

Edmund McMillen



Edmund Mcmillen is a 35 year old, american game designer who is known for his iconic indie/flash style artwork. Edmund has been drawing since he was a child and uses his childhood drawings as inspirations for his games artwork. In fact the characters involved in the game aether are taken directly from his



childhood drawings and some inspirations from his niece. His grandmother gave him a box of old drawings which Edmund used to create the characters in the game.

Artworks (Games)



Super Meat Boy: Released in 2010 by a team of two developers; Edmund Mcmillen and Tommy Refenes. The game is currently rated an astonishing 10/10 on steam and 4.5/5 on metacritic. Selling over 2 million copies, and they are currently in the works of a sequel deemed "Super Meat Boy Forever". This cute flash game follows a boy made of meat who is on the quest to save his beloved; Bandage girl (yes she is made of bandages), from the evil Doctor Fetus.

Doctor Fetus will do anything to stop young meat boy from getting back his love, it's up to as the player to help save bandage girl and stop the evil Doctor. Edmund says the message behind these weird characters is about love and needing one another. This is displayed through Meat Boy and Bandage Girl. Meat Boy is made entirely out of meat, with all of his weaknesses out in the open for anyone to see and exploit. To survive Meat Boy needs Bandage Girl because she is the only one who can complete him and protect his exposed skin from the outside world.



The Binding of Isaac: released in 2011, one year after Edmund Mcmillen's "Super Meat Boy".

The game was designed by Edmund and developed by Florian Himsl. The game features a young naked child who lives with his christian mother on a hill in the country. One day as his mother is watching christian broadcasts god speaks to her and tells her; isaac is corrupt and must be saved. She listens to god and strips her son of all of his worldly possessions. God speaks to Isaac's mother once more and tells her he

is too corrupt and the only way to appease god is to take Isaac's life. Isaac see his mother approach his room with a knife and he does the only thing he can do. Jump into the basement. The player takes control of young Isaac and makes him fight the demonic monsters that reside there. It's a top down roguelike dungeon crawler with heavy influences from the original legend of Zelda. The game is based on a bible story of the same name. In the original god tells Abraham, to show his loyalty he must kill his son Isaac. Abraham takes his son Isaac to the top of the mountain and just as he is about to kill, god stops him and gives him a ram to kill instead. In the game however, Isaac's mother never stops and is shown horrifically through the drawings of a child. Because there is no actual scene where Mom attacks Isaac this leads many to believe that she isn't the bad one. In fact many believe Mom loves Isaac and Isaac is in a clinically depressed state in which he imagines the

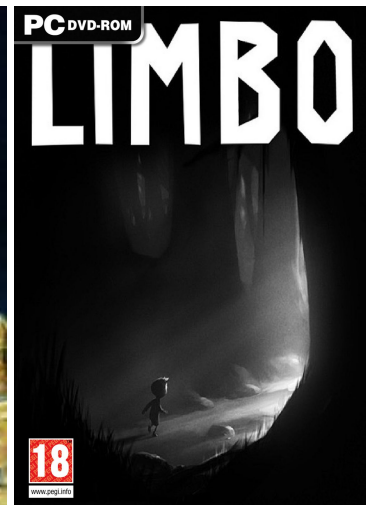
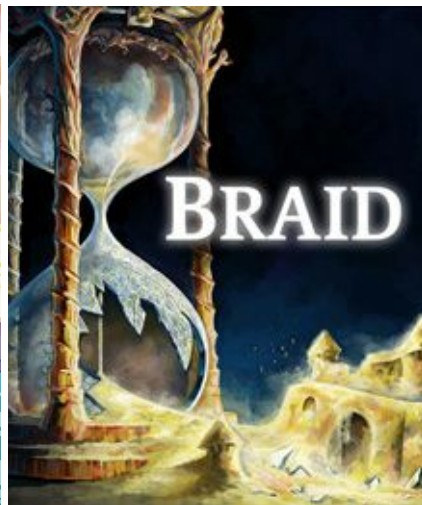
horrors of the world around him and depending on your choices in the game will change the fate of his life (he kills himself or pulls through).



"I know that there is a kid out there who stayed up all night long for the game to come out. To think that I could have an impact on this kid, even creatively, to thinking 'I know two guys made this. Maybe I can make something too'." (Edmund McMillen - Indie Game the Movie)

Art Movements (Indie Games)

Independent video games (or indie games) are video games created by individuals or small teams generally without a video game publisher's financial support. This became prevalent in the later half of the 2000's decade because of the digital distribution platform options such as steam or origin. These options removed the requirement of retail sale and thus anyone was able to create and sell there own game without the need of a publisher or major company.



Similar Artist's



Takashi Murakami (age 53). Created Superflat: A postmodern art movement, created by the artist Takashi Murakami, which is influenced by manga and anime. "Superflat" is referring to flattened forms of Japanese art pieces. Murakami also includes the "shallow emptiness of Japanese consumer culture" within this movement.



Edmunds - Monstro

Questions:

1. Why did Indie games become prevalent in the later half of the 2000's decade?

2. Where does Edmund get his inspiration from? and what does he prefer to draw?