Now Sonic appears together with his little fox friend Tails (his real name is Miles Prower - "Tails" comes from his "two tails"). This game made a great hit with its lightness and quickness. Additionally, reality and charm are enjoyed in the movements and actions of Sonic and Tails.

ソニックのキャラクターの魅力は2つあります。「なまいきでカッコイイ」と「かわいい」です。1作目ではこの2つの要素をソニック1人で背負っていたわけですが、2作目ではマイルスの登場によって役割を分担し、かわいらしさをマイルスに引き受けてもらい、ソニックはよりカッコよさを強調しました。また、敵メカは1作目に負けた「エッグマン」が屈辱をはらすためにつくったものと考えて、前よりも強そうでメカニカルなイメージをとりました。

Sonic has two kinds of charm: "saucy smartness" and "cuteness." In Sonic 1, Sonic had both features to himself. But in Sonic 2, we have Miles to share cuteness, and an emphasized saucy smartness alone remains as Sonic's nature. I thought that the enemy mechanism of this game was intended for Dr. Ivo Robotnik to repay Sonic for the humiliation he suffered in the previous work. Therefore, the mechanism for this work was intended to make it look stronger and more mechanical.
Sonic, a super hedgehog, appears in this Game Gear game running about and somersaulting at high speed. If he acquires a ring, the ring will defend him from being damaged by the enemy. Therefore, Sonic runs at a full speed around a hill in a southern country, a jungle and a cave in a labyrinth, collecting rings as he goes.

As a Game Gear game is software for a portable game machine, I made it easy to see by using soft colors which do not irritate the eyes of users. At the same time, since the graphics were transplanted from those of the Mega Drive, I tried not to make them too far removed from those of the original game.
最初にいたいのラフは出来ていって、キャラクターの完成度を高めるためのブラシアップする作業でした。とにかく色に関してはもちろん形態、カッティングライン、グラデーションなどきっちり仕上げることだけを考えて作業しました。

As roughs already existed, I took part in brushing them up to improve the quality of the characters. Anyway, my sole aim was not only to make them colorful but also to finish them neatly with clear cutting lines and gradation.

イラストレーター：渡辺アキラ
Illustrator: Akira Watanabe

使用素材
* Drawing materials used
* アクリル絵の具 (リキテックス／アクリルガッシュ、他メディウム類)、カラーブーク、
不透明水彩 (デザイナーズカラーなど)
* Acrylic paints (Liquitex, Acrylic gouache and other medium), color ink and gouache (Designers’ colors, etc.)

使用ボード
* Boards used
* クレセントボード #205
* Crescent board #205

サイズ
* Size
* 297 × 210mm
ソニック・ザ・ヘッジホッグ 2
© SEGA 1992

「ソニック2」は1作目と同様、だいたいのライフにできています。1作目よりはソニックは成長して足も長くなっており、2等身だったのが、2.5等身くらいになっている。このヘンの雰囲気を壊さずに、イメージを伝えられているから成功です。また、新しいキャラクター、ティールズもソニック同様の形態、カッティングライン、グラデーションなどに気をつけました。

Just like in the case of Sonic 1, a rough model of Sonic had been made, though he had grown in size. Although the original ratios of his head to his height was 1:2, the proportion ratios of the new model is 1:2.5. It may be called a success if the change shows in the finished product. Just like I did for our Sonic, I took care in drawing the new character, "Tails," so that neat cutting lines and gradation were possible.

イラストレーター：亀巻アキラ
Illustrator: Akira Watanabe

使用素材
Drawing materials used
アクリル系の絵道具（リキテックス/アクリルガッシュ、他メディウム類）、カーペイン、不透明水彩（デザイナーズカラーコスト）、アクリルペイント、アクリルアートペイント、アクリル絵具、アクリル油絵具、アクリル油絵具（デザイナーズカラーコスト）、アクリル油絵具（デザイナーズカラーコスト）、アクリル油絵具（デザイナーズカラーコスト）

使用板
Boards used
クレアソード #205
Crescent Board #205

サイズ
Size
297 × 210mm

PACKAGING DESIGN

1作目同様、ゲームパッケージを無理してグラフィックなイメージでデザインしたのですが、1作目がかなりインパクトがありすぎたのでデザインに悩みました。そこで「2」はイラストをメインにデザインしてみました。
Just like for the previous work, I wasn't particular about the game package but concentrated on graphic images. Because of the strong impact given in the previous work, it was rather hard to decide the proper design for this work. So, in designing Sonic 2, I tried to place stress on illustration.
Come True" taking his part in the production of the sound effects, this work may be described as representative of Sega Genesis software. The hero "Sonic" is a personification of a hedgehog. With its charming and saucy nature, Sonic has become a major character in Sega's productions.
Taking into account both the strong and weak points shown in the previous work, we tried to display the natural beauty and mechanical texture of materials forming a clear contrast with each other. In addition, the staff's efforts are reflected in introducing new elements (three-dimensional screens as shown in the scenes of corkscrews and specials). On the other hand, in response to a comment on the previous work, the effect of quickness has been improved.