

Special

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SP1 - A Hunter Rises

Source: [Crunchyroll](#)

Translator:

Editor:

Timer:

QC:

(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

SIGN Solo Leveling: Chapter 1

[00:21] ---

I find that it's a piece that
evokes emotions in everyone.

[00:26] ---

It can be said that it's the
most successful Korean webtoon.

[00:32] ---

It's the kind of story everyone dreams of.

[00:36] ---

"We have to do it as a webtoon at all costs."

[00:44] ---

It's a great work worth rereading
when you're bored.

[00:49] ---

This is why *Solo Leveling* is very cool.

[00:54] ---

It's no exaggeration
to say that *Solo Leveling*

[00:59] ---

pioneered the international webtoon market.

[01:02] ---

My coworkers instantly told me,
like, "You have to get into this."

[01:09] ---

When the animation arrives,

[01:12] ---

it will truly be the
completion of this universe.

[01:39] ---

Solo Leveling is a story about resilience,
perseverance, and fighting for good,

[01:47] ---

and I think that are the three themes
that we get to see a lot of the time

[01:51] ---

through the main character Jinwoo.

[02:02] ---

Sung Jinwoo started off as
a young and weak character,

[02:06] ---

but his personality changed with time,
which I felt was unique.

[02:13] ---

On Kakao Page it said that
Solo Leveling is a masterpiece

[02:17] ---

and all my friends around my age
were reading it.

[02:20] ---

My name is Kim Young-Jo,
and I live in Seoul.

[02:39] ---

D&C Media was founded in 2002.

[02:42] ---

We produce web novels, webtoons,
manhwas, and merchandise

[02:47] ---

and distribute them in Korea and overseas.

[02:54] ---

Hello, I am Choi Wong-Young,
CEO of D&C Media.

[03:05] ---

What's most important for us is
good novels and webtoon authors.

[03:12] ---

Our skilled team's task
is to find those webtoon authors.

[03:20] ---

Aspiring authors can send publishers
their manuscript via mail or directly.

[03:32] ---

Those manuscripts will be given to the editors,
which we nowadays call PDs.

[03:40] ---

A team of those producers will review
the manuscripts and rate their potential.

[03:49] ---

Afterwards the team decides

whether or not they will reach out to an author.

[04:01] ---

Usually, authors use their works
to express their thoughts.

[04:16] ---

They feel lost when having to directly interact
with their readers, so they tend to avoid it.

[04:26] ---

For example, when they are public officials.

[04:32] ---

Those tend to hide themselves and
prefer communicating via their work.

[04:41] ---

They don't like the spotlight.

[04:46] ---

I think, with *Solo Leveling*,
we were lucky in many ways.

[04:54] ---

Our first contact with the author Chugong
was on an online platform—

[04:58] ---

that's where we read *Solo Leveling*
for the first time.

[05:04] ---

Back then, there were not
many comparable works,

[05:08] ---

so we were confident
that it would be well received,

[05:13] ---

but we didn't expect so much hype.

[05:19] ---

This epic journey started with D&C Media.

[05:36] ---

What's most interesting to the people
seems to be the story.

[05:41] ---

An interesting story needs to be captivating.

[05:47] ---

Of course, the author wanted
the novel to be successful.

[05:54] ---

The story takes place in Seoul
with a Korean background,

[06:00] ---

and I think the author

wrote himself as Sung Jinwoo.

[06:06] ---

A good writer speaks through his work
and connects with his readers.

[06:15] ---

Sung Jinwoo has a rough start and
doesn't really find his place in life.

[06:26] ---

But seeing how he is then given opportunities
and starts to grow as a person...

[06:32] ---

"I want that too," "I want to get better too"—
that's what I thought.

[06:43] ---

In *Solo Leveling*, an ordinary young adult
experiences amazing things

[06:49] ---

and saves the world.

[06:51] ---

The kind of story everyone dreams of.

[07:10] ---

The story rose in popularity,
so we asked ourselves,

[07:15] ---

how we could express it visually.

[07:20] ---

I read the story in my office and thought,
"We have to do it as a webtoon at all costs."

[07:31] ---

If a novel is adapted into a webtoon,
you need an artist.

[07:38] ---

Who could be a suitable candidate?

[07:49] ---

Back then the webtoon industry
was rather small,

[07:53] ---

so we had to go abroad for promotion.

[07:59] ---

That's where we met Redice.

[08:05] ---

The owner of Redice
was at the Beijing Book Fair

[08:12] ---

and met a representative of D&C by chance.

[08:16] ---

Neither knew which studio
the other belonged to,

[08:20] ---

so they mistook each other as Japanese
and spoke Japanese first,

[08:26] ---

until they found out that they were both
Korean, one from D&C, one from Redice.

[08:31] ---

Both wanted to cooperate.
We told them about a great web novel we had,

[08:37] ---

and Redice wanted to
work with us on that project.

[08:42] ---

That's how *Solo Leveling*
turned into a webtoon.

[08:51] ---

I am the CEO of Redice Studio,
Jang Jung-Sook.

[08:55] ---

Redice Studio is leading the webtoon
production in Korea and globally.

[09:07] ---

Making a webtoon requires certain steps.

[09:12] ---

First, a pencil sketch gets digitized,

[09:16] ---

followed by line art, color,
background, and final corrections.

[09:27] ---

The most impressive thing about *Solo Leveling*
is the great artwork made by Jang-Sung Rak.

[09:40] ---

On Twitter, many people expected at least
ten people were working on the webtoon.

[09:48] ---

But it was our first project, and Jang-Sung
Rak's artistry was simply unmatched.

[09:55] ---

Alongside a highly skilled colorist
and a great storyboard writer,

[10:02] ---

they finished the main story
as a team of three.

[10:07] ---

A year ago I was living with
Jang-Sung Rak, learned a lot,

[10:12] ---

and worked on a spinoff with him.

[10:16] ---

I am the cartoonist Seung-Jin Kim.

[10:18] ---

Since it was our first graphic work,

[10:22] ---

we collected many references
to ensure a certain quality standard.

[10:35] ---

Usually, we upload one episode per week,

[10:40] ---

but we need to have 20
prepared before launch.

[10:43] ---

For 20 episodes,
we need around five to six months.

[10:48] ---

During this time, the producer
and artist work closely together,

[10:52] ---

discuss feedback, and correct the draft

[10:57] ---

until the final version is set.

[11:00] ---

I researched a lot, wanting to make
the illustrations look more natural

[11:07] ---

through directing and coloring

[11:11] ---

Until then, from staging
and drawing to coloring,

[11:21] ---

I had never seen a draft
of such high quality.

[11:24] ---

I was sitting in our publishing house,
asking myself how they did it.

[11:53] ---

In Korea, most people have
their mobile phones with them at all times.

[12:02] ---

They can be quickly and easily used,
which makes reading webtoons simple.

[12:14] ---

I think that's the biggest advantage
Korean webtoons have in the global market.

[12:50] ---

It's no exaggeration
to say that *Solo Leveling*

[12:55] ---

pioneered the international webtoon market.

[13:34] ---

The setting itself is interesting
because we see the juxtaposition

[13:38] ---

of the earthly world that we know of
and we're very familiar with

[13:41] ---

which is also, we see countries like Korea,
Japan, and the U.S. featured in this story,

[13:46] ---

which is familiar to us, and then we
also get to enter these blue gates

[13:51] ---

to then enter a dungeon in a fantasy setting.

[13:54] ---

To me, Hapjeong Station in the story's
introduction was the most impressive.

[14:00] ---

For us Koreans, it's a popular meeting place
if you want to hang out.

[14:07] ---

Turning this station into a dungeon
makes it easier for the reader

[14:15] ---

to dive into the story
and be captivated by it.

[14:20] ---

So, you see the fantasy world and the
earthly world that we are all familiar with,

[14:25] ---

and that fantasy setting allows us
to escape from reality.

[14:43] ---

Entering society as a young adult,
I felt like I knew nothing—

[14:49] ---

like I couldn't do anything
and lacked experience.

[14:52] ---

My situation was similar to Sung Jinwoo's.

[15:03] ---

It's a great work worth rereading
when you're bored.

[15:11] ---

Webtoons and novels are part of the "snack
culture," merely seen as means to kill time.

[15:18] ---

But if you can relate to the characters,
it's more than that.

[15:24] ---

Then you want to possess it
in some kind of physical form.

[15:32] ---

Readers who read the work online
became attached to the story.

[15:41] ---

They wanted a physical copy
they could own and collect.

[15:50] ---

Instead of only having it on their phone,
they wanted a real book.

[15:58] ---

To fulfill those needs,
we published a paperback version.

[16:07] ---

Even the most exciting stories
can be quickly forgotten.

[16:13] ---

But if I'm able to put even just one volume
on my shelf, it will stay in the back of my mind.

[16:40] ---

I remember ordering the first
two volumes immediately,

[16:44] ---

and I felt sadness, unfortunately, at the end

[16:46] ---

because I realized I read through the first
two volumes back-to-back in one night,

[16:50] ---

and then I would have
to wait for more volumes,

[16:52] ---

because I'm a person who likes to read
the physical volumes, rather than digitally,

[16:55] ---

and so I'd have to wait two to three more months to get another volume to read it.

[17:08] ---

After *Solo Leveling* was published and rose in popularity,

[17:17] ---

the word "solo" itself became somewhat of a phenomenon.

[17:25] ---

Solo Leveling made a huge impact and gained many fans,

[17:32] ---

so more and more works with "solo" in their title appeared.

[17:39] ---

Having *Solo Leveling* create sort of a subculture of manhwa and novels

[17:50] ---

and receive so much love and attention from its readers

[17:57] ---

makes me kind of proud, even if I am merely a reader myself.

[18:15] ---

The transition from novel to webtoon is one thing,

[18:17] ---

but up to animation is something I could hardly have imagined.

[18:21] ---

As a fan and reader, I look forward to the animation.

[18:30] ---

I didn't make the story big, but I contributed a lot

[18:37] ---

to the creation of the animation. That makes me proud.

[18:44] ---

The web novel turned into a webtoon and now even into an anime.

[18:50] ---

When the animation arrives,

[18:54] ---

it will truly be the completion

of this universe.

[18:59] ---

Solo Leveling is definitely on a journey to level up in its own franchise.

[19:03] ---

So, we got to see this start off as a light novel, actually published in Korea,

[19:08] ---

and then eventually Redice making that story into an actual manhwa,

[19:14] ---

now being illustrated into picture form,

[19:16] ---

and now we get to have the anime adaptation, so now it's...

[19:19] ---

Really, I guess in a way, it's at its third level.

[19:22] ---

SP2 - Second Awakening

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[00:16] Furuhashi

I was reading a variety
of webtoons at the time,

[00:20] Furuhashi

and the thing that really drew
my attention was the artwork.

[00:26] KR

When the animation arrives, it will
truly be the completion of this universe.

[00:39] KR

The transition from novel
to webtoon is one thing,

[00:41] KR

but up to animation is something
I could hardly have imagined.

[00:45] Jinwoo

Everybody, get down!

[00:50] Chris

...this start off as a light novel
actually published in Korea,

[00:53] Chris

and then eventually Redice making
that story into an actual manhwa,

[00:59] Chris

and now we get to have the anime adaptation.

[01:02] Jang

Japanese animation studios
are by far the best.

[01:06] Furuhashi

I'm not sure how to express this,
but we're working hard every day

[01:10] Furuhashi

to make sure that we live up
to everyone's expectations.

[01:13] Chris

So now it's... Really, I guess in a way,
it's at its third level.

[01:31] Kim

In Japan, the webtoon format
wasn't really how it was perceived.

[01:36] Kim

It was seen as a kind of
vertically scrolling manga—

[01:41] Kim

either that or as Korean manga,

[01:45] Kim

and that goes to show
how little notoriety it had before.

[01:59] Kim

But over time it started
to become more recognized,

[02:03] Kim

and now they're often referred to as smartoons,
with a lot more people reading them.

[02:17] Kim

Hello, my name is Kim, and I work in Kakao
Piccoma's Global Content Department.

[02:23] Kim

Piccoma is an app where
you can jump on at any time

[02:30] Kim

to read original manga and smartoons.

[02:36] Furuhashi

After I had looked into it, it became clear
that it was a global phenomenon,

[02:40] Furuhashi

not just popular in Japan...

[02:43] Kim

The first time I read *Solo Leveling*,
I went through three or four chapters,

[02:50] Kim

and I had to see what happened next.

[02:53] Kim

I ended up staying up all night reading.

[02:57] Furuhashi

Part of the reason I chose
Solo Leveling was...

[03:01] Furuhashi

I was reading a variety
of webtoons at the time,

[03:05] Furuhashi

and the thing that really drew my attention was the artwork.

[03:11] Furuhashi

That was the first thing that really struck me.

[03:15] Furuhashi

After that, I started thinking how I would like to turn it into animation...

[03:24] Furuhashi

My name is Furuhashi, and I'm a producer at Aniplex working on *Solo Leveling*.

[03:31] Choi

For *Solo Leveling*, we received offers from many different studios.

[03:39] Takahashi

Solo Leveling is being produced like the majority of anime in Japan,

[03:43] Takahashi

with a production committee,

[03:44] Takahashi

where you have a variety of companies investing in the show in order to create it.

[03:53] Jang

Japanese animation studios are the best, right?

[03:57] Choi

From all of those, we chose Aniplex.

[04:01] Takahashi

So, on the committee you have Aniplex, and Crunchyroll,

[04:04] Takahashi

along with the licensors from Korea, all involved.

[04:09] Chris

We saw the original story as a light novel, then to a manhwa, then to an anime now,

[04:13] Chris

and now we, as Crunchyroll, Aniplex, and all the different committee members—

[04:18] Chris

we get to be a part of making this be in the hands, in the reaches of a global audience,

[04:24] Chris

by bringing the anime to the world.

[04:36] Chris

So when we are doing co-production

[04:38] Chris

it means we have a much more intimate relationship

[04:41] Chris

with the title and the people and the committee members involved,

[04:45] Chris

which allows us to talk about things at a much earlier point.

[04:54] Kaneko

I first learned about *Solo Leveling* when Furuhashi-san, the producer at Aniplex,

[05:05] Kaneko

showed me the project outline in July of 2020.

[05:16] Furuhashi

A big part of why I chose A-1 Pictures to work on the project

[05:20] Furuhashi

is their success with a number of titles, regardless of genre,

[05:26] Furuhashi

which really speaks to their level of ability.

[05:30] Kaneko

Hey there, folks, I'm Kaneko, an anime producer from A-1 Pictures,

[05:35] Kaneko

and it's a pleasure to be here.

[05:37] Nakashige

I'm the series director, Nakashige, and thanks for having me.

[05:44] Nakashige

When I first read it, my initial reaction was "So this is what's popular now?",

[05:50] Nakashige

but also a twinge of nostalgia.

[05:54] Nakashige

It reminded me of how, when I was doing art in 2009—

[05:58] Nakashige

when I was still drawing as an amateur—

[06:01] Nakashige

I used to read a lot of vertically oriented manga.

[06:06] Nakashige

So it also took me back to that time.

[06:09] Kim

I'd say there are three big differences between smartoons and Japanese manga.

[06:15] Kim

One being that smartoons, like their name would imply,

[06:21] Kim

are designed to be read on smartphones or on the PC.

[06:27] Kim

That means scrolling vertically.

[06:32] Kim

Another thing is that they tend to have a faster pace, per-chapter,

[06:38] Kim

with the amount of information conveyed being simplified.

[06:42] Kim

And the last big difference is that they're completely in color.

[06:55] Furuhashi

I have to say, my favorite thing about *Solo Leveling* really is the art.

[07:01] Furuhashi

The action plays out in this really cool, stylish, and stoic fashion,

[07:05] Furuhashi

which is a big part of its appeal.

[07:10] Furuhashi

Beyond that, there's also the fact that the story takes place in the real world.

[07:18] Furuhashi

It is not a story about traveling entirely into another world,

[07:22] Furuhashi

which I think makes it easier to get into.

[07:31] Jang

Aniplex has a great production system.

[07:36] Jang

For the character design, there was the original work, the webtoon, to refer to.

[07:45] Jang

The anime characters were designed with that as the base.

[07:51] Jang

Every step had to be confirmed by D&C.

[07:59] Nakashige

With regards to what advice we received

from the staff of the webtoon,

[08:04] Nakashige

we got to speak to them, as well
as the author of the original novel.

[08:08] Nakashige

So, for example, there would be characters
who didn't show up in the webtoon.

[08:11] Nakashige

They'd be brought up in dialog
but wouldn't appear in the artwork,

[08:15] Nakashige

so we would ask, "Well, what are they like?"

[08:20] Nakashige

Other than that, we'd ask things like
"While the protagonist is doing this,

[08:27] Nakashige

what are the other characters
up to around that time?"

[08:31] Nakashige

and then seed those elements into the script.

[08:50] KR

As producers of the webtoon,
we're similar to assistants.

[08:54] KR

When we get to see the first animations,
we'll continue to provide feedback.

[09:01] KR

That's how we pushed the process
forward up to this point.

[09:14] Sung Jinwoo

That might be why I was able to tell...

[09:17] Sung Jinwoo

Everybody, get down!

[09:33] Cho Myung

What the hell?!

[09:35] Joo Jae-hwan

Nobody mentioned this!

[09:36] Ra Hyeyoung

What is going on here?!

[09:37] Joo Jae-hwan

How should I know?!

[09:38] Kim Sangshik

You all right?

[09:39] Park Beom-shik

Yeah. How about you, Kim?

[09:41] Kim Sangshik

I'm fine.

[09:42] Lee Joohee

No more... No more!

[09:46] Sung Jinwoo

What is happening here?

[09:49] Sung Jinwoo

How is this possible?

[09:51] Sung Jinwoo

We're trapped. We're done for.

[09:54] Sung Jinwoo

We're dead. Dead.

[10:00] Sung Jinwoo

We're gonna die!

[10:05] Furuhashi

In terms of adapting a webtoon into an anime,

[10:09] Furuhashi

I'd say the biggest difference
is probably the pace of the story.

[10:14] Furuhashi

For example, with a webtoon,
a single collected volume...

[10:16] Sung Jinah

You need to take better care of yourself!
Do you know how worried I was?!

[10:20] Furuhashi

For a typical manga, that would cover
two to three episodes worth of material.

[10:22] Sung Jinah

You always end up a mess,
even when everyone else is fine!

[10:27] Furuhashi

But for a webtoon,
it really is much faster paced,

[10:31] Furuhashi

so a collected volume is only about
one and a half episodes of material.

[10:40] Furuhashi

And that was one hurdle
we needed to deal with.

[10:43] Furuhashi

So, in order to overcome that,
we added a bit of extra meat to the story

[10:48] Furuhashi

with an eye towards the overall adaptation.

[10:52] Nakashige

It's such a brisk read

[10:53] Nakashige

that it can sometimes be a little

too breezy for 20 minutes of TV,

[10:57] Nakashige

and with film you need
upswings and downswings,

[10:59] Nakashige

so we try to think hard about how to control
that, what to add and what to subtract.

[11:06] Nakashige

It'd be simple to just say
this is an episode,

[11:08] Nakashige

it's going to contain
this many chapters of story,

[11:10] Nakashige

but as an animated product that'd result
in something that's pretty monotonous,

[11:14] Nakashige

and wouldn't properly convey
how entertaining the original was,

[11:18] Nakashige

so like I said before, we consider
where to add additional stuff,

[11:22] Nakashige

and where to subtract extraneous stuff,
in order to help develop the pacing.

[11:33] Kaneko

This is an original work from folks in a
different country with different sensibilities.

[11:41] Kaneko

And then we take that and present it to
the world through the filter of anime...

[11:46] Kaneko

It's really an interesting sort
of formula we've created here.

[11:58] Furuhashi

With Crunchyroll, they've been a huge help
in regards to the localization efforts.

[12:07] Furuhashi

Since we want *Solo Leveling* to be
a global hit, not just a domestic one,

[12:13] Furuhashi

part of that meant putting
a focus on the localization

[12:20] Furuhashi

for each region it would be released in.

[12:46] Takahashi

At Crunchyroll, we don't often independently

host premieres for shows before they air.

[12:56] Takahashi

But in the case of *Solo Leveling*, there are a lot of fans of the original work already,

[13:03] Takahashi

so we've been holding world premiere events across the world, starting with Los Angeles.

[13:11] Takahashi

This really isn't something we could do with most shows,

[13:15] Takahashi

so helping coordinate these different locations across the globe

[13:20] Takahashi

really was a new experience.

[13:33] Chris

So, as an example of how this gets played out,

[13:35] Chris

when we were talking about what is a big promotion

[13:40] Chris

that we could do with Japan, Korea, and the U.S.

[13:42] Chris

as being the three biggest markets for this title,

[13:45] Chris

we talked very early on about doing some sort of premiere event in these three countries.

[13:52] Chris

We got to be a part of those discussions

[13:54] Chris

and also very much have a collaborative effort with Aniplex

[13:58] Chris

on the premiere events themselves.

[14:00] Chris

So we're making sure that when we do some of these marketing promotions

[14:04] Chris

that we are actually including the localized nuances of the different regions,

[14:09] Chris

so that we can actually appeal to those fans.

[14:12] Chris

Because it's different for an

American to view this title

[14:14] Chris

as it would for even someone
in Europe, like the British,

[14:19] Chris

the French, the Germans will have
a slightly different view of the title,

[14:23] Chris

and so we have to think about
from their perspective,

[14:26] Chris

what is it that they'd be excited about.

[14:30] Takahashi

What we're doing with this campaign

[14:33] Takahashi

is operating on a scale
that we usually don't work at.

[14:37] Takahashi

And I think that's personally
helped me level up, as a producer.

[14:44] Chris

How's everyone doing?

[14:48] Chris

Who's excited for the first
two episodes of *Solo Leveling*?

[14:56] Chris

It's such a pleasure
to be here with you guys.

[14:58] Chris

It's been an incredible day so far,
with the guys here from Japan—

[15:03] Chris

by the way, when they come
out here, I have to tell you,

[15:05] Chris

you have to give the craziest
and the loudest applause

[15:09] Chris

because their flight got canceled yesterday.

[15:13] Chris

They got here this morning.

[15:28] Announcer

Before we begin, as a reminder,

[15:31] Announcer

there is absolutely no flash photography
or recording of this screening.

[15:36] Announcer

Seriously, don't make us send you into the next dungeon.

[16:03] Jonny Tran

That actually blew my mind.

[16:06] Jonny Tran

I'm so excited to see more, because there's a lot of gore,

[16:09] Jonny Tran

some great fights, and the cliffhangers are set just right.

[16:12] Justin Han

I think this is probably my number one favorite webtoon of all time,

[16:16] Justin Han

so finally getting adapted... Y'know, it's like a dream come true, actually.

[16:20] Jeremy Evans

I haven't read it yet, but after watching this, I have to read everything now.

[16:23] Chris

The franchise itself has a very, very bright future.

[16:26] Chris

A lot of the fans who have been keeping up with this title from a manhwa perspective

[16:31] Chris

are really excited to see this become animated,

[16:33] Chris

but for those that have only just heard about the title,

[16:36] Chris

this is their chance to really get into this world that *Solo Leveling* has built,

[16:41] Chris

and to jump into this with other fans,

[16:44] Chris

so we're really excited to bring this globally to all of our audiences, and to our fans.

[16:50] King Vader

I've been excited ever since they had the teaser trailer,

[16:52] King Vader

so I'm kinda coming into this, y'know, blind, but nevertheless, I'm excited.

[16:57] Reagan Kathryn

The animation was stunning,

like the voice acting was fantastic...

[17:00] Samuel Leggett

Japanese animation, and honestly
Japanese film in general,

[17:04] Samuel Leggett

they have, like, a raw invoking emotion.

[17:07] Furuhashi

With *Solo Leveling*,
in anticipation for the show,

[17:11] Furuhashi

I've been traveling to
different countries for events,

[17:15] Furuhashi

and when *Solo Leveling* comes up,
the crowd always erupts.

[17:21] June Yoon

It's one thing to scroll the pages
of a webtoon, certainly,

[17:26] June Yoon

and be amused and entertained by the story
in whatever resonances that we may get,

[17:31] June Yoon

but it's something else to watch it
unfold on a screen, with animation,

[17:36] June Yoon

and sound effects, the mixing,
the music, the acting...

[17:39] June Yoon

It really feels like everything
came together in a cohesive piece

[17:43] June Yoon

that really, really, really
feels complete, in a sense.

[17:51] Furuhashi

I'm not sure how to express this...
but we're working hard every day

[17:55] Furuhashi

to make sure that we live up
to everyone's expectations.

[17:57] Takahashi

We're all aware of how popular
Solo Leveling is as a comic,

[18:03] Takahashi

so being involved in the anime
adaptation is very exciting,

[18:11] Takahashi

as well as being a lot of pressure.

[18:17] Stella Chuu

This webtoon far and exceeds
anything I've ever read before.

[18:21] Stella Chuu

It's cinematic, as you're reading it,

[18:23] Stella Chuu

and so now that it's finally
being turned into an anime,

[18:25] Stella Chuu

I feel like... it's finally
deserved. Like, we're here.

[18:29] Stella Chuu

All the fans, we've been waiting
for years to get up to this point!

[18:32] Stella Chuu

Solo Leveling is here,
it's an anime! Aw, let's go!

[19:08] Chris

I know that A-1 Pictures being
the animation studio on this title

[19:12] Chris

will deliver that. They'll do an amazing job,

[19:14] Chris

and we've seen amazing past works from them,

[19:16] Chris

so I put a lot of faith
in them, too, as a fan.

[19:20] Furuhashi

It's our goal to make something
that will exceed everyone's expectations,

[19:26] Furuhashi

so we hope you'll check it out.