

Kei Nakamura

Name : Kei Nakamura
中村 啓

Date of birth : 1977-03-18

Graduated from : Oil Painting Major, Faculty of Fine Arts, Kanazawa College of Art

Joined in : 2001

Status : Former employee

Credits :

- Ys I & II Complete (2001) - Opening Movie
- Zwei!!!: The Arges Adventure (2001) - Opening Movie
- VM Japan (2002) - Animators
- Dinosaur Resurrection (2002) - Art and Graphics
- Ys VI: The Ark of Napishtim (2003) - Art and Graphics
- Trails in the Sky FC (2004) - Art and Graphics
- Gurumin (2004) - Opening Movie
- Ys: The Oath in Felghana (2005) - Art and Graphics
- Xanadu Next (2005) - Art and Graphics
- Trails in the Sky SC (2006) - Art and Graphics
- Ys Origin (2006) - Art and Graphics

現在の仕事について教えてください。

Could you tell us about your current job?

新作のオープニングクリップに従事させて頂いています。企画というか提案に始まって、2Dパート、3Dパート、はたまた編集などかなり総合的にやらせてもらってます。

I'm currently working on the opening clip for a new game. I'm involved in a wide range of aspects, from planning and proposing ideas to the 2D and 3D parts, and even editing.

なぜ今の仕事を選んだのでしょうか？

Why did you decide to work at Falcom?

とにかく楽しいからです。何かを創り、それにレスポンスがあることが特に。「創ること」は自分の仕事を考える上で、絶対はずせない要素です。

何より自分の仕事に対して能動的でいられることが一番の理由。やりたいことを仕事というフィールドで提案していけることは貴重な環境です。

Simply because it's fun. In particular, I enjoy creating something and then getting a response to it. When I think about what I want to do for a living, "creating things" is an essential part of the equation for me.

Above all, (I choose Falcom because) I wanted to be proactive about my own work. Having an environment where you can propose the things you want to do within the context of your job is something valuable.

職場の雰囲気は？

What's the atmosphere like in the workplace?

仕事中はと一つても静か(でも休み時間は話はします)です。仲間がいて、しかも信頼できるところが一番うれしいところです。個性豊かなキャラクターな方々が多いのも魅力です。

It's really quiet while we're working (but we do talk during breaks). The thing that makes me happiest is having people around me whom I can trust. It's also appealing that there are so many people with such distinctive personalities.

休日はどんな過ごし方をしていますか？

How do you spend your days off?

多趣味なので、それらに対して忙しいです。

I have a lot of hobbies, so I keep myself busy with them.

今楽しいこと、つらいことはなんでしょう？

What do you enjoy most about your work, and what do you find challenging right now?

楽しいことはイメージを形にしてゆくこと。

つらいことは新しいことを覚えながら、結果を出さなければならないこと。かなり頭を使います。ルーズなのでヴィジョンを持つことの大切さが特に身に染みます。

What I enjoy is turning images and ideas into reality.

What's challenging is having to produce results while learning new things at the same time. It requires quite a lot of mental effort. I'm rather disorganized by nature, so I particularly understand the importance of having a clear vision from the start.

1年後のあなたはどんな仕事をしているでしょうか？または、したいですか？

What kind of work do you think you'll be doing a year from now? Or what would you like to be doing?

特に3Dのイメージや技術に関して良いものを提案できるように・・・そして、それを周囲と共有できることが目標です。クリップやイメージ作成への大きな要となれるようになりたいですね。

My goal is to be able to make good proposals, particularly when it comes to 3D concepts and techniques, and to be able to share those ideas with the people around me. I'd like to become someone who can play a major role in creating clips and visual concepts.

このページを見ているファルコムへの応募を検討している人に一言。

A message for people considering applying to Falcom after reading this page.

迷っているときは、より素直な方を選んだほうが後ですっきりすると思います。たぶんね。

When you're unsure what to choose, I think you'll feel better about it in the long run if you go with the option that feels more true to yourself. Probably.

Additional info:

- At Falcom, he mainly worked as CG movie creator.
 - A [Bilibili video](#) (special thanks to the original creator) suggested that he's responsible for the opening movie of many Falcom games in the early to mid-2000s such as VM Japan, Dinosaur Resurrection, Gurumin, and Xanadu Next.
 - On [his personal website](#), Nakamura wrote in his brief profile "2001 PC video game company as a lead designer" after concentrating on his CG self-studying,

strongly supporting the conjecture that he headed or at least belonged to a specialized CG/animation team within Falcom's Art & Graphics staff.

- Judging by how his name is written first in a subgroup of Art and Graphics staff in the credits roll of Trails in the Sky FC and Trails in the Sky SC, it is likely he also led the creation of the CG movies – or at least the opening movie – of both, with the other people in that subgroup being members of CG team under him.
- He once collaborated with the renowned film director who was once a Falcom employee, Makoto Shinkai, for the opening movie of Ys I & II Complete. He likely adapted some of Shinkai's spirit and style for his subsequent Falcom works, and in turn passed the baton to a newer animation team with the opening movie of Trails in the Sky SC. This is subtly referenced in [a May 2026 Dengeki article](#), of which Falcom president Toshihiro Kondo explained that the staff who worked on the opening movie of Trails in the Sky 2nd Chapter, a remake of Trails in the Sky SC, decided to proceed in a direction that respected the original work since it represented the shift to a newer generation of in-house staff at the time (though that article seemingly misattributed Sky SC opening movie to Shinkai).
- During his stint at Falcom, Nakamura also produced a fictional shooting game called “Parhelia”. To accomplish the vision of the game, [several elements of a video game were realized](#), including some CG illustrations, soundtrack, and even an opening movie.
 - The soundtrack of “Parhelia” was composed by Wataru Ishibashi, a Falcom colleague at the time, under the pseudonym “みらゐ” (mirawi).
- According to [his MobyGames page](#), prior to his tenure at Falcom, he worked on the modeling and texture design of Densha de GO! Nagoya Railroad (2000). This indicates that he was briefly employed at Taito – these days a subsidiary of Square Enix – after graduating from university. This indication is again supported by Nakamura's own brief profile, which mentioned “1999-2000 worked at a video game company as a modeler.”
- He went freelance after leaving Falcom. Notable works in this period include working for the animation of Metal Gear Solid 4: Guns of the Patriots (2008), Metal Gear Solid: Peace Walker (2010), and Kurohyō: Ryū ga Gotoku duology.
- Some of the tools he uses in his work are Adobe Photoshop, AfterEffects, Autodesk 3ds Max, and Lightwave3D.
- Among his hobbies is photography.
- Several prominent figures of the creative industry who are also Kanazawa College of Art alumni:
 - Shigeru Miyamoto (creator of many Nintendo franchises such as Mario, The Legend of Zelda, Donkey Kong, Star Fox, and Pikmin)
 - Shinya Kumazaki (while Masahiro Sakurai is the creator of Kirby series, Kumazaki is the series' director nowadays)
 - Hiromasa Yonebayashi (director of several Ghibli movies such as When Marnie Was There)
 - Mamoru Hosoda (director of the 2006 movie The Girl Who Leapt Through Time)
 - Akiko Higashimura (best known as the creator of Princess Jellyfish and Tokyo Tarareba Girls manga series)