

# [INTERVIEW] : WABOKU

Interview by: Ogata Tetsuo (<http://www.clubotaku.org>)

If you think that there are many anime series in Japan (in the strict sense referring to the "commercial" series), it is because they never took great attention to "other anime", to independent anime.

Waboku, a young and promising talent belonging to the new generation of Japanese animation that in many cases is nothing behind other more professional animations. ClubOtaku talked with him and he told us a little bit about his work and how is the health of independent animation in the land of the Rising Sun.

## **01. First of all, can you tell us who is Waboku?**

I'm an animation creator in Japan. I carry out creative activities on animation and illustration fields based on the decadent world view. My hobbies are Photography, Mahjongg and Darts.

## **02. How did you first become interested in animation?**

The first motivated may be an influence of my older sister who likes animation.

After that, YouTube and Nico Nico Douga started the service and the streaming media begins to spread around, and I remembered that I just thought "Filmmaker is best in the future!" at that time.

Because I liked drawing pictures when I was a child, but since that time I'm having a different perspective on animation than before.

## **03. Did you went to an art school to became an animation artist or did you learn all by yourself?**

I studied film at the art college in Tokyo, and entered the company or worked freelance illustration jobs, and become an animation creator.

## **04. About your creation process. Do you make some sketches on paper or you imediatly start drawing digitally? And what software do you use to make animation/illustrations?**

I'm drawing with a pencil and colored pencils on paper when make an image board at the

planning stage.

The process of illustrations and background images, I'm drawing with a pencil on sketch book and then colored it on digital. Also I complete all on digital except for special production cut when animation drawing.

I'm using Adobe Photoshop (Adobe CC 2015) and Flash (Animate), basically the latest version.

## **05. Where do you get inspiration for your animations?**

My work has many collaborations with music, so I think I find inspiration from music is big. Also I often get inspiration from TV programs(various genres) too.

## **06. What kinds of characters do you most enjoy creating?**

In my case I'm creating with priority on ease of character movements. So I'm creating characters that exclude as much as possible the design(many color variations and costume accessories are complicated) that would be obstacles. And while making so, I'm fun a moment that come up with the idea of "It looks interesting movement!".

## **07. What advice do you have for aspiring animation artists who would like to follow in your footsteps?**

If you want to become an animation creator, please take care of identity rather than technical skill.

Only drawing skill is not everything, I think that it's good to study unique color scheme, composition and actions.

## **08. How is the independent animation industry in Japan?**

There're article on somewhere site, mostly aspiring animation creators young people are in a situation where graduation production at college or art school is a debut work and also a retirement work in Japan.

Only a few people who become professional animation creators and continue making works. (Even fewer people making animation while working). As a result, the competition rate is low and everyone has a chance to succeed.

But when I look at the Ugoira (\*1) ranking of pixiv, fan fiction works are higher than original works, and I have mixed feelings. :)

\*1. Ugoira is animation creation/display system of pixiv. (<http://www.pixiv.net>)

**09. What kind of community is there in Japan for animation fans and/or creators?**

I think that pixiv is the huge community for both creators and viewers. Or Twitter maybe... I'm not familiar with participating in a community by myself, but I think that there're not many popular communities in Japan.

**10. In 2015, your movie "EMIGRE" have won numerous awards, it has attracted attention. What people say about your animation?**

Almost people say "Beautiful!". Others are also said to be "Sadness...", "Strange!", "I don't understand what you're trying to say...". :)

**11. Your movies have a very strong musical component. Do you think that music gives even more power to animation instead of dialogue?**

Music (song) is more emotional than talkies, the climax of a story and sound strength unite and it reverberates to the audience. I think that it's possible to visual image directly to instilled in audience rather than dialogue.

Meanwhile, limiting the movie direction is required. Because a song there, it's difficult to put in direction for dialogue, so it's only necessary for audience to understand by facial expressions and body language only.

I hope to use a good part of music and dialogue, but I feel that it's not easy thing every time I make a work.

**12. After "EMIGRE" you release two animation short movies under the name NENENE with the two artists musical unit Terarist. Can you talk a little about what is this project?**

NENENE United is creators/artists management company, I'm in the company since 2016. Also "Terarist" in the company. And the company said "If we can make film and music by own company, let's make independent production work as advertisement.", so "Waboku x Terarist" project started. And we produced "VOYNICH" and "Celebrator". The third project is under planning now.

**13. Who are your favourite animation directors. And why?**

I highly respect Mr. Koji Morimoto in the commercial field. He has a sense of make good use of

restrictions(lines/colors) that become obstacles to making animation, and conversely making up charming characters. I was influenced more or less by him.

Also I like Mr. Koji Yamamura in independent animation. His work is opposite to Mr. Morimoto and makes me feel beauty by the amount of resources.

#### **14. What are your next steps professionally?**

I have a solo exhibition plan within the year, I think that making it successful is a big step as a creator's Waboku. Of course I'm also same as completing the current project.

#### **15. What's meaning "Waboku"?**

"Waboku" is writing "和睦" in Japanese, and it has a meaning of peace.

It's a handle name I gave in the sense that "without cause of the conflict" and "to keep away join the fight".

#### **16. And for finish, some last words for ClubOtaku readers.**

Independent animation is not limited to Japan, masterpieces are produced daily worldwide. TV animation is also good, but I recommend that looking for independent animations on VIMEO or YouTube for a change sometimes!

Site:

<http://www.nenene-united.com/>

<http://wabo2.tumblr.com/>