



Bloodborne



What
is Bloodborne?

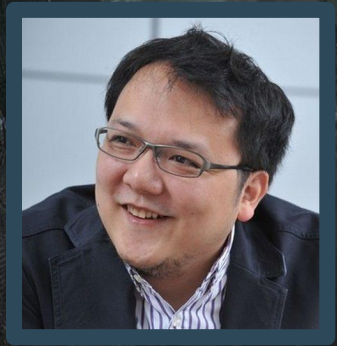
Overview & Accolades



- Bloodborne is a role-playing video game developed by From Software and published by Sony Computer Entertainment
- PS4 Exclusive
- From the Developers of the Dark Souls series
- Won 2015 Golden Joystick award for:
 - Best Original Game
 - Playstation Game of the Year
- Won 12th British Academy Games Awards for
 - Game Design
- Also Won NAVGTR Awards for:
 - Original Dramatic Score, New IP
 - Game, Original Action

Development

Development of Bloodborne began as development was being completed on the Prepare to Die edition of Dark Souls, released in August 2012. Sony Computer Entertainment approached FromSoftware concerning cooperative development on a title, and director Hidetaka Miyazaki asked about the possibility of developing a game for eighth-generation consoles. The concept of Bloodborne developed from there. There were no connections to FromSoftware's previous titles, even though Miyazaki conceded that it "carries the DNA of Demon's Souls and its very specific level design".



Director

Hidetaka Miyazaki

- President of FromSoftware
- Japanese Game Director
- Took Supervisor role of Dark Souls 2 because of the production of Bloodborne.
- Lead Director of Bloodborne
- Lead director for most of the souls series



The game's Victorian Gothic setting was partly inspired by the novel Dracula, and the architecture of locations in Romania and the Czech Republic. Miyazaki also enjoyed H. P. Lovecraft's Cthulhu Mythos series of surreal horror stories, and applied similar themes into the game. Miyazaki had wanted to create a game set in such an era as those novels, but he wanted everything to be as detailed as possible, and felt that such a game was only possible on eighth generation hardware IE current gen.

Development Influences

The Music



Bloodborne's soundtrack was composed by a mix of Japanese and Western composers. The soundtrack contains over 80 minutes of original music by Tsukasa Saitoh, Yuka Kitamura, Nobuyoshi Suzuki, Ryan Amon, Cris Velasco and Michael Wandmacher and features performances by a 65-piece orchestra and a 32-member choir. The development of the soundtrack lasted for around two and a half years.



Nobuyoshi
Suzuki



Cris
Velasco

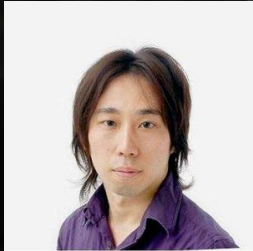


Michael
Wandmacher

Ryan Amon



Tsukasa Saitoh



Yuka
Kitamura



Composition

Conclusion

Supplements, & Screenshots

