



# TOM BURTON

Graphic Designer • Multimedia Artist • Illustrator

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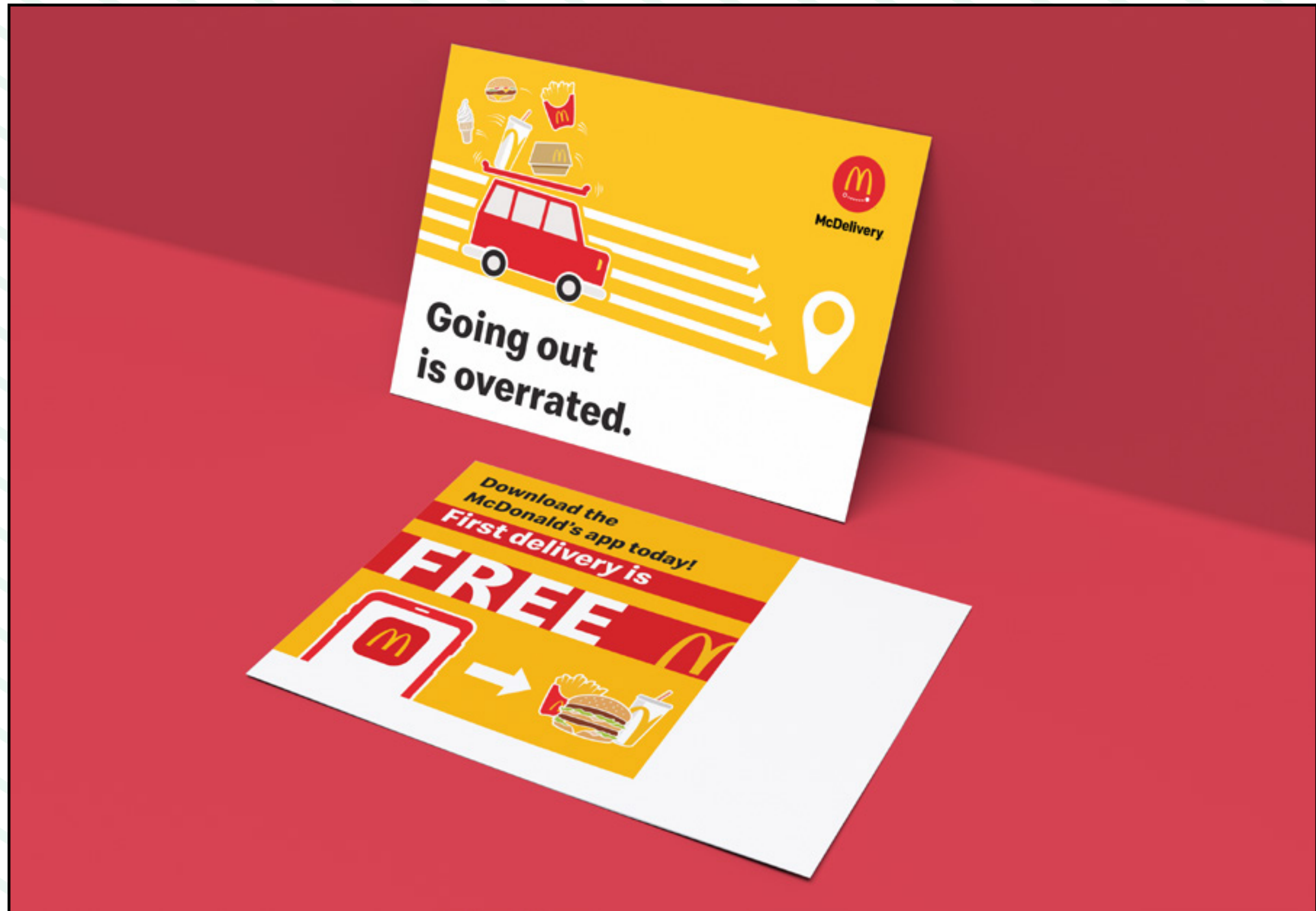
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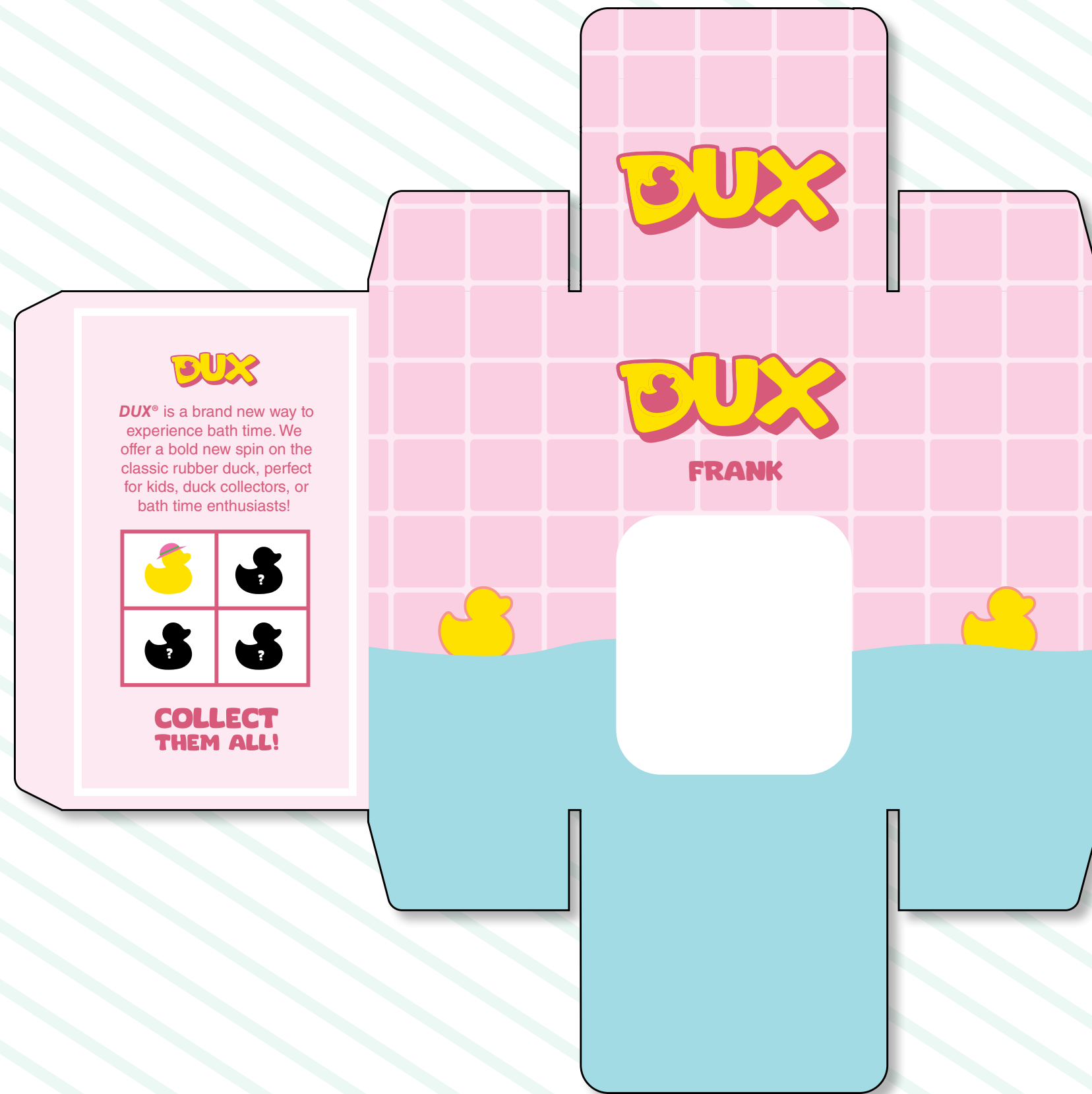














# SPIDERS SWING AGAIN

The long anticipated sequel to Insomniac's *Marvel's Spider-Man* is here! Swing around as both Miles Morales and Peter Parker, and fight some of the wallcrawlers' most iconic and deadliest enemies!

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Excelsior, super fans!  
The Spider-Men's next  
web-slinging story is  
finally here!

BY THOMAS BURTON



**M**arvel has finally released it, after 3 years of awaiting, the sequel to Insomniac's *Marvel's Spider-Man* & *Marvel's Spider-Man: Miles Morales* has arrived. Launching October 20, 2023, the game currently remains exclusive to Sony's PlayStation 5. While a similar tactic was used for the two previous entries in the series, *Marvel's Spider-Man Remaster* was later released on other platforms outside of PlayStation, so it's only a matter of time before non-PlayStation 5 owners can get their hands on the game for themselves.

For the first time in the series, you can now play as two separate Spider-Men. The two have had their own individual moments to shine in their own games, but this time they share the spotlight together. Both the first game and its spin-off title *Marvel's Spider-Man: Miles Morales* (2020) included implicit teasers toward future titles, including post-credits scenes alluding to Insomniac Games'



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intentions to introduce Venom into their narrative, as well as feature Norman Osborn and his son Harry in more prominent roles.

#### Double Trouble!

Intihar stated that Insomniac Games had discussed including the Black Suit as an unlockable costume during the development of the first game, but a meeting with Insomniac art director Gavin Goulden, Marvel Games vice president Bill Rosemann and senior director Eric Monacelli, convinced them that the symbiote would have to play a more significant role in their Spider-Man story to justify its inclusion. Marvel's Spider-Man 2 and sister

title Marvel's Wolverine were jointly announced by Insomniac Games at the first PlayStation Showcase event in September 2021. The game would not depict Eddie Brock as the symbiote's host, a deviation from the majority of Spider-Man media featuring the character.

Bryan Intihar and Ryan Smith serve as the game's creative and game directors, respectively reprising their roles from Marvel's Spider-Man, while Nadji Jeter, and Tony Todd star as Peter Parker, Miles Morales, and Venom, respectively. Speaking on the This Week in Marvel podcast, Bill Rosemann described the

game's narrative as "a little darker," as well as "the next big chapter." He likened the story's tone to The Empire Strikes Back (1980), contrasted with how Marvel's Spider-Man's narrative felt tonally similar to the original Star Wars (1977).

In January 2022, Brittney Morris, who previously wrote the Miles Morales tie-in novel Wings of Fury, joined the writing team on the game; and in June freelance artist Davison Carvalho was hired to serve as the game's art director.

#### Lengthy Development

That November, actor Scott Porter, who voiced Harry Osborn throughout the Research Station

activities in the first game, revealed that he was recast in Marvel's Spider-Man 2 to accommodate the character's more prominent role in the story, addressing the potential issues such as the age gap between himself and the character as "they decided to go photorealistic." The actor Graham Phillips was later announced to take over the role of Osborn from Porter during San Diego Comic-Con in July 2023.

The game would not depict Eddie Brock as the symbiote's host, a deviation from the majority of Spider-Man media featuring the character. Intihar cited a desire to tell an original

story that stood apart from both the comics and various films featuring Venom while respecting the roots of the character. Intihar

**"IT MAKES YOU REALLY FEEL LIKE YOU'RE ACTUALLY SPIDER-MAN!"**

asserted that they never intend to interpret a character so differently from other appearances at the risk of alienating fans, but they did want to provide a unique take on the material that felt

tied to their franchise, citing the creative liberties taken with Peter Parker's Advanced Suit in the first game as an example, and how despite the adherence to classic elements like the red and blue color scheme, the enlarged, white spider emblem on the suit's chest distinguished the character as Insomniac's version of Spider-Man among other versions. The game had gone gold in late September, one month before release.

Alongside the standard edition, a Digital Deluxe Edition was made available for the game. This edition features two sets of five unique suits for Peter Parker and Miles Morales, designed by

## INSIDE THE WALL-CRAWLERS' WARDROBE



#### SUPERIOR SUIT

This suit worn by Peter is a reference to the comic "The Superior Spider-Man #1", in which Doctor Octavius takes control over Peter's body. Doc Ock attempts to prove that he's the superior Spider-Man to Peter.



#### 2099 SUIT

This suit worn by Peter is a reference to the character Miguel O'Hara, also known as Spider-Man 2099. This character first appeared in the 1992 self-titled comic "Spider-Man 2099 Issue #1".



#### WEBBED SUIT

This suit worn by Peter is a direct reference to the suit worn by the character in his first theatrical debut, Spider-Man (2002). In the film, Peter designs this suit after vowing to use his powers responsibly.



#### BEST THERE IS SUIT

This suit worn by Miles is a reference to the comic "What If...? Miles Morales #2." This comic takes place in an alternate universe in which Miles Morales is transformed into the mutant Wolverine.

#### GREAT RESPONSIBILITY SUIT

This suit worn by Miles is the first suit worn by the character in the 2011 comic "Ultimate Fallout #4." In this debut comic, Miles takes up the mantle of Spider-Man after the tragic death of Peter Parker.

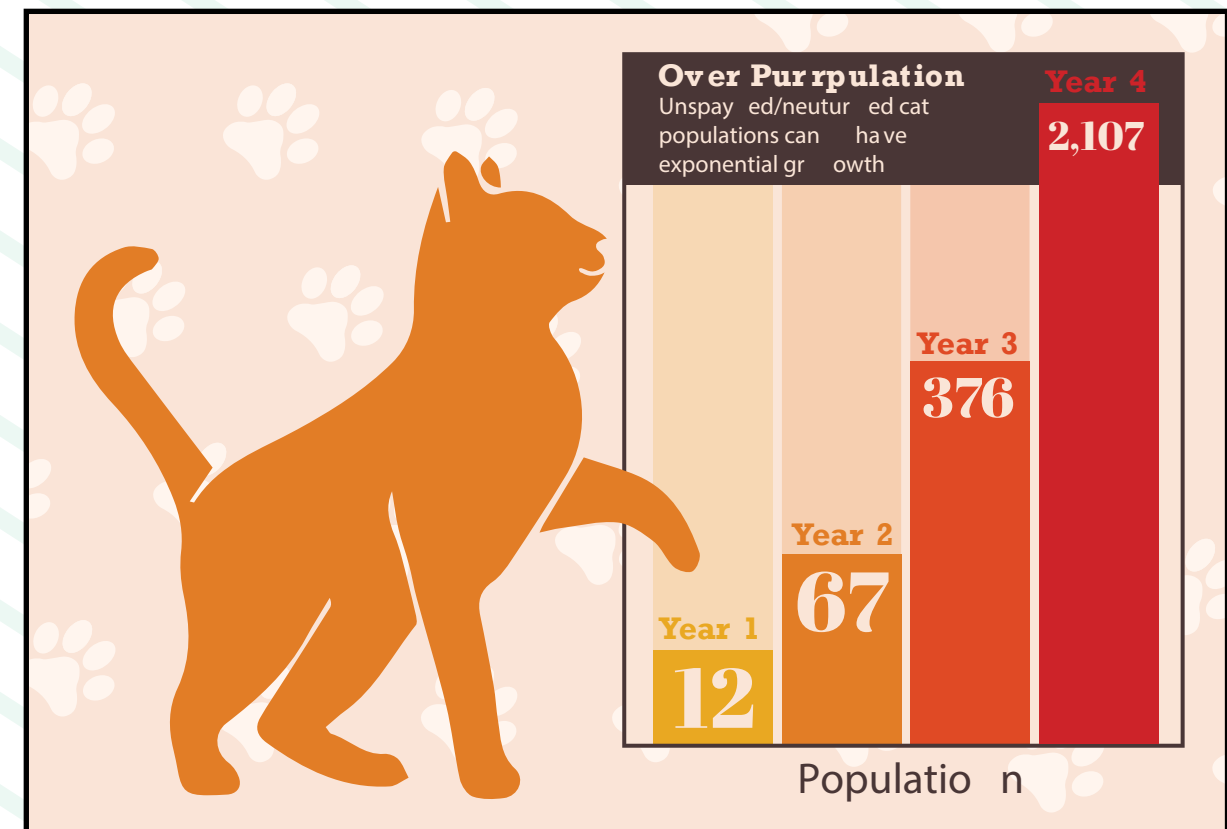
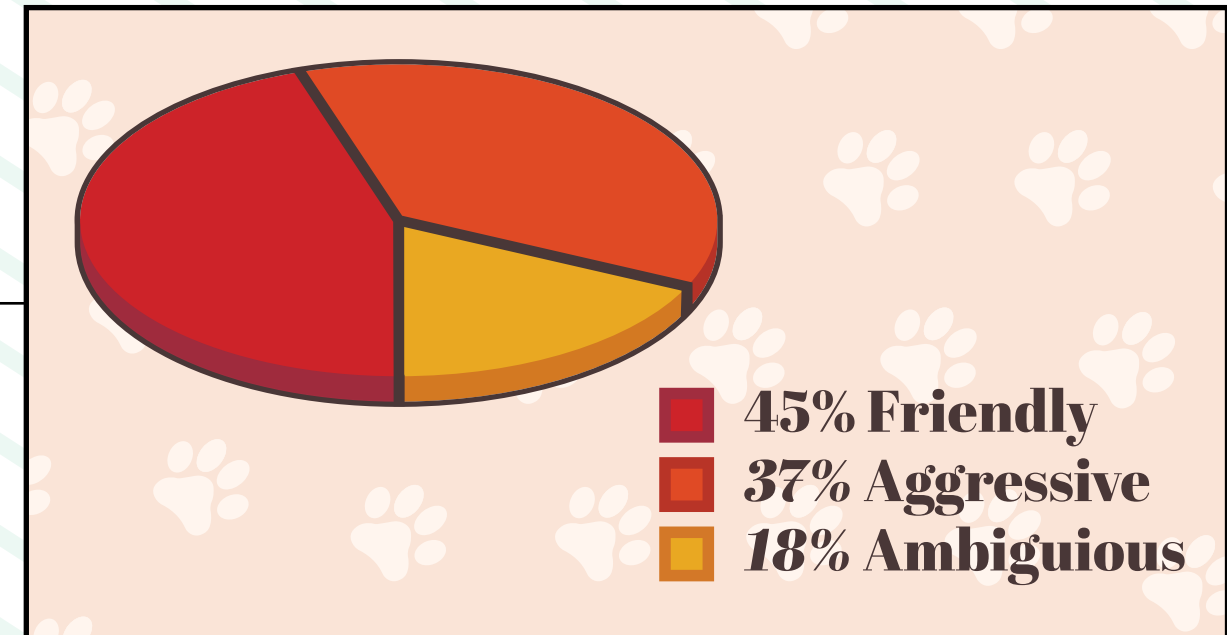
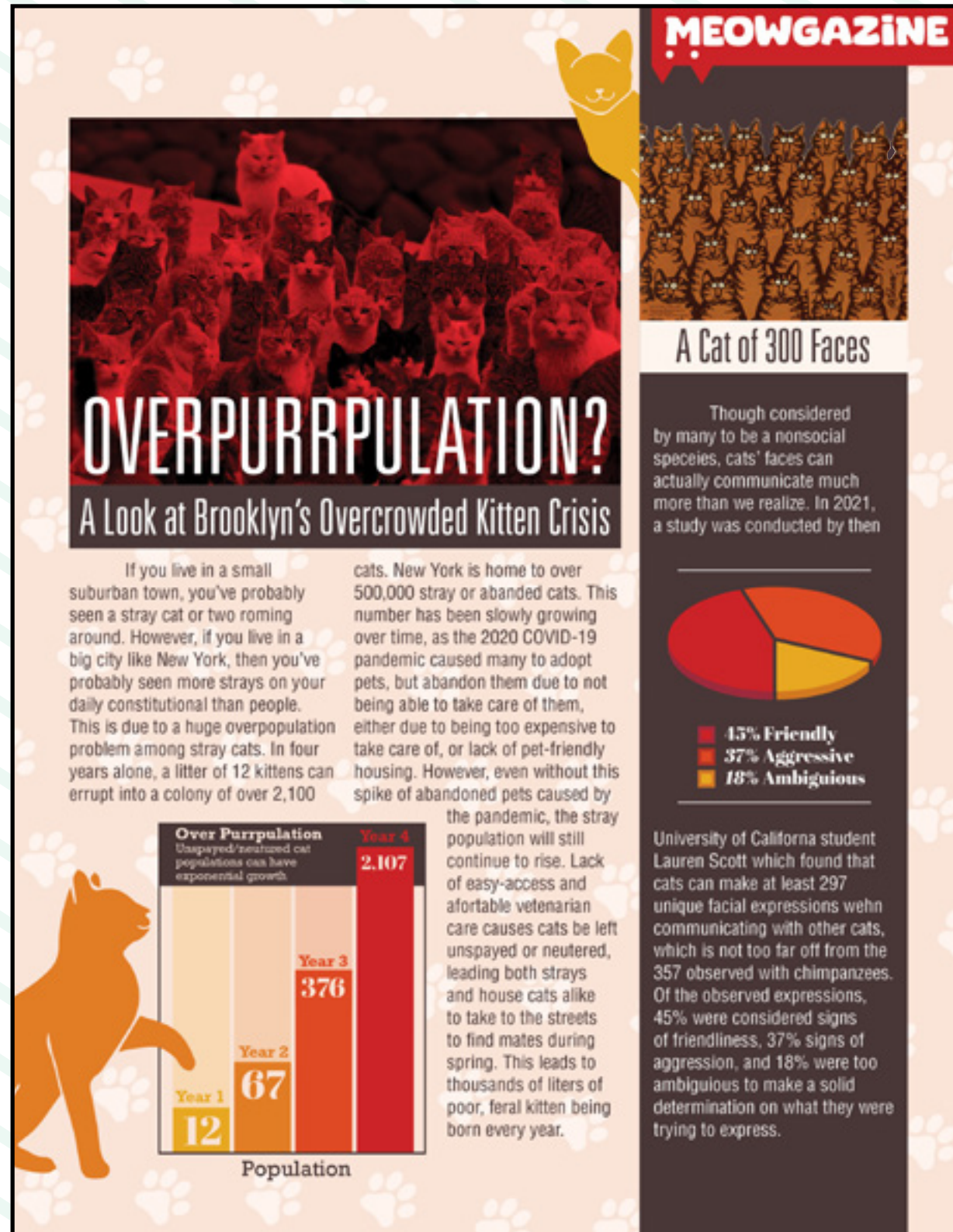


#### INTO THE SPIDER-VERSE SUIT

This suit worn by Miles is a direct reference to the suit worn by the character in his first theatrical debut, Spider-Man: Into the Spider-Verse (2018). It was designed by Miles after coming into his own identity.





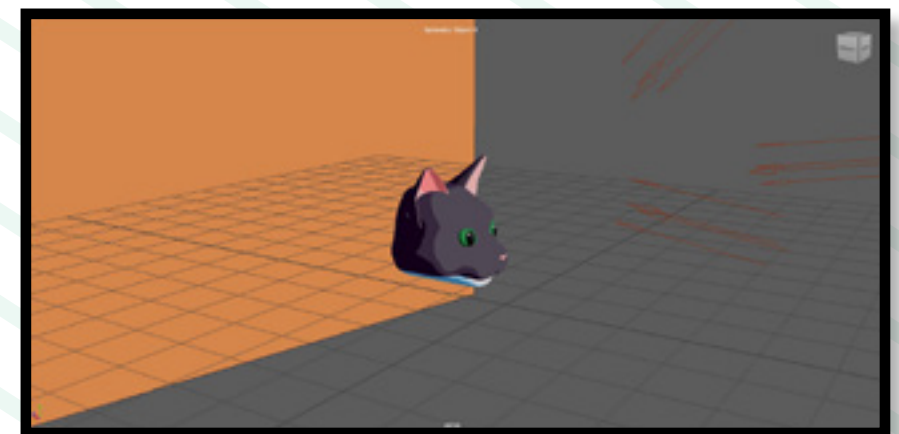
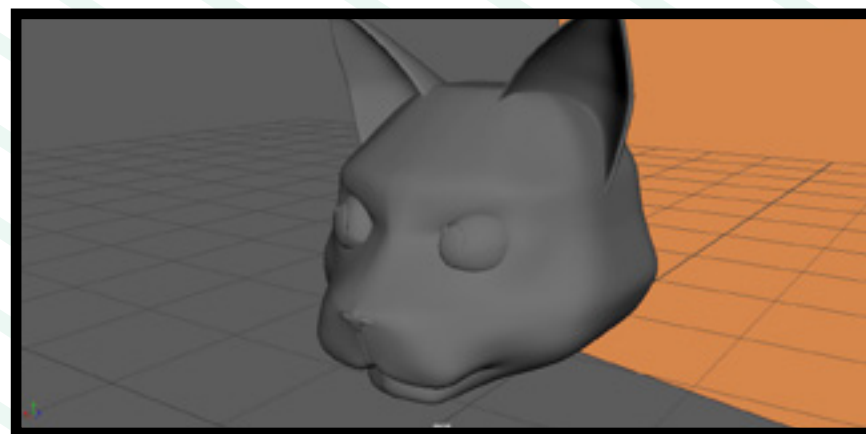
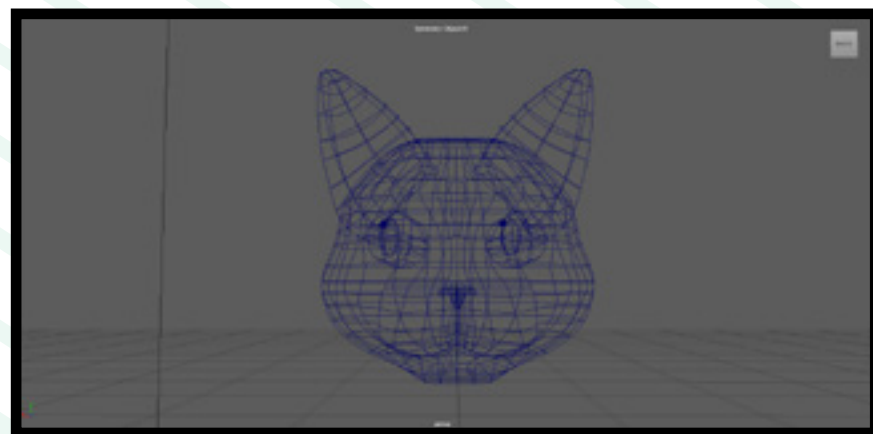






















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