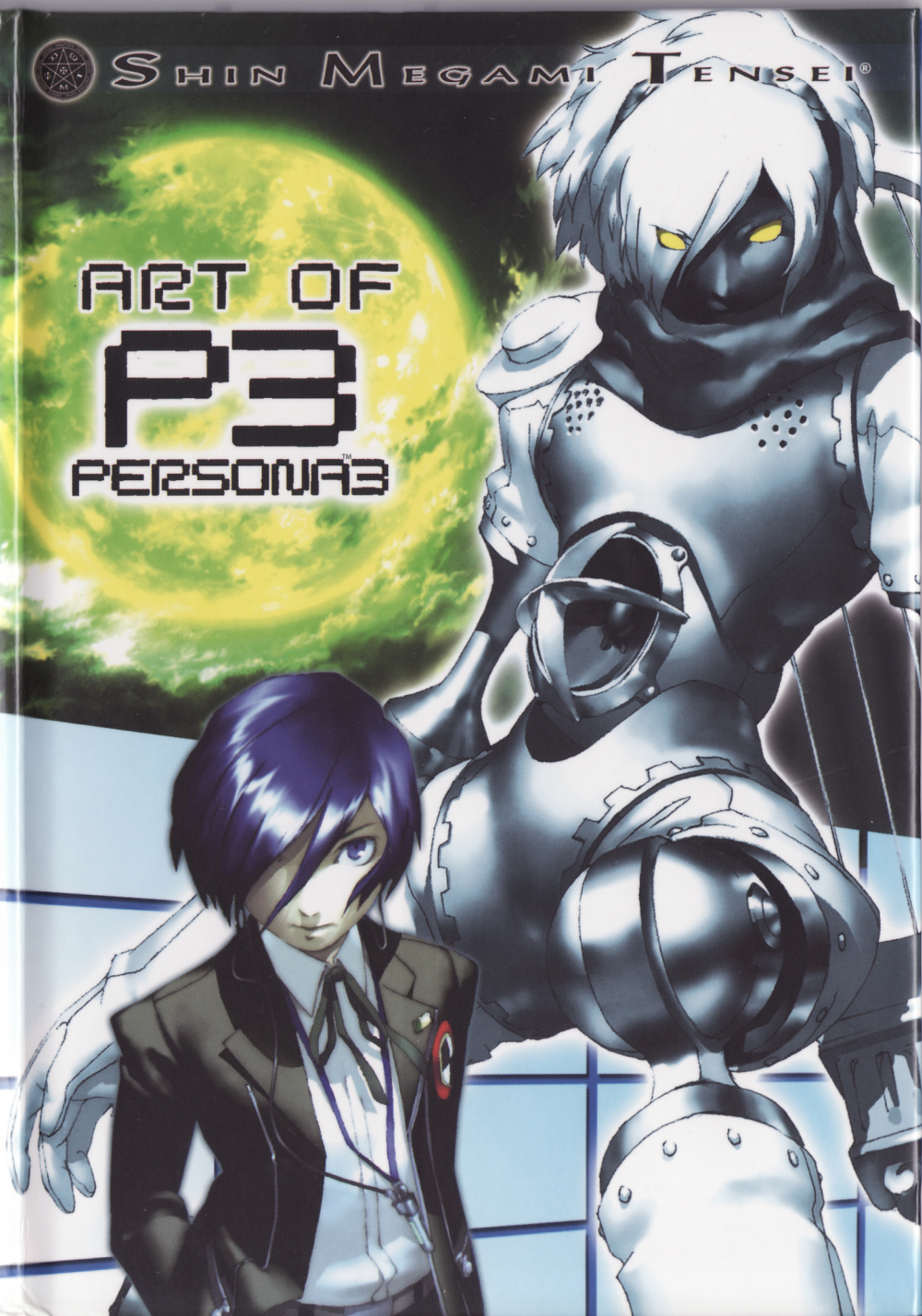




SHIN MEGAMI TENSEI®

ART OF
P3
PERSONA3™



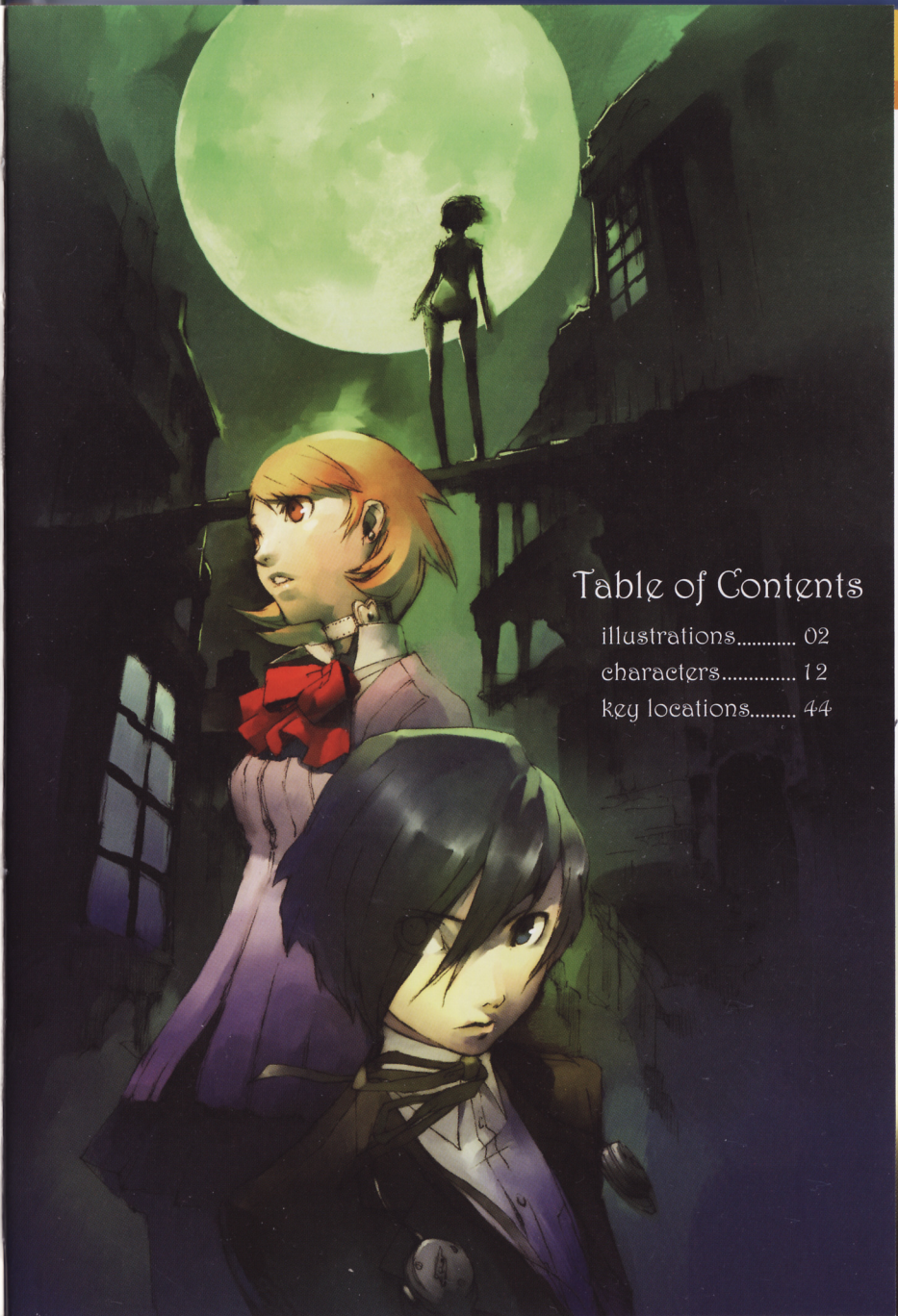


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A number of rough sketches were drawn in the early stages of development to help the designers imagine the world of Persona 3 and bring the characters to life.



P3
PERSONA3





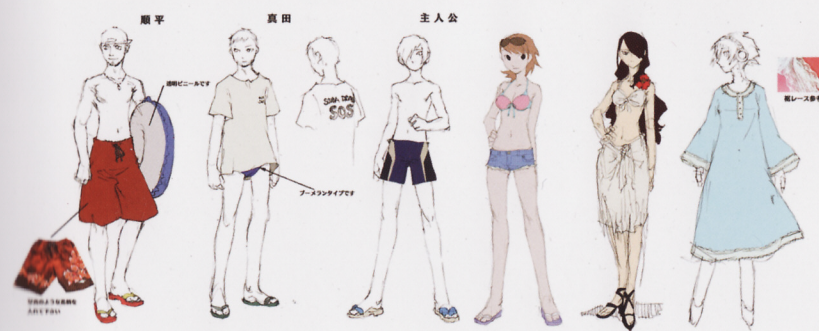
These illustrations were made available as wallpaper on the official Persona 3 website.



The sketches above showcase an array of winter clothes.



Each character is depicted with his or her Persona in a suitable color.



Here, the characters are sporting their beachwear.





This image, which served as the first ad for Persona 3, contains three important game elements: school, Persona, and friendship. Note the use of blue as the dominant color.

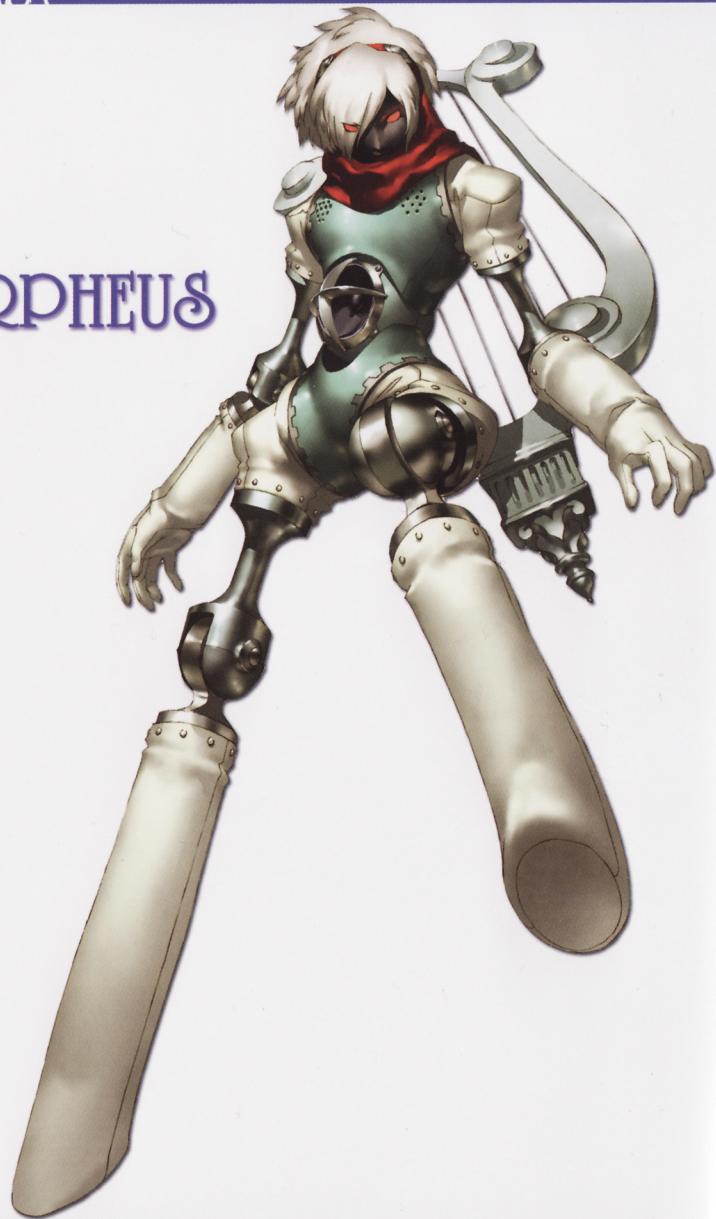
◀ This illustration was intended for the cover of the Japanese package. Since the Persona Thanatos plays an important role in the story as the embodiment of death, it is depicted here like a shadow enveloping the main character.







PERSONA ORPHEUS

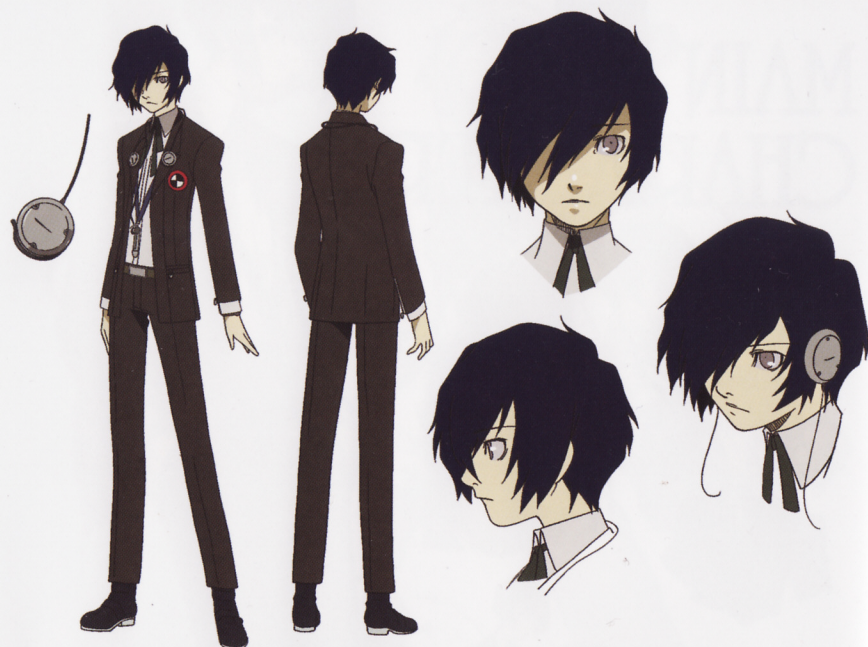


MAIN CHARACTER



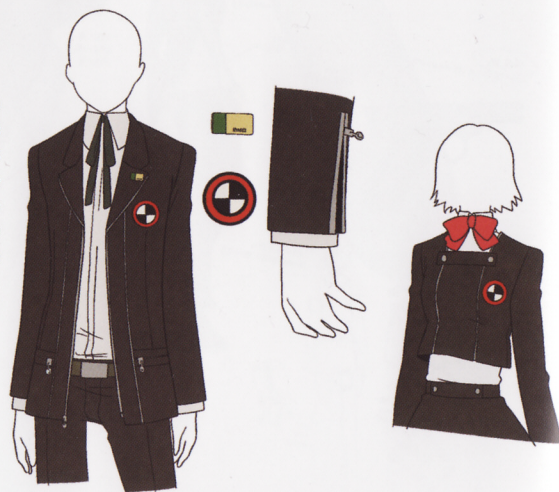


CHARACTERS



"The main character was drawn first, and the other characters were drawn to complement him. That's why his design took the longest to finalize. Initially, he looked more honest, like an ordinary, handsome young man. But, I worked to achieve greater ambiguity in his expression. This was the final result."

-Art Director Shigenori Soejima





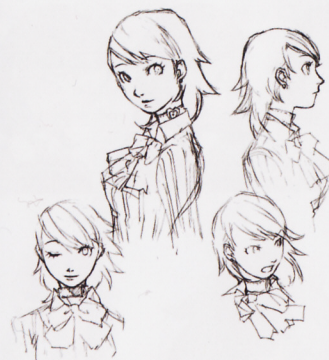
PERSONA
IO

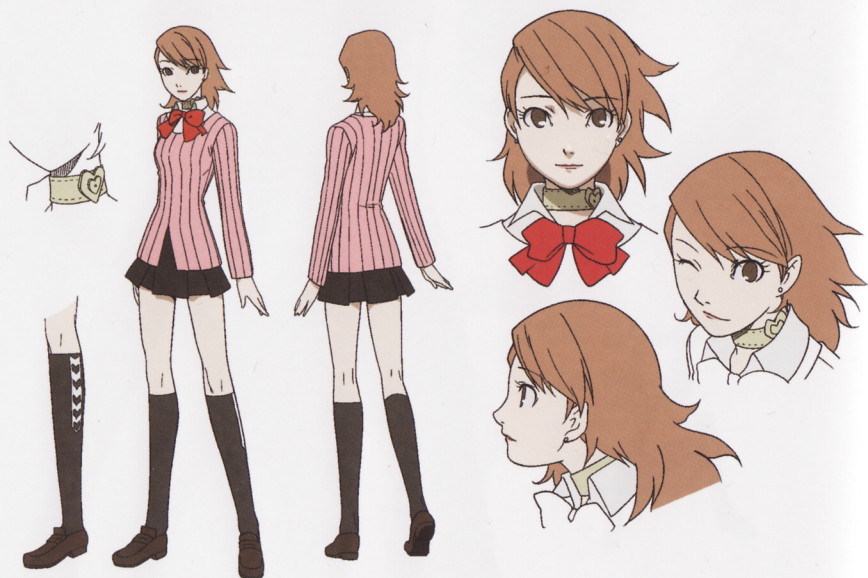


PERSONA
ISIS



YUKARI
TAKEBA





"Because Yukari is in the Archery Club, she uses a bow in combat. A pink palette was used for most of her outfits. During development, her popularity waxed and waned within the team because of her dialogue. Since she was written to sound very contemporary, she tended to complain a lot. In the end, she turned out to be the most realistic of the female characters, so I suspect that players will relate to her the most." -Shigenori Soejima





PERSONA
HERMES



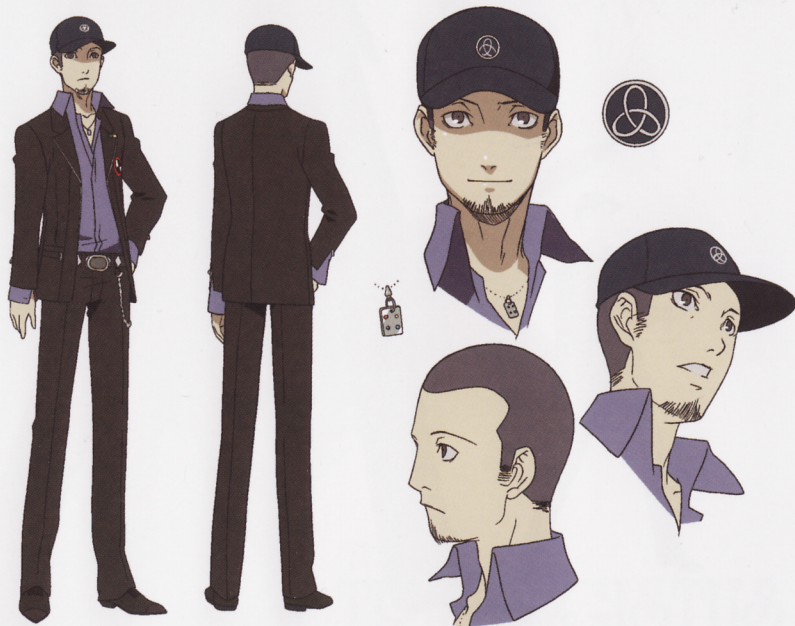
PERSONA
TRISMEGISTUS

JUNPEI
IORI





CHARACTERS



"With respect to Junpei, I've heard many people say, 'Hey, I know someone like that!' (laughs). He's that guy who's always reading magazines to keep up with the latest fashion. That's the best way to explain the concept behind his character. He tries to act cool, but inside he's timid and lacks confidence. Since he's also clumsy, Junpei steps forward with the wrong foot while swinging his sword. It looks like he's swinging a bat instead. In my mind, he's the most important character when it comes to getting the player to buy into the story." -Shigenori Soejima



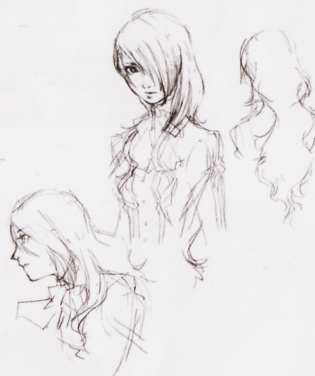


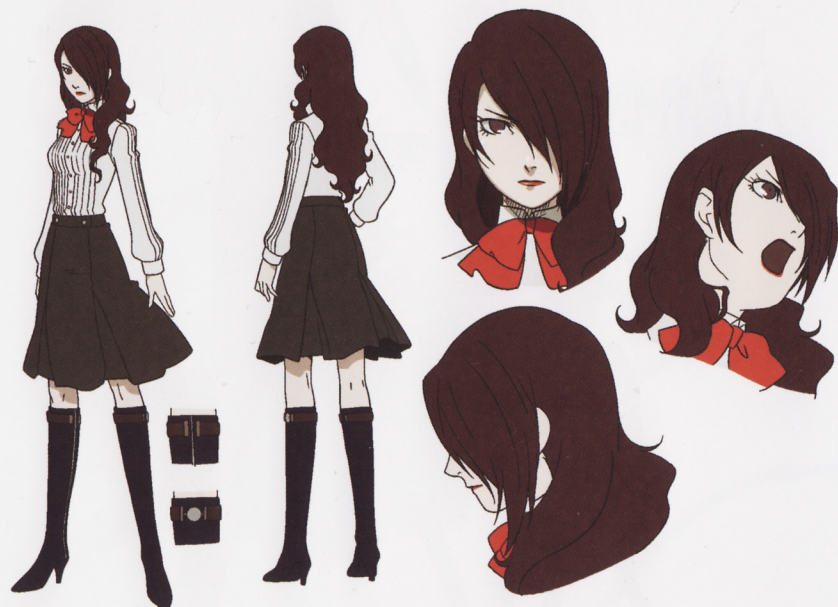
PERSONA
PENTHESILEA



PERSONA
ARTEMISIA

MITSURU
KIRIJO

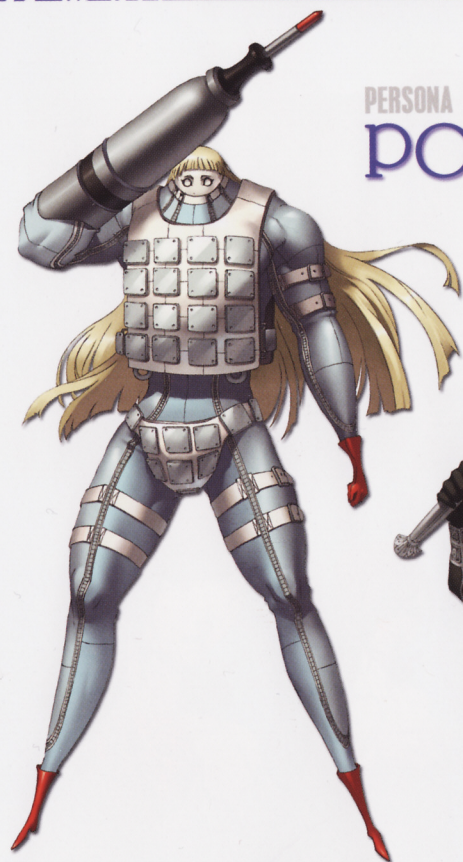




"From an objective point of view, I believe that Mitsuru's charm is in her weak side. Since she's so tough on herself, she doesn't ordinarily open up to anyone about the troubles she's facing. But when she confides in the main character, you'll see her true personality. That's why I worked especially hard on drawing her sad expressions."

-Shigenori Soejima





PERSONA
POLYDEUCES



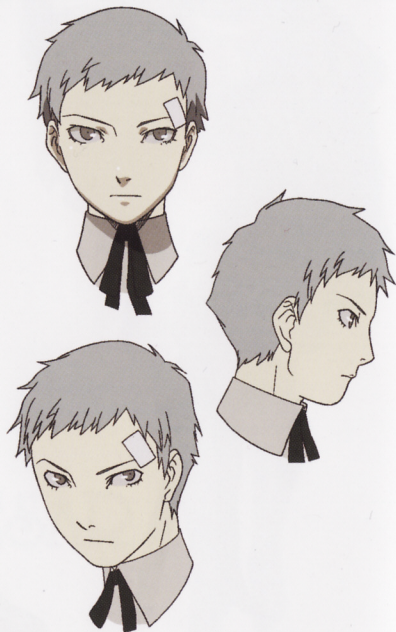
PERSONA
CAESAR

AKIHIKO
SANADA





CHARACTERS



"In Akihiko's case, my goal was to design a cool upperclassman. For that reason, I gave him an older look. He's a character who doesn't seem like he spends a lot of time on his appearance, but he still has an impressive aura about him." -Shigenori Soejima





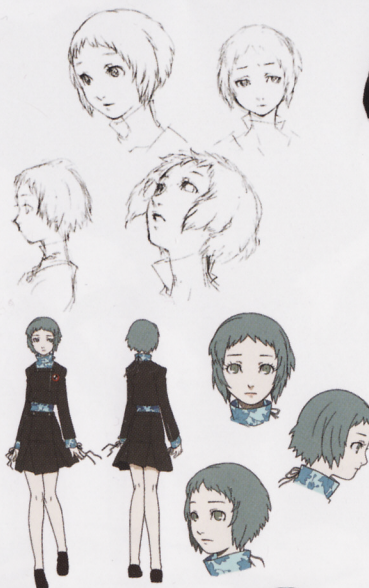
PERSONA
LUCIA

"As I sketched Fuuka, I was careful not to make her look too weak or helpless. I did design more conservative outfits for her that reveal less skin, but at the same time, I tried to convey her strong will through her facial expressions." -Shigenori Soejima



PERSONA
JUNO

**FUUKA
YAMAGISHI**





PERSONA PALLADION

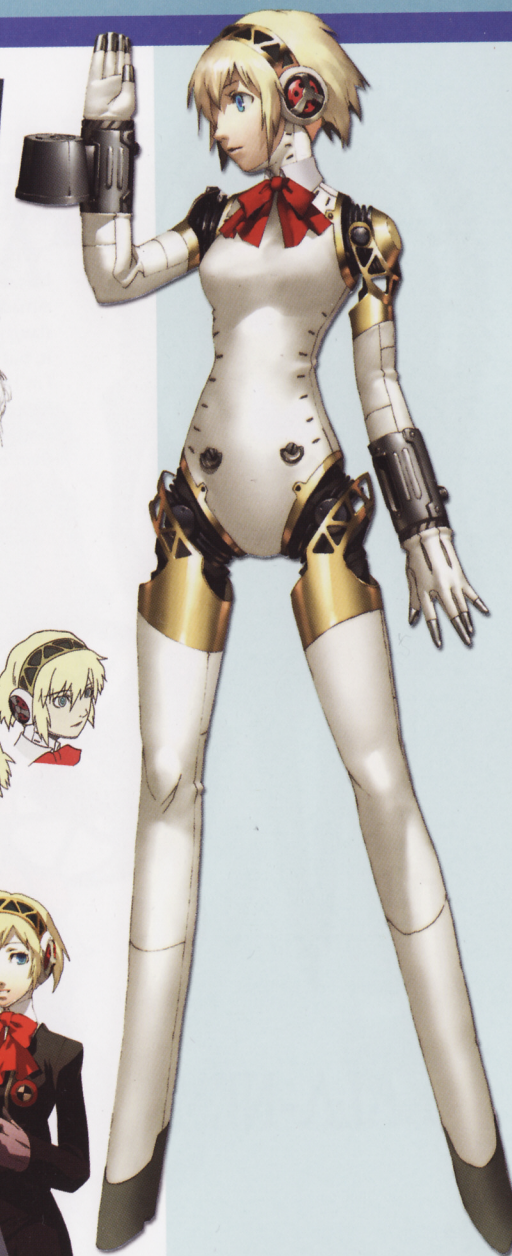
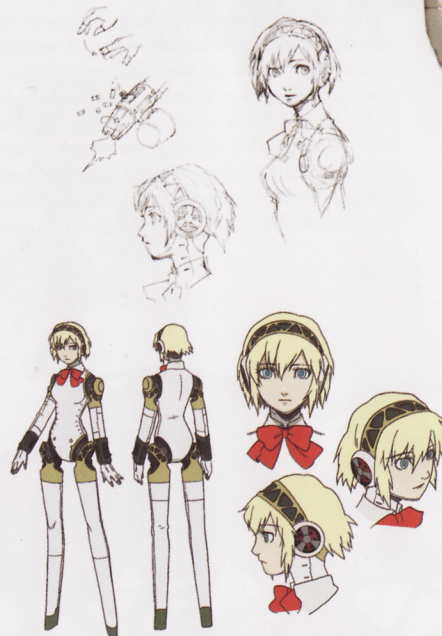


PERSONA ATHENA

"Aigis is a character who seems somewhat out of place in the Persona 3 world, which is a contemporary setting. However, she is probably the most important character to the new feel of the series. That's why she took the longest to design. I intentionally omitted details related to her mechanics, and instead concentrated on features that would remind people of the robots commonly seen in mangas." -Shigenori Soejima



AIGIS





PERSONA NEMESIS

"While designing Amada, I tried to keep in mind that he's a young boy. I even found myself writing 'Kid Amada' on his rough sketches rather than 'Ken' (laugh). Persona 3 as a whole has a modern feel to it, but Amada tends to stir up feelings of nostalgia. I'm referring to his shorts, in particular. I hear that kids these days hardly ever wear shorts. His was the only design that I concentrated more on his attire than on his characteristics." -Shigenori Soejima

PERSONA KALA-NEMI



KEN AMADA





KOROMARU



PERSONA
CERBERUS

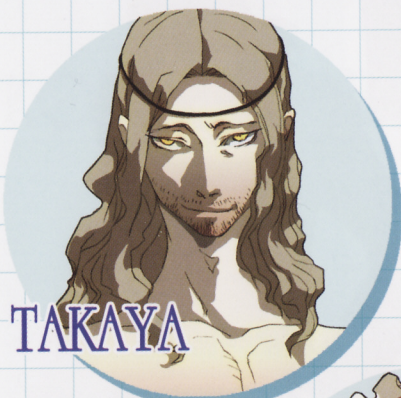
SHINJIRO ARAGAKI



PERSONA
CASTOR



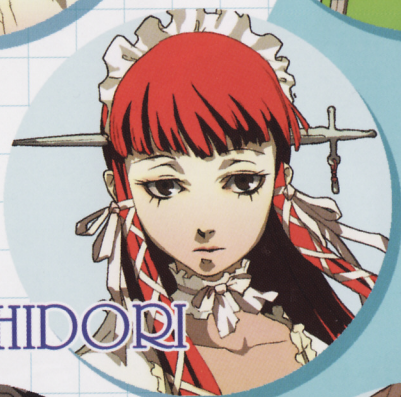
CHARACTERS



TAKAYA



JIN



CHIDORI



KIRIJO



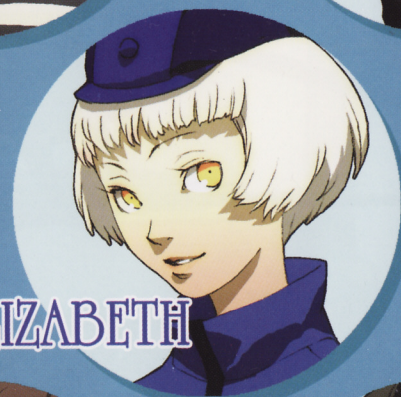
IKUTSUKI



PHAROS



IGOR



ELIZABETH



TAKEBA



RYOJI



NYX AVATAR



THANATOS



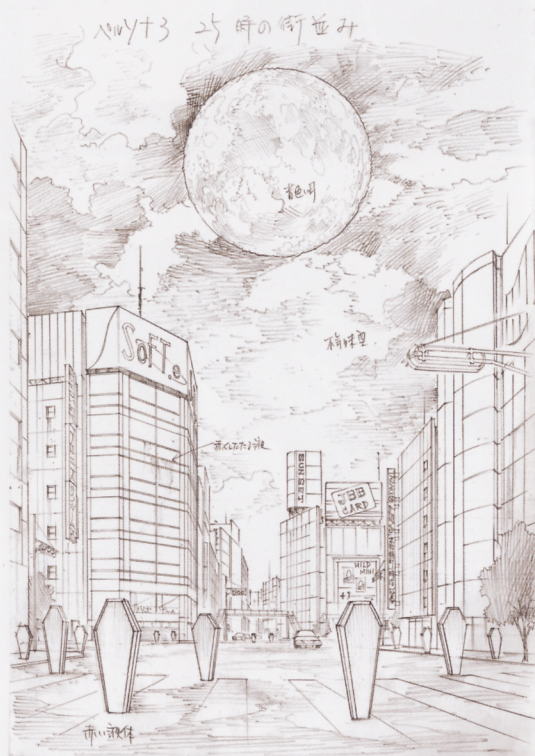
MESSIAH





The Dark Hour

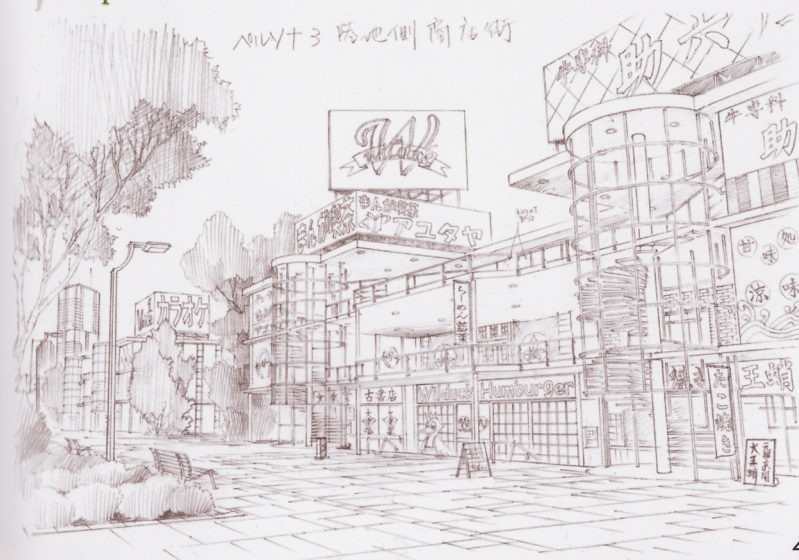
"This key art portrays the Dark Hour, the time during which ordinary people Transmogrify into coffins. I hope the ominous yet quiet atmosphere can be felt by viewers." -Shigenori Soejima

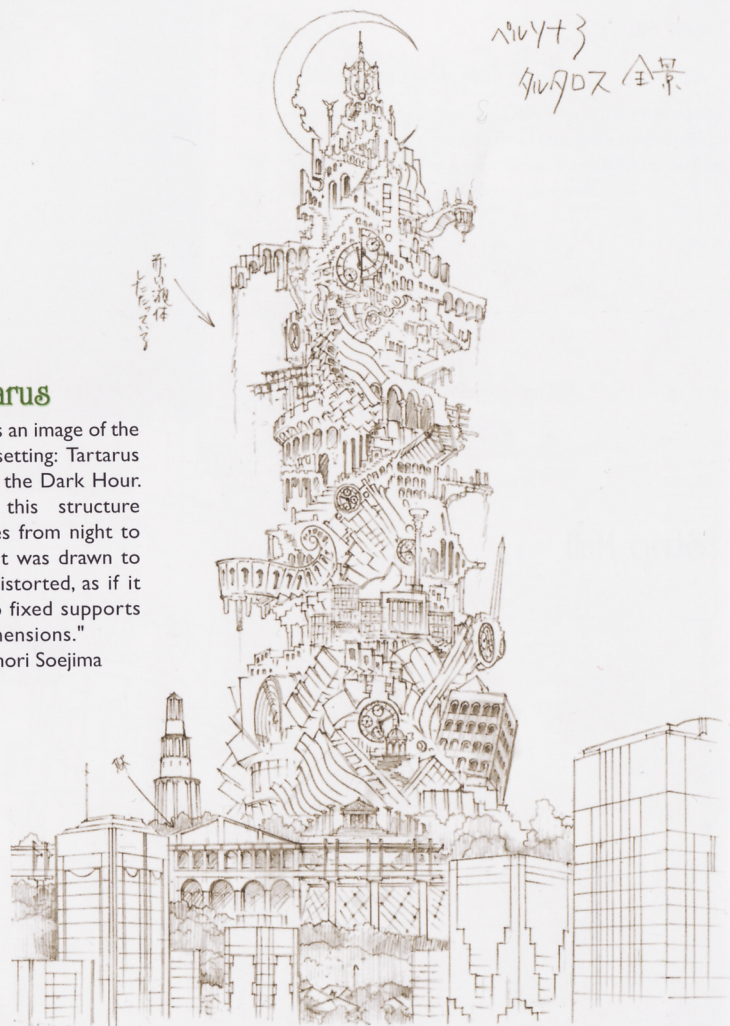


Dormitory



Strip Mall





Tartarus

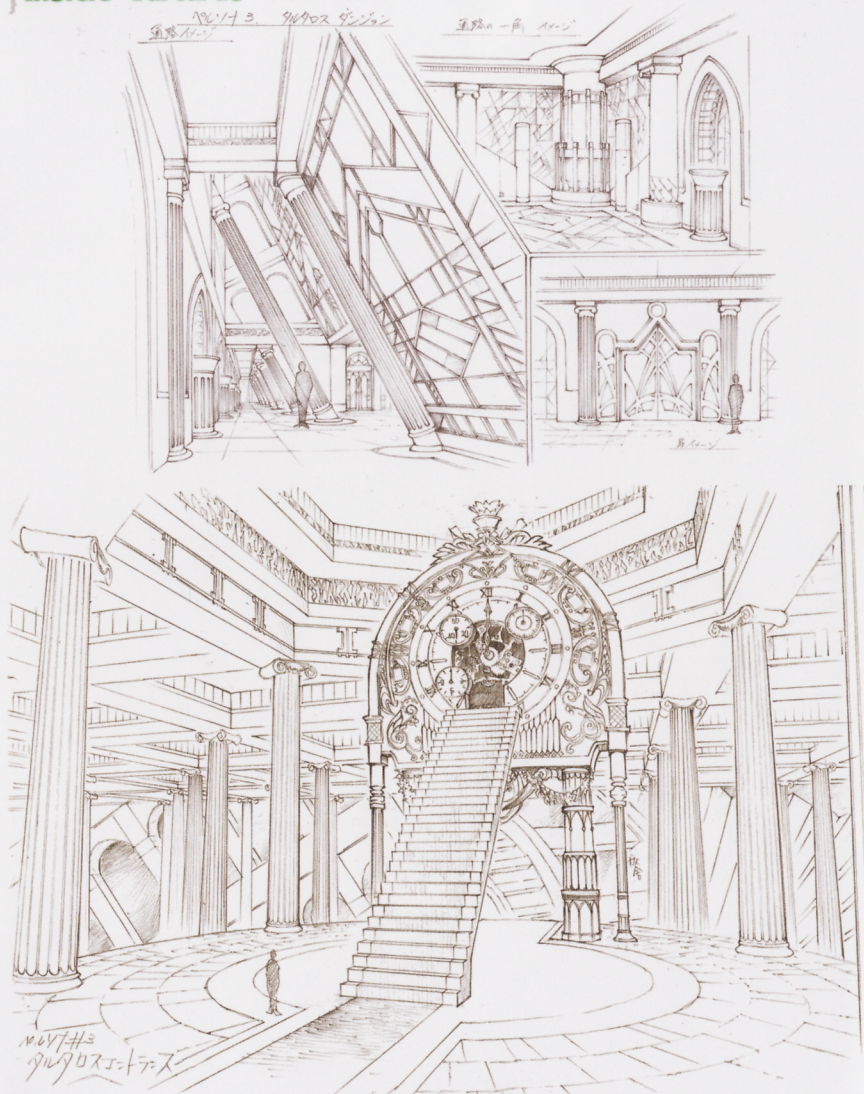
"This is an image of the main setting: Tartarus during the Dark Hour. Since this structure changes from night to night, it was drawn to look distorted, as if it has no fixed supports or dimensions."

-Shigenori Soejima



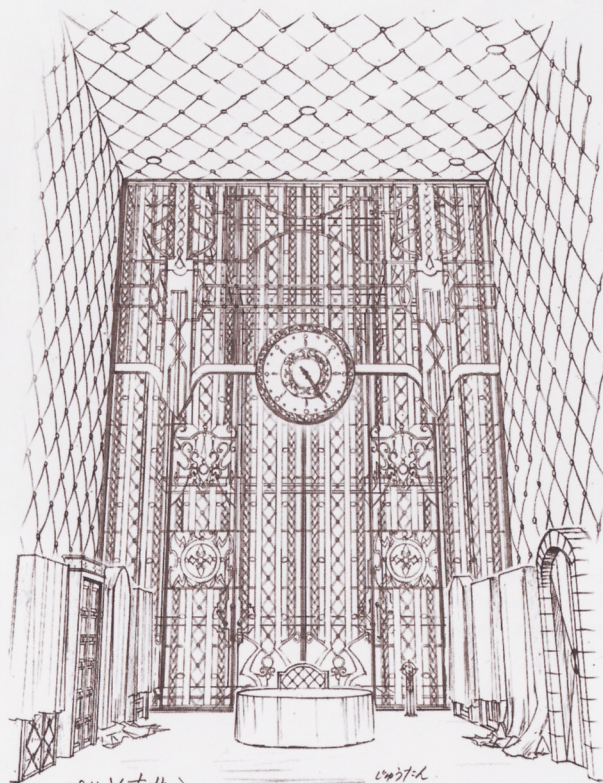
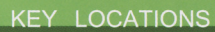


Inside Tartarus



"This was drawn with the notion that the higher you climb in Tartarus, the deeper you delve into the subconscious. It also reflects the fact that Tartarus and the Shadows are one in the same, since they both represent the human psyche." -Shigenori Soejima





10147#3
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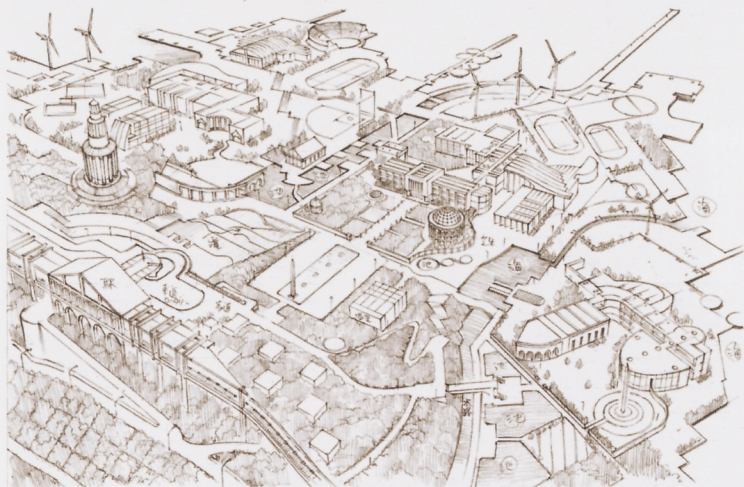


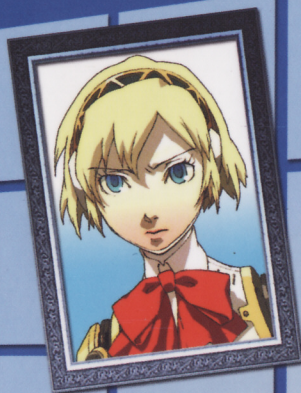


Tatsumi Port Island



パレット3 私立綾見学園







ATLUS
ART OF PERSONA3

