I'm not a bot



Naruto Uzumaki is the main character of the manga and anime series created by Masashi Kishimoto. He is a ninja from the Hidden Leaf Village and is known for his optimistic personality despite being ridiculed as a child due to the Nine-Tailed Demon Fox sealed within him. Naruto as a Complex Character with a Dark Past ========== He is portrayed as an optimist despite having experienced hardships in the past. His creator, Kishimoto, aimed to convey Naruto's childish personality through illustrations and noted that his facial expressions were consistent across difficult situations. Kishimoto attributes Naruto's appeal to his naivety, believing it allows readers to identify with him due to his losses. Naruto's desire to become a ninja was driven by his ambition to succeed as a manga artist. As the series progressed, Kishimoto wrote Naruto as an idealist who continuously avoids repeating mistakes. However, he also intended for Naruto to be a symbol of hope for the audience. In the original Japanese version, Naruto often concludes sentences with "-ttebayo", which became a verbal tic that portrayed him in a youthful manner. Kishimoto's personal experiences influenced his portrayal of Naruto's character. After marrying and having children, he viewed Naruto's relationship with his parents as a key aspect of the series. The creator aimed to convey the importance of family and the sacrifices made by one's loved ones. Throughout the series, Kishimoto has explored various student-teacher relationships, but he holds a special place in his heart for Naruto and Jiraiya's dynamic. The latter's death during the fight against Pain was particularly challenging for him, as it showcased Naruto's capacity to forgive his enemy. This arc had a significant impact on the writer, leading him to include a similar moment of forgiveness between Naruto and Sasuke in their final confrontation. Kishimoto aimed to emphasize the tragedy of wars by incorporating a war into the final arc of the series. He sought to contrast Naruto's lack of knowledge about wars with Sasuke's traumatic experience as a result of being part of his clan. ========== Naruto's Character Development and Kishimoto's Vision Kishimoto's intention was to create a character arc that would prevent a potential civil war by introducing Naruto as the victim of Nagato's actions, making him Jiraiya's nemesis. This setup allowed Naruto to understand Sasuke's tragic past. The storyline would culminate in Naruto's coming-of-age and his journey to deal with world wars, shaping his vision for the shinobi world. Naruto's Parental Role Kishimoto wanted to show Naruto as a strong father figure to Boruto, ensuring that the character's gentle smile remained intact despite his growth. In the 2015 film Boruto: Naruto the Movie, Kishimoto explored Naruto's relationship with his son, developing their bond and creating an emotional connection. Creating Rivals Kishimoto's decision to introduce Sasuke as a rival was influenced by Takehiko Inoue's Slam Dunk manga. Initially, Sasuke was written as someone who never noticed Naruto but eventually became recognized as a rival. The authors aimed to create a brother-like relationship between the two characters due to their shared experiences of loneliness. Yin and Yang Concept Kishimoto compared Sasuke and Naruto using the concept of yin and yang. As one character progressed, the other was made to progress as well. This dynamic created an engaging storyline with contrasting characters. The Climactic Fight During Part I's climax, Naruto and Sasuke engaged in a mortal fight, which showcased the directors' creative approach. The animation aimed to resemble a journey to Lake Mashu from Hokkaido. The characters' movements were designed to be stilted based on storyboards, leading to entertaining sequences. Conclusion Kishimoto's vision for Naruto was focused on creating conflict that would end with forgiveness and a final battle between the two main characters. He aimed for hand-to-hand combat rather than ninja techniques during the fight. The anime adaptation of this scene presented several challenges due to its intricate nature and required significant effort from the staff. Kishimoto had initially expressed poor faith in the manga but believed that introducing a rival character would make it popular. The inclusion of Sasuke as Naruto's brother-like rival helped create a relatable connection with the audience. ========== Sasuke's intense movements during the fight with Naruto added a sense of realism, making him appear even more formidable. The way his hair moved also conveyed the intensity of the moment, emphasizing that both fighters were willing to go to extreme lengths to kill each other. This scene had left some viewers confused due to Naruto's initial reluctance to follow this path. The final confrontation between Sasuke and Naruto's Rasengan involved nods to previous scenes in the series, aiming to amplify the emotional impact on the audience. Staff noted that after the fight, Sasuke's expression became calmer, paving the way for his character's potential redemption. A significant symbolism used by Kishimoto in the finale was Naruto returning Sasuke's original bandana, symbolizing how their bond had rekindled and they no longer had a reason to harm each other. This plot point showcased the depth of their relationship. Naruto's romantic partner was initially decided upon during the early stages of the manga. Kishimoto felt that Hinata Hyuga and Naruto were meant to be, much to his wife's dismay, who had wished for him to marry Sakura Haruno instead. However, Kishimoto eventually came to see Hinata as the perfect match for Naruto. Kishimoto later expressed regret over the initial love triangle between Naruto, Sakura, and Hinata, but ultimately considered it unnecessary in the series' narrative. The author then decided to oversee the production of The Last: Naruto the Movie, which explored the blossoming romance between Naruto and Hinata. The film's staff worked diligently to craft a believable storyline for this relationship, with Maruo Kyozuka aiming to depict a love triangle involving Naruto, Hinata, and Toneri Otsutsuki. Despite initial confusion among viewers, Naruto gradually came to acknowledge Hinata's feelings, ultimately resolving to continue his mission regardless of the cost. Animator Chengxi Huang expressed his admiration for the Naruto-Hinata couple, often incorporating scenes featuring them into his work. He attributed this to their appealing married persona and the opportunity to explore their relationship further in The Last: Naruto the Movie. In designing Naruto's outfit, Kishimoto chose an orange jumpsuit that fit the shōnen genre, drawing inspiration from his own clothing as a child. The design incorporated swirl patterns reminiscent of spirals associated with Naruto, ensuring his unique appearance.Naruto's design evolution began under Masashi Kishimoto's guidance, who sought staff assistance due to the challenging task of animating his characters. Kishimoto preferred Naruto's features of blond hair and blue eyes, which are uncommon in Japanese anime and manga, making him appealing to international readers.[40] He identified strongly with Naruto, considering him his most relatable character. When asked about Naruto's favorite food, Kishimoto revealed he shares the preference for ramen. Kishimoto drew inspiration from the Naruto video game series when designing various aspects of the character, including one of the Demon Fox forms featured in the games' presentation.[41] For the Part II appearance, he altered clothing to orange and black attire, giving a more mature look by rolling up Naruto's pants. This design change aimed to enhance his presence during action scenes. For the events of The Last: Naruto the Movie and the final episodes of Naruto: Shippuden, Kishimoto gave Naruto a young adult appearance, with shorter hair and expanded height compared to his Part II design. Two distinct outfits were created, reflecting his growth and ninja appearance that allows for carrying weapons easily. Junko Takeuchi provided Naruto's voice in both Japanese and English versions, while Maile Flanagan voiced the character in the English adaptation. Takeuchi found it challenging to transition from the young Naruto to the older version but reported a change of opinion nine years after first voicing the character, viewing him as reliable and calm. Takeuchi admired Naruto's growth and believed his traits would inspire viewers worldwide. She was happy with the story and hoped Naruto would end up in a relationship with Hinata. The voice actress noted that while Naruto's declaration of love was significant, his true nature hadn't changed at that point. In contrast to her younger days, Takeuchi found the writing for adult Naruto to be different, with changing mannerisms and growth not initially depicted in the story. She befriended Yūko Sanpei, the voice actress behind Boruto, and discussed the character's evolution over time. ==========Naruto was the most challenging character to portray, as voiced by Maile Flanagan, who captured his mischievous and serious sides. Her performance has been praised for showcasing Naruto's growth in confidence and brashness. Flanagan admitted she had never heard of Naruto before her audition but felt drawn to the role after researching it. She was recognized more for her work as the voice of Naruto than other roles, although some fans were surprised by the choice. In an interview, Flanagan shared that she found her character's transformation over time fascinating yet still relatable. However, she struggled to revoice Naruto as a younger version when returning to the role. The change in tone was also notable for Flanagan, who acknowledged that the dubbers did not replace her despite Naruto's age. This was common in Japanese series, and she appreciated the recognition of her contribution to the character. Naruto Uzumaki becomes increasingly consumed by his desire for revenge against Itachi and the Akatsuki, leading him down a path of violence and chaos. He trains with Jiraiya to prepare himself for their next encounter, but it is not until he meets his father, Minato Namikaze, that he begins to understand the true nature of his past and his connection to the Nine Tails. Naruto struggles to balance his duties as Hokage with his relationships, particularly with his son Boruto. During a confrontation with Momoshiki's clanmates, Naruto is saved by Boruto and later helps him defeat the enemy. This incident marks a turning point in their relationship. As the story progresses, it becomes clear that Naruto's time on this earth may be limited, as indicated by an enemy of Boruto, Kawaki. In a distant future, Naruto has become a father to several children, including Kawaki and another youth who is later revealed to be a former member of Kara. Naruto's involvement with his children puts him at odds with the Kara organization, which threatens to attack the village once more. To protect his kids, Naruto clashes with Kara members, including Isshiki Ōtsutsuki, the leader of the group. He ultimately combines his chakra with Kurama's at great personal cost. Kawaki's desire to safeguard Naruto leads him to embark on a perilous journey alongside Hinata. As they search for an end to the conflicts, Naruto also appears in various light novels and epilogue scenes, showcasing his ongoing struggle against Kara and his continued dedication to his duties as Hokage. In several films, including Road to Ninja and The Last, Naruto faces formidable foes while navigating his relationships with those closest to him. His involvement in these adventures highlights his unwavering commitment to protecting his loved ones and the village he has sworn to defend. Throughout the series, Naruto's character evolves as a father figure, exemplified by his role in various spin-off media, including Rock Lee and his Ninja Pals. As the franchise concludes, Naruto remains an essential part of the narrative, symbolizing hope and perseverance in the face of adversity.Naruto appears in several video games, including Naruto Shippuden: Ultimate Ninja Storm 2.[131] The character also made an appearance in the mobile game Naruto Shippuden: Ultimate Ninja Blazing.[132] In addition, he was featured in crossover games Battle Stadium D.O.N. and Jump Super Stars. Furthermore, a Naruto avatar appeared in Second Life as part of a Jump Festa promotion titled Jumpland@Second Life.[133]Naruto's character evolves through various stages, embodying complex themes and values. Christopher A. Born, in the DOAJ journal ASIANetwork Exchange, portrays Naruto as a post-modern hero with a "great heart," acknowledging his initial nuisance traits while highlighting his Confucian values and societal impact. Amy Plumb, a Macquarie University PhD candidate, links Naruto's development to kitsune mythology, noting his prankster beginnings and the Kyuubi seal's role in his growth. Omote Tomoyuki praises Naruto's ambition and maturity, observing his shift from childish behavior to a more serious demeanor as a teenager. Franziska Ehmcke, a Cologne University professor, draws parallels between Naruto's uncontrollable energy and the Awa no Naruto whirlpools, while Mike Hale compares him to Buffy Summers, emphasizing childhood loneliness. Rik Spanjers sees Naruto's childishness as a strength, providing resoluteness for his goals. The Lawrentian analyzes Naruto's Bildungsroman arc, stressing his growth despite lacking parental guidance and his quest to become Hokage. Jiraiya's death marks Naruto's "loss of innocence," contrasting him with characters like Gaara and Sasuke. Tejal Suhas Bagwe notes Naruto's bond with Kurama, blending Japanese mythology with his new skills. Anime News Network calls the story a "masterpiece" due to Naruto's pacifism. Midwest Book Review highlights Naruto and Hinata's romance, while Antônio Guilherme Bernardes Galletti discusses Boruto's exploration of shinobi code and individuality. Tata Ardiansyah examines Naruto's adult characterization and its thematic depth.Naruto's enduring popularity continues to inspire new generations of fans, with his influence extending beyond the world of anime and manga. The character's impact on popular culture is evident in various forms of media and entertainment. The Boruto series has seen Naruto's adult characterization take center stage, with characters such as Sarada looking up to him as a role model and seeking to follow in his footsteps. This dynamic is reminiscent of the Harry Potter franchise, where the protagonist faces similar challenges and camaraderie with his friends. To promote games from the series, CyberConnect2 CEO Hiroshi Matsuyama has cosplayed as Naruto Uzumaki, further solidifying the character's status as a cultural icon. The anime has been rated among the most popular characters by Guinness World Records, and fans have consistently ranked Naruto among their favorite rivals-turned-allies. Naruto's strongest trait is often cited as his "unshakable persistence," which makes for compelling storytelling with other characters. In Japanese TV specials, he was voted as one of the strongest heroes from the Heisei Era, solidifying his place in anime history. The character has inspired numerous works beyond the Naruto franchise, including video games and manga series. Gege Akutami's creation of Jujutsu Kaisen's protagonist was influenced by Naruto's story arc involving a demon-like creature inside his body. In addition to his impact on entertainment, Naruto's Rasenshuriken technique remains a favorite among fans, with CEO Hiroshi Matsuyama citing its unique sounds and execution as reasons for its enduring popularity. The character's emotional value in key episodes has also left a lasting impression on fans, including voice actress Mariya Ise. Naruto's influence can be seen in various forms of media, from video games to music. A life-size statue was created for the Wonder Festival 2019 Shanghai event, and his image was used as a character representative for the 2020 Summer Olympics. Google even created an Easter egg featuring Naruto and his shadow clones in 8-bit form to celebrate the 25th manga anniversary. Furthermore, Naruto's impact on hip-hop music is undeniable, with many rappers incorporating references to the character into their songs. Singer Diana Garnet expressed her gratitude for recording one of the ending theme songs for the animated series, citing Naruto's determination as a major inspiration.Naruto's relatable character is built around his treatment at the hands of others early in the series. This makes him an inspiring figure throughout the story, even reaching the end as the Seventh Hokage.[^] ^ a b c d Kishimoto, Masashi (2013). Naruto – ナルト – 名言集 絆 – Kizuna – 天ノ巻 [Naruto Kizuna: The Words That Bind – Scroll of Heaven] (in Japanese). Shueisha. pp. 188–195. ISBN 978-4087206814.[^] "Naruto: The Beginning". Jump Square (in Japanese) (12–14). Shueisha. December 2014.^ a b Kishimoto, Masashi (2007). Uzumaki: the Art of Naruto. Viz Media. pp. 138–139. ISBN 978-1421514079.[^] a b Kishimoto, Masashi (2002). Naruto: The Official Fanbook. Viz Media. p. 199. ISBN 978-1421518442.^ Kishimoto, Masashi (2007). Uzumaki: the Art of Naruto. Viz Media. p. 130. ISBN 978-1421514079.^ Kishimoto, Masashi (December 4, 2009). 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Studio: Pierrot.^ "「Boruto: Naruto the Movie – 」劇場版上映前特別节目" [Movie Version Before Screening Special Separation Clause] (in Japanese). ACFun. August 5, 2015. Archived from the original on January 7, 2018.^ Huang, Chengxi [@cekibeing] (October 10, 2018). "「変わったのは歳月、変わってないのはこの笑顔だ」当時、螺旋丸のシーンは見てくれる人々にこう伝えたかったです〜 少し遅れたが、ナルト誕生日おめでとう！！！！本当に19歳、大人になったよね〜#ナルト生誕祭2018 #naruto" (Tweet). Archived from the original on February 10, 2020 – via Twitter.^ "Boruto - Naruto The Movie - was the beginning of Boruto's story". Shonen Jump. Archived from the original on September 9, 2020.^ Kido, Misaki C. (February 2012). "Interview with Masashi Kishimoto (Creator of Naruto)". Weekly Shonen Jump Alpha (2–06–12). Viz Media: 120–123.^ "Newtype Shonen". Newtype. Kadokawa Shoten. August 2005.^ "Masashi Kishimoto: Fan Letters from Overseas Made Me Realize the Popularity of Naruto". The Asahi Shimbun. November 10, 2014. Archived from the original on March 13, 2016.^ a b Dunham, Josh (August 8, 2017). "Interview with Naruto Animator Chengxi Huang (Part 2/2)". Wave Motion. Archived from the original on November 7, 2017.^ "ラストバトルの裏話" (in Japanese). Pierrot. Archived from the original on June 30, 2020.^ Green, Scott (January 31, 2017). "Viz Presents Naruto Author's Comments On Tone Of Boruto, Hinata Marriage And More". Crunchyroll. Archived from the original on February 2, 2017.^ Oneal, Justin (January 31, 2017). "Jump Festa 2017 Interview – Masashi Kishimoto And The Future Of Boruto: Naruto Next Generations!". Otakukart. Archived from the original on July 1, 2017^.The Last: Naruto the Movie was released in Japan on August 5, 2015, and has since become a popular film among fans of the Naruto series. The movie is based on the final arc of the original Naruto manga, which concludes with Naruto's victory over Kaguya Otsutsuki. ========== The chapters listed are a collection of story arcs from the popular manga series Naruto by Masashi Kishimoto. ========== Note that these chapters cover various parts of the series including the original Naruto, as well as several spin-off and sequel series such as Boruto: Naruto Next Generations. ========== Naruto the Movie: Ninja Clash in the Land of Snow was releasd by Viz Video in 2007. The movi is based on the popular manga serie Naruto, created by Masashi Kishimoto. The movie takles place several year after the origunal series and follows naruto Uzumaki and his friend Sakura Haruno as they face a new enemy in the form of Deidara, a rogue ninja with a destructive art style. The movi also features the return of Zabuza Momochi, one of the strongest ninjas in the land. The two former enemies clash in an epic battle that determins the fate of the Ninja World. Meanwhile, Team 7 is tasked with stopping Deidara's attacks and restoring peace to the land. The Last: Naruto the Movie was releasd by TV Tokyo in 2015. This movie is set several year after the events of the original serie and follows an older naruto as he dealts with a new threat to the Ninja World. The movi takes place during the Fourth Great Ninja War and feature many familiar character from the origunal serie. Loveridge, Lynzee, writed an articel about Masashi Kishimoto, the creator of Naruto. She includs facts and informations about Kishimots life, his inspirations, and his vision for the serie. The articel also includs quotes from Kishimoto himself, giving readers a glimpse into his mind. Naruto OVA – The Lost Story was releasd by Madman Entertainment in 2007. This OVAs follows naruto Uzumaki as he dealts with a new enemy that threaten's the Ninja World. The movi is a retelling of an origunal episode, but with new twists and character developments. Naruto Shippuden: Ultimate Ninja – Storm 2 was releasd by Bandai Namco Entertainment in 2012. This fighting game feature many character from the Naruto serie, including naruto Uzumaki, Sakura Haruno, and Kakashi Hatake. The game also includs new characters and stages, giving players a fresh experience. Road to Ninja: Naruto the Movie was releasd by Viz Video in 2012. This movie is set several year after the events of the original serie and follows an older naruto as he navigates a new world filled with ninja and monsters. The movi takles place in a alternate univers where Team 7 failed to defeate Akatsuki, resulting in a differnt outcome for the serie. The Road to Ninja: Naruto the Movie is a retelling of the origunal series, but with new twists and character developments. The movie also includs a new storyline that explors the backstories of naruto's friends.Rewritten using Write As A Non-Native English Speaker method: The original text have many links to other webside and book about Naruto manga. The link from "Mania Entertainment" show review of first set of Naruto Unleashed in 2006 by Dani Moure. Another link from Mania Entertainment show review of second box set of Naruto in 2007 also by Dani Moure. The link from T.H.E.M. Anime Reviews give information about the book "THEM Anime Reviews 4.0 – Naruto" by Christina Carpenter. In this book, Carpenter talk about Naruto manga and its impact on people. In another book "Women in Naruto, Women Reading Naruto", written by Yukari Fujimoto, show how women read and understand Naruto manga. The link from Kai You give an interview with Nobuhiro Watsuki, the creator of Rurouni Kenshin manga. The link from Da Vinci News give an interview with Masashi Kishimoto and Kohei Horikoshi about their work on Naruto and My Hero Academia manga. Another book "Big Heroes on the Small Screen: Naruto and the Struggle Within" by Lawrence C. Rubin talk about Naruto and its struggle within people. There are also many link to other reviews of Naruto, such as from Anime News Network and The New York Times.Naruto Uzumaki was attacked by a nine-tailed fox spirit twelve years ago. A nine-tailed fox spirit claimed the life of the village leader and many others. Today, the village is at peace but Naruto's struggling to graduate from Ninja Academy. His goal is to become the next Hokage but his destiny will be much more complicated. Naruto, Sasuke, and Sakura tired of menial tasks they asked for a tougher assignment. But you should always be careful what you wish for! Along with their teacher, Kakashi, they must now guard a cranky old man from the Land of the Waves. Tazuna the bridgebuilder is in more danger than anyone could have imagined. And now the young ninja are too! Naruto sensei Kakashi believe that diablolical Zabuza survive last battle. Now, in present time, Naruto going through difficult times.Naruto is facing a new challenge as his sensei, Kakashi, believes that the evil Zabuza survived their last battle. To prepare for his enemy's return, Kakashi puts Naruto, Sasuke and Sakura through extremely difficult training programs to improve their focus and control. This time, protecting Tazuna, an old bridge builder, and his family will be a much greater task than before. ==========

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