

= Halo Legends =

Halo Legends is a collection of seven short anime films set in the Halo science @-@ fiction universe . Financed by Halo franchise overseer 343 Industries , the stories were created by six Japanese production houses : Bee Train , Bones , Casio Entertainment , Production I.G. , Studio 4 ° C , and Toei Animation . Shinji Aramaki , creator and director of Appleseed and Appleseed Ex Machina , serves as the project 's creative director . Warner Bros. released Legends on DVD and Blu @-@ ray Disc on February 16 , 2010 .

The idea for an anime compilation existed for years before there was momentum for the project . 343 creative director Frank O 'Connor produced story outlines or finished scripts that the production houses animated in a variety of styles .

= = Development = =

To oversee development of the entire Halo franchise , Microsoft created an internal division , 343 Industries , to manage the Halo brand . Frank O 'Connor , 343 's creative director , said that such a move was vital : " If you look at how George Lucas held on to Star Wars , not just to make money from action figures but to control the direction the universe went in , you can see why we think it 's pretty vital . "

Halo Legends had origins in the 2006 Marvel Comics tie @-@ in , The Halo Graphic Novel ; O 'Connor said that the idea of an anime compilation existed for years before there was momentum for the project . Wanting to tell smaller stories in a different format than video games and novels and in different art styles , O 'Connor said that anime was a natural fit . An additional consideration was that 343 Industries felt that the Japanese style of narrative fit the stories well . Most of the animation studios Microsoft approached were available for the project . Most studios were " afraid " of creating their own stories , even if they were familiar with the series , so O 'Connor sent them possible story treatments . Microsoft was deeply involved in making sure story details were correct and writing the scripts for the stories ? O 'Connor estimated that 50 % of the dialogue in the final products were verbatim from the original scripts . While all the stories save one are considered canon , O 'Connor noted that some discrepancies were the cause of artistic interpretation .

The animation studios were given wide latitude in their presentation . " We realized very early on [that Halo] could take interpretation , " said O 'Connor , saying that the look @-@ and @-@ feel of the universe persisted even through differing artistic styles . In developing their stories and styles , the anime studios were supplied with access to Halo 's story bible and art assets .

One of the artistic styles that is the most radical departure from traditional animation styles is in " The Duel " , which employs a filter that makes every cell look as though it was hand painted by watercolors . His goal that he was aiming for in this project was , " to make audiences understand there should be other styles of animation beyond the existing two primary kinds of animation presented ? precisely cel @-@ drawing 2D style and CG 3D style . I wanted to show that creators are not limited , that they have many options for different (animation) styles to create stories . "

Voice recording for the English dub was done by Seraphim Digital in Houston , Texas .

= = Episodes = =

Several episodes were originally broadcast on Halo Waypoint on the specified date . The episodes range in length from ten to twenty minutes .

The DVD released in 2010 has another episode sequence .

Origins I

Origins II

The Duel

Homecoming

Odd One Out

Prototype

The Babysitter The Package

= = Release and reception = =

Halo Legends was originally to be released on February 9 , but launch was pushed back a week to February 16 . The compilation comes in three different retail packages : a standard DVD release with all the episodes , a two @-@ disc special @-@ edition which contains additional commentary , and the Blu @-@ ray Disc edition , featuring the special @-@ edition features and a summary of the Halo storyline . The film 's United States premiere was held at the AMC Metreon in San Francisco on February 10 , with the companion soundtrack released by Sumthing Distribution the day previous .

Reception to Legends was mixed . Orlando Parfit of IGN UK wrote that while the decision to merge Halo and Japanese anime seemed an odd choice , " Halo Legends proves a successful ? if uneven ? attempt to fuse these two universes , and will certainly prove essential viewing for those with more than a passing interest in Bungie 's seminal shooters . " IGN US reviewers Cindy White and Christopher Monfette said that the short films " prove surprisingly accessible to sci @-@ fi fans in general , " and that the collection was " well worth " the time . Matt Miller of Game Informer said that Halo Legends would appeal to story @-@ interested fans of the franchise , not those who cared about multiplayer gameplay .

Based on Rentrak and Home Media Magazine numbers , Legends ranked second and fourth in Blu @-@ ray Disc and DVD sales , respectively , during its first week of sales in the United States . It also ranked seventh in Blu @-@ ray Disc rankings in Japan . In its second week it dropped off the US Blu @-@ ray Disc Top 20 charts , and slipped to tenth for DVD sales . According to The @-@ Numbers.com , Legends sold \$ 2 @.@ 56 million worth of merchandise or 168 @,@ 000 DVDs its first week . Total sales have reached \$ 8 @.@ 32 million , selling almost 600 @,@ 000 units .

= = Soundtrack = =

The soundtrack was composed by various artists , such as Tetsuya Takahashi and Yasuharu Takanashi . Although the soundtrack contains mostly remixes of original work by Martin O 'Donnell and Michael Salvatori , it also has some original material of its own .