Hideo Kojima sees Death Stranding 2 as a cautionary tale

Kojima discusses why he changed his strategy towards AI for his new game

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Hideo Kojima is a legendary game designer who has created some of my favorite games of all time, including the Metal Gear series, Zone of the Enemies, and Death Stranding. I had the chance to sit down with him at the Game Developers Conference (GDC) in San Francisco last week, and he told me he's changed his strategy on the future of artificial intelligence in his new game, Death Stranding 2 On the Beach.

Instead of using AI to make his game more photorealistic, Kojima-San's team used it to make his game more cartoonish, in order to avoid the uncanny valley. Kojima-San also said he's changed his mind about the future of AI, and he now thinks it's a cautionary tale.

Kojima-San's team used a proprietary version of Nvidia's DLSS 5 technology, which Nvidia CEO Jensen Huang unveiled, to make Death Stranding 2 look more photorealistic. Kojima-San said he wanted to use it to make his game look more like a movie, but it ended up making his characters look like "cosplay." Kojima-San said he ultimately decided to use it to make his characters look more cartoonish, like characters in a Pixar movie.

Kojima-San's team used Nvidia's DLSS 5 technology to make Death Stranding 2 look more cartoonish, like characters in a Pixar movie.

Hideo Kojima's DLSS 5 test (left) and the final version (right)

"I was creating games throughout my career, but Death Stranding 2 was the most difficult challenge"

Kojima-San said he's been in the business a long time, and he has mixed feelings about the use of AI. "We used AI to make games, we used some other, so-called, tools to make games, and I've been in the game industry for a very long time, so I'm not saying that I'm against AI," he said. "But I'm saying that I'm very, very, very,