

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

Hideo Kojima is one of the most acclaimed video game designers of all time. He is known for his innovative and cinematic storytelling, which has earned him a cult following among gamers. Kojima's work has been heavily influenced by movies and music throughout his career, and this article will explore some of the specific films and songs that have inspired him.



## 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

Language	: English
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Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
X-Ray	: Enabled
Word Wise	: Enabled
Print length	: 271 pages



## Metal Gear

The Metal Gear series is a stealth action game franchise created by Kojima. The first game in the series, Metal Gear, was released in 1987 and was a critical and commercial success. The game follows the story of Solid Snake, a soldier who is sent to infiltrate a nuclear weapons facility and prevent a terrorist attack. The game was notable for its complex story and

gameplay, and it has since become one of the most influential video games of all time.

Kojima has said that he was inspired to create Metal Gear by the 1984 film *The Terminator*. He was particularly impressed by the film's dark and gritty atmosphere, and he wanted to create a game that would have a similar tone. Kojima also drew inspiration from the 1979 film *Apocalypse Now*, which is about a group of soldiers who are sent on a mission to assassinate a renegade colonel in the Vietnam War. Kojima was drawn to the film's anti-war message, and he wanted to create a game that would explore the horrors of war.

In addition to movies, Kojima was also inspired by music when creating Metal Gear. He has said that he listened to a lot of heavy metal music while working on the game, and that this music helped to create the game's dark and oppressive atmosphere. Kojima also used music to create a sense of tension and suspense in the game. For example, the game's main theme song, "Snake Eater," is a haunting and atmospheric piece of music that helps to create a sense of dread and anticipation.

## **Death Stranding**

Death Stranding is a post-apocalyptic action game developed by Kojima Productions. The game was released in 2019 and was a critical and commercial success. The game follows the story of Sam Bridges, a porter who is tasked with delivering supplies to isolated settlements in a world that has been ravaged by a cataclysmic event. The game was notable for its unique gameplay and story, and it has been praised for its beautiful graphics and immersive atmosphere.

Kojima has said that he was inspired to create Death Stranding by the 2015 film Mad Max: Fury Road. He was particularly impressed by the film's stunning visuals and its exploration of themes such as survival and hope. Kojima also drew inspiration from the 1979 film The Road Warrior, which is about a group of survivors who are trying to find a new home in a post-apocalyptic world. Kojima was drawn to the film's sense of desolation and its exploration of the human condition.

In addition to movies, Kojima was also inspired by music when creating Death Stranding. He has said that he listened to a lot of electronic music while working on the game, and that this music helped to create the game's unique and atmospheric sound. Kojima also used music to create a sense of tension and suspense in the game. For example, the game's main theme song, "Death Stranding," is a haunting and atmospheric piece of music that helps to create a sense of dread and anticipation.

Hideo Kojima is one of the most acclaimed video game designers of all time. His work has been heavily influenced by movies and music throughout his career, and this article has explored some of the specific films and songs that have inspired him. Kojima's unique creative vision has resulted in the creation of some of the most innovative and acclaimed video games of all time.



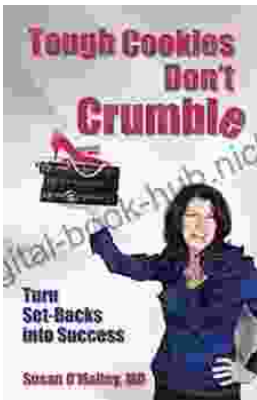
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