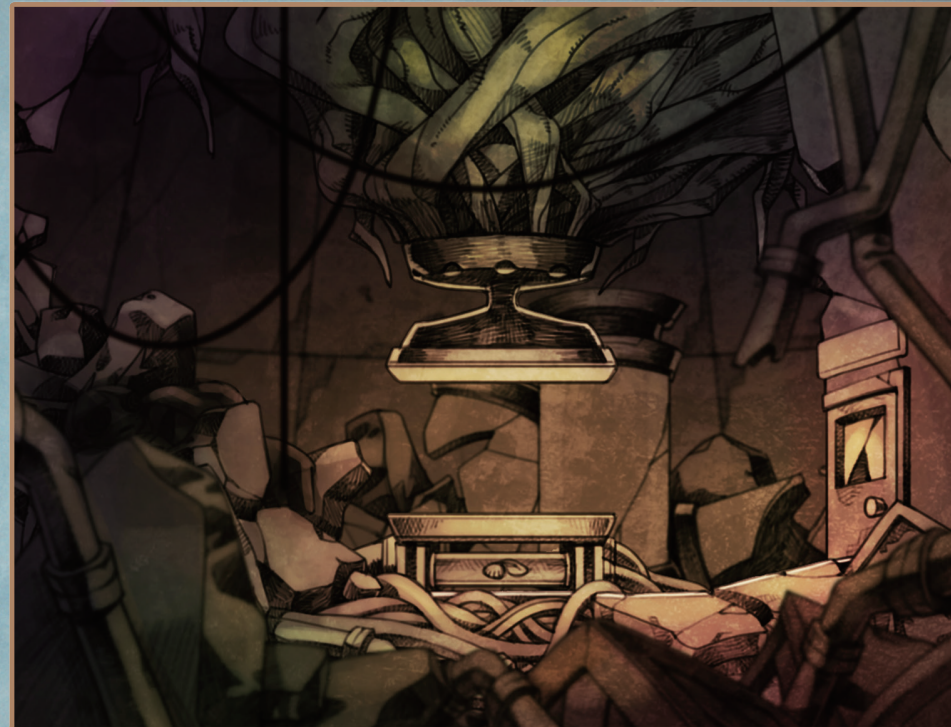
Sewer



"The elevator won't move, but I found a power source nearby!" That's the kind of feeling I was aiming for in this scene.
A sketch of the sewers as Mion clutches her head in a classic scene.

Director's
Comment

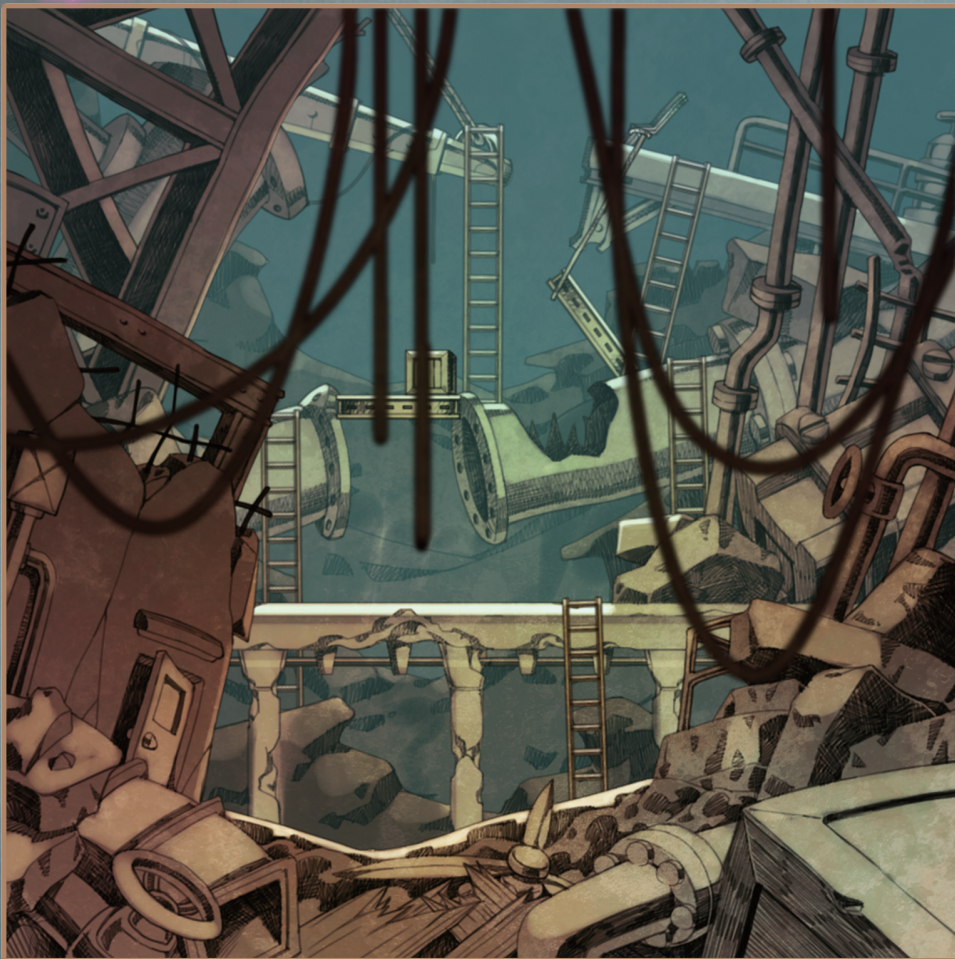
Opening



The beginning of the game and the location shown on the title screen. Initially, it's just a tiny room where Mion woke up without her memories, but there may be a reason as to why she woke up on top of a mechanical table.

Director's
Comment

Chapter 1-1



Since Chapter 1-1 includes tutorials, it's somewhat small. It took a lot of effort to design the stage and put all the scraps in place.

Director's
Comment

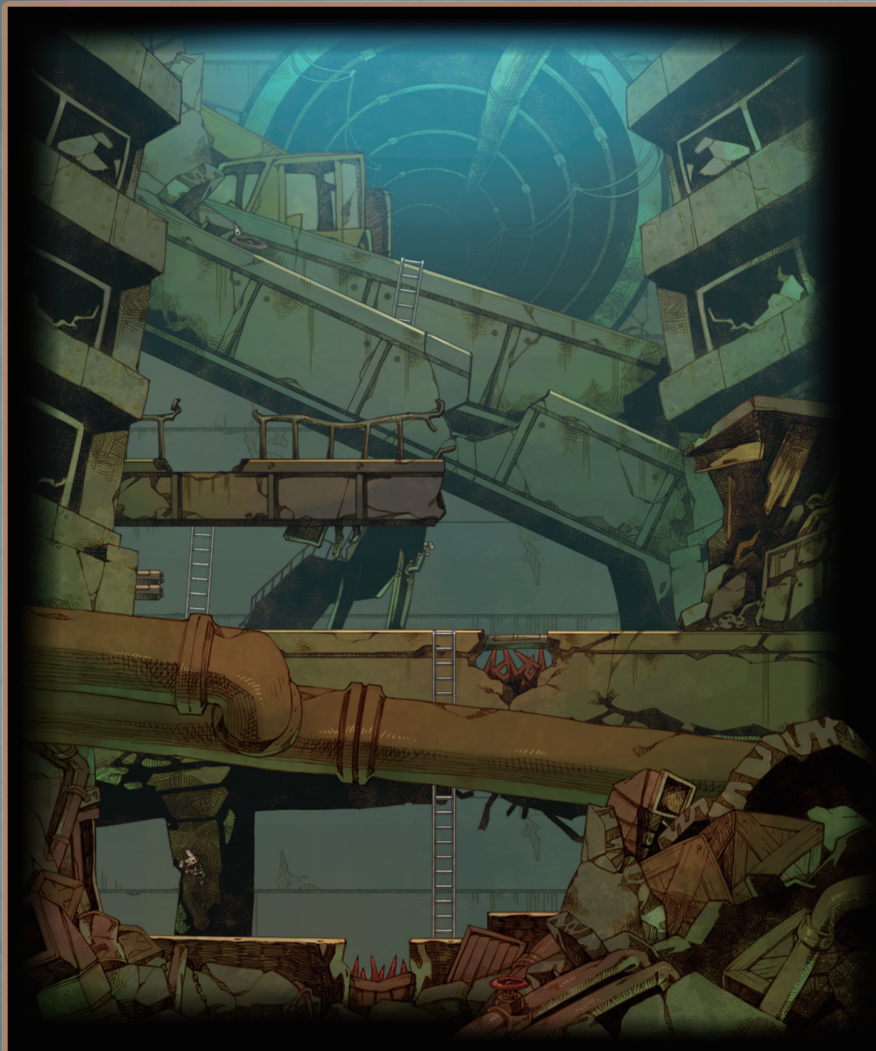
Chapter 1-2



Chapter 1-2. This is where Mion meets Umbra, so I placed a metal tower nearby to make Umbra's entrance more dramatic.

Director's
Comment

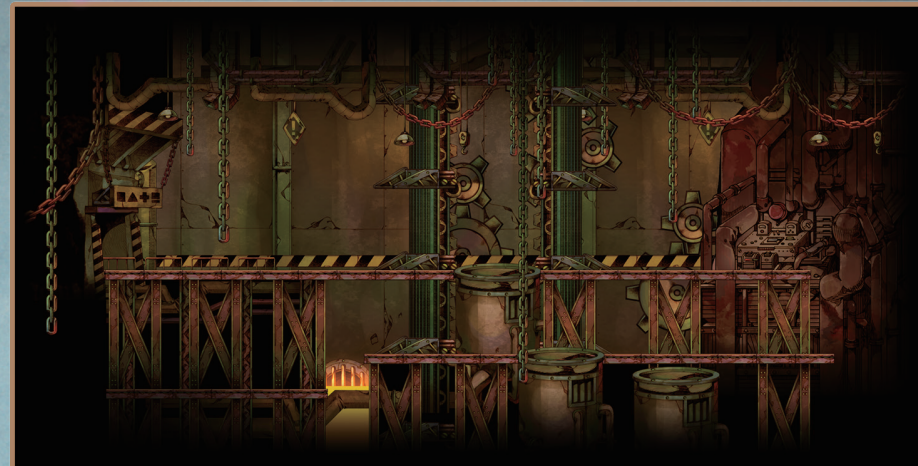
Chapter 1-3



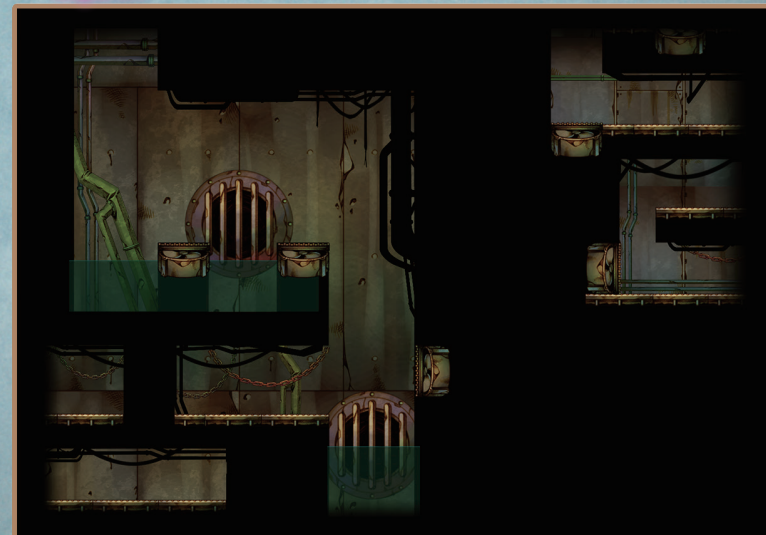
Since Mion woke up in a garbage pit, Chapter 1 was structured with vertical movement in mind. It's easy to make horizontal stages, but vertical stages are complicated so it was tough designing it.

Director's
Comment

Chapter 2-1



Chapter 3-1



After the scrap pit, the thermal power plant awaits. This stage is more or less straightforward and very spacious. Stage 3-1's location has a lot of ducts and sewer lines, with narrow passageways and pools of water. It has a damp, moldy feel to it.

Director's
Comment

Memory Fragments

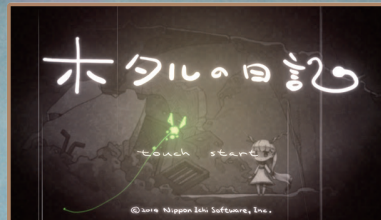


These pixelated images are seen when viewing a Memory Fragment. Because it's just a fragment of a memory, the pixelation brought out an old, incomplete feeling to these scenes. Each one is unique so please collect all the Memory Fragments.

Director's
Comment

Early Development Images

Title Screen



Shadow Mode Images



Displayed Text



Memory Fragments



These images were created during the early stages of game development. Think of them as concept drawings for the game. There isn't much difference between these images and the final product.

Director's
Comment

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