



Hello everyone, my pen name is Mitsuaki Seiji and I'm the author of [Lost Genesis: Lied](#). This Webtoon is an adaptation of an ongoing Web Novel of the same name, also written by me. The first part of Episode 0 was released on February 5, 2021.

Before anything else, I'd like to thank the All Ages of Geek team for the opportunity to talk about my work. Also, I hope you find my answers as interesting as the questions!

What initially sparked your passion for creating content, and how did that desire evolve into the work you produce today?

I was very young when I jumped into the world of creators, so reliving the moment it all began makes me feel very nostalgic. I've always loved reading, but I only found my passion for writing when I was 12 years old. Back then I was going through a rough patch, and sometimes I'd browse this one anime forum which had a roleplaying section. Later, I started writing my own fanfictions there and realized it wasn't enough to kill my creative hunger. Driven by the desire to step out of my shell, a dream was born: to make a manga. That goal became the stepping stone for my career.

Can you walk us through your journey as a content creator, starting from the moment you first decided to explore this medium?

As someone who wasn't blessed with drawing skills, my first thought was that I needed to find an artist. So, I founded a group of content creators, Infinite World. We still exist today as a team of three people (me, the novel illustrator and the comic artist).

Your work touches on various themes and subjects. How do you choose which stories to tell, and what do you hope your audience takes away from them?

While Lost Genesis: Lied has just one premise, the plot is composed of more than one tale, each with its own main characters. I think the task of connecting these stories is what links me, the storyteller, to the readers. I love reading their theories!

What led you to choose your current platform for sharing your work, and what aspects of the platform do you find most appealing?

WEBTOON was the first platform that came to mind because it's the most popular, but nowadays I also publish Lost Genesis: Lied on Tapas. Both are equally captivating and have great communities.

Are there any aspects of the platform that you feel could be improved, or perhaps have been challenging to navigate?

WEBTOON has so much potential, but maybe the wrong priorities. Things like the website's algorithm should be properly explained and not left in the dark.



In your opinion, what distinguishes independent content from mainstream content, and why do you think the indie scene is important for the overall creative industry?

As someone who publishes in a small niche, I know there's a thick wall between independent and mainstream content. Being an indie creator can be frustrating at times, but I believe being able to climb that wall is what makes everything worth it.

As a content creator, what are some unique storytelling techniques you've developed to set your work apart from others in the genre?

I've done a lot of research and used some storytelling techniques such as the Kishōtenketsu, but in the end I think I mostly rely on my intuition. I don't know if you can call studying my inspirations (JRPGs and anime shows) a 'technique'... still, it helps me a lot.

Apart from your main work, what other avenues do you explore to engage with your

audience, such as social media, live events, or merchandise?

You can follow me on plenty of [social media platforms](#), I've learned that social networking is very important if you want to build an audience. I'm very shy, but I participated once in a livestream and went to a Japanese pop culture event a few years ago.

Creating content can be both rewarding and challenging. Can you share some of the struggles you've faced along the way, and how you've overcome them?

Writer's block is like the flu — everyone has it once in a while. When that happens, I take a rest and do something I like, playing video games e.g.



Are there any creators, artists, or writers who have been particularly influential or inspiring to you? How have they shaped your creative journey?

Tetsuya Nomura (director and writer of the Kingdom Hearts series) and Hironobu Sakaguchi (creator of the Final Fantasy series) are some of my inspirations. I want to give a shout-out to Kotaro Uchikoshi (director of AI: The Somnium Files and writer of its sequel, AI: The Somnium Files – Nirvana Initiative), a sort of mentor with whom I can exchange ideas. I really look up to him!

For aspiring content creators, what are some practical tips and advice you would give to help them find their own voice and style?

Ask yourself what kind of story you want to tell, and then research. Get inspired. This is easy to say, but, above all, don't give up.

Can you tell us about your creative process, from brainstorming ideas to the final execution of your projects? How do you stay motivated and consistent throughout?

I write the script based on the original source, that is, the Web Novel, with Microsoft Word. However, since the novel is very old, I often find myself spending hours on the storyboard improving the text and adding new stuff.

Staying motivated and consistent is a matter of perseverance. Having a routine and setting milestones helps me be proactive.

How do you balance the creative and business aspects of being an independent content creator, such as promoting your work and managing finances?

It's the day-by-day nightmare of every indie creator. My artist's work isn't for free, so there's barely any money for fun and games. Fortunately, I'm a minimalist.

Funding creative projects can be challenging for many artists. What strategies have you employed to fund your work, and are there any resources you'd recommend to other creators?

I've tried the crowdfunding method, but it didn't work for me. I'd recommend starting a Patreon page, it's a good way for friends and readers to support you.



How do you stay updated on the latest trends and developments in your industry, and how do you integrate this knowledge into your work?

Who knew being an otaku had its perks... ahem, as I've said before, social networking is key if you want to keep up with the ever-changing society. I can't use everything I watch or read in my work, but it spurs me into action, nonetheless.

In what ways do you believe the creative industry is evolving, and what opportunities do you see for independent creators in the future?

Technology is transforming the creative industry, which means more tools, but also more challenges for us, independent creators. There's been an impressive growth of publishing platforms in the last few years, and I think that gives us more options.

Collaboration can be an essential part of the creative process. Have you worked with other creators or artists on projects, and if so, how have those experiences shaped your work?

Working with other creators is what I've always done, so you can say I'm very experienced in that field. Collaborative brainstorming is fun, but also difficult, especially if you can't draw, so I respect my artist for interpreting my boring storyboards.

What are some personal or professional goals you have for your career, and how do you plan to achieve them in the coming years?

*My main goal is to make a living as a content creator. I'm planning to share my work on other platforms and participate in as many contests as possible. Recently, I've submitted the prologue of *Lost Genesis: Lied* to the Japan International MANGA Award.*

As a creator, how do you measure success, and what achievements are you most proud of so far?

I measure success by the number of subscribers. I'm proud of having achieved 200 subscriptions on WEBTOON, but there's still a long way to go to reach 1,000 subs, necessary to apply for the WEBTOON CANVAS Ad Revenue Sharing Program.

Lastly, could you share an anecdote or experience from your content-creating journey that has had a profound impact on you, and what did you learn from it?

The first time when I met an editor of a famous publishing company in my country. I was so nervous and couldn't stop shaking on my way to their office. My mom accompanied me, so I wasn't alone with the editor, but it was still a nerve-wracking experience. We had a good conversation and I managed to say what I wanted.