|  |  |
| --- | --- |
| **Masashi Kishimoto** | |
| **Born** | Kishimoto Masashi 岸本 斉史 November 8, 1974 (age 41) [Nagi, Okayama](https://en.wikipedia.org/wiki/Nagi,_Okayama), Japan |
| **Residence** | [Okayama Prefecture](https://en.wikipedia.org/wiki/Okayama,_Okayama), Japan |
| **Occupation** | [Manga artist](https://en.wikipedia.org/wiki/Mangaka) |
| **Known for** | [*Naruto*](https://en.wikipedia.org/wiki/Naruto) |
| **Relatives** | [Seishi Kishimoto](https://en.wikipedia.org/wiki/Seishi_Kishimoto) (twin-brother) |

**Masashi Kishimoto** (岸本 斉史 *Kishimoto Masashi*[**?**](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets), born November 8, 1974[[1]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-FanBook205-1)) is a Japanese [manga artist](https://en.wikipedia.org/wiki/Mangaka), well known for creating the [manga](https://en.wikipedia.org/wiki/Manga) series *[Naruto](https://en.wikipedia.org/wiki/Naruto" \o "Naruto)* which was in serialization from 1999 to 2014. As of October 2015, Naruto manga has sold over 220 million copies worldwide.[[2]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-2) it is the third best-selling manga series of all time.

A reader of manga ever since a young age, Kishimoto showed a desire to write his own manga, citing authors [Akira Toriyama](https://en.wikipedia.org/wiki/Akira_Toriyama) and[Katsuhiro Otomo](https://en.wikipedia.org/wiki/Katsuhiro_Otomo) as his main inspirations. As a result, Kishimoto spent several years working to write his own *[shōnen manga](https://en.wikipedia.org/wiki/Sh%C5%8Dnen_manga" \o "Shōnen manga)* for[*Weekly Shōnen Jump*](https://en.wikipedia.org/wiki/Weekly_Sh%C5%8Dnen_Jump) magazine which he was a fan of.[[3]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-alphainter-3)

Early life[[edit](https://en.wikipedia.org/w/index.php?title=Masashi_Kishimoto&action=edit&section=1&editintro=Template:BLP_editintro" \o "Edit section: Early life)]

Masashi Kishimoto was born in the [Okayama Prefecture](https://en.wikipedia.org/wiki/Okayama,_Okayama), Japan on November 8, 1974 as the older identical twin of [Seishi Kishimoto](https://en.wikipedia.org/wiki/Seishi_Kishimoto).[[1]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-FanBook205-1) During his childhood, Kishimoto showed interest in drawing characters from the anime shows he watched, such as [*Dr. Slump*](https://en.wikipedia.org/wiki/Dr._Slump)*'*s [Arale](https://en.wikipedia.org/wiki/Arale_Norimaki" \o "Arale Norimaki) and *[Doraemon](https://en.wikipedia.org/wiki/Doraemon" \o "Doraemon)*'s titular protagonist.[[4]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-4)[[5]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-5) In [elementary school](https://en.wikipedia.org/wiki/Elementary_school), Kishimoto started watching the *[Kinnikuman](https://en.wikipedia.org/wiki/Kinnikuman" \o "Kinnikuman)* and [*Dragon Ball*](https://en.wikipedia.org/wiki/Dragon_Ball) anime alongside his brother.

During his last years of school, Kishimoto spent time drawing manga and went to an art college with hopes that he would become a manga artist. Upon entering college, Kishimoto decided he should try creating a [Chanbara](https://en.wikipedia.org/wiki/Chanbara" \o "Chanbara) manga since *Weekly Shōnen Jump* had not published a title from that genre. However, during the same years, Kishimoto started reading [Hiroaki Samura](https://en.wikipedia.org/wiki/Hiroaki_Samura)'s [*Blade of the Immortal*](https://en.wikipedia.org/wiki/Blade_of_the_Immortal) and [Nobuhiro Watsuki](https://en.wikipedia.org/wiki/Nobuhiro_Watsuki" \o "Nobuhiro Watsuki)'s *[Rurouni Kenshin](https://en.wikipedia.org/wiki/Rurouni_Kenshin" \o "Rurouni Kenshin)* which used such genre. Kishimoto recalls having never been surprised by manga ever since reading [*Akira*](https://en.wikipedia.org/wiki/Akira_(manga)) and found that he still was not able to compete against them.[[11]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-11) In his second year of college, Kishimoto started drawing manga for magazine contests. However, he noted that his works were similar to *[seinen manga](https://en.wikipedia.org/wiki/Seinen_manga" \o "Seinen manga)*, aimed towards an adult demographic, rather than the *[shōnen manga](https://en.wikipedia.org/wiki/Sh%C5%8Dnen_manga" \o "Shōnen manga)* read by children and teenagers.[[12]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-12) Wishing to write a manga for *Shōnen Jump* that targets a young demographic, Kishimoto found his style unsuitable for the magazine.[[13]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-13) When watching the anime series *[Hashire Melos!](https://en.wikipedia.org/wiki/Hashire_Melos!" \o "Hashire Melos!)*, Kishimoto was surprised by the character designs employed by the animators and he started researching works from animators. He later met Tetsuya Nishio, designer from the anime adaptation of the manga *[Ninku](https://en.wikipedia.org/wiki/Ninku" \o "Ninku)* who he deemed as a big influence.[[14]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-14) Now emulating the way of drawing from multiple character designers from anime series, Kishimoto noted that his style started resembling *shōnen* series.[[15]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-15)

Works[[edit](https://en.wikipedia.org/w/index.php?title=Masashi_Kishimoto&action=edit&section=2&editintro=Template:BLP_editintro" \o "Edit section: Works)]

Kishimoto's first successful manga pilot was *Karakuri* (カラクリ *lit. "Mechanism"*[**?**](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets)), which he submitted to [Shueisha](https://en.wikipedia.org/wiki/Shueisha" \o "Shueisha) in 1995. This earned him an honorable mention in Shueisha's monthly "Hop Step Award" in 1996, granted to promising rookie manga artists.[[16]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-16) At this point he was assigned an editor, Kosuke Yahagi, and worked on a number of rejected drafts including a slice-of-life manga, *Michikusa* (道くさ *lit. "Wandering Detour"*[**?**](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets)), and an action manga, *Asian Punk* (アジアンパンク *Ajian Panku***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**). In 1997, he wrote a one-shot version of *Naruto* (NARUTO－ナルト－**[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**) which was published in *Akamaru Jump Summer* and was well received, but proved difficult to rework into a continuing series.

In December 1997, while redeveloping *Karakuri* for serialization, Kishimoto was offered a one-shot in *Weekly Shōnen Jump*. Hampered by the sudden deadline, a reworked*Karakuri* debuted two weeks later in *Weekly Shōnen Jump 1998 No. 4-5*, but performed poorly in reader surveys and was immediately cancelled. Following the failure of *Karakuri*, Kishimoto reduced his output and began moving in a [seinen](https://en.wikipedia.org/wiki/Seinen_manga" \o "Seinen manga) direction with drafts for a [baseball](https://en.wikipedia.org/wiki/Baseball) manga, *Yakyūō* (野球王 *lit. "Baseball King"*[**?**](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets)), and a [mafia](https://en.wikipedia.org/wiki/Mafia) manga, *Mario* (マリオ**[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**), hoping to find better luck with a seinen magazine. Yahagi persuaded him to give the shōnen genre one last shot and Kishimoto began working on storyboards for a fantasy one-shot, *Magic Mushroom* (マジックマッシュルーム *Majikku Masshurūmu***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**), but stopped when Yahagi called and asked him to instead develop storyboards for serialization. The two decided to submit a version of *Naruto* with a reworked story and world and produced storyboards for the first three chapters, winning a spot in the magazine. With a six-month lead time, Kishimoto repeatedly revised and redrew the first several chapters of the series.[*[citation needed](https://en.wikipedia.org/wiki/Wikipedia:Citation_needed" \o "Wikipedia:Citation needed)*]

In September 1999, the serialized version of *Naruto* premiered in *Weekly Shōnen Jump 1999 No. 43* and quickly became a hit. *Naruto* ended on November 10, 2014 after more than 15 years of serialization, with a total of 700 chapters collected in [72 volumes](https://en.wikipedia.org/wiki/List_of_Naruto_manga_volumes). Sales have exceeded 113 million copies in Japan and over 95 million copies in the US,[[17]](https://en.wikipedia.org/wiki/Masashi_Kishimoto" \l "cite_note-Japan-17)followed by over 93 million copies worldwide (outside Japan and United States) as of volume 36.[[18]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-18) It was adapted into two successful anime series, *Naruto* and *Naruto Shippuden*. The *Naruto* manga series became one of [Viz Media](https://en.wikipedia.org/wiki/Viz_Media" \o "Viz Media)'s top properties,[[19]](https://en.wikipedia.org/wiki/Masashi_Kishimoto" \l "cite_note-19) accounting for nearly 10% of all manga sales in the US in 2006.[[20]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-Quill-20) The seventh volume of Viz's release became the first manga to ever win a [Quill Award](https://en.wikipedia.org/wiki/Quill_Awards) when it claimed the award for "Best Graphic Novel" in 2006.[[20]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-Quill-20) Responding to *Naruto*'s success, Kishimoto said in*Naruto Collector Winter 2007/2008* that he was "very glad that the American audience has accepted and understood ninja. It shows that the American audience has good taste... because it means they can accept something previously unfamiliar to them."[[21]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-21) While writing the manga, Kishimoto met [Eichiro Oda](https://en.wikipedia.org/wiki/Eichiro_Oda" \o "Eichiro Oda), author of [*One Piece*](https://en.wikipedia.org/wiki/One_Piece) who he considered his rival. When *Naruto* ended, Oda left a message in the series' final volume acknowledging him as a rival. According to Kishimoto "That felt so gratifying."[[22]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-22)

Throughout 2013, several of Kishimoto's one-shots saw their English-language debut in issues of the [*Weekly Shonen Jump*](https://en.wikipedia.org/wiki/Weekly_Shonen_Jump_(magazine)) [digital](https://en.wikipedia.org/wiki/Online_magazine) magazine, including *Mario*, *Bench*, and the original *Naruto* pilot.

Kishimoto was also the winner of "Rookie of the Year" for the series in the [Agency for Cultural Affairs](https://en.wikipedia.org/wiki/Agency_for_Cultural_Affairs).[[32]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-32)

Following the conclusion of *Naruto*, Kishimoto became involved in the *Start of a New Era Project* commemorating the manga's conclusion and 15th anniversary. On the last page of the final chapter, *Weekly Shonen Jump* announced that a spin-off miniseries, also authored by Kishimoto, would be released in 2015. The series, *Naruto: The Seventh Hokage and the Scarlet Spring*, ran from April to July 2015. Beyond this, Kishimoto also was involved in the same capacity as *Road to Ninja* with two canonical movies, [*The Last: Naruto the Movie*](https://en.wikipedia.org/wiki/The_Last:_Naruto_the_Movie) and *[Boruto: Naruto the Movie](https://en.wikipedia.org/wiki/Boruto:_Naruto_the_Movie" \o "Boruto: Naruto the Movie)*, and illustrated several [light novels](https://en.wikipedia.org/wiki/Light_novels). When asked by voice actress [Yuko Sanpei](https://en.wikipedia.org/wiki/Yuko_Sanpei) to continue making *Naruto* movies, Kishimoto stated that was taking a break and could not physically do so.

In August 2015, Kishimoto announced that he already has finalized what he wants to do for his next manga series. A [sci-fi](https://en.wikipedia.org/wiki/Sci-fi) manga, the series will feature a unique protagonist, with Kishimoto having already completed the character designs. Kishimoto also plans for the work to surpass *Naruto* in quality, and plans to release the series monthly via the digital magazine *Shonen Jump Plus* due to the taxing effort required for a weekly series. Kishimoto has not yet finalized when he plans to officially announce the series, as he wants to spend time with his family.[[33]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-animenewsnetwork.com-33)[[34]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-34) On December 19, 2015, it was announced that Kishimoto would supervise the monthly *Boruto* (BORUTO−ボルト−[**?**](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets)) series beginning in Spring 2016. The new spinoff will be illustrated by Kishimoto's chief assistant on *Naruto*, [Mikio Ikemoto](https://en.wikipedia.org/w/index.php?title=Mikio_Ikemoto&action=edit&redlink=1" \o "Mikio Ikemoto (page does not exist)), and written by his writing partner for *[Boruto: Naruto the Movie](https://en.wikipedia.org/wiki/Boruto:_Naruto_the_Movie" \o "Boruto: Naruto the Movie)*, [Ukyo Kodachi](https://en.wikipedia.org/w/index.php?title=Ukyo_Kodachi&action=edit&redlink=1). It will be preceded by a *Boruto* one-shot written and illustrated by Kishimoto.[[35]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-35)

**Manga**[[edit](https://en.wikipedia.org/w/index.php?title=Masashi_Kishimoto&action=edit&section=3&editintro=Template:BLP_editintro" \o "Edit section: Manga)]

* *Karakuri* one-shot (1996; Hop Step Award winner, published in *Hop Step Award Selection 18 ('95~'96)* (1996), *Akamaru Jump Winter* (1997), and *Naruto: The Official Premium Fanbook* (2009))
* [*Naruto*](https://en.wikipedia.org/wiki/Naruto) one-shot (1997; published in *Akamaru Jump Summer* (1997) and *Naruto: The Official Fanbook* (2002))
* *Karakuri* (December 21, 1997; debuted and canceled in *Weekly Shōnen Jump 1998 No. 4-5*)
* *Naruto* (September 21, 1999 – November 10, 2014; serialized in *Weekly Shōnen Jump*, debuted in *Weekly Shōnen Jump 1999 No. 43*)
* *Bench* one-shot (October 11, 2010, published in *Weekly Shōnen Jump 2010 No. 45*)
* *Mario* one-shot (May 2, 2013, published in *Jump Square 2013 No. 6*)
* *Naruto: The Seventh Hokage and the Scarlet Spring* (April 27, 2015 – July 6, 2015; serialized in *Weekly Shōnen Jump*, debuted in *Weekly Shōnen Jump 2015 No. 22-23*)
* *Boruto* one-shot (Spring 2016, published in *Weekly Shōnen Jump*)
* *Boruto*, editorial supervisor (Spring 2016 – ongoing; serialized in *Weekly Shōnen Jump*)

**Film**[[edit](https://en.wikipedia.org/w/index.php?title=Masashi_Kishimoto&action=edit&section=4&editintro=Template:BLP_editintro" \o "Edit section: Film)]

* [*Road to Ninja: Naruto the Movie*](https://en.wikipedia.org/wiki/Road_to_Ninja:_Naruto_the_Movie) — 2012, scenario writer and character designer
* [*The Last: Naruto the Movie*](https://en.wikipedia.org/wiki/The_Last:_Naruto_the_Movie) — 2014, scenario writer and character designer[[36]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-AnimeNewsNetwork-36)
* [*Boruto: Naruto the Movie*](https://en.wikipedia.org/wiki/Boruto:_Naruto_the_Movie) — 2015, executive producer, scenario writer and character designer[[37]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-37)

**Artbooks**[[edit](https://en.wikipedia.org/w/index.php?title=Masashi_Kishimoto&action=edit&section=5&editintro=Template:BLP_editintro" \o "Edit section: Artbooks)]

* *The Art of Naruto: Uzumaki* (岸本斉史画集 UZUMAKI *Kishimoto Masashi Gashū: Uzumaki***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**, lit. "Masashi Kishimoto Art Collection: Uzumaki") — 2004[[38]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-38)
* *Paint Jump: Art of Naruto* (PAINT JUMP Art of NARUTO－ナルト－**[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**) — 2008[[39]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-39)
* *Naruto Illustration Book* (NARUTO―ナルト―イラスト集 NARUTO *Naruto Irasuto-shū: Naruto***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**, lit. "Naruto Illustration Collection: Naruto") — 2010[[40]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-40)
* *Uzumaki Naruto: Illustrations* (NARUTO―ナルト―イラスト集 UZUMAKI NARUTO *Naruto Irasuto-shū: Uzumaki Naruto***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**, lit. "Naruto Illustration Collection: Naruto Uzumaki")— 2015

**Novels**[[edit](https://en.wikipedia.org/w/index.php?title=Masashi_Kishimoto&action=edit&section=6&editintro=Template:BLP_editintro" \o "Edit section: Novels)]

* *Naruto: Tales of a Gutsy Ninja* (NARUTO―ナルト―　ド根性忍伝 *Naruto: Dokonjō Ninden***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**) — 2010, illustrator
* *Naruto: Blood Prison* (NARUTO―ナルト―　鬼燈の城（ブラッド・プリズン） *Naruto: Buraddo Purizun***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**) — 2011, illustrator
* *Naruto Jinraiden: The Day the Wolf Howled* (NARUTO－ナルト－　迅雷伝　狼の哭く日 *Naruto Jinraiden: Ōkami no Naku Hi*[**?**](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets)) — 2012, illustrator
* *Naruto: Kakashi's Story* (NARUTO－ナルト－　カカシ秘伝 氷天の雷 *Naruto: Kakashi Hiden — Hyōten no Ikazuchi***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**) — 2015, illustrator
* *Naruto: Shikamaru's Story* (NARUTO－ナルト－　シカマル秘伝 闇の黙に浮ぶ雲 *Naruto: Shikamaru Hiden — Yami no Shijima ni Ukabu Kumo***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**) — 2015, illustrator
* *Naruto: Sakura's Story* (NARUTO－ナルト－　サクラ秘伝 思恋、春風にのせて *Naruto: Sakura Hiden — Shiren, Harukaze ni Nosete***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**) — 2015, illustrator
* *Naruto: Konoha's Story* (NARUTO－ナルト－　木ノ葉秘伝 祝言日和 *Naruto: Konoha Hiden — Shūgenbiyori***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**) — 2015, illustrator
* *Naruto: Gaara's Story* (NARUTO－ナルト－　我愛羅秘伝 砂塵幻想 *Naruto: Gaara Hiden — Sajingensō***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**) — 2015, illustrator
* *Naruto: The Akatsuki's Story* (暁秘伝 咲き乱れる悪の華 *Naruto: Akatsuki Hiden — Sakimidareru Aku no Hana*[**?**](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets)) — 2015, illustrator
* *Naruto: Tales of a Chaste Ninja* (NARUTO―ナルト―ド純情忍伝 *Naruto: Dojunjō Ninden***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**) — 2015, illustrator
* *Naruto: Itachi's True Story* (NARUTO－ナルト－ イタチ真伝 *Naruto: Itachi Shinden***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**) — 2015, illustrator
* *Naruto: Sasuke's True Story* (NARUTO－ナルト－　サスケ真伝 *Naruto: Sasuke Shinden***[?](https://en.wikipedia.org/wiki/Help:Installing_Japanese_character_sets" \o "Help:Installing Japanese character sets)**) — 2015, illustrator

**Other**[[edit](https://en.wikipedia.org/w/index.php?title=Masashi_Kishimoto&action=edit&section=7&editintro=Template:BLP_editintro" \o "Edit section: Other)]

* [*Tekken 6*](https://en.wikipedia.org/wiki/Tekken_6) — 2009, guest character designer
* *Motion Comic: Naruto* — 2012, designer
* [*Naruto Shippuden: Ultimate Ninja Storm Revolution*](https://en.wikipedia.org/wiki/Naruto_Shippuden:_Ultimate_Ninja_Storm_Revolution) — 2014, character designer and editorial supervisor[[41]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-secondinterview-41)

**Influences**[[edit](https://en.wikipedia.org/w/index.php?title=Masashi_Kishimoto&action=edit&section=9&editintro=Template:BLP_editintro" \o "Edit section: Influences)]

While as a child Kishimoto enjoyed reading manga, he was inspired to write one after seeing a promotional image for the film [*Akira*](https://en.wikipedia.org/wiki/Akira_(film)). This made him analyze the artwork of *Akira*'s original author, [Katsuhiro Otomo](https://en.wikipedia.org/wiki/Katsuhiro_Otomo), as well as [Akira Toriyama](https://en.wikipedia.org/wiki/Akira_Toriyama), another artist he admired. Realizing both had their own style regarding the designs, Kishimoto decided to draw manga while crafting his own images.[[9]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-inspiration-9) While attending art school, Kishimoto was also an avid reader of [Hiroaki Samura](https://en.wikipedia.org/wiki/Hiroaki_Samura)'s [*Blade of the Immortal*](https://en.wikipedia.org/wiki/Blade_of_the_Immortal), and extensively studied Samura's page layouts, action sequences, and anatomical techniques.[[42]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-42) When Kishimoto was originally creating the *Naruto* series, he looked to other *[shōnen](https://en.wikipedia.org/wiki/Sh%C5%8Dnen" \o "Shōnen)* manga for influences while attempting to make his characters as unique as possible.[[43]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-43) Kishimoto cites Akira Toriyama's [*Dragon Ball*](https://en.wikipedia.org/wiki/Dragon_Ball) series as one of his influences, noting that [Goku](https://en.wikipedia.org/wiki/Goku" \o "Goku), the protagonist, was a key factor when creating [Naruto Uzumaki](https://en.wikipedia.org/wiki/Naruto_Uzumaki" \o "Naruto Uzumaki) due to his energetic and mischievous personality.[[44]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-ArtBook139-44) When redesigning three characters for the series, Kishimoto cites [*The Matrix*](https://en.wikipedia.org/wiki/The_Matrix), one of his favorite movies, as an inspiration for their outfits.[[45]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-ArtBook127-45) He has also cited [Yoshihiro Togashi](https://en.wikipedia.org/wiki/Yoshihiro_Togashi) as one of his favorite manga authors,[[46]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-46) while the manga*Sasuke* by [Sanpei Shirato](https://en.wikipedia.org/wiki/Sanpei_Shirato" \o "Sanpei Shirato), a series which Kishimoto likes, inspired Kishimoto in the development of the character [Sasuke Uchiha](https://en.wikipedia.org/wiki/Sasuke_Uchiha" \o "Sasuke Uchiha).[[47]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-47)

During the series' publication, Kishimoto got married and had children. The changes to his personal life affected the story as he made the protagonist Naruto Uzumaki meet his parents, something the author wanted the character to feel based on his own experience as a father.[[3]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-alphainter-3)

When drawing the characters, Kishimoto consistently follows a five-step process: concept and rough sketch, drafting, inking, shading, and coloring. These steps are followed when he is drawing the manga and making the color illustrations that commonly adorn the cover of *[tankōbon](https://en.wikipedia.org/wiki/Tank%C5%8Dbon" \o "Tankōbon)*, the cover of *Weekly Shōnen Jump*, or other media. The toolkit he uses occasionally changes.[[48]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-ArtBook112-114-48) For instance, he used an [airbrush](https://en.wikipedia.org/wiki/Airbrush) for one illustration for a *Weekly Shōnen Jump* cover but decided not to use it for future drawings largely due to the cleanup required.[[49]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-ArtBook118-49)

Masashi and his twin brother Seishi have been drawing manga together since early childhood, thus their styles are similar.[[50]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-50) As a result, each has frequently been accused of copying the other, not just artwork, but story elements as well. Seishi notes that the similarities are not intentional but are likely because they were influenced by many of the same things. Because of the accusations, the more famous Masashi even asked fans to stop calling Seishi a "copycat."[[51]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-51)[[52]](https://en.wikipedia.org/wiki/Masashi_Kishimoto#cite_note-52)