

# **Crusade of The Gray Demon: The Anti-Hero Archetype's Subversion to the Dichotomy of Good and Evil Through Manga**

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## **Abstract**

The age-long conflict between good versus evil and hero versus villain paved the way for a new archetype: the Anti-hero. The anti-hero's nature, possessing both heroic and villainous characteristics, is a reflection of human nature that cannot be oversimplified as 'good' or 'bad'. By applying Carl Jung's philosophy, which states that one must learn to recognize the dark side of themselves and accept it as a part of oneself, I will use Clip Studio Paint EX to create a manga that tells a story of a person's journey in accepting all parts of himself, both good and evil, in becoming whole and defeating an evil force that threatens the person's ideals. This project aims to increase public awareness of the Anti-hero's significance to society and to one's personal growth.

**Keywords:** *Anti-Hero, dark side, Clip Studio Paint EX, Manga, personal growth*

## **Introduction**

In its preoccupation with the dichotomy of black and white, humanity has lost sight of its true color.

I was working on some commissioned illustrations, and while I was working, I made it a habit to listen to podcasts, video essays, and recorded public-speaking presentations. On that ordinary day, I was listening to Dr. Jordan Peterson discuss Christopher Browning's book *The Ordinary Men*. In a YouTube video titled *Jordan Peterson - History Describes You!* (2018), Peterson talks about how these people from Germany turned from being ordinary policeman into these men that shoots pregnant women; the characters in the book talks about how they are considered physically ill for performing these horrific orders. Dr. Peterson then proceeds to use this book as evidence of Carl Jung's Psychoanalytic theory which points out that basically every person has a monster imprisoned within them residing specifically in our collective unconscious called the shadow.

By acquiring this knowledge, I finally understood a question that has been living in my head for a long time. I attended my education in Christian and Catholic schools, both teaching me to be good because it is God's command. I was 11 years old when I joined the altar knights, the patron saint of that Church, Saint Dominic Savio (who just so happened to be a 14-year-old martyr, just a kid like me.) Constantly, we were being told to walk the path of Savio, to live by his virtue of choosing death over sin; but as a child absorbing that belief, one can only endure so much. I had a moment when I was 12 years old where I snapped, fought back, and eventually became one of the bullies.

“How did I go from being a true follower of Christ to beating my best friend with my bare knuckles just to show superiority?” “If I didn't want to be bullied, I'd have to be a bully,” I reasoned. A lot of teachers who used to know me got frustrated and disappointed by my change, giving me a look saying as if I do not deserve to be a knight of the altar anymore; but eventually, I found the balance of being ‘good’ and just while also using ‘evil’ and ‘cruelty’ if a situation demands it.

Peterson (2018) states that everyone can do the vilest things because evil exist within us; and if we perform such acts, it does not define our whole being but only demonstrates a portion of our being; and if that is the case, I am not a failure of a person because, there is in fact, hell and heaven in every human being.

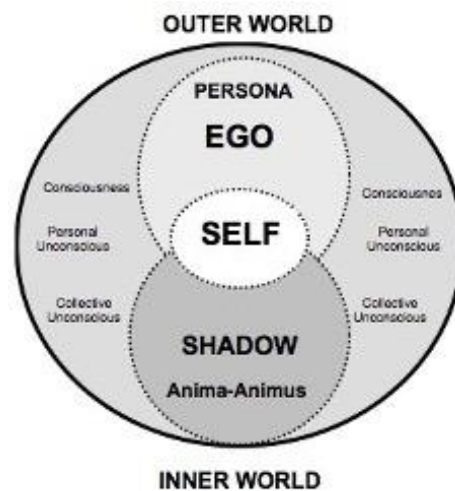
This moment inspired me to create a manga that blurs out the borders of good evil: A world that tramples on ideals where straight heroes will not survive; one must be a bit of a ‘monster’ and a bit of a ‘saint.’ By researching the connection of the ordinary man and the anti-hero archetype of stories, I will create a manga with an anti-hero protagonist.

The Manga will have a genre of dark fantasy. A hero who chose to leave his ideals behind and adapt to the cynical world to survive and protect the people he cares about. This is the concept I intend to apply in my Manga.

Since I will be creating a Manga for my creative output, I will delve in the world molded by Osamu Tezuka, “the Godfather of Manga”, the man who reinvented the Manga industry to what it is today and paved the way for new generation of artists such as Takeshi Obata and Tsugumi Ohba, Masashi Kishimoto, Sui Ishida, Inio Asano, and Takehiko Inoue (Wang, 2020) – all of which are very influential for me as an artist, whether it is about philosophical ideologies they present in their story or how they reinvent the Manga style to fit more on their own artistic expression.

Since people cannot be categorized exclusively as good or evil, paying attention to the anti-hero archetype is crucial in our personal growth efforts because it represents humanity in its rawest form as the anti-hero archetype does not either fall to both ends of the sliding scale of hero versus villain.

The term “shadow” was initially used by Swiss psychiatrist Carl Jung to refer to those facets of our personalities that we actively choose to suppress and reject. We all have aspects of ourselves that we do not like for various reasons, or that we believe society will not like, so we push those aspects down into our unconscious psyches. As shown in Figure 1, Jung referred to this group of suppressed facets of our personality as our shadow self (Othon, n.d.). In the shadow that presides in our collective unconscious, it contains all the opposite traits that you practice in your persona; if you are an extroverted person, then you have your introverted self, suppressed in the shadow; and if humans, in general, are to fit into society and society demands us to be good, then the possibility of the shadow containing evil is not questioned.

**Figure 1***Jung's Map of the Soul*

*Note.* In this model presented in the article Map of the Soul: Understanding Psychology of Self-improvement, the top represents the person's consciousness and what the person presents to the outer world; the shadow resides in the unconscious as it contains the things the person is, Repressing (Johnson, n.d.).

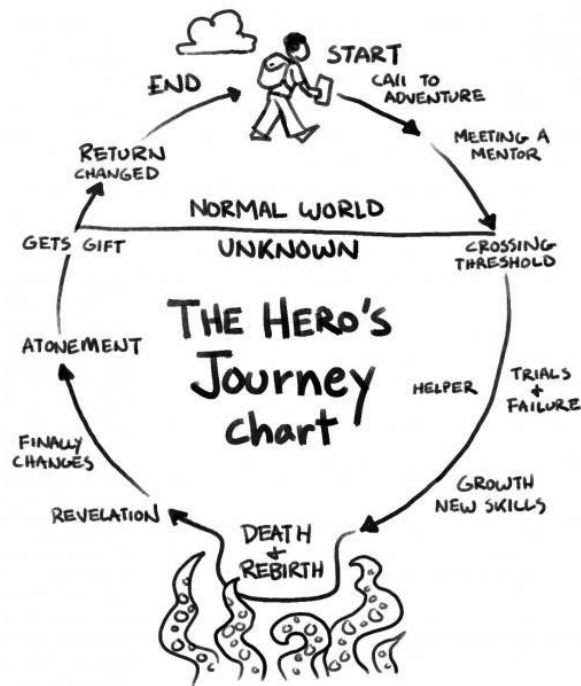
Carl Jung also states that such repression of the shadow is dangerous to the person as it will only strengthen the shadow that may or may not come a day when it will consume you. Jung instead proposes that the shadow must be integrated into the persona to achieve individualization and obtain the "True Self." However, this integration of the shadow will not be as easy as it sounds because you are, after all, tapping the shadow that contains hell itself; it must be done with caution.

According to Ueber-Brands (2016), Joseph Campbell studied multiple mythologies in different cultures and published the book called "The Hero with the Thousand Faces" that contains the Monomyth or commonly known as the "Hero's Journey." The "Hero's Journey" is a cycle that begins and ends in the ordinary world, but in between the beginning and the end, there is a realm called the 'special world', an unfamiliar place that the hero goes into and finds themselves with tests, allies, and enemies that will give them knowledge in facing the main villain of the hero.

In defeating the main villain of the journey, the hero comes back to the ordinary world – a different person possessing new gained knowledge or power from when the hero started the journey as presented in Figure 2.

## Figure 2

Joseph Campbell's *The Hero's Journey* (1949)



Note. This graphic illustration is a creative representation of Joseph Campbell's the Hero's Journey, the image is taken from the University of Southern California Website.

In the creative output that I am proposing, I will be drawing a dark fantasy one-shot manga set in an apocalyptic world taking inspiration from the elements of The Book of Revelation, the plot itself will be following the story structure The Hero's Journey formulated by Joseph Campbell as well as the protagonist's journey, a representation of Carl Jung's Individuation process.

Manga is a type of sequential art that is most commonly drawn in black and white, and it is read from right to left orientation. According to Google Arts & Culture, the roots of Manga originated in Japan in 1814, when Katsushika Hokusai, the artist who also created the Great Wave painting, produced a series of printing showing scenes of nature and different everyday life. During Post World-War II, the western occupation brought American and European influence on Manga. After the western occupation, Manga titles like *Astro Boy* (1963) by Osamu Tezuka became successful as the struggles of its protagonist mirrored the struggle of a recovering Japan, the success of *Astro Boy* not only prevailed in Japan. Soon after, it also reached the international audience making the Manga art known globally and making Osamu Tezuka "The Godfather of Manga". As the years progress, so do the themes of different Manga take. *Gekiga* is a term of a Manga genre where it deviates from a style of cartoon-ish and playfulness, instead it presents a more art style close to realism while having a theme of fighting against oppression, political satire, and darker subject matter. With this kind of genre, the Manga *Akira* (1982) by Katsuhiro Otomo is produced and this Manga inspired future generations in creating a more serious toned Manga. In Manga publication, there are two types of routes, one-shot

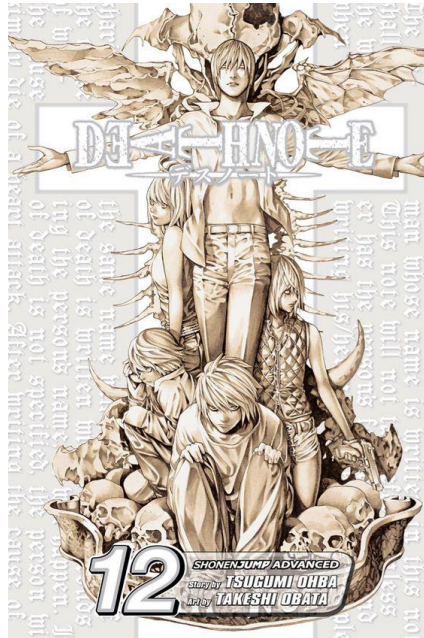
is a term implying that the story is told in its full and has no continuation. The other one is a series where a chapter of a Manga is released weekly, biweekly, or monthly. Due to how frequently the artist should produce in each set of time, Manga is illustrated with black and white only because it is faster that way. Different titles serialized in a single publishing company are in a phone-book-sized magazine. Once a Manga has published enough chapters it will soon be printed in a Tankōbon, it is a graphic novel printed in B4 size paperback book.

I grew up watching Masashi Kishimoto's *Naruto* (1999) at around five years old when the anime first aired on a local television channel, and I followed the series up until I was fifteen when it ended in 2014. The series became my gateway to Anime and Manga. At around my teenage years, I also started reading other series for my enjoyment like Takeshi Obata and Tsugumi Oba's *Death Note* (2003) followed by *Bakuman* (2008). Reading *Bakuman* eventually became my trigger in dreaming to become a Manga artist as the story tells about two high school kids betting their future to a career, they love that has statistically low success rate instead of taking a job that they do not want but guarantees financial stability in life. Since the time I decided to become a Manga artist, I began to start reading numerous Manga series no longer for entertainment alone but also with the intent of learning how the artist drew the panels as they did and take note of their techniques and incorporate it into my own craft. With all my knowledge gathered from reading different Manga from various artists and researching about my thesis topic, I will apply it in creating my creative output, *Crusade of The Gray Demon Manga*.

I mentioned in the Background of the Study section of my paper where I was brought up in a religious environment and this became my inspiration, taking reference to the Judeo-Christian belief as the foundation of the plot of my manga. Using Judeo-Christian belief is no longer new, one of the most iconic Manga written by Tsugumi Ohba and illustrated by Takeshi Obata called "*Death Note*" have art appropriated a lot of the religion's paintings as its cover art as the concept of the story also revolves around ordinary people playing God as shown in Figure 3. The initial draft of my Manga will also be following the concept of *Death Note*, my protagonist while being a half man half demon has horns that resembles that of the crown of thorns worn by Jesus Christ when He gave up his life for humanity's salvation as presented in Figure 4.

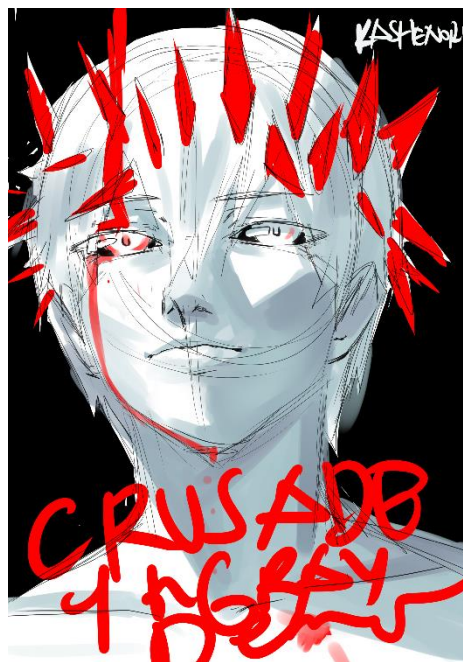
**Figure 3**

*Death Note Volume 12 Cover Art (2006)*



**Figure 4**

*Crusade of The Gray Demon Cover Art Initial Draft (2022)*

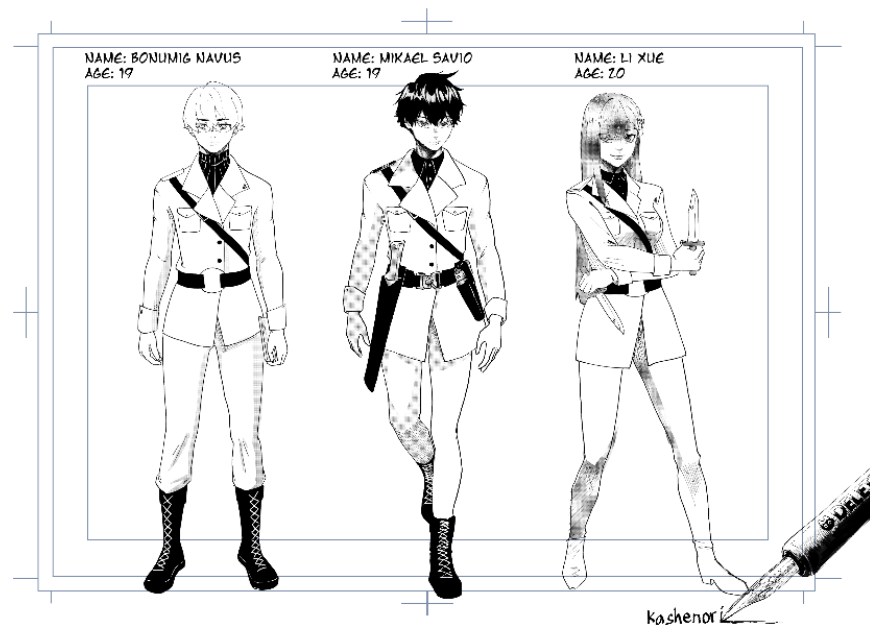


Sui Ishida is a Japanese Mangaka well known for his work *Tokyo Ghoul* (2011). *Tokyo Ghoul* is a dark fantasy Manga about the battle between humans and the species that consume humans to survive. In *Tokyo Ghoul*'s world, humans are the majority and the species called Ghouls live among humans secretly and are considered a minority as they are hunted by humans. The protagonist of the story is a part human part ghoul making him the character that could bridge the two species in a dialogue for attaining peace. In an interview with *Yomiuri Shimbun*, Ishida states that his inspiration of *Tokyo Ghoul* is his upbringing as a Christian in Japan, there are instances in his childhood where he felt ostracized among his friends as they have a different religious belief, at the time he always felt like a minority in Japan at the same time also a majority in the world. Therefore, the protagonist Ken Kaneki is a self-insert of Sui Ishida (Kenkamishiro, 2018). In alike manner, Mikael Savio, my protagonist is a self-insert of mine, as I have served in St. Dominic Savio Parish as an Altar Knight where they encouraged as to be as holy as our patron saint but ultimately failed my attempts. Sui Ishida is also an integral part of this creative project as I find his art style unique, his line art is very dirty that if he was my classmate in art class, my professor would probably reject his style calling it "chicken scratches", Ishida uses not only screen tones, that is used to convey value in illustration, but he heavily uses hatching also as presented in Figure 5. While it may be true that his linework may look dirty, it also fits well with his horror-dark fantasy Manga which is why I am looking up at his work for inspiration. I am taking Sui Ishida's technique of mixing in cross hatching with screen tones as shown in Figure 6.

## Figure 5

*Tokyo Ghoul:re* (2014)



**Figure 6***Crusade of The Gray Demon*

As I have already determined through my experience that producing a Manga takes a lot of time and effort, to try and do it as a thesis project makes this more difficult to achieve. As I will also be writing an academic paper along with the short time frame given to us by my instructors. I turn to Inio Asano's workflow of creating 3d set designs for his Manga and rendering it to make them look like a drawing. With his technique, he can create a Manga with backgrounds in a short amount of time. In a YouTube video titled *Design Insights with Inio Asano*, he demonstrated how a set design he created in a 3d software becomes a background in his Manga panels creating the illusion that it is hand drawn. As presented in Figure 7, the 3d image captured from the 3d software Asano uses, followed by Figure 8, the 3d image already rendered to look like a hand drawn Manga and Figure 9 shows the image integrated into a manga panel (Vizmedia, 2018). I have also applied this technique in a Manga I created back in 2021, I borrowed a photo taken in Google Maps and used it as a background in my panel. The process presented in Figure 10 to Figure 12. I plan on using Blender, a 3D software in creating my set design for my creative output.



**Figure 7**

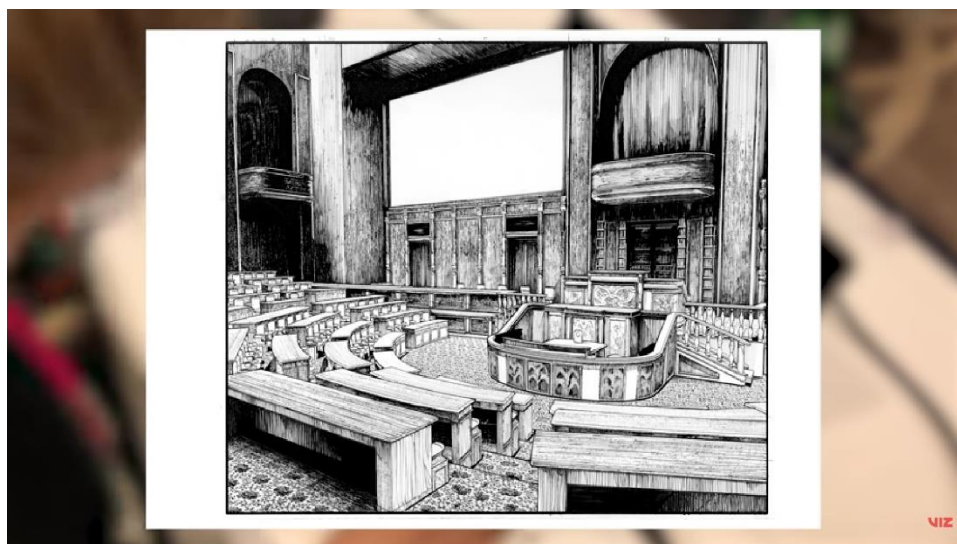
*Dead Dead Demon's Dededede Destruction (2014)*



*Note.* A 3D set design replica of the Japanese Diet Building created by Inio Asano.

**Figure 8**

*Dead Dead Demon's Dededede Destruction (2014)*



*Note.* The 3D image now photoshopped to look like a drawing.

**Figure 9**

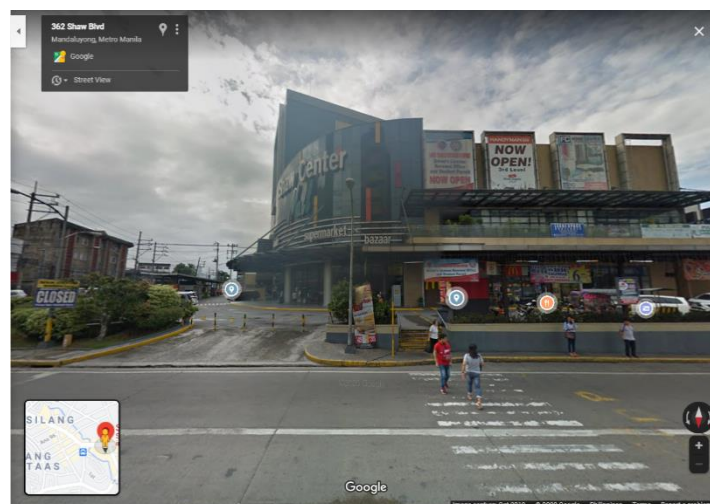
*Dead Dead Demon's Dededede Destruction (2014)*



*Note.* The rendered 3D image now integrated in the first panel of the Manga page.

**Figure 10**

*Nero (2021)*



*Note.* An image captured by Google Maps.

**Figure 11**

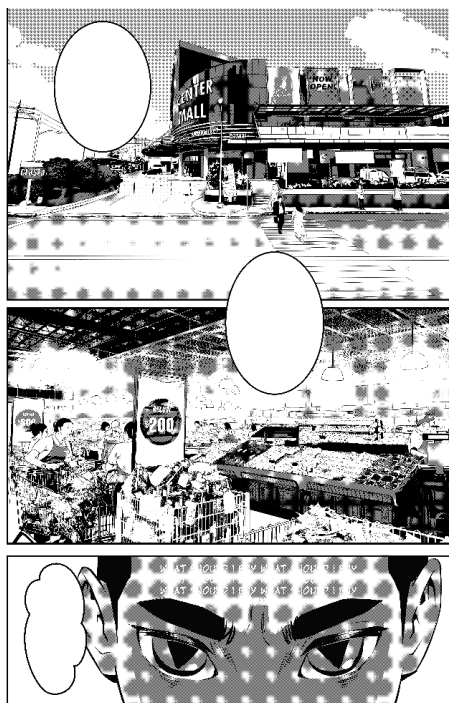
*Nero (2021)*



*Note.* The image rendered in Adobe Photoshop to look like a Manga drawing.

**Figure 12**

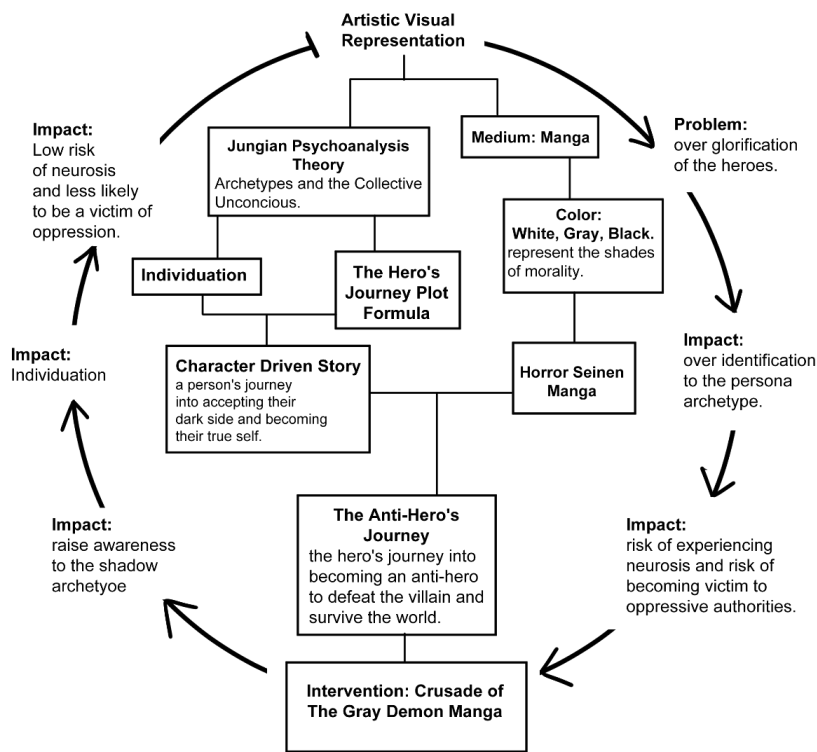
*Nero (2021)*



*Note.* The rendered image is now integrated in the first panel of the Manga page.

In writing the story of the manga, I determined that to properly tell the story, the Manga will have seventy page long one-shot story. A one-shot Manga is a type of Manga that starts and ends in the same chapter. The manga that I will draw, once finished will be printed in A5 size with a paperback cover, colored pages for its prologue or first scene and the proceeding pages of the Manga drawn in black and white.

### Creative Framework



The creative framework that I created visualizes the process of how I artistically represented the individuation process in a Manga that will bring awareness to the readers

true self and support Dr. Carl Jung's encouragement to the people to become their true self through individuation.

## **Theoretical Framework**

Joseph Campbell's *The Hero's Journey* along with Carl Jung's Psychoanalytic theory will guide the overall creation of the project. As discussed in the previous section of the paper, Carl Jung's theory of psych establishes the idea that debunks that a person can only be categorized to be 'good' or 'bad' but rather, a person will always have the 'good' and 'bad' that exist within the conscious and unconscious realm of their mind. This theory fits in my topic because the anti-hero archetype is someone that is not categorized a straight hero nor does the archetype align with the villain exclusively. In creating a story, psychoanalysis theory helps in creating a complex character such as those in the archetype of the anti-hero. The creative output shall also adapt Joseph Campbell's *The Hero's Journey*. It is a story structure that Campbell formulated to portray the commonalities of different mythologies across diverse cultures from different eras. The hero's journey also stems from the Jungian perspective of psychoanalytical theory.

## **Research Design and Methodology**

To create a character that greatly appeals to the audience I will have a two-part data gathering, the first is the initial interview where I will be collecting information through in-depth interviews with participants and ask them about their favorite anti-hero character, what their flaws and redeeming qualities are.

The initial interview of the study will have a target of 5-10 respondents and will be asked who their favorite character falls under the anti-hero archetype. The respondents will then be asked to answer freely the following questions based on their favorite anti-hero archetype. The in-depth interview will be conducted through purposive random sampling with the conditions; that they read or watch literary works such as comics, Manga, novels, television series and movies as well the basic knowledge on the definition of the anti-hero, and the respondent's age ranging from 16 to 30 years old. The questions formulated are inspired from Carl Jung's analytical psychology. He said, a person's experience and their future goals make up their personality, and personality dictates the person's actions (Buduan, 2021). By finding out the common traits of the respondents' answers, I will incorporate it to my character and ensuring the chance of catching the audience empathy for my character. Aside from the interview, I will also be analyzing fictional characters that fall under the anti-hero archetype characters combining it with the information gathered through in-depth interview, I will create a character that aims to have the same qualities with the iconic anti-heroes of pop culture while also reflecting what the audience's feedback of what they are looking for in an anti-hero archetype. Once the character is fully written, I will now use Carl Jung's theory and interpret it creatively in the character's psych, having a good ego and persona while having their evil shadow integrated into them. The plotline of the character will also adapt the stereotypical pattern of Joseph Campbell's *The Hero's Journey*. Afterwards, upon completion of the creative output and the audience reading it, I will conduct a post survey through Google forms to

determine if the creative output is successful as a product in solving the problem of the study.

## **Target Audience**

Since this Manga is aimed to be a mix of psychological horror and battle genre the target demographic of the project are readers in their late teens to adult. Due to the age demographic of the targeted audience the Manga to be created falls under the category of Seinen Manga.

For my **design process**, the project output will be a Manga that creatively interprets Carl Jung's theory. The main premise of the Manga is the protagonist's journey into achieving the true self while simultaneously following the story telling pattern popularized by Joseph Campbell called The Hero's Journey. In addition, an interview was also conducted to figure out the type of character the readers tend to like. Once the Manga is digitally drawn, it will then be published as a book.

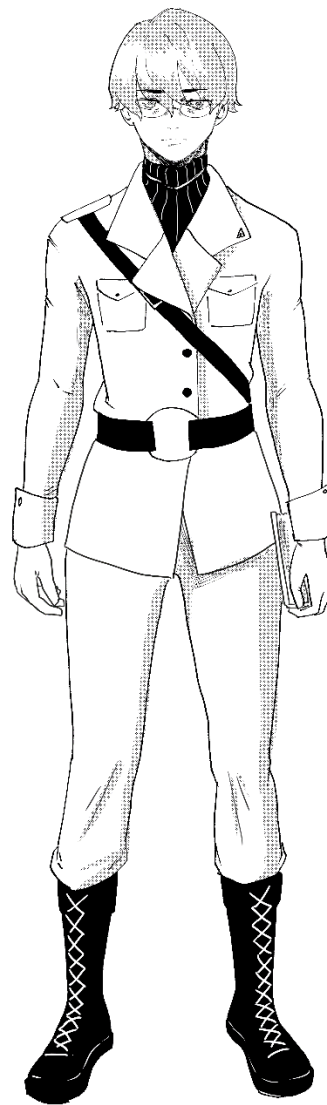
## **Pre-production Stage**

### **Pre-Production**

In this stage, the process is divided into five parts: conceptualization, character designing, story writing, storyboard drafting, and 3D assets preparation.

### ***The Concept***

The story that I have conceptualized is set in war time, the battle of humans against the evil forces that comes from the gates of hell. The main characters of the story are soldiers and in creating their uniforms I referenced various factions during the events of World War II, significantly the German military uniform, as I have mentioned in my background of the story, Robert Browning wrote a book called Ordinary Men showing how ordinary policemen became Nazi soldiers performing series of human rights violation and Jordan Peterson in his discussion states that the book is a testament that all of us are capable of committing evil acts because hell exist in all of us even if we deny it to be (2018). As presented in Figure 13 the main characters wearing a uniform inspired from the Nazi. Having a white overgarment with a black undergarment showing how humans present themselves as "white" or good while hiding its "black" or evil underneath. There is also a bit of black over the white cloth as humans still commit "bad" acts.

**Figure 13***Crusade of The Gray Demon Military Uniform****Character Designing***

While the traditional way of creating any form of narrative output is to start writing the story first, I have written the story simultaneously with designing the characters. Being a visual artist myself, it helped me write their characteristics and role for the story by seeing their physical features. As shown in Figure 14, are characters that will represent the Jungian Archetypes, from the left is Mikael Savio, the protagonist of the story, he symbolizes the person who undergoes the individuation process. Next to him is the Female Demon or Eve, she is the personification of the Anima/Animus Archetype. Followed by Conquest, The First Horseman of the Apocalypse, he is the personification

of the Shadow Archetype that the protagonist needs to overcome. Lastly, the Gray Demon, he represents the True Self, the shadow integrated of oneself, this is the version of Mikael Savio upon completion of the individuation process. See the full design process of the characters in Appendix B.

### Figure 14

*Crusade of The Gray Demon Integral Characters*



*Note.* From left to right: Mikael Savio, Eve, Conquest, Gray Demon.

### **The Plot**

The plot of the Manga is patterned in the formula of The Hero's Journey and while it shows a linear narrative of a story, I have structured my story in a style of Reverse Chronology. It will start at the epilogue and jumps back in time in the beginning of the story to create a reveal factor where the readers would first think that a demon with horns that resemble the crown of thorns is the enemy of the human race but upon going back



to the beginning and as the story progresses the aforementioned demon is actually a human who sacrifice his humanity to save the world; hence, the horn's resemblance to the crown of thorns.

### **Epilogue**

This part of the story is the pursuit of the female demon and the gray demon by a military squad lead by Sergeant Bon, the demons were believed to have killed the squad that Bon's squad supposed to link up with. In the act of pursuing, they were suddenly ambushed by the gray demon and was quickly neutralized by it. Bon, while observing the gray demon's movements came to conclusion that it was their old friend. The gray demon did not put into any effort into denying it and told them to retreat to the base because the war with the demons is not something mere humans can win and should be left the responsibility to their old friend who is now a part human, part demon. The dead bodies that Bon's squad was supposed to link up with is proof of that statement as it was wiped out effortlessly.

### **Ordinary Life**

In a small town in the province far from the frontlines, three children are sparring with their martial art skills as they talk about the event that the demons walk in the streets of their villages and coming into agreement that when that happens, they will protect their home and each other no matter what, this part of the story is the Call to Adventure in The Hero's Journey. The next scene is them struggling to be taken by the military to bring to a safer place as the demons suddenly appeared in their town, this part of the story is the Refusal of the Call. As they struggle, the military officer talked some sense into them by joining the military academy instead to train and have a better chance in contributing to the humans in their survival, the three children finally agreed to be taken by the military and train in the academy. This part of the story is the Meeting the Mentor, Acceptance of the Call, and Crossing the Threshold.

### **Test, Allies, and Enemies**

After a time skip where the three children are now in their late teen years, they are now soldiers and is led by Sergeant Mikael Savio, they have just finished clearing up demons in the area and Mikael ordered them to set up camp while he goes to check on something. As he wanders the forest, he encounters a female demon, the sight of the demon confirmed the rumors of her existence, implying the events of the opening of the gate, that not only did Conquest, the first horseman of the apocalypse went through that gate but also the female demon. This is a reference to the Jungian Psychology as stated in the concept that the female demon. It is the personification of the Anima Archetype and Conquest; the First Horseman is the personification of the Shadow Archetype being released from the collective unconscious realm. As Mikael and the female demon meet, the female demon tries to question Mikael and the human race's way of fighting the demon, using weapons blessed by priests in the name of the Lord, to fight the demon

army acting upon God's word himself like playing a game against someone who designed and made the rules of the game. Mikael although understood what she said, just shrugged it off, took off his coat, gave it to the naked female demon, picked up his peaked cap, and left. What happened in this scene is that the personification of the Anima archetype reveals to the protagonist it is not enough to survive the world by living up to your persona alone but rather must explore the contents of the unconscious realm. As discussed in the concept of the military uniform, Mikael's act of taking off his overgarment that represents how we present ourselves to the world as good means he is not afraid to show his undergarment that represents the "evil" trait of humanity an act common to anti-heroes. In addition, Mikael picked up his peaked hat and left representing the idea that he still has a role to fulfill in the army and is not yet ready to completely let go of the persona.

### **Ordeal**

Now Mikael faces his greatest challenge, they are trying to hold the camp from a mass of demons approaching, realizing that there are no reinforcements coming and retreating is no use as the demons will eventually be caught up to them, Mikael decided to order his men to retreat, and he will be left behind to hold off by himself the army of demons. As he just finished killing a group of demons, he noticed that the battlefield went quiet, he sees every demon is kneeling. A few moments later, Mikael hears the thundering sound of the hooves. There he came face- to- face with Conquest, the First Horseman of the apocalypse. This moment is the first meeting of the personified Shadow Archetype. Knowing he is no match to the Horseman, he still went in for the kill, four steps in and he got shot by two arrows to both of his shoulders obliterating his arms.

### **The Resurrection**

Next scene immediately cuts Mikael sitting in a field of grass and flowers, implying that he is already dead and is already in the next life. As he lay down and came to accept that his fight was over, a voice spoke "wake up." There standing is the female demon, without even introducing herself, Mikael already knew she is Eve, the first woman. Eve offered Mikael a power capable of turning the tides of war. She continues to reveal that the power lies within Him and to unlock it. He would need to eat the apple that Eve's snake tail is holding. Mikael accepted the offer and ate the apple, causing the memories of the collective human race surge into Mikael's mind. As he is undergoing metamorphosis, a narration states that the act of consuming the apple is dangerous and must be done with caution as many have tried and fell into corruption. Regardless, if one faces the same situation must make sure not to give in to corruption because at the end of the darkness is the light. This is a rendition of Friedrich Nietzsche's statement in his book, *Beyond Good and Evil (1886)*, one must be careful in fighting monsters as in the process puts one at risk of becoming a monster themselves (Aphorism 146) and Carl Jung's individuation process of meeting the monster from within, integrating it to oneself to become a better version of yourself as a human being. This scene also shows the female demon is a character inspired by Eve the first woman in the book of Genesis. Eve ate the forbidden apple that eventually is inherited by her children of this world, this

inherited content is called the original sin. The original sin in the story is represented as the collective shadow within Mikael that he inherited from his ancestors.

### Return with the Elixir

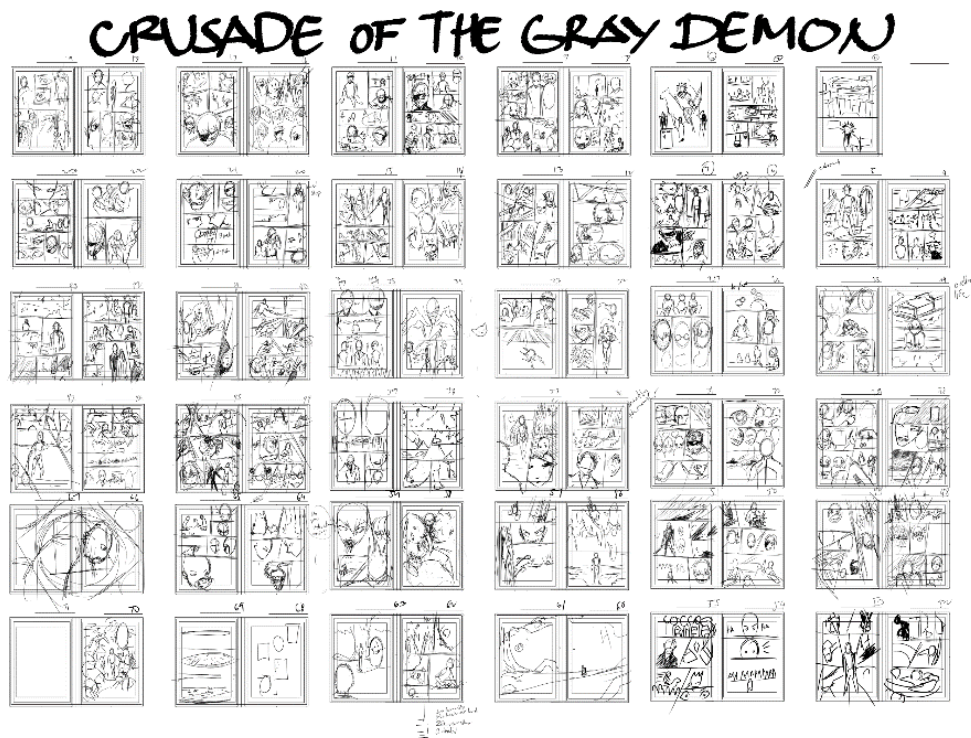
By accomplishing the shadow integration and the acceptance of the anima archetype, the individuation process of Mikael Savio is now complete. With all the requirements now accomplished Mikael Savio becomes the True Self. He is now part Human part Demon, becoming the Gray Demon. With this new power he vows to save humanity from extinction and shoulder the whole war in his shoulder as his cross to bear. In his transformation, some of his characteristics also became twisted, his desire to protect the weak becomes a superiority complex, his heroism becomes a messiah complex but his desire to save his people is the main core of his goals and motivations making him an Anti-hero.

### Storyboard

Once the character design and story are finalized, I then move on to create the storyboard as presented in Figure 15. By accomplishing this task, I have determined the number of pages I will draw to tell the story properly.

**Figure 15**

*Crusade of The Gray Demon Manga Storyboard*

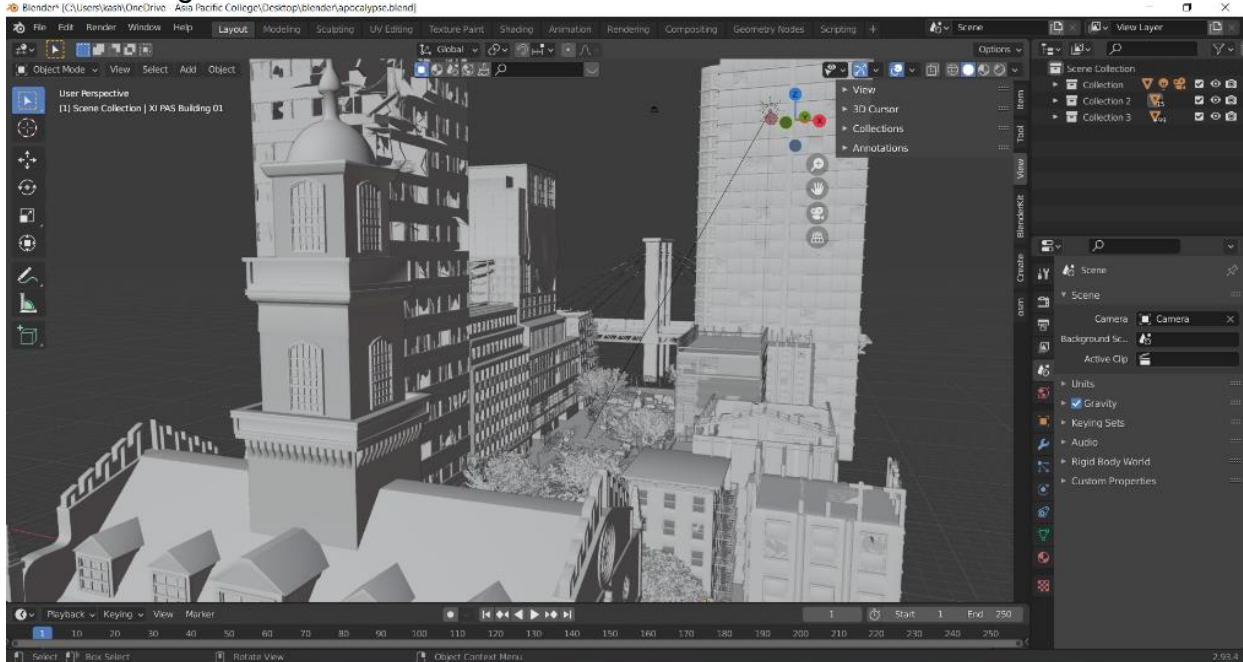


## Blender 3D

Completion of the storyboard is followed by the preparation of the 3D assets for the Manga backgrounds that is done in Blender 3D software as shown in Figure 16.

Figure 16

### 3D Set Design done on Blender 3D



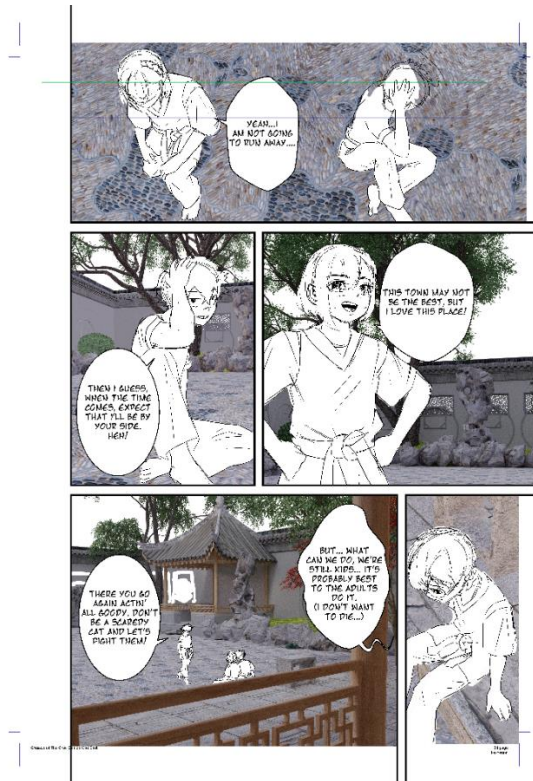
### Production Stage

By looking at the weight of my project, the limited time I have within the term, and other variables that takes up my time I have concluded that I will not be able to start and finish the project within the same term; therefore, I will use one term in creating the under drawing of the Manga, and the next term for inking, screen toning, and finally printing it to a book. Once all is planned and set, I began to do my underdrawings. First, I layout the panels of each page, and set up the dialogues in the dialogue balloons according to my storyboard in Clip Studio Paint. Second, I go to Blender Software and prepare the images of 3d backgrounds of each panel. Lastly, I go back to Clip Studio Paint, import the background images, and draw over it the characters of my Manga. According to my Gantt Chart I must be able to draw four pages every three days, meaning I have one and a half day to create my 3D assets for my background and another one and half day but as soon as I did the process I felt that the switching of doing 3D software to drawing every other day destroys my momentum in drawing and the quality of my sketches suffers so I decided to do 12-16 pages worth of 3D assets and then proceeds to draw the pages for

a couple of days. Not only does this solve the solution of keeping my momentum it also eases the pressure in my head that I need to create four pages every three days. With this kind of workflow, I am also able to follow my schedule because of the smooth momentum. As presented in Figure 17, is a page sample from the manga with the 3d rendered images as its background.

### Figure 17

*Sketched Page 26 Excerpt from Crusade of The Gray Demon Manga*



### Post-production Stage

In the Post-production stage, I will now start cleaning up my drawings, doing the line art of the sketches, editing the images to look like a background drawing and putting in screen tones for the shadings, everything will be done in Clip Studio Paint Ex. As presented in Figure 18 is a sample of a finished page from my manga. Once I have completed my manga, I will now export it to pdf and send it to printing shops to be made as a book. No other software will be used to layout the Manga for printing because Clip Studio Paint Ex has already formatted my file to be ready for print once I decide to do so. The Manga is set to be printed in B4 Sized paperback book with perfect binding, matte lamination for the cover finish, and 70lb text uncoated for the inside pages. This print format is based on the Manga industry standard.

**Figure 18**

Page 26 Excerpt from *Crusade of The Gray Demon Manga*

**Review of Related Literature**

To create a solid foundation in producing my creative output titled, *The Crusade of the Gray Demon Manga*, the study needs to incorporate aspects of the Anti-hero Character Archetype in the lens of the Jungian Psychology and the lens of literature for designing a character. Considering this, the study aims to shed light on the essence of the anti-hero archetype and its relation to humanity's true nature. On this section of the paper, I will discuss Carl Jung's Archetypes, The Shadow, and the significance of Individuation, analogous to Du Cinema's video essay discussing the importance of Anti-heroes for the society. Afterwards, discussing Overly Sarcastic Production's take on the legitimacy of the Anti-hero term as a character archetype followed by a review of an article discussing the sliding scale of anti-heroes; lastly, on the Review of Related Article is a discussion of Manga.

Furthermore, I will also include related works such as the Manga, *Berserk* that showcases two opposing forces that both have equally redeeming and flawed traits, *Tokyo Ghoul*, a Manga that adapted Carl Jung's Individuation process for the protagonist of the series, *Spirited Away* and its application of the Hero's Journey, *Naruto* and how it

portrays the Individuation process. Finally, I will also discuss Shingeki no Kyojin's protagonist and how he adapted to his cruel world.

### ***Jungian Psychology: The Monster Within***

According to the Academy of Ideas in their article titled *Introduction to Carl Jung – Individuation, the Shadow, the Self* (2016), Carl Jung, a Swiss psychiatrist, as he examines his patients' dreams and fantasies found some similarities along with the parallelism of religion and mythologies across multiple cultures and what he discovers is the realm of collective unconscious which resides in our psych. This realm contains the inherited collective human experience since the dawn of mankind. In all the elements of experience that reside in this realm, there exists the shadow archetype, the shadow takes form all the rejected and unwanted characteristics that our ego has deemed inappropriate for our persona to be presented to the outside world. While the manifestation of the shadow archetype consists of negative traits, it also has positive traits as well. Therefore, Carl Jung states that it is important for a person to venture into the deepest parts of himself and meet with his shadow, he calls this process, Individuation. In his own words, Jung states that as "individuality" embraces our innermost, final, and unmistakable distinctiveness, it also involves becoming one's own self. Individuation means becoming a single, homogeneous entity. Therefore, we could interpret individuation as... "self-realization." (Collected Works of CG Jung: Volume 7, 1972). Ideally, these archetypes such as the Persona, the Shadow, the Anima/Animus, and the Self, should work harmoniously within our psych but unfortunately according to Jung, that is not the case. As a result, people with an imbalance of psyche expression suffer neurosis. Going through the process of individuation, if achieved successfully, becomes their true self above the dictate of society and the persona of what they are supposed to be, thus achieves their utmost potential as a human being. On the other hand, failure to individuate causes chaos in one's life, that is why individuation is regarded as a heroic endeavor. While this process is generally known to improve oneself, it is also beneficial to society because as Jung claimed, a society that consists of individuated individuals shall not easily succumb to oppressive government.

By studying the Jungian perspective of psychoanalysis, I found out that mankind in their deepest self, exists hell, that we continuously repress to perform our duties expected from us by society and that is to embody 'goodness'. This idea has led to the perception of good and evil as separate entity for a person. A person does something unacceptable to society's standards and they are labeled as bad, and a person does something acceptable, and he is regarded as good in its totality. Jung's theory sheds light to the true color of mankind, their morality is not black or white but rather they are gray. As a result of these findings, I have turned my attention to the anti-hero archetype, a character archetype in literature that does not line itself entirely with the hero (good) or with the villain (bad). It is also important to note that anti-heroes are known for using villainous methods to defeat evil in pursuit of the greater good, this reflect Jung statement that individuated citizens are not easily oppressed by evil authorities.

### ***A Lesson from the Anti-heroes***

In the YouTube video titled *Why Anti-heroes are Important*, it is discussed that the battle between good versus evil has always been the theme of storytelling but as the writers mature, so have the characters of the story as well. Characters such as Walter White (*Breaking Bad*, 2008), Arthur Fleck (*Joker*, 2019), Zuko (*Avatar: The Last Airbender*, 2005), and Patrick Bateman (*American Psycho*, 2000) reside between two opposing forces of good and evil, characters that do not belong to the categories of hero and villain but rather ranges from anti-hero to anti-villain. Afterward the video used Jungian Psychology to find out the importance of the archetypes in relation to the ordinary man. As a result, the video comes into conclusion that there is a thin line between the anti-hero archetype becoming the hero archetype likewise the line between the anti-hero and the villain archetype is also thin. With the use of Jungian Psychology, the anti-hero archetype is no different from the ordinary man as the anti-hero uses villainous methods to operate for a heroic purpose, so does the ordinary man can do both immoral and moral acts. The similarities of the Anti-hero archetype from the villain is that both possess evil within them, and the difference is the anti-hero learned to recognize the shadow within them, controlled it and integrated it to their persona becoming their true self, while the villain did not learn or denied the existence of evil within them thus, they are consumed by the shadow they have repressed. The Anti-hero archetype teaches us ordinary people that the real world does not consist of heroes and villains, everyone has a hero and a villain in them, and we should not reject our shadows, but instead learn to accept them as part of us and become whole as human beings just as Carl Jung suggests (2022).

This video lines up with a YouTube video titled *2017 Personality 04/05: Heroic and Shamanic Initiations* (2017), Jordan Peterson, a Canadian clinical psychologist discussed that part of the reason why we like watching Anti-heroes and Villains is because we experience catharsis from the monster inside ourselves who are crying out to be integrated to our consciousness. Furthermore, Jordan Peterson also in another YouTube video titled *April 2017 Patreon Q & A (#1 in a monthly series)* (2017), when asked what the archetypical significance of the Anti-heroes' fame in American television is, states that anti-heroes teach the audience that to survive through life, one must become a monster when circumstances demand it and know how to control it. This literature review further solidifies the true nature of humanity is represented in literary works through the Anti-hero Archetype.

### ***Legitimacy of the Anti-hero as an Archetype***

In a YouTube video titled *Trope Talk: Anti-heroes* (2020), it is discussed that to define the word Anti-hero one must know the meaning of the word where it stems from, the Hero. Heroism, according to the video, embodies standards of established morality of society. Therefore, the concept of a hero is clearly defined by the current political landscape of the time. What might be regarded as heroic at the time might not be heroic in another time. This claim is supported by Friedrich Nietzsche (1881) in his book titled *The Dawn of Day* and states that anyone who have overthrown the law of established morality are regarded as wicked men and when people become accustomed to the new law on morality, the wicked men who in the course of time, become regarded as good



men. Consequently, if the definition of a Hero is entirely fluid, its anti-thesis, the Anti-hero is similarly hard to understand. By simplistic definition, Anti-heroes are heroic characters with unheroic qualities and/or lack of heroic qualities. If the identification of an anti-hero will be based on this information, then Wade Wilson (Deadpool, 1993) is an anti-hero for killing the 'bad guys' as his heroic action while having an ecstasy performing it which a person supposed to not feel, therefore, an unheroic quality. Moreover, Peter Parker (Spiderman, 1962) also fits the description as he also performs heroic acts while always having self-doubts as the main theme of his story, but he is regarded still as a hero and not an anti-hero. Likewise, Frank Castle (The Punisher, 2017) whose motivations are unheroically revenge driven and kills his enemies which is also unheroic because in the world of superheroes, you are not supposed to kill your enemies, and if both his motivations and methods are unheroic then he is regarded as a villain type, but he is famously known as an anti-hero. In conclusion, due to the vague definition of an anti-hero, it lacks characteristics enough to become an archetype but rather just a label. The author then proceeds to state that characters are individuals, just like in real life, the existence of individual humans cannot be fully defined by a single label (Overly Sarcastic Productions, 2019).

In essence, I found out that anti-heroes are difficult to write and if I were to write one, which I intend to for my creative output, I am better off creating a character with flaws and shortcomings in its pursuit of heroism and let the readers decide whether the character is an anti-hero or not. While the video essay rejects the idea of the anti-hero as an archetypal figure as opposed to my previous literature review titled *Why Anti-heroes are Important*, the essay also confirms the idea of the anti-hero as a representation of mankind's gray morality.

### ***Sliding Scale of Anti-heroes***

As earlier discussed, that the definition of a hero is entirely dependent to the political landscape of their time and morality changes as political ideologies change according to Nietzsche, consequently different types of anti-heroes are born in literatures but ultimately it serves as a clear contrast to the ideal hero. In an article titled *Analysis/Anti-Hero*, the different kinds of Anti-heroes are ranked on a sliding scale of Idealism versus Cynicism. The article provides five types of anti-heroes; Classical Anti-hero; Disney Anti-Hero; Pragmatic Anti-Hero; Unscrupulous Anti-hero; and lastly, the Nominal Hero. The article proceeds to start the scale of unambiguously good to evil. First on the list is the Classical Anti-hero, in classical literatures of heroes, a hero is commonly characterized as brave, intelligent, stoic, a highly capable fighter and commander with few to none flaws at all. A classical anti-hero contrasts this as being plagued by self-doubt, emotional, lacks combat skill, and or is not particularly intelligent. While the classical hero's story is about overcoming powerful enemies, the anti-hero's story tends to be overcoming personal issues while conquering enemies. Whether the anti-hero achieves this goal or not depends on the sliding scale of idealism versus cynicism. The second one is the Disney Anti-hero; these types possess heroic qualities but lack a positive mental attitude. The Disney Anti-Hero stands a chance in transitioning as a straight hero by the end of his journey. The third type is the Pragmatic Anti-Hero, these

people are prepared to shoot the dog or take other necessary actions. While some of them may have the quirks of a Disney anti-hero, they are more sinister than the previous iteration since they are willing to carry out "not nice" deeds to accomplish their goals. In essence, it is Disney's anti-hero turn meaner. Over the course of the story, they might become friendlier and more like straight heroes, but they might also not. Lethal force is a topic of some disagreement in this position. Some may oppose it, while others will think it is a workable answer. In the latter situation, it is typically a last resort, but they will take whatever action is necessary. The next type of anti-hero is the Unscrupulous Hero; these types are the darkest type possible while still having good intentions. This type of anti-hero will frequently be very ruthless. Sometimes, it is just because of the nature of his environment how cruel and harsh it is, in another world they could just have been a Disney Anti-hero type. They possibly experienced a terrible trauma that rendered them beyond cynical. Their heroic motivation is revenge driven and the outcome of their goal is also beneficial for the world. Paying evil with evil is the main definition for this type. Lastly, The Nominal Hero, although these anti-heroes strive for good, their reasons and purposes are anything but noble. These characters can be immoral ones who just so happen to be pointed in the direction of the villains for one reason or another, or they can be actively evil ones who are only heroes because the villains they battle are far worse. They frequently go by the name "The Enemy of my Enemy." These anti-heroes have very little possibility of turning into traditional heroes, and even if they do, the story's credibility may be in jeopardy.

To conclude, this article categorized the anti-hero into five types, based on how cynical the world they live in. An anti-hero living in an extremely cynical world when put in an idealistic world may be categorized as a villain. Meanwhile, a straight hero may just be a helpless victim in an extremely cynical world.

## **Manga**

In an article titled, *Popular Culture: Manga*, it is discussed that manga is one of the most popular forms of Japanese entertainment media. Its audience ranges from children to adults. Some Manga are published on a monthly basis, weekly basis, to being produced daily on newspapers and phone-book type magazine. The three major genres of Manga are Shonen, Shoujo, and Seinen. Shonen is targeted towards young boys, Shoujo is targeted towards the female audience, and Seinen is for a late teen to adult audience often having mature themes for its plot. The term Manga was coined by the artist, Hokusai. He was an artist that lived from the late 1700s and died in 1849, he was most well-known for creating "*The Great Wave*." When Japan opened its doors to the world, Manga is one of the Japanese cultures that was influenced by the Western culture, Japanese artists started to learn the fundamentals of art such as anatomy, shading, and perspective. In addition, Japanese artists also learned using dialogue balloons and different sequences that convey emotion. In Post-World-War II, one of the Japanese artists that rose to fame is Osamu Tezuka. He experimented in trying different genres resulting in the creation of one of the most iconic cartoon characters that not only became famous in Japan but also reached the shores of different countries, this manga is titled *Mighty Atom*, popularly known in the United States as *Astro Boy*. Osamu Tezuka opened

the gate of the international entertainment media for Manga to be enjoyed in different parts of the world. As Manga becomes one of the most powerful art forms of Japan, the Japanese took this opportunity to send their message to their citizens of different demographics. Manga is used as a medium for practical instruction and education as a medium for different topics such as spreading awareness in problems of society and is often used as platform for frank discourse on serious topics ranging from sex to violence to war.

## **Review of Related Works**

This section of the study will discuss two related works. Berserk that presents two opposing forces in their pursuit of heroism with differentiating methods. Two opposing forces that both have heroic and unheroic qualities. The next work is Tokyo Ghoul analyzed through the lens of Jungian psychology.

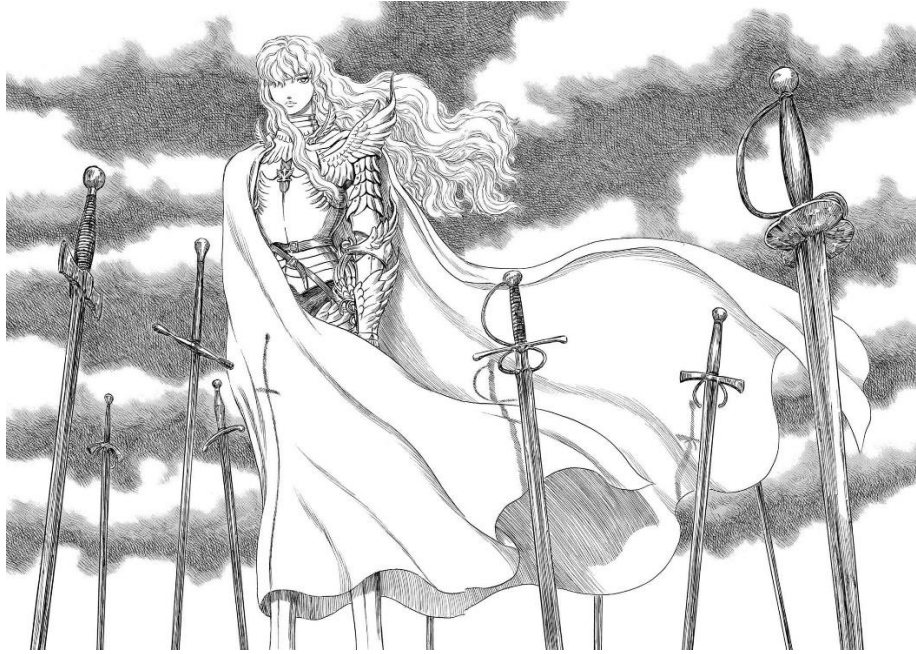
### ***Berserk: Guts and Griffith***

Berserk is a dark fantasy Manga written and illustrated by Kentaro Miura, which was released in 1990. In this review, I will discuss the two characters of the story, the protagonist named Guts and the antagonist named Griffith. Griffith is the leader of a mercenary army called "the Band of the Hawk." He led this army defeating enemies and even ending a hundred-year war between two kingdoms. Considering this feat, he became known as a hero and earned the status as a lord. Consequently, his reputation also caused his downfall by jealous aristocrats, had him captured, tortured, and crippled. All of Griffith's dreams of having a castle went down the drain. This moment is where he met with the devils and offered him powers that would make his dream possible again in exchange for sacrificing the people he cared about. Griffith eventually accepted the offer, in exchange for his comrades' lives. Griffith was reborn as a demon who came back and ended all wars across the land and created a utopia for mankind and demon kind to live peacefully. On the other hand, Guts is infamously known as the black swordsman who goes from town to town killing demon after demon. This may be viewed as heroic because demons have been tormenting humans but his purpose of killing them is not out of the sense of justice but solely on his quest for revenge. He thinks that demons are pests of the world that needs to eradicate and eventually be able to kill the lords of these demons in which one of them is named Griffith. Guts is a former captain of the Band of Hawk and is one of the three survivors from Griffith's deal with the devil. Guts who was once a mercenary who never trusted anyone, only lived by the sword, basically summarized his life as a soldier who does what he does good and that is to kill. Eventually, upon joining the Band of the Hawk, he realized that there is more to life than swinging the sword and that is to drink and talk about dreams with friends and to love another person. All of what he gained; he lost it all. After seeing all his comrades die and his lover Casca, the second commander of the band, became mentally broken for the sake of Griffith's dream, made it Guts' life mission to see to it that Griffith pays for it by blood. Kentaro Miura's work puts out the question of heroism. What does it mean to be a hero? Griffith created a new world, where everyone is happy, or Guts who is in the quest to avenge his comrades for being betrayed. Unfortunately, Kentaro Miura passed away in 2021, leaving the series unfinished and an unanswered question for the readers to decide. But regardless, this

series still benefits my study as it also presented two flawed characters going against the idea of a straight hero while in the pursuit of heroism. The antagonist, Griffith the White Hawk, has the design of what a hero typically looks like, and the protagonist as presented in Figure 19, Guts the Black Swordsman, having the aesthetics of what you would typically incorporate of that of a villain as shown in Figure 20.

### Figure 19

*Griffith. Berserk. Chapter 178*



*Note.* This panel shows Griffith standing among the swords impaled on the ground that symbolizes all the fallen comrades of the Band of the Hawk.

**Figure 20**

*Guts. Berserk. Chapter 225*



*Note.* This panel shows Guts wearing the Berserker Armor, killing the demons that attacked his ally's home.

**Tokyo Ghoul: Kaneki's Acceptance of the True Self**

Sui Ishida is the author and illustrator of the dark fantasy manga series titled Tokyo Ghoul, which was released from 2011 to 2014. When the prequel finished in 2014, a sequel, Tokyo Ghoul: re, was made and launched the following year. It ran until 2018 (Manga Plus, Shueisha). Tokyo ghoul is a story about a young man trying to survive in a society that is plagued by man-eating monsters called ghouls than can transform into normal human beings and live as part of the society. Ken Kaneki, the protagonist, sees the world as black and white, the humans are 'good', and the ghouls are 'bad'. His journey exploring the complex world he lived in started when he met Rize, who later reveals herself as a ghoul and tries to eat him, things take a turn and manage to survive the attack. He wakes up in a hospital, in a state of post-surgery. Unfortunately, for him to survive, the woman he was with was used as a donor to replace his damaged organs. Ken Kaneki is now a half human-half ghoul. He later meets ghouls that tried to help him survive in a society that regarded them as a 'pest that must be exterminated'. Kaneki learns that the world is not black and white but rather, there is white in black and there is black in white. The Manga Tokyo ghoul can be seen through the Nietzschean philosophy of morality as well as the Jungian psychology of Archetypes and Individuation. Rize was used as an instrument to force Kaneki in the process of individuation, he is now living with his human form as his Persona and his ghoul form as his repressed Shadow, still rejecting the idea that he has now a monster inside of him. Later in the series, he is forced by a villain named Jason, to succumb to his shadow, psychologically torturing him making him



Hayao Miyazaki titled *Spirited Away* (2001). Chihiro, the protagonist of the story, is moving away from their old hometown to live somewhere else (The Ordinary World). Chihiro, sad about their current situation, whines in their car as presented in Figure 22. They eventually get lost and find themselves in a town that seems to be festive, but no person can be found. Later, Chihiro and her parents are trapped in this town with spirits walking around (Call to Adventure, as shown in Figure 23). Chihiro ran away from the town but could no longer leave because a river suddenly appeared between her and their car (The Refusal of the Call, as presented in Figure 24). Amid the confusion, Chihiro met a mysterious person who wants to help her, (Meeting the Mentor, as shown in Figure 25). Haku, the mysterious person, brings Chihiro a food that belongs to the special world to prevent her from disappearing and takes Chihiro to cross the bridge (Crossing the Threshold).

This first act of the story clearly follows Campbell's the Hero's journey – as the story unfolds, it consistently followed the pattern up until Chihiro's return from the Special World.

## Figure 22

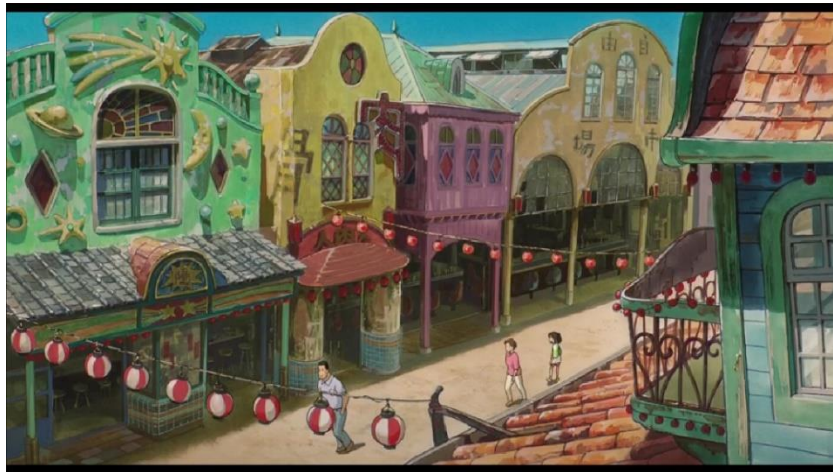
*Spirited Away (2001): The Ordinary World*



*Note.* In this scene, Chihiro sulks because she is leaving her friends behind, and will move to a new place far away from them.

**Figure 23**

*Spirited Away (2001): Call to Adventure*



*Note.* This scene shows they are wandering around an empty town trying to find where that delicious scent is coming from.

**Figure 24**

*Spirited Away (2001): The Refusal of the Call*



*Note.* This scene shows her confusion of the sudden turn of events, suddenly ghosts are appearing and her parents turning into pigs, she is constantly telling herself it is only a dream.



**Figure 25**

*Spirited away (2001): Meeting the Mentor*



*Note.* This scene is where Haku is trying to take Chihiro across the bridge and into a safe place.

***Naruto's Demon Fox Integration***

Carl Jung's Individuation process has been presented in various literary works and one of the examples of a work that portrayed this is the Manga series titled *Naruto Shippuden* (1999). Naruto Uzumaki was born with a demon fox within him. This demon fox is caged inside Naruto, in addition, this fox is full of hatred towards humans as the humans throughout his life continuously enslave him. This concept reflects the Jungian Shadow which every person possesses deep within the unconscious realm of their psyche. This shadow that we repress, the more we show goodness to the world the darker and evil the shadow becomes; and during the Fourth Great Ninja War arc of the manga, it was shown how much people needed Naruto. To succeed, the titular character faced the demon that was imprisoned within him, in Jungian psychology, this is the first part of the individuation process which is to meet the shadow from within. Should Naruto succeed in controlling the demon fox as presented in Figure 26, he can integrate the demon fox's powers to his own and use it to defeat external evil; however, if he fails, he will be devoured by the demon fox which eventually releases the said demon into the outside world to wreak havoc. This consequences lines up in an article titled, *Introduction to Carl Jung – Individuation, the Persona, the Shadow, and the Self* (2016), which states that failure to integrate the shadow shall cause disruption in one's life. In the process of Naruto trying to control the demon fox, he instead gets overwhelmed by the sheer hatred it possesses and gets nearly consumed by the demon fox instead if not the spirit of his mother intervening. The Manga now went to the second stage of the Individuation process, to meet the Anima/Animus as shown in Figure 27. His mother that intervened in the demon fox consuming her son is the personification of the Anima/Animus, the contra sexual of one's gender. In this case, Naruto is male therefore the archetype appeared to be Anima. One of the Anima's roles is to protect the Ego from the Shadow. Clearly,

Naruto's mother has played the role of the Anima well. His mother then lends a hand in making Naruto fully control the demon fox. Once the meeting of the Shadow and the Anima/Animus is completed, one shall now move on to meet the archetype of wholeness, or the Self. The meeting of the Self is presented in the series as Naruto reaching his full potential by combining the demon fox's chakra and his own as presented in Figure 28. As the story progresses, the demon fox realized that Naruto is different than the rest of humans he has encountered and began to soften up for him. Eventually, the demon fox finally agreed to work with Naruto, and thus Naruto achieved the shadow integration successfully.

### Figure 26

*Naruto Shippuden (1999)*



Figure 27

Naruto Shippuden (1999)



**Figure 28**

Naruto Shippuden (1999)



### ***Shingeki no Kyojin: The Hero and the Monster that is Eren Yeager***

Hajime Isayama is the creator of the Japanese Manga series *Shingeki no Kyojin* (2009). The tale centers on Eren Yeager, who swears to wipe out the Titans after they destroy his community and take his mother's life in a world where humanity is compelled to live in cities encircled by three giant walls to defend them from enormous man-eating humanoids known as Titans. In a YouTube video titled *The Genius of Eren Jaeger*, the author of the video analysis discussed the protagonist's characterization in the early parts of the story is very cliché and he has the mind of a Shonen protagonist. He has the clear goal to kill all titans off the face of his world. Eren sees the world as black and white with that being every bad person is naturally evil and must be stopped by the good guys. He has poor anger management skills, and his heroism is driven by revenge and hatred, and is completely idealistic. His whole characterization is a contrast to the world he lives in because the world of *Shingeki no Kyojin* is not a good versus evil story, it is cruel and harsh. Eren Jaeger is a Shonen Character that inhibits a Seinen series. The story is filled with moral ambiguity and complex characters that makes Eren's Hero's journey not only focuses on his trials against the titans but also his development as a character to adapt to the world to survive. In the beginning of his journey as a soldier on a mission to free the humans from the titans, his ideals were immediately crushed by the cruel reality. On the brink of his death somehow, he himself also becomes a Titan and kills a handful of mindless titans. With this newfound ability, he took it as a chance to bring hope for humanity's survival. Later in the series, it was revealed to him that the mindless Titans are only the tip of the iceberg to all the enemies he would face to ensure that the people he cared about would be able to live in peace. He met with countless betrayals from corrupt officials of the government and comrades who turned out to be spies, these people he also cared about were also Titan shifters from another country that brought death and destruction to their home. Lastly, the countries these traitors came from are the reason Eren's country is full of titans roaming around. After overcoming these mental trials, he realizes that the world is not completely black and white, good versus evil, but rather it is just two opposing sides hurting each other for their own beliefs. As he fully grasped the way the world works, Eren also began causing death and destruction to foreign countries that harmed his home. This is when he is now portrayed not as a Shonen protagonist anymore but rather a seinen protagonist living in a seinen series. Furthermore, his characterization can also be considered as anti-heroic as he no longer cares if he kills foreign government officials or innocent civilians if he ensures that the country, he grew up in gets to finally have peace, even at the cost of genocide.

The characterization of Eren Jaeger is considered by many as a masterpiece as he was a straight hero realizing that reality is more complex than he perceived it to be and changes himself to fit to the mold of his cruel world to survive and achieve his goals. The change of his expression is presented in Figure 29 showing his character development in the series.

## Figure 29

*Shingeki No Kyojin* (2009)



## Results and Discussion

For this study, I will conduct two surveys, the preliminary data gathering to produce the creative output and the post-survey after they have read and experienced the creative output. The first data gathered are through interviewing the readers about the nature of their favorite character particularly the anti-hero archetype as literary review suggested anti-heroes reflects humanity accurately more than the hero or the villain archetype. With the gathered data as the basis, I created my own protagonist ensuring the likability of my character to the readers as it creates a sense of familiarity since it is inspired by the pre-existing fictional characters. The questions in this interview focused on knowing the background story of the character and their goals in life as based on the Jungian psychoanalysis theory. It is said that a character's personality is created through their personal experience and future goals (Buduan, 2021). The second survey will be conducted through Google forms after the audience read my Manga and will be asked if the study is translated well into the creative output and if it is effective in solving the problem of the study.

### ***Preliminary Interview Results***

On the first question, as presented in Figure C1, respondents stated their favorite characters, seven out of eight respondents have characters that came from a Manga or a comic book and only one of the respondents have a character that is from a film. Followed by a question of their character's state of world and all the respondents answered that their character lives in a cynical world or close to it at least and none of them lives in an idealistic world as shown in Figure C2.1 and Figure C3.2. This idea is supported by a section in the review of related literature titled *Legitimacy of the Anti-hero as an Archetype*, it is discussed that a hero is solely dependent on the current political landscape of their world therefore, the more cynical the world gets the darker the heroes

become, thus the anti-heroes and the straight heroes become just victims of the said world. On the third question of the interview as presented in Figure C4, five out of eight respondents answered that the film or Manga has provided a backstory of their characters while three of the respondents have characters that has a past shrouded in mystery. Next, as shown in Figure C5, the respondents are questioned whether the story of their character revealed their goal. Six out of eight responded yes and two respondents chose not to answer. On the six of the respondents who answered yes, the goals of their varied from small goals to grand. Followed by a question of their character's philosophy and all the respondents stated their favorite character's belief as presented in Figure 34. Considering this, to be able to create a character that will be loved by the audience, the author needs to create a character that has a belief as their foundation to be able to justify why they do what they do. As presented in Figure C6 are the answers of respondents to the questions about their character's flaws. Seven out of eight respondents stated flaws that are not mild but rather a trait that is usually associated with a villain's characterization while one out of eight respondents stated that their character is humorous and kindhearted, this can be interpreted as a flaw when it is considered that the character is living in a cynical world and these traits can cause their downfall. Afterwards followed by Figure C7, the respondents are questioned what their characters' redeeming points as opposed to previous questions. All the respondents answered that their character is dead set on their goal trying to achieve it in any type of way they can. While the data shows that they have flaws that can be categorized as villainous, their redeeming point on the other hand is considered as a heroic trait. On the eight questions, the respondents were asked about their character's internal conflict. Two out of eight respondents said their character has no internal conflict. One out of eight respondents said their character experienced an internal conflict at the beginning but resolved it immediately. Five out of eight respondents stated that their character's internal conflict throughout their story is about regret in their past, insecurities about themselves and their psychological wounds caused by the people around them as presented in Figure C8.1 and Figure C8.2. Lastly, the respondents were asked about their character's actions against challenges for which all answered that their character does everything to accomplish their goal, a trait that heroes always possess as presented in Figure C9. For the full Interview transcript, see Appendix C.

With this gathered data that will supplement my project output, I will create a Manga with a character that lives in a cynical world, a story that provides a backstory of the character. A character that believes in a philosophy that will dictate their actions. A flaw that can be considered a villainous trait and a redeeming point that can be considered as a heroic trait. While this interview is only meant to help in building my character it also provides insights about the nature of the anti-hero as a reflection of humanity which are already discussed in the Review of Related Literature and Related Works of the study.

### ***Post Survey Results***

After exhibiting the manga and made the readers do a quick survey, yielded result shows that the researcher is successful in creating a story that follows the pattern of the Hero's Journey while incorporating Jung's Individualization. By using characters that aligns in the gray area of morality thus creating a story consisting of anti-heroes, readers were drawn to them as they reflect what a real person is, a flawed human being.

## **Conclusion**

Anti-heroes are indeed a more accurate reflection of humanity as they possess the extent of an ordinary person's shortcomings and flaws while simultaneously presenting humanity's admirable attribute. In this study, it is encouraged that readers give more significant weight to the Anti-Hero Archetype rather than the traditional protagonist of stories, the Hero Archetype as continuously following the footsteps of these so called role models will only lead to failure and disappointment to oneself because the Jungian Psychology shows that a person should learn to accept and integrate their undesirable attributes to becoming whole as a person. Furthermore, this study is translated into a narrative story through Manga where the protagonist undergoes the journey into accepting all parts of themselves, the "good" side, and the "bad" side. This concept of using narrative stories to teach a lesson is no longer new as it has been done countless times through ancient and modern forms of literature.

## **Recommendations**

### ***Research Topic***

The researcher only reviewed related works on the area of Manga culture as it is the field that the researcher is well informed about. Bringing in western comic culture is also recommended to further supplement the information gathering of the research.

## ***Creative Process***

### **Output: informational Versus Narrative**

Choosing to create my output as a narrative Manga rather than informational makes it more entertaining and qualified for a lot of publishers looking to serialize narrative titles. Consequently, going on a route of narrative creates different layers to the story that sending the message to the reader will be entirely successful based on the level of understanding and comprehension of the reader itself. There is the outer layer of what is the plot of the Manga and the inner layer of symbols and meanings of the plot. For a guaranteed success of sending the message, one is recommended to go in the route of informational Manga where it will directly give the data to the audience in its rawest form.

### **Workload**

Future researchers who are looking into adapting my method of creating my Manga are recommended to have a group of two people working as it is quite hard to achieve the task by one person alone although it is achievable me being the evidence of that, I have sacrificed an intensive amount of time to make ends meet.

### **Workflow**



It is best to create deadlines by weekly and monthly rather than making a deadline that you will have to meet every two to three days as it will lessen the mental pressure of trying to constantly look at calendar of deliverables. This is recommended in the stages of drafting the storyboard, modeling the 3D assets, sketching the pages, and inking it.

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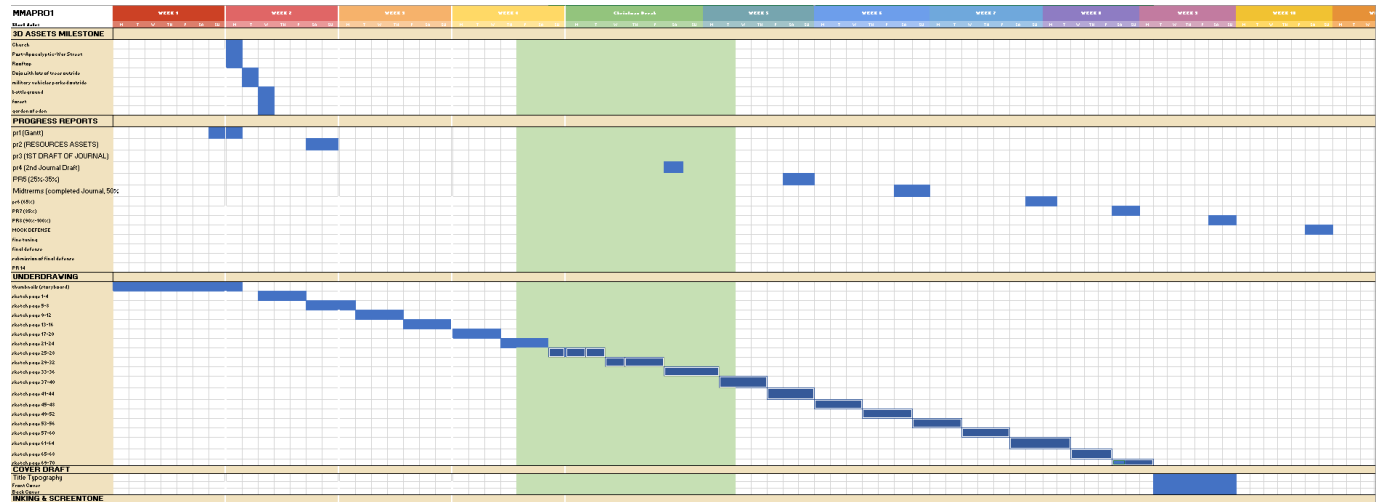
## **Appendices**

This section is a compilation of different assets that have been created during the entire duration of the research which also serves as the evidence of my work. In this section includes documentation of the project's design development and the full data of the interview done to supplement the research.

## Appendix A Project Management Documents

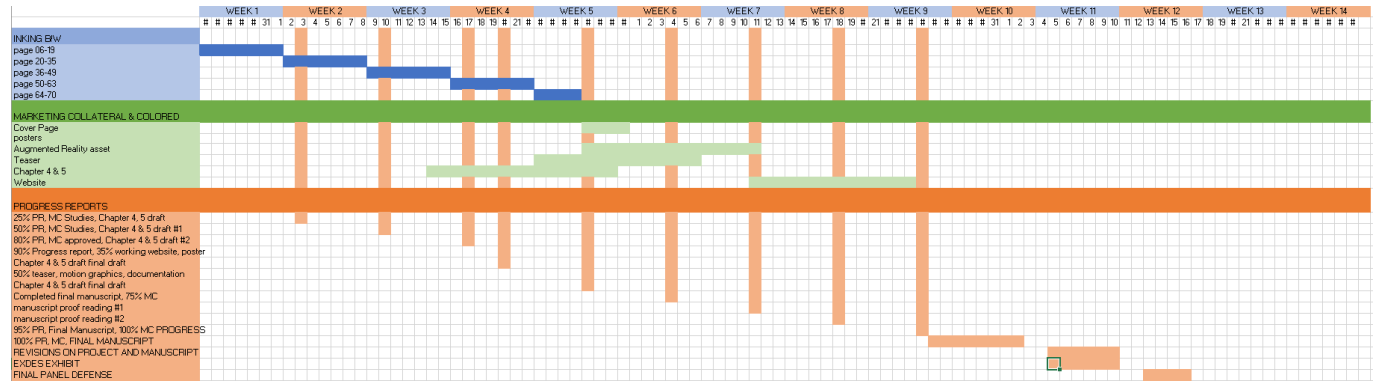
**Figure A1**

*MMAPRO1 Gantt Chart*



**Figure A2**

*MMAPRO2 Gantt Chart*



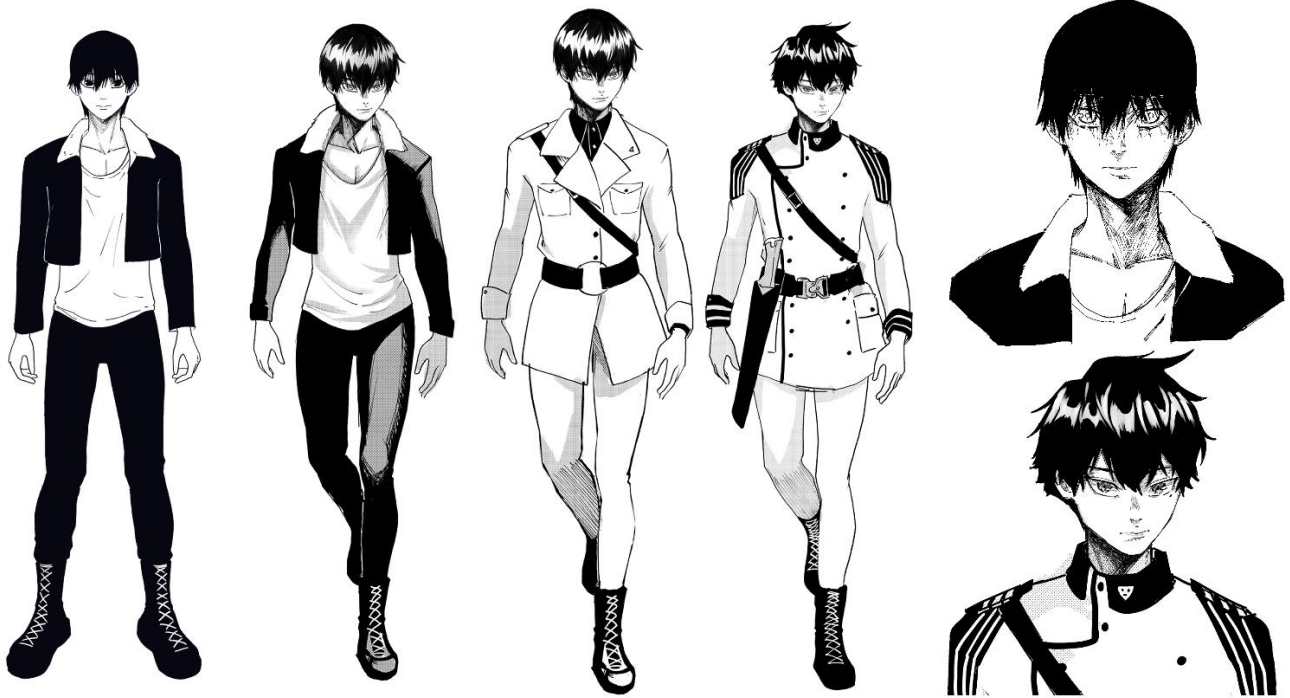
## Appendix B

### Visual References and Studies

#### Figure B1

#### *Mikael Savio Character Study*

Character: Mikael Savio



Mid Projpro Draft

Final Projpro Draft

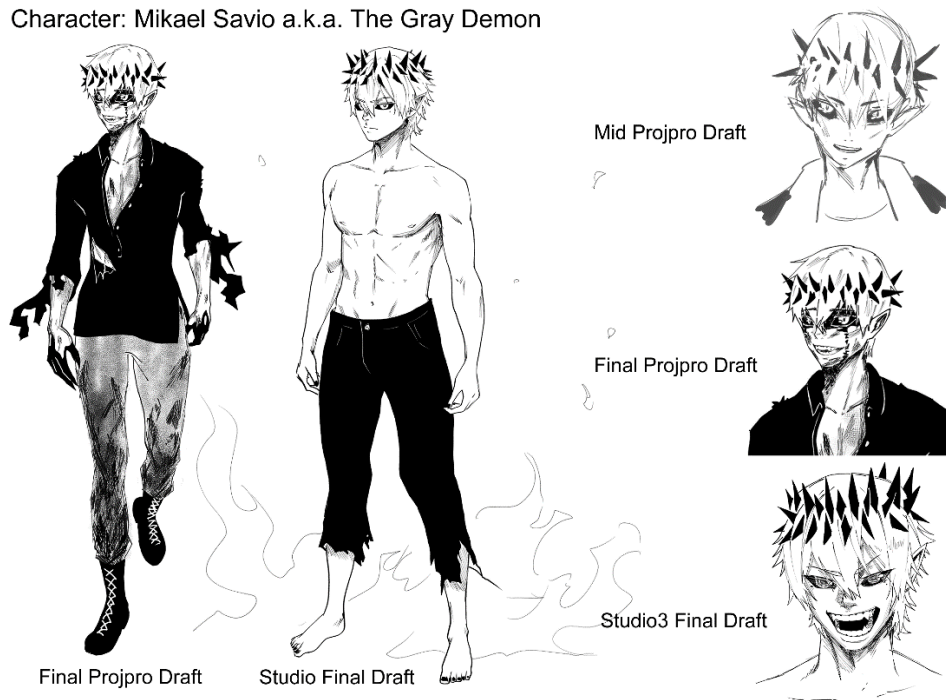
Studio3 Final Draft



### Figure B2

#### *The Gray Demon Character Study*

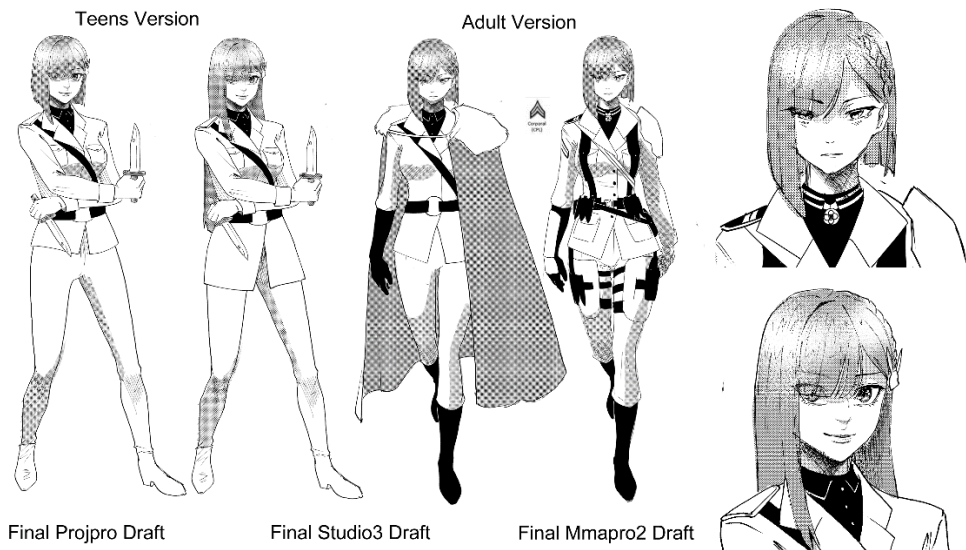
Character: Mikael Savio a.k.a. The Gray Demon



### Figure B3

#### *Xue Lim Character Study*

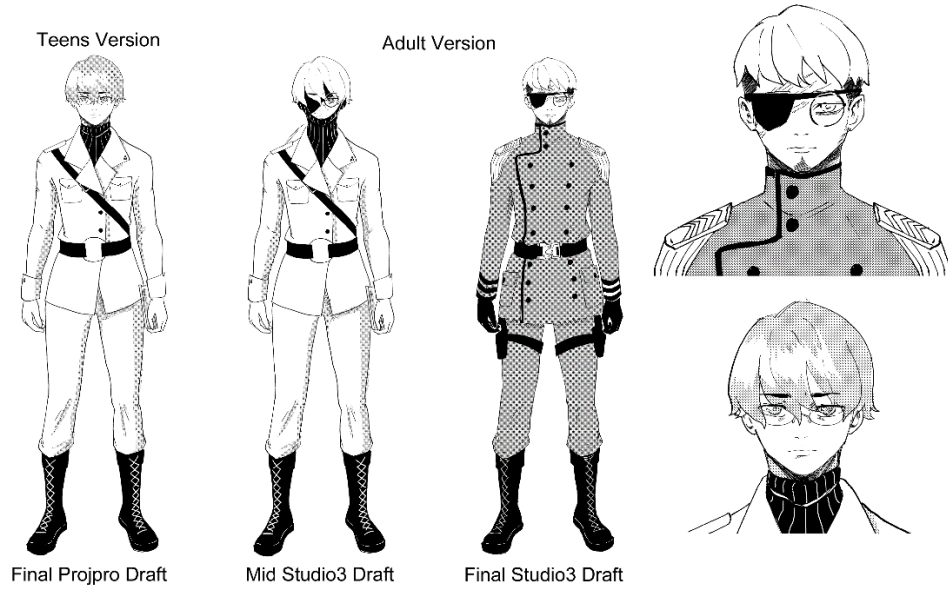
Character: Xue Lim



**Figure B4**

*Bonumig Navus Character Study*

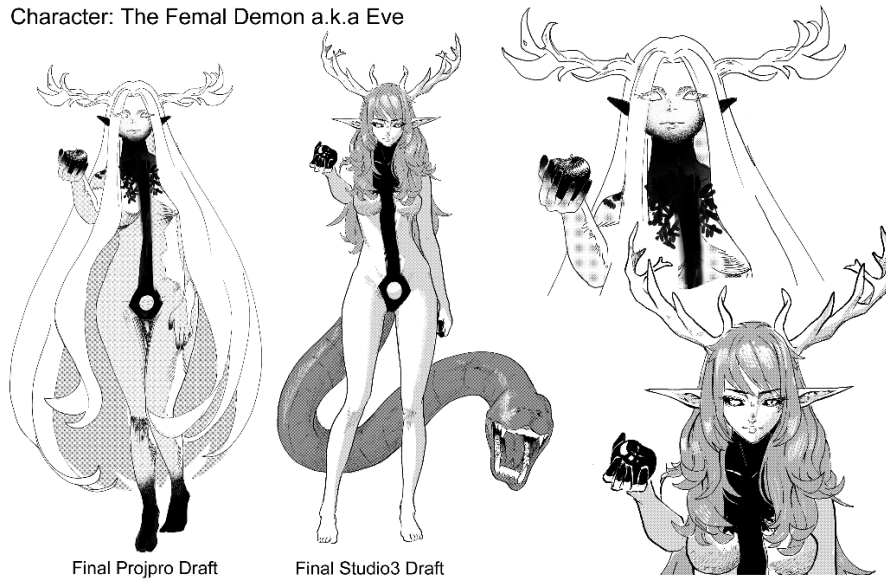
Character: Bonumig Navus



**Figure B5**

*Eve Character Study*

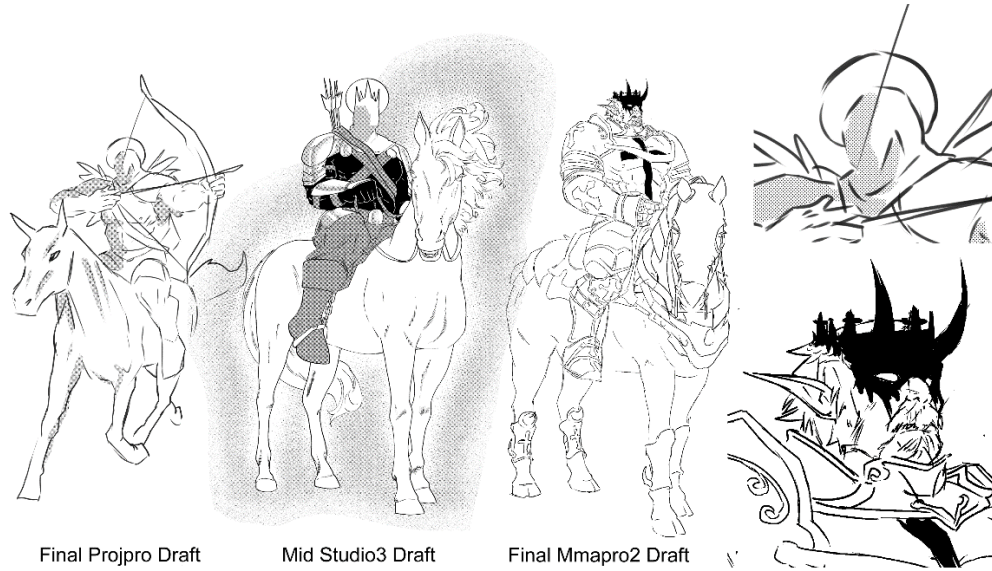
Character: The Femal Demon a.k.a Eve



**Figure B6**

*The First Horseman of the Apocalypse Character Study*

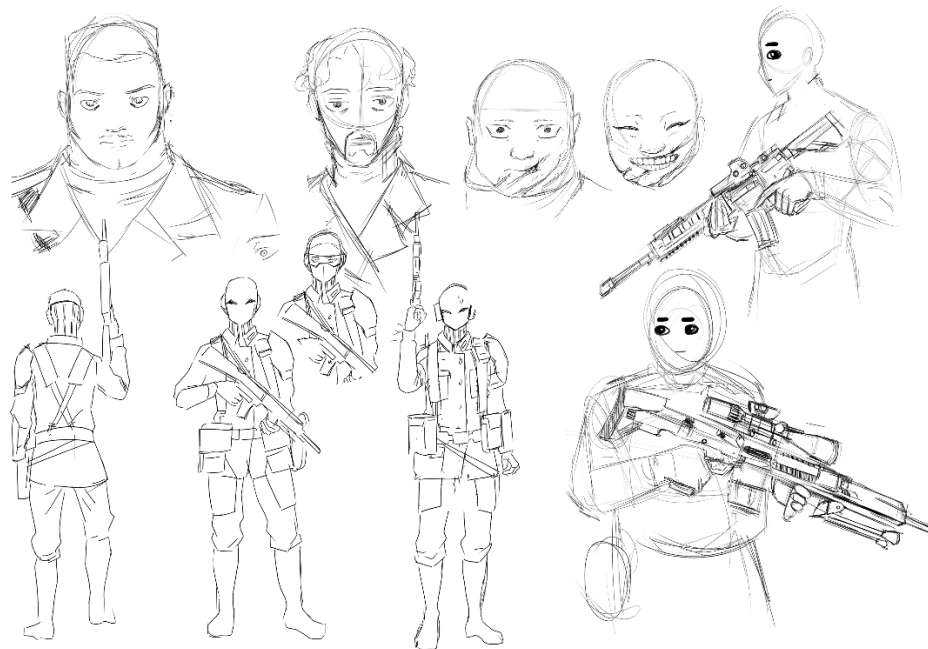
Character: Conquest, The First Horseman of the Apocalypse



**Figure B7**

*Extra Characters Study*

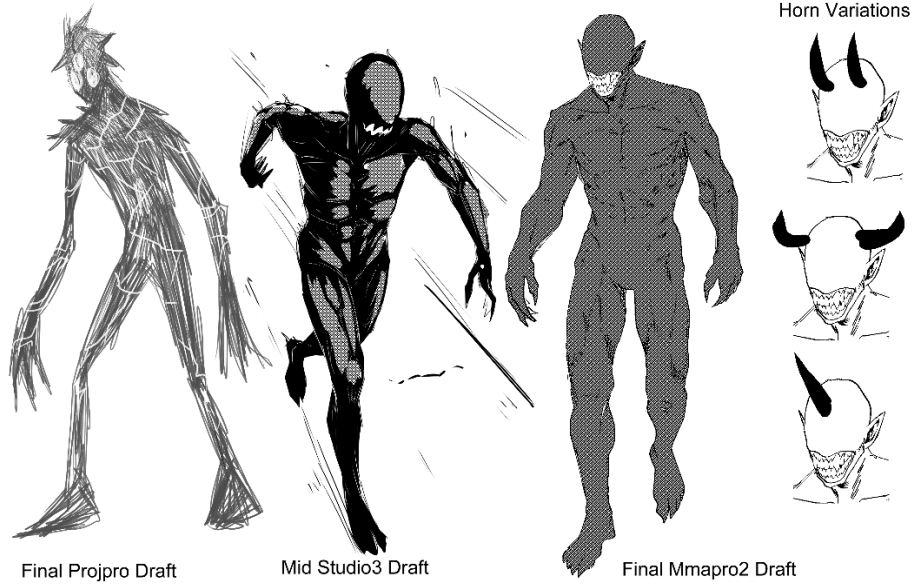
Character Extras:



**Figure B8**

*Demon Character Study*

Character: Demon Army



## Appendix C

### Project Production Documents

#### Figure C1

##### Blender Asset Files

hkg28.png	hk416	City	City.blend1
coverpage	coverpage.blend1	newpage02-03	newpage02-03.blend1
page66-69	page60-65	page60-65.blend1	page68-70
page68-70.blend1	pages55-58.69-70	pages55-58.69-70.blend1	Demonfinaldesign
page51-54	page51-54.blend1	FinalBattleground	FinalBattleground
FinalBattleground	FinalBattleground.blend1	page42-43	page42-43.blend1
page40-41	page40-41.blend1	forest02.blend1	forest3.blend1
forestevekaelmeets	forestevekaelmeets.blend1	page29-31	page29-31.blend1
page28	page28.blend1	vehicles	vehicles
bedroomtest	bedroomtest	bedroomtest	bedroomtest.blend1
Chinese Garden	Chinese Garden.blend1	hometown_resized	knightarmor
page23	page23.blend1	page1820	page1820.blend1
deadmenrooftop	deadmenrooftop	page17	page17.blend1
page16	page15	page15.blend1	page1314
page1314.blend1	page12panel04	page12panel04.blend1	apocalypsesnipers
apocalypsesnipers.blend1	sniper	sniper.blend1	apocalypsestreet
apocalypsestreet.blend1	apocalypsebridge	apocalypsebridge.blend1	rooftop02
rooftop02.blend1	apocalypsedecreased	apocalypsedecreased.blend1	GrayDemonHorns_daz02
GrayDemonHorns_daz02	GrayDemonHorns_daz	GrayDemonHorns_daz	evehorns_daz
evehorns_daz	warehouse	warehouse.blend1	rooftop
rooftop.blend1	Battlefield.blend1	page32-35	hometown
hometown.blend1	eve_horns	eve_horns	tokyo-japan
OldChurch	OldChurch	old-church-modeling-interior-scene	bon character sheet
apocalypsecompressed02	apocalypsecompressed	apocalypsecompressed.blend1	apocalypse
apocalypse	beast	apocalypse	apocalypse.blend1

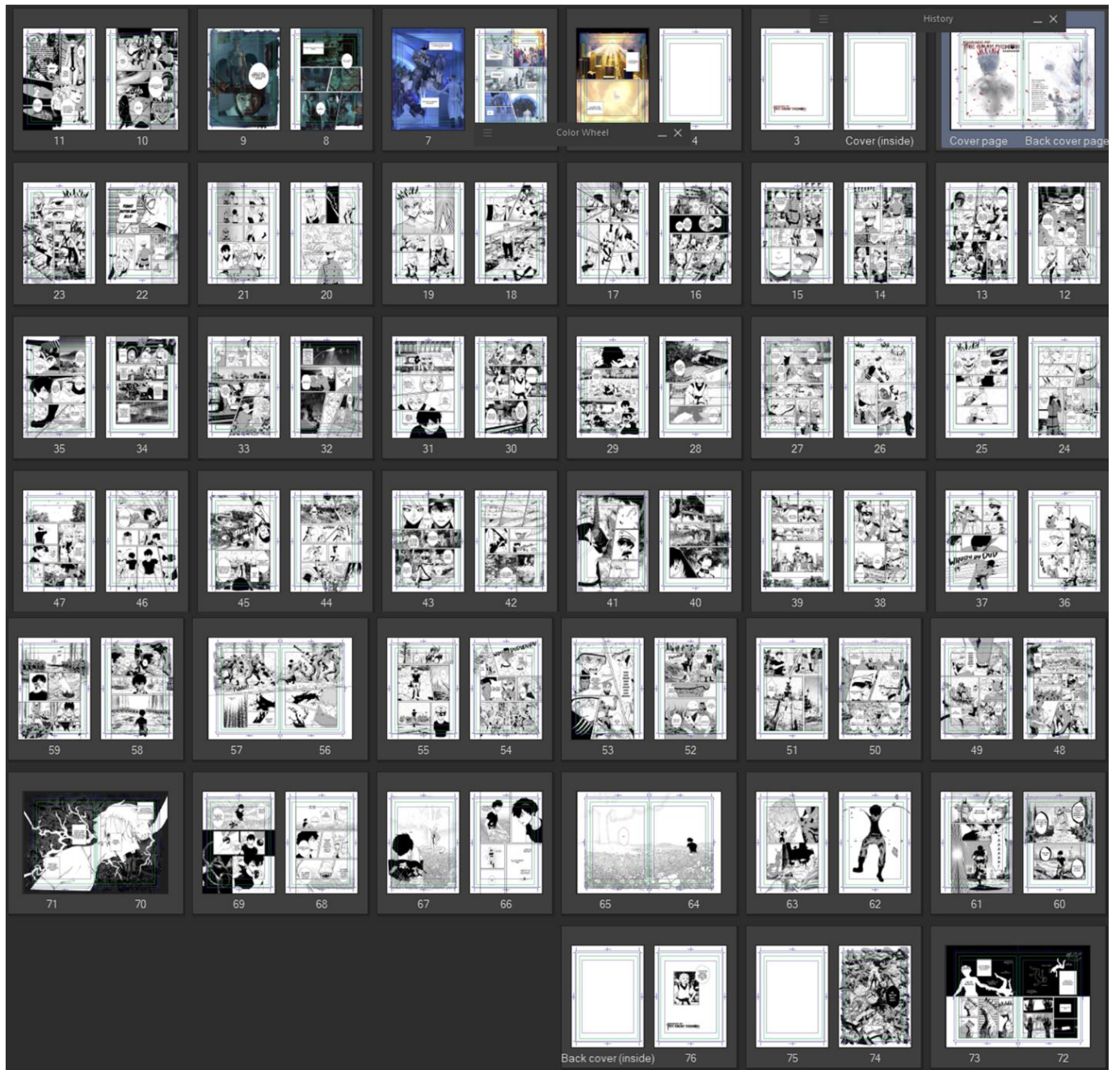
### Figure C2

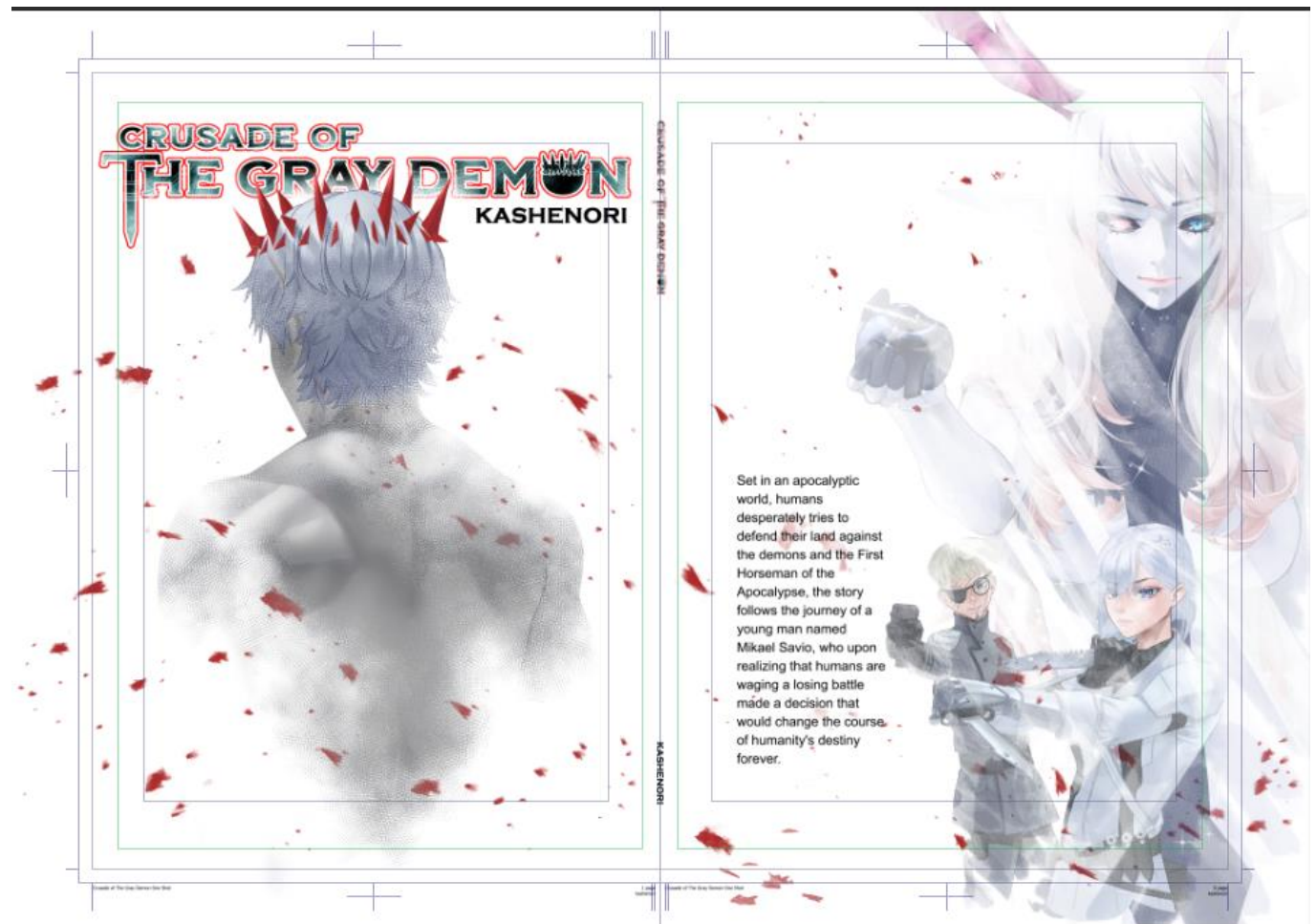
### 3D Background Images



**Figure C3**

*Manga Manuscript*



**Figure C3***Manga Cover Page*



## Appendix D

### Final Project Photos



## Appendix E

### Tri media Marketing Collaterals

Figure E1

*Interactive Version of Main print*

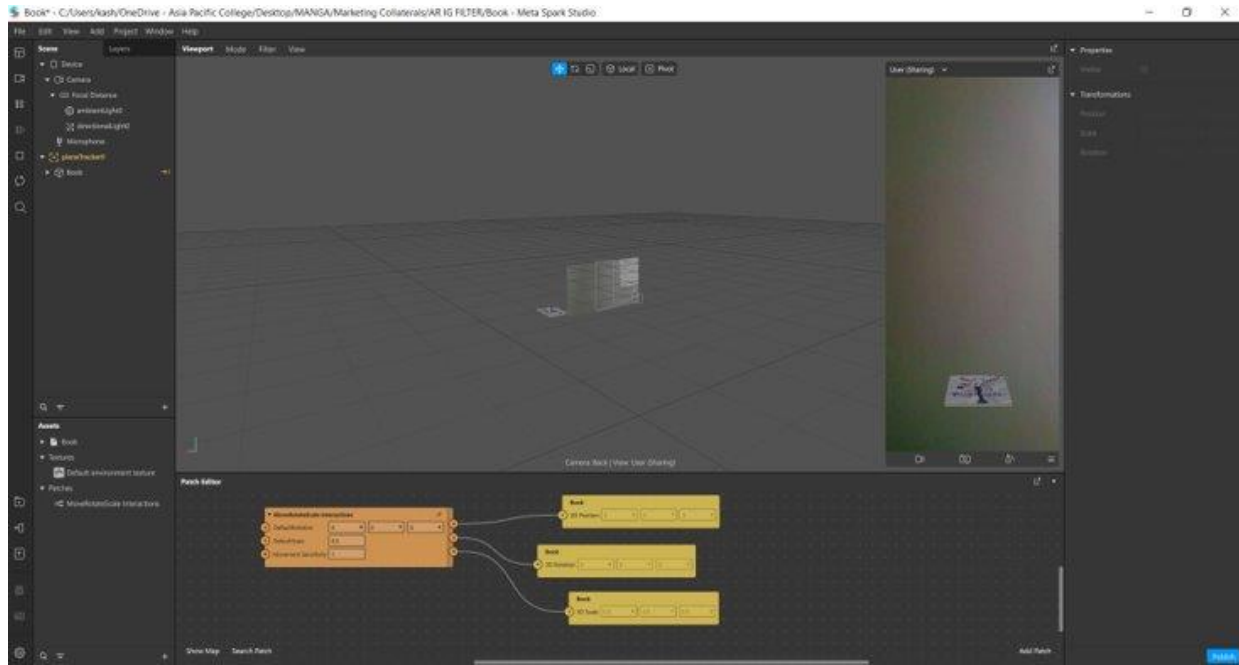


Figure E2

*Motion Graphic Video Teaser*

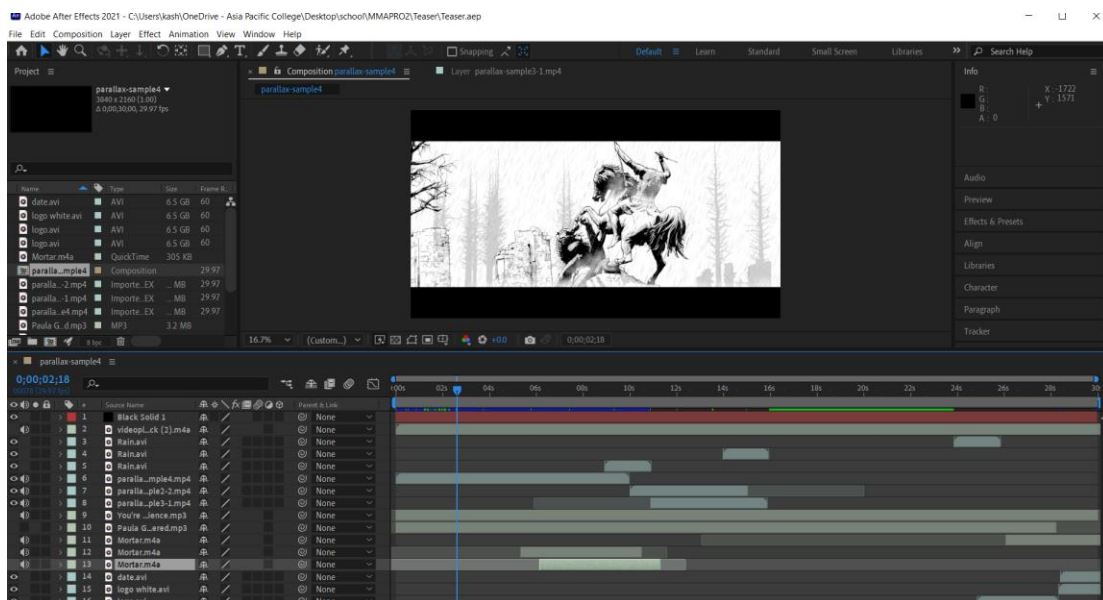
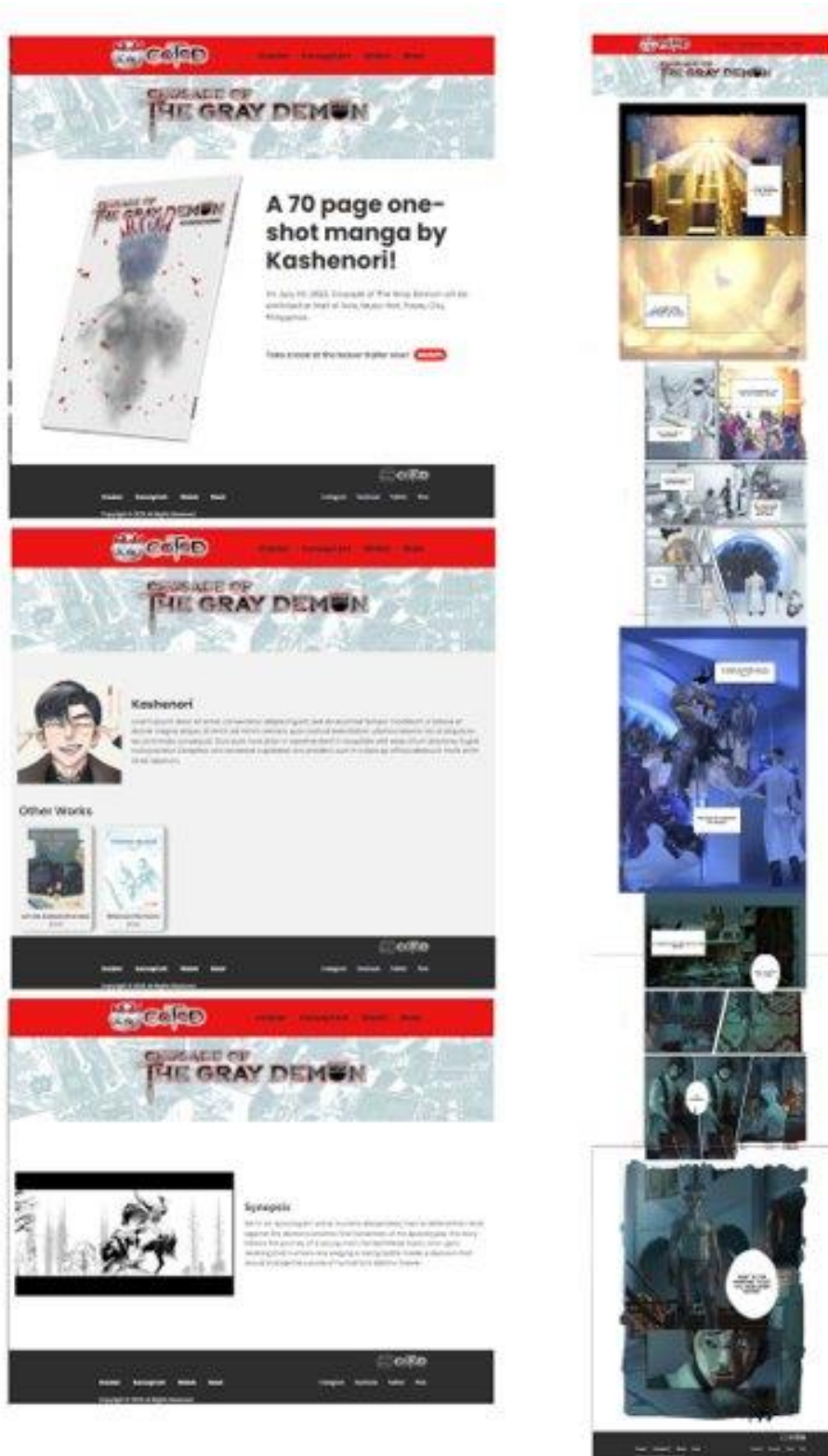


Figure E3  
Website



## Appendix F

### Miscellaneous Documents

#### *Interview Questions*

1. Who is your favorite Anti-Hero character?
2. What kind of world do you think the character lives in? an idealistic world or cynical?
3. Did the story provide the character's upbringing? If yes, please describe what the character's upbringing is like.
4. Did the story provide the character's motivation or dream perhaps?
4. What is the character's philosophy?
5. Can you describe what the character's flaws are?
6. Can you describe what the character's redeeming points are?
7. Does the character show signs of internal conflict? If so, please elaborate.
8. Does the character have an enemy that constantly challenges them, how does the character deal with it?

#### *Interview Answers*

##### **Figure F1**

*Answer to the question, "Who is their favorite Anti-Hero character."*

Kei Nagai

Deadpool.

Scarlet Witch

John Wick

Light Yagami (death note)

Beatrix "The Bride" Kiddo

Guts from Berserk

Denji from Chainsawman

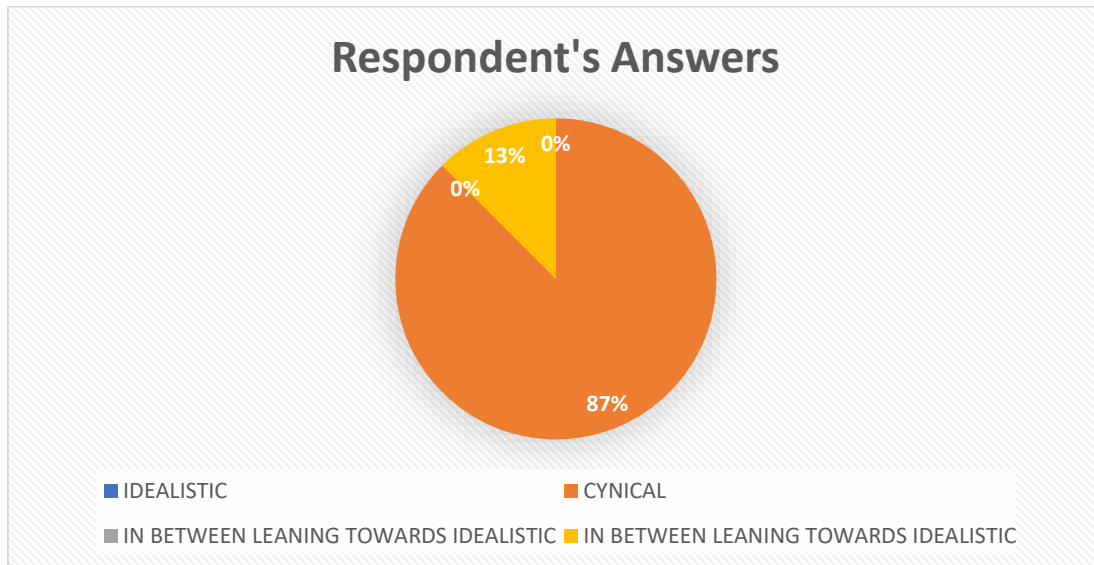
**Figure F2.1**

Answer to the question, "What kind of world do you think the character lives in? an idealistic world or cynical?"

probably between these two but leaning towards cynical
Cynical
In a cynical world
Idealistic world, since she created a world of her own and wants to achieve that world or to make it her reality.
cynical (if how I understand it is correct) people are creating devils because of their collective fear of something and someone has to bear the responsibility, although in denji's case, he does not care about the people in general, he only wants something to fill his stomach (touch some breasts) and live the life he couldn't back when he was still not a public devil hunter, despite all the life threatening events that will come his way.
Cynical.
cynical
It's somewhere in between, like our current world. However, in Light's point of view, I think he sees a cynical world overrun by criminals, often calling it a "rotten world".

**Figure F2.2**

*Idealistic Versus Cynical*



Note. The graph shows that none of the respondent's favorite Anti-Hero lives in an idealistic world.

**Figure F3**

*Answer to the question, "Did the story provide the character's upbringing? If yes, please describe what the character's upbringing is like."*

kei nagai is a fast learner and genius, he also shows signs of being rational

The character had a very dark and tragic past

No

Yes, scarlet witch/wanda maximoff had a loving family but their home was, unfortunately, caught up in an incident which caused the building to collapse on her parents where only she and her brother survived. They were then taken into some sort of research facility to explore the power of the "mind stone" which caused wanda's magic to flourish even more.

Yes. Denji as a child was orphaned and the only family he had which was his grandfather killed himself due to the debts and left Denji to pay for everything. To make ends meet and pay the debt he had to rummage through garbage for something to eat, eat for a day and make it last for days; and go as far as selling his body parts for money.

No.

Nope

Light grew up in a normal household with his father working in the police department, thus he adapted a strong sense of justice. He was known by everyone to be an immensely intelligent, well-mannered and d strongly-driven person.

**Figure F4**

*Answer to the question, "Did the story provide the character's motivation or dream perhaps?"*

Yes

kei nagai's dream is to become a doctor

Yeah

The surface are of Denji's motivation is to get laid, and with his contract with Pochita (the chainsaw devil he took care of and saved his life) is to tell him his dreams.

Yes.

He dreams of a world that is rid of criminals and evil. With the use of the Death Note, he aims to create a world full of good, honest people and eliminate injustice— a utopia, so to speak.

**Figure F5**

*Answer to the question, "What is the character's philosophy?"*

kei nagai's philosophy is that emotions clouds your decision making. being emotionally attached to people who you are supposed to not be attached would only put you at a disadvantage in the future.

To always struggle despite the hardships

The character's philosophy can be likened to an Aristotelian view on revenge, where one's vengeance is justified when wronged.

Family is what matters most.

In my personal understanding is that as long as he can eat and live life comfortably without anyone telling him what to do, he'll do whatever it takes

There's no really a general rule or standard of being good and bad. Anything in excess is terrible.

"John Wick reflects that of a Spartan soldier, and his courage and grit is insanely motivational. You can withstand insane amounts of pain (not die), and still carry out your passions." - Eric Kim

I believe Light is a Utilitarian thinker, someone who believes an action is rightful if it is done for the good or betterment of the majority. He is idealistic and extremely motivated by the benefits of his doings, both internally and externally.

Light presents an extremely idealistic but absolutely flawed idea that everyone has thought about at least once in their lives. Great in thought, but will always be imperfect in execution.

**Figure F6**

*Answer to the question, "Can you describe what the character's flaws are?"*

his strength, you can consider also as his flaw because we are thought to be compassionate with the people around us but he is not

Guts is prone to going berserk with his anger and is often swayed by his darker emotions

She thought murder was the appropriate act of revenge (though it is worth noting that they tried to kill her first).

She can sometimes be blinded by her own desires even though she's a good person at heart.

He doesn't cry, he lacks empathy, and doesn't know how to express himself in an emotional aspect.

Humorous, Kind hearted.

John's determination in going after his target is both his greatest strength and his weakness as he often refuses to stop pursuing them, even when it would be in his interest to do so, or even wait for a better opportunity to strike.

After utilizing the Death Note, he develops a God complex, believing that he has the power to rightfully kill people. He believes he does nothing wrong killing criminals despite being one himself. He's not afraid to go to extremes, ridding of any and every opponent in his way of creating his ideal world, even if they are a good and honest person, as he believes he is doing it for the betterment of the world.



**Figure F7**

*Answer to the question, "Can you describe what the character's redeeming points are?"*

he defeats the villain.

Guts always finds a way to get back up despite having several setbacks

She had the characteristics of a good parent who would do anything to provide a better life than she had for her child.

To me, she has suffered a lot of misfortune in her life to the point that she even became an anti-hero and a villain, but even then I think she's doing her best to hold on to her life. So her redeeming quality is being able to withstand all the trauma and be able to accept and correct her mistakes.

Although he comes off as selfish and do things for his own gain, his actions help people and he may not show it but he cares for the people around him especially Power and Aki that became his found family.

He is more focused and looking forward for a great result, regardless of how the process should be.

John's determination in going after his target is both his greatest strength and his weakness as he often refuses to stop pursuing them, even when it would be in his interest to do so, or even wait for a better

Without the Death Note, Light is a more than just a decent human being; he has a strong sense of justice and strictly follows his own set of morals and values. He is liked by the people around him and is a well-respected figure.

After gaining the Death Note, he is warped by its power and aims to become a God. At this point, his good qualities are warped into evil characteristics as it is pulled by his motivation. I believe he does not have any redeeming characteristics after this point.

**Figure F8.1**

*Answer to the question, "Does the character show signs of conflict? If so, please elaborate."*

i dont think so

Yes whenever he struggles with his darker emotions whether to hold them in or unleash them

Yes. The people she tried to kill were once her friends, and one of them, a past lover.

Yes, in the latest movie where she became the villain she knows in herself that she's doing something wrong but the words coming out from her mouth were "I would never hurt other people", "I'm not a monster". Which were words said to others, but is really directed at herself, thus the internal conflict.

I think no. Denji is very impulsive and acts what he thinks.

He felt guilty and blamed himself when his fiancée passed away because he could have saved her. He thinks that he has the ability to prevent that from happening, but he fails. As a result of feeling hopeless, he came up with several ways to commit suicide. After the disaster, continuing to live for him seems pointless.

His never ending chase to kill the man he's out to kill and whether it's worth it or not

When he first discovered the Death Note, he was conflicted on whether or not to continue using it, knowing its power. After deciding to proceed, however, he is driven to use it to its full power.

**Figure F8.2**

*Pie chart for the answers of the question, "does the character show signs of conflict?".*



*Note.* This figure shows the difference of the respondents answer to the question.

**Figure F9**

*Answer to the question, "Does the character have an enemy that constantly challenges them, how does the character deal with it?"*

yes. he learns from his mistakes. learns from his enemy's tactics and also applies it

Guts deals with his enemies through perseverance and willpower

Yes. The character dealt with the challenges by murdering anyone who stood in her way.

In the latest movie yes, the hero doctor strange. She tried at first to reason with him and show him her ideal world and that she just wanted to be with her children but the hero knows the consequences of those actions, thus the scarlet witch even tried to kill him for stopping her. She was also influenced by the idea that the hero is a hypocrite which made her resolve to kill him even stronger, until the point where she realized that she had gone too far.

I don't think so.

He discovers that, regardless of their tragic past, anyone can change their personality to be ethically decent based on equality rights and principles.

Yes, by constantly killing them

L is an eccentric detective who's taken up the task to determine who Kira (Light) is. He is a genius, being able to pinpoint Kira's location and occupation within their first encounter by use of the live public broadcast. Through the story, L knew that Light was Kira, however he lacked the evidence required to detain and arrest him, which becomes his main goal.

Light's battle with L becomes a battle of wits and intellect, as both are regarded as geniuses in their own right. Light has the advantage of Ryuk, the Death God that owns the Death Note he currently possesses; he is able to command Ryuk to do tasks any human cannot possibly do, thus enabling Light to discover new information and form new strategies. Light adapts into a more strategic and cunning character after his first encounter with L, eventually being able to include himself into the Task Force that investigates the identity of Kira, even with L beside him.

**Post Survey Questions**

1. On a scale of 1-10, What do you think the type of world the manga is set in? 1 being cynical and 10 being ideal.
2. Who is your favorite character in the story?
3. What made you drawn to the character?
4. Does the character have flaws?
5. If your answer to the question above is "yes" or "maybe", What do you think their flaws are?
6. Does the story provide a backstory for your favorite character?

7. Please answer if your answer to the previous question is yes. In the story, the first part of the manga shows the current situations of the main characters, and later revealed the story of how and why they became who they currently are. Can you tell me your understanding of the character?
8. one of the premises of the Thesis behind this manga is that basically no one is truly black or white but rather everyone is gray. did that concept well translated in the story. scale from 1-10, number 10 being the score of perfectly translated concept.
9. if you are familiar with the Hero's Journey, does the manga shows the pattern clearly?
10. Do you have any comments to the manga?

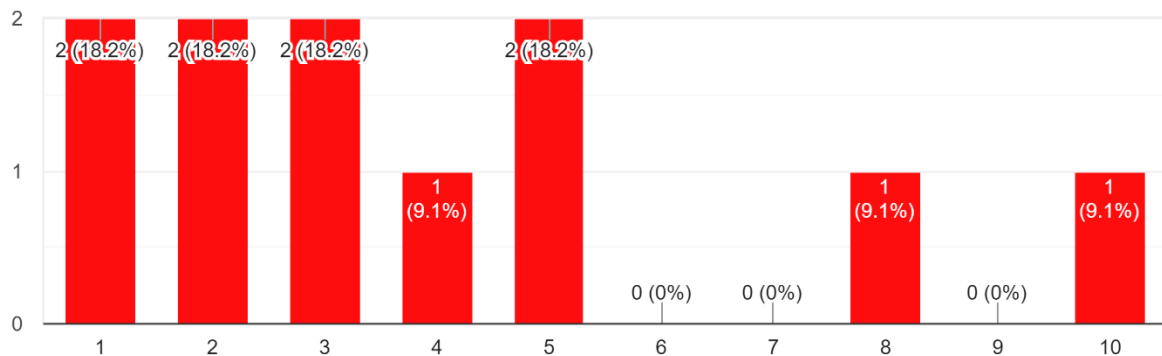
### Post Survey Answers

#### Figure F10

Answer to the question, "On a scale of 1-10, What do you think the type of world the manga is set in?"

On a scale of 1 -10, What do you think the type of world the manga is set in?

11 responses



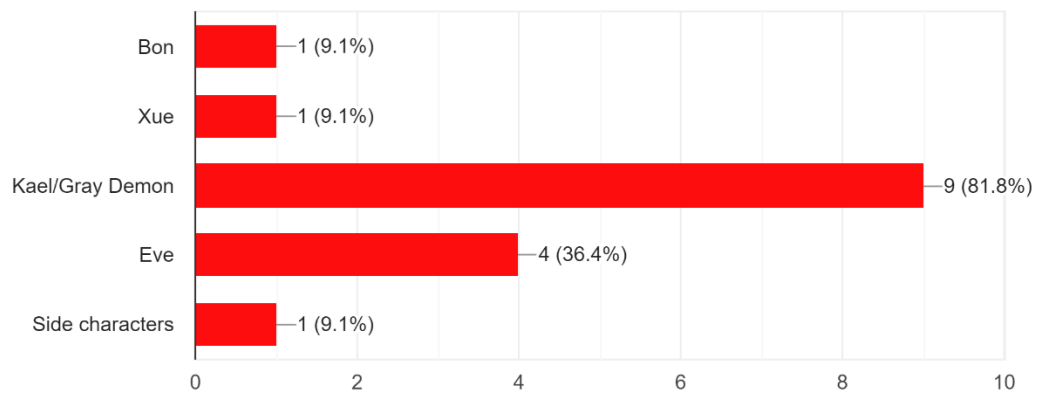
Note. the chart shows majority agrees that the type of world the manga is set in is cynical.

**Figure F11**

Answer to the question, "Who is your favorite character?"

Who is your favorite character in the story

11 responses



Note. chart shows 81.8% of readers picked Kael as their favorite character, followed by Eve with a portion of 36.4%.

**Figure F12**

Answer to the question, "What made you drawn to the character?"

Not only that he is the typical strong protagonist and the heart of the group, but he is also probably a unique one, in which he is introduced as an antagonist, but could be the true protagonist of the story.

The background of the character as well as his will and principle, do the job no matter what happens

His design, his personality change to a more extreme obsession with his convictions.

Often enough most people who strive for greatness are plunged into madness.

Their character designs are very beautiful and unique

character design

he love his comrade and also his willing to die for them.

He has very interesting personality

Xue as a woman in an action manga is a great representation that women can be strong too

More identifiable or relatable in my case. In a world like that, I'm sure I'd be dead sooner than later.

First was Kael, I was drawn to his appearance first, which honestly, made me include in the list of fictional crushes and when I tried to look at it. There could be something more in this character which interest me. I was surprised that he was a demon from the start, making it more interesting and his dedication to protect his hometown and humanity or the people he love. I was expecting for him to be introverted from his appearance but based on the pose and his interaction with the other characters, he looked like he was willing to give up everything he could. He think others more than himself. He think about his goals and his dedication to seek "revenge" when the apocalypse happened. However, when he accepted his fate when Eve said about his prophecy (if it was), then, he accepted it. He was thinking of the possibility or could be the only way to stop the war or the sins of humanity and demons. He still care for humans and his childhood friends though and I think he will still carry that even though he became a demon. I am honestly, looking forward to this anti-hero character, they have some interesting values or philosophies to portray in the story usually from books to animes and other shows.

For Bon, aside his cute appearance when he was a kid. His process of thinking such as worrying about the possibilities relates a little bit and how he still consider Kael as his precious childhood friend even though he "betrayed" humans when he transformed into a demon. I would like to know how he process other conflicts in the near future of this manga.

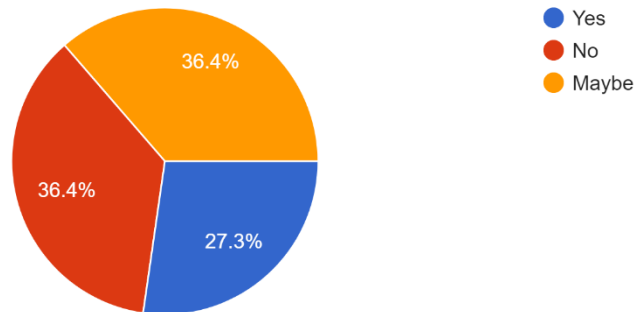
And Eve seem to be mysterious and her character design is interesting. It reminds me of a goddess from an anime that I watched before. Or some other anime girls or girls in the games I have seen before. Would love to know more of her appearances and guidance to Kael in the manga.

**Figure F13**

Answer to the question, "Does the character have flaws?"

Does the character have flaws?

11 responses

**Figure F14**

Answer to the question, "If your answer to the question above is "yes" or "maybe", What do you think their flaws are?"

His flaw is that he somehow is willing to get the power so that he can protect his squad. But then as years past he became their main enemy.

Too much power blinded them to the fact that he can't truly save everyone if he shoulder's everything thinking like humanity really lost its hope, still that flaw mskes him interesting tho having a potential for more conflict within themselves and with others. Whether it's negative or positive.

Kael did not rely on his friends?

N/A

although grey demon stands in between the good and bad in an idealistic world there are more choices than siding with the enemy to help humankind (?)

Not as talented as the main characters. No plot-armor.

I have not dived into it more which wants me to read more of the other future parts. But I think its Bon's overthinking which is okay and relatable, however I am looking forward to his development with Kael. Kael on the other hand, he had mercy for humans and kill off those demons. I was thinking that will there be a trigger for him to also kill sinful humans who does not deserve in this world and some demons too?

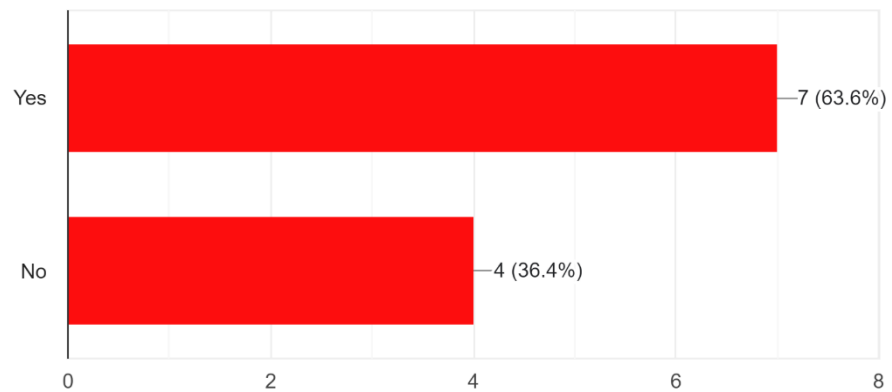


**Figure F15**

*Answer to the question, "Does the story provide a backstory for your favorite character".*

does the story provided a backstory for your favorite character

11 responses



**Figure F16**

*Answer to the question, "Please answer if your answer to the previous question is yes. In the story, the first part of the manga shows the current situations of the main characters, and later revealed the story of how and why they became who they currently are. Can you tell me your understanding of the character?"*

I do understand why he gave in to eve's offer. Although I disagree because he basically became a servant of a "third faction" with a mysterious agenda. He wants to protect everyone no matter what.

At first I thought of it as the typical stories of a trio friendship and one turned evil (e.g., Naruto, JJK), but the background of the character was well presented that would make an interesting plot to the story. The first part of the manga showed Kael's unwillingness to kill Bon and Xue, the background story explained it very well why Kael won't kill both

I understand that he was initially a very caring person and a loyal friend that would sacrifice himself just to save the people he cared about. He still is after the transition but was more of an avenger who's fighting a battle on his own.

From what I understand the world has become apocalyptic, and it has affected the people in the story especially their values. And in order to protect his squad and friends, he chose to become stronger to protect them no matter what

Kael made a choice where he can save xue and bon

their backstory is heartwarming because I really love trio friendships, but like always for some reason they always end tragically

no comment.

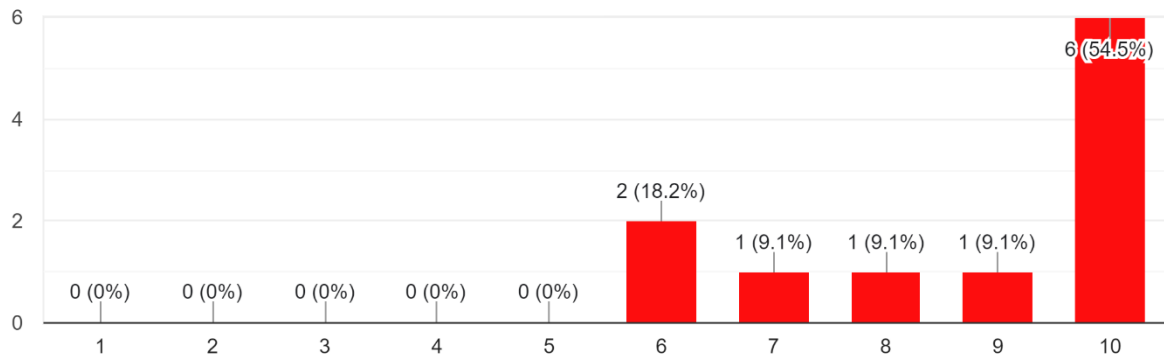
It does give a glimpse of their goals on why they wanted to join the troops. To fight against the demons. On Xue's part, I feel like she wanted to have a revenge since her father never came back. She got the dedication to accomplish this, her entire purpose was to wipe out the demon. On Bon's part, his possibilities of thinking worries him as I thought maybe something did really happen to him back then before he met his friends or hanged out with his friends. Something that happened to his family. But for Kael, it was already clear anyway as to why he joined. But, I do want to know more of the very backstory of the other guys. Like what happened to their parents? Their family?

**Figure F17**

Answer to the question, "one of the premises of the Thesis behind this manga is that basically no one is truly black or white but rather everyone is gray. did that concept well translated in the story. scale from 1-10, number 10 being the score of perfectly translated concept".

one of the premise of the Thesis behind this manga is that basically no one is truly black or white but rather everyone is gray. did that concept well tr... 10 being the score of perfectly translated concept.

11 responses

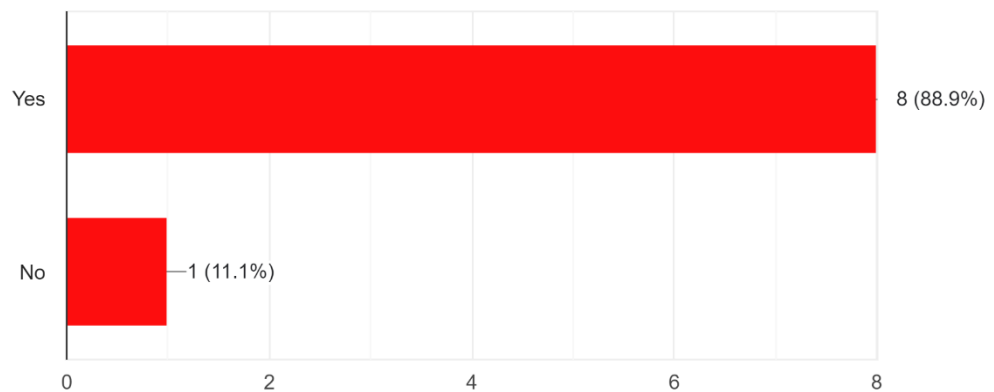


**Figure F18**

Answer to the question, "if you are familiar with the Hero's Journey, does the manga shows the pattern clearly?".

If you are familiar with the Hero's Journey, does the manga shows the pattern clearly?

9 responses



**Figure F19**

*Answer to the question, "Do you have any comments to the manga?"*

Bring this to either WIT or MAPPA

Interesting plot. The illustrations are well presented and well executed, it really visualize the story through the emotions and dialogues.

It's awesome, I just know the wide shots took a lot of time and hard work and effort paid well! This kind of story could actually sell!! If it develops more ^^

None.

Continuation please

ganda! hopefully mapickup ng publisher

excellent art style

Cant wait for part 2

congrats on this project! the story itself is amazing and despite being short it gave what the readers need to introduce the characters

Beautiful. Kongrats preel!

The manga was great. The details and the characters, the dynamics and the anatomy. The words which was used by the demons were archaic words, an old English, greatly let the readers know that they are superior and truly Gods and Goddesses or fantasy creatures that was always has been used by the old Western artists or writers for their poems, novels, and scripts since they are famous using it.

When I read, it reminds me of Owari no Seraph, like this one blonde haired man named Mikaela went to the vampire's side when he got caught and bitten by the Queen, almost dead while his other friends or "brothers and sisters" escaped for freedom. He gave up, thinking more of his friends/siblings than his own life and its cause. Mikaela was an anti-hero in this case, from all of those years, he served for the vampire despite how he killed some of the humans who were against them, however, have mercy on his childhood friends and still care for humans and despise the vampires. While his childhood friend or brother tried to rescue him out of the vampire's side and reunite with others (heard that he became a mix vampire and demon). This anime story do reminds me of it for this manga, but the Hero's Journey had something similar since Kael revived after offering of becoming a demon, neutrally he had no choice than against his will or forcefully than the Owari no Seraph when Mika turned into a vampire which was something that is against his will.

They had mentioned about the 5 pillars or Trumpet that would cause the actual End of the World or Judgement Day to wipe out humanity forever in the anime.

In this case of his manga, he mentioned about having 4 parts related to the judgement day which I am looking forward to it!

