

Original Cover art by: Lulu Wang

CAL ANIMAGE ALPHA presents

konshuu

Volume XLV, Issue VI



ミカサ・アッカーマン

MIKASA ACKERMAN

ATTACK ON TITAN

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2017

A MESSAGE FROM CHIEF BUBEEZ

To our readers and our Game Night-goers, thank you for reading and sticking with us this semester! CAA has grown so much in such little time. Our generation of officers may be new and wet behind the ears, but we have also caused a change in club history through our effort, blood, sweat, and tears. We have had more events and socials this semester than I could have imagined, and it is all a testament to our devotion to CAA's past, present and future. We would not be here without our past generations of officers providing guidance, and it is a great honor to carry the torch of their collective efforts into the future. They will always have a place among us no matter how much will change. I am proud to be a part of this flagship moment in CAA history, and I can only hope to capture our club's progress in words.

As we approach the end of the semester, I'd like to look back at our past issues with a bit of teary-eyed nostalgia. I'd like to remember the meme issue and the equally glorious, equally hilarious drawings made by our staff. I'd like to remember the "Cute Boys" edition of Konshuu from March, a challenge for some of our staff and a walk in the park for others. Each issue of Konshuu we make together brings us all closer, and I'd like to thank my staff for being such hard workers in a time of adjustment.

I'd like to take the time to acknowledge our seniors who are graduating this semester. While we are sad to see our seniors go, we wish you all the best! Austin, our previous Konshuu Editor-in-Chief and previous writer, has contributed so much to Konshuu's development. He has seen Konshuu grow from a staff of five to nearly double that number and we would not be here without him. Nimsi, our graduating layout editor, has been essential to Konshuu and one of the most hard-working members I've ever had the pleasure of working with. Nikky, as of now our head Senior Adviser, has always been hard at work for CAA even during rough times; since meeting her in my first year at CAA, her dedication and friendliness has been a consistent positive force for our club. Han, a Senior Adviser and member of Publicity, brought us such positivity and energy that we may not have made it through Anime Destiny without her. Melanie, a Senior Adviser and member of Marketing and Events, has done so much for our club in terms of planning and executing Anime Destiny that there is not enough thanks we could possibly give. Thank you all for your enormous contributions to our club, we wish you well in your future endeavors, and CAA will always be here for our new alums! You are all now part of CAA's history, yet you will always be a part of CAA.

I look forward to the next semester and our growth for the club. Please enjoy our end-of-semester marathon, have some laughs and some food, and get to know us if you haven't yet. Have a wonderful summer, see you in Fall!

JOSH "BUBEEZ" ROQUE

Editor-in-Chief, CAA

MARATHON SCHEDULE

10:00 AM - 10:50 AM	Owari no Seraph	03:50 PM - 04:40 PM	Alice to Zouroku
10:50 AM - 11:40 AM	Kobayashi-san Chi no Maidragon	04:40 PM - 05:30 PM	Youjo Senki
11:40 AM - 12:30 PM	Little Witch Academia	05:30 PM - 06:20 PM	FLCL
12:30 PM - 01:20 PM	[LUNCH]	06:20 PM - 07:10 PM	[DINNER]
01:20 PM - 02:10 PM	Sakura Quest	7:10 PM - 08:00 PM	Shomatsu Nani Shitemasu ka? Isogashii Desu ka?
02:10 PM - 03:00 PM	Eccentric Family		Sukutte Moratte li Desu ka?
03:00 PM - 03:50 PM	Gabriel DropOut	08:00 PM - 10:00 PM	The Boy and The Beast

FALL 2017 MARATHON GUIDE



OWARI NO SERAPH

Owari no Seraph, released by Wit Studio during the Fall 2015 season is an anime that combines the wildly popular vampire and post-apocalyptic genres. Chronicling the trials and tribulations of protagonists Yuu-chan and Mika, Seraph presents the viewer with an action packed yet sentimental tale about two pre-teens trying to survive in a world composed of monsters and vampires. The plot really gets going when the children (Yuu-chan and Mika) attempt to escape from the vampire dominated underworld and reach the surface where the humans live. Yuu manages to reach the surface and join a human community, but he is separated from his best friend Mika in the process. The rest of the show centers on the two characters' attempt to find each other and their growing character development as they ponder the nature of their friendship.

KOBAYASHI-SAN CHI NO MAIDRAGON

Kyoto Animation's most recent show tells the tale of Kobayashi, a stoic programmer who lives alone. One day while leaving for work, she finds a dragon staring at her from a balcony. The dragon transforms into a cute girl dressed in a maid outfit and introduces herself as Tohru. It turns out that Kobayashi had come across Tohru in a drunken excursion a few days beforehand and offered the dragon a place to stay. Accepting the offer, Tohru becomes Kobayashi's maid, turning the programmer's life upside down as she uses unorthodox methods to do her job: housekeeping and doing other tasks. On top of that, Tohru's presence brings along many other mythical beings with varying eccentric personalities. Will Kobayashi get used to her new life with her dragon maid?

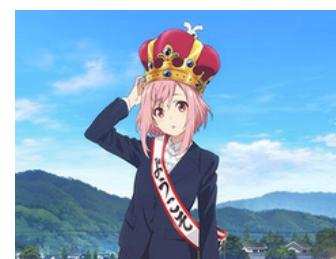


LITTLE WITCH ACADEMIA

Studio Trigger's *Little Witch Academia* departs from their usual action-packed shows and tackles the slice-of-life genre while still being able to maintain the grandiose sense of adventure that their other works are known for. In it, Atsuko Kagari, an ordinary girl of non-witch lineage, attends the renowned witch academy Luna Nova. She hopes to be just like her childhood hero Shiny Chariot. Being a non-witch, she sometimes struggles with her spell casting and magical studies, but is able to get by with the support of her roommates: Sucy Manbaran, a mischievous alchemist who is fascinated with mushrooms and poisons, and Lotte Yansson, a reserved yet friendly witch who can speak with the fairies that reside in magical items.

SAKURA QUEST

Part of the "Working" series of P.A.Works shows that include *Hanasaku Iroha* and *Shirobako* that tell stories about people and their jobs, *Sakura Quest* is a show about the growing problem of stagnating tourism in the rural cities of Japan. The main protagonist Yoshino Koharu is a recent college graduate who is struggling to find a job. In a lucky break, she receives a job offer to work with the tourism board of the village of Manoyama as their "queen" for a day. However, it turns out the contract term was not for a day, but for a year. Along with four other people, Yoshino becomes an ambassador working in the tourism agency of Manoyama with the goal of revitalizing the town. Will the group be successful in doing so?





UCHOUTEN KAZOKU

P.A. Work's 2013 manga adaptation of *Uchouten Kazoku*, or *The Eccentric Family*, mixes drama, fantasy, and slice of life. Set in modern day Kyoto, but with a fantastical twist, *The Eccentric Family* imagines a world where tanuki, tengu, and humans attempt to coexist. Protagonist Yasaburou Shimogamo, a shapeshifter and the third son of a prominent tanuki family, enjoys carefree days spent with his instructor, an aged tengu. There is a dark side to this alternate Kyoto, however: a certain group of humans, known as the Friday Fellows, pose a direct threat to the tanuki community. One of these humans, the mysterious woman Benten, was even once well-liked by Tasaburou's tengu instructor. Will Tasaburou be able to figure out the mystery behind his father's death while staying safe himself?

GABRIEL DROPOUT

Gabriel DropOut, produced by Doga Kobo during the Winter 2017 season, is a series about angels who must go to Earth to learn about humans by attending human schools in order to truly graduate from their school in Heaven and become full-fledged angels. The comedic twist follows when Gabriel Tenma White, the top student of her class, goes to Earth and gets so addicted to a video game that she decides not to return to Heaven, hence the "DropOut" in the title. Other supernatural beings (other angels, even demons) encounter Gabriel, some who try to convince the "Fallen Angel" Gabriel to come to her senses, and some who create mischief. In the midst of this comedy, this series hints at something somewhat serious: what exactly is the difference between humans, angels, and demons?



ALICE TO ZOUROKU

In this 2017 sci-fi fantasy anime brought you by J.C. Staff, a group of young girls have the power of "Alice's Dream," which allows them to bring their imaginations to life. This group is kept in a research facility, locked up and experimented on like lab rats. Sana, one of these girls, escapes the facility and meets an old, skeptical man named Zouroku. Zouroku, who dislikes disruptions in his life, initially refuses to help Sana but when members from the facility come to take Sana back, Zouroku helps subdue them and agrees to take care of Sana. And thus begins Sana's new life in Zouroku's flower shop: working alongside Zouroku, learning how to control her powers, and figuring out a way to destroy the research facility and save her friends.

YOUJO SENKI

An elite salaryman lived a normal life until he made the mistake of challenging a self-proclaimed god to a battle of wits. As a result, he finds himself reincarnated into a world of magical warfare as a young blonde-haired girl. Bent on defying his new fate, he takes it upon himself to join the army as a spell-wielding mage and rise through the ranks so that he can rechallenge the god and take back his peaceful life. As Tanya Degurechaff, he commands his troops with a ruthless iron fist, putting his orders above all else. Between his combat prowess and effective military strategy, he is able to strike fear into his enemies, earning her the nickname "Devil of the Rhine."



FLCL

Seventeen years after it was first released--in April 2000--Studio Gainax/Production I.G.'s original 6-part OVA series *FLCL* maintains a strong presence in the anime community. Often labeled a "must-watch" show for anime fans, this adventure of an anime combines action, sci-fi, and mecha with a large dose of comedy and parody. Ostensibly a coming of age story about a sixth grader, Naota Nandaba, after his brother goes to America

brother goes to America and leaves him behind, and a guitar-wielding psychopathic girl on a moped shows up, tries to kill him, and moves into his house, every element of this anime is over the top. Literally nothing about this show will make sense the first, second, or even third time you watch it, but you will be entertained every time regardless.

SHŪMATSU NANI SHITEMASU KA? ISOGASHII DESU KA? SUKUTTE MORATTE II DESU KA?



Centuries have gone by. Mankind has gone extinct, and only furry creatures called "Beasts" roam the world. But the world is now fragmented into floating islands in the sky. The only hope that humans have are a young band of girls called Leprechauns being taken care of by Chtholly, a clumsy blue-haired girl. The Leprechauns can potentially defeat the Beasts, but how can they cope with the inhospitable conditions of modern Earth? But an unlikely main character named Willem Kmetsch enters the fray, a human who participated in mankind's last battle against the beasts before extinction. Miraculously, he was frozen for five hundred years and reawakens in order to aide the Leprechauns. Can Willem reacquaint himself with a Beast-ridden Earth, or is he unable to forget the tragic memories of his forgotten past?

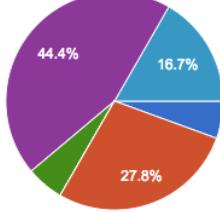


THE BOY AND THE BEAST

Produced by Studio Chizu and released in 2015, The Boy and the Beast is an award-winning film about a young orphan named Ren, who feels as if he is truly alone in the world. For him, there is no such thing as a family. He wanders around Shibuya to live on his own. On the other hand, in Jutengai, Kumatetsu is chosen as a candidate to succeed the retiring grandmaster. However, Kumatetsu is behaviorally unfit and has never had a disciple. When Kumatetsu and Ren meet, Ren initially expresses no interest in becoming a disciple, yet he follows Kumatetsu back to Jutengai. What Ren didn't know was that he cannot return to the human world, so he must decide whether he should continue to follow Kumatetsu or try to find his way back to the human world.

LAST WEEK'S POLL

Chock full with aspiring artist and illustrators! Which of these is your favorite art-related anime?



44.4% Barakamon
27.8% Bakuman
16.7% Kono Bijutsu-bu ni wa Mondai ga Aru!
5.6% Sketchbook
5.6% GA: Geijutsuka Art Design Class
0% Hidamari Sketch

THIS WEEK'S POLL

Which of these anime/manga production shows is your favorite?

- 1: Shirobako
- 2: Gekkan Shoujo Nozaki-kun
- 3: Bakuman
- 4: Other...

Vote now at: BIT.LY/KONPOLL4506

TEKKADAN: THE IRON FLOWER BRIGADE

ANDREW "ARCHED" OEUNG

Content Warning: The following contains spoilers for *Mobile Suit Gundam: Iron-Blooded Orphans* season 1.

Orga Itsuka and Mikazuki Augus, two childhood friends fighting to secure a future for themselves. Sounds a bit cliché, I know, but after a decade of mediocre mecha anime, *Iron-Blooded Orphans* ends the drought of good mecha anime by debuting as the best mecha series since *Gundam 00* season 1. Disclaimer: At the time of writing this article, I have only watched the first season, even though the second season has just recently finished.

That might be a tall claim, but I assure you that there is not much competition when it comes to mecha anime. A lot of mecha shows fail to get the plot, the combat, or anything else right. A show that got the combat right but completely dropped the ball on the plot was *Aldnoah.Zero*. A show that got everything wrong was *Gundam Seed* with Kira Jesus Yamato shooting laser beams everywhere with a nonsensical plot behind him. So, it's difficult to account for combat and character development when they generally occur in tandem in mecha series. The plot and characters have to feel believable and real, but it's hard to do that when half of the screen time is taken up by giant mechs slashing each other. In the end, *Gundam* is quite frankly an advertisement to sell plastic *Gundams*, so it makes sense that they would focus all their attention on the design of each *Gundam* rather than the nitty gritty politics or combat surrounding them.

This is where *Iron-Blooded Orphans* gets the formula right. It gives enough character development to each of the major characters and the strategic elements of combat are better than any previous mecha series

that I have watched. Combat does not devolve to ridiculous power-ups that occur out of nowhere like Trans-Am from *Gundam 00* or Hollow Ichigo from *Bleach*. The main commander of Tekkadan, Orga Itsuka, employs strategy in order to overcome his foes, such as using a mansion as a decoy and setting up bombs within it to kill unaware assailants. And while the strategies he uses are well-thought out, they are not perfect. Someone usually dies as a result of his decisions, even if his crew succeeds at the mission. That's the realistic nature of *Gundam: Iron-Blooded Orphans* coming into play. Unlike other shows, *Iron-Blooded Orphans* doesn't always let characters live. Most of the major characters do not have too much plot armor, and the minor ones do not have any. It can be a little silly to introduce minor characters and kill them in the next episode, but that's exactly what *Gundam: Iron-Blooded Orphans* does. In this show, minor characters tend to die for the sake of furthering character development in other characters, so it still feels meaningful. However, with this clichéd "reversal," it can be a little easy to tell when someone dies. There are a lot of red flags that foreshadow character deaths in this show, and it's something that could be handled a lot better.



Unfortunately, the romance aspect of this show falls a bit flat. Some characters just like each other for no reason, and it feels shoehorned in. However, this show loves to satirize anime clichés, and a perfect example of this is when Mikazuki Augus kisses the heroine out of nowhere and then immediately proceeds to eat food off the floor. That was comedy gold.



And that leads me to the protagonist of the show, Mikazuki Augus, the pilot of Gundam Barbatus. He's a refreshing change compared to past Gundam protagonists, like Kira Yamato and Setsuna "I am Gundam" F. Seiei. While most mecha protagonists are memeworthy at best, Mikazuki breaks away from the mold by being a cold-hearted, ruthless killer. I have seen too many anime villains that constantly flaunt their power and hide their trump card to toy with the protagonist, but ultimately end up losing because they're stupid and the plot requires them to lose. However, Mikazuki is the exact opposite of this. He always goes all-out, he displays no regard and respect for his opponents. He was charged with the task of killing all of his enemies, and he always fulfills his mission without any fuss. At the end of season 1, his hatred for Gjallarhorn, the tyrannical government of Mars, runs so deep that he brutally stomps on enemy mechs and annihilates them by himself. It was a chilling, rated "R" moment that I would never, ever expect from a Gundam series. And yet, I loved every second of it.

Iron-Blooded Orphans tries to balance politics, combat, and character development at the end of season 1, but unfortunately the politics aspect of the show was definitely the most neglected and weakest portion of it. There were several minor characters introduced for the sake of politics, and in the grand scheme of things

they just... did not matter. Politics only slowed down the pace of the show and took away from its best aspects, but I suppose it was necessary in order to further the plot. Perhaps less time could have been spent on character development so that the politics in the second half of the season could be more refined or at least be more involved for the viewer.



Lastly, the music and animation of the show are pretty decent, although they're nothing mindblowing. The opening "Raise Your Flag" by Man with a Mission is extremely catchy, and the second opening of season 1 isn't too shabby either. I even find the first ending song to be rather memorable, which is pretty rare since I almost always skip endings.

My expectations going into the second season are tempered despite a strong season 1 by *Iron-Blooded Orphans*. I have always experienced disappointment after mech shows have gone off the deep end with the start of season 2. *Code Geass*, *Aldnoah.Zero*, and *Gundam 00* have all disappointed me because they handled the start of their second season poorly. I also admit that *Gundam Iron-Blooded Orphans* handled the climax of season 1 badly, which does not bode well for my future impression of the series. But I have heard that the ending to season 2 was unexpected, so I am looking forward to the rest of the series and what it has in store for me.



MILITARY UNIFORMS DECONSTRUCTED: ANIME STYLE

KATRINA "KAY" LUQUE

Military uniforms are as ubiquitous in anime as spontaneous nosebleeds. Cue up any anime from a shoujo featuring tortured bisexuals (*Revolutionary Girl Utena*) to a post-apocalyptic vampire shounen (*Owari no Seraph*) and the characters will be wearing military uniforms. Because I am a fashion fanatic and an anime fanatic I took it upon myself to deconstruct the sartorial selections in two diverse anime: *Attack on Titan* and *The Rose of Versailles*. Each of these anime include radically different military style uniforms that are modeled on styles from specific historical periods. I will describe the outfits in detail and provide the historical background for accessories such as boots, sashes, and epaulets. After reading this article you will be as well-versed in military fashion as the most dapper cadet. Bolster your troops and get ready to explore the wonderful interstice where anime and military fashion meet!

The wildly popular *Attack on Titan* is a gold mine when it comes to military uniforms. Who can forget the infamous leather garters that embellish their combat clothes? Captain Levi's uniform is especially memorable because it includes a cravat, a cloth tie worn around the neck under a high collared coat. According to Wikipedia, "the cravat originated in the 1630s; like most men's fashions between the 17th century and World War I, it was of military origin," thus Levi's distinguished cloth accessory represents tradition of wearing cravats during active service. The captain's uniform bears a resemblance to the military and civilian clothing of Regency-era Britain (1811 – 1837), which was well known for its revolutionary alterations in men's fashion. During that time period it was en vogue for men "in the know" to wear an outfit composed of high collared short waisted jackets, cravats, buff colored pants, and

riding boots. Comparing Viscount Lord Castlereagh and Captain Levi, both men often wear white cravats and high collared short coats, indicating that they outfit themselves in trendy military clothing from the Regency Era. The high collar and buff pants were immortalized in the European consciousness by Goethe when he described Werther wearing a similar outfit in *The Sorrows of Young Werther*. Today, we can still see the product of a 17th century British fashion trend through Captain Levi, *Attack on Titan*'s fashionista.



A personal favorite, *The Rose of Versailles*, immediately caught my attention with its bold take on men's and women's fashion. The protagonist, Oscar, is a female who was raised by her father as a male because her mother failed to produce a son. Because she is a Captain of the Guards in the French royal court, she wears the typical military garb of a 17th-century guard. However, the anime is a bit anachronistic since it is set on the eve of the French Revolution, but the military uniforms that Oscar wears are similar to uniforms worn by Russian generals during the Napoleonic Wars. Oscar and the man in the picture, Prince Volonski, are wearing golden epaulets, which are the fringes on the shoulders that signify high rank

and are the military equivalent of formal wear. The golden color is especially significant because golden epaulets were only worn during ceremonial occasions, such as royal parades and strategic meetings with the monarch, meaning that Oscar is a character worthy of respect. The sashes across Oscar's waist and Volonski's chest are also of military origin, dating back to Italian mercenaries in the 14th-century. Sashes were later adopted by the fashion industry, which used the accessory to embellish dresses and decorate beauty queens. The appeal of Oscar's uniform lies with the ornate gold brocade work and starch collar, which lend the outfit an authoritative yet stylish aspect. Blue and gold have always been a favored color combination in military dress and it is no surprise that Oscar and Prince Volonski chose these colors in order to look their best on the battlefield.



I'm a huge fan(girl) of military uniforms in anime and I hope to see more original designs in upcoming seasons. Thanks to the prevalence of western military dress in Japanese media, I have been able to indulge in a fashion oriented analysis of some of my favorite anime. Get ready for more stylish military wear, because some promising shows are coming out soon!



The *Legend of Zelda: Breath of the Wild* has been out for at least a month now, and I feel compelled to write about the series as a whole. The first few Zelda games I was exposed to were *The Legend of Zelda: Ocarina of Time*, *The Legend of Zelda: Majora's Mask*, and *The Legend of Zelda: Oracle of Ages*. In fact, they're among the games that I think of whenever I'm asked "What was your first video game?" because my earliest memories are of me playing video games. I'm not sure what I find appealing about these games: the vastness of the worlds, the music, the complexity of dungeons and puzzles, or something entirely different—it might not even be any of those things. It could be something as simple as the nostalgic value I associate with the franchise.

The Legend of Zelda: Majora's Mask

Since I doubt there's an objective standard for video



games, I'll offer the next best thing: a completely subjective and brief review of certain titles. One of my favorites in the Zelda franchise is *The Legend of Zelda: Majora's Mask*. A lot of the criticisms I've seen about this particular game feature a central complaint: the time limit of three days. For those who are unfamiliar with this game, the world is basically doomed for destruction in three days, but the player

has to free the guardian deities (in their respective regions and dungeons) and summon them to prevent calamity. However, three days is clearly not enough to do everything, so the player has to keep time-travelling back to Day One to give themselves time to complete the key quests (which are saved, regardless of time travel). I personally didn't mind the mechanic because it forced me to manage my time effectively/efficiently and it required me to know what would happen on certain days at certain times, but I can sympathize with those who find this aspect of the game frustrating and unappealing.

Another point that reviewers bring up is how certain masks are only used for specific events in the game; otherwise, they're useless. One example is the Giant's Mask, which is only utilized for a specific boss battle and can't be used outside of it. I'm intentionally not giving this game (or any game) a score because this isn't a game review newsletter. I've played the original Nintendo 64 version, GameCube port, and 3DS remake. I love the game, it's just that simple.

Heavy Breathing



I've been excited for *The Legend of Zelda: Breath of the Wild* since its rumors of conception and development, but when it was released, I had conflicting feelings about it. I wouldn't consider myself a casual or hardcore fan of the series, since I didn't purchase the Nintendo Switch and the game on launch day. "I have the money, but not the time to play," I assured myself. I'd be lying if I said I wasn't tempted to buy them. Sometimes, I walked into the local GameStop just to look at the games (rather, their empty boxes), but I walked away in anguish every time. This may just be me trying to justify myself, but maybe there will be

more games on the Switch to justify the costs.

Update!

After about two weeks of hunting, I secured a Nintendo Switch and a Special Edition of *The Legend of Zelda: Breath of the Wild*. Maybe you even passed by me when I was lining up outside of GameStop for three days (anytime from 6 AM until noon), waiting for a shipment of five Nintendo Switch consoles. The wait was definitely worth it. It's a completely different game, yet it still captivated me. It's described as an open world game, which I am unfamiliar with. I actually find myself wandering a lot, looking at everything, and taking pictures. Also, a lot of the music is soothing, and some of the tracks give me a familiar feeling. Generally, I like to get to the point when I play games, but I think this is the type of game where you just need to appreciate the visuals and the vastness of the world.

It took me a while to adapt to the controls, especially whenever I want to switch weapons, shields, bows, arrows, and abilities. But after a few hours I was seamlessly switching weapons and—ok, I'll be honest, I alternate throwing both Remote Bombs at enemies and detonating them. Weapon durability is a mechanic in the game, so all weapons (as far as I know) will break after some use. That's why I use my unlimited supply of bombs to defeat enemies. Also, it feels so satisfying to blow up unsuspecting Bokoblins.

I'm afraid of finishing the game prematurely because I wouldn't know what else to do in the game besides finding every single shrine and Korok, which is excessive. However, I think the game is large enough that it'll take me a long time to finish, especially since student life is so demanding.



INSERT ART: "YOU KNOW WHY..."

BY JACKY ZHAO



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STAFF



Josh Roque
Editor-in-Chief



Edward Hong
Layout Editor



Jamie You
Layout Editor



Andres Gonzales
Writer



Cassie Sonne
Writer



Jacky Zhao
Artist



Katrina Luque
Writer



Joshua Siador
Writer



Bogeun Choi
Writer



Ziana Deen
Writer

SOCIAL MEDIA

WEEKLY EVENTS

Manga Social: Thurs, 5:30pm - 6:30pm; 106 Dwinelle
Game Night: Thurs, 8:00pm - 10:00pm, 109 Dwinelle
Check Facebook for location announcements!

Konshuu proudly accepts guest submissions from club members! If you'd like to have content featured, please submit to:
J.MP/KONSUB

HAVE A FANTASTIC SUMMER VACATION!



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Andrew Oeung
Writer



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