

Regarding specific growth from January and March to December

I am one of the creators who make full use of the latest technology, such as Photoshop's generative painting, but to be honest, I was a latecomer in terms of timing (I opened FANBOX in mid-February).

While the pioneers had already gained tens of thousands of fans, I really had nothing.

Anyway, in March, I challenged myself to do everything with all my might. In April,

May, and June, I took on the challenge of updating the site every day.

Even after the summer when FANBOX was closed, we have continued to improve and work hard, and now have about 50,000 followers on both Twitter and pixiv. Patreon has 978 followers at the time of writing, and FANZA has sold more than 10,000 copies of its CG collection without any tricks such as selling at discount prices.

It is not easy for a person who had nothing to work with to be able to accomplish so much in just nine months, even if you think about what I was doing a year ago, or more generally, what common sense tells you.

I'm trying my best! I was in an ambulance due to overwork in the summer when I was finishing the J0-Gakuen series (I'm really sorry to the paramedics ☹), and at the end of the year, I was so weak that I couldn't speak for two weeks due to the aftereffects of the flu, but I continued to work hard every day on my creations and the results are paying off. I feel like I can give myself a little bit of a pat on the back for all the hard work I put in



I am determined to learn from my many mistakes about techniques, how to attract creativity, my strengths and what you are looking for, and apply them in the future. Oh, the text is already long and the sentences are not broken at all ☹.

To sum it up in one word,

I worked hard every day and grew rather well! Thank you all so much!

The first two are the following.

As for specific changes in technology, etc., that will be discussed later, so I'll end here with the specific growth that we can look back on in numbers.

2, regarding Shion-chan

My daughter, Murata, who is my beloved daughter, has finally surpassed 50,000 people on Twitter, which makes my heart unstable every time I post her ☹ works because of the contradiction of wanting everyone to see them while shedding tears of blood out of parental love!

Although I have recently started to travel to X for my secondary work, I will definitely continue to post Shion every morning and evening.

Incidentally, there was not a single day last year that I missed posting since her birthday on March 19 (although I have now deleted most of the past images due to X's restrictions on expression:).

Shion-chan fans, please keep her in your thoughts and prayers! ☹

Incidentally, as we have been strengthening our ASMR brand in earnest, we have made connections with voice actors and plan to record Shion's voice (converted to ASMR), although it is still difficult to involve them in a work that uses the latest technology because of the controversial nature of the profession.

If you are interested, please visit Patreon for monthly summaries and special meetings! My technical skills are improving, and I am sure that Shion's cuteness is becoming even more polished!

So please take care of Moshion this year! ☐

<https://www.patreon.com/posts/all-ages-ver-to-95239494>

<https://www.patreon.com/posts/all-age-shion-cg-94712436>

Union of Soviet Socialist Republics



(urabaz'v?)

MERRY CHRISTMAS!!!

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Chiang Kai-shek hawk
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nature

3, Technological and expressive challenges

My title is ambiguous, but I call myself "a person who creates illustrations using the latest technology."

The environment surrounding illustration creation has once again changed dramatically over the past year, and my review of the major technological junctures and future challenges are as follows.

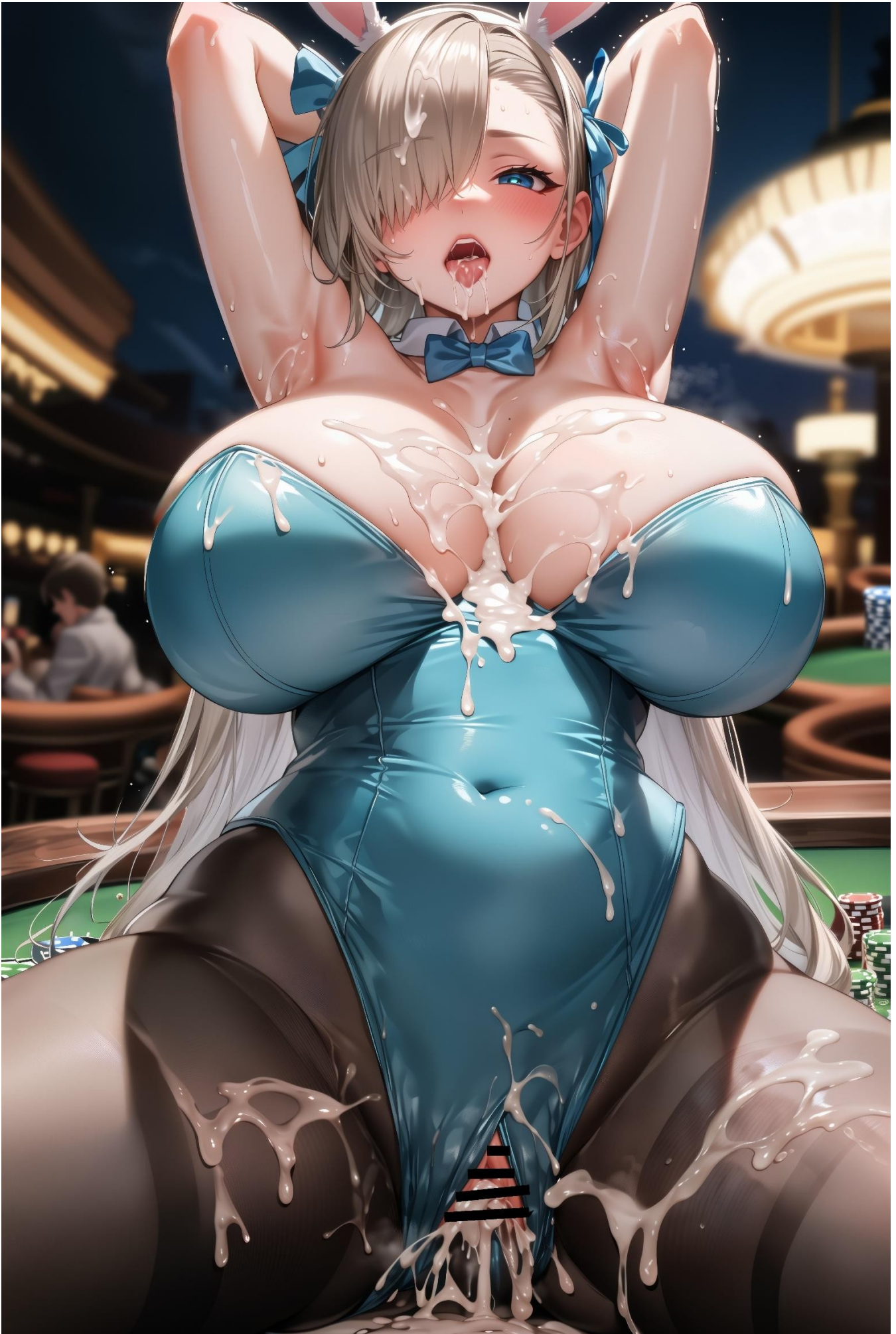
Branch point 1, I created a base model of 2.5D representation exclusively for myself in March.

Branch 2, circa September, industry's best upscaling tool to bring quality up to 4K for everyday submissions.

Branching Point 3, NAI3 (Novel AI) appeared around November, and most expressions are now possible with this alone. Therefore, the existence value of creative works of low quality or without individuality or characteristics is being lost. Therefore, we pursued high quality by improving our usual submission to 6K (or compressed 3K).

Specific examples ↓ Asuna around March (about a little cleaner in general) and Asuna in December (current standard)





Although there have been various other changes in the environment, such as the accuracy of the face and the expression of sex positions, Murata's creative axis, "otaku illustrations and high quality," has not wavered and continues to be strengthened.

Some of the challenges in terms of representation are

Issue 1, Quality has increased too much and update frequency has decreased.

→The more high quality the image is, the more time consuming it is to add and revise. Therefore, it is difficult to create a full package (around 80 sheets) every 2~3 days, so it is necessary to devise a way to interweave short story projects, etc.

Issue 2, still little range of positional expression, etc.

→I have recently been trying to mix in some differences, such as a firm lick or a grab and shove, but it is still time consuming. Fundamental improvement is needed.

As I said, proficiency should be pretty good, but I still see challenges everywhere Briefly, this was

regarding the major juncture and current challenges!

4. About Murataya

First of all, I am very sorry that I could not finish the comic that I had planned to finish by the end of December I wanted to do something about it as long as I publicly announced it, but no matter how I tried, I could not finish it in time.

fail, and I will continue to work as soon as we have the time to do so.

Next, I have finished arranging all the artworks on BOOTH except for the most recent one in December! <https://murata-ya.booth.pm/>

As for the compilation of each work, FANZA is currently working on the application, but nothing has been done except for Azuren. https://www.dmm.co.jp/dc/doujin/-/detail/=/cid=d_317582/

We are also very happy that the Santa section, whose release date was December 26, seems to be well received, with over 300 copies (excluding the gravure section) at the time of writing, thanks to you.

The current FANZA has a problem with the overproduction of amateur works and the distribution of inferior products called "pondashi," and there are only a few CG collections that can be properly picked up.

In the midst of all this, I really appreciate all of you for not going through with the Christmas edition over Christmas (I honestly thought in my mind that 100 copies was the limit).

https://www.dmm.co.jp/dc/doujin/-/detail/=/cid=d_321636/

The new ASMR project at Murataya is well underway!

We have already ordered a 30,000-word script and signed contracts with illustrators, and recording is scheduled for February or March. The recording is scheduled to begin in February or March, and the distribution is scheduled to start in April or May (we are working on both works at the same time).

The length of the film is planned to be 120 minutes plus, and we are aiming to improve on everything that was improved in the first film to make it the strongest in the industry!

Finally, as a goal for this year, I would like to reaffirm the axis of my creativity in order to survive this severe creative competition (such as the aforementioned NAI3 and the fact that new technologies are eliminating the value of illustrations).

And my strengths in creation, such as secondary works that highlight my love of the original work as a super-nerd, the enhancement of the ahe-face that has received high praise in various places, and the enhancement of high-quality CG production, are also solid goals, although there are no concrete figures.

My personal goal is to achieve and improve on my goal of "finishing a doujinshi by myself," which I was unable to do last year, and to put my whole heart and soul into creating a thin book that is sexier and of higher quality than any other (I hope that 1,000 copies will be picked up as a number).

That is all!

Thank you very much for your continued support this year! This was MURATA!