

2 - Garakowa - Director Q&A

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[00:08] ---

There aren't that many characters in the film, so all of them are memorable.

[00:19] ---

It's a little outside the box, but there's a character called Diana Dawson.

[00:24] ---

This character is the only one in the film

[00:28] ---

who portrays a problematic side of humanity,

[00:33] ---

so I think that's quite memorable.

[00:40] ---

Well, we didn't really have a main theme in mind when making the film.

[00:48] ---

The only thing was that something you are obliged to protect

[00:59] ---

that turns into something you want to protect is like the gentle,

[01:04] ---

happy feeling you get at the birth of a new life.

[01:06] ---

That's what I hope we were able to communicate.

[01:14] ---

Let's see...

[01:15] ---

There was a scene I really liked.

[01:19] ---

Near the middle of the film,

[01:22] ---

there's a part where the three main

characters travel around the world

[01:27] ---

through backup data.

[01:30] ---

I really enjoyed that.

[01:32] ---

Taking on things together with friends, and experiences like that.

[01:39] ---

Taking it a bit further, I like the joy of moments when a relationship deepens.

[01:46] ---

That part is great.

[01:53] ---

Well, I was surrounded by wonderful staff, so there weren't any real issues.

[02:03] ---

Although, we weren't sure how well we were

[02:11] ---

conveying the work to the audience as a film,

[02:14] ---

because the script was relatively close to the original.

[02:22] ---

As for the staff I was in charge of, a lot of them are quite skilled,

[02:28] ---

so I guess deciding how to convey that point to the audience

[02:34] ---

was a difficulty of sorts.

[02:42] ---

The setting for the film was a virtual world

[02:46] ---

and we didn't want to play second fiddle to similar works,

[02:53] ---

so we approached it from a different angle.

[02:56] ---

In terms of the visual aspect,

[03:00] ---

I had hoped to create something completely unique for the backgrounds and scenery.

[03:10] ---

Despite existing within a computer,

[03:13] ---

we really focused on creating a beautiful,

[03:16] ---

sprawling world to give it
a unique characteristic.

[03:20] ---

The music gives the film an amazing
feeling of depth as well.

[03:25] ---

Masaru Yokoyama handled the music,

[03:30] ---

which really turned it into an incredibly
powerful weapon for the film.

[03:41] ---

For a director, when making a film or story,

[03:48] ---

the part that we absolutely must be
particular about is the characters' dialogue.

[03:58] ---

Making sure each character's
dialogue fits each specific moment

[04:05] ---

to tell the story was something I
focused on while making the film.

[04:13] ---

Thank you all very much
for watching to the end.

[04:20] ---

I very much hope everyone enjoyed *Garakowa*,

[04:24] ---

a film so many different
people helped create.

[04:30] ---

I think it would be great if everyone
could enjoy *Garakowa* in many ways,

[04:35] ---

with many different mindsets
from here on, as well.

[04:37] ---

It's been a pleasure.

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