Tetsuya Nomura

Final Fantasy VII: Advent Children

Sinossi Synopsis
The story takes place in a world where Shinra, Inc. draws out the planet's life force and uses it as an energy source, gaining overwhelming power and conquering the world. Two years have passed since the battle. Though Midgar has been reduced to ruins, its people slowly but steadily walk the road to reconstruction. However, a mysterious illness torments them. Without cure in sight, it brings death to the afflicted, robbing the people of their fledgling hope. Cloud, a former member of Shinra's elite soldier guard, lives a quiet life with orphans. The loss of those dear to him during the war has left him with scars that do not heal. Then, one day, a phone call comes offering work, asking for protection from a man named Kadaj. Young and violent, Kadaj and his gang seek their “Mother.” Soon they prey on the orphans living with Cloud. Faced with an inevitable battle, Cloud wavers. An old friend’s words give Cloud new resolve. At last, the battle with Kadaj begins.

Biografia Biography
Born on October 8, 1970, Nomura joined Square Enix. Here he played an active role as a character designer for the “Final Fantasy” video game series. He was a director in the first collaboration between Disney and Square Enix, the video game Kingdom Hearts released in 2002. Many characters were newly designed and created for this game by Nomura himself. He now works as a director and character designer and is in charge of several other titles simultaneously.

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