



# CAPCOM CREATION MOVING HEARTS ACROSS THE GLOBE

## Social Initiatives 1 Touring Regional Areas from Osaka: Hosting Capcom Creation

Capcom Creation - Moving Hearts Across the Globe began running in March 2025. This exhibition showcases the ingenuity and creativity of game development, along with the imagination and execution skills of creators, spanning 40 years since our founding in 1983, through hand-drawn concept art and original artwork by developers, displays utilizing the latest technology, and interactive content. Starting in Osaka, it is touring to Nagoya, Tottori, Tokyo, and Niigata, widely promoting the appeal of Japan's renowned game culture.



**Characters**  
Development materials such as illustrations of characters and images of game settings that appear in major titles are on display.



**Motion Capture Mirrors**  
This section features motion capture technology essential for game development, accessible without special suits or equipment. Step into the shoes of our popular characters and perform actions.



**Facial Expression Tracking Mirrors**  
This section introduces facial tracking technology, widely used in modern character creation. Your expressions are reflected in real-time on the face of our popular character, creating a sense of becoming one with them.

**History of Capcom**  
A chronological overview of our company's history, from its founding to the present. This section features game footage and nostalgic hardware exhibits, offering a retrospective on the gaming industry's evolution.



### Project Personnel Comments

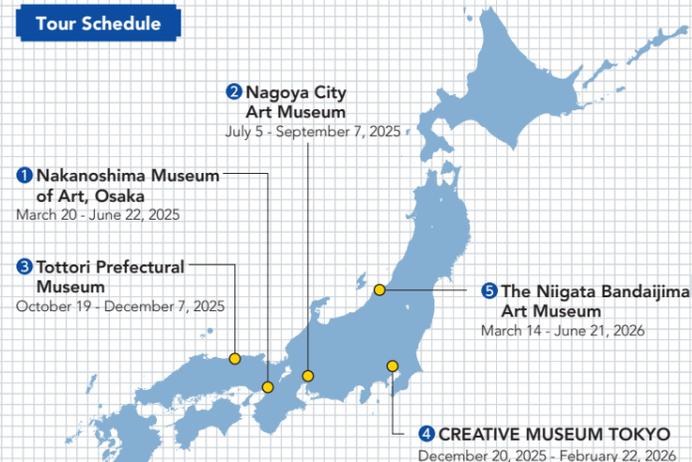
**To let people experience firsthand the sheer brilliance of Capcom creators**



**Yasuyuki Makino**  
Art Production Section, Production Department, Consumer Games Production Division

Ever since joining as a mid-career professional, I've been deeply impressed by the sheer brilliance and creativity of Capcom's creators. I spent countless hours thinking about how to clearly showcase this brilliance and fun to as many people as possible. With extensive cooperation from both inside and outside the company, we built the exhibition sections, exploring every possible approach: avoiding industry jargon and technical terms whenever possible, focusing on experiential interaction rather than just viewing, and making full use of illustrations and videos.

### Tour Schedule



## Social Initiatives 2 Monster Hunter Bridge Exhibited at Osaka Healthcare Pavilion, Expo 2025 Osaka, Kansai, Japan

**The world's only content where dreams and reality become one**  
We exhibited *Monster Hunter Bridge* at the Osaka Healthcare Pavilion's XD HALL during the Expo 2025 Osaka, Kansai, Japan, held from April 13 to October 13, 2025.

This new, spectacular entertainment experience was born from the fusion of the pavilion's theme "REBORN" and the *Monster Hunter* series' wonder of nature, creatures, and the splendor of life, combined with cutting-edge technology.

It provided visitors with an immersive experience into its grand world, featuring interactions with Felyne and incredible monster encounters, and was very well received.

### Visitor comments

I was able to really feel the evolution of technology by interacting with characters through AR devices, alongside friends who shared the experience!  
(20s / China)



The sound, the floor vibrations, the visuals—it all had such impact, like monsters were leaping right into reality! The immersion was incredible!  
(30s / Japan)



The feeling of stepping into the world of *Monster Hunter* was truly amazing—a special experience you can't get from the game.  
(30s / U.S.)



A life-sized Felyne came running to my feet and responded to my petting. When I crouched down to its height, we made eye contact—it was just too adorable.  
(20s / Japan)

\* Including comments from certain stakeholders

### Capcom Project Member Comment

**Providing a one-of-a-kind experience where dreams and reality become one**

**Kaname Fujioka**  
Director, Management Department, Consumer Games Development Division 2

My initial vision was an experience where games and reality seamlessly connect. My focus was on providing an interactive visual experience. To achieve this, beyond real-time image generation, a combination of elements was essential: AR devices for interacting with characters and immersing in the world, a 360-degree theater, floor vibrations, and spatial audio. Everything was trial and error, from selecting equipment from scratch to designing new devices. Yet, through the passionate challenges and dedicated efforts of the Bridge Team, we were able to complete this one-of-a-kind experience where dreams and reality become one.

### Osaka Governor's Comment

**An unparalleled entertainment experience found only here**

**Hirofumi Yoshimura**  
Governor of Osaka Prefecture  
Chairperson, 2025 Japan International Exposition Osaka Pavilion Promotion Committee



During the 184-day Expo 2025 Osaka, Kansai, Japan, the local Osaka community united industry, government, academia, and citizens to present the Osaka Healthcare Pavilion. Under the theme "REBORN," we showcased Osaka's appeal through various exhibits and events focused on the perspectives of life and health. At *Monster Hunter Bridge*, an astounding entertainment experience available only here, we have welcomed a cumulative total of over 100,000 visitors.

We sincerely thank you for your tremendous efforts in supporting the operation of our pavilion during this period. We wholeheartedly wish your company continued growth and success.