

THE LEVELING OF SOLO LEVELING

We start our journey where it all began—with D&C Media in Korea. As the publisher of the webnovel, they shed light on how the story of Solo Leveling developed from ideation to publication. From there, we travel to meet with Redice Studio, one of the largest webtoon studios in the world, and discuss Solo Leveling's transformation from script to illustration.

- [Special](#)
 - [SP1 - A Hunter Rises](#)
 - [SP2 - Second Awakening](#)

Special

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] ---

Special

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.