**Mission 3 – Creating Skyward Sword**

Luke Michael Murray Towers

Animation 10

Saskatoon Catholic Cyber School

Jason Sand

February 26, 2013

Why I selected Skyward Sword: (Q: 1)

I chose to use Skyward Sword as my research target for this mission because I enjoyed the playing the game, and because it has a really nice looking animation style. The previous game in the series, Twilight Princess, had a darker overall theme with matching animation, and it was nice to see the bright, happier animation style in this game. Even the darker scenes, like the boss fight, were brightly animated. The whole style of the game resembles a bright, cheery painting.

The Animators of Skyward Sword: (Q: 2, 3, 4)

Nintendo was the sole production company involved in the making of Skyward Sword. The animators that worked on the graphics of Skyward Sword were:

**Animation Assistants**

Shigeki Tanaka Shinichi Miyake Kana Inagami Yuta Imoto Ikumi Teramoto Ami Masuda Tsukasa Sugihara Shunsuke Mori Ryo Murayama Daishiro Tanaka Shoumi Toyota Yukie Miyamoto Hiroya Kobayashi Yohei Noguchi

**Design Lead/Player Design**

Ryuji Kobayashi

**Player Design**

Manabu Hiraoka

Yoshiakira Nakano

**Enemy Design**

Takafumi Kiuchi Masahiro Kawanishi Keisuke Umeda Chiaki Uchida

Atsushi Domoto Tatsuo Oshima Masatake Kaneoka Masafumi Naito

Masayuki Kawakita Junichi Fujita

Toshiya Shinohara

**NPC Design**

Akiko Hirono Yuki Kaneko Satomi Asakawa Michiko Iwasawa

Akinobu Yamakawa

Ayumi Takata Taro Nakamura Satoko Nishio Asami Fujita Shoko Fukuchi

Kunihito Ihara

**Design Lead/Object Design**

Yoshiyuki Oyama

**Object Design**

Tomomi Iwasaki Tomomi Marunami Shinko Takeshita

Hiroshi Uchiyama Tadahiro Usuda

Hiroko Kiyonari Tetsuya Taniyama Shuichi Murata

Daisuke Ito

**Field Design**

Hanako Hisada Yasutomo Nishibe Shunichi Shirai Takuro Shimizu Yohei Izumi Yosuke Tamori Jun Tanaka Tetsuya Kobayashi Kazunori Hashimoto

Eiji Takahashi Masato Adachi Takaki Koido Takafumi Shimotamari Kazue Hiramoto Takafumi Hori Sayaka Matsukawa Takashi Mikami

Yasuo Kumakura Mayako Sugimoto Tadashi Tanaka Akitoshi Yahiro

Yoko Honma Momo Sasaki

The cost of making Skyward Sword: (Q: 5)

Compared to other video games, Skyward Sword did not cost very much to produce. Best estimates place the budget of Skyward Sword somewhere between 7 and 10 million dollars. This development cost reflects Nintendo’s effective cost minimization. Skyward Sword managed to reuse many assets from previous Nintendo games, such as core programming tools, and some of the graphical assets.

Some interesting facts about Skyward Sword: (Q: 6)

As mentioned above, even though Skyward Sword is an excellent game, its development cost was much less than other modern games. While SS cost 7-10M USD to develop, games like HALO: Reach cost 60M USD or even games like Call of Duty Black Ops cost 18-28M USD.