

THE JOJO ISSUE

CAL ANIMAGE ALPHA presents

# konshuu

Volume XLVIII, Issue VIII

**GIORNO GIOVANA**  
Jojo's Bizzare Adventure: Vento Auero  
Art by Jamie You

# THIS WEEK'S FEATURED SERIES:

# JOJO's BIZARRE ADVENTURE



## Part 1: Phantom Blood

A newcomer at the Joestar estate spells trouble for a young Jonathan Joestar. When this unwanted guest stumbles upon the power of an ancient stone mask, it is up to Jonathan to master the art of Hamon and put a stop to his devious plans of world dominaiton.

## Part 2: Battle Tendency

In a search for the origin of the stone mask an ancient evil is awaken which threatens humanity. Like his grandfather, Joseph Joestar must learn the art of Hamon in order to protect the world. Teaming up with Caesar Zepelli, the two must race against the clock to protect the Red Stone of Aja.

## Part 3: Stardust Crusaders

A strange new power has awoken in the Joestar family. This power which bestows Jotaro with immense combat capabilities, instead acts as a curse on his bedridden mother. Jotaro must travel to Egypt to find the source of this power and put a stop to it before it claims his mother's life.

## Part 4: Diamond is Unbreakable

Morioh is an anverage city with an unusual populace. When a relative comes to visit, Josuke Higashikata is exposed to the bizarre people that live in his town and is dragged into helping unravel the mystery behind a serial killer with odd tastes.

## Part 5: Golden Wind

Giorno Giovana never knew his father, but still had a father figure in the form of an Italian mobster! As he grew older he learned all the street smarts he needed to become a mobster. After a fateful encounter he finally joins maifia, but with the sole intent of destorying it from the inside.



# WHAT SEPARATES THE BEST FROM THE REST



ANDREW OEUNG

4TH YEAR, EECS

EDITOR-IN-CHIEF

I have so many games in my backlog...

*Jojo's Bizarre Adventure* is a genre-defining franchise that has reinvigorated my passion for shounen. Spanning over several decades, it has withstood the shift of contemporary artstyle and adapted to new trends in anime. Amazingly enough, I cannot even feel its age in the anime adaptation, because of its unique and mold-breaking action and plot.

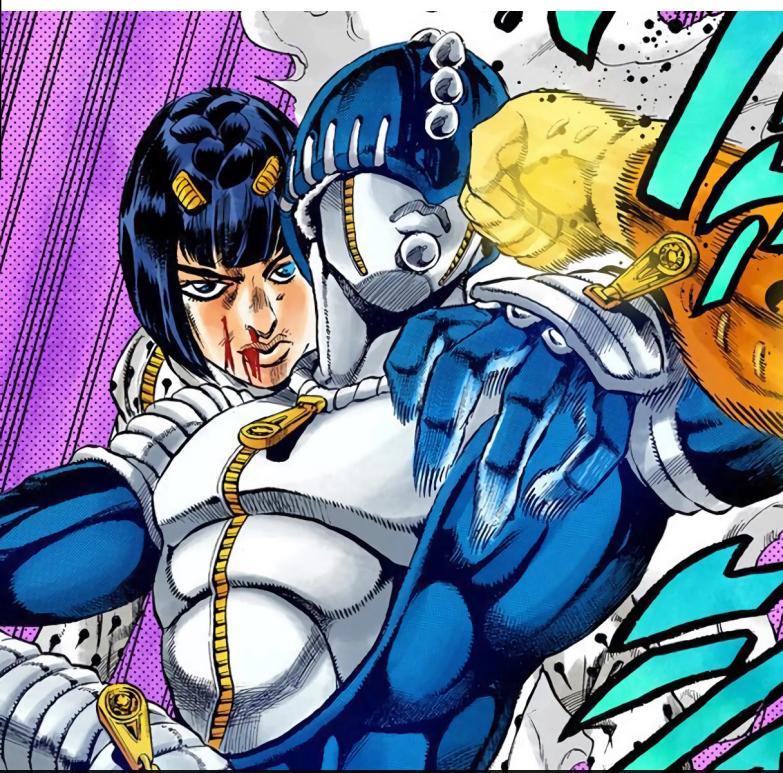
But just what exactly sets the show apart from other conventional action series? Instead of relying on friendship and teamwork, Jojo characters often utilize mindgames and strategy in order to thwart their opponent's murderous intent. Instead of brawn, they use their brains. This is a refreshing change of pace from shows like Bleach and Dragon Ball Z, where power-ups appear out of nowhere as a form of plot device. Moreover, every character in Jojo has a unique ability, known as a Stand, that can do things like control water, create ice, or even heal people. The versatility

of this concept has allowed the author, Araki, to devise innovative and tense fights between individuals. Other franchises have even borrowed this concept; the Personas and arcana in the Persona video game series are a loose reference to the third part of Jojo, Stardust Crusaders. Just like a Stand, a Persona appears behind someone, and is a manifestation of their latent power.

Another positive surrounding Jojo is the author's obsession with western music and the characters' colorful fashion. Many powers are named after popular music artists. For example, the antagonist in *Jojo's Bizarre Adventure: Diamond is Unbreakable* has a stand called Killer Queen, named after a song by the British rock band Queen. Killer Queen's other abilities are called Sheer Heart Attack (named after Queen's third album) and Bites the Dust named after the famous Queen song *Another one bites the dust*). Every character has an extremely iconic and recognizable outfit, thanks to the author's creativity. Hirohiko Araki's sense of fashion is so widely appreciated that he even collaborated with the famous Italian luxury brand, Gucci, to create fashion with them for their 90th anniversary. If that doesn't spell good fashion, I don't know what does!

Unfortunately, the series is not without its flaws. The show is extremely difficult to start in the middle of the series: you simply will not understand any of the plot. The different sagas in the show vary dramatically in quality and artstyle, depending on your taste and preference. The formula for Jojo was not refined by the author until around a decade into its serialization.

Honestly, after finishing the first dozen episodes, I could tell that this show was special. Although the current parts may never reach the pinnacle of *Jojo's Bizarre Adventure: Battle Tendency* again, I suspect that the current animated part, *Jojo's Bizarre Adventure: Golden Wind* will prove me wrong. Here's to another bizarre adventure in Naples, Italy!



The strongest stand in the world, Zipper Man in action



It was me, Dio!

# IS DIAMOND UNBREAKABLE?

**JONATHAN QIAN**

2ND YEAR, CHEMICAL ENGINEERING

STAFF WRITER

I hope people realize that this is my opinion

*Jojo's Bizarre Adventure* has become an icon for the anime community over the last five years. With its flamboyant character designs and various Western pop culture references, Jojo has become one of the most popular franchises in both Japan and the West, and today we're going to take a look at Part 4 of Jojo, commonly known as Diamond is Unbreakable, and some of its strengths and weaknesses as an anime.

First, let's talk about art and animation. Much like the previous parts of Jojo, the character designs for the main cast are very unique and memorable. Whether it's Josuke's pompadour or Koichi's height despite his age, every character has their own defining physical traits that make every character easily recognizable. Araki's art style continues to be put on display, with colorful stands, colorful outfits, chiseled faces, and of course, bombastic poses that put models to shame.



Many of the color palettes used in part 4 utilize bright, beautiful colors that add lots of atmosphere and flavor to the show without being distracting, an improvement from part 3, which used darker colors for most of the show, and went overboard with dazzling colors during intense moments that distracted from the intensity of a few scenes. However, in the animation department, part 4 struggles. At times the animation of part 4 can look awkward or straight up bad, due to David Productions outsourcing the animation work for many of the middle episodes. There is a noticeable difference in quality between David Productions'

animation team and the outsourced animation teams, which hurts some scenes. All things told, the art and animation in part 4 is somewhat of a mixed bag, which is a shame, because the show would have been much more enjoyable with consistent animation quality to compliment the aesthetically pleasing art.

The quality of part 4's plot is the most debated aspect. Part 4 is split in half; the first is mostly worldbuilding and characterization, while the second half focuses on the conflict between the protagonists and the main antagonist. For those who prefer shows with constant plot progression, the first half is often regarded as boring and pointless, but the show has a large cast, and taking the time to show characters' personalities and growth is essential to the great payoff that the second half gives. The first half of the show also showcases practical, nonviolent ways to use stands, which adds a new layer depth to the world. Once the second half begins, the show takes on a new tone. The episodic structure of the first half is replaced by that of a mystery thriller. While the plot of the second half is not necessarily deep or complex, it builds suspense extremely well, and it makes full use of the first half's set up to create a VERY entertaining arc. The conclusion rewards you fully, giving us some of the most memorable Jojo fight scenes and a satisfying epilogue for everyone involved.



Overall, part 4 was one of the better parts of Jojo, with animation inconsistency being the biggest complaint. It continues the Jojo tradition of intense fights, fun characters, and an entertaining plot in a completely new setting. While part 4 may not be "unbreakable", it will definitely shine like a diamond if you give it a chance.

# MOJO JOJO: CASE FOR THE GREATEST JOJO



**ANDREW WING**  
4TH YEAR, MEDIA STUDIES

Danny is the best character in Jojo's Bizarre Adventure  
(I only watched ep 1)

STAFF WRITER

Mojo Jojo is a misunderstood chimp. In *The Powerpuff Girls*, Mojo Jojo is often seen on the wrong end of the Powerpuff girls' fists. As the primary antagonist of the show, it makes sense that he is the foil to the girls' heroics, however, Mojo Jojo is quietly a decent character and deserves to be in the conversation for greatest Jojo. Let's get into it.

First, we have to look at Mojo Jojo's backstory. Like many anime protagonists, Mojo Jojo has a tragic backstory that led to him suffering through tough times and hard climbs. But, as the saying goes, "what doesn't kill you makes you stronger". Mojo Jojo started as Professor Utonium's chimpanzee lab assistant. When the professor was creating the Powerpuff Girls, Mojo Jojo pushed him into a bottle of Chemical X, causing an explosion. The explosion mutated the chimp, enlarging his brain and giving him incredible intelligence. The explosion also created the Powerpuff girls, who became the sole subjects of the Professor's attention, leaving Mojo Jojo neglected and forgotten. Mojo Jojo became homeless, which, combined with his newfound intelligence, molded him into the villain he is now. He seeks revenge on the world that ignored him and plans to conquer it and rule it himself. This tragic backstory shows Mojo Jojo's resilience and tenacity, and also shows that he isn't a villain without a motive.



Oof!

Mojo Jojo is inarguably the strongest villain in *The Powerpuff Girls*. He has managed to defeat the Powerpuff girls several times.



He is also quite literally "big brain". With his high intelligence, Mojo Jojo is sophisticated, verbose, and speaks with a large vocabulary. He also uses this intelligence to his advantage, and manipulates the Powerpuff girls through their naiveté. He sometimes discovers the girls' weaknesses, and adapts his strategies accordingly. Furthermore, Mojo Jojo is an inventor, creating giant robots and laser guns to fight the girls with. He is very strong, in comparison to Jonathan Joestar, who couldn't even protect his puppy Danny from Dio.



Chef Mojo Jojo

Mojo Jojo also has a non-villain side to him. He is truly honorable, and keeps his ideals. He has worked with other villains without betraying them and maintains a friendship with most of them. Mojo Jojo helps people sometimes too, teaming up with humans when the Earth was being attacked by aliens. In the end, Mojo Jojo was the one to defeat the alien and in turn saved Earth. Mojo Jojo is also civilized. He buys groceries legally, rather than stealing them. He is also quite benevolent to the girls, when they aren't getting in his way. He lent the girls sugar when they were out, and has even babysat them before. Additionally, he doesn't jaywalk and uses the crosswalk properly (better than most Berkeley students already!). He is multi talented, being the #1 Chef in Townsville, artistically preparing sushi for the girls in one episode, and also has the hobby of collecting model ships. All in all, Mojo Jojo is one civilized chimp, as opposed to Jonathan Joestar, who had trouble being a true gentleman in comparison to his father and Dio.

Looking back, Mojo Jojo is a great character. He's big brain, strong, and keeps his ideals. He even crosses streets better than most Berkeley students. Don't sleep on Mojo Jojo when you're discussing the greatest Jojo of all time.



# WESTERN INFLUENCES IN JOJO'S BIZARRE ADVENTURE



**ETHAN CARTER**  
2ND YEAR, MATH AND DATA SCIENCE

STAFF WRITER

It just works

*Jojo's Bizarre Adventure* is one of the most popular manga franchises ever, with appeal stretching across the entire world. Despite being a Japanese work, Jojo is completely filled with western influences, from the names of characters and abilities, to even the designs of characters. This is due, no doubt, to the fact that the author of the Jojo manga, Hirohiko Araki himself is a very big fan of western popular culture. He has stated that he greatly enjoys many aspects of western culture, including music, movies, fashion, and art, all of which come through very clearly in his manga.

The most obvious western influence in the Jojo universe is in its names. Many major characters in Jojo are named after famous western figures, usually bands/musicians or actors. Like the iconic duo Dire and Straits, named after rock band Dire Straits, or Tonpetty, named after guitarist Tom Petty. In Part 6 in particular, rather than being named after musicians, many characters are named after famous fashion designers or clothing brands, like Alexander McQueen and Sportsmax. Not just the characters themselves, however, their abilities, called stands, are invariably named after a western band, or a work from one. Araki has stated that he has a strong preference for western music, especially progressive rock, and that his naming of his characters in such a way is a "hobby" of his.

More than simply names, the characters themselves are also largely influenced by western popular culture. Araki's designs for Part 1 were influenced by the muscular physiques of popular action movie stars like Arnold Schwarzenegger and Sylvester Stallone, and he's said the character of Part 3's protagonist, Jotaro Kujo, was inspired by Clint Eastwood. A major character in part 4, Yoshikage Kira, bears a very strong resemblance to singer David Bowie. Also, the many poses for which the series is known are often taken directly from either western models and fashion magazines or Italian sculptures.

More generally, much of the Jojo world also has western influences. The vibrant, surreal colors seen on manga volume covers and in some color pages is, according to Araki, directly inspired by famous artist Paul Gauguin. Araki regularly read western fashion magazines as inspiration for his characters' outfits. The overall structure of Part 3's plot, being a "road movie" was inspired by

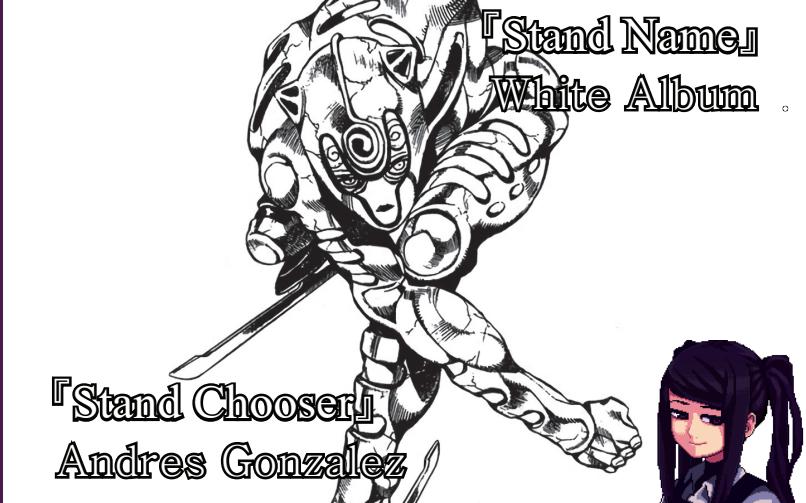
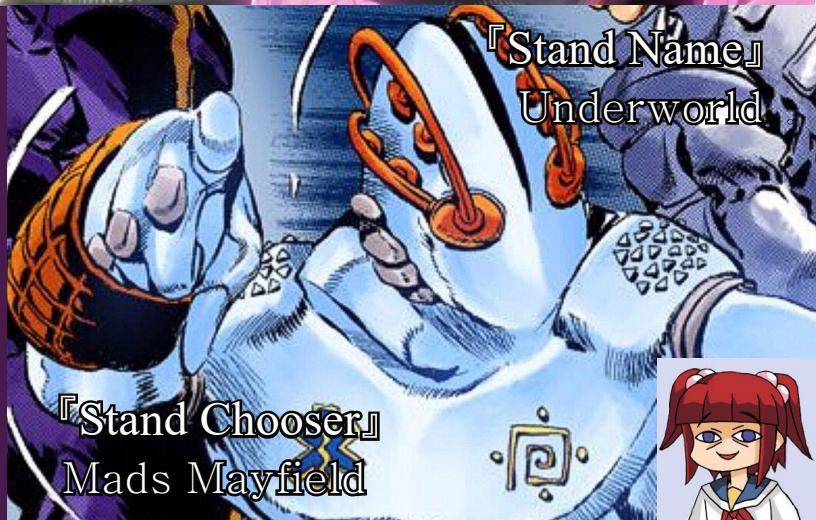


"*Around the World in 80 Days*". And the small movie/book references that Araki puts into each series are too many to count. Indeed, Jojo is packed full of western influences and references. Perhaps this is where part of its global appeal comes from.



Vibrant colors and nice lipstick

# STAFF PICKS FAVORITE STANDS



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JOSEPH JOESTAR & CAESER ZEPPELI  
Jojo's Bizarre Adventure: Battle Tendency  
Art by Angela Xu

