

vol.51 #02  
Upcoming  
Anime

# Kōzue

Midori Asakusa

Eizouken!

art by Grace Li



# A MASTERCLASS IN IMAGINATION

 NICHOLAS WONOSAPUTRA  
1ST YEAR, INTENDED NEUROBIOLOGY

A great start to a new year!

STAFF WRITER

2020 is looking to be another great year for anime, and with plenty of season and film-length sequels to beloved series like *Oregairu* and *Shirobako*, there's already plenty to be said about shows that we already know a lot about. However, one series in the Winter 2020 season has started to turn heads with its unique, imaginative energy: *Keep Your Hands Off Eizouken!*

Masaaki Yuasa and Science Saru's newest project, *Eizouken*, is exactly what I was hoping *Shirobako* would explore: a group of high schoolers forming their own animation club and learning the struggle to meet deadlines while solidifying their love for the magic of animation.

To clarify, *Shirobako* is an amazing series that goes into great detail about the internal structure of animation studios, and the struggle to motivate and consolidate the potential of the massive list of personnel called onto a project.

However, I couldn't help but feel a little disappointed when the initial set-up of five high school girls forming an animation club, madly pursuing the dream of working in a real animation studio, was pushed to become the backstory of those five characters, with little emphasis placed on the impact of the five of them finally reuniting as they work on a full project together.



That's where *Eizouken* comes in, as it follows the creation of a high school animation club by a main cast of three heroines: the detail-oriented, technologically savvy Asakusa, the practical, materialistic Kanamori, and, my personal favorite, the lover of realistic and fluid character animation, Mizusaki.

These characters are already endearing in themselves, but when these characters interact and work together to make their dreams become reality, something magical occurs: animation. What *Eizouken* has achieved, and what *Shirobako* lacked, is the emphasis on the magic of animation, the wonder that comes from seeing your still drawings come to life and move. While *Shirobako* wasn't devoid of moments dedicated to the magic of animation, *Eizouken* revolves around, and thrives off of, showing just how magical the art of animation can be. This is done through multiple roughly sketched animated scenes that are born from both the characters' technical understanding of animation as well as the wonder inherent to one's own imagination. From a simple windmill to an epic battle between a schoolgirl and a tank, *Eizouken* is not only able to showcase the magic of animation, but is also able to explain the techniques at play without losing the magic.



The childlike imagination present throughout is contagious, and isn't limited to these short dream sequences. The world these characters inhabit is bursting with life and personality, from the labyrinth-like city streets to the bizarre patchwork architecture of the local high school. Then there's the club's struggle in establishing themselves as an official club and have to compete with the likes of the real anime club as well as the expectations of Mizusaki's famous actor parents.

*Eizouken* is a show filled to the brim with imaginative energy and relatable high school club drama that help to elevate and celebrate the magic of animation, and that's just awesome.

# GET HYPED FOR JUJUTSU KAISEN!



**NEIL FRYDENDAL**

1ST YEAR, INTENDED COMPUTER SCIENCE

Yuuta best boi.

STAFF WRITER

**Note: Spoiler Free**

In Konshuu Volume 50's Anime Destiny issue from early November of last year, I predicted that *Jujutsu Kaisen*'s anime adaptation would be announced at Jump Festa 2020 (late December). However, it was actually announced even earlier than that in WSJ Issue 52, 2019 (late November)! Although they heavily promoted the announcement at Jump Festa, so I wasn't that off. Regardless, as a huge fan of the series, I'm beyond ecstatic that soon a ton more people are gonna get to experience its amazingness! Towards that end, I'm writing this spoiler-free article to tell you a little bit about *Jujutsu Kaisen* and get you as hyped as I am for its upcoming anime adaptation!

*Jujutsu* mainly follows 3 high school students and their teacher as they explore the world of sorcery, try to save people from that world's horrors, and battle against those who misuse their sorcery powers. It definitely gives off some serious *Naruto* vibes with its dark/serious tone and team setup (3 students and a teacher?), but I've also heard it compared to early *Bleach* a lot (although I haven't read/watched that yet, so I wouldn't know). Like *Naruto*, JK's worldbuilding is masterful and thoroughly immerses you in its universe of exhilarating sorcery battles and interesting characters. Side note: I actually like the translated English title: "Sorcery Fight" and think it captures the series quite well, but Viz clearly went with "*Jujutsu Kaisen*" because it sounds less generic. I personally hate this developing trend of leaving Japanese words untranslated for basically no reason, but whatever.

Anyway, speaking of the characters—and I know this is said about basically every series, but—I think its characters are one of *Jujutsu*'s biggest strengths. They're well-written, deeply fleshed out, and all unique. And you really come to care about them, so when they experience hardship, it's that much more meaningful. The 4 main characters are protagonist Yuuji Itadori, his 2 teammates Megumi Fushiguro and Nobara Kugisaki, and their teacher Satoru Gojou. Having Yuuji as the protagonist is great because he's different from the usual shounen protagonist in the way he thinks about things, so it makes *Jujutsu Kaisen* feel fresh and innovative. Additionally, there are no Sakuras on this team! Megumi and Nobara both carry their own weight and are plenty interesting themselves. And lastly, there's Gojou-sensei, who's definitely reminiscent of Kakashi as he fills the powerful teacher role, but his distinct personality and design set him apart and also make him one of the series' best characters.



mask boi, Satoru Gojou

Lastly, I need to talk about the series' villains because they're also one of *Jujutsu Kaisen*'s biggest strengths. They have actual motivations for their actions, and you can sometimes even feel for them, especially with the main villain, who is brilliantly written and many people's favorite character. And the great fights—and I don't know if I emphasized this enough, but they are indeed great—are made even better by this character depth on both sides. I can't wait to see them animated! Assuming Toho doesn't screw it up, *Jujutsu Kaisen* absolutely has the potential to be 2020's *Demon Slayer*, so don't sleep on it! Fun fact side note: just like *Demon Slayer*, JK has a 4-chapter prequel volume! Although actually JK Vol 0 came before the rest of the series, so it isn't a prequel, but it's treated as such. Definitely check it out if it's not adapted as part of the anime! It's important! Now to go pray for that sick *Chainsaw Man* anime announcement ... ;).



protag boi, Yuuji Itadori

# AN ERA OF SEQUELS

**ABEER HOSSAIN**

3RD YEAR, MECHANICAL ENGINEERING AND ASTROPHYSICS

It's a good time to be a weeb

STAFF WRITER



2020 started off three notable sequels in the current Winter season with *Isekai Quartet 2*, *Toaru Kagaku no Railgun T*, and *Haikyuu!!: To the Top*. While I've watched *Index*, I'm not caught up with *Railgun* so while it's something I'm looking forward to watching sometime in the future, it really wasn't on my radar going into the season. I was, however, waiting excitedly for *Haikyuu* and *Isekai Quartet*. I've watched *Haikyuu*'s third season about a dozen times now. The whole season is pure sports anime hype, and while I was skeptical of one match being adapted into a whole season, all my worries were squashed upon watching the first episode. After the exhilarating match with Shiratorizawa, I'm excited to see what's in store for Karasuno in the upcoming seasons. *Isekai Quartet* was a surprise last winter season and made me laugh the entire time. While it's nothing amazing, it's a fun short show to watch every week with familiar characters. This season now includes characters for *Shield Hero*, a show I hate with a tenacity, but it's still been fun so far.

Spring is going to be insane. Let's start off with the worst of the sequels to come, *Food Wars*. Manga readers know what's to come and many people have warned me of the trash that the show is going to fling at its viewers very soon, so I can't say I'm particularly looking forward to what's coming. *Fruits Basket* and *Bookworm Isekai* are both getting second seasons in the spring and while I haven't watched the first season of either show, I know the praise they both receive so it's great to see more of them adapted. For the ones I'm really looking forward to, let's start with *Kaguya Wants to be Confessed To*. The first season



was amazing and convinced me to binge the manga and god damn is there good stuff coming this next season. Expect the same shenanigans from the student council and more, along with some great romantic and personal growth from the characters around the comedy. Next is the sequel me and so many others have been waiting so long for, the third season of *Oregairu*. I love the first two seasons and I can't wait to see 8man pick best girl Yukino Yukinoshita, but for those on the losing trains, don't worry Iroha and Yui are both quality waifus too. You



can bet there will be lots of rage once things get going this upcoming season in *Oregairu*. Of course, the elephant of the season is *Re:Zero*. The Director's Cut of the first season is airing right now with one hour episodes every week leading up to season two and it's great to finally go back and see the show again. Rewatching has made me realize that Subaru isn't as bad of an MC as I thought he was upon first watching and it solidified by belief and the factual truth that Emilia is best girl and that Rem is only liked because she is devoted to the MC and not much else. I'm excited to learn more about the world and the history behind Emilia, Puck, and the many other characters in the show. The show will be two cour, so for *Re:Zero* fans, having nice months of *Re:Zero* must be pretty great.

Summer season will have the second part of *Haikyuu!!: To the Top* and the third season of *Danmachi*, a show that deals with some strong and clever themes with more than a handful of interesting characters but never commits enough to its morals or the grittiness of its world to ever have an emotional or philosophical impact. However, it's still a fun watch from time to time when the MC or the other characters aren't being dumbed down to simple tropes every other minute. We're also getting the second season of *Fire Force* whose first season's amazing animation was stepped all over by mediocre storytelling and horrible fanservice in the worst of times. I went in with no expectations, was pleasantly surprised by the first two episodes and was consequently left disappointed week after week. Hopefully things pick up with the second season, but with what I've heard from manga readers, it doesn't. The other sequel of the summer season is the absolutely atrocious *Mahouka*. The first season was one of the worst things I've ever seen, with bland characters (a garbage main character surrounded by empty shells who all seem to fall in love with him), a ridiculous school setting with random power levels and hierarchies that don't make any sense. If I have to hear the MC's stupid, incestuous sister say onii-sama one more time, I'm going to nuke a city. If you liked the first season, well you get more *Mahouka*, but please get a better taste in anime. Oh, and recently confirmed, the second season of *5toubun on Hanayome* is also coming in the summer. The first season was horribly animated, but the characters are great and it also convinced me to read the manga which is currently 3-4 chapters away from ending. It's a harem but the girls and the

MC are actual human beings and not simple tropes, and while that shouldn't be necessary to point out, with all the trash harems out there it's great to see something good from the harem genre.

The Fall season is going to come with some bangers. Let's start off with a not so banger of a show, *Tensei shitara Slime Datta Ken*, or *Slime Isekai*. The first season was just okay, nothing great, nothing too bad. It's fun seeing how OP the MC is and some of the supporting characters aren't too bad. It doesn't really have much potential but hopefully it'll surprise me. The bangers I was mentioning earlier comes in the form of *Neverland* season two and the final season of *Attack on Titan*. The first season of *Yakusoku no Neverland* last winter was enthralling. From start to finish, I was completely captivated by the story and the amazing characters. The direction in the show is also amazing; the placement of the camera, the ticking sound during tense scenes, the placement of characters in some moments, all of it is top tier. I rewatched it this winter with a friend and she was immediately drawn into the kids' plight and upon finishing the season, she binged the entire manga, something I was very tempted to do last year. However, unlike with *5toubun* which was animated like trash, I'm excited to see more *Neverland* in animated form. The year closes out with the most anticipated season of anything in a long time, *Attack on Titan*. I hated this show's first season with a passion. So many of the characters I found insufferable, especially the whiny MC. The fight scenes didn't make up for the stupid hierarchy of soldiers established the number one thing that pisses me off most in any form of media: adults that are so incredibly stupid, it makes you want to go into that world and shoot them. With the second and especially the third seasons, my opinion on the show did a complete 180. The second part of the third season was some of the most exhilarating anime I've ever watched and I can't wait to see how this show will finish its legendary run.



# FINAL FANTASY VII REMAKE: POLISHING OLD MATERIAL

 **TAMMY LEE**  
2ND YEAR, MAJOR

I'm abbreviating Final Fantasy to FF for the sake of the word count. Have fun reading my incomprehensible article!

ARTIST

From its inception in 1987, Squaresoft's *Final Fantasy* was synonymous with the RPG video game genre, becoming the trendsetter for the genre. But if you know, Square Enix has had a questionable track record with recent franchise entries. It's not surprising that people have been losing interest in the franchise, only clinging to the old nostalgia.

That's why so many people are hyped for the *Final Fantasy 7 Remake*; it's a call-back to a classic (and a lot of people's first) JRPG experience. The overworld is rich with busy towns, elaborate dungeons, and quirky minigames. The story is an action-packed tale exploring the mysteries of Mako energy. The iconic Action Time Battle system is back with a customizable skill system and sexy special moves for the characters to unleash. And most importantly, the game was fully rendered beautifully in next gen 3D graphics (...at the time).

But at the same time, I'm worried when the remake releases April 10. The original game was from 1997; there weren't a lot of other JRPG titles to compete with.

Now, name one generally praised modern JRPG that doesn't have at least an engaging world, good story, fun gameplay, and stylish graphics. These have become standards in the industry, not breakthroughs.

*Persona 5*, *Nier Automata*, *Fire Emblem Three Houses*... even *Undertale* of all things.

So, can the new *FF7* remake hold a candle to today's collection?

Maybe.

The realm Gaia is so near and dear to people's hearts that it doesn't matter if the world was never that grand. It's kinda like revisiting an old hometown. It may not be the most exciting place, but sometimes you reminisce about old memories, wishing you can experience them for the first time again. That isn't to say that Gaia is boring at all. There's a variety of locations from the quaint, but eerie town of Nibelheim, to the cramped, ragged slums of North Corel. Even the cyberpunk capital of Midgar can be split up into different districts. One second you may be stuck in an industrial facility, while the next you're stuck in a hot tub with 8 other dudes.

However, unlike setting, nostalgia can't cover up a story as well. *FF7*'s story focuses on the conflict between technology and nature, with the moral of the story act as a warning not to expend the world's resources so easily. But it's ridiculous to just boil the plot down to a simple "save the world" story. With 9 party members, each one has their own interesting/tragic backstories all stemming from the dastardly acts of the evil Shinra corporation. But if it wasn't for this journey to save the planet, then the characters wouldn't have been able to resolve frayed ties or overcome with their own darkness.

Hell, I would argue we need a story like *FF7* that emphasizes environmentalism; as we are becoming more aware of human exploitation and its effects on the ecosystem, I can see this twenty year old story staying (or becoming more) relevant.

Meanwhile, the old 1997 gameplay has been completely revamped. The gameplay now combines hack and slash with the strategic planning of the series staple turn-based "bar" system: a good compromise between the old and the new. But ultimately, we can only judge it until the game is released. Afterall, JRPG gameplay has a bad rep of becoming stale after the thousandth time you're forced to fight goblins...again.



And then finally, the graphics.

It's Square; it's not true FF unless they don't splurge half the budget on graphics.

I hope and I know the *Final Fantasy 7 Remake* will find great success when it hits the market April 10. I believe this could be a chance for Square to revitalize the old time fans' love for the series and share this enduring experience with a new audience.

# STAFF PICKS: UPCOMING ANIME MEDIA OF 2020

**HuniePop 2: Double Date**

Neil Frydental

Abeer Hossain

**Yakusoku no Neverland**

The recent *HuniePop 2* gameplay trailer absolutely sold me, so unless *Repentance* is god-tier or some other game snipes it out of nowhere, it's looking like *Double Date* is gonna be my 2020 goty. Ashley best grill!

The first season was an absolute banger and I can't wait to see more of the world those kids live in and the dangers that await them.

Marc Castillo

**Destruction Flag Otome**

Alexus Lopez

**Yakuza: Like a Dragon**

Disaster Bi-queen Katalina Claes reincarnates into a world full of morosexuals. Disaster ensues and the world's greatest harem master collects a harem of princes, duchesses, farmers and main heroines. No one can escape the blackhole singularity that is Bakarina.

If you know me, you know I like a lot of crime in my media... The *Yakuza* franchise has its questionable characteristics, but it sure is fun to pretend you're a hardline criminal singing karaoke with your friends! I'm excited to play the new turn-based combat system instead of repeatedly rolling into my enemies, as well as get to know a protagonist that isn't as... stoic as Kiryu. Yeah!

Shao-Lon Yeh

**Ten Count**

Nerissa Hsieh

**BNA: Brand New Animal**

**"I love my BL"**

"2020 is the year of furry rights, rise up!"

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Game Nights: Thursday 8-10 pm, 60 Evans



**AVERY**  
**Pokemon Shield**  
Art by Athena Chen