

TLDR;

For Old Subscribers

- > Projects taking so long.
 - I've outgrown this kind of content making repetitive stuff,
 - I grown tired of animating muscular stick figures,
- > Pivot is such a niched market, I'm not sure if I can really make it work .
- > Experimenting and learning new things along the way is much more fun.
- > Animation is more than just Fights.
 - Animation can express feelings and emotions. (character acting, movement)**
 - Animation can tell a story or send a message. (storyboarding, animatic)**
 - Animation can be a way to experiment and advance film making in general. (VFX)**
 - Animation is not just for kids and teenagers. (Dark/Adult Theme)**
 - Animation is not just for yourself but also for others. (Empathy and Symbolism)**
- > Just really want to **MOVE ON**

For New Subscribers

Video: [\(15\) Content \(re-upload\) - YouTube](#)

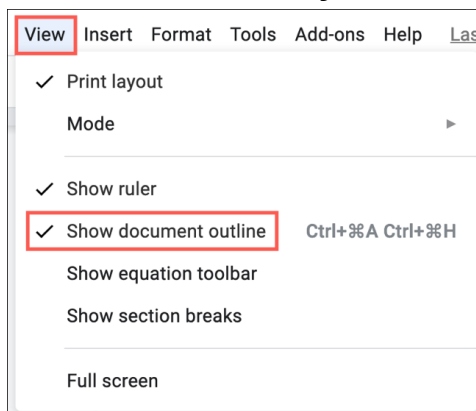
- > Started youtube 2008
- > Made Lego, Toy Review Related content
- > Changed content around 2010 after getting inspired to try stickfigure program
- > Started a fanfic series for Dragon ball stick figure fights
- > Started gaining fans around 2014
- > 2016 Started making better tutorials
- > 2018 So much happened in this year
 - Is youtube even [worth it](#)?
 - Peaked in Pivot
 - Mentally Scarred from finding out GF cheated NTR
 - Turning Adult paying rent Growing up
 - Was growing on youtube? (at that time I had total views of 1 Million)
- > 2019 Got some rest, but with the cost of deleting all my videos.

The Reason

First of all Before you read this, I'd like to **thank you** personally for giving your time to read all my thoughts about this. It's obvious that I don't owe anyone an explanation, but I just want to give clarity to most of the people who are concerned.

Second, I'd like to **warn** you about this whole document. If you're too young(under 13), and you think you're susceptible to **depressing thoughts**, and you think this might affect your **mental state**, proceed with caution. **You have been warned.**

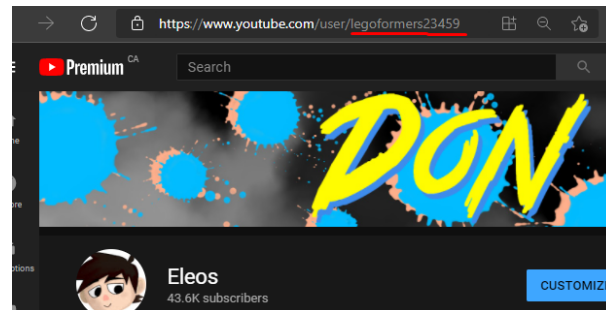
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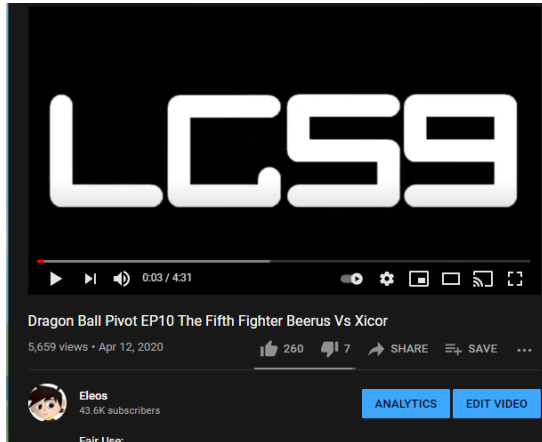


NEW SUBSCRIBERS

To those who just subscribed and found themselves here, I'd like to explain how we got here. I have no screenshots of all the events or comments that lead to how I became like this now but I'd like it if you would take what most of the things that I say here as openly as you can.

I started my youtube account around **2008**, and named myself “legoformers23459”. I used to make lego transformer related content, and review toys, and show my lego inventions.





Which explains the “LG59” in some of my intros in my old reupload videos. At some point around 2010, I changed my content from, random videos to just animation related specifically “Pivot Related Animations” and in 2016 I decided to change my name to DON (which is a nod to a game called D.O.N., that is similar to smash bros but with Shonen anime Dragonball Onepiece Naruto)

My channel grew steadily and around **2018** it reached 20k subscribers, After uploading these 2 videos.

Video		Views
	Android 21: Crush Song [Meme Anima... I have to review the comments in this videos so I dont get into trouble it is a	399,087
	Pivot Goku UI vs Jiren (Collaboration ... HD here https://www.youtube.com/watch?	557,287

I’m getting ahead of myself here.

It All Started When.

In **2010** I saw Pivotpro333’s (Jojishi) Dragon Ball Pivot animation, and was inspired to try making something similar, but instead of having Goku fight Broly, I made my own fan made character fight Broly, Of course this is nothing new now. But back then around **2011-2012** there wasn’t that much new content from Dragon Ball (Officially Cannon apart from GT? I don’t know, I didn’t do research but it was pretty much DBZ games at that time) So everyone that liked that idea had latched on to it. And I had the “smart” idea to make it a series where I grab other fanmade characters like (Xicor, Rigor, Evil Goku etc.) to fight Goku or Vegeta, and everyone loved it. Of Course the writing was scuffed and mediocre, it was done by a 14 year old.

Around **2014**, I only had 2K subscribers and was able to keep up with most of the people asking for help like mentoring, tutorial and creating stick figures. For those who don't know how "Pivot" (a free animation software) works, in this program you can make stick figures and share them with everyone so they can use it for their own animations or projects. Think of it as someone making 3D models for MMD but with 2D stick figure puppets. Eventually the number grew out of hand and I couldn't keep up with the personal mentoring anymore so I had to drop that. More importantly I was in college at that time in my life, and I didn't have the internet to upload my videos. For me to be able to upload them, I would record them on my laptop then go to an Internet cafe and do my youtube business there. So, back then I had to pay to upload my videos.

It wasn't until **2016** where I got a stable internet and got in touch with people who had something to say to me about my content personally. Of course I already accumulated around 200+ videos at that point, in which around 40 or 30 of those are tutorials and others are just short random animations and the rest are the content I used to have as a younger kid. The people that I got in touch with told me that I actually need to study animation, make better tutorial videos, edit them, etc. At first I was arrogant, but later on I agreed with their criticism about my shitty videos, so I picked up a book and I started learning the skill (animating) faster, since I was already **practicing** animation. It's just a matter of putting it to **good practice**. I also put more time and effort into making my tutorials, writing the scripts, editing the videos so it's much clearer, and overall just teaching what I could share in general. I got my channel monetized around September that year and got my first payment. I bought a 1 Terabyte HDD with the money to save all my youtube/animation related stuff in it. (To this day I still have it)

All of this happened while I was living in the Philippines. Fast forward to **2017** I had to move to Canada, and change my address for google adsense to work. I also had to live on my own for 1 month in an apartment, I didn't go out that much and was just animating in my free time as I work in a warehouse. I didn't finish the course I was studying in college back in philippines. The pivot community grew larger, I wasn't the center of it but I was definitely one of the big names in terms of helping the community grow since I was making tutorials for new animators.

At some point there's a new program for smartphones that looks similar to pivot, and most new subscribers confuse the animations between 2 programs, and since it's from a smartphone it's much more available to younger audiences who have access to both the internet and smartphones. They also had their own community and were begging me to make stuff for their community since they saw what I am capable of. But I never liked working on a smartphone or hand held device for creative endeavors, and that was just my preference in general but no matter how I explain that. It seems like these young

audiences don't understand. So I just had to keep repeating myself everytime it gets brought up in the chat stream. Even when I made a video talking about my thoughts on the program.



So back to **2018** After those 2 videos I had a breakthrough. For Pivot Dragon Ball Content related it was big because no one or not a lot, who does 360 characters which give the illusion that it's 3D and the choreography and movement (with shifting the shoulders while spinning gives the punch more power) much more cohesive or dramatic with characters spinning around.

To give more context how big this is, back then most pivot animators were stuck in 2D side view.



I Already Peaked In Pivot

And seemingly I did the impossible, Since I already made it prior to Goku vs Jiren with my animations. This one got more attraction at that time since Dragon Ball Super was the hype. It was my Idea after all. I was working with Misaka Animator on this project, and it took us 10 months to finish it. The video that I uploaded in Hyuns Dojo got featured on the official channel,



and **Misaka Animator**'s video got over 1 Million views in 3 months (Mine only got to 500,000 views) It didn't bother me that much. I technically knew the reason as to why that is. That's because the majority of the viewers are Spanish and Misaka animator is Spanish. So his videos get recommended more often than mine. I was also playing around with the fact that we almost finished it on April fools. And because viewership for Stick Nodes users is bigger compared to pivot (since everyone watches on their smartphones nowadays), I Named the video Stick Nodes instead of Pivot. In which I got a lot of hate for click baiting even though it was for an APRIL FOOLS.

Apart from this, I got a barrage of comments asking me to give out the stick figures (because I use to just give away everything I make for everyone to use) But because I was working with Misaka Animator who didn't want to give away the stick figures I had to explain to my viewers that they have to respect his decision about that. It doesn't bother me if people have my stick figures and use it for their animations if they give credits or not. It's good enough for me that I recognize my stick figures are being used by someone else.

Can I Make this my work?

So around **June 2018** I had an epiphany because I was renting a place and it costs 500\$ a month. I don't earn a lot of money from youtube but some of my viewers encourage me thinking that I can spit animation every month or daily basis which is impossible for me at the time, and the animation they wanted was dragonball pivot related obviously. But this wasn't vocalized from my viewers, it was much more of myself thinking that's what they're expecting from me.

So I started a patreon page, alongside with my friends and we were supposed to make stick figures every month a pack for everyone to use for their projects. But because most of my viewers are young audiences, they started branding me as a **greedy bastard**. I had to come clean and explain why I need money and how it supports me as a content creator at that time.

There were crazy commissions but it wasn't enough to pay rent and I was using up all the money I saved from my work. Still it wasn't too bad since my mother helped me pay the rent. But it is a crazy reminder for me that I need money now. I'm no longer a kid stuck in house making videos for the internet. I only had around 7 Patrons paying 3\$ a month. Which is cool and all, but I wasn't able to keep up with it and felt guilty. So I closed it in 2019 . Another thing was that 1 of the viewers were sharing everything I put up in my patreon page to everyone. I didn't think bad of this at the moment since they were paying but it's true I should've addressed it since in fact they're damaging my

small income. Instead of supporting me as a content creator what just happened was just sabotaging me.

Changing Content 2nd hit

In **July 2018** I tested just to see if I could upload a suggestive meme ([Crush Meme song](#)) and since android 21 was the new thing in town back then because of the release of DBFighter Z It got big too, but I never imagine it to blow up, I guess I was naive about the internet back then, I just disappointed myself. The reason why I was ready to experiment at that point is because I've been animating with pivot for 10 years and would like to try to do something else. I was also 21 years old and yeah I'm an adult. Who wanted to try making adult animation stuff. (This is why there's animators who don't like the idea that animations are for kids..)

Sometime around August of **2018** I had to go visit the Philippines for two weeks just d to find out my [GF](#) cheated on me. It really affected my **mental state** throughout the whole year and until [2019](#). I was having [issues coping](#) up, and using my emotions as fuel for [vent](#) animation did help a bit. I had friends to talk with about my feelings. Also, after finishing a 10 minute animation I did feel a **burnout**. Paired with an existential **crisis** about the fact that I've been on youtube for 10 years. Added to the fact that I moved to a different country (Canada), everything caught up to me, I needed time for myself so I had the longest break from animating in pivot. I was still making animation but in different software and also not as regularly as I used to. I would play Hollowknight or Red Dead Redemption 2 and stream it, then people in chat would join in and few would only recognize me because of that android 21 cringe meme animation.

DELETING 600+ OF VIDEOS

And before I knew it **2019** came and there was an announcement about **COPPA**.

I was scared about it, because of how the comment section in my video android 21 was full of people talking about how old android 21 is, and how people are "pedophiles" for looking at a character in an explicit way at such a young age. Couple these thoughts with my anxiety attacks, from the shit I went through last year and the uncertain rules, like how COPPA will probably fine you \$24K if you mislabeled your videos for kids or not for kids.

So yeah I opted for just deleting all my 600+ videos from my channel. I didn't want the stress, and I learned from my experience It's better to just give up than trying to fix what I can't fix. I also wanted a fresh start from a clean slate. I still have my video [here](#) explaining my decision and you can probably tell from my tone of voice that I regret my actions while there is some uncertainty about the future.

Here's a video of the [aftermath](#). I know this self destructive behavior is not healthy, the nihilistic mentality I had was only powered because of the things I went through.

Also around September 2019 I got back to College and Studied Animation in University.

FEW WORDS (A)

I know parts from my life aren't that important to most of my viewers, since I'm no Vlogger or DRAMA related channel, and these things tend to be trivial. No one wants to know about the hardships, and shit I'm going through.

I'm doing better now compared to before so you don't need to worry about me. I don't want you to feel pity for me. I know I could get better help from therapy. I just choose not to since my mental stability is no longer affecting my productivity, that much compared to before when the wound was still fresh (GF cheating). I also learned, it's not healthy using my frustrations as fuel for creativity and using art to vent. That's why I stopped doing that.

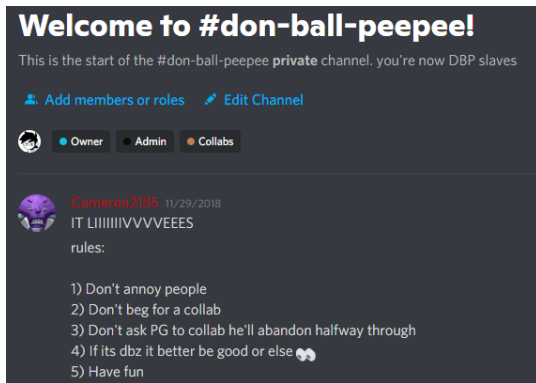
OLD SUBSCRIBERS

Hello, Thank you for sticking(no pun intended) around from the very beginning. I know you probably subscribed for Pivot content, I know you wanted more stuff from me like pivot files. The feeling you get when you open them, seeing how it's done, and getting that feeling where you know you could also make the same thing if you try hard enough. I know how that feels because I've been there. But you know the saying, [all good things must come to an end.](#)

If you choose to unsubscribe because I won't be making Goku go BRR BRRR against someone in pivot I understand that You're free to leave, you have a choice. Don't worry some people might come along and pick up from where I left. But before we can talk about that If you give me a moment to rant about a couple of things about

Dragon Ball Pivot in general, from the perspective of not just a fan but also a creator(contributor) and an observer of such a niche content.

The Project



We started around November 2018, Well this chat in my server is created in November 2018, but we started talking about it prior to that like september but because I was still mentally scarred from my travel from Philippines in August I told the people who were willing to help me to hold on that thought for 2 months.

The project was just clearly remaking episode 8 and 9 the one with Xicor in it to fix and retcon

the mistake I made when I was making it back then. I thought Xicor could transform to ssj1,2,3 and 4 but in reality he was already in SSJ5. We will talk more about the story. The point of the Project was that I would make this my final animation for pivot and hand it over to someone else eventually who wanted to do more of these dragonball pivot related stuff.

The Process

We started making the stick figures as soon as the green light was lit. Stilo at that moment was still new to animation so his contribution was more into making stick figures as soon as every character was done we started animating, the way it worked was that I would hand out parts for people that wanted to animate or felt confident with, I.E. if they were good with effects they would do more effect related scenes. etc.

There were ups and downs with this project. The fact that I have higher standards because in my head we're trying to make something new out of what I already had was something I had to deal with internally. At the same time the people working with me are still relatively new so I had to accommodate with that. So I had to make storyboards (in which looking back at those storyboards it's not even that cohesively good) and show it to them to convey what kind of shots they're going to make or recreate if ever they get stuck on a certain part.

There were moments where I was unsure about myself and also couldn't handle being a director with people who don't know basic film terminologies like Panning, for camera movement. I had a few breakdowns here and there. But that's the thing with working collaboratively and eventually I changed my mind set and just polished everyone else's work with or without telling them. Of course some of them felt bad, and I could tell that they felt and wanted to say "what's the point of animating my own part if you're just gonna tweak it or remake it." So I had to explain this is part of production process it happens a lot in anime where they have the supervisor for an animation studio do corrections for the drawings because they have to get the artstyle consistent, and it's somewhat similar to that, but only on the animation department, I don't know if you would be interested to seeing the before and after, but it happened a lot. In this project.

The Team vs Time

For Obvious Reasons I'm not here to single out who did what, If they did good, who you should watch or why they're bad etc. Their names in the end of the video alongside their roles would give enough explanation as to what they did. We started around more than 10 people and ended up with just 3 or 4 people working on it as soon as the project was still going over a year. Most of the people working on this volunteered, of course everyone agreed they're not getting paid and they're fine if I monetized this project.

Now obviously. What I'm only going to talk about here is to give attention to the reality for teenagers or young audiences that are into making animation.

Right now you're probably thinking you can make a lot of animation in your summer or holidays which is true. But if you're making a BIG project like this one it will take years, and most of the time young people don't have a sense of duty or responsibility they sometimes need a push or motivation to do stuff. When in reality you need to finish or do things to feel motivated. I suggest you make something short.

Enjoy your time as a young kid, go out more. Meet up with friends, spend time with your family, because you'll never know you might end up realizing you spend most of your free time working on an art/animation/game or any personal project that you got lost in touch with your health, relationships, and more importantly self.

The Fandom

I think we can all Agree that most fandoms have their own kind of toxicity. For

Dragonball Z fandom it would be “can he beat goku tho” as for my fandom. Me as a person who makes stick figures and tried to make it as a work for a living it’s “make me [insert character name] stick figure” and at first I was getting tired with it and getting frustrated, It was daunting. Eventually I've grown numb and just straight up say “no” but even when I just say “no” which obviously I have the right to do so. The “fans” that I have would ask me to explain why, and would bash me for not doing all their requests which is obvious that these “fans” are at a young age and are more likely felt entitled or had some special kind of treatment. I grew up in an environment where you have to figure things out yourself. Do it yourself.

I know it’s a bit harsh but that’s how I grew up, and of course I can’t enforce that kind of mentality on everyone. But because I keep sharing that story in my streams as an answer, it became an instantaneous reply in my discord server whenever someone asks for a stickfigure or help, they would instantly get a hostile reply like “make it yourself” I don’t know if it became a meme but I felt like I am the cause of this kind of hostile behavior in my in my community because of how I act in my streams, and you know who you as the public figure becomes a role model to your fans, so whenever someone asks for a stick figure, and I really don’t have the answer for it other than maybe “next time” or I would just ignore it. But later on it became a meme or a joke in which most of my fans just ask for sticks. So nowadays it will never be taken seriously. “Pass da pacc pls”

Another issue I had is how my viewership engagement is different. When I upload a video that isn’t Dragon Ball Pivot content it wouldn’t get that much views.

What’s Dragonball Pivot to me?

The Story?

It’s mediocre. Written by a 14 year old, and his future self trying to put duct tape around it to fix it doesn’t really fix it, it just makes it convoluted.

The Animation?

It’s a playground of just spectacle, no substance. Before when I was younger it was cool, fun and awesome. I felt proud after finishing an episode or an animation and was always excited to upload it for everyone to watch. But now that I’m older all I feel is just disappointment in myself seeing how I’m still doing the same thing after 10 years.

Even though technically I am pushing the boundaries making 3D background 360 stick figures, new effects, etc. I'm still doing the same procedure moving an object around the canvas, and it's not fun anymore. I'm not proud of what I've made, I'm only proud that I finished it.

Why make it?

The main reason why it started was because back at that time (2012) there wasn't that much going on in terms of dragonball related content other than video games. I love dragon ball. I grew up with it, but at the same time seeing the comments, the fandom, and how everyone is so opinionated about a fanfic animation. It's just unmotivating and cringe, it's also just disappointing. How people like to over analyze power scaling, story over fighting, or fighting over story. I was just a kid, who wanted to animate stick figure fights but because I was using an existing IP. It became a train wreck and a toll to my creative energy.

Why stop?

I don't know how to make this much more obvious, I always mention this whenever an old viewer of mine goes into my stream to chat and ask about Dragonball or Pivot related questions, and it's just me repeating over and over what i've said, I've tried to record this and make it an actual video but I think it's cringe to upload because my new subscribers would probably not understand the predicament that i'm in, I know i could easily just make a new channel and start over. But for me the reason why I didn't do that was to prove that **animation is more than just a HYPE action sequence**.

Animation can express feelings and emotions. (character acting, movement)

Animation can tell a story or send a message. (storyboarding, animatic)

Animation can be a way to experiment and advance film making in general. (VFX)

Animation is not just for kids and teenagers. (Dark/Adult Theme)

Animation is not just for yourself but also for others. (Empathy and Symbolism)

But then again how am I supposed to show this when I feel like I'm chained by my viewers. It's counter intuitive when I'm saying this and showing you an animation about fighting lol. Maybe give my short student films a chance and [check them out](#)? I don't know if you will find them nice or not.

Viewer Engagement Positivity over Demands?

I'm here to reassure you I don't feel that way (being restricted and chained by my viewers) that much anymore than I used to. Positivity from viewer engagement helps a lot. I think it hits differently when you're engaging with your audience that is not oriented from just one specific niche. Though I know it's a double edge sword since people will expect you to do the same thing, but this is still something new to me. Trying to be a jack of all trades in terms of animation.

Trying out new things it's fun and never boring for me atleast. Back then when I made a stickfigure, made a tutorial for my viewers I always felt the pressure, the demand. From them I didn't feel like I was making it for myself anymore, and I think that's how work usually is. It was supposed to start as a hobby and eventually it became a work, BUT is pivot dragon ball z animation even paying enough? Or no?

It didn't and it hasn't yet. Sure there's pivotDBsuperZ that has 100K subs they make mostly " the same " (in the sense that they're always side view) animation. And it gets 10k+ views. But animation takes time, and I checked on their patreon. They're struggling, I like to imagine that they're an adult now and are in need of money/stable job, and Pivot animators on youtube? Haven't heard of it as a thing. Stick nodes have a better chance, because of how easily accessible it is for younger audiences and people who don't have computers but have smartphones.

FEW WORDS (B)

I hope with this I can finally put Dragonball Pivot to rest.
I don't mind if anyone picks up the torch and starts on where I left from.
I hope after reading this you picked up a few things on your own.
I hope you have a nice day or night.
Good luck! See you in the comment section.