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## Silent hill triangle head

Pyramid HeadSilent Hill character Pyramid Head, as he appears in the Silent Hill 2First game Silent Hill 2Designed byMasahiro ItoChargins Roberto Campanella's Pyramid Head, aka Red Pyramid Thing, the 赤三ša,[1] the Red Pyramid, the Sankaku Atama (ll, Triangle Head), and the Hangman is a fictional character conglomerate from the Silent Hill series published by Konami. Presented in Silent Hill 2 in 2001, Silent Hill 2 is a kind of monster that serves as a main antagonist as they chase James Sunderland, the primary player who arrives in the city of Silent Hill after receiving a letter from his deceased wife Mary. The Silent Hill series, especially the second installment, often uses psychology and symbolism: Pyramid Head represents James' wish to punish Mary's death. Ito Masahiro, the designer of Silent Hill 2 monsters, created the character because he wanted a monster with a hidden face. [3] Known for its large triangular helmet covering its head, Pyramid Head has no voice, visible face, and appearance stemming from the city's past as a place of execution. He has since appeared in the 2006 film Silent Hill in The Red Pyramid, the 2007 first-person shooter Silent Hill: The Arcade as its boss, and the fifth installment in the series, Silent Hill: Homecoming, as the Bogeyman. In addition to the Silent Hill series, he also appeared in the 2008 Nintendo DS New International Track & Field, Super Bomberman R, and in 2020 in the video game Dead by Daylight. In Silent Hill 2, he was positively received for his portrayal as an element of James' psyche, with critics referring to him as the show's iconic villain and part of Silent Hill 2's appeal. Concept and design A hidden-faced monster was behind the Pyramid Head's plan; Ito rejected the initial sketch (left), which resembled a masked man and gave the creature a pyramid-shaped helmet (right). [3] Ito wanted to create a hidden-faced monster, but became unhappy with his designs, which resemble people wearing masks. He then drew a monster with a pyramid-shaped helmet. [3] According to Ito, the sharp waist and sharp angles of the triangle suggest the possibility of pain. [3] Of the creatures appearing in Silent Hill 2, only Pyramid Head is too masculine. [4] He resembles a pale, muscular man covered in a white, blood-soaked robe reminiscent of a butcher's robe. He doesn't talk, he moans and moans painfully. [4] The most prominent feature is the large red triangular helmet. [1] His weapons consist of the deadly and heavy Big Knife,[6] which the player finds and uses in the rest of the game,[7] later using a spear. [8] As a World War II German tank Ito was inspired by the lower hull of the King Tiger heavy tank when designing the edges of the character's helmet; other military vehicles to the region and the era of informed design elements as well. [10] According to Konami's Lost Memories, his appearance was a variation of the hangman's attire from the city's fictional history. They wore red hoods and ceremonial robes to make them look like Valtiel,[11] a monster appearing in Silent Hill 3. [12] Like Valtiel, Pyramid Head dresses in gloves and sewn-in clothing and follows the game's protagonist. [11] Silent Hill 2 character designer Takayoshi Sato says it appears as a distorted memory of executioners and a distorted memory of the city's past as a place of execution. [4] Christophe Gans, director of silent hill's film adaptation, said Pyramid Head was one of the executioner of the city's original history, and that there is not a single concrete or exclusive manifestation of an entity. [14] After appearing in in silent hill 2 video games, he received a letter from his wife, Mary, who died, and arrived in the foggy city of Silent Hill to find him, the game's protagonist and primary player, James Sunderland, meeting Pyramid Head several times during the game. First, he appears from behind a gate and doesn't try to attack James. Later, in an apartment, James walks into Pyramid Head killing two Mannequins creatures made of two female hips and legs. Terrified, James hides in the closet and watches while Pyramid Head stands directly outside before leaving. When James asks another character, Eddie the Monster, Eddie denies that he knew about Pyramid Head. [15] Later, near a flooded staircase, James witnessed Pyramid Head strangling another monster and Pyramid Head trying to kill him, causing a boss fight. After a few minutes, sirens sound in the distance, and Pyramid Head descends the stairs and disappears. James won't see her again until brookhaven hospital, where Pyramid Head knocks her over a safety barrier and she falls, has suffered injuries. Pyramid Head is not chasing him and will not continue the attack. Later, he harasses James' companion Maria, who is very similar to his wife Mary, in a long hallway. As James escapes into the elevator, the doors close before he can join him. He struggles to open the doors to save her, but Pyramid Head kills him. [16] James, however, finds him alive and unharmed in a locked cell in the labyrinth beneath Toluca Prison. [17] Before trying to seduce her, she recalled a journey that only she and Mary had taken to a hotel in Silent Hill. He goes and promises to find a way to free her and discovers that Pyramid Head is walking down a nearby corridor, now carrying a spear. Then James reaches Maria's side of the cell, but finds her dead. Pyramid Head Makes The Ultimate directly in front of the last boss, where two pyramid heads take part in the encounter. They kill Maria again, and after chasing James around the room for a while, they both committed suicide. Pyramid Head, under the name Bogeyman, made a significant appearance in Silent Hill Homecoming in 2008, but its role is limited to non-interactive scenes.[18] and only appears twice to the game's protagonist, Alex Shepherd (once at the Grand Hotel in Silent Hill, and later in a church where Alex performs his father with his half-schedule). [19] [20] The last appearance of a possible ending to the game: Alex wakes up in a wheelchair as two pyramid heads appear, each a part of a helmet, which is used to turn Alex into one of them. After this ending is played, the player receives the Bogeyman's costume for Alex. [21] Bearing in mind the role of Pyramid Head in Silent Hill 2, the developers decided to take him as the embodiment of a myth that parents had begun to keep children out of trouble and accumulate activities in Shepherd's Glen. [22] Pyramid Head appears in 2007's Silent Hill: The Arcade,[23] and Silent Hill: The Escape, but together with the Ripper, he appears as a completely deformed, deformed, optional character in the 2008 game New International Track & Field, another spin-off from the Track & Field series, Krazy Kart Racing. The 2017 Super Bomberman R.[24][25] 2007 game Silent Hill Origins featured a similar monster. The Butcher,[26][27] whom the protagonist occasionally encounters killing other monsters (unlike other versions of Pyramid Head, the Butcher can and must be killed in combat), and a painting of the Pyramid Head can be seen in Alessa's burning house in Alessa's burning house. [28] Pyramid Head was released in 2012 in Silent Hill: Downpour, which, along with various characters in the series, plays a prominent role in the main story and surprise!

Pyramid Head's most recent release was 2012's Silent Hill: Book of Memories, where it's a monster who can fight the player at random. Pyramid Head also appeared as a dress for the Playstation Home. Released on June 29, 2017, Super Bomberman R will be released as pyramid head cameo, alongside Simon Belmont from the Castlevania series, and Gradius Vic Viper. On May 26, 2020, Pyramid Head was announced as the latest killer of the survival horror game Dead by Daylight. Titled The Executioner, a nod to his past as Silent Hill's executioner, [29] In other media, the great change in the red pyramid was not as much of a head to me as its body. In the game, there is a very deformed body almost hunched. Instead, we decided to give him a tall, strong character a little like Warrior God Stargate made by Patrick Tatopoulos. Why? Because for me there is a little Anubis [sic], the God of Death in Egypt in the Red Pyramid. January 15 - Christophe Gans[2] Pyramid Head appears as the Red Pyramid in the 2006 silent hill film adaptation and is portrayed by Roberto Campanella. In the film, the psyche of female characters shaped the physical appearance of the character. [14] Gans claimed that accurately copying the character's head and moving the actor while wearing it proved impractical; he noted that despite the name, Pyramid Head actually wore a pool instead of a triangular helmet. [2] The Red Pyramid's sword and helmet were made of lightweight material and looked heavy. [30] For the role, Campanella wore a five-part prosthesis; it took him two and a half or three hours to get into costume and makeup. [30] His boots had a 38cm hidden sole, which made him less than 2.1 metres tall. [30] Patrick Tatopoulos, who worked on makeup effects and monsters, enjoyed designing the character. Retraed, Red Pyramid serves as a symbol of the city's darkness and a precursor to the changed character. [31] Gans saw the film's monsters as a mockery of human beings, saying: The real monsters are the people, the cultists who tortured Alessa. When I approached the movie, I knew it was impossible to simply portray monsters as wild animals jumping on you. [32] In the 2012 film Silent Hill: Revelation, The Pyramid Head, re-portrayed by Roberto Campanella,[33] is both a monster and a guardian. More than once, he saved Sharon from Silent Hill's forces. This can be explained by being loyal to Alessa: since Heather is the good half of Alessa's soul, she sees them as the same being, and so is obliged to protect them both from harm. Pyramid Head can also be seen checking a carousel where Heather and Alessa face each other, then killing cult leader Claudia Wolf after the amulet shows the inner, terrible nature. He also appeared in the 2008 Silent Hill comic Sinner's Reward, published by IDW Publishing. The writer, Tom Waltz, later said he regretted the cameo, which only worked as a fan service. [34] For him, Pyramid Head is a psychological construct designed for James; however, stated that: However, I do not think it ruined the comic. Some people really liked it. Some people have to have Pyramid Head in every story because they like him. From October 2 to 31, 2009, at the spooky attraction Sinister Pointe in Silent Hill, Orange County, United States. [35] [36] Analysis I was weak. That's why I needed you... I needed someone to punish me for my crime... – James Sunderland, Silent Hill 2 The Silent Hill series symbolism and The city of Silent Hill relies on the psyche of visitors and eventually creates an afterlife that changes the twisting of reality, which changes the delusions and elements of its subconscious mind from character to character. [37] In the case of Silent Hill 2's first player, James Sunderland, the city's version of the city affects him. Many monsters that roam the city symbolize their guilt, desire punishment, because of his wife's three-year illness,[37] and cease to exist after James came to terms with the fact that he had killed his wife, Mary, in part to end his suffering, and partly out of remorse and frustration. [37] James knew he had a terminal illness,[39] which is believed to be cancer,[40] and often read medical textbooks to look for something to help him. [41] In his final days, he became physically repulsive as a result of the illness and assaulted James, ordering him to leave one moment and begging him to comfort the next. [42] He became angry about his terminal illness and hurt loved ones, especially James, and was hurt by visiting him at the hospital. [43] Pyramid Head acts as Maria's executioner, a delusion of James, who looks strongly like Mary. [44] Through Maria's repeated death, Pyramid Head reminds James of Mary's death and causes him guilt and suffering. [16] His appearance as an executioner stems from an image James saw when he was in town with Mary three years ago. [45] Critics have suggested different interpretations. Christina González, the e-church in The Escapist, says the Pyramid Head judgment acts as an impersonated, dark butcher and James masochistic delusion that punishes her for Mary's death. [40] Ken Gagne of Computerworld suggested that the monster represented James' anger and guilt. [8] IGN critic Jesse Schedeen believed that the role of Pyramid Head in the Silent Hill series was a manifestation of a person's guilt, commenting: Pyramid Head is only there to help you atone for the most painful and grotesque way possible. [46] The critical reaction to The Pyramid Head was favorable, as it had a distinctive appearance and role as an element of James' psyche. [48][48][50] it is a fan favorite,[47] and is part of the appeal of Silent Hill 2. [47] [51] GameSpot compared pyramid head's appearance to Leatherface, the main opponent in the Texas Chainsaw Massacre series, and found it the scariest monster in Silent Hill 2. [53] Computerworld called Pyramid Head one of the most feared villains in computer and video games. [8] GamesRadar felt that the scene of raping the other two monsters was disturbing as the subject of rape is not very common. Common. In video games,[54] and did not like the final battle with him because of how anti-climactic he was compared to his role throughout the game. [7] GameDaily ranked Pyramid Head on the list of the scariest video game monsters of 2008. [55] GamesRadar listed him as one of the top 25 new characters of the decade, and was ranked second on the 2009 list of the scariest video game villains, calling him the most terrible character to ever follow a cult. [56] [47] In a 2009 retrospective of the survival horror genre, IGN noted that Silent Hill has 2 built-in stalker elements similar to Clock Tower and Resident Evil 3, and wrote: To this day, Pyramid Head is remembered as one of the game's scariest villains. [57] The PlayStation Universe ranked it as the scariest monster on the 2009 list, infecting the Sony platform, noting that it also has a prolific reputation as one of the video game's scariest monsters. [58] In 2010, Joystick Division named Pyramid Head the scariest character in video game history, adding that silent hill 2 was chasing him with some of the scariest moments in video game history. [59] UGO.com ranks him on the list of the scariest characters in 2011 video games, and noted that he is too mainstream to be so scary, except that he is still very scary. [60] In 2012, PlayStation Official Magazine added him to the list of the biggest freaks and scariest characters in PlayStation games, commenting that O' Metal Top is easily the best thing about Silent Hill – and perhaps even survival horror in general – completely embedding the intoxicating fear that it's not a problem to fight it, but when. [61] In the same year, FHM added him to the list of the top 10 most forsent game characters; [63] Pyramid Head, on complex's list of the coolest video game villains, was also praised by GamesRadar for its role as an antagonist, making it 18th on the list of the best villains in video game history, and its performances outside Silent Hill 2 drew mixed critical reactions. Critics generally agreed that the release of Pyramid Head on Homecoming had affected them as fan services, although Chris Hudak of Game Revolution called him a damned effective employee. [66] [67] Masahiro Ito noted that Pyramid Head was specifically designed for James' silent hill story, and that if he made another Silent Hill game, he would either not re-use Pyramid Head or kill it completely in the opening scene. [69] Film critics commented on his role in the film adaptation, and many found it disturbing. [70] DVD reviews praised Campanella Pyramid Head and another monster, writing: These are undoubtedly the bogeymen I've seen on screen for a long time. Screen. His appearance on New International Track & Field has provoked mixed critical reaction. GameDaily didn't like it, and found it embarrassing that a character like Pyramid Head attended sporting events with characters like Frogger and Sparkster,[24] while calling The Escapist enjoyable and funny. 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Pittsburgh: ETC-Press. ISBN 978-0-557-06975-0. OCLC 429229240. Archived from the original on October 16, 2009. External links to Wikimedia Commons media related to Pyramid Head. Silent Hill 2 official website (in Japanese) The section of Article 2A may be too long for the length of the article. Please help by inserting some substances into the body of the article. Please read the guide and lead section guidelines so that all relevant details are still included in this section. Please discuss this issue on the article's talk page. (November 2020) American entertainment website This article requires additional quotes for verification. Please help improve this article by adding quotes from trusted sources. Sourceless material can be attacked and removed. Search for sources: 1Up.com News - newspapers - books - scientist - JSTOR (2011. August) (Find out how and when to remove this template message) 1Up.comScreenshot The 1Up.com's front page on December 31, 2008The siteVideo game website typeDissolvedJuly 2013 (2013-07)OwnerIGN EntertainmentURL1up.comCommercialYesRegistrationOptLaunched2003; 17 years ago (2003) Current status No longer updated 1Up.com was an American entertainment website focused on video games. Launched in 2003, 1Up.com provided its own original features, news, game ratings and video interviews, as well as it also contained PC-centric content (the previously published games for windows: The Official Magazine). As a print magazine, 1Up.com is also hosting special week-long online cover stories (such as Soulcalibur III, The Legend of Zelda: Twilight Princess, and Virtua Fighter 5) that presented every day a new in-depth feature story, interview with developers, game screenshot gallery, game video recording, and/or video from the game studio and creators. On February 21, 2013, Ziff Davis announced that he was liquidating the site, among other things. [1] The site was created by Ziff Davis as an extension of electronic gaming monthly, a game magazine previously published by the company. 1Up.com was sold in 2009 to Hearst Corporation UGO Networks, which was acquired by IGN Entertainment (then owned by News Corporation). [2] In February 2013, Ziff Davis acquired IGN Entertainment as a whole and reunited 1Up.com original owners. [4] [5] However, shortly after the acquisition, Ziff Davis announced that he would close most of his secondary sites, including the 1Up.com IGN. The 1Up.com of the company had to be transferred to IGN. [6] Despite the fact that the site is still in operation, some links have been taken down, so the site has been broken. 1Up shows and podcasts Main article: 1Up shows and podcasts 1Up.com produced a variety of audio and video podcasts, many of which are broadcast weekly. 1Up Yours was the network's flagship internet radio show, which featured current discussions among several editors of the 1Up network, as well as personal gaming experiences and current news. Although many guests circulated the episodes, the show was hosted by Garnett Lee, Shane Bettenhausen, and David Ellis each week that the cast were available. New episodes of the series made the series available every Friday. It was accompanied by the weekly video podcast The 1Up Show, which showcased previews and reviews of games, coverage of video game events, discussions about game culture, and interviews with game designers. Former hosts: Jane Pinckard, John Davison, Luke Smith, Mark MacDonald and Bryan Intihar. However, since the UGO acquisition in January 2009, many of these podcasts/shows have been suspended or in some cases ended. Garnett Lee created a second iteration of 1Up Yours, called Listen Up!, that featured a similar but somewhat tight focused, format for the original 1Up Yours, which ran from January 2009 to October 2009, ending Lee's departure to work for GameFly. Despite the breakdown of the podcasts and shows, many former 1Up.com staff members have since gone on to create their own independent game shows, podcasts, and websites such as The Geekbox (Ryan Scott), Eat-Sleep-Game and rebel FM podcasts (Anthony Gallegos), and Area 5 TV's weekly video podcast, Co-Op (ex-1Up.com staff members Ryan Matt Chandronait, Jason Bertrand, Jay Frechette, Rob Bowen and Cesar Quintero). In late October 2009, a new flagship podcast was created by David Ellis (formerly a member of Listen Up!), called 4 Guys 1Up (the title humorously considered Listen Up! at one point). Audio Podcasts Are Games, Damn! and retronauts; video podcasts included 1Up.com's Game Night and The Daily 1UpDate. Previous podcasts have included Listen Up!, 1Up Yours, 1Up FM (formerly known as EGM Live), at1Up, The Oddcast (formerly Good Grief), Legendary Thread, GFW Radio/LAN Party, RadiOPM, Review Crew, The 1UP Show, Broken Pixels, Sound Test, Active Time Babble, and more in this thread. References ^ Parish, Jeremy (February 21, 2013). It's True: 1UP has reached its end. 1Up.com. Archived the original on March 18, 2020. Accessed September 25, 2019. ^ Kennedy, Sam (May 5, 2011). 1UP.com join forces with IGN Entertainment. 1Up.com. Archived the original on October 20, 2012. Accessed August 26, 2011. ^ UGO Entertainment (100^ 1Up.com June 1, 2009) Archived from the original on September 12, 2011. Accessed August 26, 2011. ^ Swisher, Kara (February 1, 2013). News Corp.'s IGN poised to sell to J2's Ziff Davis. Everything about D. The Wall Street Journal. 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