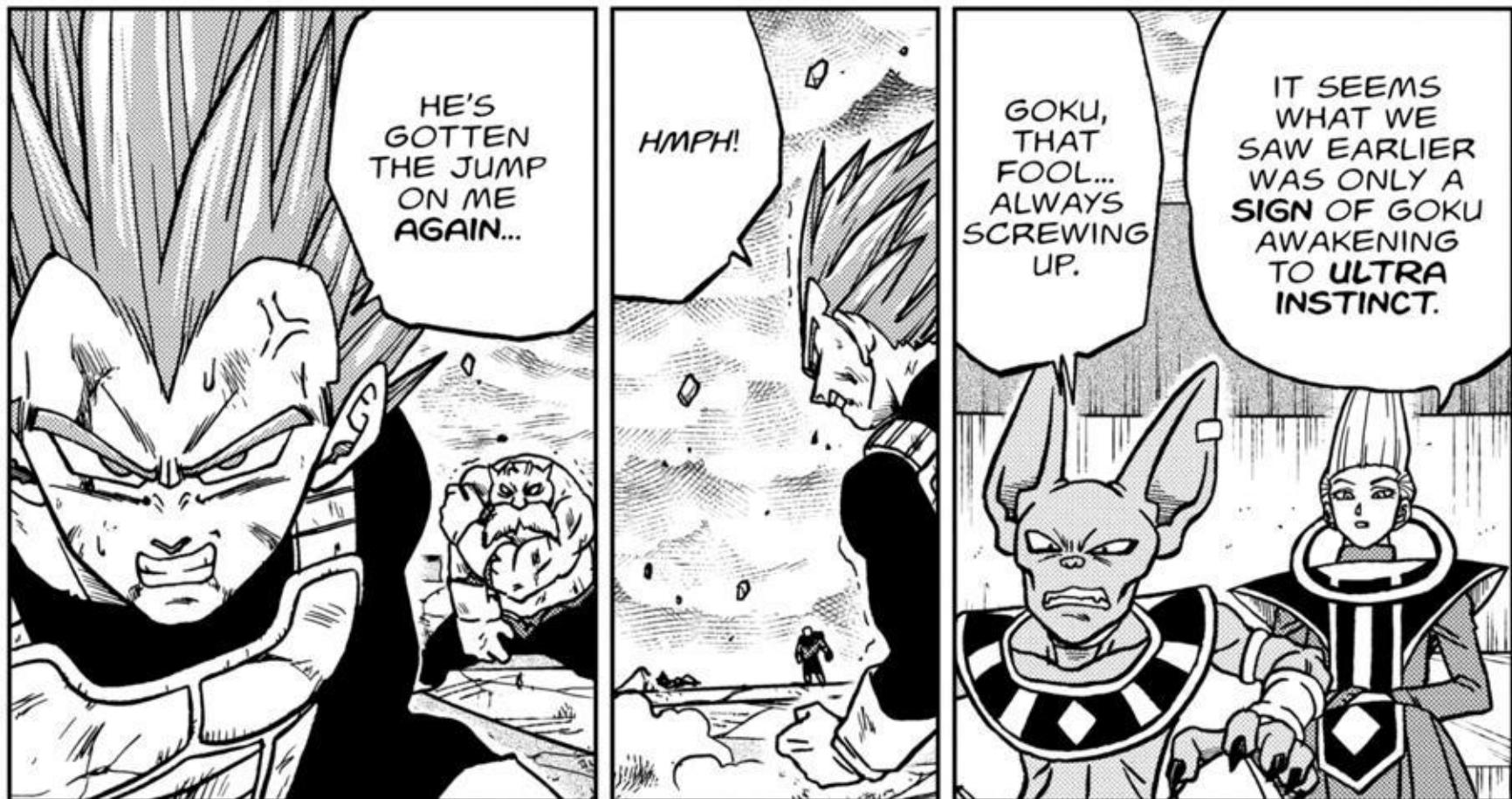
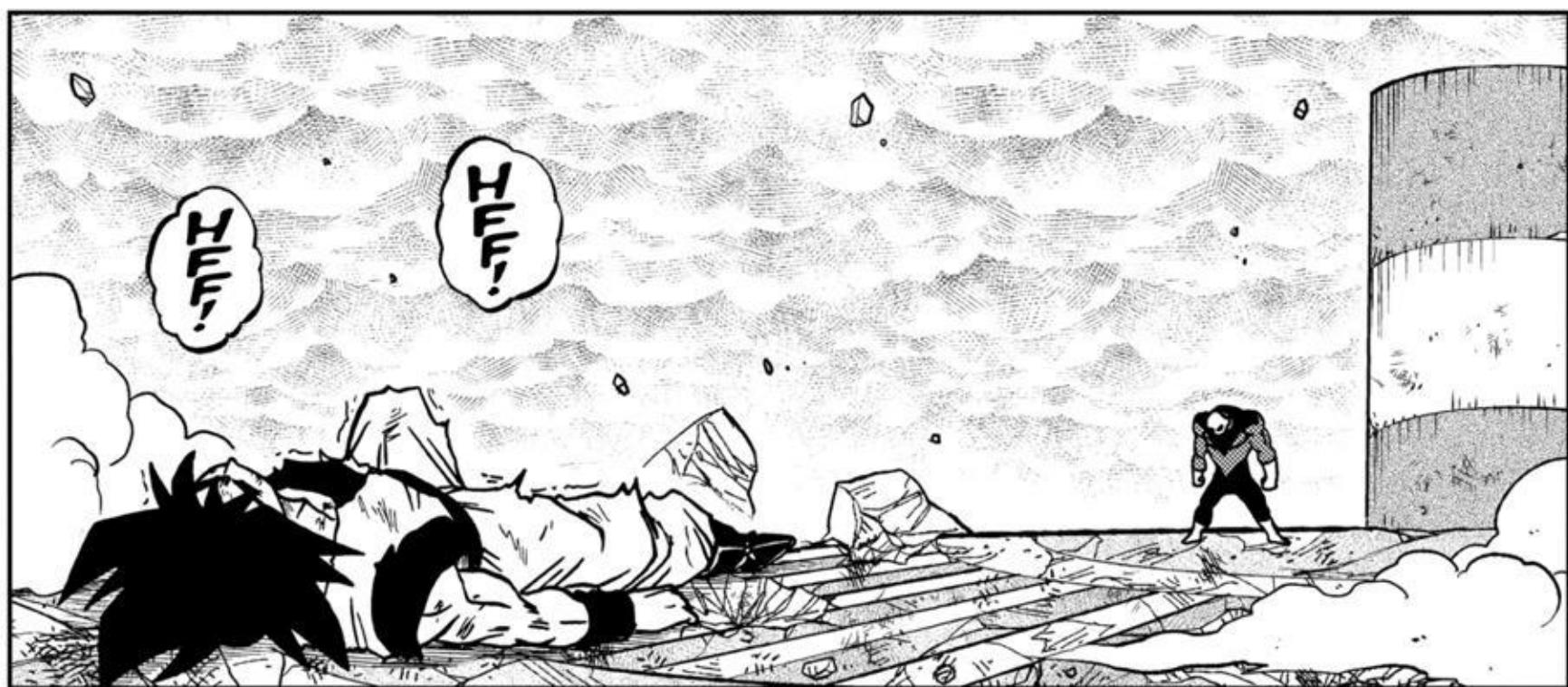


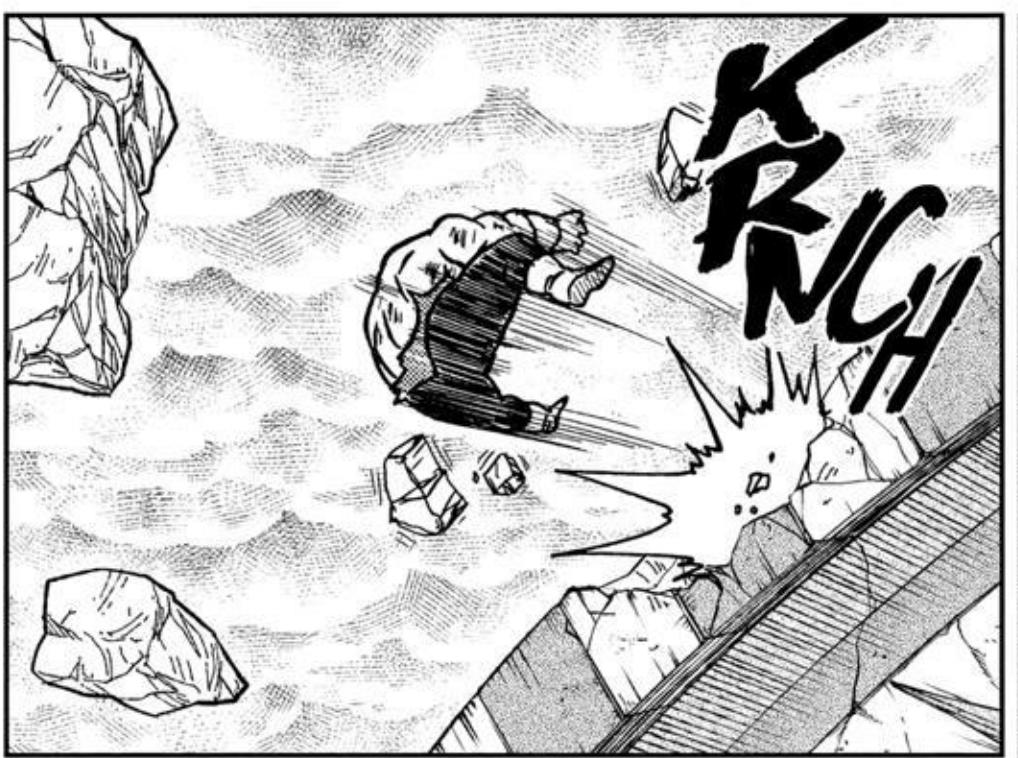
DRAGONBALL

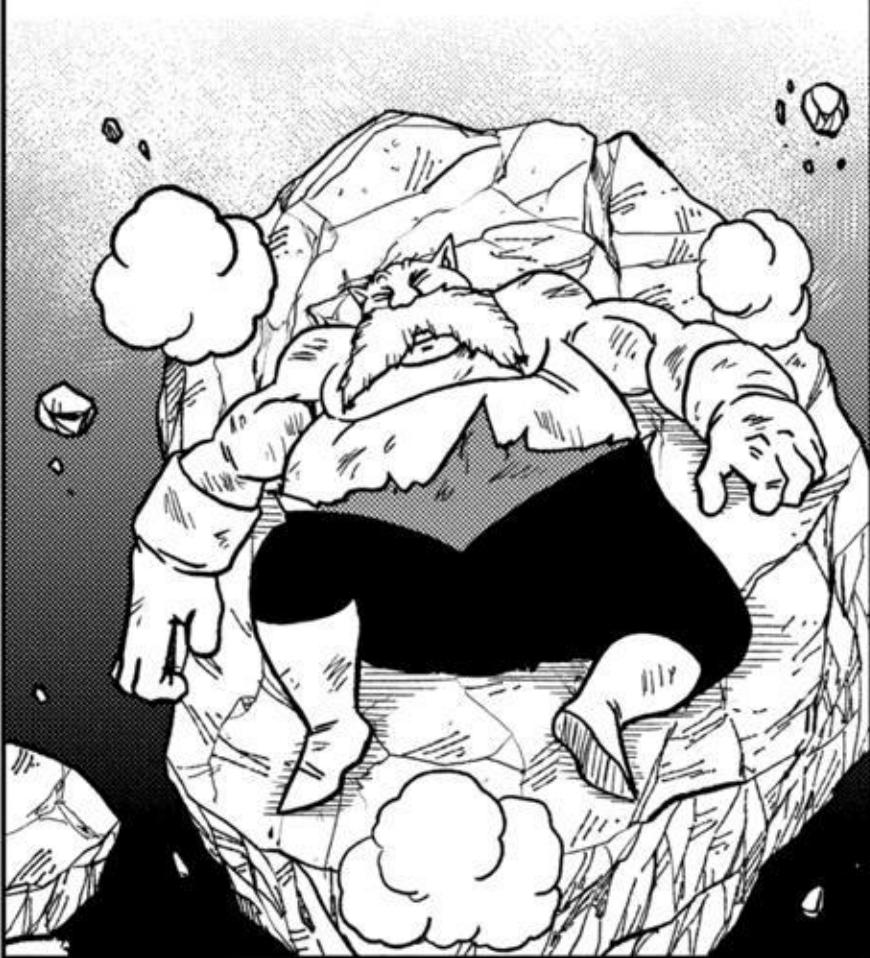
SUPER

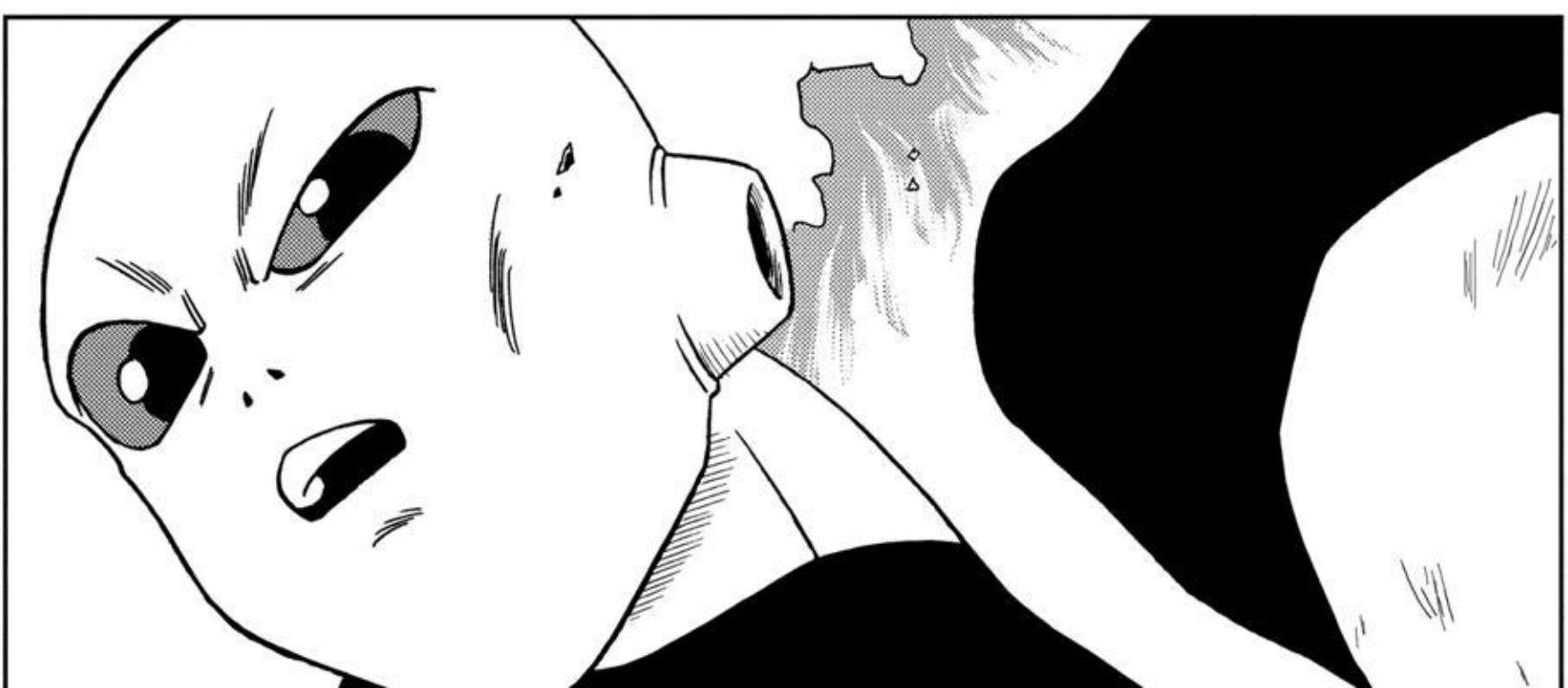
CHAPTER 40: JIREN VS. UNIVERSE 7

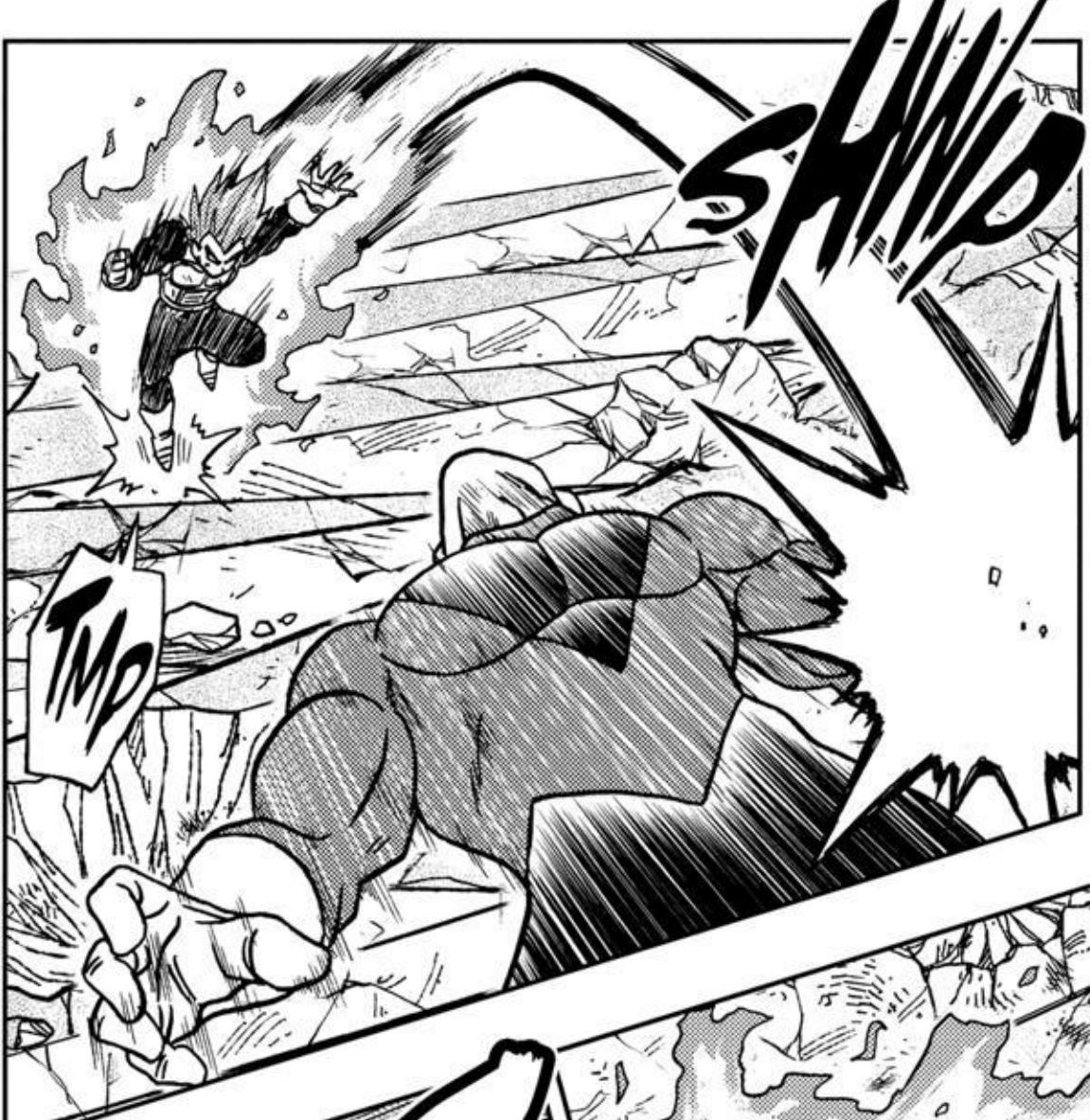
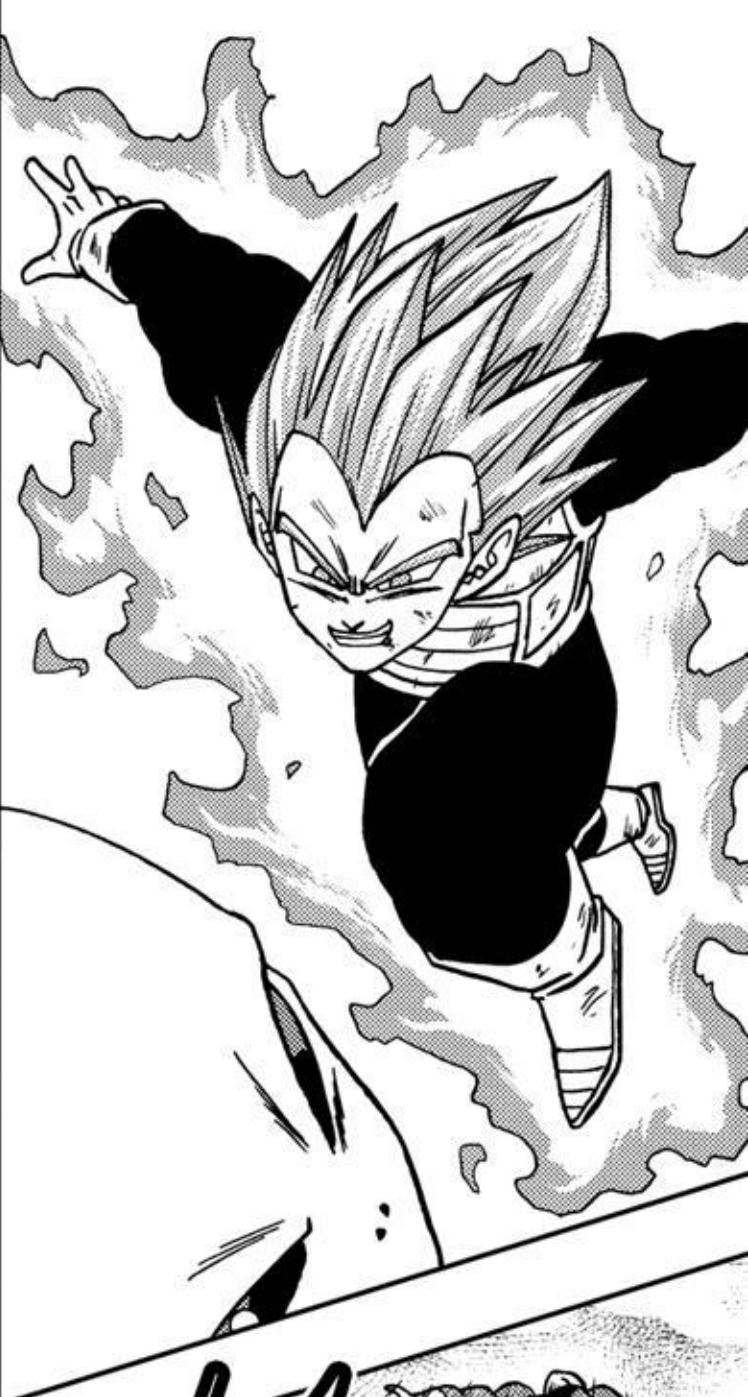


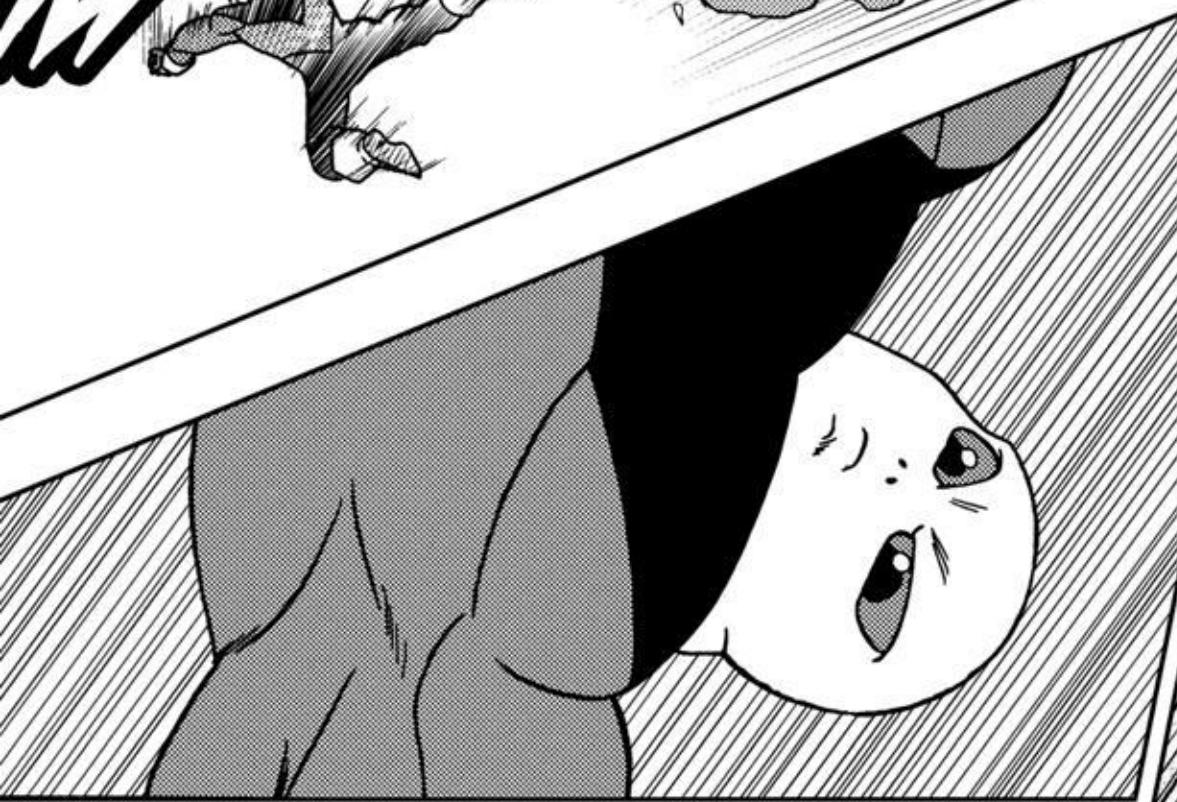


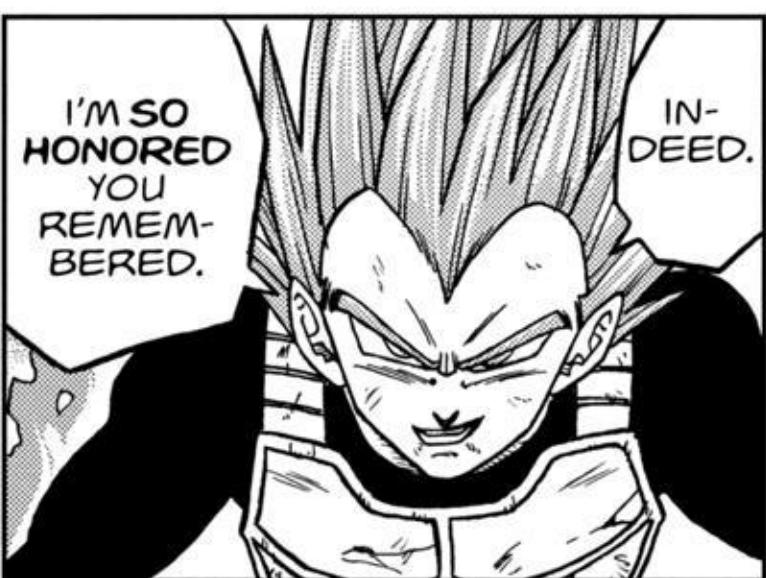
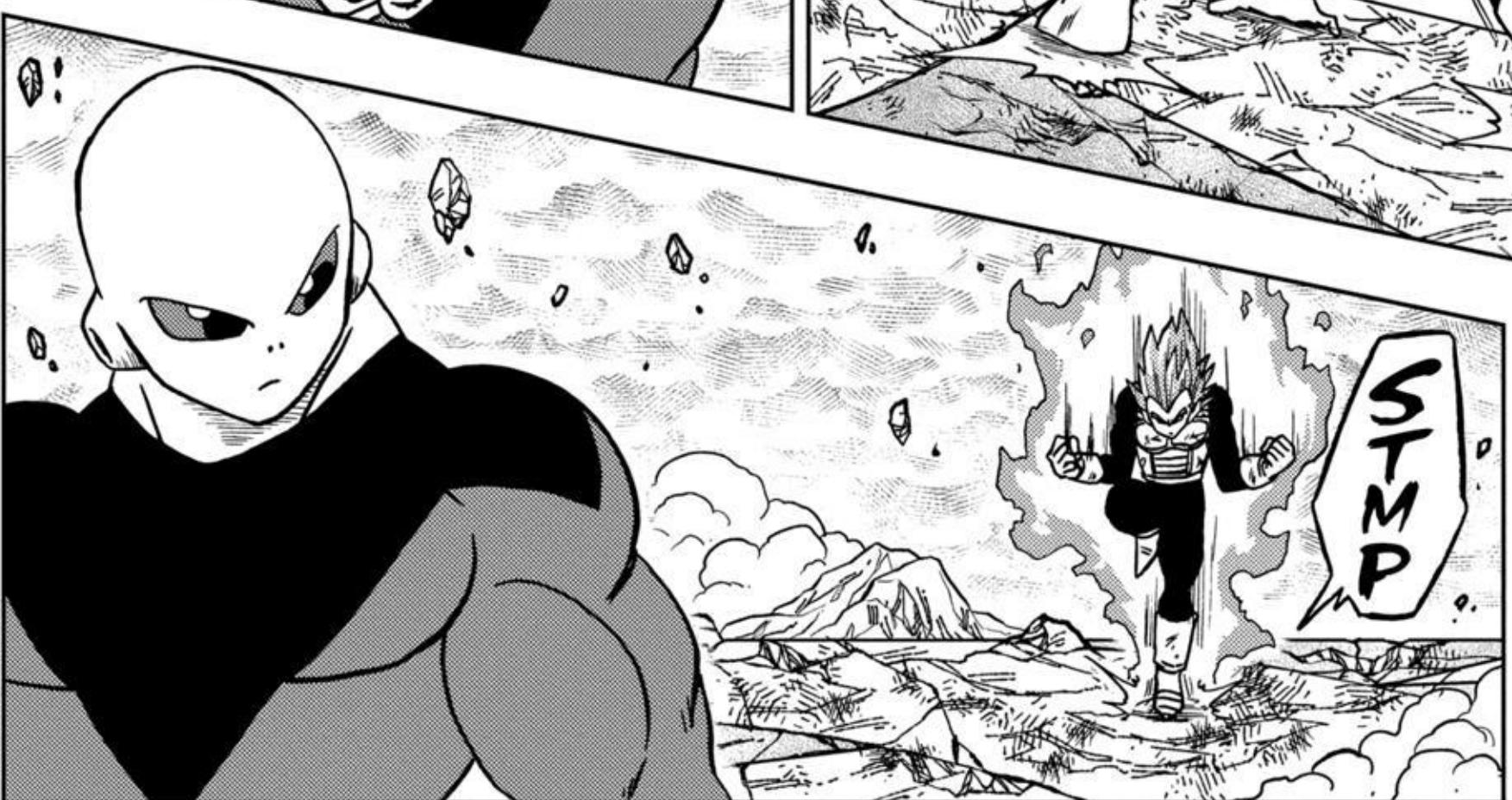
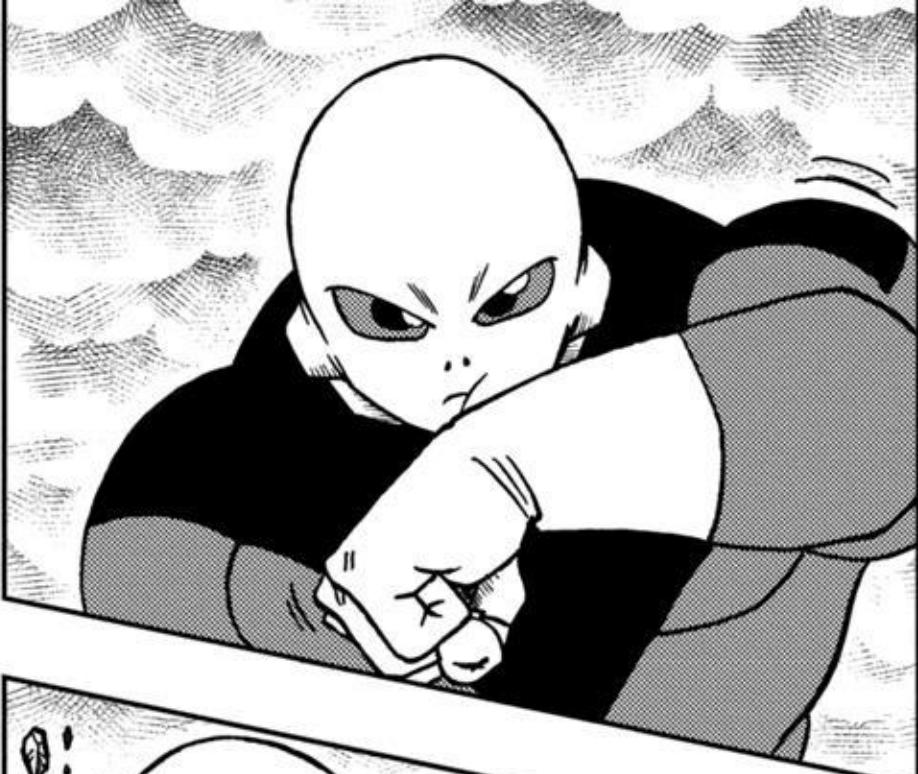


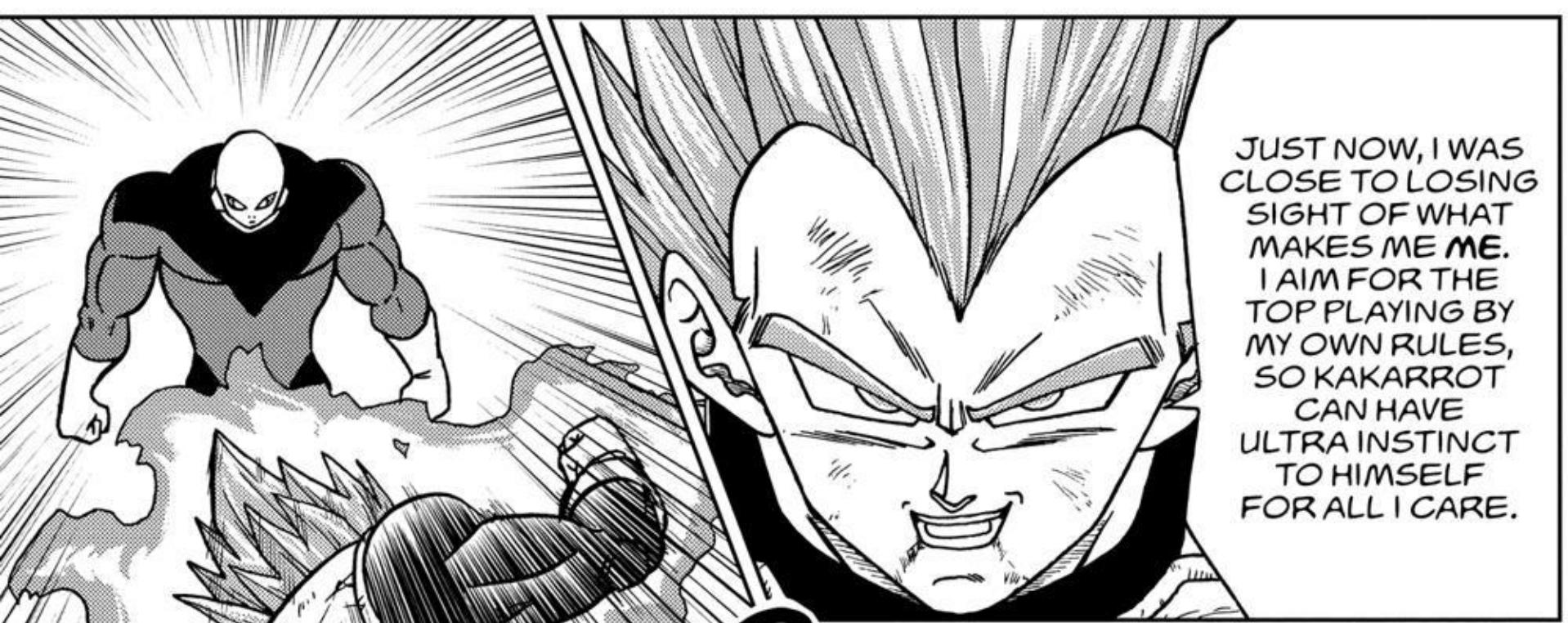
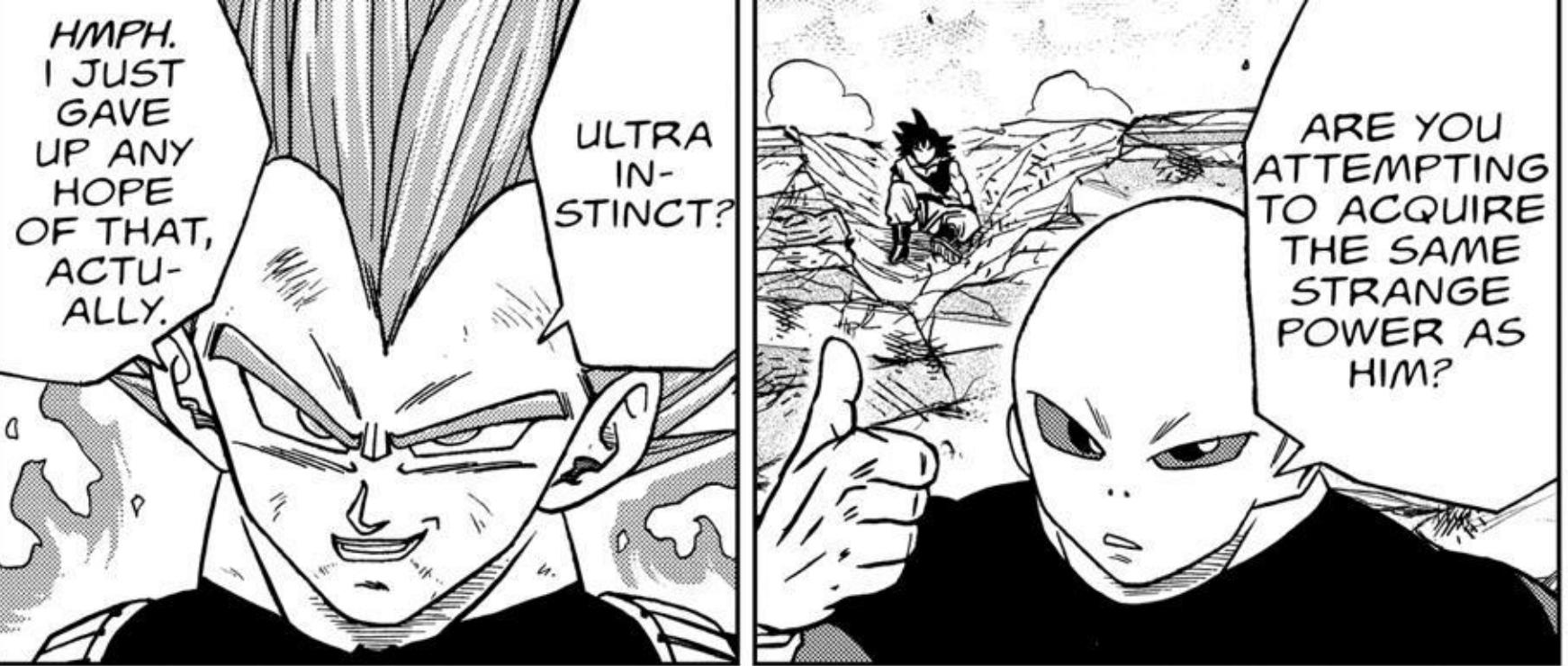


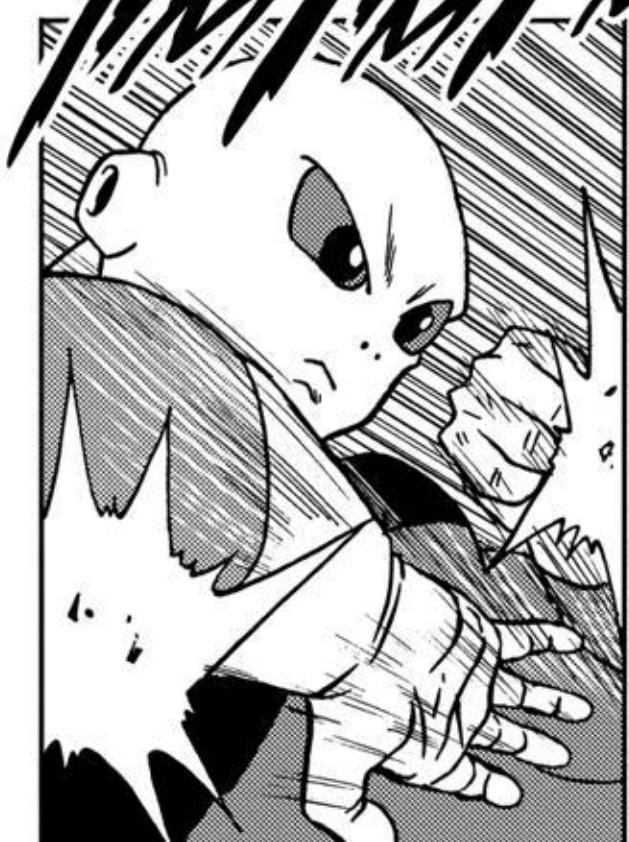
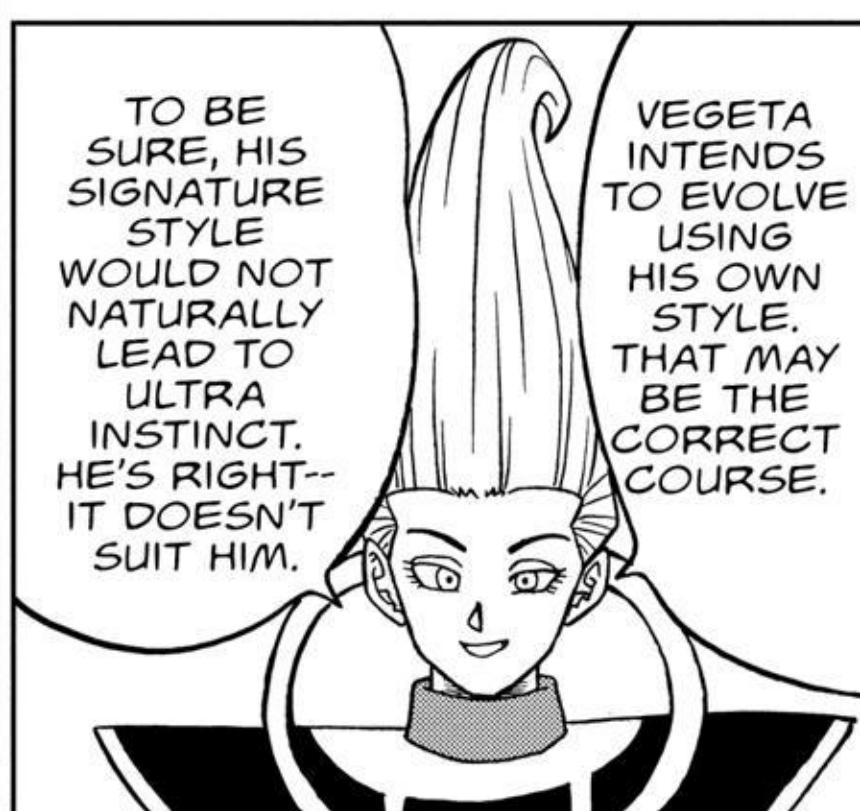


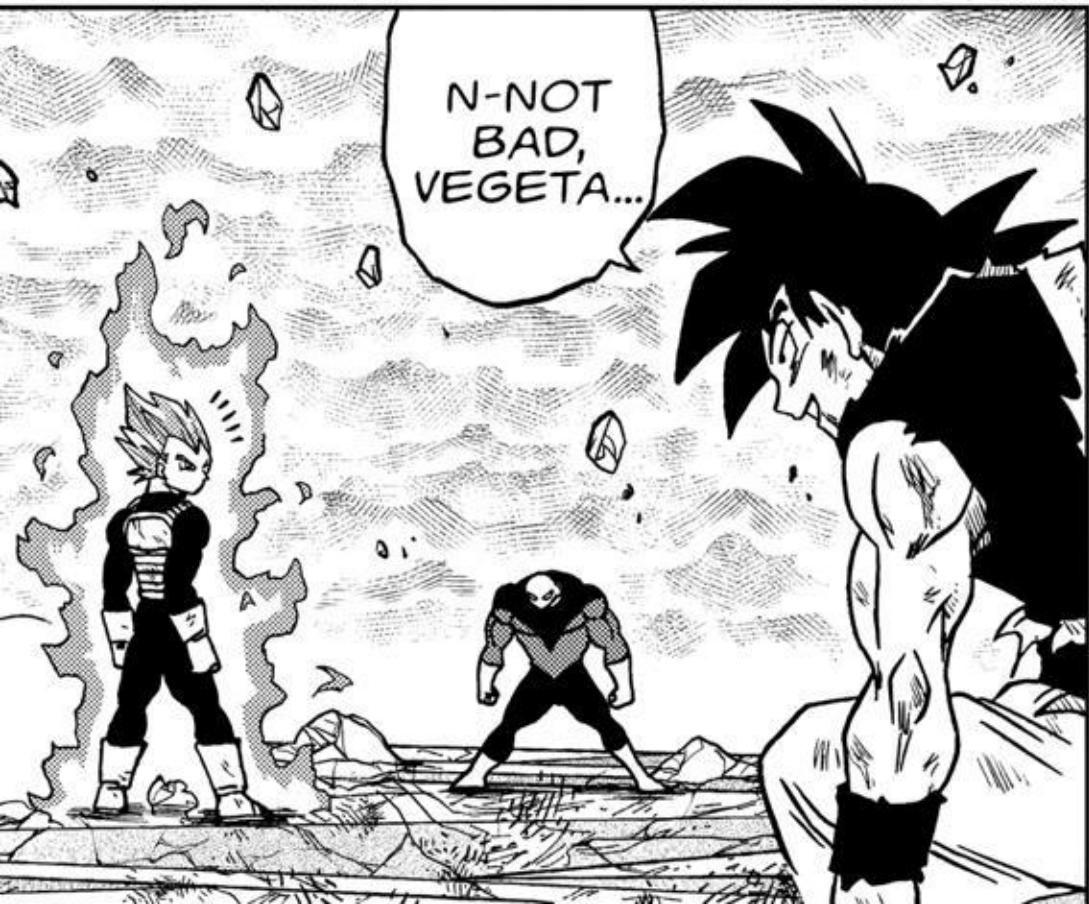
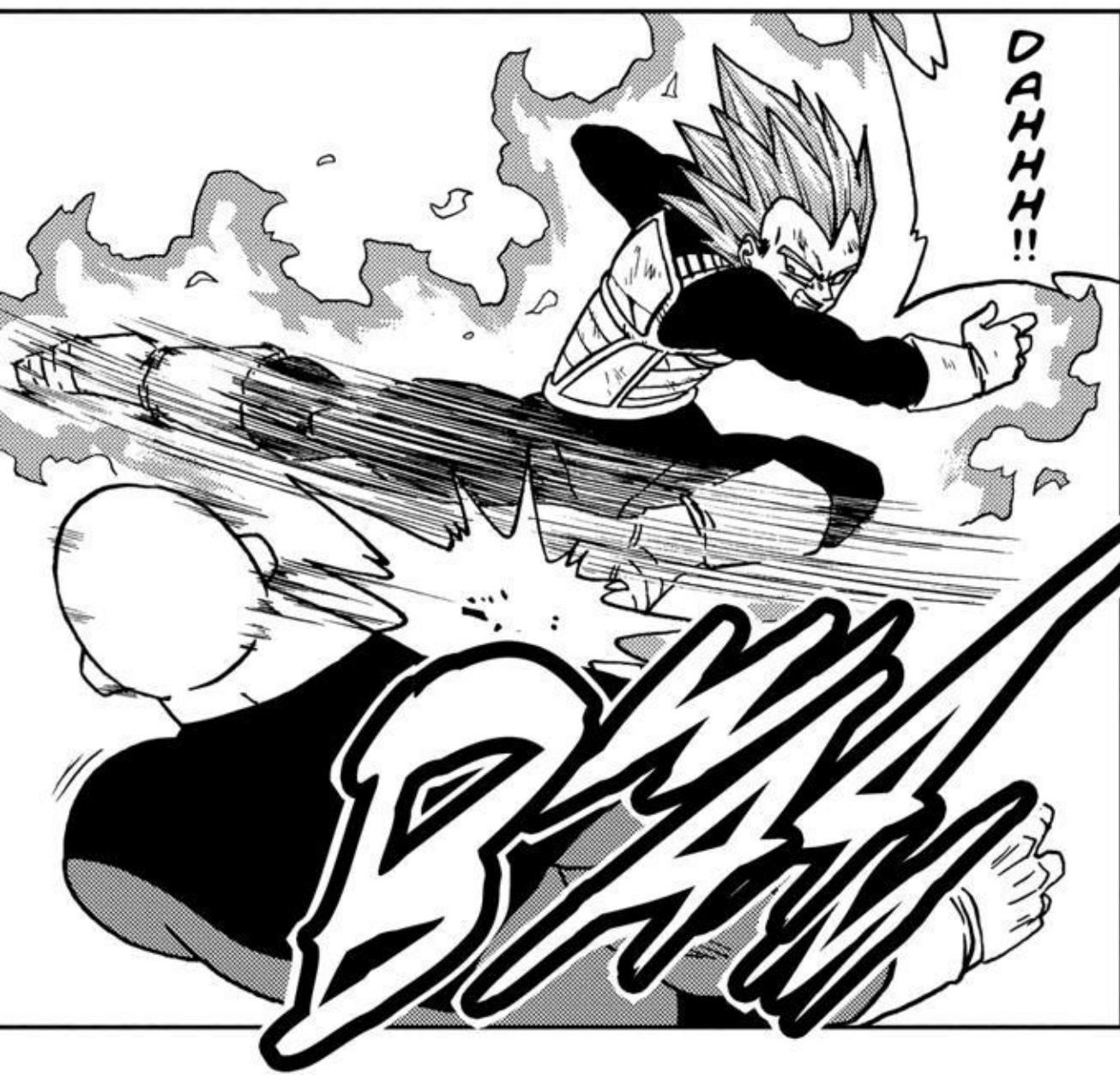


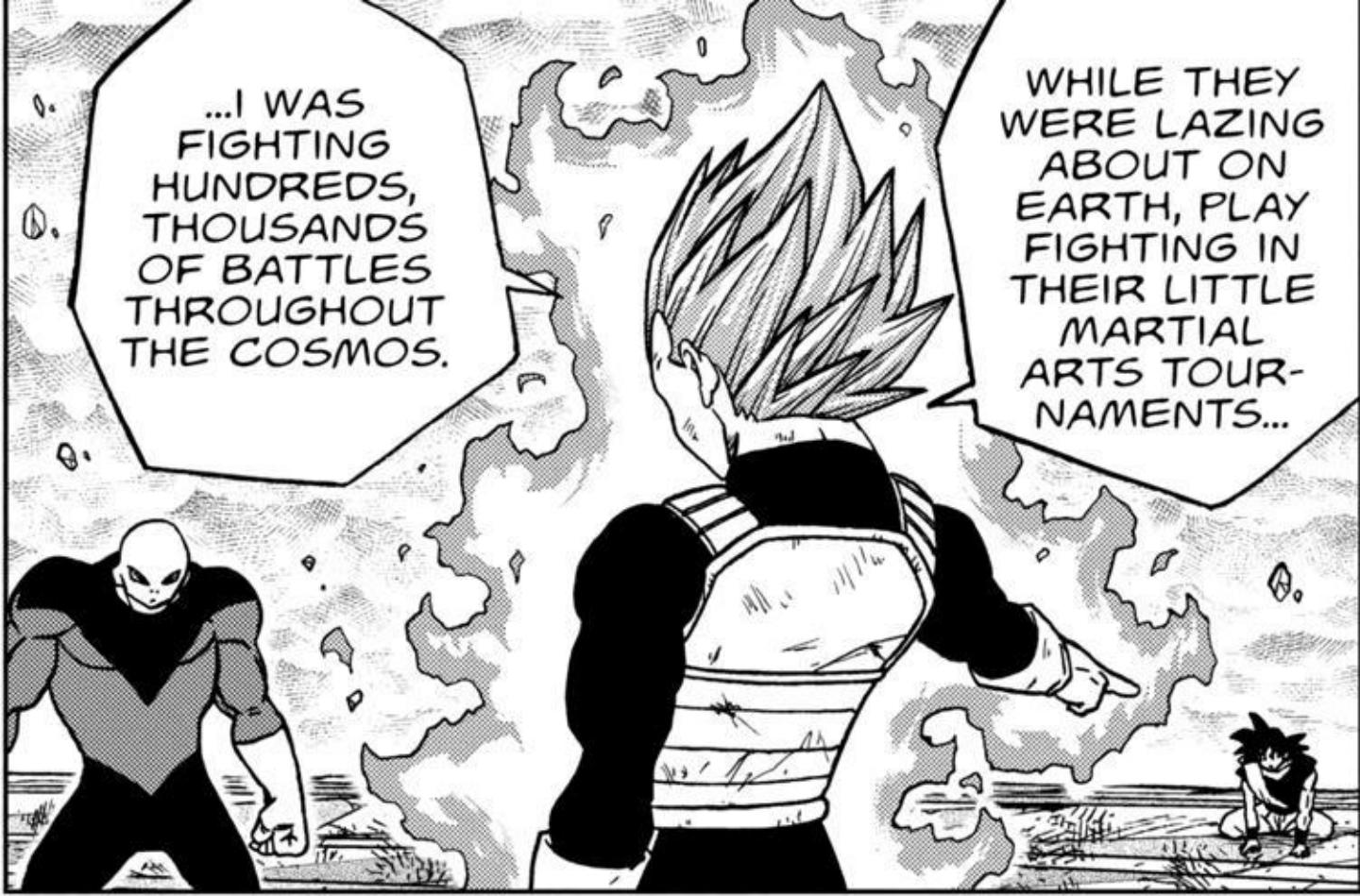


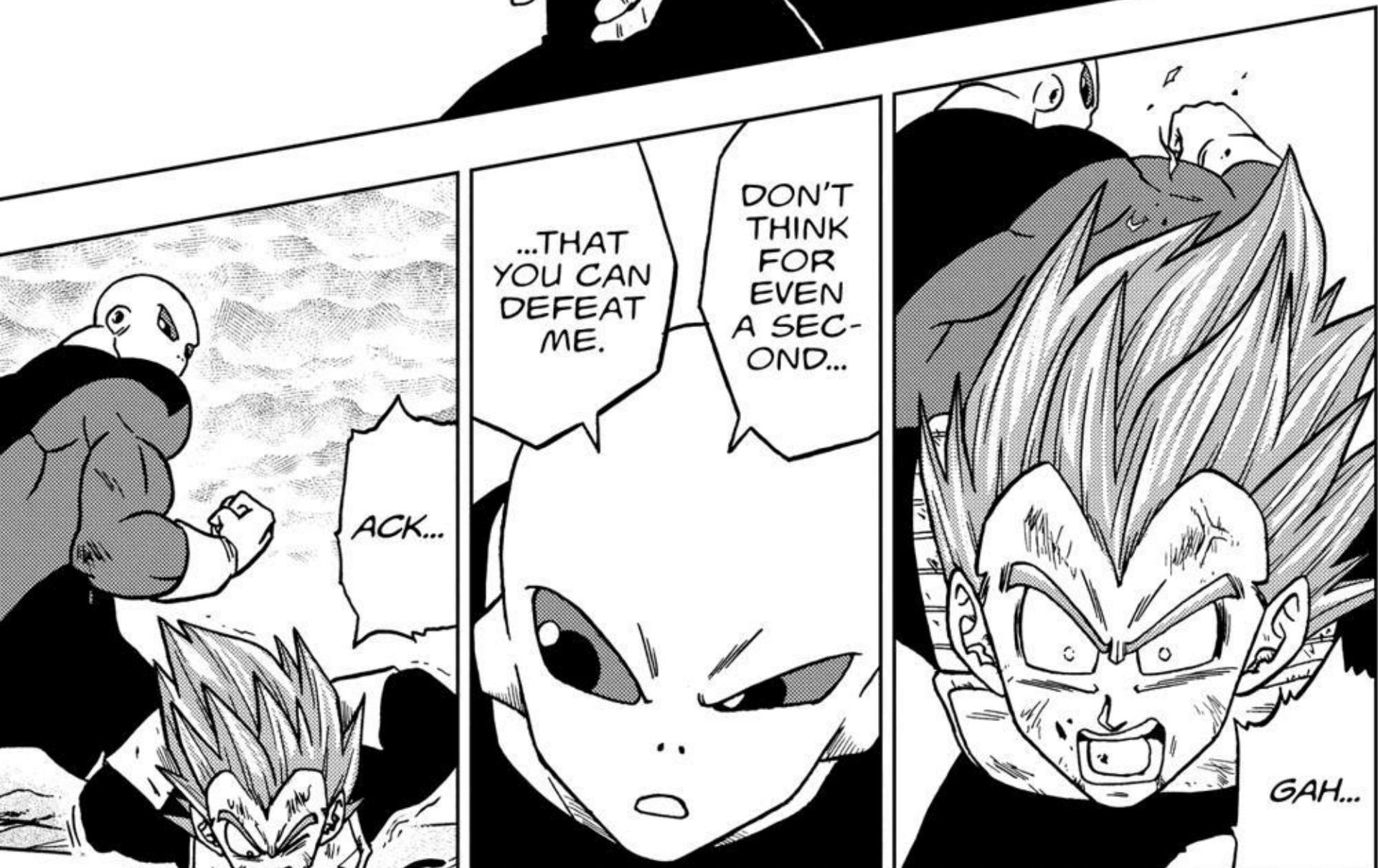
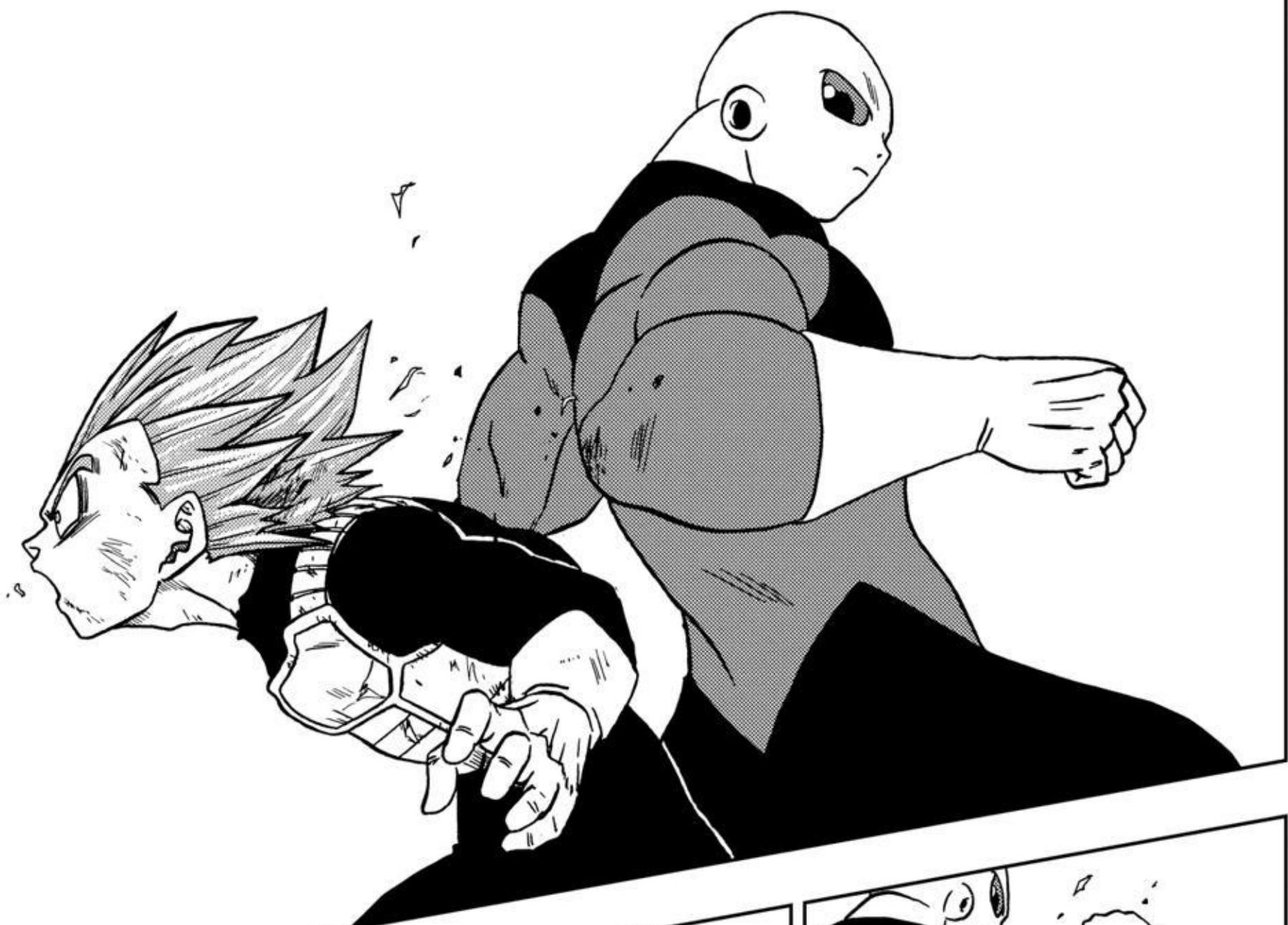


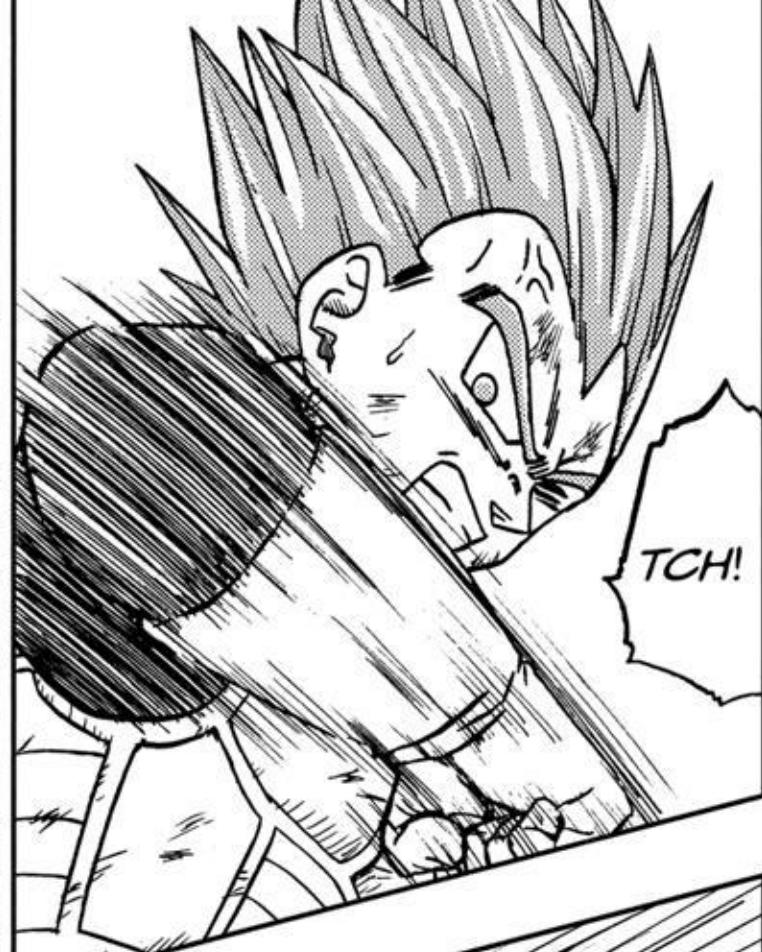
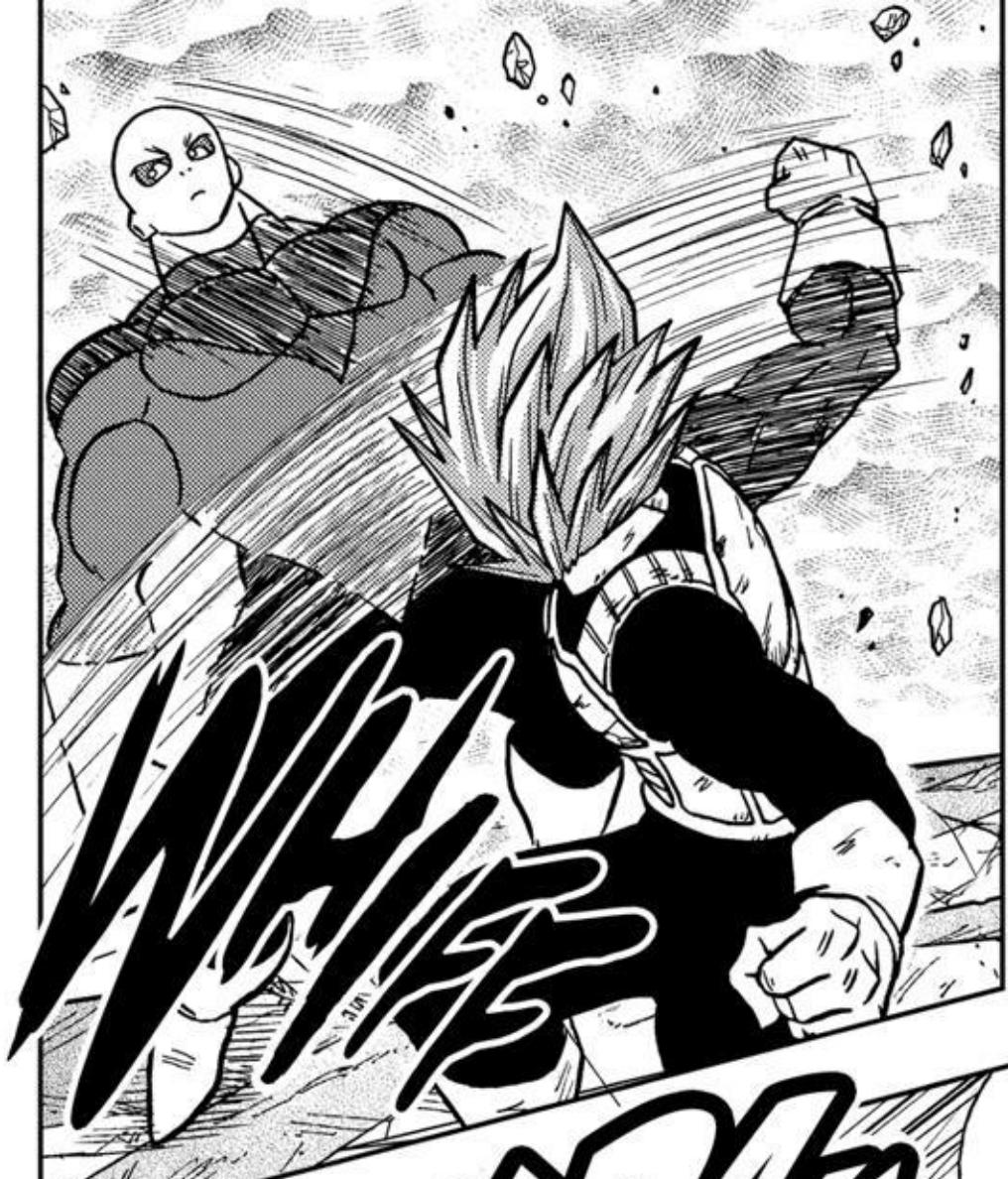














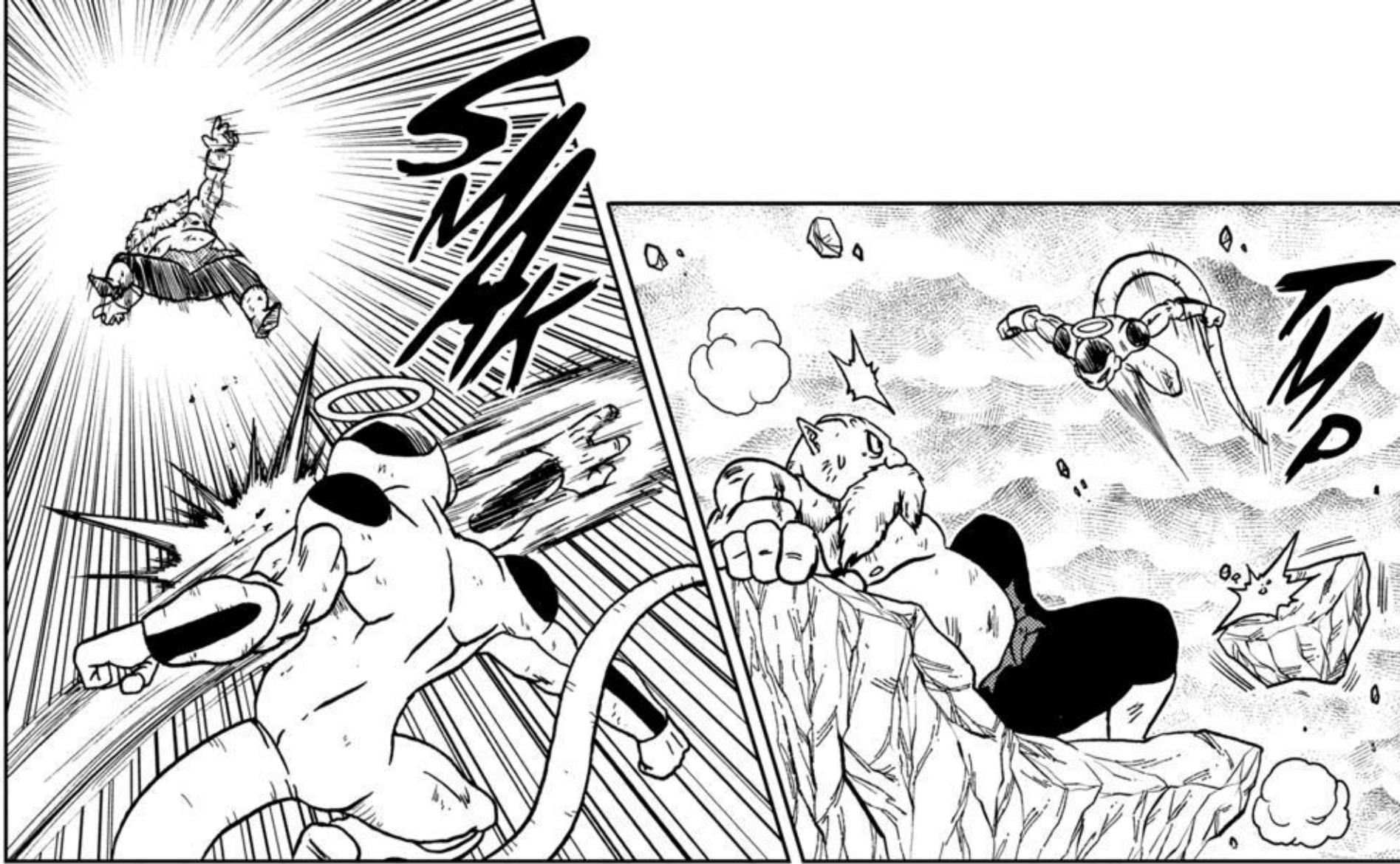
THAT IS
HOW MY
MASTER
TAUGHT
ME.

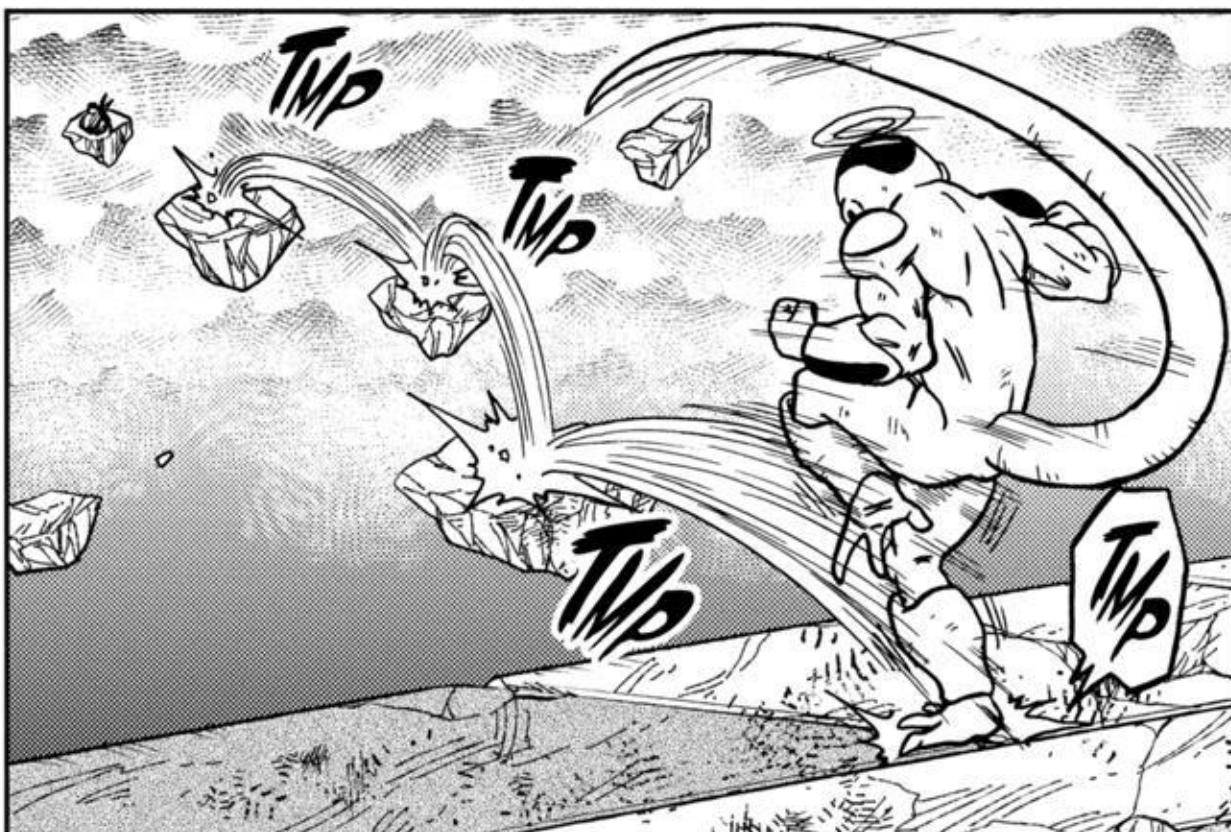
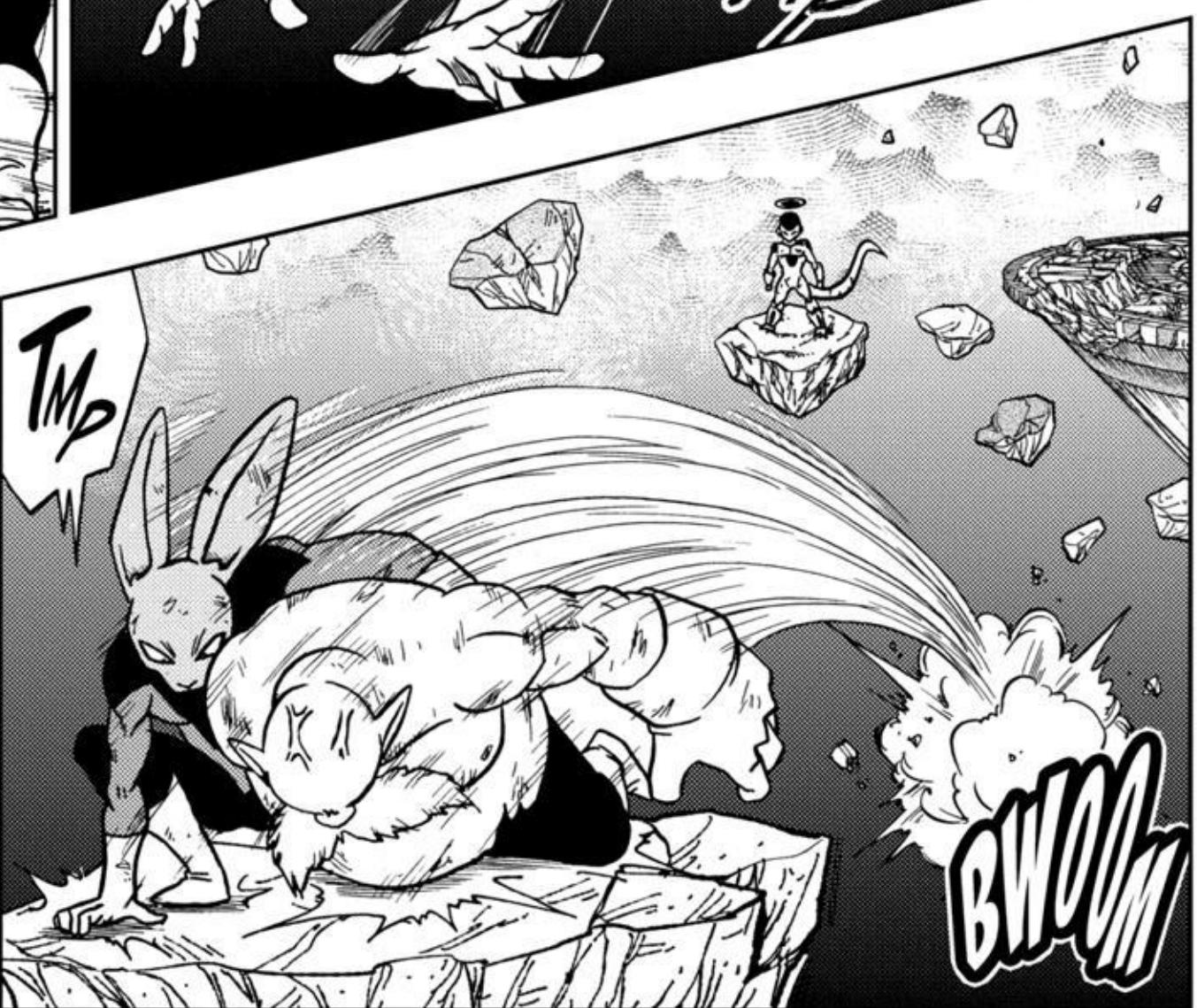
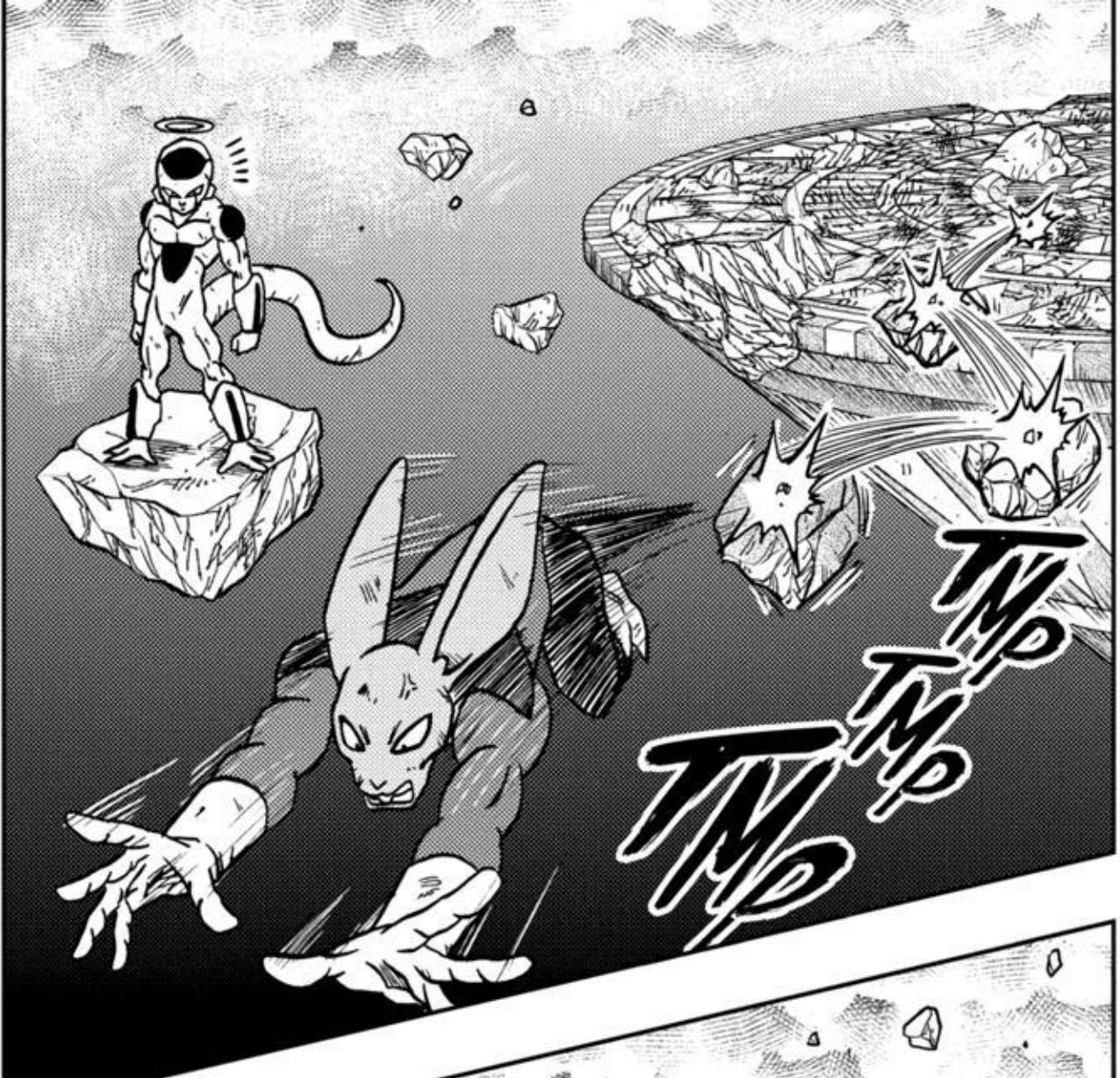
...I PUT MY LIFE
ON THE LINE IN
EVERY BATTLE
I FIGHT, SO NOT
EVEN ONE
PERCENT OF
MY ACTIONS
ARE WASTED,
NO MATTER
HOW WEAK MY
OPPONENT
MAY BE.

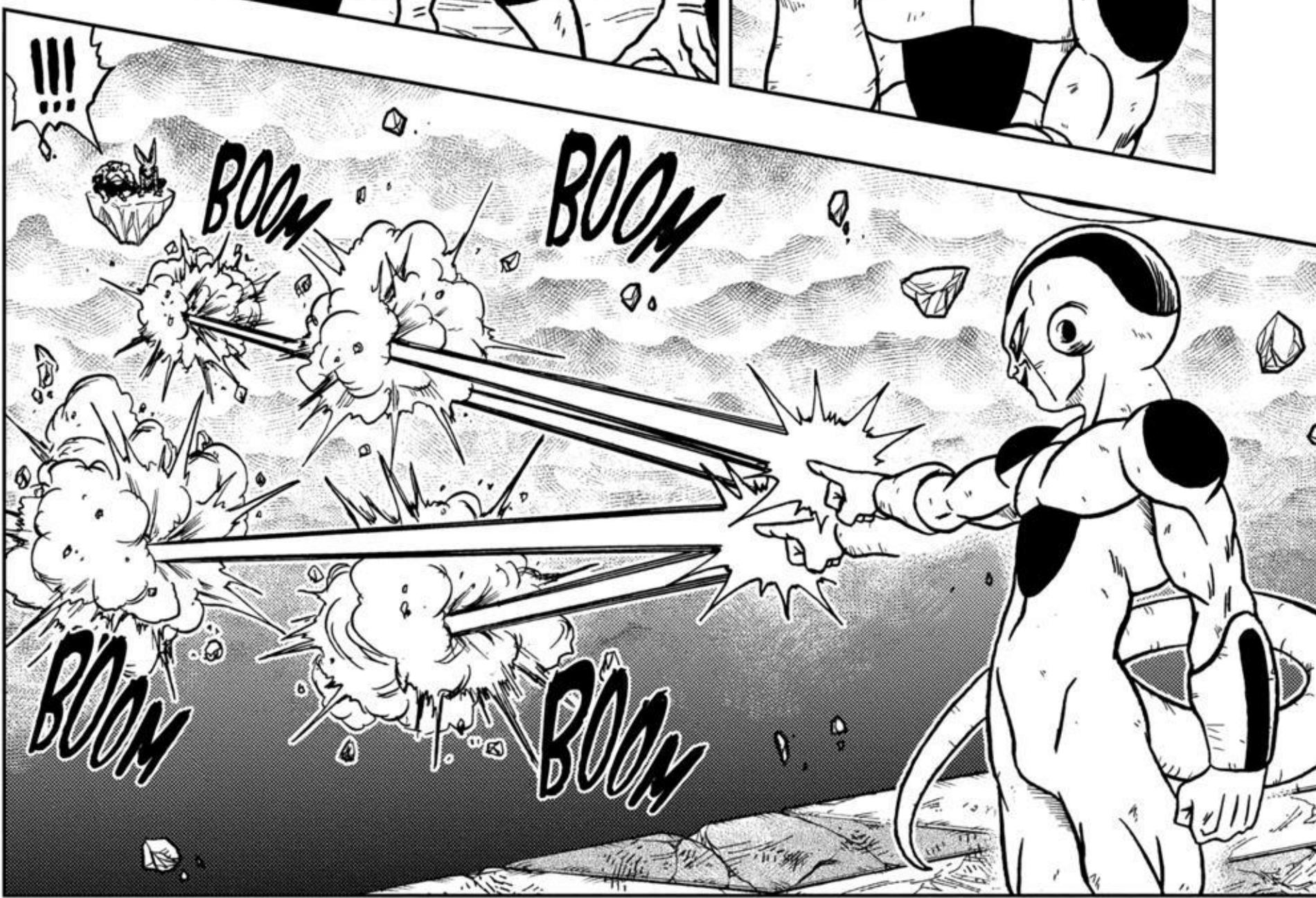
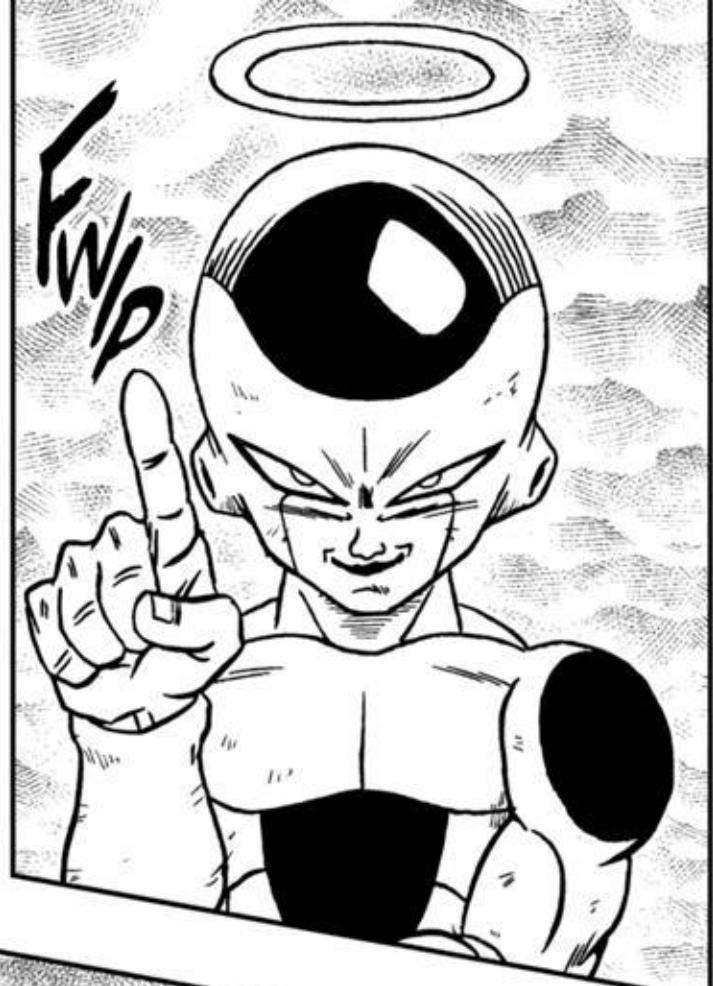
TO
ANSWER
YOUR
EARLIER
QUES-
TION
...

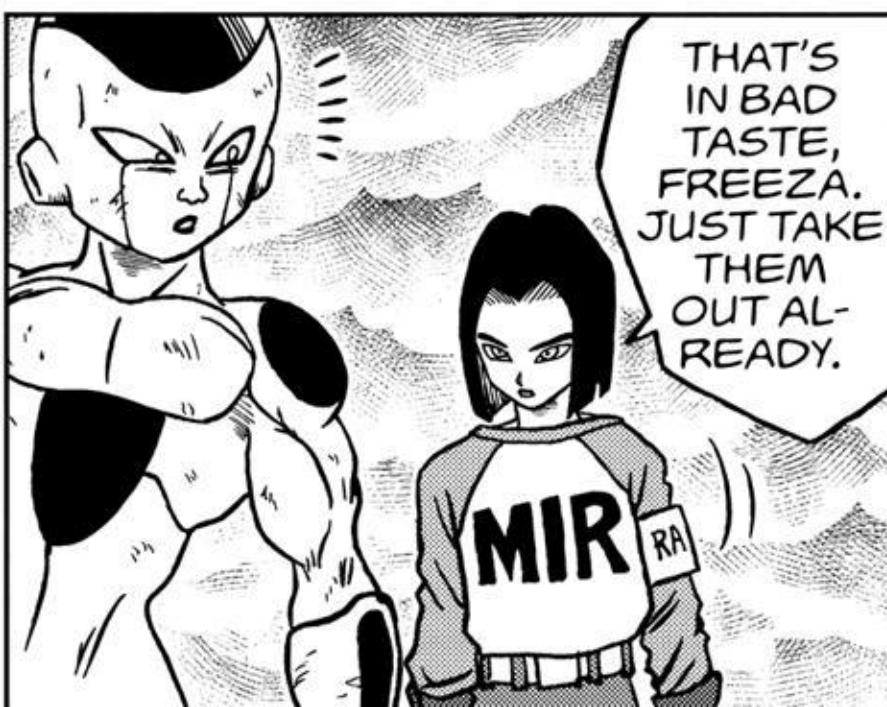
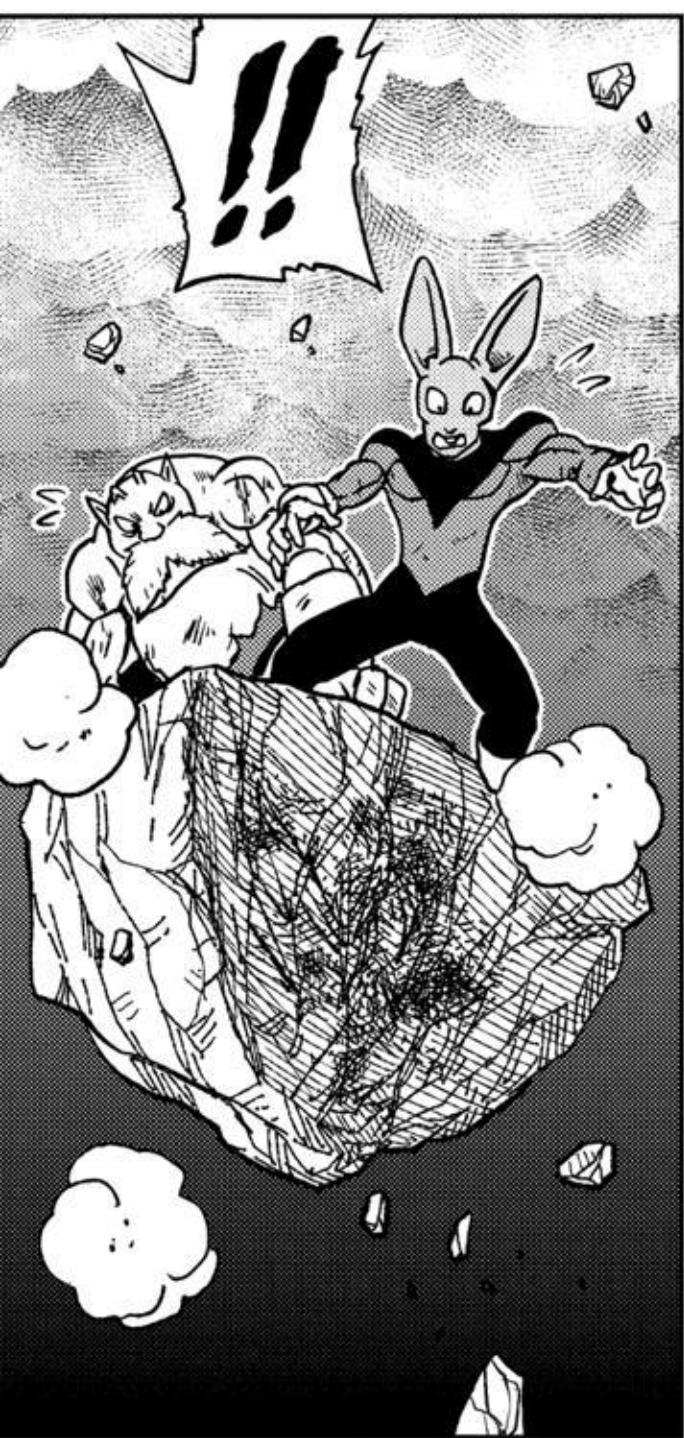


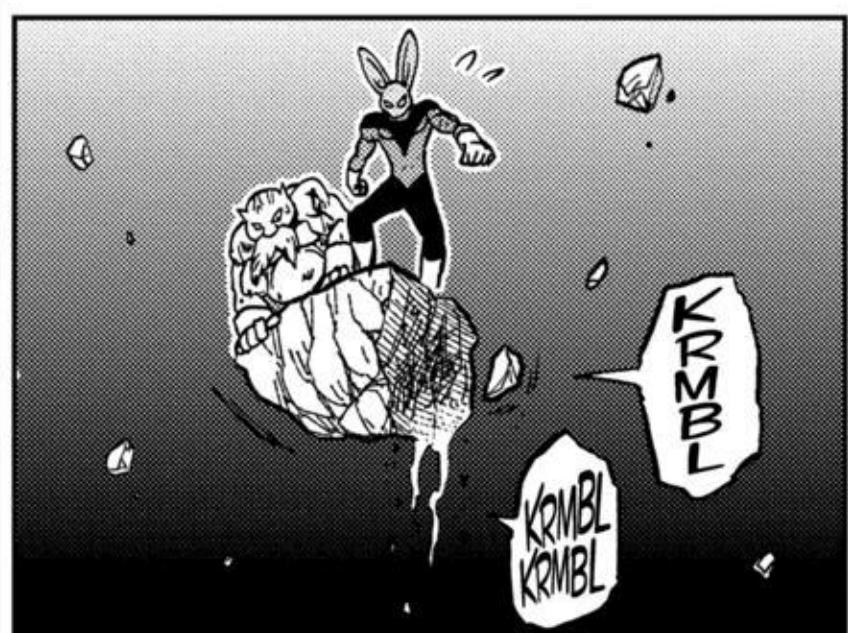
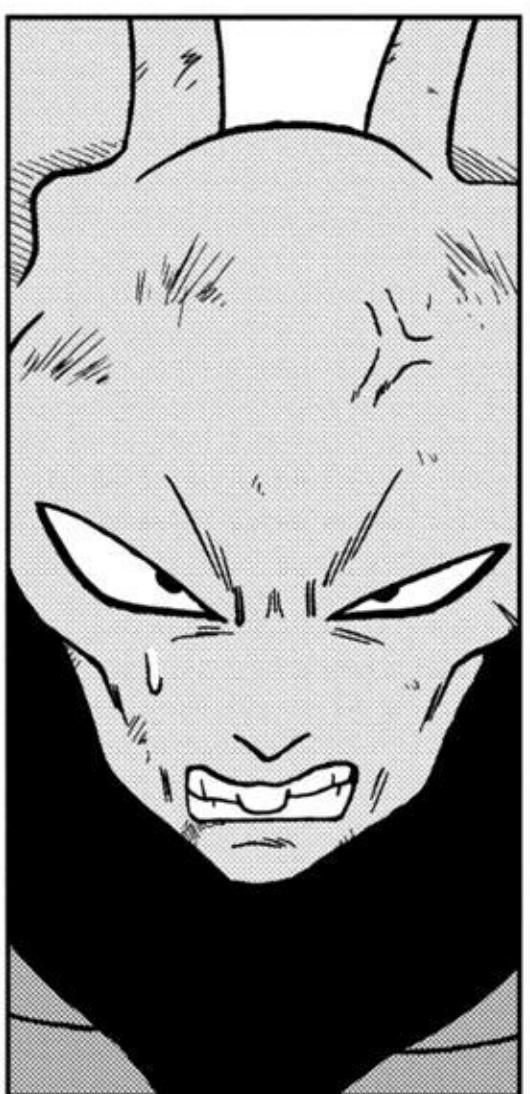


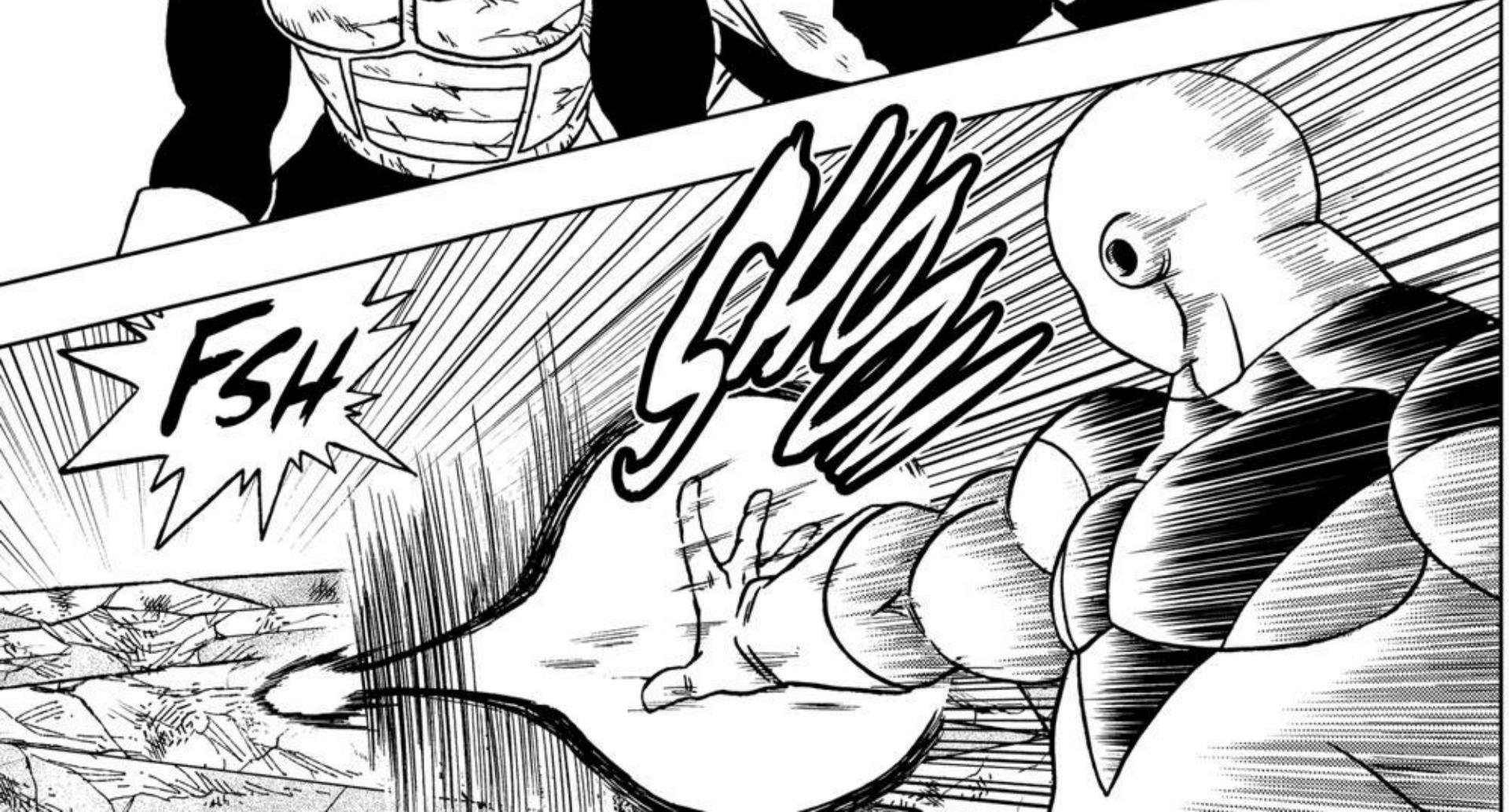


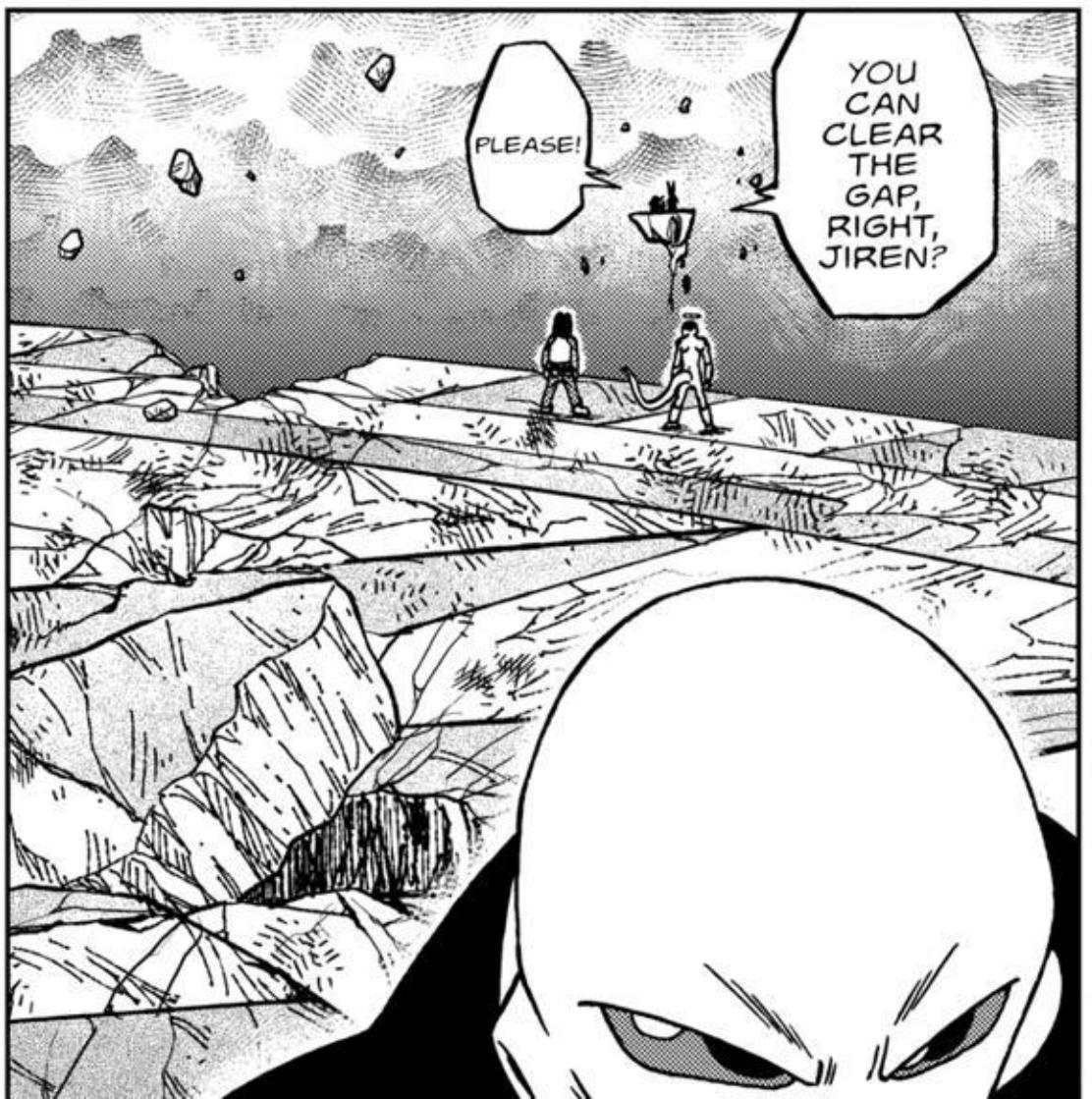
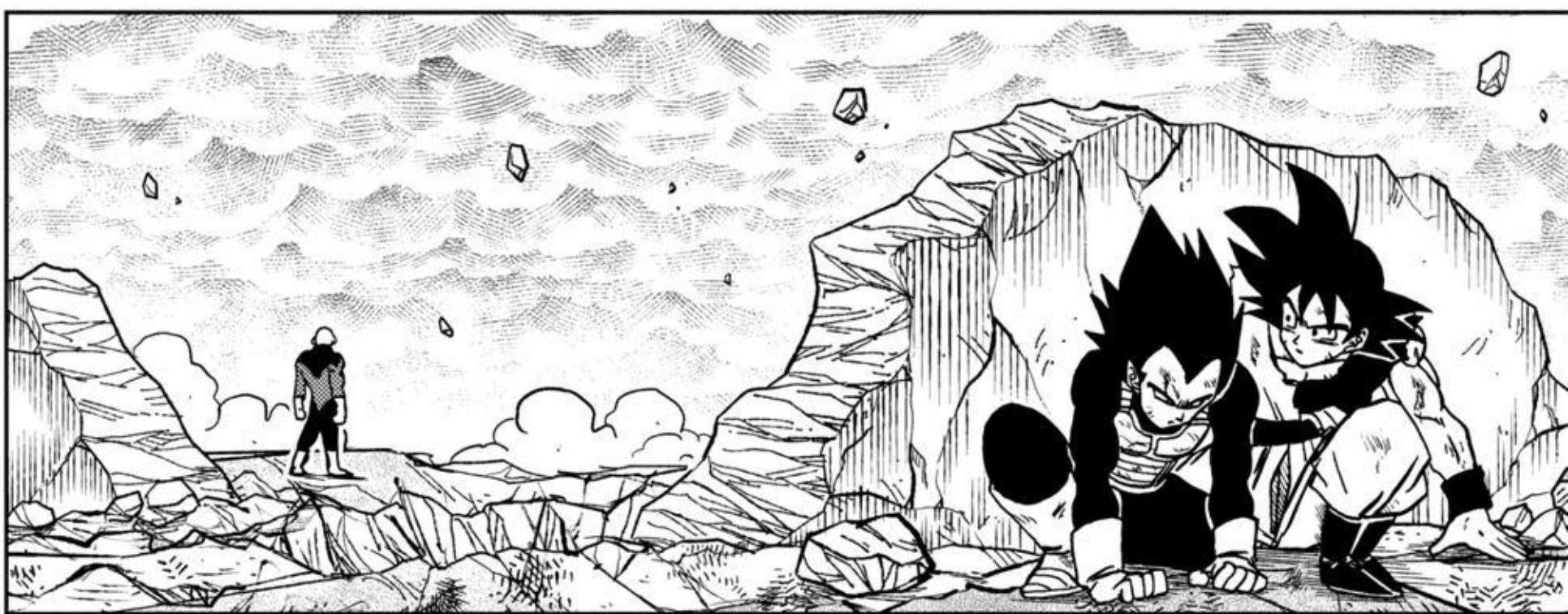
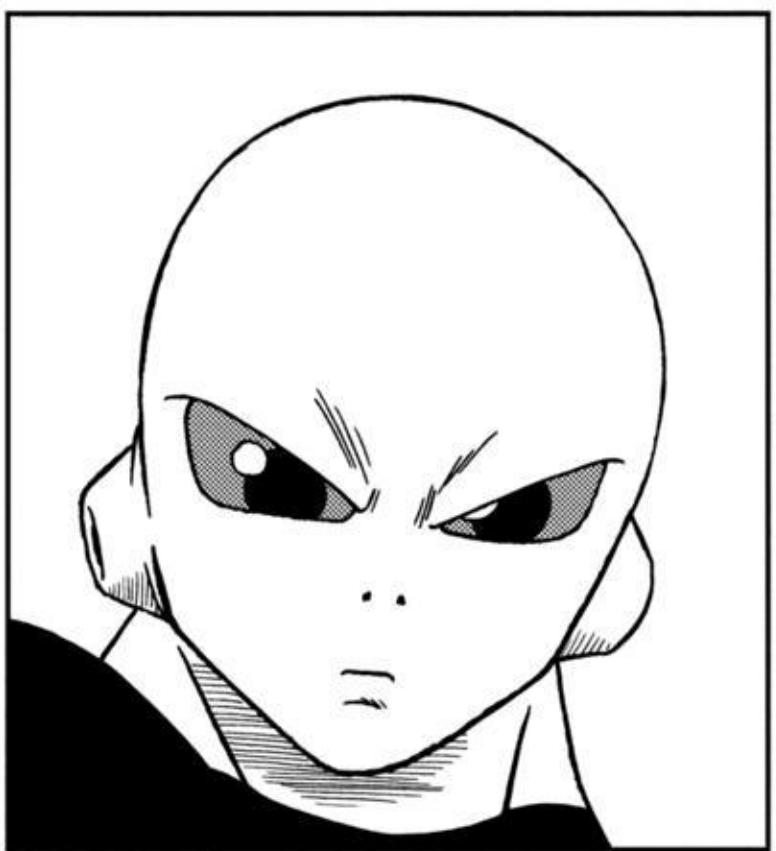


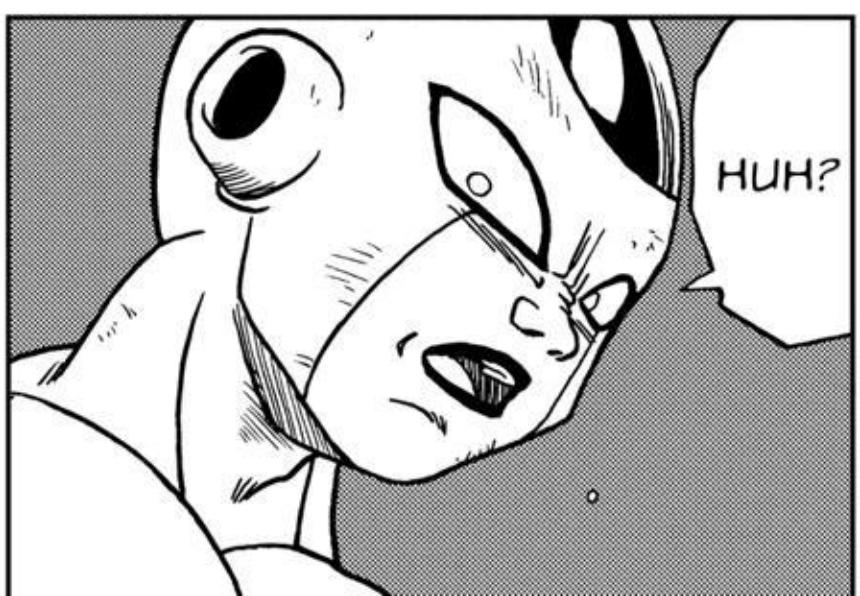
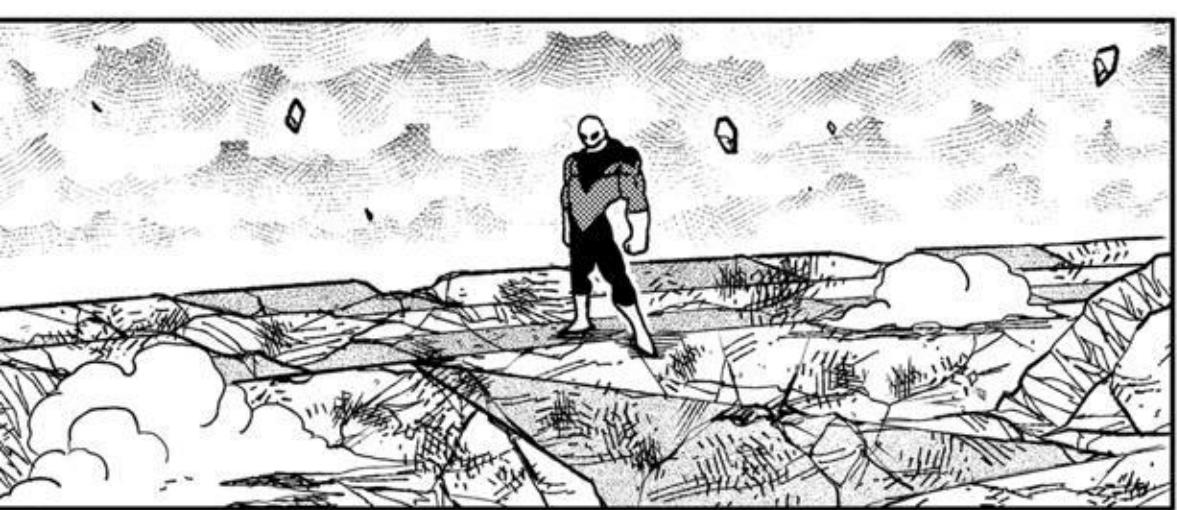
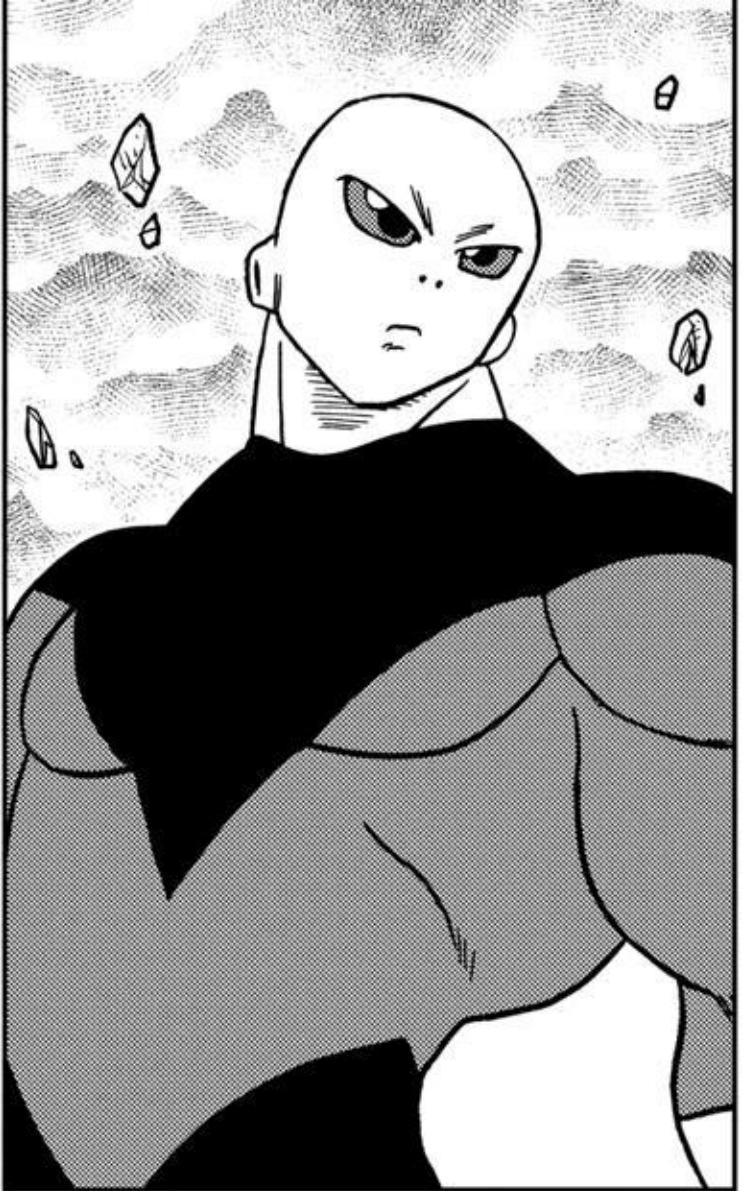
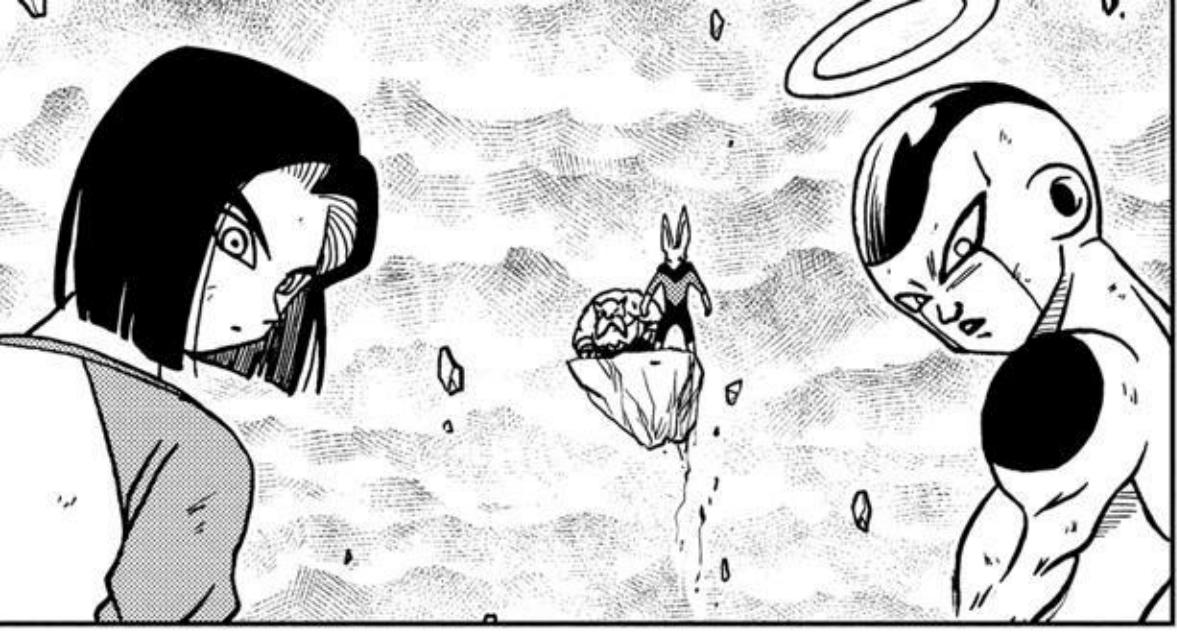


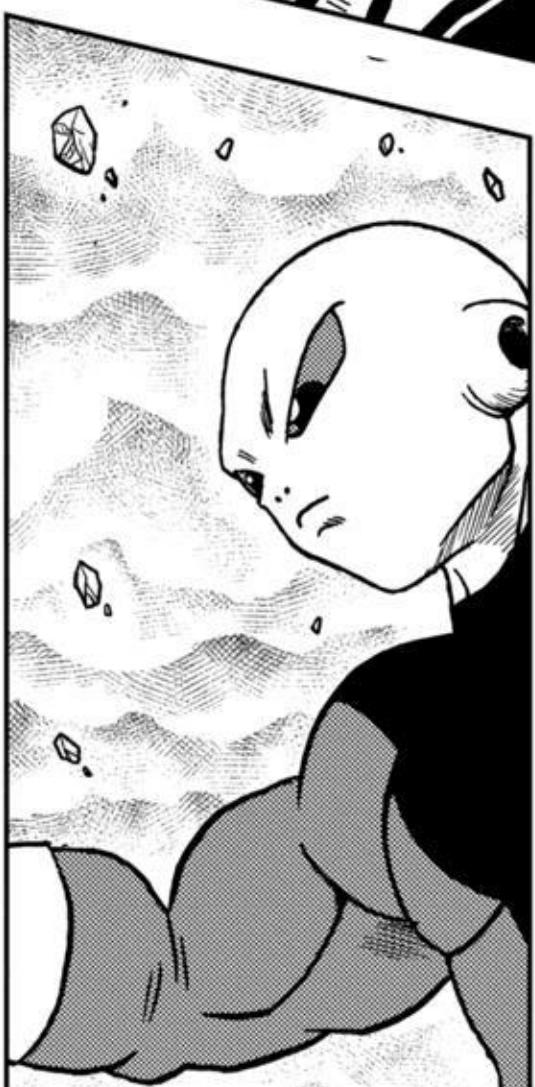


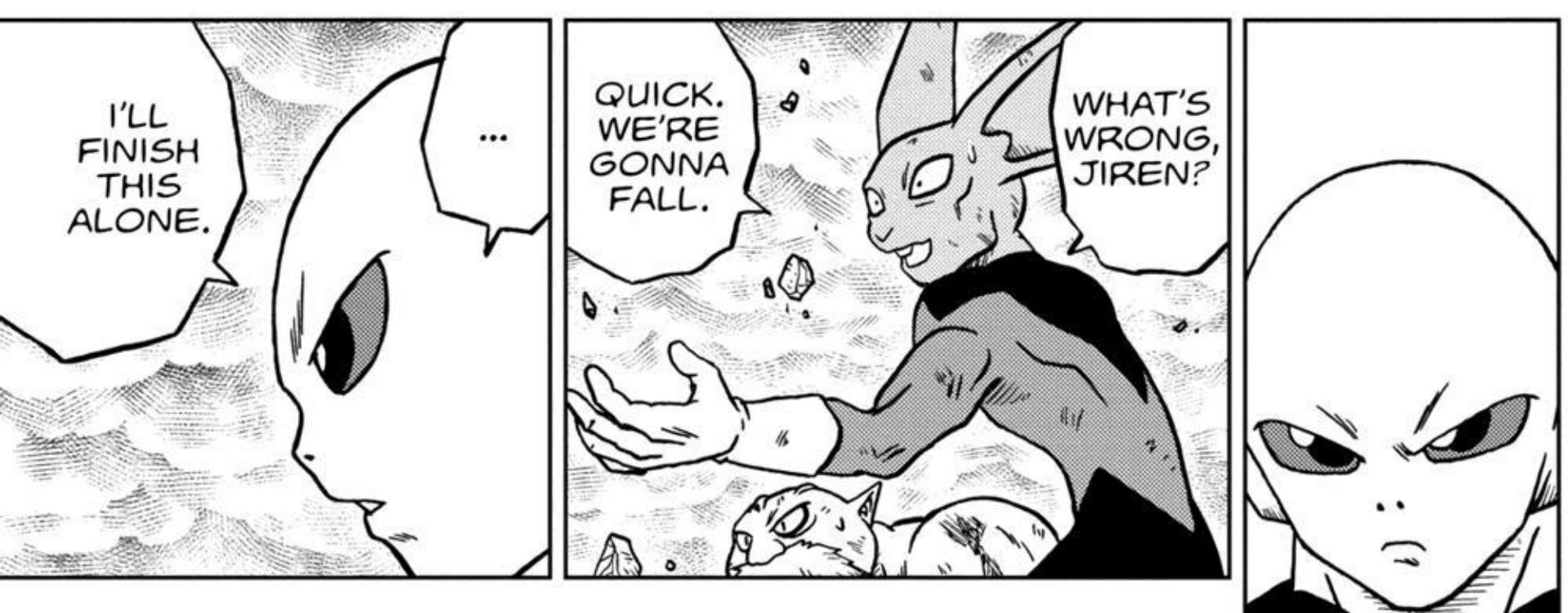
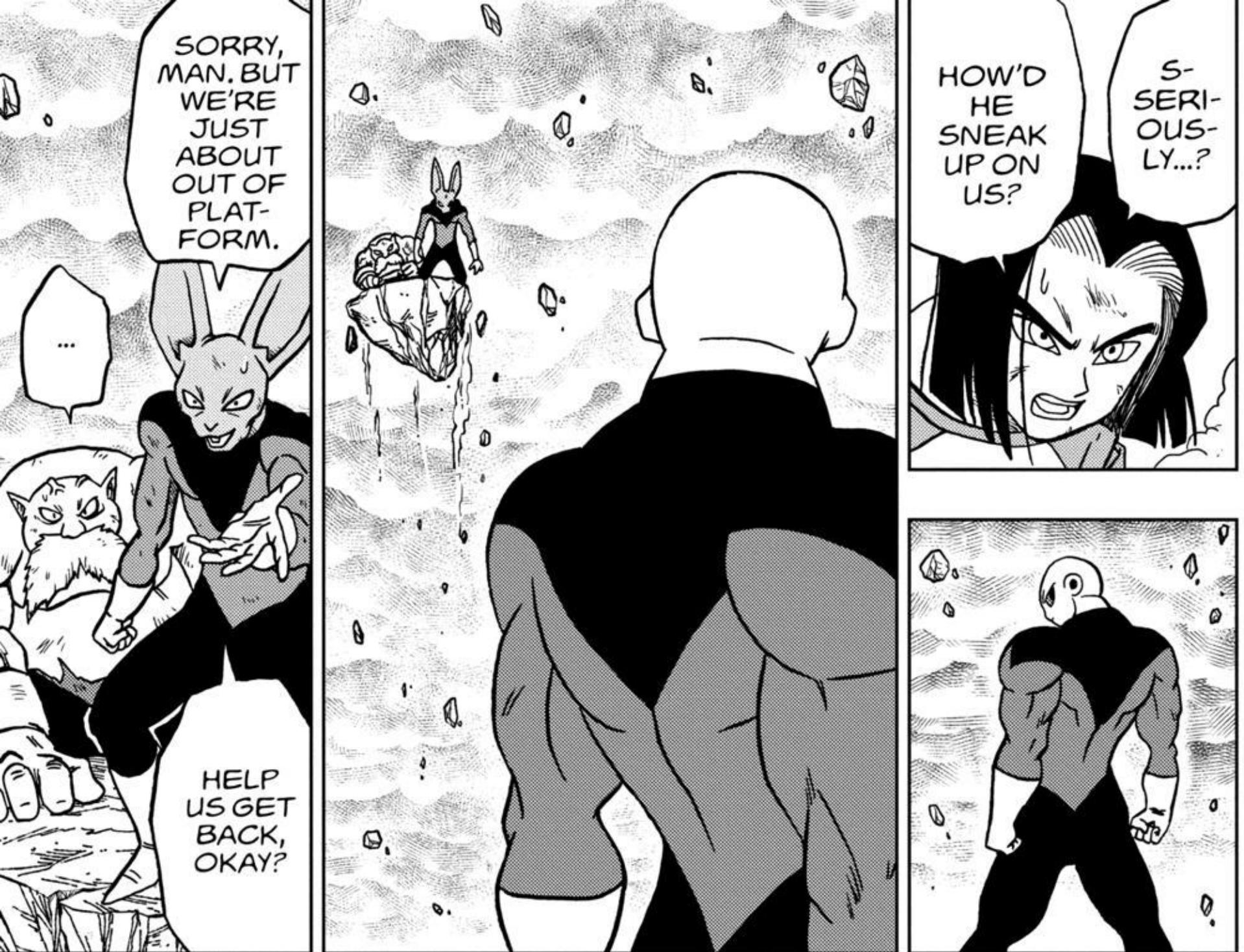


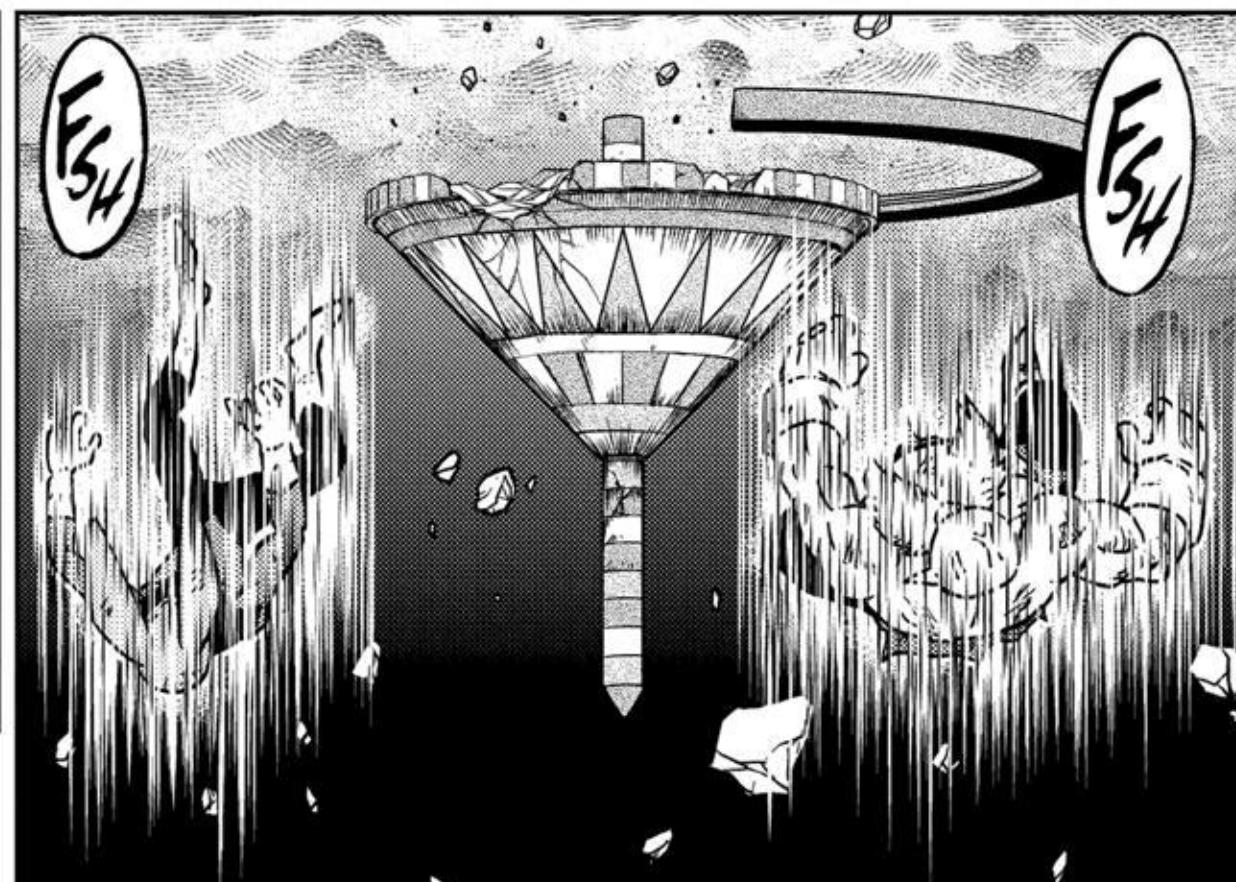
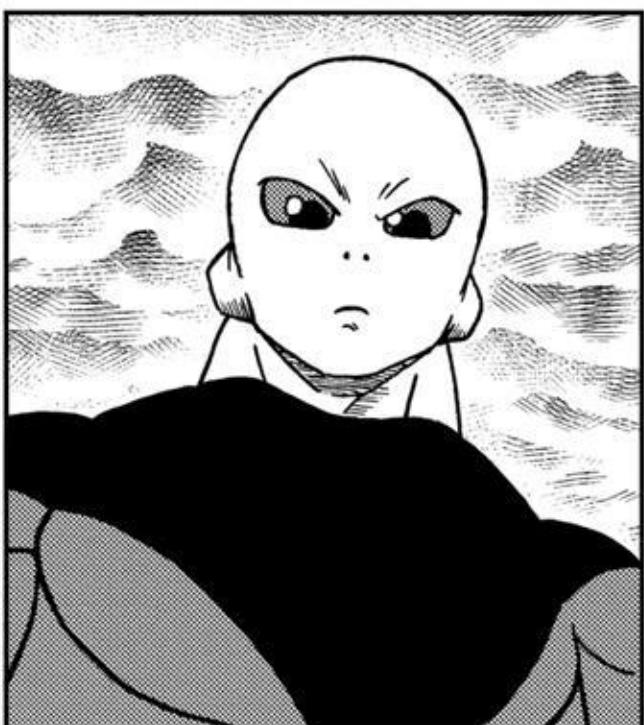


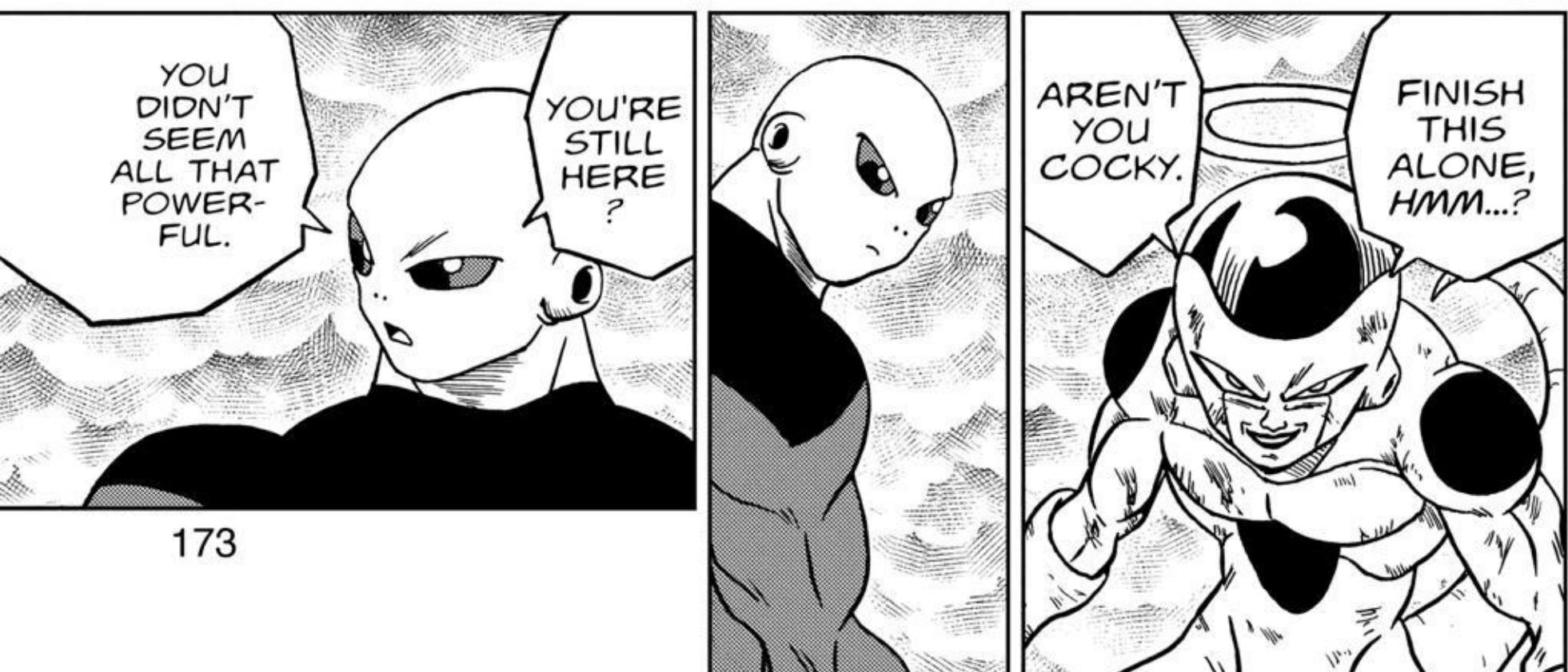
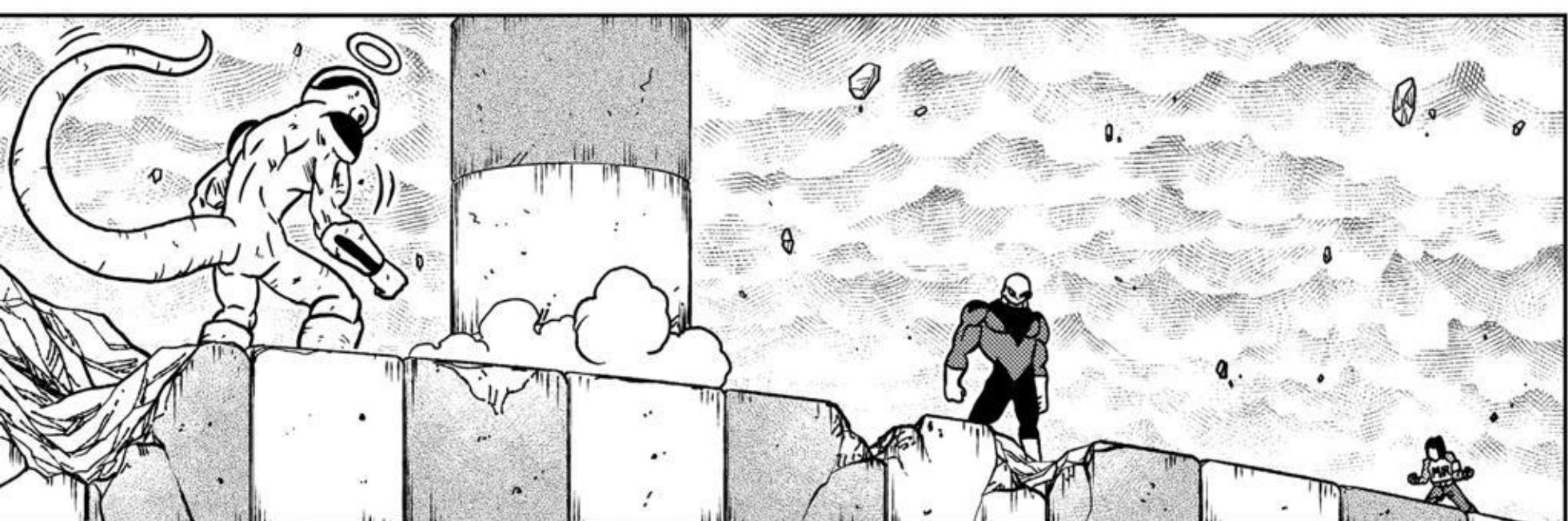






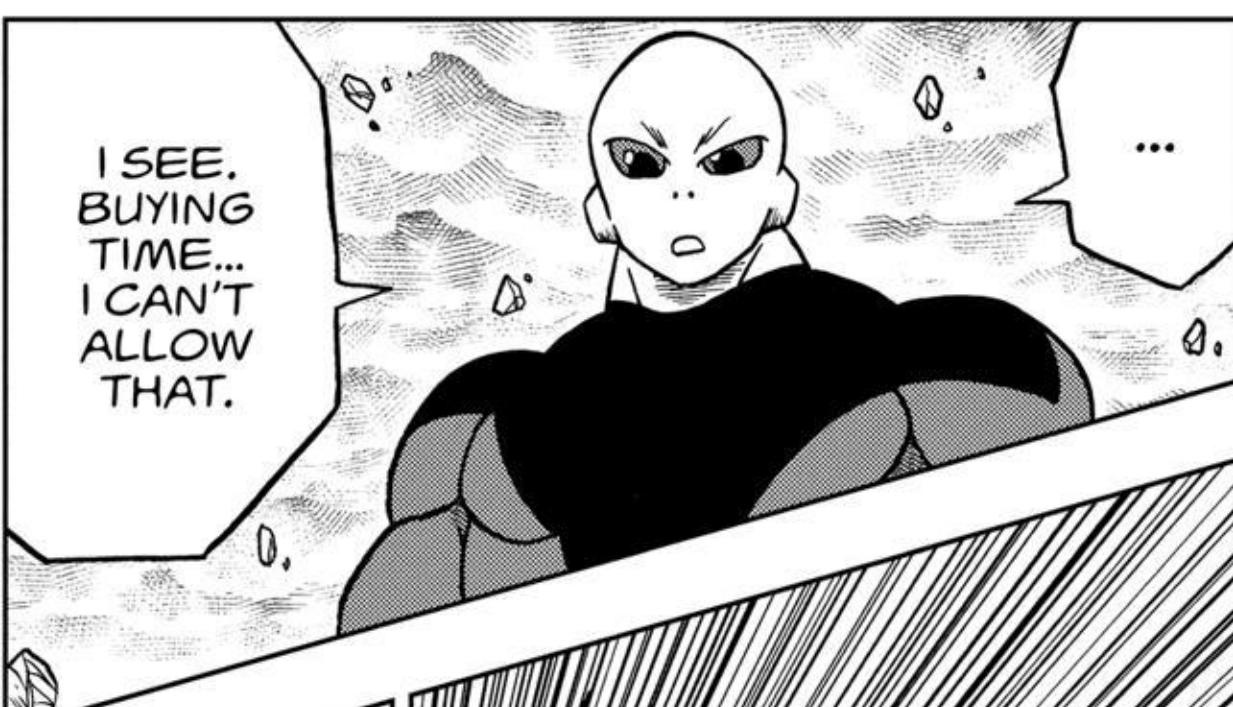
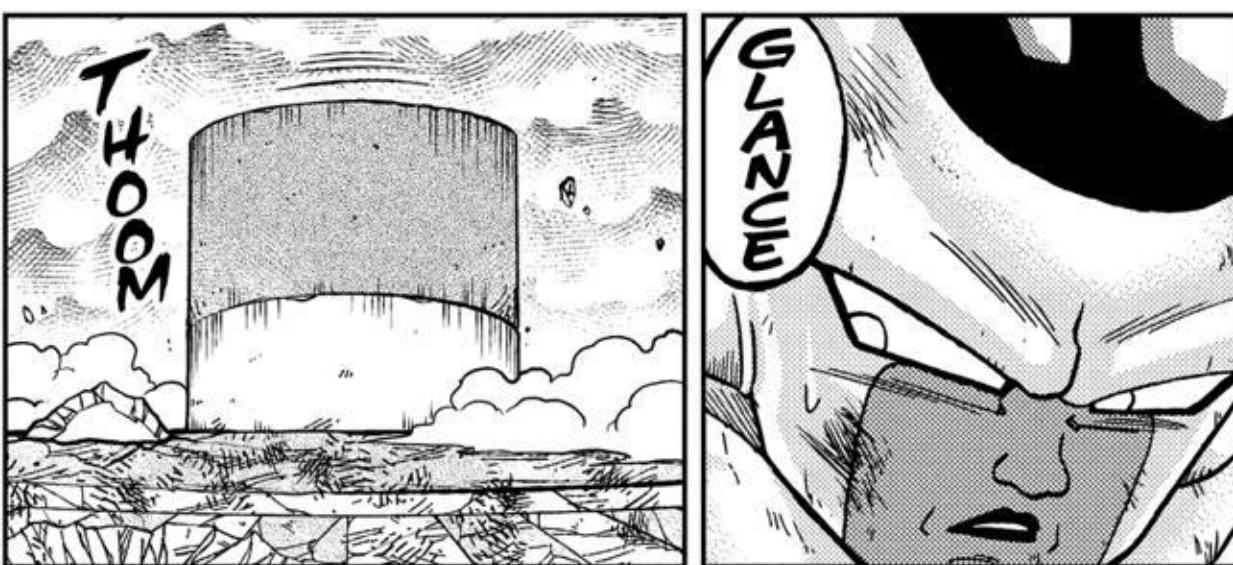


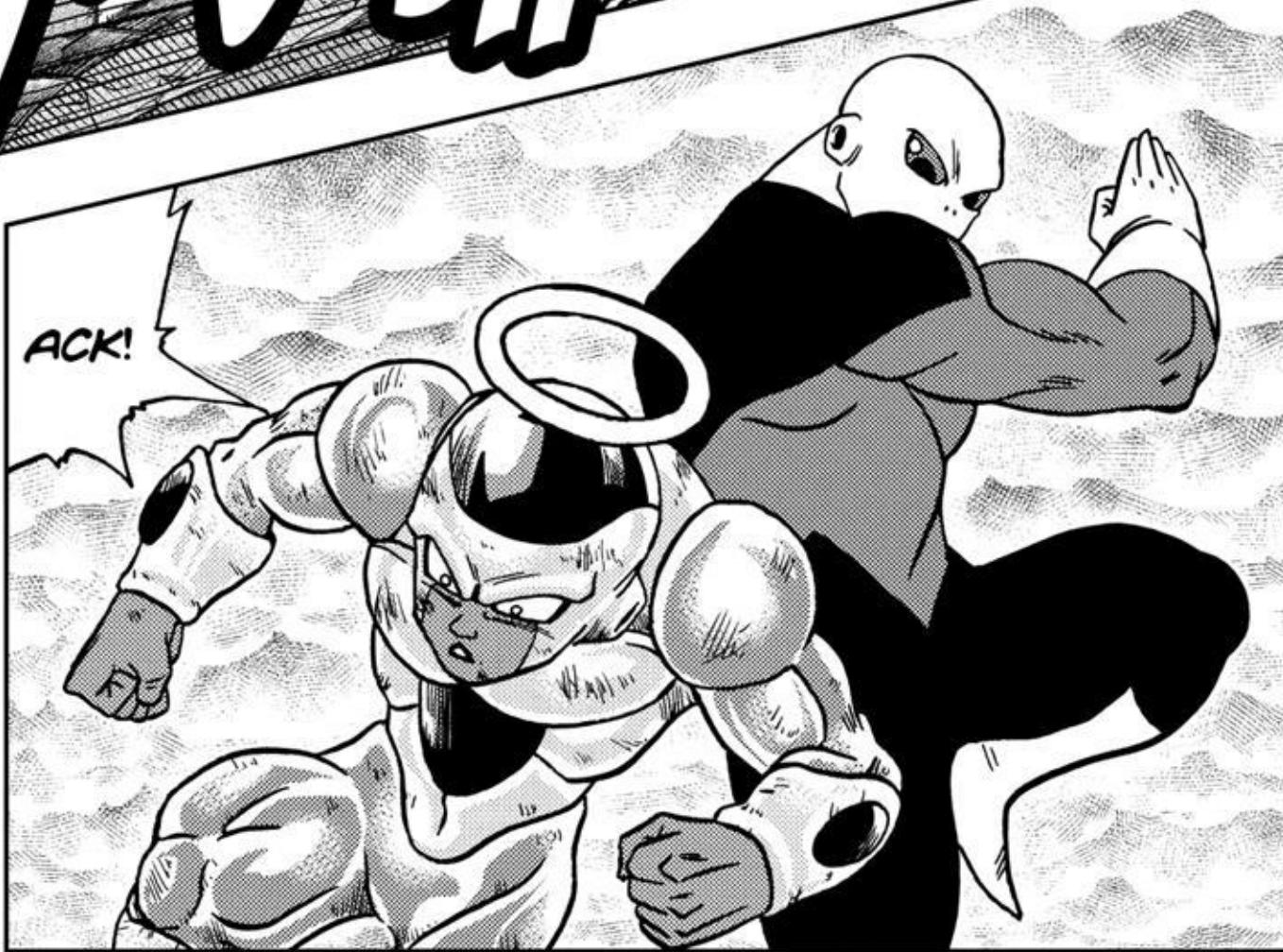




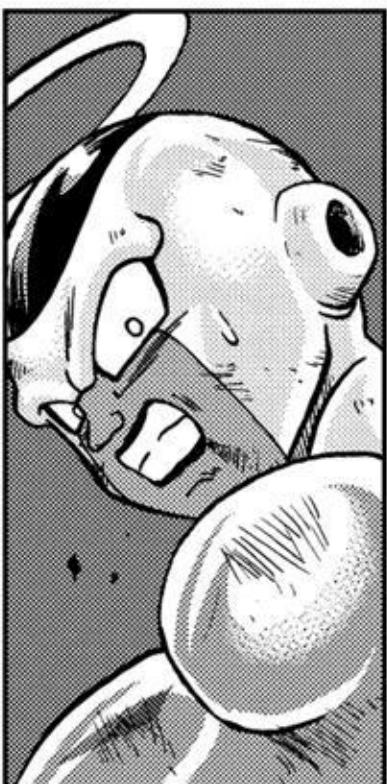






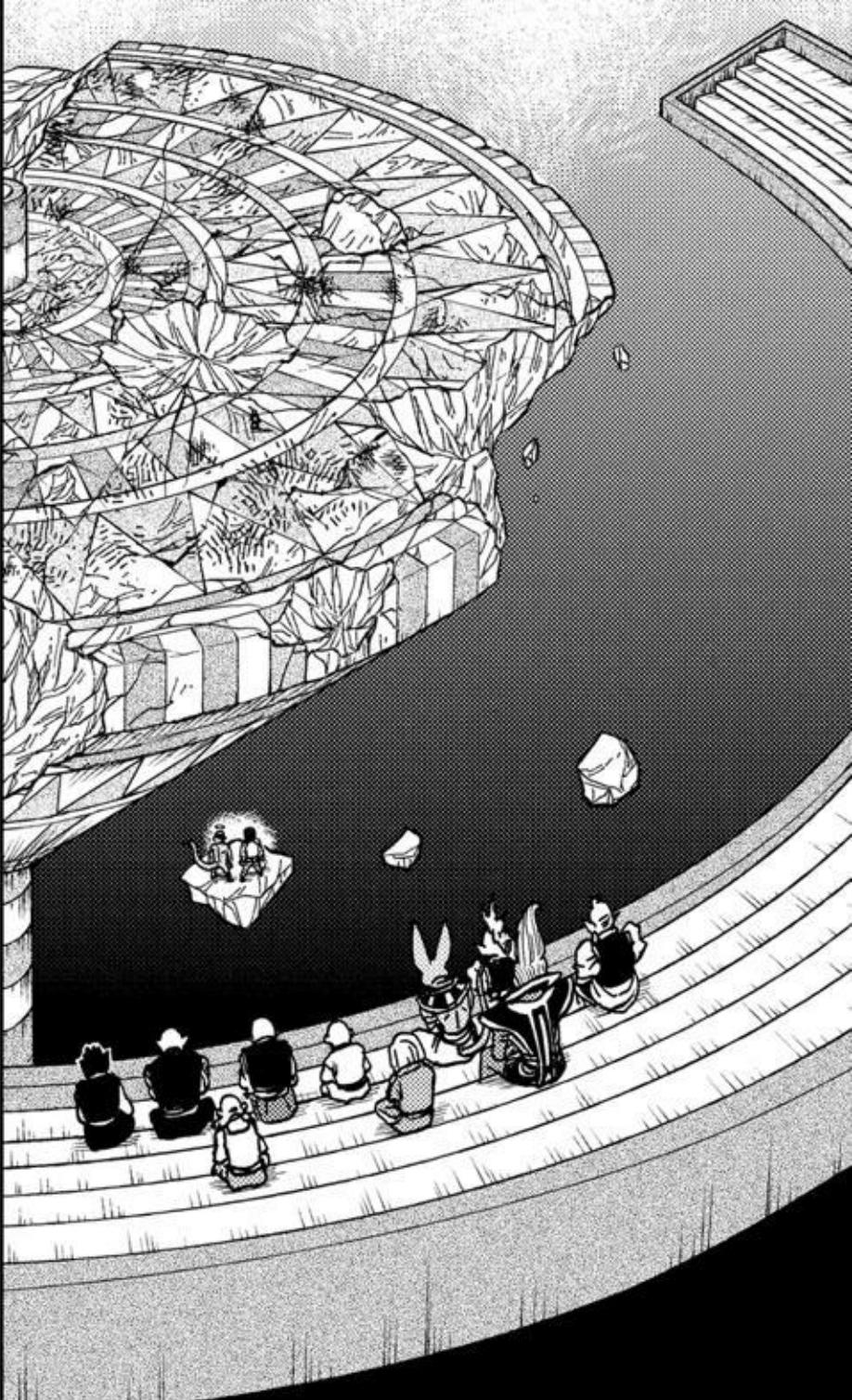


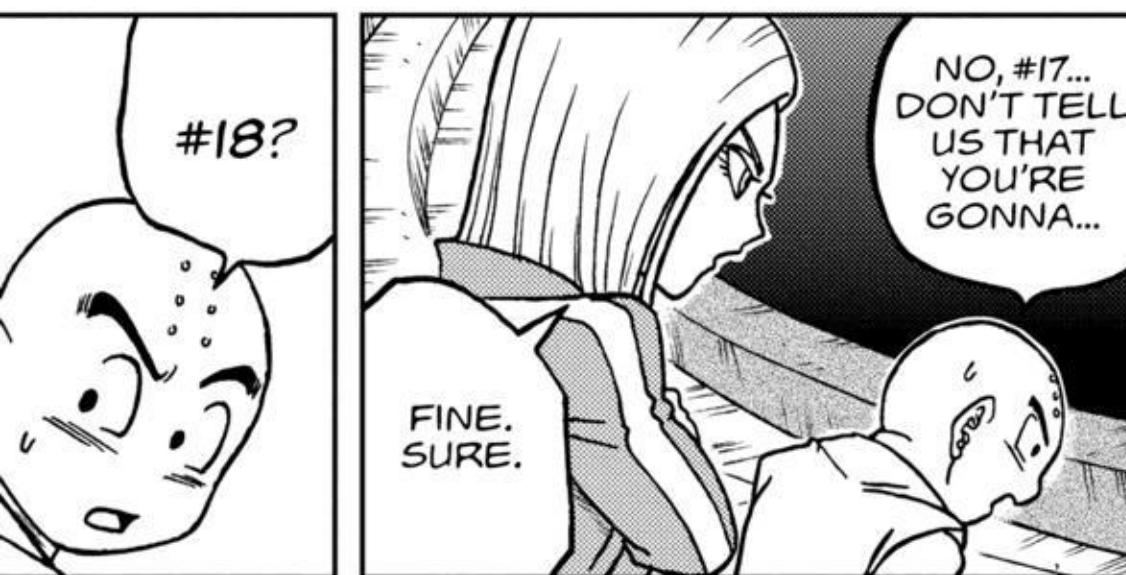
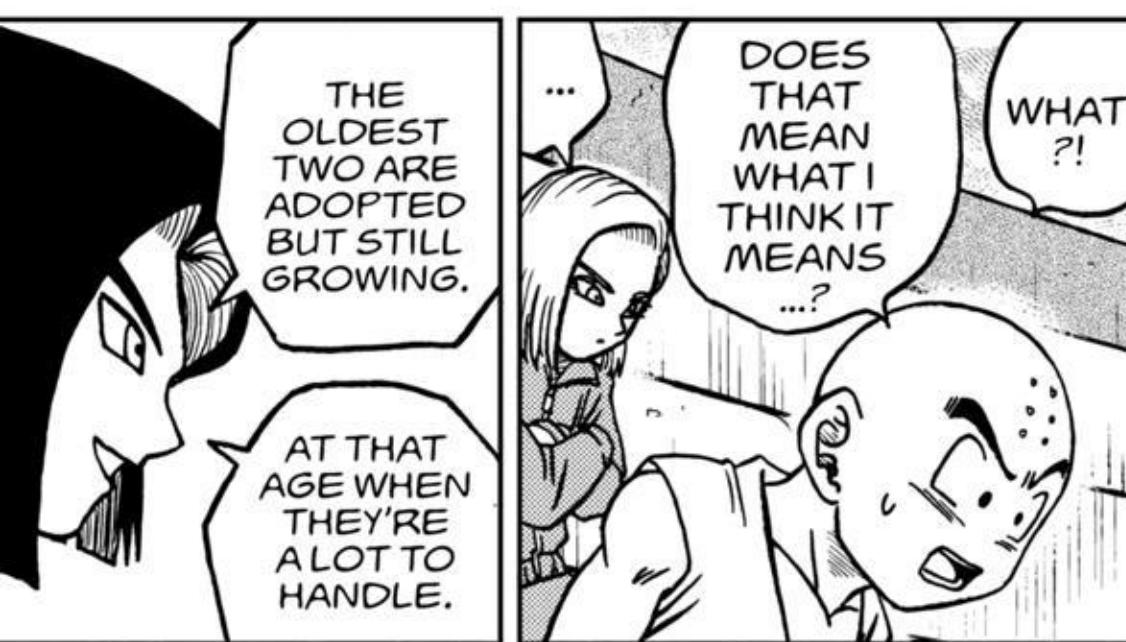
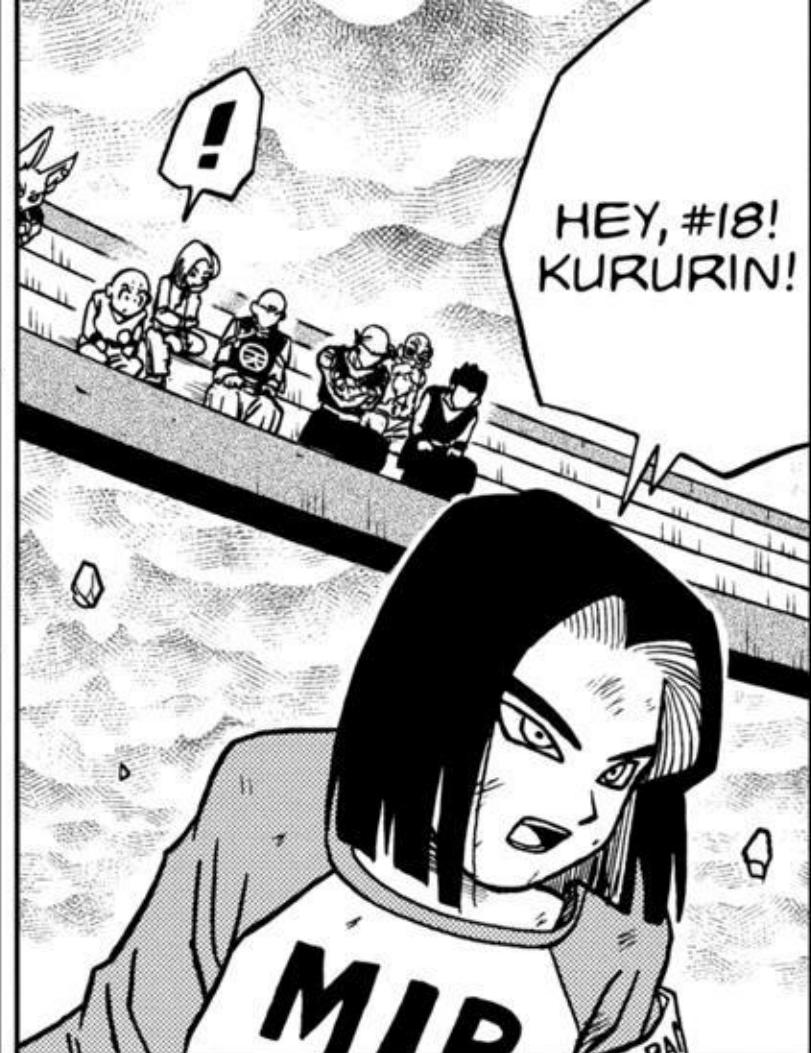
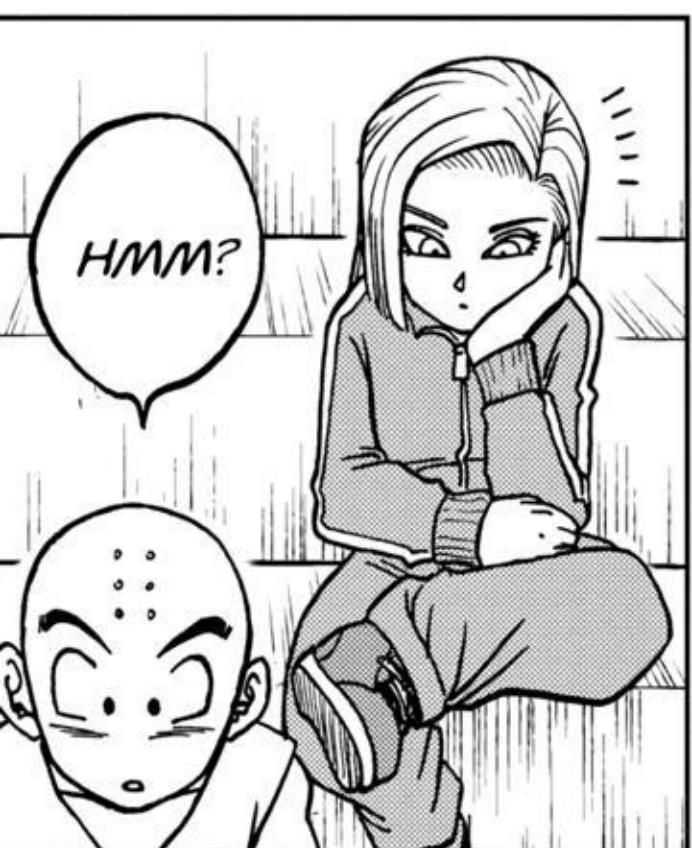
D-
DESTROY-
ING THE
ARENA
ITSELF...











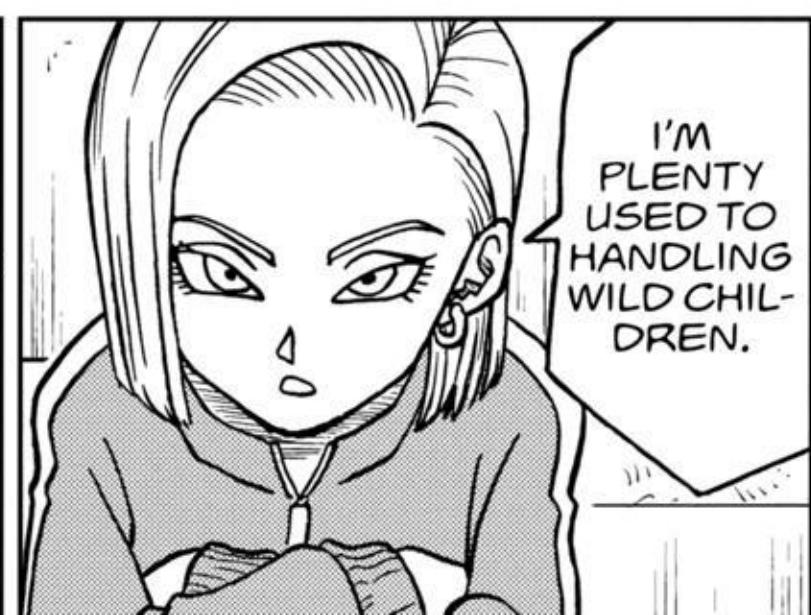
NO, #17... DON'T TELL US THAT YOU'RE GONNA...

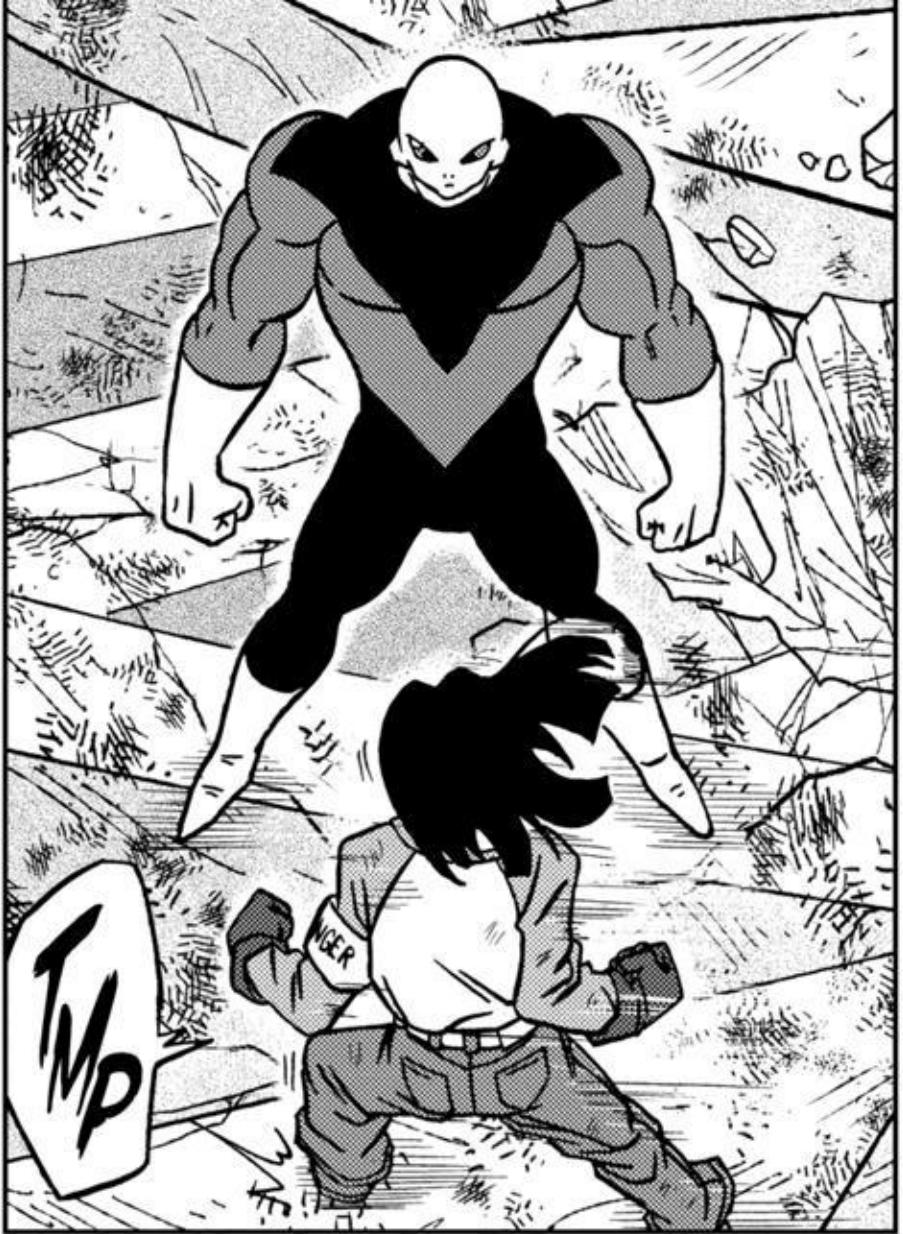


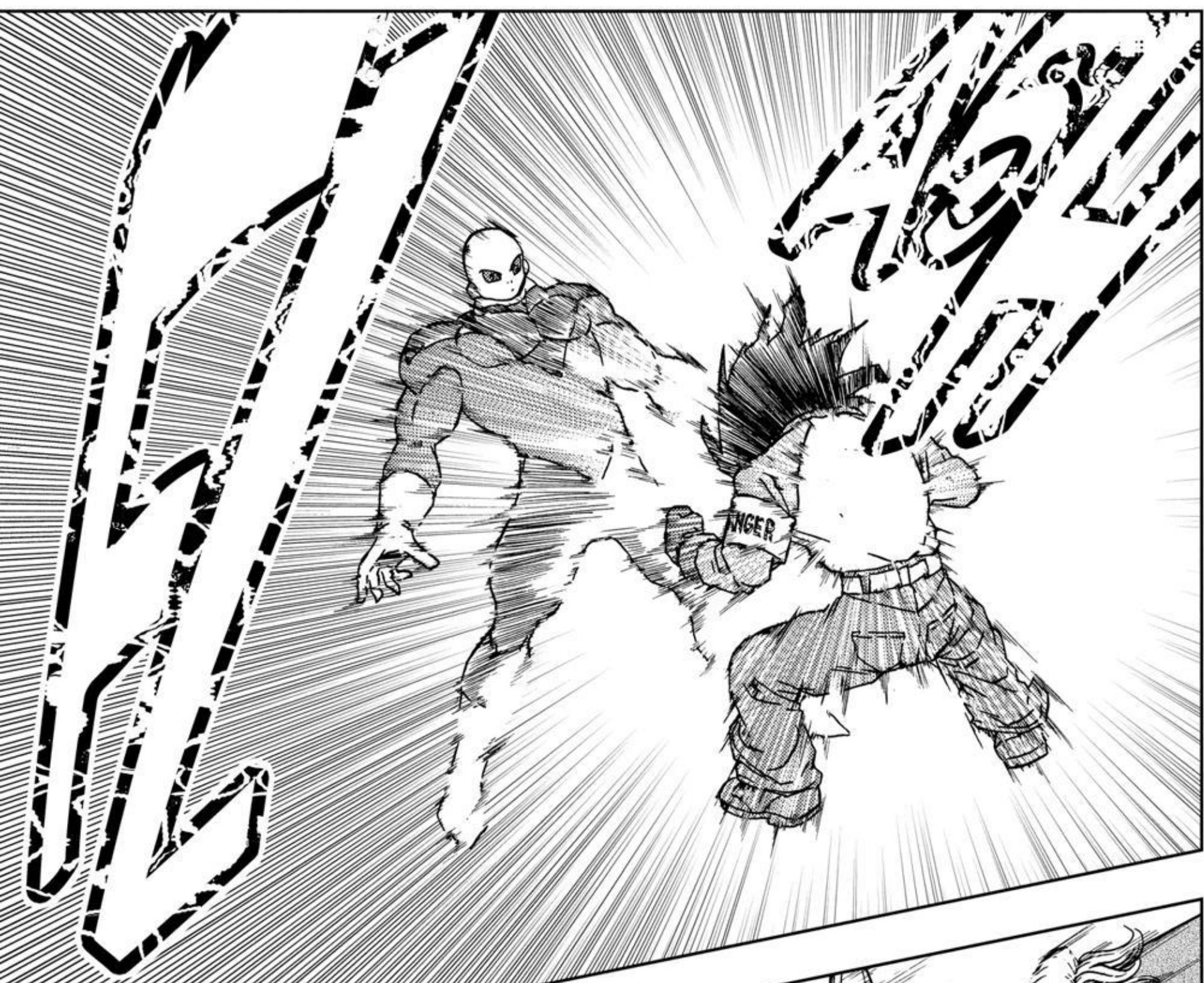
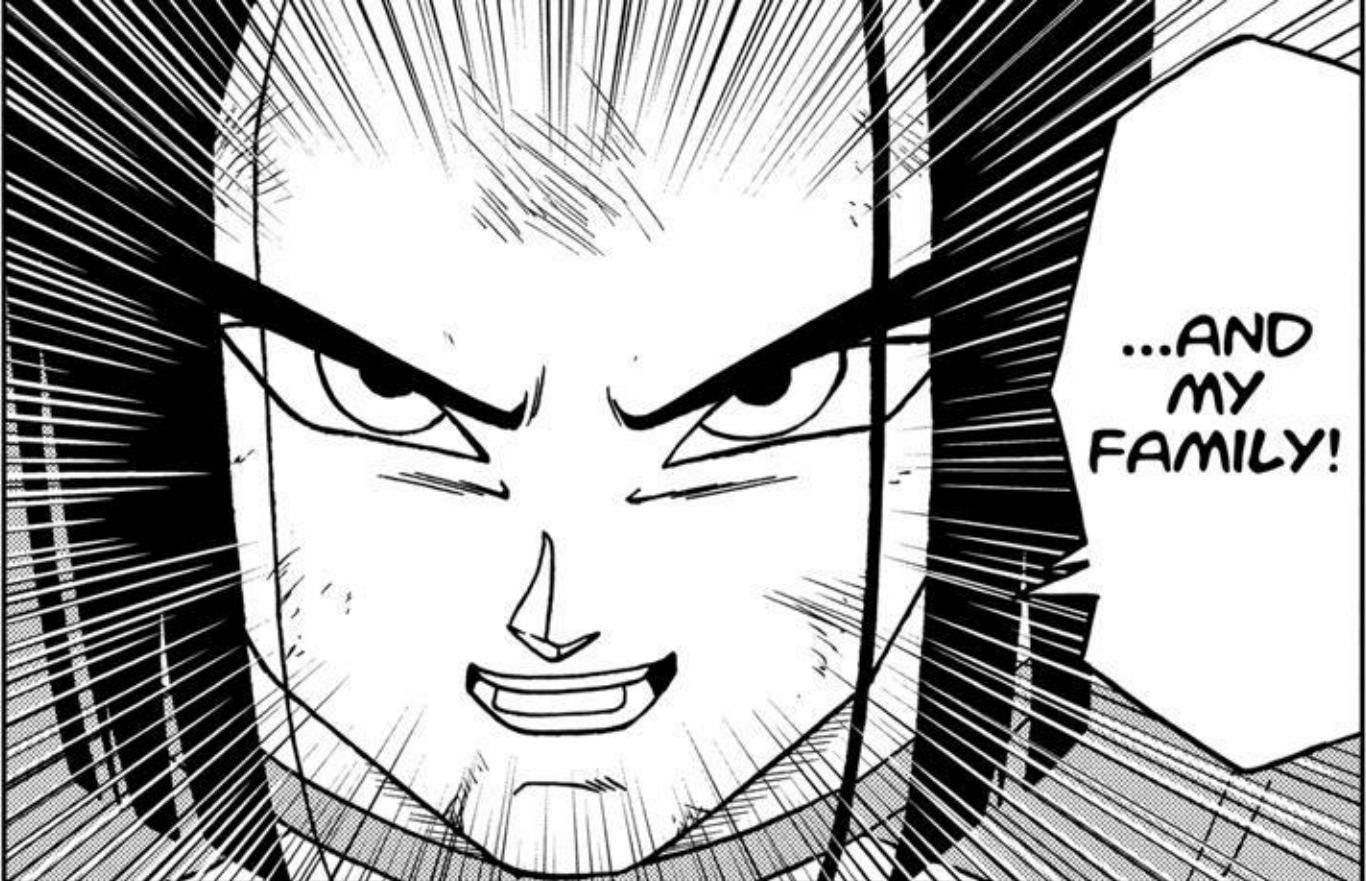
I'VE GOT A WIFE AND THREE KIDS LIVING NEAR THE ISLAND I WATCH OVER.



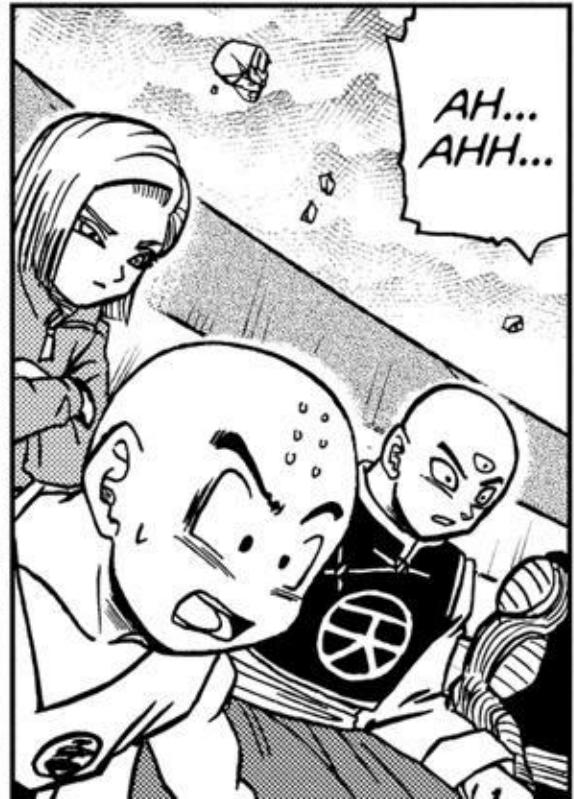
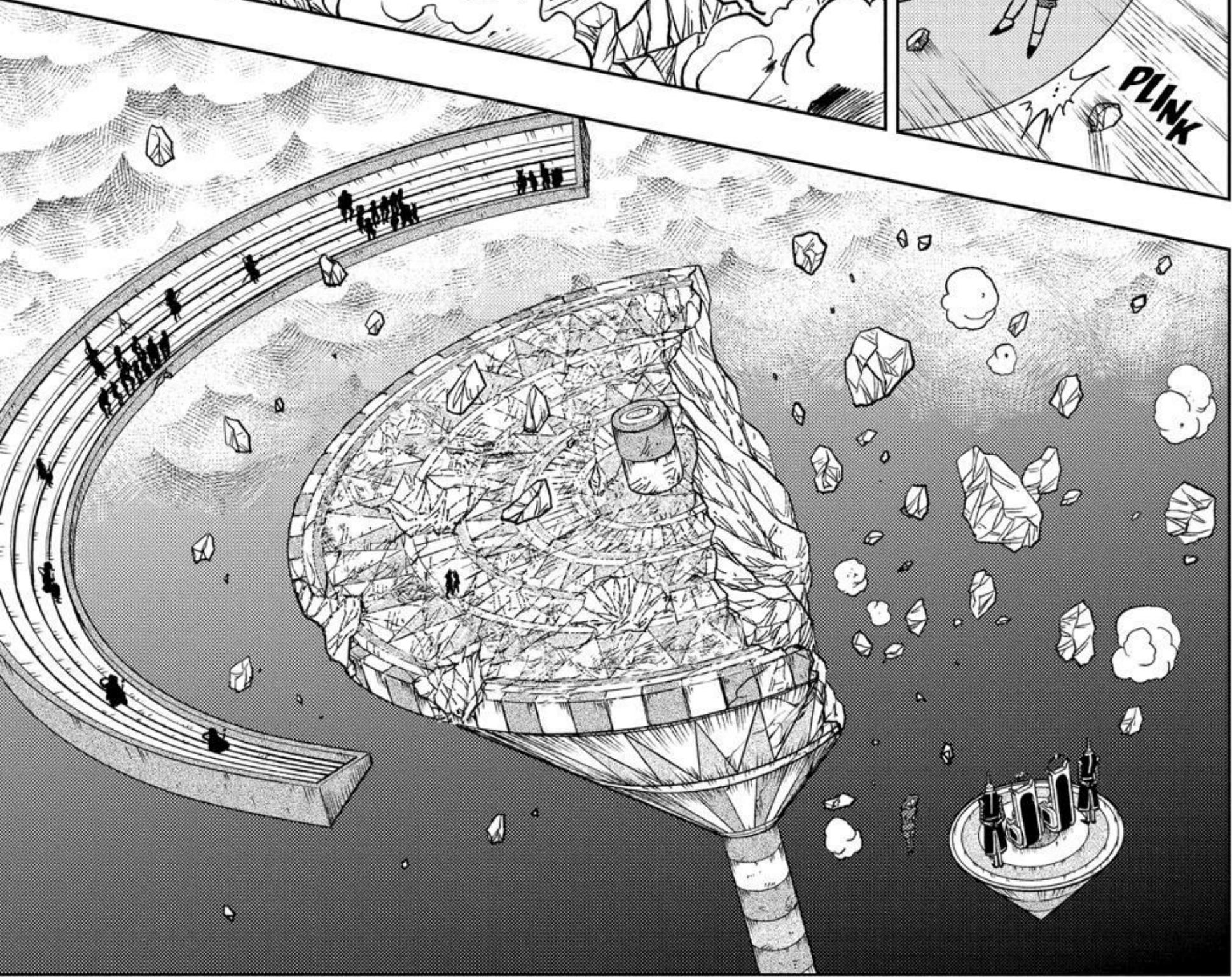
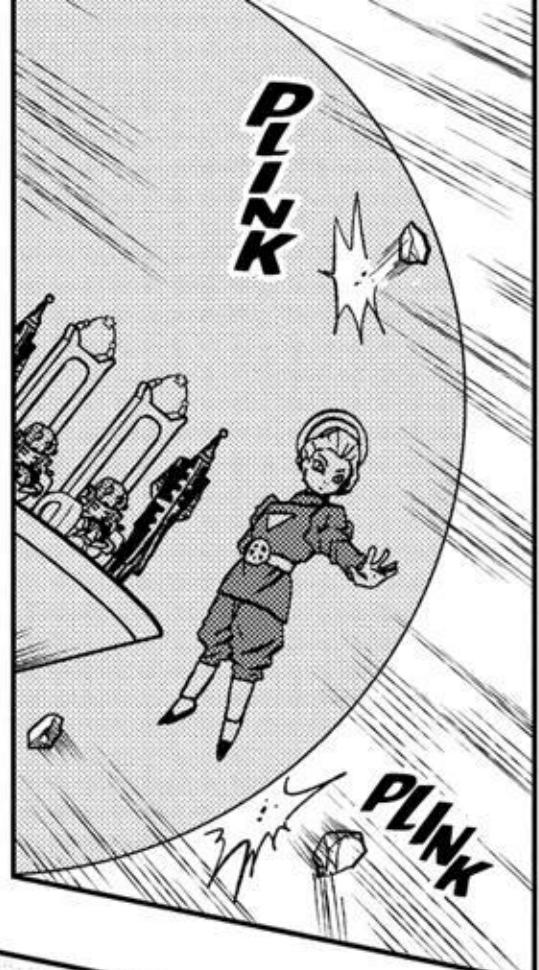
HEH!

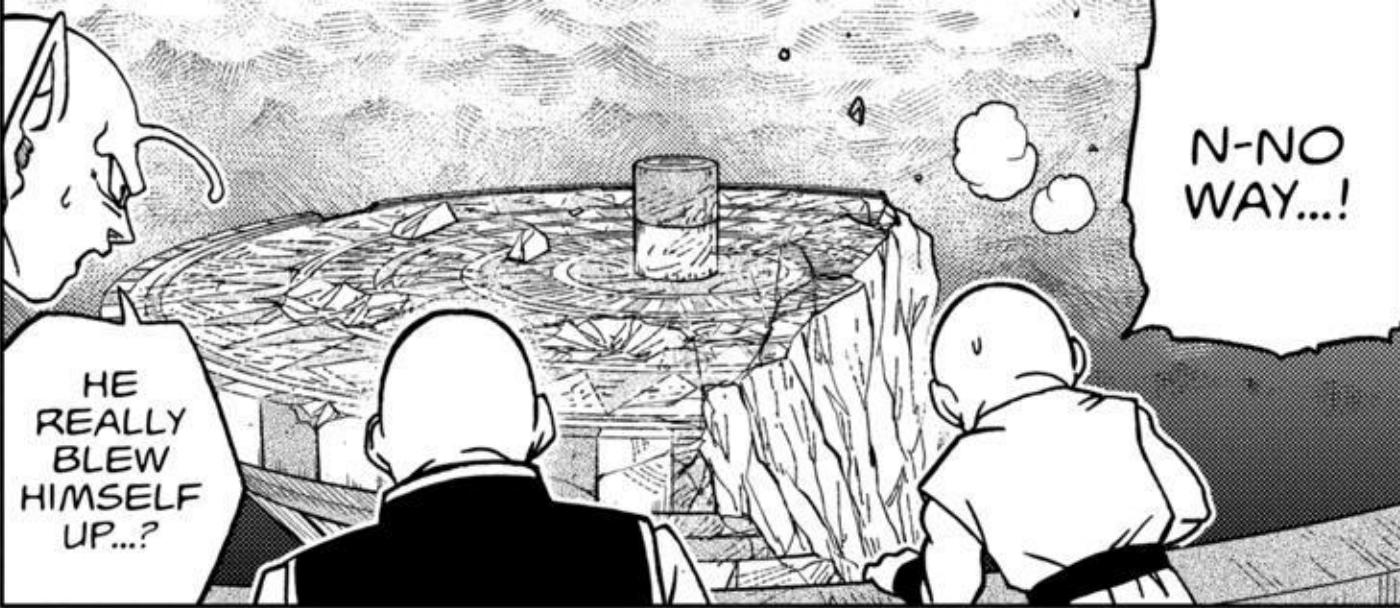




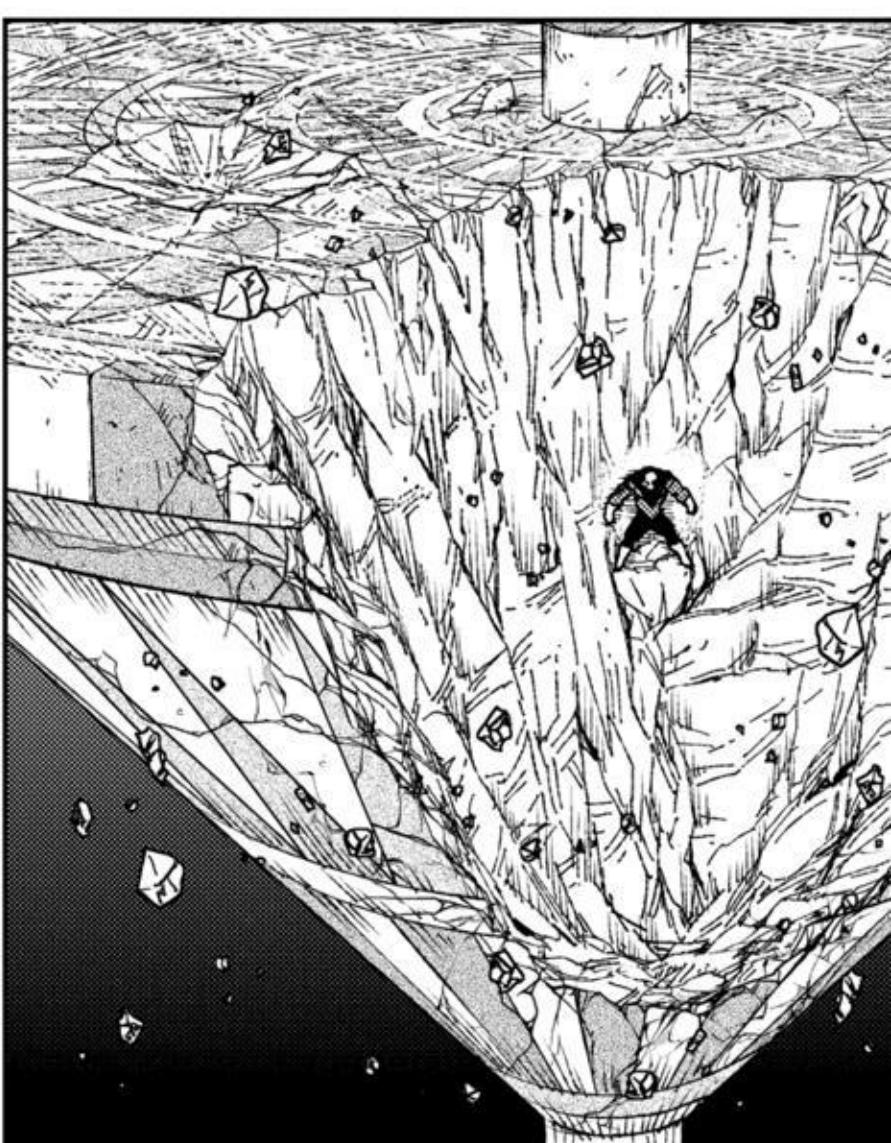
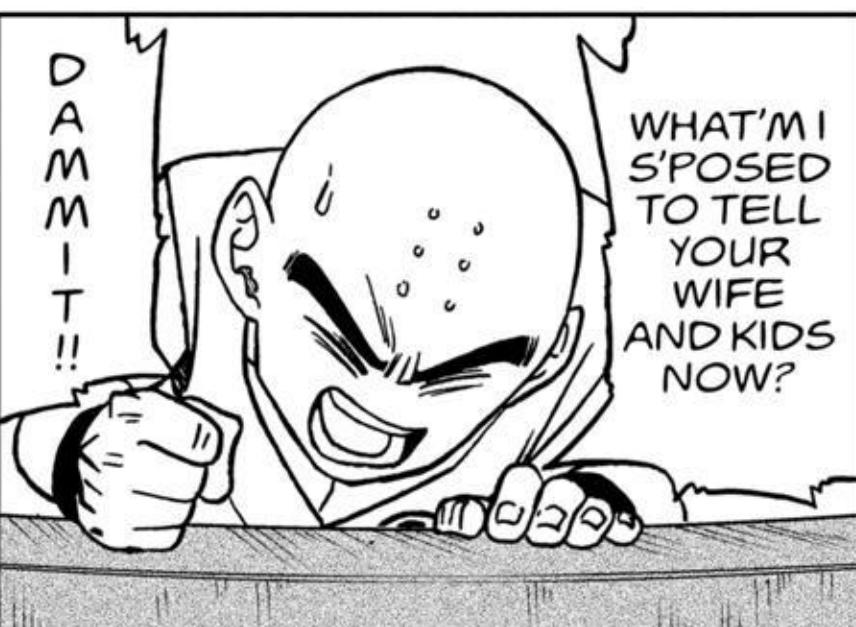








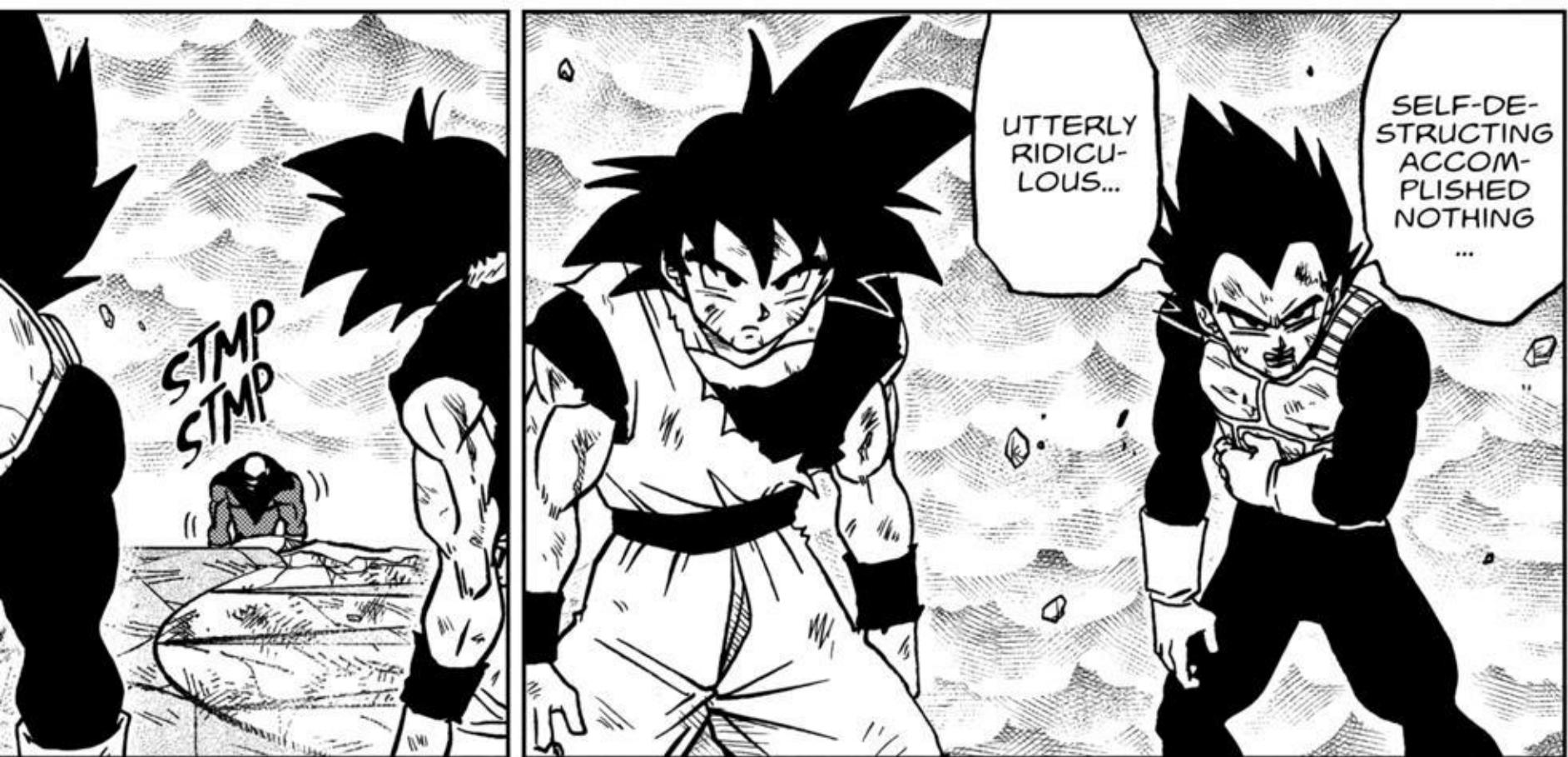
OH MY...
IT SEEMS
HE SELF-
DESTRUCTED





JUST THIS
ONCE, LET'S
NOT IMPOSE
ANY PENALTY
ON UNIVERSE
7 FOR THEIR
FIGHTER'S
ACTION...

VERY
WELL.







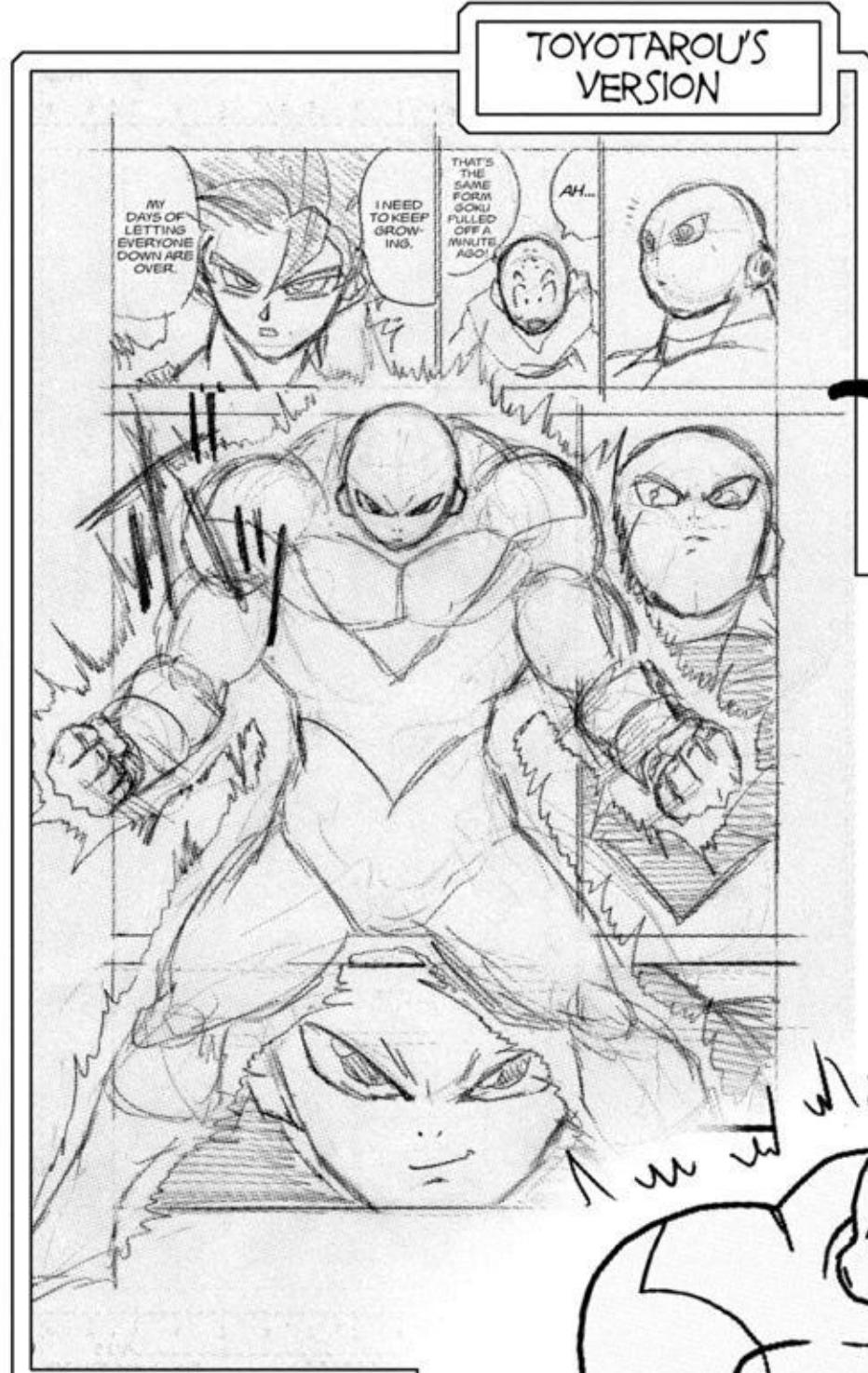
UNIVERSE 10



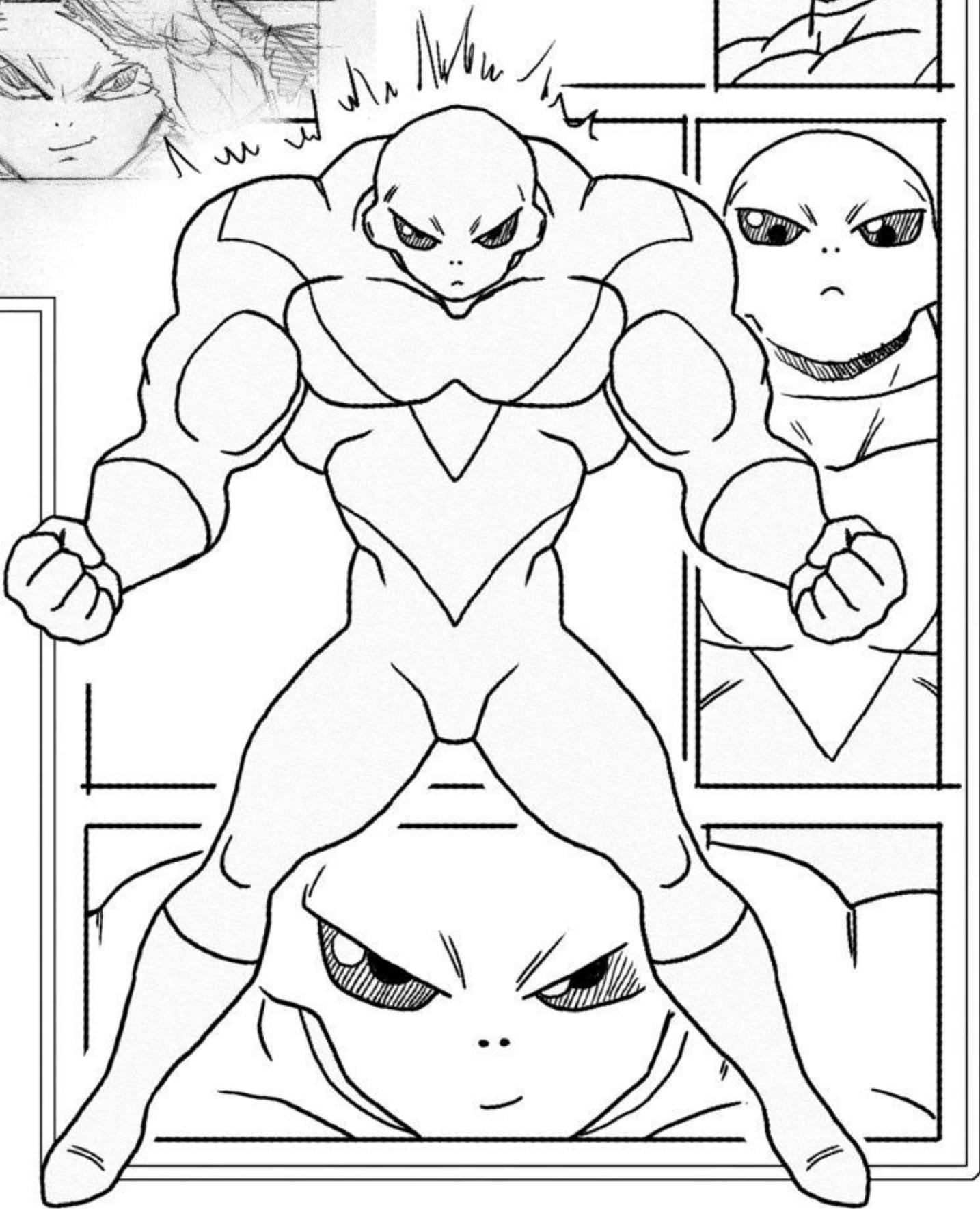
TOYOTAROU'S
VERSION

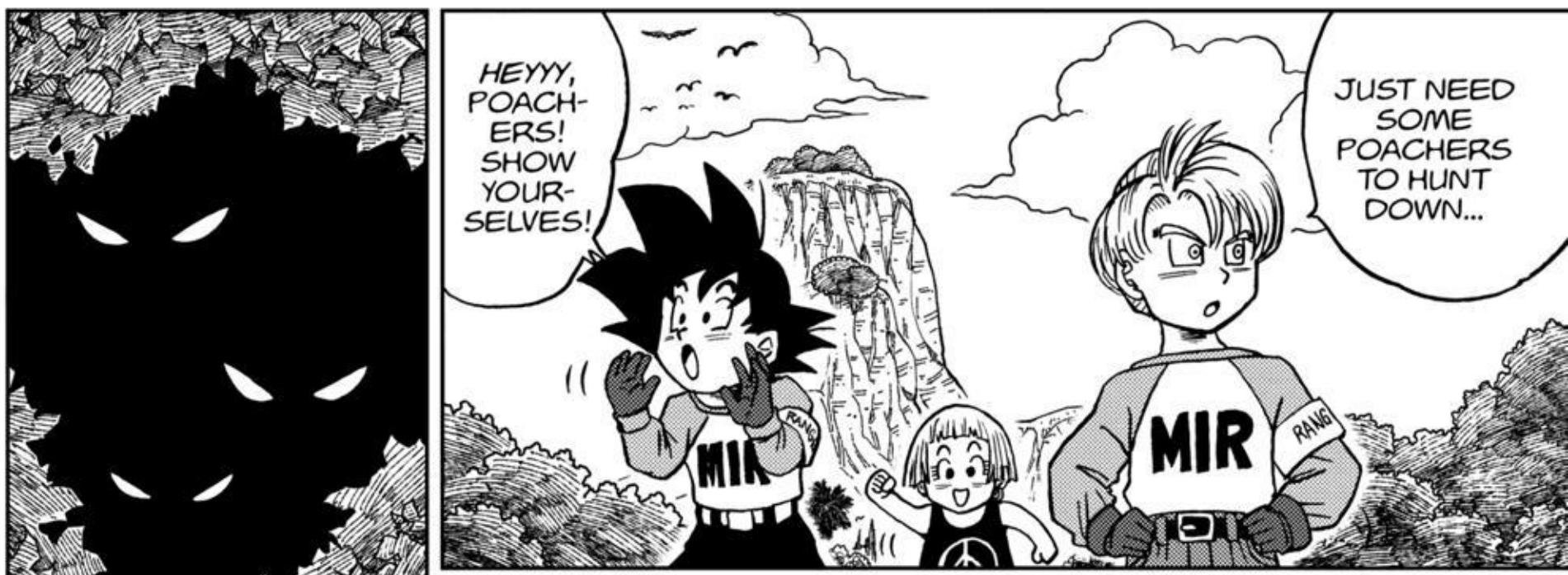
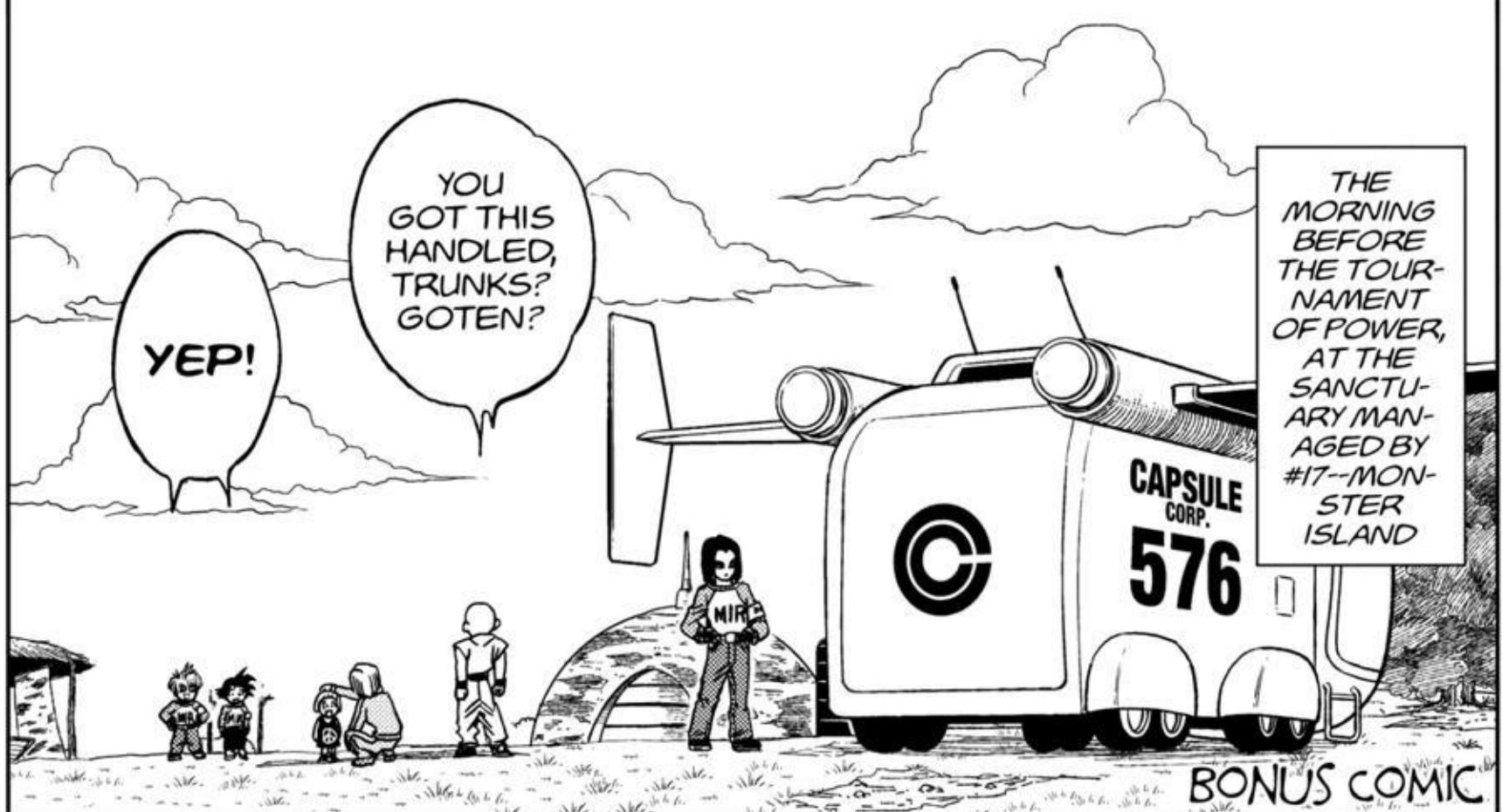
TORIYAMA SENSEI'S
CORRECTIONS

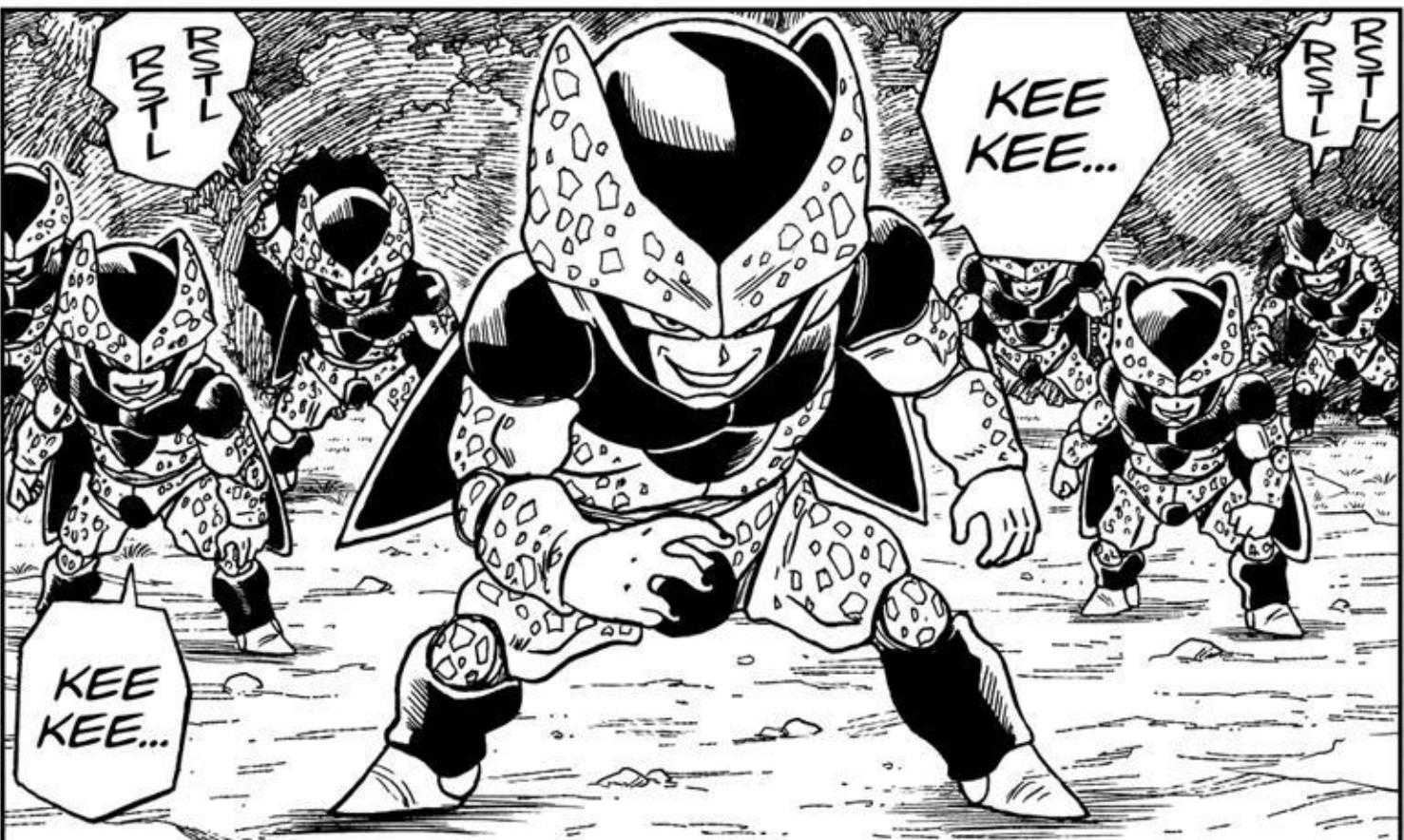
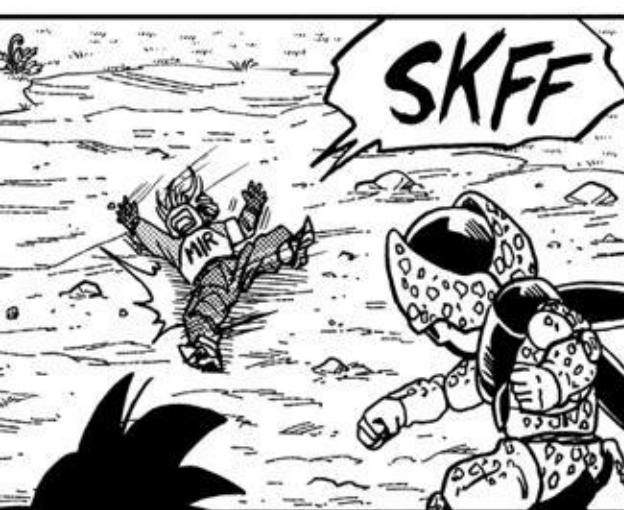
* I received some corrections
on how to draw Jiren.

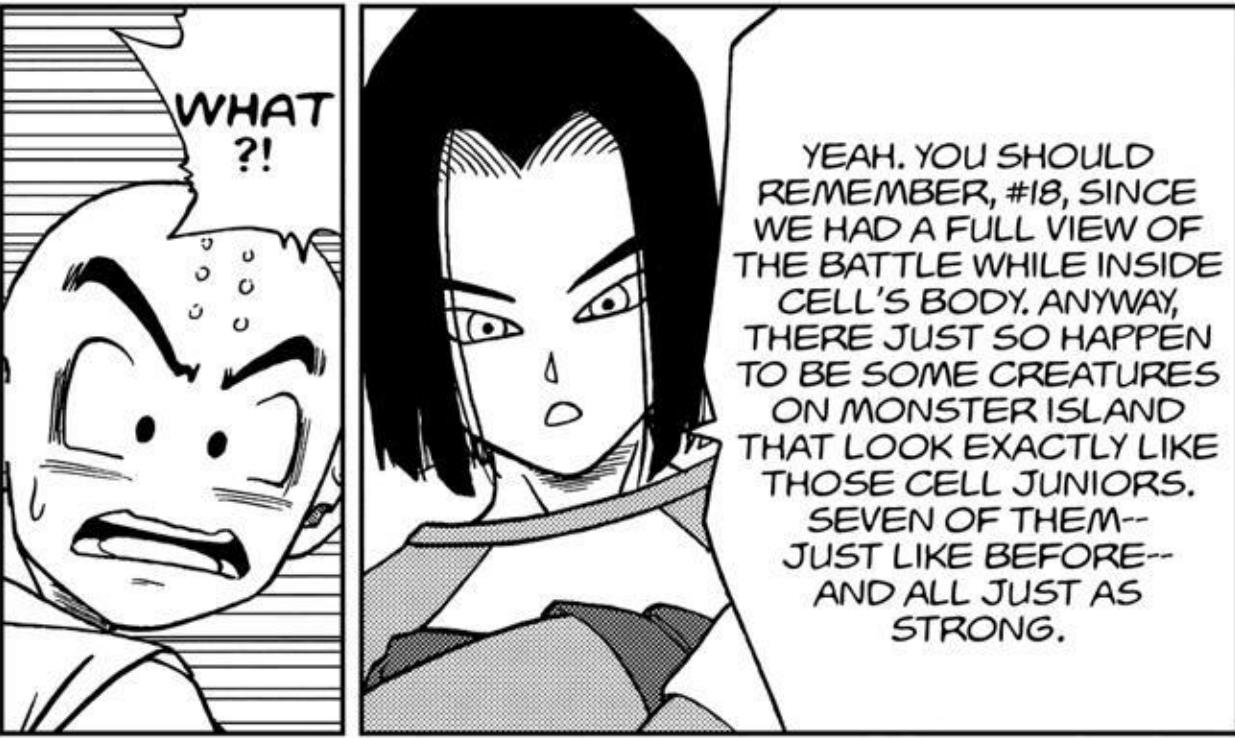
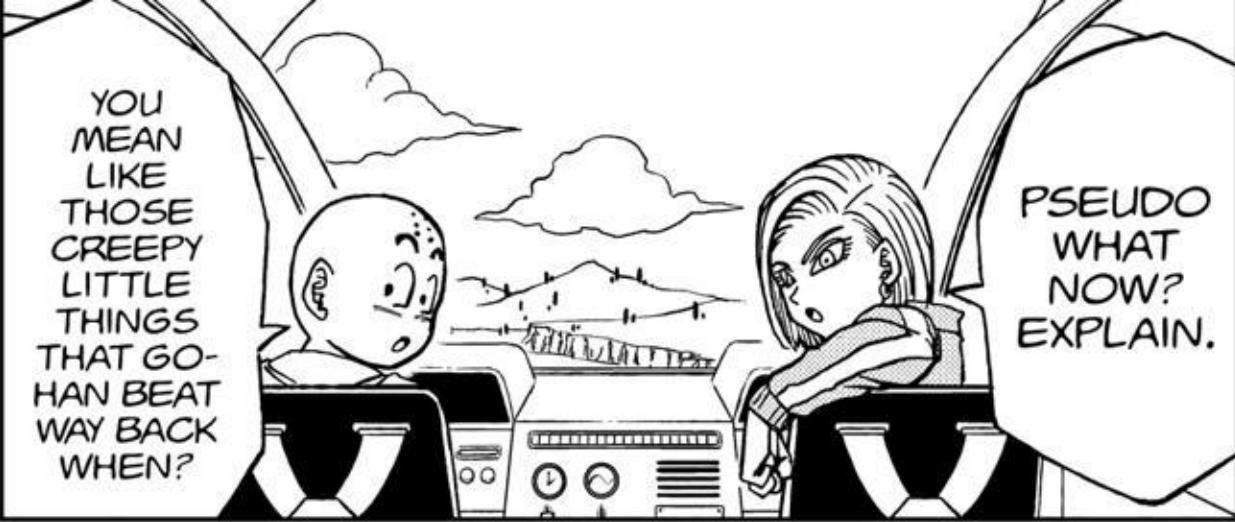


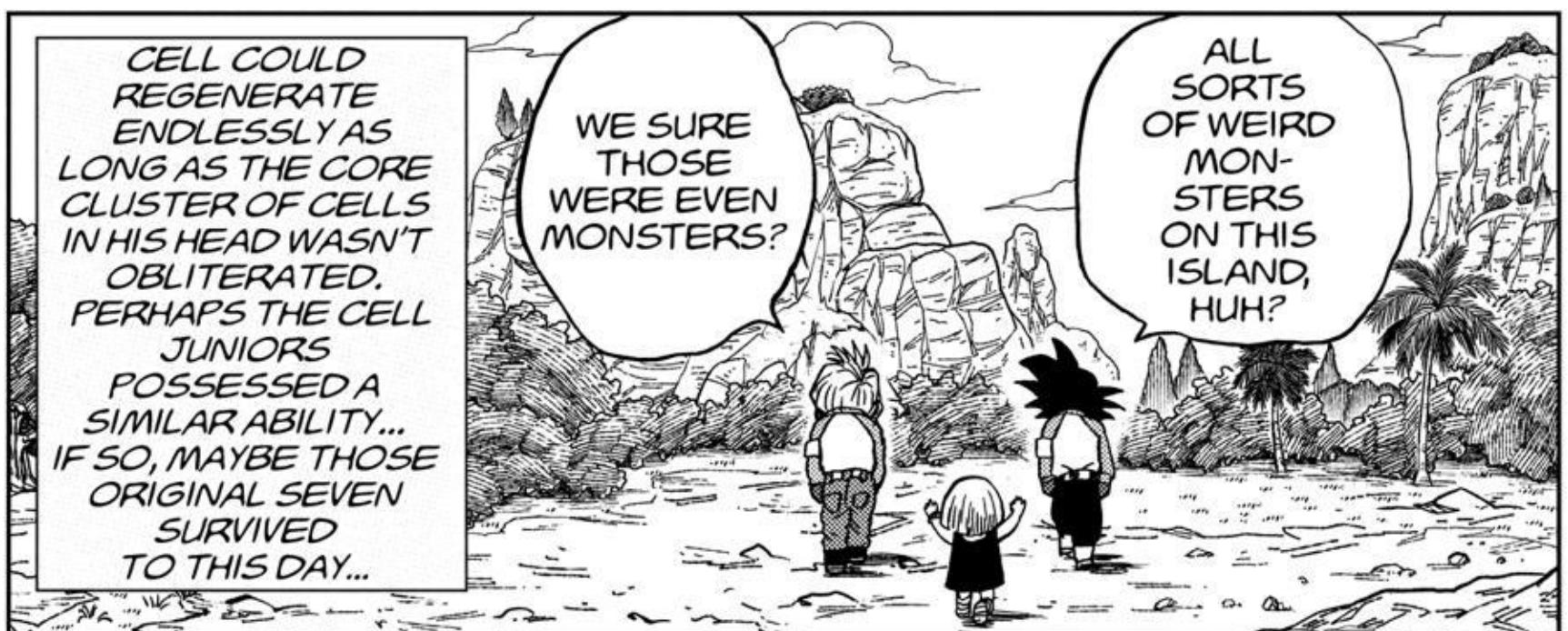
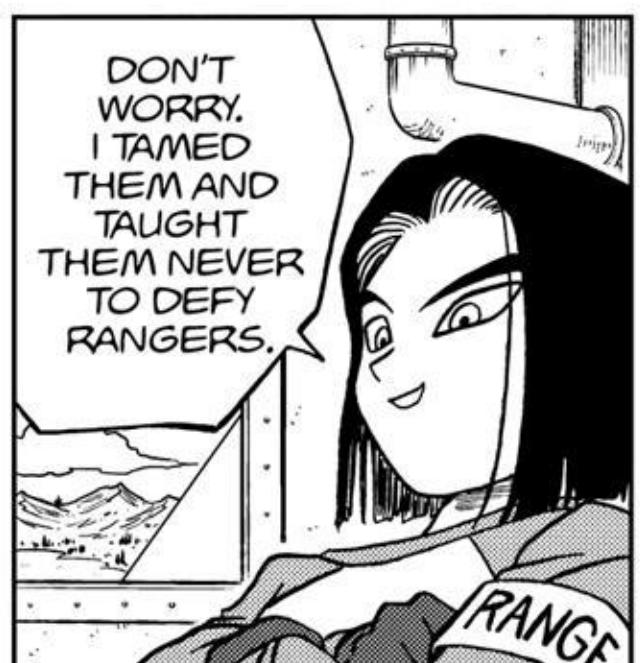
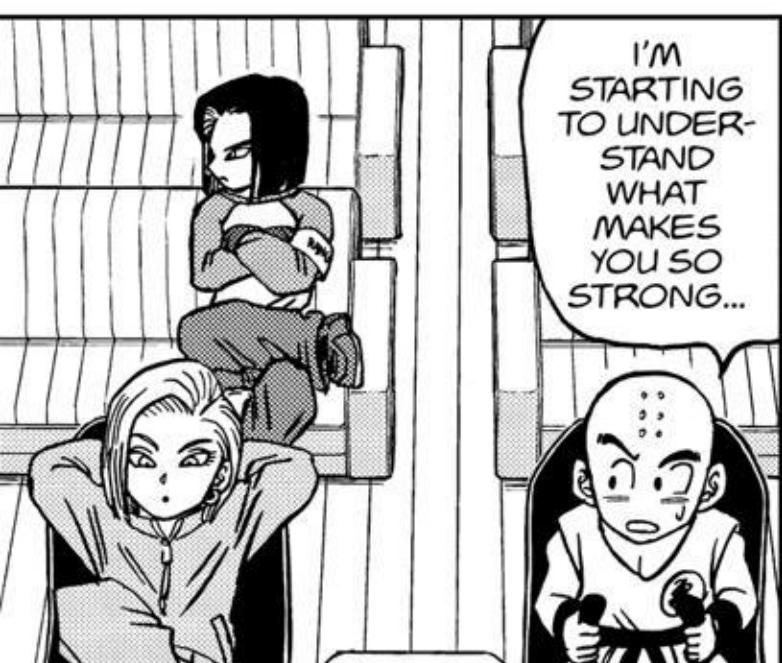
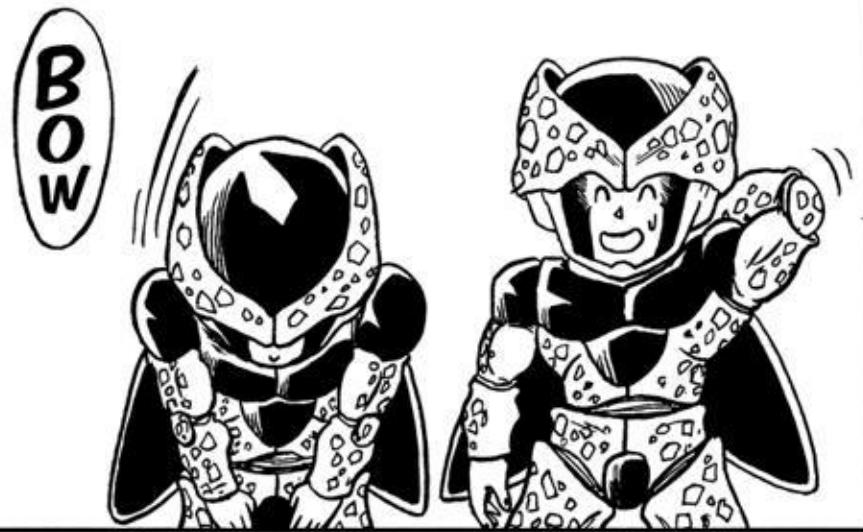
TORIYAMA
SENSEI'S VERSION













About Broly

Broly first appeared in those ancient animated movies. This was back when I was busy with the serialized manga, so when they asked me to create Broly, I came up with a basic design without knowing a thing about the stories he'd be involved in. In fact, I'd totally forgotten that I designed him. He was apparently a very popular character, so for the new movie, we tried to retain that original image while giving him something of a makeover.



Q.3

Talk a little bit about how the characters in *Dragon Ball Super: Broly* came about.



About Cheelai

Cheelai and Lemo are non-combatant members of Freeza's army. It sometimes got boring for me how *Dragon Ball* was full of nothing but fighters, and now and then I wished I could feature non-fighters like these guys. That's why these two in particular play important roles. When it came time to come up with their designs and stories, I got really excited and actually put in some effort. I realized I hadn't designed a "cute" female character in a long time, so I set out to make Cheelai the type of cutie pie I'm personally into. (^^)

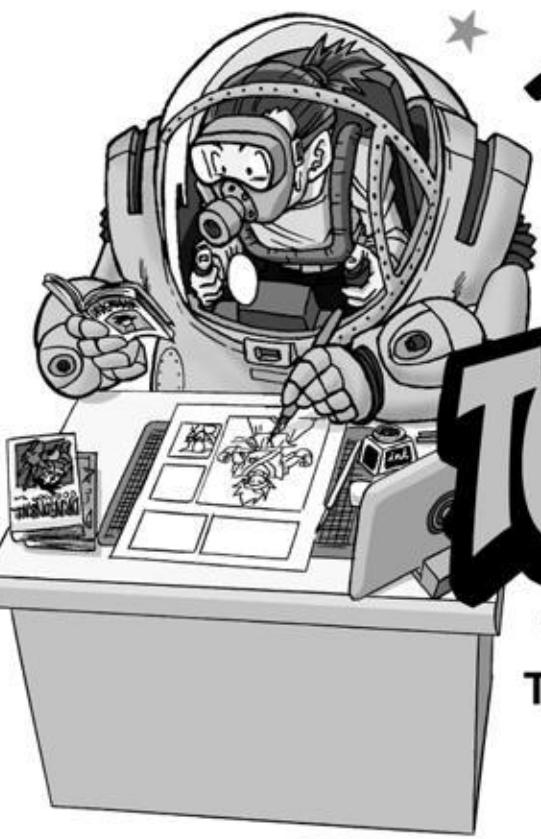


About Lemo

Lemo is an elderly, longtime member of the army. I actually love these sorts of subdued characters, and I went with a stereotypical alien look because I personally like it. There's a subtle balance to this guy design-wise that I think gave the animators some trouble. Beerus wasn't exactly easy to draw either, so as the original designer it's given me some thing to think about.



Thank you for this, Toriyama Sensei!
-Toyotarou



TOYOTAROU ASKS! TELL US, TORIYAMA SENSEI!!



TOYOTAROU SENSEI ASKS ORIGINAL CREATOR TORIYAMA SENSEI ABOUT THE PROCESS BEHIND CHARACTER DESIGN AND STORY-CRAFTING. THOSE VALUABLE ANSWERS ARE HERE FOR EVERYONE!



Q.1

What's the most important thing when planning out the story?



The most important? That would probably be whether or not each new development can hold the readers' interest. It's key that you leave them wondering what exciting, new thing is about to happen. You also want to keep things novel, with elements that haven't been seen before, but at the same time simple and easy to understand.



Q.2

How do you come up with character designs and names?



First I come up with their basic form. Naturally I go through trial and error to have these characters match the surrounding story elements, but I always prioritize designs that will take people by surprise. Take Freeza, for example. There's often this idea that big equals strong, so I subverted that by making him tiny. His second and third transformations are increasingly outlandish, leading one to think that his final form will follow suit, but then, nope--it's the simplest design yet.

With names, I often want the sound of the word itself to match the character's overall image, but just as often I go with surprising names--like Piccolo--that I purposely pick because they don't seem to initially suit the character. When there are a whole bunch of new characters who need names, thinking up unique ones gets hard, so I'll pick a unified theme and do a series of parody names, like how the members of Freeza's army are based on foods you might find in the fridge or freezer. That's an easy approach, so it's one I use quite often.



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Ever since Goku became Earth's greatest hero and gathered the seven Dragon Balls to defeat the evil Boo, his life on Earth has grown a little dull. But new threats loom overhead, and Goku and his friends will have to defend the planet once again in this continuation of **Akira Toriyama's** best-selling series, **Dragon Ball!**

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