

## Major activities (CG, etc.) in January

In January, we must confess that we did not have a large number of submissions to our support site.

The reason is discussed below (technical and expressive challenges), but I took too much time to study .....□.

As a result, the texture of the usual CG collection was brushed up and an animation painting section was newly established.

See below for specific examples.

The illustration will be different from the original due to the fact that the inclusion of AI subject images is prohibited by the terms of the agreement (it is okay to re-paint the image you created).

1, A concrete example of an ordinary 2 . 5-dimensional representation (Clorinde from Hara-Kami)



**DOJIN**  
**R18**  
成人向け

18歳未満の  
購入・閲覧禁止

飛鳥馬人

Hentai  
BlueArchive 1





ルは2つ  
様に交尾をすること



喘ぎ以外の言葉は禁止

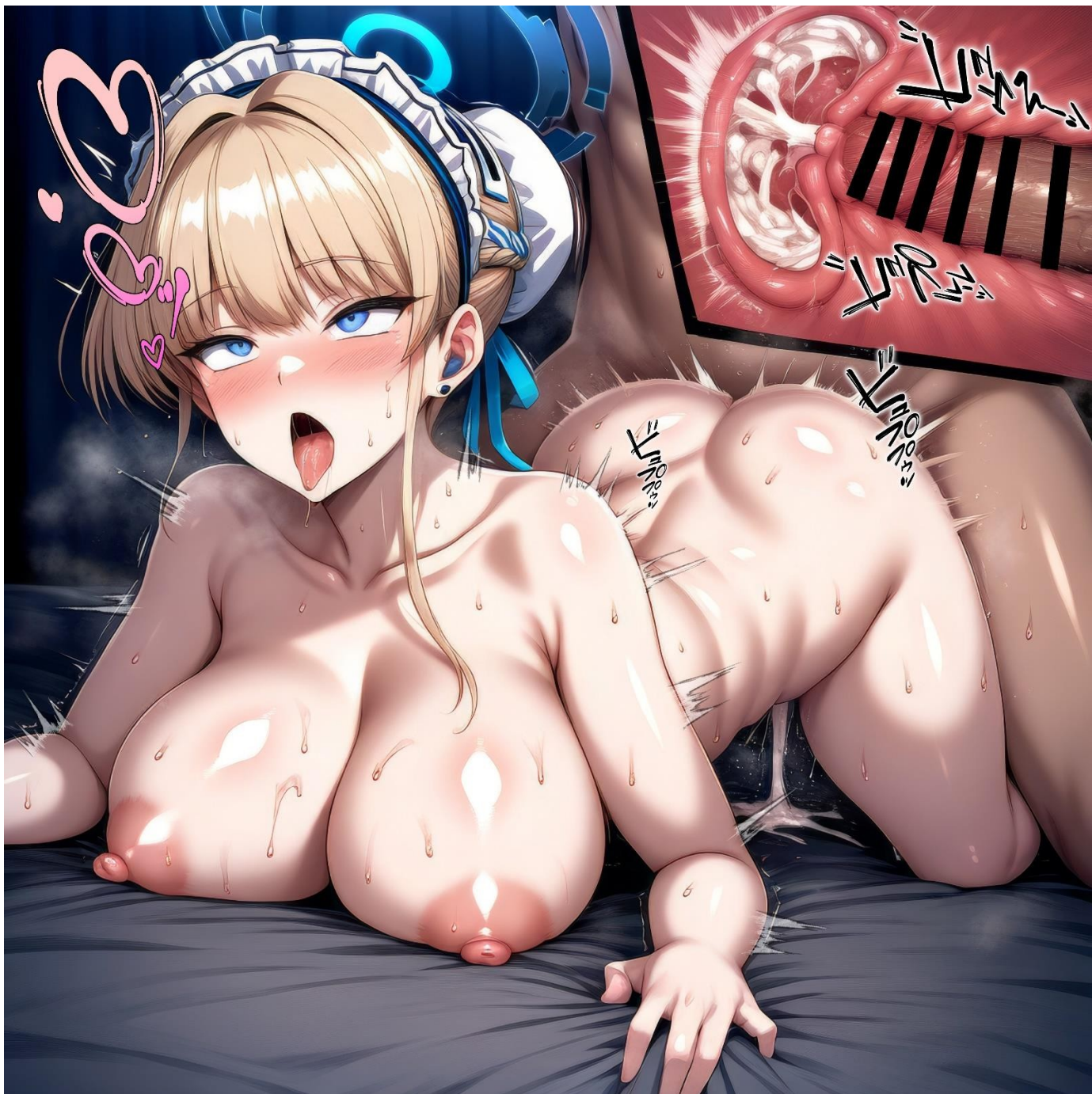
なセツ  
れてい  
スが

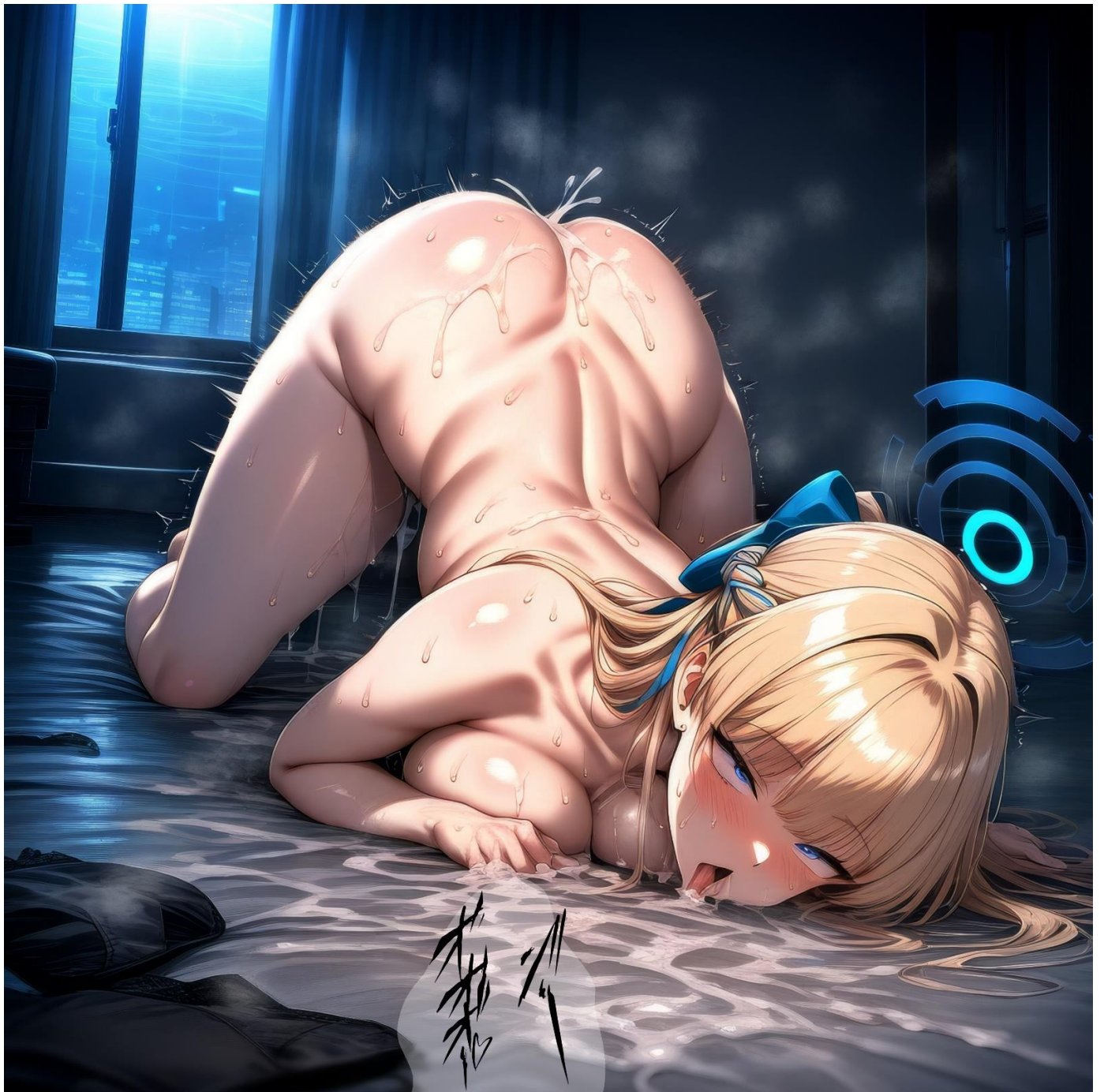


SHE ALWAYS  
HAS THIS  
EXPRESSIONLESS  
FACE...

LET'S SEE  
WHAT  
THE C&C FIFTH  
CAN DO...









We have already complied with the terms and conditions, but 6 images is a lot of images .

Murata's goodness was 2.5 dimensional and now it's anime paint! I quit being a fan!

The comic corner seems to have been rather well received, which is good for the time being.

The 2.5D system is still too heavy to produce (time, technology, and many other issues).

The more beautiful we made them, the more we had to deal with the so-called "breakdowns" (such as realistic teeth, nipples and pubic area), and the more the production team became quite disappointed.

The Comic Corner is my own little resistance to the recent NovelAI3 craze.

In the past, NAI3 has also made it very easy to produce pomp (quality that can be seen in the output image as is), and illustrations made by NAI are now being used on both pixiv and Twitter (now X).

The quality and choice of illustrations is so high that it is often difficult to distinguish them from handwritten work unless you are a geek who deals with creativity every day.

However, it is possible to "get used to it", and the amount of supply is obviously too much (Patre\*n, a NAI pimping group, updates 100 pages a day), so if you do too much of anything, you will eventually get tired of it.

The key to this is the skill with which the material is prepared (the quality of each piece), so we have set up an environment that allows us to produce a CG collection of around 30 pieces of written text on a daily basis.

I would like to include dialogue that is appropriate to the character so that the audience can feel the emotion of the character, but since my Patre\*n has support from all over the world, it is not possible to use Japanese or English, so it is "ahe-face sex on instinct".

January was such a lost month.

We are still pressed for time to the extent that the December issue of ArtWorx is not yet lined up on BOOTH, but we have managed to get a lot of things in shape.

I have a lot of work to do, but next month I hope to live a graceful creative life where I am not pressed for time (I am a person who has never had a day when I am not pressed for time since I started creating).

This concludes the "Major Activities (CG, etc.) in January!

↓ Clorinde All-Age Publication Article (still frustrated that the hair mesh reproduction is too thin) <https://www.patreon.com/posts/all-age-wanted-97438425>

↓ Comic Corner 1 (Member Article)

<https://www.patreon.com/posts/wanted-to-nsfw-97329637>

## 2, regarding Shion-chan

There is not enough change to make it a major item, but we are firmly in good health this month!

And why is there no artwork on BOOTH when ~~it~~ was one? We have received many messages saying, "Patre\*n has ●●, but why isn't it on BOOTH?" We will be uploading all of Shion's past works to BOOTH on March 19, her birthday, so please look forward to it!

I can also track Murata's drawing changes, so I am preparing to study it again myself.

I look forward to seeing you next month at Shionv🍷

[https://twitter.com/Murata\\_san\\_](https://twitter.com/Murata_san_)



### 3, Technological and expressive challenges

I wrote about this in detail in item 1, so I will move on quickly, but the creative environment is currently in a period of change. The aforementioned NAI3 is amazing (vocabulary), and on the technology side, a new standard called SDXL (like 3 becoming 4 in PlayStation) is also gaining momentum.

As for SDXL, I will not be able to play with all of my past software (including the vast amount of training data I have created) due to incompatibility, which will further promote my baldness.

In the comic corner, depending on the skill of the cook, it can be a shitty dish or an impressive one (think of the Italian cooking times in JoJo).

<https://dic.pixiv.net/a/%E3%83%88%E3%83%8B%E3%82%AA%E3%83%BB%E3%83%88%E3%83%A9%E3%82%B5%E3%83%AB%E3%83%87%E3%82%A3%E3%83%BC>

I believe that cooking is not only about following and knowing the recipe (templates, rules, etc.), but it is also about how to break it down to show the personality of the artist.

Fortunately, I have been given the opportunity to receive your evaluations on support sites, pixiv, X, etc., and I intend to work hard, improve on my mistakes, and continue to create good works.

Our goal for this year is "to have 1,000 copies of our comic book in the hands of the public," so we may be making good progress in gaining ground (and sense) –

This is a brief but informative conclusion to the technical and expressive issues!

#### 4. About Murataya

Although Murata has always taken the stance of not hiding everything (in the past, we have disclosed all the graphs of the number of FANBOX users, etc.), the total number of FANZA's favorite products has exceeded 13,000!

I thank you all from the bottom of my



My creations are rather flimsy if I do say so myself, but I make them **with all my heart and soul**, so I do not sell my works and have no plans to do so.

Therefore, the hurdle for people to pick up the product is very high due to its high basic price.

Still, I am honestly impressed that FANZA's efforts are bearing tangible fruit. 🍌

To do my best to exceed expectations and exceed my imagination in any way possible. I am very glad that I have continued to work hard and muddle through, even though it is a basic thing, such as continuing to do my best.

Again, from the bottom of my heart, thank you very much. We will continue to devote our efforts in the future.

..... By the way, do you have any idea which one is the most popular? I think

it's the J0 Ahe-face version! ~~hikerevnte~~  
~~napppbe~~ .

[https://www.dmm.co.jp/dc/doujin/-/detail/=/cid=d\\_278980/](https://www.dmm.co.jp/dc/doujin/-/detail/=/cid=d_278980/)

We are planning a new CG collection around the beginning of April, which will include a new working adult version (beautiful sex, multiple, ahem faces, and a toilet after). The original is already ready, but the progress is still slow, so we will try our best to make it not a Christmas version after Christmas.

At ASMR Murataya, we are currently working on two 120-minute productions (waiting for delivery of illustrations and scripts, with recording scheduled for late February to mid-March), and as always, we are uncompromisingly taking on the challenge with the best lineup in the industry.

We are considering making a Foley Sound version after the next one. The second one will be a vulgar student council president, and the third one will be a booby-trapped, serious, and bossy committee chair (they are the same, but the voice actors are different).

We will be revving up around the J0 Gakuen series, so please stay tuned!

Incidentally, a fourth film is also in the planning stages, but the downer bass homecoming club is thick in the air.

Creating is fun after all!

This concludes our review of January!

Stay warm and take care of your health! This was  
Murata!